

STONEHELL DUNGEON

Into the Heart of Hell



A classic megadungeon setting for use with **Labyrinth Lord™**
and early versions of the original fantasy role-playing game

STONEHELL DUNGEON

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Labyrinth Lord
Compatible Product

Stonehell Dungeon: Into the Heart of Hell

Design & Cartography: Michael Curtis

Editor: Tim Snider

Cover Art: J.A. D'Andrea

Interior Art: Luigi Castellani, Gary Dupuis, William McAusland, Bradley K McDevitt, Jeremy Mohler, Matt Morrow, Carl Nash, Håkon Nordheim, and Ralph Pascucci

One Page Dungeon Concept: David Bowman

One Page Dungeon Template: Michael Shorten

In Memory: Michael Rupert Curtis (1944-2014). Thanks, Dad.

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Stonehell Dungeon – Introduction to the Dungeon

Greetings and welcome back to the ancient prison known far and wide as Stonehell Dungeon. This is the second and final book in the Stonehell series, a tome that explores and details the crumbling vault's deepest and oldest levels. This book, *Stonehell Dungeon: Into the Heart of Hell*, picks up where its predecessor, *Stonehell Dungeon: Down Night-Haunted Halls*, left off. Material covered in the first book, including portions of the dungeon's history, rules for restocking and changing the dungeon, and suggestions on using the megadungeon in campaign play are not repeated in this book. Although it is not impossible to utilize this second book alone, possession of *Stonehell Dungeon: Down Night-Haunted Halls* will greatly assist in running the dungeon and is highly suggested by the author.

As in the previous book, this book is intended to recapture the "Saturday Night Dungeon Crawl" of the hobby's earliest days. Referees and players looking for complex details on overarching plots and other story elements will not find them here – but that doesn't mean they can be introduced! The Stonehell Dungeon series concentrates on providing the Labyrinth Lord with the basic and barest information necessary to use the megadungeon as part of his or her campaign. Although plot hooks and adventure seeds are suggested throughout the book, it is up to the Labyrinth Lord to flesh out and personalize the dungeon and to make whatever changes and additions he or she finds necessary to best implement Stonehell Dungeon into their game world.

Like many things in life, the more effort you put into Stonehell Dungeon, the more enjoyment and use you'll get out of it. This is not to say that the dungeon cannot be used "as is" right from the book. However, by taking the time to weave the loose threads given herein into your campaign and to elaborate on the sparse details provided for certain encounters and adversaries, you'll find the dungeon becomes a living part of the game world, one the characters – and more importantly, the players – become invested in and wish to return to time and time again.

No matter what route you decide to utilize, know that by ownership of this book, Stonehell Dungeon is now yours to do with as you please. Make the most of it and do with it what thou will!

A Note on Abbreviations

From time to time, this book references material found in both *Stonehell Dungeon: Down Night-Haunted Halls* and *Stonehell Supplement Two: Buried Secrets*. To conserve

space in the text, the former is abbreviated to *SD: DNHH* and the latter is abbreviated as *SD: BS*.

Stonehell Dungeon Prior to the Prison Years

There are places in the world, both above and beneath its surface, that attract evil and malignancy. These locales exert an almost-magnetic pull upon maleficent entities, calling them there like an oasis in a parched desert. Whether these evil places attract evil due to mere happenstance or a deeper, less quantifiable, mystical reason has long been debated by scholars.

It should come as no surprise to those familiar with Stonehell Dungeon's origins (see *SD: DNHH* pp. 4-5) that the former prison sits upon one of these spots of spoiled land. Long before the Sterling Potentate erected his penitentiary, the caverns that predated the dungeon were home to subterranean civilizations steeped in treachery, callousness, and evil. Although these cultures have vanished, the relics left behind by the chthonic nations still linger in the dark, awaiting discovery.

Evidence shows that at least four civilizations formerly existed in the hypogeal realm under the prison in the long millennia prior to its construction. These cultures include the Kion, a four-armed humanoid race that settled the region in antiquity, the Eaul, human refugees that briefly occupied the dungeon in the wake of calamity, the Sai'tehlim, subterranean giants who enlarged a portion of the halls for their own use, and a fourth, unidentified civilization responsible for the construction of the Machine (see **Level 8E**). Of this mysterious fourth culture, only the sentient pool of Helfaraferath remains, the sole survivor and repository of knowledge (see *SD: DNHH* pp. 114-115). All four of these vanished cultures established holdings around the Majusek Sulcus (see below), perhaps due to the rich ecosystem that great chasm sustained. Each subsequent occupant built upon and extended the excavations they discovered, turning the dungeon's lowest levels into a hodge-podge of construction styles and techniques.

The Kion were the oldest settlers in the subterranean expanses beneath Stonehell's present location. This race settled in the area both above and below the surface. Atop the mountain peaks, the Kion built observatories to view the stars. The ruins of these stellar workshops can still be discovered perched on foreboding cliffs and atop lonely summits. Below the mountains, deep under their stony roots, the Kion constructed strongholds and sepulchres, including a tomb to inter travelers from the distant stars (see **Level 8A**). Eventually, the Kion departed, their fate unknown, and their subterranean holdings fell vacant and forgotten.

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Stonehell Dungeon Timeline

The following timeline lists important events in Stonehell's history, both prior to the prison's construction and afterwards. Most dates are approximate, and the Labyrinth Lord can alter or ignore them as befits his campaign.

5000 years ago: The Kion settle the region, building observatories on the mountain peaks above and erecting a sepulture and stronghold beneath the mountain's roots.

2000 y.a.: An unidentified culture occupies and expands the now-vacant Kion holdings. They construct The Machine.

1600 y.a.: The Sai'tehlim, a race of underworld giants, occupies a small portion of the halls, constructing a stronghold suitable to their great stature.

1300 y.a.: The wyrm, Lightning Reflected in Terrified Eyes, drives the Sai'tehlim from their halls and claims them for its lair.

800 y.a.: The Eaul flee a great catastrophe that laid waste to the region and drove them from their home. They seek security underground, discovering the excavations left behind by the Kion, the Sai'tehlim, and others. The Eaul slay the wyrm, Lightning Reflected in Terrified Eyes, and occupy halls and chambers around the Majusek Sulcus.

700 y.a.: The Eaul disappear, victims of the Host of the Last Revel.

600 y.a.: The Vrilya discover the Majusek Sulcus and establish Tanna-T'liev.

350 y.a.: The mountain trolls, descendants of the Sai'tehlim's servants, build their halls beneath the mountains. They come into contact with the Vrilya soon afterwards.

195 y.a.: The Sterling Potentate assumes his throne.

187 y.a.: Construction of Stonehell Dungeon begins.

183 y.a.: The nixthisis manifests in Stonehell and begins to grow powerful on the feast of emotions it finds there.

148 y.a.: The Sterling Potentate is driven from his throne, and the prison is liberated. Few prisoners are freed as most have become acclimated to their subterranean life. The prison becomes a shunned place.

147 y.a.: Stonehell Dungeon becomes a destination for adventurers, treasure-seekers, and thralls of the nixthisis.



Three thousand years later, the former excavations of the Kion became home to an unidentified race. These mysterious occupants expanded the Kion's diggings, extending the chambers and corridors deeper and broader. In addition, the unknown settlers constructed the weird device known as "The Machine." After roughly four centuries, these unknown residents vanished, but a strange relic of their occupancy remains: Helfaraferath, the mind and personality residing in the Pool of Wisdom. Helfaraferath was once a member of this ancient civilization and could shed much light on their identity and achievements if he could be enticed to reveal what he knows.

A few centuries after this civilization disappeared, a tribe of subterranean giants known as the Sai'tehlim discovered the forgotten holdings around the Majusek Sulcus and took up occupancy. Several of the halls and chambers were enlarged to accommodate their titanic bodies. The Sai'tehlim became the masters of the dungeon for three centuries, lording over several (comparatively) smaller servant races, including ogres and the ancestors of the mountain trolls.

Unfortunately, the giants' rule came to an end when the great wyrm, Lightning Reflected in Terrified Eyes, discovered both the Sai'tehlim's home and the tremendous wealth they had accumulated. The dragon slew the giants and drove their servants from their masters' halls. Lightning Reflected in Terrified Eyes then claimed the holdings for its lair, and no other creature

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dared venture into the tunnels around the Majusek Sulcus for centuries.

Half a millennium later, like that of those who preceded it, *Lightning Reflected in Terrified Eyes*' dominance came to an end when a new civilization discovered the Majusek Sulcus. Originally from the surface world, the Eaul were forced to assume a subterranean existence when a great calamity struck the region above. Widespread devastation drove them to seek sanctuary in the earth, and it was here they discovered both the massive underground canyon and *Lightning Reflected in Terrified Eyes*. Unwilling to return to the surface, the Eaul battled the wyrm, ultimately slaying it in its lair, but with heavy losses to their already decimated numbers. Battered and dispirited, the Eaul became the next masters beneath the earth.

The Eaul turned to debauchery in the face of the great woes that had befallen their culture and to stave off madness from leaving the sunlit lands behind. Each year their numbers dwindled, and their grasp on the halls around the Majusek Sulcus grew more and more tentative. After a mere century, the blink of an eye compared to the previous lords of the dungeon, the Eaul fell victim to their desperate hedonism when *Host of the Last Revel* arrived in their midst. This manifestation was the doom of the Eaul, their population spirited away in

the blink of an eye to a distant – and perhaps best undiscovered – world.

A century after the Eaul disappeared, Vrilya scouts travelling through the chthonic wilderness outside their homeland discovered a glittering cavern situated on the southern edge of the Majusek Sulcus. The cavern was chosen as the site for a new trade outpost near the Vrilyan nation's borders, and the settlement of Tanna-T'liev was founded. Commerce continued beneath the earth for centuries before the next interruption to the hypogeal status-quo occurred. Two hundred and fifty years after the founding of Tanna-T'liev, the descendants of the trolls that once served the Sai'tehlim begin digging their own halls beneath the mountains. One such family inadvertently broke through into the Vrilya excavations. After some initial battles and tense negotiations, an agreement was made. The truce benefited both sides, with the mountain trolls gaining new trade partners and (sometime) allies and the Vrilya enriching their coffers with troll-mined gold.

And thus life continued underground...until the Sterling Potentate came to power and turned his gaze toward a certain box canyon in the mountains. Little did he know that the small caverns at the rear of the canyon rested above a network of ancient excavations dating back five millennia. The events that followed and the construction



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of the prison that came to be known as Stonehell are detailed in the previous book (see *SD: DNHH* pp. 4-6).

General Dungeon Features

The lowest levels of Stonehell Dungeon do not share a homogenous construction. Unlike the upper levels, the deepest part of the dungeon were constructed by diverse hands over the span of millennia. Keen observers can discern the different styles of construction present, if not the identities of the various parties. This gives the Labyrinth Lord great leeway when describing the various levels and allows the introduction of interesting features that may or may not reflect the rest of the surrounding quadrant. This does not mean there are no commonalities in the dungeon's lower levels. Some similarities resulting from excavation by humanoid-shaped residents exist across multiple levels.

Most worked passages are 10' in width and have ceilings averaging from 8' to 16' in height. Cunning construction incorporates arches and other supports directly into the corridors' construction, leaving the passageways largely cleared of protruding obstructions along the walls and ceiling. This can make it difficult to find cover when travelling the hallways (even to the point of imparting a -10% penalty to Hide in Shadows attempts and other stealthy endeavors at the Labyrinth Lord's discretion). Chambers in the lower levels also vary in size. Most rooms feature ceilings from 10' to 20' in height, but occasional larger chambers feature cathedral-like ceilings measuring 30' or more. Such high-ceilinged rooms are noted in the dungeon key.

The appearance of the worked stone surfaces in the lower levels varies. In some places, particularly those diggings produced by the Kion and the Vrilya, the stone is smooth and lacks discernable joints and mortar lines. In other places, the stonework is large slabs joined together with cracked mortar and bearing numerous niter patches. Other sections of the dungeon still retain the tool marks and rough edges left behind when the stone was excavated, although time and travel have somewhat softened these hewn stones' crude outlines.

Surprisingly, the air throughout the lowest dungeon levels is fresher than that found closer to the surface. Although the wind obelisks do their part in reducing the smell of mildew, dust, dung, blood, and cooking meat, the primary reason for the freshness is the Majusek Sulcus. The draughts and currents caused by thermals in the chasm keeps the air moving throughout the dungeon and mitigates the stench prevalent on the upper, more stagnant levels.

Doorways on the dungeon's lower levels are either constructed of metal-bound *aguldaan*, a wood substitute common in the subterranean world (see p. 20), or are crafted from stone. Stone doors are most common on **Levels 7 through 9** and are relics from the original occupants of those regions. These doors are of superior construction and bear concealed counterweights housed in the portal's frame. The counterweights make opening the doors much easier (as per a standard wooden dungeon door requiring an Open Doors roll), despite the often 400+ lbs. weight of the large valves.

The lower levels, like the upper sections, are primarily shrouded in darkness. Unoccupied chambers and hallways always lack illumination. Areas occupied by intelligent monsters may or may not be illuminated. Places such as guard posts, cisterns, and other areas that see occupation for limited periods have a 50% chance of being illuminated when encountered by the PCs. Any illumination is likely to be by candle or torch. Areas that see full-time occupation such as living quarters,



barracks, common areas, etc. are lit 90% of the time. This illumination is produced by small fires, braziers, torches, or candles, and is of dim intensity.

An uncommon light source encountered on the lower levels is the *glow rod*. These relics originate from at least the Eulean occupation of the dungeon, but may even predate that culture. Glow rods are plain, 6" long, steel rods that have been enchanted to produce soft light of varying colors. A glow rod's light is less bright than a torch and illuminates a 20' radius. Glow rods do not produce heat, but neither do they exhaust over time. However, the ancient enchantments placed upon glow rods are destroyed by sunlight, and any rod exposed to the sun's rays becomes a normal metal bar.

The lower levels are stacked roughly one above the other. Due to the Majusek Sulcus, however, the upper three levels in the deep dungeon are slightly askew in placement above the lowest levels, as they occupy a



greater area. **Level Six** is situated 100' below **Level Five**. **Level Seven** is located 110' beneath **Level Six** and 80' above **Level Eight**. **Level Nine** lies 75' beneath **Level Eight**. **Level Ten**, due to the distortions of the Frayed Tapestry, is difficult to pinpoint in the physical realm. Prior to the arrival of the nixthisis, this level was located 60' beneath **Level Nine**, but now such distances are meaningless as they are in constant flux. Parties descending the stairs from Level Nine might appear to travel anywhere from 20' to three miles before the stairs terminate on the dungeon's lowest level.

Due to the large distances between the levels, most staircases connecting the various dungeon stories are winding affairs that twist and turn, pause at numerous landings, or dog-leg upon themselves as they go. This makes it difficult for a party to determine what direction they're facing or how far they've descended upon reaching the bottom of a staircase in Stonehell Dungeon. Unless the PCs have means to determine direction or depth (or have taken steps to accurately chart such as they travel the stairs), the Labyrinth Lord should utilize this directional uncertainty when giving mapping directions for passageways and corridors on newly encountered levels.

The Majusek Sulcus

The grand chasm known as the Majusek Sulcus is the center point of the dungeon's lower levels. It harbors a diverse ecosystem that serves as the bottommost rung of

Stonehell's food chain, and it is this ecosystem's presence that is responsible for the numerous civilizations that established themselves in the subterranean depths over the millennia.

Formed by natural geological forces, the Majusek Sulcus measures 220' feet from its stony roof to its rocky floor. It narrows as it descends, measuring 190' wide at its widest point at **Level Six** and only 100' on **Level Eight**. The shattered condition of several rooms on Level Six and the presence of worn rubble on the chasm floor indicates the Majusek Sulcus has grown wider over time, and this process may be ongoing.

The chasm floor is home to lush fungus groves that provide sustenance for small subterranean grazers and vermin. These creatures, combined with the water supply present in the Majusek Sulcus, in turn feed the larger predators that lair in the dungeon. The fungus is also the source of *aguldaan*, a curious wood substitute manufactured by the Vrilya and found through the hypogeal depths. Without the chasm and its resources, existence would be much harsher in the already extraordinarily lethal underworld depths.

The Majusek Sulcus is occupied by a variety of fauna. Most prevalent is the colony of phosphorescent bats. These harmless creatures create eerie light shows in the canyon's darkness as they flit about, feeding on the insects that thrive in the fungus groves. In turn, the bats are prey to glider spiders, uncanny and toxic arachnids that drift through the chasm's depths on gossamer kites. Lording over these are the manticores and the dreaded chimera called Tritenebrous. The oldest and wisest of the Majusek Sulcus' occupants are the gargoyles that lurk near its roof. The tribe's leader has dwelled in the subterranean reaches around the chasm since the days of the Kion and knows many of the dungeon's secrets.

Although the chasm's plentiful wildlife is indispensable to Stonehell's residents, the Majusek Sulcus provides an even more important service to adventurers: mobility. Mid- to high-level PCs with *levitation* or flying magic can use the chasm as a means to rapidly descend and ascend through the dungeon's deeper levels instead of searching for stairs or teleportation gates. While this makes exploration of the dungeon more expeditious, it also increases the chance that incautious adventurers might stumble into situations they're not powerful enough to deal with. Luckily, as long as the magic remains (and provided their opponents cannot also fly), escape to less challenging levels can be swiftly achieved.

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Chaos Events

The presence of the nixthisis, Stonehell's secret master, has caused the dungeon to become infused with large quantities of primordial entropic energy. This pervasive infection of Chaos has resulted in a breakdown of logic and order in the dungeon, the alteration of some of its inhabitants, and the appearance of momentary failures of Law's grip upon the material plane. These short-term plunges into entropy are known as Chaos Events, and they can occur at any time.

The probability of a Chaos Event occurring increases the deeper one gets in the dungeon. Extremely rare on the uppermost levels of the depths, Chaos Events happen more frequently the closer one moves toward Level Ten, the home of the nixthisis and the source of the entropic infection. Chaos Events happen as random encounters and are listed on certain levels' Wandering Monster tables. When a roll indicates a Chaos Event has taken

place, the Labyrinth Lord consults the table found in **Appendix A** to determine the exact event that occurs. As with all aspects of the Stonehell Dungeon series, the Labyrinth Lord is free to add to the list of Chaos Events or to adjust the probabilities of them occurring as best suits his or her campaign and players' preferences.

The occupants of the lower levels are aware that something strange is occurring. Most have suffered through at least a handful of Chaos Events at some point. The dungeon's residents cope with these Events in different ways. Some realize that Chaos Events are more likely in certain quadrants and avoid those places. Less intelligent creatures adopt any number of superstitions and wear "magical talismans" of no actual power to ward off the malignant sorcery they believe plagues the dungeon's deepest parts. Despite their attitudes towards the Chaos Events, no one in the dungeon knows the



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truth of their origin (aside from the nixthisis itself, that is). PCs who successfully question Stonehell's occupants about the Chaos Events will hear a number of theories, but gain no real insight into their cause. The answer to that mystery is one the adventurers will have to discover for themselves!

Dungeon Factions and Reactions

The adventurers will encounter many different groups and organizations as they explore Stonehell Dungeon. Some of these groups exist in a state of uneasy truce, while others are outright enemies. In addition to the attitudes these power blocs hold towards one another, they'll also develop impressions of the PCs based on the party's activities. It is quite easy for an overzealous party to find themselves banned from Kobold Korners, for example, should they anger Trustee Sniv. (It happened in the author's home campaign!) The following are basic rules to help adjudicate and track these attitudes and the effects they have on adventurer/monster relations.

It's always easier to make enemies than earn friends, even in the sunlit lands above the dungeon. PCs looking to make a favorable impression on a dungeon power group will find they make themselves enemies of those opposed to that group faster than they get themselves into the group's good graces. To represent this tendency, the author suggests the following rules to reaction rolls:

Every action done to win the favor of a certain group grants the party a -1 bonus to all future reaction rolls with that group, but imparts a +2 penalty to reaction rolls with the enemies of that group.

AND

Any action done against a certain group imparts a +2 penalty to subsequent reactions with that group.

For example, if the party is attempting to curry favor with Uldaavu Epharu of the *Illtornovu Oudgra* caste (see **Level 7F**) by performing tasks for that Vrilya Comprador, they gain a -1 bonus to any reaction with that caste per task completed. However, since they're obviously intent on becoming allies with that Comprador, all reactions with *Edya Ferrin* or *Ghulu Amonouc* castes (rivals to the *Illtornovu Oudgra*) suffer a +2 penalty for each task undertaken for the Comprador. A party that successfully aided Uldaavu Epharu three times would enjoy a -3 modifier with his caste, but a whopping +6 penalty to reaction rolls when encountering opposed Vrilya castes!

Likewise, if a party develops a reputation for attacking Vrilya on sight, they earn a +2 penalty to reaction rolls when encountering all Vrilya. Eventually, the party will automatically be attacked whenever the Vrilya runs across them.

It should be noted that both the benefits and penalties of aiding or attacking a faction are only applied if the party's actions are known to the groups involved. Adventurers who waylay monsters in the dungeon's depths and leave no survivors are not known to be enemies or allies to any group (aside from the typical prejudices against surface dwellers). Only by letting word of their deeds spread to the appropriate ears will the PCs gain or lose status amongst the dungeon groups. In this way, a stealthy party can avoid the negative consequences of aiding one faction if they carry out their actions in utter secrecy in regards to anyone but the allies they serve.

It is also possible for a party to increase their reputation with an enemy group by betraying their former allies and working to win the acclaim of that group's foes. Each task performed against their former "friends" reduces the party's penalty with the organization they're trying to increase their reputation with by one. For example, if the PCs were formerly allies with the orcs on **Level 1C** and killed goblin bands on two occasions (granting them a -2 bonus to orc reactions, but a +4 penalty to goblin reactions), a known attack on the orc tribe would reduce their penalty with the goblins to +3. Another two such attacks would reduce it to +1 and so on. The reaction modifier with the orcs would suffer as a



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result (obviously!), earning the party a +2 penalty for each attack. One betrayal might be forgiven (reaction roll modifier becomes +0), but with two or more it becomes apparent to the orcs that their former friends have thrown in their lot with those short goblin bastards!

The Labyrinth Lord is advised to use an ordinary sheet of paper organized into columns to track the party's modifiers with the dungeon's various power blocs. List each group the PCs have encountered in one column and their current reaction modifier in another. This method keeps the reaction modifiers arranged for quick reference and spares the Labyrinth Lord the task of remembering whether the party is in good standing with the Mutocks this week or not.

Due to the number of different tribes, organizations, and cabals present in the dungeon, the nature of most rivalries and alliances between the various groups in Stonehell are left to the Labyrinth Lord to determine. Some are implied in the series (the goblins vs. the orcs or the Vrilya Compradors in Tanna-T'liev, for example), but others will exist as the referee decides. Some groups may even be so revered or reviled that attacks against them improve or harm the PCs' reactions across the entire dungeon! If the party is stupid enough to wage war on the Casino (**Level 7E**), they'll likely earn the animosity of all intelligence races that use the gaming house for recreation and as neutral ground. Likewise, a party that dedicates themselves to wiping out Carstahz Faite, the Vampire Lord of Stonehell, will likely find a warmer reaction wherever they go as the vampire's destruction would benefit the majority of the dungeon's inhabitants.

Adventure Seeds

Although Stonehell Dungeon is intended as an adventuring locale, a place that entices the PCs to explore in search of plunder for plunder's sake, not all players may be driven by such avaricious goals. The following adventure seeds can be expanded on and used to entice the party to explore the dungeon's deepest depths.

- A sage or magic-user has heard legends that a gateway between worlds exists in the bowels of Stonehell Dungeon. He is paying a small fortune to anyone who can locate the portal and determine its function. PCs discovering the Hangway (**Level 8C**) and figuring out its operation could claim this reward. Alternately, the scholar seeks to dispose of something (a cursed magical artifact, for instance) and wants

it thrown into the portal to banish it to another world.

- Bands of giants are spotted in increasing numbers across the lands, bound for Stonehell Dungeon. These titans must be gathering for some fell purpose, and the local baron wants someone to find out why. The PCs must first discover the Three-Eyed King (**Level 8F**) and then uncover and defeat his plan to raise himself up as the titanic potentate of the region.
- A dwarven emissary has arrived in the region seeking to discover why contact with a reclusive enclave of dwarves has ceased. He is hiring adventurers to protect him as he travels to the Hermitage (**Level 6B**) to re-establish communications with his kin. Once there, the emissary and the PCs discover the horrible fate that has befallen the Hermitage's residents.

Rumors

Stonehell Dungeon is not a static place where the monsters remain solely in the lairs. Co-mingling and the exchange of information between residents is a common occurrence, and this communication even extends to interaction with the surface dwellers who visit the dungeon in search of riches. During these meets, rumors spread and are repeated in various places both inside and out of the dungeon. Below are twenty rumors the PCs may learn about the lower levels of the dungeon. The party may overhear these tidbits while spending their plunder at the local tavern or discover it from the lips of Stonehell's monstrous inhabitants on neutral ground like Kobold Korners or the Casino. Truthful rumors are indicated with a (T), and false rumors are marked with a (F).

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Stonehell Dungeon Rumors

D20 Roll	Rumor Known
1	A large settlement of Vrilya exists in the depths of Stonehell Dungeon. (T)
2	A dwarven mine laden with vast amounts of unmined gold exists on one of the lower levels of the dungeon. (F)
3	There is a gaming house known as the Casino in Stonehell Dungeon. Great fortunes change hands on the turn of the cards or the throw of the dice, and all are welcome there if they come in peace. (T)
4	A stronghold of dwarves is located inside Stonehell Dungeon. The dwarves have chosen a new king who wants to improve trade relations with outsiders. All visitors to the dwarven stronghold are given a lavish greeting. (F)
5	A bizarre tomb situated in the dungeon holds the mortal remains of travelers from the Outer Dark. Their corpses are protected by horrible guardians and lethal traps. (T)
6	The unearthly four-armed mummies that prowl certain parts of the dungeon grant those who eat their dusty wrappings potent powers. (F)
7	A massive chasm bisects several of the dungeon's levels allowing easy travel between them...if one can fly. (T)
8	Powerful vampires infest the dungeon's lowest level. These super-vampires are immune to cleric's divine powers and holy water. (F)
9	A gateway between worlds can be found in the lower levels of the dungeon. Some say it leads to many worlds. (T)
10	The dungeon is endless. There is always another level to be discovered beneath one's feet. (F)
11	Various monstrous inhabitants have been mutated by inexplicable magics and possess weird powers not seen by others of their kind. (T)
12	A forgotten dragon's hoard lies hidden on the dungeon's lowest level. (F)
13	The scintillating globes found in the dungeon are linked to certain rings, allowing near-instant travel. (T)
14	An ancient war god is imprisoned in the deepest part of the dungeon. His immortal worshippers strive to free him and bring about an apocalyptic event. (F)
15	It is best if one leaves the fungus alone. (T)
16	A decayed king atop a crumbling throne grants the wishes of those who bend their knees to him. (F)
17	A metallic and flesh monstrosity dwells in a heap










































of rubbish, served by a tribe of Morlocks bearing unique powers. (T)

18 Writing one's name on a special wall in the dungeon grants immortality. (F)

19 Beware the sound of wheezing deep in the dungeon for it means both life and death are around the corner. (T)

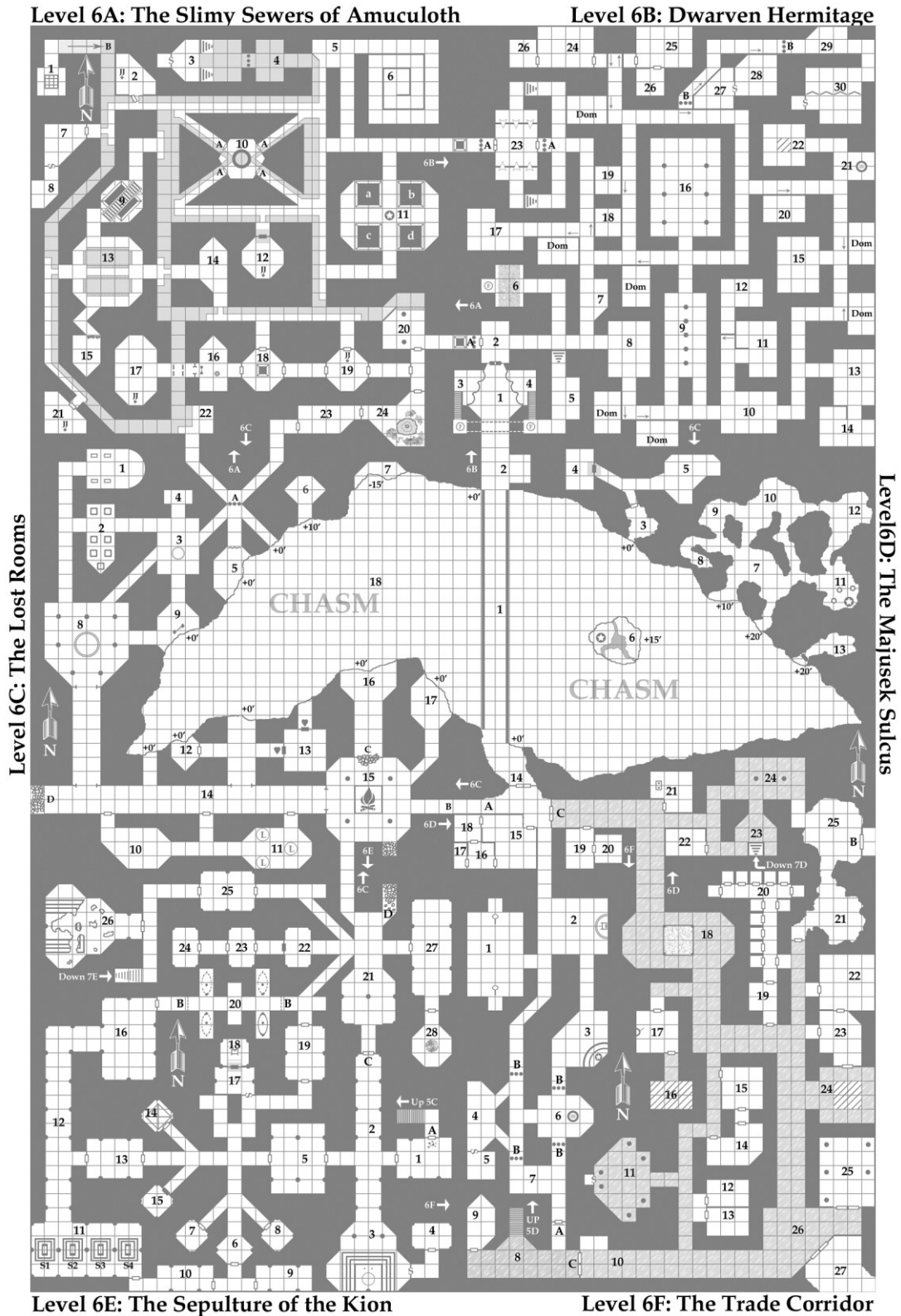
20 A cruel and often lethal fate awaits those who can't cover their losses in the Casino. (T)

Stonehell Maps Legend

	- Altar		- Gates
	- Archway		- Pillar/Column
	- Arrow Slit		- Pit (Covered)
	- Balcony		- Pit (Open)
	- Barred Enclosure		- Chute/Slope
	- Cell Bars		- Dais
	- Curtain		- Elevator Room
	- Door		- Portcullis
	- Door (Concealed)		- Rubble
	- Door (False)		- Stairs (Down)
	- Door (Locked)		- Stairs (Up)
	- Door (Locked & Trapped)		- Statue
	- Door (One Way)		- Throne
	- Door (Secret)		- Trap
	- Door (Smashed)		- Trapdoor (Ceiling)
	- Door (Trapped)		- Trapdoor (Floor)
	- Double Doors		- Underground Tunnel
	- Double Doors (Locked)		- Water
	- Double Doors (Locked & Trapped)		- Well
	- Double Doors (Trapped)		
	- Drain/Pipe, Floor		
	- Fountain/Cistern		

1 Square = 10' unless noted otherwise

Level Six Master Map



Level Six

The first of the lower Stonehell levels is larger than those found closer to the surface, covering 50% more space and containing much stranger foes and wonders.

Level Six contains **The Slimy Sewers of Amuculoth**, **Dwarven Hermitage**, **The Lost Rooms**, **The Majusek Sulcus**, **The Sepulture of the Kion**, and **The Trade Corridor**.

Level Six Monster List

Animate Stone Statue [AL C, MV 60' (20'), AC 4, HD 5, # AT 2, DG 2d6/2d6, SV F5, ML 11, XP 500]

Basilisk [AL N, MV 60' (20'), AC 4, HD 6+1, # AT 2, DG 1d10/petrify, SV F6, ML 9, XP 570]

Black Pudding [AL N, MV 60' (20'), AC 6, HD 10, # AT 1, DG 3d8, SV F5, ML 12, XP 3,100]

Bugbear [AL C, MV 90' (30'), AC 5, HD 3+1, # AT 1, DG 2d4 or weapon +1, SV F3, ML 9, XP 100]

Clankhammer* [AL N, MV 60' (20'), AC 2, HD 6+4, # AT 2, DG 1d8/1d8, SV F4, ML 12, XP 680]

Diedra* [AL C, MV 90' (30'), AC 3, HD 6-12, # AT As head number, DG 2d6 per head, SV F6-F12, ML 12, XP 570 to 2,000]

Draugrdwerg* [AL C, MV 60' (20'), AC 3, HD 5, # AT 1, DG 1d8 or weapon + special, SV D5, ML 10, XP 650]

Flying Eye* [AL N, MV fly 150' (50'), AC 2, HD 4+4, # AT 1, DG as ray, SV M5, ML 10, XP 440]

Gargoyle [AL C, MV 90' (30'); fly 150' (50'), AC 5, HD 4, # AT 4, DG 1d3/1d3/1d6/1d4, SV F8, ML 11, XP 500]

Gelatinous Cube [AL N, MV 60' (20'), AC 8, HD 4, # AT 1, DG 2d4 + special, SV F2, ML 12, XP 245]

Golem, Bone [AL N, MV 120' (40'), AC 2, HD 8, # AT 4, DG weapon type, SV F4, ML 12, XP 2,065]

Gorgon [AL C, MV 120' (40'), AC 2, HD 8, # AT 1, DG 2d6 or petrify, SV F8, ML 8, XP 1,060]

Gray Ooze [AL N, MV 10' (3'), AC 8, HD 3, # AT 1, DG 2d8, SV F2, ML 12, XP 80]

Green Slime [AL N, MV 3' (1'), AC NA, HD 2, # AT 1, DG special, SV F1, ML 12, XP 38]

Hell Hound [AL C, MV 120' (40'), AC 4, HD 3 to 7, # AT 1, DG 1d6 or special, SV F3 to F7, ML 9, XP 80 to 1,140]

Jelly Baby* [AL C, MV 60' (20'), AC 8, HD 2, # AT 1, DG special, SV F4, ML 11, XP 38]

Kionean Animate Iron Statue* [AL N, MV 30' (10'), AC 4, HD 4, # AT 4, DG 1d8/1d8/1d8/1d8, SV F4, ML 11, XP 190]

Kionean Mummy* [AL C, MV 60' (20'), AC 3, HD 5+1, # AT 2, DG 1d12/1d12 + disease, SV F5, ML 12, XP 860]

Kionean Smoke Guardian* [AL N, MV fly 120' (40'), AC 3, HD 8, # AT 1, DG 1d12, SV F8, ML 12, XP 1,560]

Leech, Giant [AL N, MV 120' (40'), AC 7, HD 6, # AT 1, DG 1d6, SV F3, ML 10, XP 570]

Manticore [AL C, MV 120' (40'); fly 180' (60'), AC 4, HD 6+1, # AT 3 or 1, DG 1d4/1d4/2d4 or 1d6 each, SV F6, ML 9, XP 980]

Minotaur [AL C, MV 120' (40'), AC 6, HD 6, # AT 2 or 1, DG 1d6/1d6 or weapon, SV F6, ML 12, XP 820]

Morlock [AL C, MV 120' (40'), AC 8, HD 1, # AT 1, DG as weapon, SV F1, ML 9, XP 5]

Mummy [AL C, MV 60' (20'), AC 3, HD 5+1, # AT 1, DG 1d12 + disease, SV F5, ML 12, XP 860]

Ochre Jelly [AL N, MV 30' (10'), AC 8, HD 5, # AT 1, DG 2d6, SV F3, ML 12, XP 500]

Owlbear [AL N, MV 120' (40'), AC 5, HD 5, # AT 3, DG 1d8/1d8/1d8, SV F3, ML 9, XP 350]

Rust Monster [AL N, MV 120' (40'), AC 2, HD 5, # AT 1, DG special, SV F3, ML 7, XP 500]

Shade Hound* [AL C, MV 120' (40'), AC 4, HD 6, # AT 1, DG 1d6 or special, SV F6, ML 9, XP 820]

Shadow [AL C, MV 90' (30'), AC 7, HD 2+2, # AT 1, DG 1d4 + special, SV F2, ML 12, XP 83]

Slime Beast Carcass Scavenger* [AL C, MV 120' (40'), AC 7, HD 6+1, # AT 8, DG paralysis, SV F4, ML 9, XP 1,280]

Slime Beast Dwarf* [AL C, MV 60' (20'), AC 4, HD 4, # AT 1, DG 1d8 or weapon, SV D4, ML 8, XP 135]

Slime Beast Giant Python* [AL C, MV 90' (30'), AC 6, HD 7, # AT 2, DG 1d4/2d8, SV F4, ML 8, XP 1,140]

Slime Beast Kobold* [AL C, MV 60' (20'), AC 7, HD 3, # AT 1, DG 1d4, SV F3, ML 6, XP 65]

Slime Beast Minotaur* [AL C, MV 120' (40'), AC 6, HD 8, # AT 2 or 1, DG 1d6/1d6 or weapon, SV F8, ML 12, XP 2,060]

Slime Beast Stirge* [AL C, MV 30' (10'); fly 180' (60'), AC 7, HD 4, # AT 1, DG 1d3, SV F5, ML 9, XP 245]

Slime Beast Troll* [AL C, MV 120' (40'), AC 4, HD 8+3, # AT 3, DG 1d6/1d6/1d10, SV F8, ML 10, XP 1,560]

Spectre [AL C, MV 150' (50'); fly 300' (100'), AC 2, HD 6, # AT 1, DG 1d8 + level drain, SV F6, ML 11, XP 1,070]

Spider, Glider* [AL N, MV 120' (40'); fly 60' (20'), AC 5, HD 6, # AT 1, DG 1d6 + poison, SV F3, ML 8, XP 650]

Spider, Tarantula [AL N, MV 120' (40'), AC 5, HD 4, # AT 1, DG 1d8 + poison, SV F2, ML 8, XP 135]

Troll [AL C, MV 120' (40'), AC 4, HD 6+3, # AT 3, DG 1d6/1d6/1d10, SV F6, ML 10, XP 600]

Vrilya - Dyzon Kylryl* [AL C, MV 120' (40'), AC 3, HD 3, # AT 1, DG as weapon, SV E3, ML 8, XP 95]

Vrilya - Obuld yt Dyzon* [AL C, MV 120' (40'), AC 3, HD 3 to 8, # AT 1, DG as weapon, SV E3 to E8, ML 7, XP 80 to 1,560]

Vrilya - Sahnyam Ana* [AL C, MV 120' (40'), AC 3, HD 4, # AT 1, DG as weapon, SV E4, ML 8, XP 135]

Vrilya - Ultha Dulchat* [AL C, MV 120' (40'), AC 3, HD 3, # AT 1, DG as weapon, SV E3, ML 8, XP 80]

* New Monster

Level 6A: The Slimy Sewers of Amuculoth

Overview

The origin of these putrid halls is uncertain, but a popular theory is that these tunnels and strangely-shaped chambers were constructed by the Kion as a living sanitation system for the Lost Rooms (**Level 6C**). If that was the case, something went horribly wrong.

The Slimy Sewers have become a self-perpetuating nightmare of oozes, slimes, puddings, and other viscid creatures. Even worse, those who perish within the sewer become gelatinous monsters never before seen in the subterranean realms. Had the dwarves to the east not inadvertently tunneled into these corridors, the jiggling horrors beyond might have remained thankfully undiscovered.

Although few tread these halls and the monsters created here do occasionally slip out into Stonehell at large, the entrance to this section remains unsealed. The reason for this is twofold. First, it is a convenient place to discard refuse and unwanted beings. Second, a ruby of enormous size waits within. The jewel has proven to possess a crafty defense strategy that has so far foiled all attempts to procure it. Its existence remains a tantalizing lure for treasure hunters.

Population

This section is occupied almost entirely by slime-based creatures. Most are unintelligent threats, but are deadly in the numbers encountered herein. A few odd, yet intelligent beasts roam the sewers, either legacies of strange magics or recent inhabitants transformed by the self-perpetuating power of this place.

Special Dungeon Notes

The Foul Fountain (#10) – This carved stone fountain appears more like an unseemly organ extracted from a titanic alien creature than a functional ornament. Its grayish-green exterior is slick with mucus, and several dark holes pierce the sides of its tumorous shape. A series of colored buttons (black, green, grey, orange, white, and purple) are set into its southern face at human eye-level.

Each turn, there is a 1 in 6 chance that the Foul Fountain vomits forth a random slime, ooze, or jelly with a flatulent sound. This magically-created creature lands in one of the four gutters in this chamber, sliding out the door to join its brethren in the sewers. So long as no one

is standing in the gutter the slime lands in (determine randomly), the creature is not a threat.

In addition to this random slime, pushing any one of the buttons on the fountain also produces an ooze or slime. The buttons are color-keyed to the type of creature created (see below) and can be pressed once per round to create an unlimited number of slimy beings. However, there is a 2 in 6 chance that a pressed button becomes stuck, automatically creating a new slime each round. The Labyrinth Lord should keep careful track of the number created – both to add to the halls outside this room and to determine the chance of the fountain becoming jammed.

Each round the button is stuck, roll a d10. If this roll is less than the number of slimes created, the fountain becomes jammed and begins making terrifying sounds. Ghastly juices run down its side, and odd-colored smoke streams from its holes. It explodes after 1d6 rounds, causing 6d10 damage (save vs. breath attack for half) to anyone in the chamber and spitting out 2d4 oozes of random type that may strike bystanders (attacks as a 10 HD creature) as they spray across the chamber.

- 1) Black Button – 1 black pudding
- 2) Green Button – 1d3 green slimes
- 3) Grey Button – 1d2 gray oozes
- 4) Orange Button – 1 ochre jelly
- 5) White Button – 1 gelatinous cube
- 6) Purple Button – 2d8 jelly babies

Jaunting Jewel (#12) – A rough, uncut ruby measuring 12" × 7" × 11" and weighing 48 lbs. hangs floating in the air. It seems to produce a brilliant glow, but this is merely reflected light from nearby illumination sources. Anyone familiar with gemstones can estimate its worth at 500,000+ gold pieces with a successful INT check. It is easily the largest ruby in the world.

Unfortunately, claiming the gem is nigh-impossible. Any attempt to touch it, snare it, net it, cast a spell on it, or otherwise move it from its position 10' above the ground causes the gemstone to *teleport* at random to #2, #17, #19, or #21 (roll 1d4 to determine destination).

There is only one way to capture the gem, and it is not an obvious one. To claim it, there must be PCs stationed at each of its possible resting places (rooms #2, #12, #17, #19, and #21) and least one adventurer at each location must be in an ethereal state. When the jewel *teleports* to the chamber, the ethereal PC must cast *slow* upon the jewel. This causes the gem to hesitate a single round. If the non-ethereal PCs wins initiative against the gem,

Stonehell Dungeon – Level Six

they may attempt to snare it with a net crafted from gold wire. Only gold wire will keep it from *teleporting* away. An attack roll versus AC -6 is required to snare it successfully. Once captured, a *wish* spell must be cast upon the gem within two rounds to keep it from teleporting ever again.

Only one attempt to capture the gem is possible in each room. If all attempts fail, the gem disappears from this plane, returning in 1d10 years.

Important NPCs

The Mucus Mage [AL C, MV 90' (30'), AC 5, HD 8, HP 44, #AT 1, DG 1d4 (dagger) or by spell, SV MU8, ML 9].

The creature known as the Mucus Mage was once an adventurer, but he and his companions fell in battle within the Sewers. Avaricious in life, his driving passion is to claim the Jaunting Jewel, and he treats all who enter the Sewers as competitors for it. He prefers to strike and retreat, wearing down or driving off intruders so that he may continue his quest to obtain the jewel for himself. He appears as a human male with translucent, jelly-like flesh wrapped in mucus-covered robes. The Mucus Mage has the following spells memorized and casts them at 8th level power: *charm person*, *magic missile*, *invisibility*, *web*, *hold person*, and *lightning bolt*. He delights in using the last spell against those immersed in water, causing an additional 3 dice of damage. He wields a *wand of polymorphing* (5 charges remaining). Additionally, the Mage's body absorbed his *amulet of protection +3* (as *ring*) long ago, and he still retains its magic.

Edged weapons cause him to divide into two smaller versions of himself, each with half hit points. Due to his weird state, however, each smaller version contains a full roster of spells not including any cast before the division.

New Monsters

Jelly Babies

No. Enc: 10+1d10 (0)

Alignment: Chaotic

Movement: 60' (20')

Armor Class: 8

Hit Dice: 2

Attacks: 1 (stick)

Damage: Special

Save: F4

Morale: 11

Hoard Class: None

XP: 38

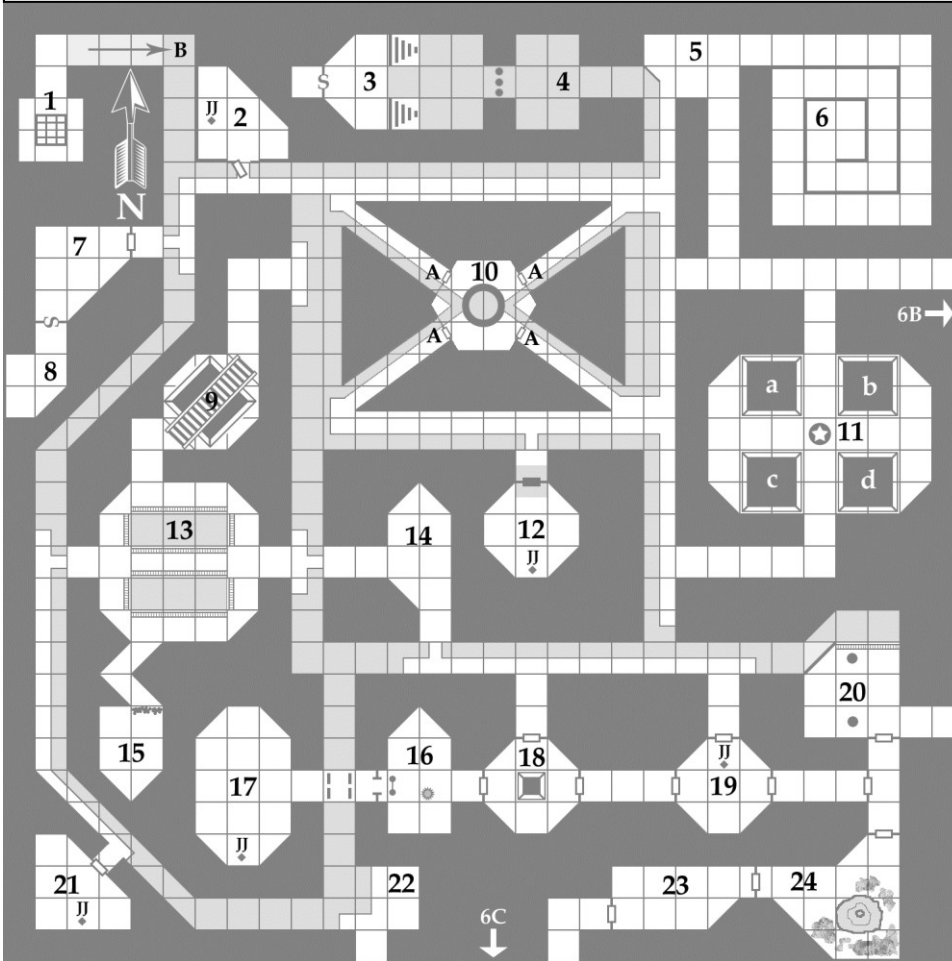
These odd creatures resemble translucent, quivering, 2'-tall fetuses and travel in packs. They cannot speak, but make a horrible slurping noise with their toothless mouths as they toddle towards their victims.

Jelly babies attack *en mass*, hurling themselves at their target. Jelly babies adhere to their victims, pinning their limbs and clogging their noses and mouths to suffocate them. Any creature with a jelly baby attached to them must make a save vs. paralysis each round if they wish to perform an action. This save suffers a -1 penalty for each jelly baby attached to them. In addition, each jelly baby that successfully strikes a target has a 2 in 6 chance of clogging its airways, forcing the victim to make a save vs. death ray each round or suffocate in 1d4+1 rounds. Jelly babies can be pulled off a victim with a successful STR check, but doing so risks having the jiggling fetus affix itself to the person removing it. A save vs. paralysis is required to avoid getting the baby attached to the would-be rescuer. A PC may attempt to remove a jelly baby himself, but suffers a +1 penalty to the STR check for each jelly baby attached to him.

Slime Beast Template – Any corporeal, non-undead creature that perishes in the Sewers may become a slime beast (see **Note #1** p. 16). If this occurs, apply the following changes to their usual Labyrinth Lord game statistics to create a slime beast version of that creature.

- 1) Creature automatically gains an additional 3 HD if 3 HD or less. Monsters with 4-7 HD gain 2 HD, and 8-10 HD creatures gain 1 HD. Monsters or characters of greater power gain no additional HD.
- 2) Creature becomes semi-solid and only takes 1 point of damage from stabbing or slashing weapons. Blunt attacks and magical weapons deal full damage. In addition, it can squeeze through 1" cracks in as half as many rounds as it has HD.
- 3) Creature gains an additional ability due to its slimy state. Choose from the following to determine this special property:
 - A:** Corrosive touch reduces armor protection by 1 step with each successful attack. Armor reduced to AC 9 is destroyed.
 - B:** Attack deals acidic slime that dissolves flesh doing an automatic 1d4 damage each round thereafter. Successful attacks are cumulative, but each d4 worth of slime can be scraped off by taking a round to do so.
 - C:** Edged weapons cause the creature to divide into half-strength versions.
 - D:** Labyrinth Lord's own creation.

Level 6A: The Slimy Sewers of Amuculoth



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

1. Black Pudding (1)
2. Gray Ooze (1d3)
3. Green Slime (1d6)
4. Ochre Jelly (1d2)
5. Jelly Babies (10+1d10) - see p. 15
6. Slime Beast Carcass Scavenger (1) - see p. 15
7. Slime Beast Dwarves (1d6) - see p. 15
8. Slime Beast Kobolds (3d4) - see p. 15
9. Slime Beast Minotaur (1d3) - see p. 15
10. Slime Beast Giant Python (1) - see p. 15
11. Slime Beast Troll (1) - see p. 15
12. The Mucus Mage - see p. 15

Legend - Special

- Barricade
- Drain
- Fungus Grove
- Illusionary Bridge
- Low Wall
- Potential Jaunting Jewel Location
- Slimy Water
- Slippy Chute

Features Key:

A: The sluiceway terminates at flap-doors made from an unknown ceramic substance. A normal door stands atop the walkway beside it. The flap doors only open out (away from #10) and require an Open Doors check to pry open from the outside. Any ooze created in #10 shoots out the flap with ease.

B: A pair of Gray Oozes (2) lurk here indistinguishable from the surrounding wet stone.

Note #1: Death in the Sewers

Any corporeal creature who meets its end in the sewers will rise up to become a Slime Beast version of itself (See **New Monsters**, p. 15). This transformation takes 1d6 turns to occur. If the corpse is removed from this quadrant prior to transformation, it remains a normal, dead body. Those who have undergone the change to a Slime Beast cannot be raised or resurrected short of a *wish*.

Room Key

1. **Drain:** Puddles of stagnant water; chest-high, pallid mushrooms; rusty grate covering hole to **Level 7A**. Mushrooms are harmless and, if rubbed on exposed skin, makes the wearer immune to 1d4 slime or ooze attacks before expiring.
2. **Barrelhouse:** Ajar door; dozens of stone barrels filled with dirty water. Slime Beast Carcass Scavenger (1) lairs here. Barrels hold 4,000 gp, 8 gems (4×25 gp and 4×1,000 gp), and a *sword* +3. Jaunting Jewel may be here (see #10 below).
3. **Coffin Platform:** 3' deep filthy water; stairs rising out of water; pale algae clusters; four open, empty sarcophagi atop dry platform. Secret room contains rotted bolts of cloth. Wrapped inside one is a Kion corpse dressed in silver mail (700 gp value) and wearing four gold bracelets (1,000 gp total value).
4. **Bloody Passage:** 3' deep filthy water; rusted portcullis; pale algae clusters. Giant Leeches (3) lurk under the water. The portcullis is eaten through beneath the water level, but appears solid from above.
5. **Dry Platform:** Spotless stone platform; pair of skeletons in ruined clothes *levitating* 6' in the air. Empty.
6. **Slimy Snake:** Drain in middle of floor permanently clogged by filth and debris. A Slime Beast Giant Python hides amongst the debris, surprising on a 4 in 6. If slain, six gems (2×10 gp, 25 gp, 75 gp, 100 gp, and 1,000 gp values) and a *scarab of protection* can be retrieved from the pile.
7. **Barren Room:** Spotless stone walls and floor. The Jaunting Jewel *teleports* here occasionally (see #12 below).

8. **Secret Horde:** Three levitating iron chests guarded by a Bone Golem (1). Chests contain 10,000 gp, 3,000 pp, a *wand of cold*, a *staff of healing*, a *shield +2*, a *potion of animal control*, and a scroll of *ward against magic*.
9. **Don't Feed the Puddings:** Floor is a 20' deep pit containing Black Puddings (2); solid-looking bridge leading to opposite door; bucket attached to bridge railing reads "Pudding Feed" in Common. The bridge is an illusion. Anyone stepping on it falls into the pit below (2d6 damage) and is attacked.
10. **Foul Fountain:** Nauseating-looking fountain of slick stone; four gutter-like troughs exiting the room. This is the Foul Fountain (see **Special Dungeon Notes** p. 14).
11. **Temple to Amuculoth:** 30' ceiling; 20'-tall, amorphous statue with four pseudopods protruding from it; four 10' deep pits containing **a**) nothing; **b**) a pair of Gelatinous Cubes; **c**) nothing; **d**) Jelly Babies (20 – see **New Monster**). Monsters are in stasis. Lifting each pseudopod causes one pit floor to rise, breaking the stasis of its creature (if one is present), and dumping them into the room to hungrily attack intruders.
12. **Jaunting Jewel:** Door is locked and trapped (acidic slime sprays all within 5'; 3d6 damage); gigantic, uncut ruby floats 10' in the air. See **Special Dungeon Notes** (p. 14) for more details.
13. **Death Pit:** 20' deep, slimy pit containing 5' deep water; bridge over pit with walkway around it. Troublesome denizens of the dungeon are thrown into the pit to die. Pit floor contains numerous bones and 1d6 Ochre Jellies. The jellies climb the pit walls if potential prey tarries here too long.
14. **Smooth Statuary:** Six stone statues piled on floor, their features eaten away to a smooth finish. Empty
15. **Terrified Slave:** Crude stone barrier blocking entrance; sleeping furs; burning pitch torches. An escaped Morlock slave (1) from **Level 6E** hides here. He is terrified he'll be either caught and punished or eaten by the inhabitants of the sewers. He gladly goes with the PCs if allowed. He knows much about **Level 6E** and shares it with those who aid him.
16. **Slippery Slide:** Ceramic ladder leading to passage set 20' up in W wall; green algae coats all surfaces of the room; blocky piles of rubble; clear trails where algae has been eaten. A drain pierces the floor of this room, covered by patches of algae. Anyone nearing the drain mouth has a 2 in 6 chance of falling into the slick pipe, sliding and banging their way down its length (taking 4d6 damage) before ending up in area **#21** on **Level 7A** below.
17. **Lair of the Mucus Mage:** Slime-covered surfaces; stone vat filled with harmless, viscous liquid. The Mucus Mage dwells here (see **Important NPCs** p. 15). A pitted iron chest hidden in the vat and sealed with wax holds his spell book, 2,000 sp, 1,000 gp, a *potion of extra-healing*, and two *potions of undead control*.
18. **Bombs Away:** Plain stone chamber; open, 10' dry well; scattered bones. Gray oozes (3) cling to the ceiling above. They attack any creatures that approach the well or pause to examine the acid-damaged bones by dropping on them or lashing down with a pseudopod. At the bottom of the well are skeletal remains and a *ring of delusion*.
19. **Room of Orbs:** Four medicine ball-sized shimmering globes filled with purple slime float 6' above the floor. Pointed weapons puncture the orbs, causing the harmless slime to splash to the floor, covering nearby PCs with ichor. The Jaunting Jewel *teleports* here occasionally (see **#12** above).
20. **Draugrdwerg Trash:** Smooth pillars; muttering in Dwarvish; sound of splashing. A party of Draugrdwergs (6 – see **New Monsters** p. 19 for more details) dump emaciated corpses, the remains of a recent meal, into the sewer. Each has 2d10 gp and weapons in good repair.
21. **Terrible Trolls:** This room is shrouded in *continual darkness* and smells atrocious. If dispelled, the Slime Beast Trolls (2) who live here are revealed, as are the rotting remains of several unlucky creatures. The Jaunting Jewel may be here (see **#12** above) as well. Amongst the dead is treasure comprised of 4,000 gp, 6 gems (10 gp, 3×50 gp, 2×750 gp values), and 5 pieces of jewelry (2×500 gp and 3×1,110 gp values).
22. **Water-Walkers:** Clean stone platform; three pairs of ceramic stilts (3' tall) *levitate* 6' above the floor near the east wall. They fit small-sized feet and, when worn, keep halflings & dwarves above the deepest water in the sewers. Once pulled down to ground level, they cease to *levitate*. Movement rates are reduced by half while wearing the stilts.
23. **Hall of Valves:** Broken ceramic pipes running along walls; numerous rusty iron wheel valves attached to piping. Turning the wheels do nothing (unless the Labyrinth Lord wishes otherwise).
24. **Squishy Stirges:** Large pool of standing water; groves of tall, pillar-like fungus. A flight of Slime Beast Stirges (7) nest amongst the fungus and attack intruders. They squeeze underneath doors in pursuit of a fleeing meal.

Note #2: Sluiceways

Many passages in the sewers are sluiceways built to hold waste water, sewage, and garbage until it can be drained or devoured. These passages are 15' tall. One side of the passage is designed to channel water; the other side is a 5' high stone walkway running parallel to the noxious canal. Most sluiceways hold only a foot of slimy water – deep enough to conceal the many oozing threats of the sewers. Algae, mold, and fungus grows along the walkway in clumps, but intermittent clean spots where this matter has been eaten by slimes and oozes are sometimes encountered.

Note #3: Amuculoth, Sultana of Slime

Believed to be the half-sister of Otrogg, Amuculoth excreted the primordial slime from which all life springs. She remains devoted to those viscous things that never evolved further. Amuculoth has no sentient worshippers; only primitive life that quivers with a mixture of hunger and fear whenever her name is intoned in their presence. Some cultures erected statues of her honor when it was discovered that slimes and oozes congregated near such edifices – and thereafter left areas inhabited by greater life forms alone. Amuculoth is depicted as an amorphous blob sprouting numerous tendrils and wreathed in sacred mucus.

Level 6B: Dwarven Hermitage

Overview

There were few dwarves amongst the original prison population of Stonehell, but they banded together in a tight-knit group. As conditions in the dungeon decayed, these dwarves sought sanctuary deeper in the prison. This brought them into contact with the Vrilya and, after certain arrangements were made with that ancient race, they were given permission to settle in a section of uninhabited chambers on the far side of the Majusek Sulcus.

The dwarves molded these rooms into an oasis of peace amidst the violence of the dungeon. A small vein of iron ore allowed them to pursue their craft, and their taciturn and insular nature made the need for regular outside contact unnecessary. The dwarves were content and secure if not happy with their lot. But an insidious seed began to grow within.

One of the dwarves, Olan Deepeyes, discovered a simple iron crown long secreted in a forgotten chamber within the dungeon. This circlet was the *Gloom Crown*, an ancient, cursed artifact. When worn, the crown infects its owner with the forces of Shadow, turning its wearer into a dark reflection of its true self. Olan, already dissatisfied with his place in the Hermitage, placed the *Gloom Crown* atop his head and doomed himself and his fellows to a hellish existence.

Olan returned to the Hermitage and spread his infection throughout the settlement, turning his clan into *draugrdwergs*, shadow dwarves who feed upon the strength of living creatures. The Hermitage transformed from a place of refuge to a nightmarish hell practically overnight. Since that dark time, the rest of Stonehell's residents have avoided the Hermitage and the *draugrdwergs* within.

Today, the *draugrdwergs* seldom venture out of their cursed fortress, content to dwell amongst their riches. A few callous traders within the dungeon supply the shadow dwarves with slaves from which to feed, both to line their pockets with dwarven gold and to keep the *draugrdwergs* satiated enough so that they need not leave the Hermitage and seek sustenance on the rest of Stonehell's residents.

Population

The Hermitage is occupied entirely by *draugrdwergs*, a

few nearly-dead slaves, and a handful of other creatures whose presence the shadow dwarves tolerate or are unaware of: clankhammers, giant red centipedes, and shadows.

Special Dungeon Notes

Rock Garden (#6) – Several flat stones lie like islands in the midst of a sea of fine gravel, much like a Zen garden. Spirals of runes adorn the face of each stone. Literate speakers of Dwarven decipher the runes to read: "With Chosen brace in vanguard, vouchsafe supplication be." Across the motionless gravel "sea" is an alcove containing a statue depicting a pair of dwarven males with forked beards and angry scowls dressed in robes of office and wearing intricate miters. The figures are Droshnor Orethain and Sigurt Woehand, the twin guardians of Dwarfdom.

A secret passage descends beneath the statue, which pivots to grant access to the Undermines below (see **Level 7B**), but a powerful ward keeps intruders from crossing the room unharmed unless they have a pair of dwarves leading the way. Any non-dwarf not proceeded by two or more dwarves must save vs. petrification or be turned to stone when crossing the room. This ward works in both directions, but non-dwarves can stand on either side of the rock garden without calling down the divine power that protects the Hermitage. Petrified intruders were thrown off the bridge into the Majusek Sulcus before the *Gloom Crown's* infection spread through the Hermitage.

Brewery (#15) – The brewery in the Hermitage has not seen use since the infection, but retains all the supplies needed to create heady dwarven ales and beers. Any Dwarf or another class with a background in brewing can make a WIS check to recognize this fact. A successful INT check (or real world zymurgy experience) allows them to make 600 gallons of beer or ale before the supplies here are exhausted. Each 50 gallon cask requires two weeks to ferment before it is drinkable.

Mixed in amongst the regular brewing ingredients is a packet of Steelbeard "maltrooms," a rare specimen of fungus known for the unique properties it imparts upon potables crafted from it. If discovered (requiring either a secret doors check or painstaking inventory of the room), the fungus can be used to create magical beer. The Steelbeards must be mixed with a *potion of sweet water* and one additional magic potion. If an INT check is successful, 3d10 enchanted beers are created, each one equal to a half-strength version of the additional magic potion added to the mix. There is only enough

Stonehell Dungeon – Level Six

Steelbeard maltrooms to make a single batch of beer. It takes three weeks for the Steelbeard beer to ferment.

New Monsters

Draugrdwergs

No. Enc: 1d4 (5d6)

Alignment: Chaotic

Movement: 60' (20')

Armor Class: 3

Hit Dice: 5

Attacks: 1 (weapon)

Damage: 1d8 or weapon plus special

Save: D5

Morale: 10

Hoard Class: XVI

XP: 650

Draugrdwergs resemble ashen-colored dwarves with completely black eyes and twisting, ebony veins visible beneath their skin. They seldom speak, and when they do, their soft voices echo eerily. Their arms and armor seem to absorb ambient illumination, reflecting no light.

Draugrdwergs are unusually stealthy, surprising on a roll of 1-4 on 1d6. Their touch drains 1 point of STR like a shadow (q.v.). Draugrdwergs can also impart their strength-draining ability on their weapons, causing them to drain a point of STR in addition to inflicting normal damage. The use of this ability costs the draugrdwerg some of its own essence, inflicting 1d6 damage each time this ability is used. This draining power is discharged when the weapon is used to attack regardless of whether the strike hits or misses.

Individual missiles (arrows, bolt, bullet, etc.) can be used in conjunction with this power. A dwarf reduced to 0 STR becomes a draugrdwerg; all other races are slain.

Clankhammers

No. Enc: 1d3 (0)

Alignment: Neutral

Movement: 60' (20')

Armor Class: 2

Hit Dice: 6+4

Attacks: 2 (tools)

Damage: 1d8

Save: F4

Morale: 12

Hoard Class: None

XP: 680

These arcanitech constructions were designed by the Plated Mage and traded to the Hermitage for services rendered in constructing his lair on **Level 8**. The 7' tall, metal, humanoid-shaped constructions lack articulated

hands, instead having a drill and hammer intended to be used in mining, but doubling as effective weapons.

Clankhammers are immune to mind-affecting magic, *sleep*, and poison. Piercing weapons inflict 1 point of damage, and slashing weapons deal only half damage to clankhammers.

Shade Hounds

Shade hounds are identical to 6 HD Hell Hounds (q.v.), but instead of fire, they breathe chilling black shadows that inflict 6d6 points of cold damage.

Important NPCs

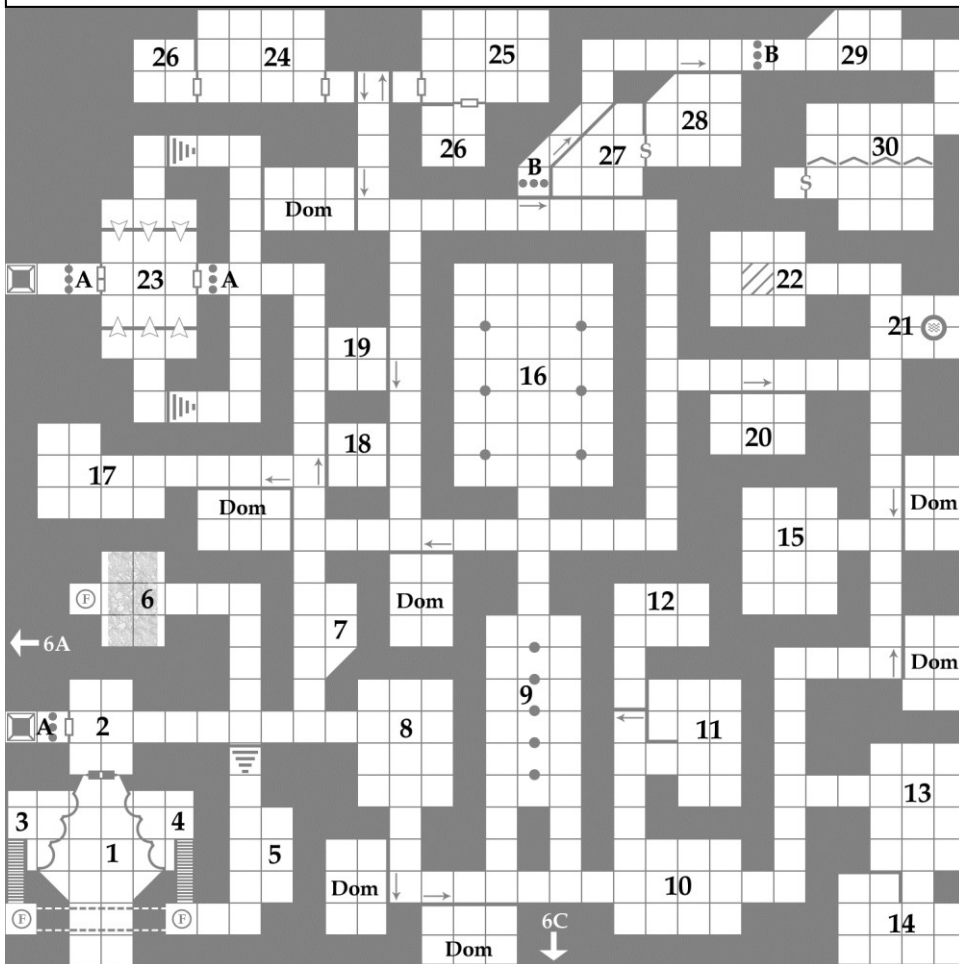
Olan Deepeyes [AL C, MV 60' (20'), AC 2, HD 7, HP 35, #AT 1, DG 1d8+2 (*war hammer* +2, *dwarven thrower*), SV D7, ML 12].

Olan Deepeyes was close to madness before he found the Gloom Crown, and is now completely insane. His eyes are unsettlingly bright beneath his shadow circlet, nearly glowing in contrast to his ashen skin. Most unnerving is his shaved head and face, since the voluntary removal of a beard is unthinkable amongst dwarves. He speaks softly, but with an aura of command that makes even the softest order easily comprehended. He wields a *war hammer* +2, *dwarven thrower* in battle, attacking from behind cover in #30. He prefers softening opponents with the Gloom Crown's life-draining ability, targeting spell-casters and melee fighters above other opponents. He uses the additional health gained from these drains to charge his war hammer with the draugrdwerg's strength-draining power. Olan has keys to the locked portcullises (**Feature A**) and the vault in #30.

New Magical Items

Gloom Crown - This plain circlet of office is formed of blackened iron and radiates a corona of flickering shadows. Any creature wearing the Crown becomes a shadowy creature known as a *draugr*, gaining the ability to drain Strength as a Shadow (q.v.) and the power to charge attacks with a similar vitality-draining strike (see **New Monsters** above for details on this ability). The Crown's wearer can create new *draugr* of his own race; all other species drained to zero STR perish. The Gloom Crown can also fire a beam of ebony energy that drains 1 life level from its target if they fail a save vs. wands. This power can be used 3/day. The drained life level is absorbed by the Crown's wearer, granting him increased hit points and possibly saving throw and attack bonuses. If the Crown's owner is slain, these stolen life levels are freed and reabsorbed by the victims of the draining power. Otherwise, the loss is permanent.

Level 6B: Dwarven Hermitage



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

1. Draugrdwergs (1d4) - see p. 19
2. Draugrdwergs (1d4)
3. Draugrdwergs (1d4)
4. Draugrdwergs (1d4)
5. Clankhammers (1d3) - see p. 19
6. Clankhammers (1d3)
7. Shade Hounds (1d2) - see p. 19
8. Shade Hounds (1d2)
9. Shade Hounds (1d2)
10. Shadows (1d8)
11. Shadows (1d8)
12. Shadows (1d8)

Legend - Special

- Balcony
- Metal Screen
- Rock Garden
- Open Pit: 20' deep; spiked bottom (2d6 + 1d10 damage to any falling into pit).
- Sliding Wall

Features Key:

A: These portcullises are locked. Keys to them are held by one guard in #5, one guard in #23, and by Olan Deepeyes (#30).

B: A portcullis hangs in a concealed slot over the passage at these points (secret doors check to notice). The guards in #27 and #28 can drop them to trap intruders in the corridor leading to #29.

Dom: Domicile (See Note #2 below)

Note #1: *Aguldaan*

Timber is hard to come by deep under the earth, but the subterranean dwellers create a suitable substitute. The spongy flesh of giant fungi becomes stiff and durable when treated with a special resin distilled from the chemicals produced by spitting beetles. This treated fungus is called *aguldaan* and is used as building material. *Aguldaan* acts as wood in all respects and should be treated as such should breakage, flammability, or other concerns need to be addressed.

Room Key

1. **Killing Field:** Bare, dusty stone floor and walls; locked iron doors in the north wall; six balconies hang 15' above the floor. A plaque on the doors reads "Go away or be shot" in Common, Dwarvish, Kobold, and Trollish.
2. **Moot Space:** Large stone table; uncomfortable seats (dwarf-size); alarm horn. The draugrdwergs do business with outsiders here. Blowing the horn summons the guards from area #5 and #7.
3. **Arbalesters' Post:** Stone tables & benches; racks of crossbows and quarrel cases. Draugrdwergs (3) keep watch on #1 below, firing bolts charged with strength-drain attacks at those who enter the area. Each has 2d20 sp & 1d20 gp.
4. **Snipers' Nest:** Stone tables & benches; cases of crossbow bolts; empty water barrel. Draugrdwergs (4) who snipe at intruders in #1 as their comrades in #3 above. Overconfident, there is only a 2 in 6 chance one alerts his fellows in #5 of intruders. Each has 2d20 sp & 1d20 gp.
5. **Guard Post:** *Aguldaan* (see Note #1 above) table & chairs; armor racks & weapon stands. Draugrdwergs (5) and Shade Hounds (2) are on duty here. They rush to reinforce areas #2, #3, and #4 as needed. Each has 1d10 gp, and one owns a gold & onyx ring (100 gp value). The Shade Hounds each wear a silver torc collar (40 gp value).
6. **Rock Garden:** Gravel floor; decorative stones; statue in alcove. See **Special Dungeon Notes** p. 18.
7. **Guard Post:** *Aguldaan* table & chairs. Draugrdwergs (4) and Shade Hound (1) on duty. Each has 1d10 gp, and the Shade Hound wear a silver torc collar (40 gp value).

8. **Fallow Garden:** Loam-filled floor depressions choked with desiccated fungi and subterranean plants; casks of water; watering cans; baskets. A Clankhammer (1) stands motionless here, but attacks non-dwarves or draugrdwergs.
9. **Hall of Sins:** Row of decorative columns carved with dour-faced dwarves; dangling manacles attached to columns; four dwarven skeletons still in chains. The columns represent the Sins of Dwarfdom: Sloth, Inattentiveness, Whimsy, Deceit, and Cowardice. Criminals were once chained to these posts as punishment, but they are no longer used by the draugrdwergs.
10. **Common Area:** Stone tables; ten massive rune-covered shields on walls depicting dwarven lineages; rugs on floor; dim illumination from guttering candles. Shadows (4) lurk here. Shields are worth 10,000 gp if sold to a dwarven stronghold.
11. **Biergarten:** Stone tables & chairs; dirt-covered flagstone floor; casks of ale; many tankards; 20 dwarven corpses. The bodies here were slain during the original infection and left here to rot. They have been stripped of all belongings.
12. **Slave Pen:** Locked door; stink of unwashed bodies and excrement; emaciated slaves imprisoned in gloom. Goblins (3), Orcs (2), and Morlocks (5) are all crowded in this room, future meals of the draugrdwergs. Most desire only to flee, but 1d6 random slaves might consider joining the party for revenge against their captors if successfully recruited as per *Labyrinth Lord*, p. 46.
13. **Communal Dining:** Trestle tables & benches suitable for twenty or more dwarves; simple metal plate hangings with dwarven proverbs; stench of rot. Shade Hounds (3) gnaw of the corpses of slaves drained of life by their draugrdwerg masters.
14. **Kitchen/Pantry:** Cooking paraphernalia; sacks of homegrown food; crates of purchased viands. Giant Red Centipedes (8; see *SD:DNHH* p. 55) nest here amidst the rotting food. The spice rack holds two *potions of sweet water*.
15. **Brewery:** Dozen empty 50 gallon casks; brewing supplies; sacks of "maltrooms" (special fungus used in dwarven ale). See **Special Dungeon Notes** p. 18
16. **Auditorium:** High (40') ceiling; imposing columns; dust & cobwebs; gloomy illumination from flickering candles. This chamber was once the center of the community, used for political & religious gatherings. It has seen little use since the infection.
17. **Smithy:** Six cold forges & dusty anvils; depleted stores of iron & coal. Forgotten in the gloom is a quarrel case inscribed with dwarven runes inlaid with silver (300 gp value). It contains 16 *crossbow bolts* +1.
18. **Priest's Quarters:** Austere furnishing & decoration; simple pallet; silver hammer on wall. Draugrdwerg (1) dwells here with Shade Hound (2) guardians. A former priest, the draugrdwerg has maximum hit points, and those struck by his touch must save vs. paralyze or lose an additional STR point. In a reliquary are 2 gems (25gp and 500 gp values), a scroll of *cure critical wounds & flame strike*, and a scroll of *raise dead*.
19. **Storeroom:** Spare *aguldaan* planks; water casks; tools; mundane goods and supplies. Empty.
20. **Mine-Master's Quarters:** Crude but comfortable *aguldaan* furnishings. Draugrdwerg Mine-Master (1) and Clankhammer (2) guardians. Mine-Master has 35 hp and wields a +1 *light pick, locate objects* whose special power functions only for dwarves. In a locked and secret safe (Mine-Master has key) are fifteen 100 gp gems and the key to the lift in #22.
21. **Cistern:** Plain stone well (15' deep) filled with clean water; six filled water barrels; tin ladle & pail. Empty.
22. **Mine Entrance:** Unlit lanterns on walls; elevator platform barred and locked in place; dusty, gravel-littered floor. The lift platform leads to **Level 7B**, but has been locked immobile since the arrival of the trolls in the mines below. A Pick Locks check can free the lift, but the attempt suffers a -40% penalty due to rust and the complexity of the locking mechanism. Keys to the locks can be found in areas #20 and #30.
23. **Killing Field:** Bare stone floor; arrows slits high (15') on N & S walls. Draugrdwergs (4) are on duty behind the arrow slits (2 to a side) armed with crossbows and hammers. They charge their bolts with STR drain and fire on any creatures entering the killing field. Each has 2d20 sp & 1d20 gp.
24. **Dormitory:** Bunks; simple furnishings; gloomy lighting. A dozen male Draugrdwergs live here, but only 1d6+2 are home at any given time. The room contains 620 gp in mixed coins and 7 gems (50 gp value).
25. **Dormitory:** As above, but only 1d4 female Draugrdwergs will be encountered here. Amidst their ragged personal belongings are 6,200 cp and 6,200 sp.
26. **Lavatories:** Earthenware basins; towels; privy holes. Empty.
27. **Battle Post:** Stone furnishings; spare weapons; pair of levers. Draugrdwergs (4) and Shade Hounds (2) are on duty here. They can drop the portcullises at **Feature B** with the levers to entrap invaders in the hall outside. They use the secret passage to move freely between here and area #28 as needed. Each draugrdwerg has 2d20 sp & 1d20 gp.
28. **Battle Post:** As above, but with Clankhammers (2) in place of Shade Hounds. Each draugrdwerg has 2d20 sp & 1d20 gp.
29. **Elite Post:** Stone furnishings; lit, stout candles; kettle drum. Draugrdwergs (5) on duty, each with maximum hit points. They defend area #30 and Olan to the death. They each have 100 gp in coins & gems.
30. **Olan's Quarters:** Once-lavish furnishing now tattered; racks straining with stockpiled arms & armor; metal screens portioning the room in two. Draugrdwergs (4), Shade Hounds (2), and a Clankhammer (1) guard the northern section of the room; Olan Deepeyes (see **Important NPCs**) occupies the southern portion. He fights from behind the metal screens (-2 bonus to AC) with his *war hammer* +2, *dwarven thrower* and the *Gloom Crown* (see **New Magical Items** p. 19). The secret door in the W wall is locked and leads to a vault containing the Hermitage's treasure: 5,000 gp, 400 pp, 8 gems (2×10 gp, 25 gp, 2×50 gp, 75 gp, 250 gp, 1,000 gp values), 3 pieces of jewelry (1,100 gp, 1,200 gp, and 1,300 gp values), a *potion of treasure finding*, and the key to the lift in #22.

Note #2: Domiciles

Several of the chambers in the Hermitage are private quarters that may still be occupied after the infection. The Labyrinth Lord should roll twice on the accompanying table to determine their contents if these rooms are explored by the PCs. Sliding walls hide the entrance to these domiciles. An entrance can be detected with a 1 in 6 chance (2 in 6 for dwarves) by searching the appropriate area.

D6 Roll	Residents	Treasure
1	Draugrdwergs (1d4)	Random Coins (1d4 × 200 gp)
2	Draugrdwergs (1d4)	Gem (2d6 × 100 gp)
3	Draugrdwergs (1d4)	Jewelry (1d6 × 300 gp)
4	Shadows (1d8)	Minor Magic Item
5	Empty	No Treasure
6	Empty	No Treasure

Level 6C: The Lost Rooms

Overview

The creators of the chambers now known as the Lost Rooms are unknown, but because of the complex is adjacent to the Sepulture to the south, the Kion are likely responsible.

Regardless of their creator's identity, the state of the Lost Rooms makes it clear that they were excavated prior to a subterranean shift that widened the great chasm of the Majusek Sulcus. This expansion tore the Lost Rooms in half, leaving corridors that terminate abruptly in midair and rooms that teeter on the brink of the abyss. Once opulent and awe-inspiring, the Lost Rooms are now crumbling ruins.

The clues that remain in these shattered chambers show that the Lost Rooms were once home to a magic-using, humanoid race that sought to expand and even breach the limits of arcane art. Magical gates, experimental laboratories, and mystic crucibles stand forgotten in the Rooms, awaiting an inquisitive scholar to unlock their secrets.

Unfortunately for those determined minds, the Lost Rooms houses a population of minotaurs. These bovine menaces were originally employed as mercenaries by the Vrilya to the east, but when their contract expired, the hulking brutes took up residence in the Lost Rooms and continue to accept job offers from other factions in the dungeon. Although they largely remain in the southernmost chambers, they periodically send patrols north of the Majusek Sulcus to guard against invasion by the draugrdwerg of the Hermitage and the hungry oozes prowling for a meal of inattentive minotaur beef.

Population

The largest population of monsters in the Lost Rooms are the minotaurs. These beasts have claimed the entire southern portion for their own. They revel in tormenting and eventually eating any non-minotaur entering the area without an offer of work. North of the great chasm, a pair of manticores dwell in an inaccessible chamber. The Vrilya and dwarven archers who patrol the bridge nearby have taught the manticores to keep their distance, and the duo now pick unwitting targets from lower down in the Majusek Sulcus or from the occasional glider spider out hunting for its own meal.

Special Dungeon Notes

Mixing Vats (#1) – Four stone tables stand about the western end of this room. Atop each is a fluted stone beaker. On the eastern wall, etched into its curved surface, are pictographs detailing the actions of mysterious, robed humanoids. They are filling fluted beaker-like containers from three arabesque tubs, mixing the containers of each in arcane proportions. The pictographs were once colored, but the paint has long since flaked away, making it impossible to determine what proportions were used with the liquids in the beakers.

The pictographs reveal four results from mixing the liquids: a massive explosion; a poisonous gas that kills all around the beaker; a liquid that appears to increase the vitality of the drinker; and a draught that produces a shower of gemstones when poured out.

Between the tables and pictographs are three arabesque tubs, each containing a shimmering blue, green, and purple liquid. Etched on the floor before them are alien symbols. A *read languages* spell deciphers them to read "4:2:1" This is the proper proportions to create an effect, but no clue is provided as to which liquids produce which result. Only experimentation will reveal the correct mixture.

- Mixing 4 parts green, 2 parts purple, and 1 part blue creates an explosion that does 8d8 points of damage (save vs. breath attacks for half) in a 15' radius (and likely causes the ceiling to collapse; see **Note #1** p. 24).
- Mixing 4 parts green, 2 parts blue, and 1 part purple creates a poisonous 20'×20'×20' cloud. All within it must save or die.
- Mixing 4 parts purple, 2 parts green, and 1 part blue makes an elixir that permanently grants 1d3 levels of experience to the drinker at the cost of 1d3 attribute points (from one or more abilities determined at random).
- Lastly, 4 parts blue, 2 parts purple, and 1 part green creates a liquid that turns into 2d20 gemstones of random values when poured onto a hard surface.
- Any other combination has no effect.

In order to produce any of the above effects, the liquids must be mixed in one of the four fluted beakers resting on the tables in this room. Any other container is useless for this endeavor. The beakers can be used multiple times, but must be washed out or otherwise cleaned of residual liquid before another attempt is made. Failure to do so causes subsequent mixes to have no effect.

Stonehell Dungeon – Level Six

The Giving Gate (#8) – Nine apple-sized, silver orbs hover in the air 6' above a round dais in a star-shaped pattern. They are warm to the touch, and no known force can remove them from their lofty perches. They do nothing until a spell is cast upon them.

Once exposed to spell energy, the orbs slowly begin to spin, sparks of light flashing amongst them. The mystic energy is completely absorbed by the spheres, and the spell does not work as intended. If more spells are cast at the orbs, they spin faster and the sparks grow in intensity. Once five or more spell levels have been absorbed, the orbs start gating in creatures and objects, depositing them on the dais below.

Whenever the orbs have absorbed an odd number of spell levels of five or more (two 1st level spells and a 3rd level spell, for example), the orbs produce a monster. The Labyrinth Lord should choose or randomly determine what creature appears in the chamber. Confused and startled, the creature is likely to be angry.

Each time the absorbed spell levels is an equal amount of six or greater (three 2nd level spells, for example), a random treasure is produced. Roll a 1d8 and a 1d5 while consulting the Unprotected Treasure Table on p. 124 of the *Labyrinth Lord* rulebook. Read the 1d8 number on the table's vertical axis and the 1d5 result on the horizontal axis to determine what type of treasure appears and the amount. Ignore any percent chances appearing on the chart.

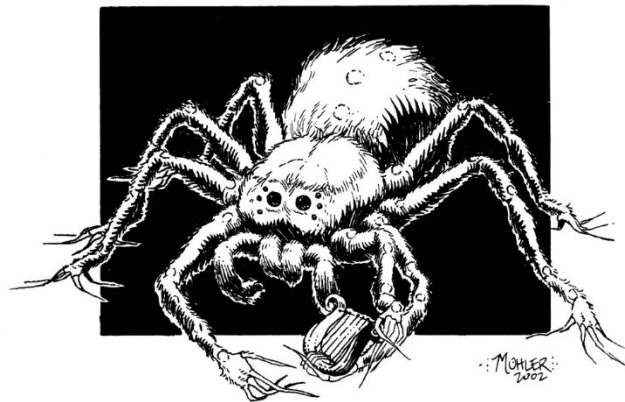
The Giving Gate functions 1d6 times before the last of its ancient magics fail for good.

The Majusek Sulcus (#18) – This chasm was formed by a shifting of the earth millennia ago. Its name means "Great Indentation" in the patois of subterranean creatures. The chasm's bottom lays nearly 200' below its lip, but luckily for those prone to vertigo, the distant rocky floor of the Majusek Sulcus is shrouded in Stygian blackness.

The Majusek Sulcus cuts like a knife wound through three of Stonehell's lowest levels. Flying creatures (or those daring enough to climb its jagged walls) can access Levels Six, Seven, and Eight via the chasm. There are means of crossing from one side of the canyon to the other, including the bridges at Levels Six and Seven and the dangerous spinning disks on Level Seven.

A handful of flying monsters dwell along the walls of the Majusek Sulcus, but they've learned to avoid the more heavily patrolled locations adjacent to the chasm. Instead, these flying predators prefer to attack small

bands or solitary travelers from above, swooping down on them to kill their prey before eating it *in situ* or carrying the victim back to their roost to dine upon later. Amongst the aerial marauders of the Majusek Sulcus are manticores, gargoyles, glider spiders (see **New Monsters** below), and a chimera.



New Monsters

Glider Spiders

No. Enc: 1d4 (1d4)

Alignment: Neutral

Movement: 120' (40), fly 60' (20')

Armor Class: 5

Hit Dice: 6

Attacks: 1 (bite)

Damage: 1d6, poison

Save: F3

Morale: 8

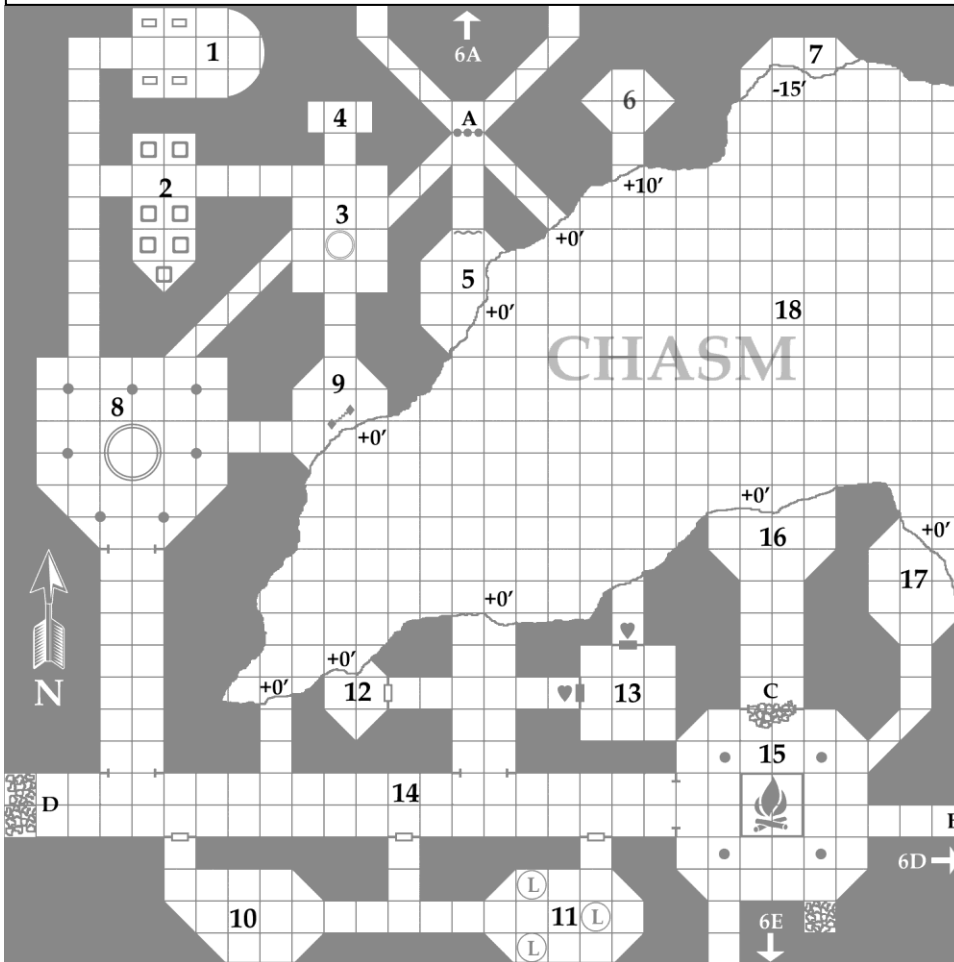
Hoard Class: VII

XP: 650

Glider spiders are huge, albino arachnids averaging 10' in diameter. Web-spinners, they hunt in a peculiar fashion. Glider spiders form parachute-like sails with their silk and ride the thermals until they spot their prey. They then drop atop the unsuspecting target with a 50% chance of surprise, paralyzing them with their venom. They can also throw *webs* as the spell.

Glider spider venom immobilizes its victim, paralyzing them for 2d4 turns. The victim seldom survives that long, as the venom dissolves the internal organs of the prey, automatically inflicting 1d4+1 damage each round. A save vs. poison negates both the paralysis and damage, but the toxin is particularly strong and imparts a -2 penalty to the saving throw.

Level 6C: The Lost Rooms



Wandering Monsters (Check every 2 turns - 1 in 6 chance; Roll 1d8 if encounter occurs in interior areas or 1d12 if near the Majusek Sulcus)

1. Minotaurs (1d6)
2. Minotaurs (1d6)
3. Minotaurs (1d6)
4. Minotaurs (1d6)
5. Minotaurs (1d6)
6. Gray Ooze (1d3)
7. Ochre Jelly (1d2)
8. Owlbear (1)
9. Glider Spiders (1d4) - see p. 23
10. Glider Spiders (1d4)
11. Gargoyles (1d6)
12. Manticore (1)

Legend - Special

- Blood Door
- Elevation Indicator
- Levitating Platform
- Plinth with Energy Field
- Tall Pedestal

Features Key:

A: This portcullis is raised and hidden in a slot in the ceiling (1 in 6 chance to spot if the PCs are looking up). It can be dropped by the minotaurs in area #5. Lifting it requires an Open Doors roll made on a 1d10.

B: This passageway is of more recent construction than the rest of the Lost Rooms. It was excavated by the Vrilya when they first arrived in the vicinity and sought to explore the crumbling rooms they glimpse along the chasm. It is not subject to collapse (see **Note #1**).

C: Large pieces of rubble seal this archway. It requires 20 man-hours of workers with a STR of 13+ to clear a human-sized hole.

D: The tunnel has collapsed here, sealing the corridor with a wall of jagged, dusty rubble. Beyond the blockade lies a yet-to-be explored section of dungeon that is left to the Labyrinth Lord to create.

Note #1: Crumbling Ruins

The Lost Rooms are in extremely poor repair. The walls, ceilings, and floors are cracked and uneven. Chunks of fallen stone litter the ground, and periodic showers of dust, rubble, and gravel are common. Moving swiftly anywhere in the Lost Rooms requires a DEX check to avoid tripping and taking 1d2 points of damage. A roll of 20 indicates the PC has injured his leg and his speed is reduced to the next lowest rate. Explosive or destructive magic is deadly in the Lost Rooms. Spells like *fireball* and *lightning bolt* have a 1% chance per point of damage of bringing down the ceiling atop both caster and target (inflicts (d10)d6 damage; save vs. breath attacks for half). Even a melee attack against a metal-armored foe that inflicts maximum damage has a 5% chance of bringing down the roof as the blow echoes down the crumbling corridors.

Note #2: Blood Doors:

An arcane defense, blood doors are magically sealed portals that require great magic or blood sacrifice to open. A bloodstained, hemispherical basin protrudes from the center of the door. When blood is poured in the basin, the edges of the door glow with reddish-brown light and an eerie hum is heard. If the blood from a total of 15 HD of creatures is placed in the basin, the sound of bolts being thrown is heard and the door opens. *Knock* spells do not work on blood doors, but *dispel magic* does (treat as being *arcane locked* by a 12th level magic-user).

Room Key

- 1. The Mixing Vats:** Cracked walls and ceilings (see **Note #1** above); bare stone tables; tubs of shimmering liquids; pictographs on eastern wall. See **Special Dungeon Notes** p. 22 for more details.
- 2. Long Hall:** High (30' ceiling); seven 5' square, 15' tall pedestals; broken stone on floor. Pedestals are bare, but their tops cannot be seen from the ground. Cunning wandering monsters might use these to ambush passers-by.
- 3. Dry Pools:** Six shallow, decorative pools, their contents long since leaked away; dusty floors with tracks leading to eastern exit; 3' tall dais bearing a 5' high stone hemisphere. The hemisphere can be moved, but requires either magic strength, a combined STR of 60, or multiple sets of block & tackle. Beneath it is a secret cache of treasure consisting of 12,000 sp, 2,000 gp, 6 gems (2×10 gp, 50 gp, 75 gp, 100 gp, and 250 gp), *leather armor* +2, and a *shield* +2.
- 4. Former Wardrobe:** Bare hooks that once held ritual robes and accoutrements; filaments of webbing stretched from floor to ceiling. Glider Spiders (4) rest here after consuming a meal of minotaur meat. The desiccated minotaur corpse bears a great axe, large hide armor, 27 gp, and a gem (50 gp value).
- 5. Minotaur Trap:** Stiff, black leather tarp covers north entrance; oversized couches, chairs, and tables. Minotaurs lounge here. One peers through a hole in the tarp watching the north crossroads. It drops the portcullis (**Feature A**) once half or more of the party is south of it. The minotaurs then rush out to attack the trapped PCs.
- 6. Manticore Lair:** Odor of rotted meat; stink of matted fur; splintered bones and filth. Manticores (2). They hunt the Majusek Sulcus, returning here with their meals. Amongst the remains of previous dinners are 8,000 cp, 6,000 gp, 3 gems (35 gp, 75 gp, and 500 gp values), 2 pieces of jewelry (30 gp and 50 gp values), a *potion of stone giant control*, a *potion of speed*, a *ring of protection* +3, and a *sword* +1, *light 30' radius*.
- 7. Seemingly Bare Ledge:** Crumbling stone floor; loose flagstone tilted precariously towards the abyss. Although apparently empty, two cloaks hang from hooks on the north wall. They are an *elven cloak* and *displacer cloak*. Between their magics and the thick layer of gray dust that coats them, they cannot be seen from more than 10' away.
- 8. The Giving Gate:** Thick, fluted pillars; 30' high ceiling decorated with geometric patterns, low dais with nine small sphere floating above it. This is the Giving Gate (see **Special Dungeon Notes** p. 23 for more information).
- 9. Field of Life:** Toppled plinths emitting a silver-blue field of sparkling light; askew flagstones teetering on the edge of the chasm. The field *neutralizes poison* and restores lost hit points equal to a *cure serious wounds* spell, but is located near the chasm's edge. Anyone bathing in the field has a 2 in 6 chance of causing the flagstones to slide into the abyss taking the plinths and PCs with them. A PC can jump to safety with a save vs. wands. Any who fail suffer 20d6 damage.
- 10. Minotaur Den #1:** Simple furnishings; keg of darkroom ale; foul furs hung up to dry. Minotaurs (3) are here sharpening axes and swilling ale. If the patrol in **#14** is attacked near the western entrance to this room, these three hear the battle and rush to assist.
- 11. Minotaur Den #2:** 30' high ceiling; three 10' dia. platforms *levitating* 15' above floor; rope ladders leading up to platforms. Minotaurs (4) reside here. Two are at ground level; the other two are atop platforms, armed with huge arbalests that cause 1d8+2 damage and require the target to make a save vs. paralysis to avoid being knocked prone. One platform has a locked steel chest. The chest is also trapped with a spring blade (1d8 damage) coated with glider spider poison (see **New Monsters** p. 23). Chest hold 6,000 ep, 3 gems (75 gp, 25gp, and 100 gp values), and 3 pieces of jewelry (60 gp, 700 gp, and 1,200 gp values).
- 12. Owlbear Pen:** Barred wooden door; rancid straw; horrible, gigantic owl pellets; trough of water; unidentifiable meat scraps. The owlbear from **#14** is kept here when not accompanying the patrol.
- 13. Sealed Chamber:** *Blood doors* (see **Note #2** above) guard both N & W entrances; stone shelves holding vials, bottles, beakers, and ceramic tubes filled with dried herbs and other organic material; small fire pit; brass cauldron. 7HD Mummies (3) protect the room. Amongst the useless ingredients are two *potions of dragon control*, a *potion of longevity*, and a *wand of fireballs* (5 charges).
- 14. Widow-Maker Walk:** Smashed stone rubble; askew flagstones; massive, torn cobwebs. A Minotaur (2) patrol stalks this passage with a semi-trained Owlbear (1) guard beast. They release the owlbear from its leash when intruders are encountered.
- 15. Minotaur Meeting Hall:** Towering, fluted pillars; 30' high ceiling; decorative pool turned into a fire pit; massive crude tables; north archway barricaded with debris. Minotaurs (5) awaiting employment opportunities.
- 16. Gargoyle Watch Post:** Demolished furnishings; smashed pillars; twisted flagstones. Gargoyles (4) watching the comings and goings of traffic on the bridge (see **Level 6D**) and keeping an eye on the manticores' lair. They are bored and may step in to help or hinder PCs they observe on the far side of the Majusek Sulcus.
- 17. Glider Spider Lair:** Thick, sticky strands of webbing; husks of former meals; glint of treasure amidst the silk. Glider Spiders (3). Their treasure consists of 78 sp, 59 pp, and 2 gems (10 gp and 250 gp values).
- 18. The Majusek Sulcus:** Whistling air; gloomy abyss; flights of harmless phosphorescent bats; the mephitic stench of warm, sulfurous thermals rising from below. See **Special Dungeon Note** p. 23

Level 6D: The Majusek Sulcus

Overview

The Majusek Sulcus divides the sixth level of Stonehell Dungeon in half, separating the draugrdwergs of the Hermitage from their morally corrupt and decadent neighbors, the Vrilya. A massive stone bridge crafted by a mixture of magic and hard labor spans the rift here. The ceiling rises 30' above the lip of the canyon and is home to numerous harmless, phosphorescent bats.

The Majusek Sulcus itself is home to a warren of gargoyles who lair in the natural caverns that honeycomb the crevasse's northeastern edge. Led by an ancient member of their race, these gargoyles are unlike other, more debased specimens of their species. The PCs can choose to exterminate the clan and loot their home (provided they have the capability of reaching the remote aerie), but making alliances with the gargoyles may better serve them in their future exploits deep beneath the earth.

An odd feature of note found in the Majusek Sulcus is the Weeping Rock. Supported by archaic magics, the Weeping Rock is a jagged, flat-topped hunk of stone that floats steadily in midair near the top of the great canyon. A lonely statue and seemingly magical spring are all that stands atop its rough surface. The three streams that flow from its spring spill over the edge of the stone, giving this strange landmark its name. Its origins and purpose are unknown, as are the secrets it might conceal.

Population

The largest homogenous group in this area are the gargoyles that lair along the canyon wall. These creatures are all descended from the same ancient progenitor who still dwells amongst them. This patriarch claims to be one of the original gargoyles fashioned from stone and granted life millennia ago. After witnessing his unique abilities, few doubt his claim.

To the north of the canyon dwell the shadowy draugrdwergs of the Hermitage (**Level 6B**). A small guard contingent at the north end of the bridge is their sole presence in this area of the dungeon.

Along the southern edge of the Majusek Sulcus is one entrance to Tanna-T'liev, the Vrilya stronghold that occupies two levels of Stonehell. Although initially

unfriendly to explorers, it is possible to win entry to the settlement at the Fire Beetle Bar, a neutral meeting point in the dungeon's deeper levels.

Special Dungeon Notes

Aurichalcum (Feature B) – *Aurichalcum* is a copper-colored metal of arcane creation that resists magic. It is commonly used to ward doors, make chains, and fashioned into shields. Any magics directed at an object made from or reinforced with *aurichalcum* have a 33% chance of being dispelled without taking effect.

Weeping Rock (#6) - This landmark is actually a deposit of vaedium, and it is this weird stone that gives the floating island of stone its buoyancy and creates the endless spring at its center. *Detect magic* spells discern no magical aura about the Rock. Besides the spring, the flat top of the Rock bears a humanoid statue with marred features. Someone defaced the edifice long ago, and its provenance is now impossible to place. There is a secret niche at the base of the statue that occasionally sees use as a drop point for sinister cabals in the dungeon. If discovered, there is a 25% chance that the compartment contains a coded message, treasure map, magical scroll, or other minor treasure (Labyrinth Lord's choice). Spending more than a turn on the Rock has a 50% chance of attracting either 1d6 gargoyles or 1d4 manticores (50% chance of either) that come to either question or eat the visitors.

Fire Beetle Bar (#15) – This dark, smoky tavern offers an array of eclectic drinks, noisome foods, and constant danger, but also provides a way into the Vrilya outpost for those who've worn out their welcome with that subterranean race. It's also a common place to hear rumors regarding the lower levels of Stonehell.

The Fire Beetle's patrons consist of creatures visiting from nearby levels of the dungeon. A variety of beings are here drinking at any given time. The Labyrinth Lord should stock the place to his liking or roll 1d4+2 times on the table below to determine what is guzzling ale and eating lizard gizzard pudding when the PCs enter:

D20 Roll	Patron Type
1-2	1d4 Undermine Trolls from Level 7A
3-5	1d6 Minotaurs from Level 6C
6-10	1d4 <i>Ultha Dulchat</i> Vrilya
11-13	2d4 <i>Sahnnyam Ana</i> Vrilya from Level 5D
14-15	2d4 Bugbears
16-17	Traders (see p. 37)
18-19	1d4 <i>Dyzon Kylryl</i> Vrilya from Level 6F
20	NPC Party

Stonehell Dungeon – Level Six

The Labyrinth Lord is encouraged to further flesh out the Fire Beetle Bar with staff, interior map, and other surprises for the PCs.

Important NPCs

The most important NPC in the Majusek Sulcus is Kalibaxus, the primordial gargoyle. Leader of the Gargoyle Warren and oldest living specimen of his race, he can be a potent ally or horrible foe. The second most interesting NPC is Oguldahba Croke, a dwarven black marketeer found in the Fire Beetle Bar.

Kalibaxus [AL N, MV 90' (30'), fly 150' (50'), AC 4, HD 8, Hp 64, #AT 4, DG 1d4/1d4/1d8/1d4, SV F16, ML 11]

Kalibaxus is a tremendous gargoyle measuring 7' tall and twice as broad as the common gargoyle. His rocky skin is smooth, worn to a fine polish by millennia of erosion, wind, and water. One of his massive horns is broken and his wings are slightly tattered, but he remains an imposing sight.

The gargoyles of the Warren revere the ancient patriarch. He claims to be one of the original twelve gargoyles, stone carvings brought to life by magic to serve as the guardians of an arcane tower. He is the progenitor of all the Warren's gargoyles, having created their ancestors from unliving rock with his magic and talon-tipped hands.

Time has mellowed Kalibaxus and he is now Neutral in alignment. His mind wanders from time to time and he recalls past events more clearly than recent ones, but he remains a powerful ruler. He has participated in many prestigious events in the past 5,000 years, one of which was aiding in the creation of the Astronaut's Tomb (see **Level 8A**). He remembers much about the layout and hazards that guard that crypt, and would be willing to share that information with those who have proven themselves a friend to him and his kind.

Kalibaxus has additional powers beyond those of normal gargoyles. He is immune to attacks from any weapon of less than +2 enchantment. He can use the following spells at will: *stone tell*, *passwall*, and *transmute rock to mud*. Once a day he can create a *wall of stone* and *turn stone to flesh*. Once a week he can craft an animate statue (stone), and once a month he can create a new gargoyle from natural stone. He is loath to do the last except to replace casualties the Warren suffers.

Oguldahba Croke [AL N, MV 90' (30'), AC 3, HD 5, Hp 38, #AT 1, DG by weapon +1, SV D5, ML 11]

Oguldahba is a burly, bald dwarf with a beard laden with silver beads. He dresses in black-stained *lagh* armor and carries a multitude of throwing axes, hammers, and daggers on his person. He speaks slowly, as if estimating the value of each word falling from his mouth.

Oguldahba was once a resident of the Hermitage, but was outside the settlement when the Gloom Crown wreaked its corruption. Since that time, he's made a living running the Fire Beetle Bar and acting as go-between for various dungeon factions. For a base fee of 50 gp a head, he sells counterfeit customs tokens, and for 1,000 gp, he can sooth ruffled feathers to remove a blood price on the heads of outsiders (see **Special Dungeon Notes** p. 36). Once inside the outpost, it is up to the client to remain out of trouble.

Despite a callous exterior, Oguldahba mourns the fate of the Hermitage and would like to see it cleansed of its shadowy infection. He is willing to provide his services for free to anyone who can clear the Hermitage. He'll tell of the mines beneath the stronghold or any other truth or half-truths to sway the PCs to undertaking that task.

New Magical Items

Blast Bolt – This magical crossbow quarrel is of +1 enchantment. In addition, any creature struck by the bolt must make a save vs. paralyze or be stunned for 1d4 rounds. The Vrilya use these against flying creatures to great effect.

New Monsters

Vrilya - Ultha Dulchat Caste

No. Enc: 1d4 (1d6)

Alignment: Chaotic

Movement: 120' (40')

Armor Class: 3

Hit Dice: 3

Attacks: 1

Damage: as weapon

Save: E3

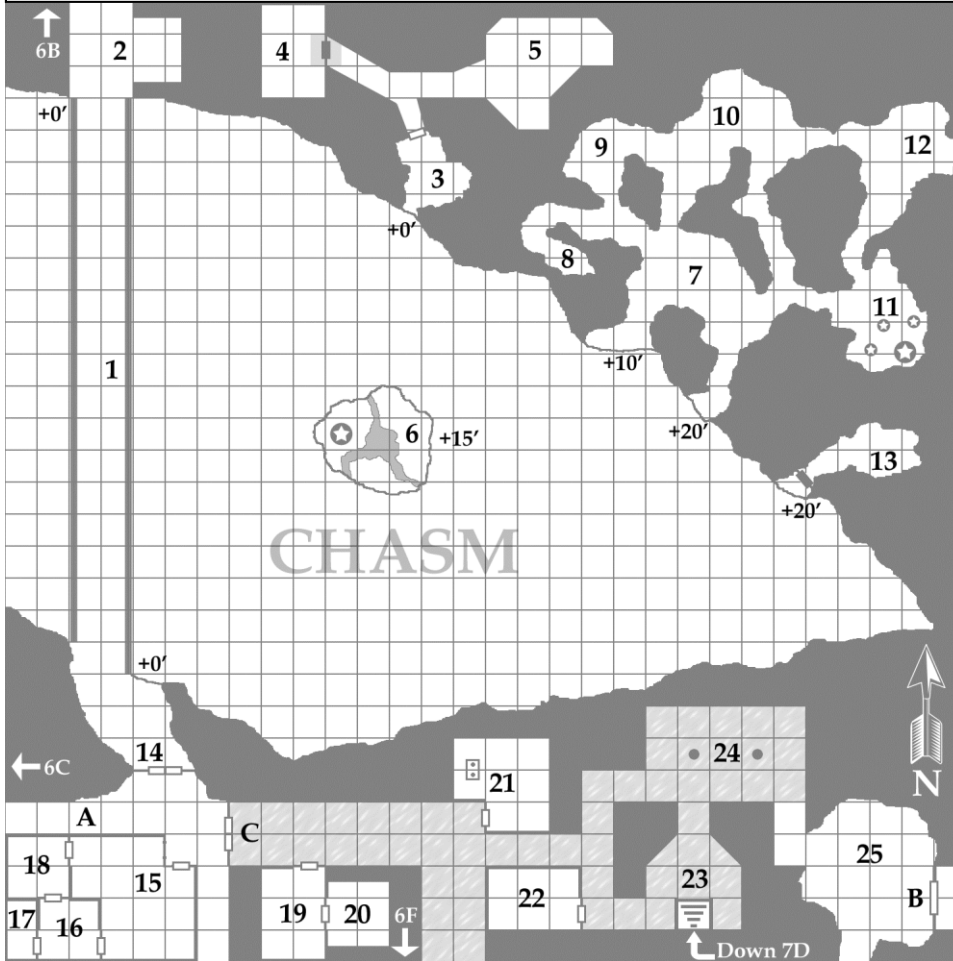
Morale: 8

Hoard Class: IV, V (XVI)

XP: 80

Ultha Dulchat caste Vrilya are the lowest of that ancient race and serve largely as taskmasters and administrators. They possess all the racial abilities of their kind (see *SD: DNHH*, p. 129), but have only a single magical power: They may *command* an intelligent creature within 20' to perform a one-word task taking no longer than a single round if the target fails a save vs. spells. They use this ability to enforce discipline on their charges.

Level 6D: The Majusek Sulcus



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


Inside Tanna-T'liev (Areas 14-25)

1. Vrilya (2d4 – half are *Ultha Dulchat*; the rest are *Sahnyam Ana*) – see p. 27 and SD: DNHH p. 118.
2. Vrilya (2d4 – half are *Ultha Dulchat*; the rest are *Sahnyam Ana*)
3. Vrilya (2d4 – half are *Ultha Dulchat*; the rest are *Sahnyam Ana*)
4. Bugbears (2d4) with *Ultha Dulchat* leader
5. Bugbears (2d4) with *Ultha Dulchat* leader
6. Minotaurs (1d6)
7. Minotaurs (1d6)
8. Morlock Slaves (2d4)

Around the Majusek Sulcus (Areas 3-13)

1. Gargoyles (1d3)
2. Gargoyles (1d3)
3. Glider Spider (1d2)
4. Glider Spider (1d2)
5. Manticore (1)
6. Stirges (1d10)

Legend - Special

 - Area Under Surveillance (see **Special Dungeon Notes** p. 37)

Features Key:

- A:** A crude sign hanging here reads “Blood Horn Corps” with an arrow pointing west.
- B:** These huge stone valves are reinforced with *aurichalcum* bands (see **Special Dungeon Notes** p. 26) and inscribed with occult symbols. They glow a faint reddish-purple and radiate intense magic if divination magics are employed. The area(s) beyond these doors are left to the Labyrinth Lord to detail according to his own whims and needs.
- C:** The floors east of this point seem to be constructed of a single slab of rock, appearing more like poured concrete than flagstone. The walls in this section bear a number of 5' high stone faces, depicting the visages of many races (some long extinct). The sole exception is #25, which is a natural cavern. The carved eyes in the faces conceal scrying magics (see **Special Dungeon Notes** p. 37).

Note #1: The Unassailable Grotto

The steel door to this cavern is 99% resistant to all spells and cannot be picked. Only the *flame key* (see **Level 9D** p. 123) will open it. Carved on the door is the following: *Valve of Steel/Forever Sealed/Until Through Fire/A Key, Acquired*. The walls of the grotto radiate a magical aura that foils all attempts to teleport inside and to burrow or pass through the rock magically. The cave contains a locked (-15% to pick lock attempts; *flame key* does not open) solid steel sarcophagus. Inside the coffin is a human skeleton with *bracers of armor* (AC 2), a *staff of wizardry*, and a gem-encrusted crown worth 27,000 gp.

Room Key

1. **Bridge of Sighs:** 180' long span supported by magically-formed buttresses and abutments; railing carved with open-mouthed faces of various species; draughts blow through mouth openings to create a sighing sound.
2. **Draugrdwerg Post:** Stone furnishings; locked weapon rack holding axes, spears, and crossbows (6 each); Draugrdwergs (8) stand guard here. They attack anyone approaching the entrance to **Level 6B** immediately. Each has 1d10 gp.
3. **Dispelling Door:** Bare cave; aged guano on floor; broken stalagmites; ornate stone door in N wall. Door is sealed with gravel & dried mud (-2 penalty to Open Doors). Door stealthily casts *dispel magic* as 10th level magic-user when opened, possibly negating spells & magic items. Spells are gone until recast; potions are rendered useless; all other magic items lose their enchantments for 6+1d6 turns. This could be fatal if PCs rely on magic for flight...
4. **Treasure Vault:** Locked & trapped door (causes metal within 10' to burn owner for 1d6 damage per metal item worn or carried); iron chests rusted shut and containing 9,000 sp, 8,000 gp, and 4,000 pp.

5. **Clockwork Gorgon:** Ceremonial chamber of unknown purpose; burnt out brands; tattered tapestries; humanoid statues; bronze bull atop plinth. The “bull” is a clockwork Gorgon (1) with all the normal abilities of that creature. The key to #4 rattles around inside its mechanical innards.
6. **Weeping Rock:** 50’ tall, 30’ wide, flat-topped floating rock; featureless statue; 4’ deep spring spilling water over the sides of the rocky islet. See **Special Dungeon Notes** p. 26 for more information.
7. **Common Area:** Shaped-stone furnishings; sleeping perches; slow-roasting meat over fires. Gargoyles (3) and Animate Stone Statue (1). They raise an alarm at the sight of armed invaders; otherwise they summon the Roost Chief and 1d3 others from #10. One gargoyle has a silver anklet (40 gp value).
8. **Storage:** Small boxes and parcels stacked haphazardly. The gargoyles store goods here that they have no use for, but might be useful for trade. Roll 2d4 times on the **Crate and Barrel Contents Table** (SD: DNHH, p. 127) or create your own.
9. **Nursery:** Man-sized niches in rock walls; six half-formed gargoyle “statues”; one fully-formed gargoyle figure. The finished gargoyle is actually an Animate Stone Statue (1) that guards this place. The six unfinished statues are potential gargoyles, waiting to be completed and granted the gift of life by Kalibaxus when needed.
10. **Roost:** High ceiling (30’ tall); walls pierced with 12 shallow sleeping niches; 3’ tall iron cage suspended on hook on the wall; bored-looking kobold sitting in cage. Gargoyles (5) occupy this space along with the Roost Chief (a 6 HD gargoyle). The kobold is kept as a pet and is well-treated and fed. He does not especially mind his situation, but does wish it was more stimulating.
11. **Temple:** 15’ tall statue of a bearded gargoyle with more humanoid features than most; three small stone statues depicting the same figure; smell of exotic incense; chiming of castanets. A Gargoyle Priest (as normal gargoyle but can cast *cause fear*, *cause light wounds*, *light*, *hold person*, and *silence 15’ rad.*) clangs small cymbals to his god, the Maker. In a hidden compartment at the idol’s base are a *potion of extra-healing*, a *potion of polymorph*, and a *potion of stone giant control*. If anyone but the priest opens the compartment, the smaller Animate Stone Statues (3) attack the thieves.
12. **Kalibaxus’ Lair:** Oddly-shaped furniture intended for creatures with wings; large sleeping niche; smell of old stone and gravel. Kalibaxus (see **Important NPCs** p. 27), Gargoyle attendants/concubines (3), and an Animate Stone Statue (1) are found here unless circumstances dictate otherwise. Kalibaxus does not instigate violence, but fights fiercely when necessary. Room holds 6,000 sp, 6,000 ep, and four pieces of jewelry (10 gp, 30 gp, 100 gp, and 1,600 gp values) inside a hollow stone cube with no visible opening (Kalibaxus uses his stone-affecting abilities to install wealth within).
13. **The Unassailable Grotto:** Steel door bound by a massive lock and whirling glyphs. A rhyme is scratched into the door. See **Note #2** for more information.
14. **Vrilya Guard Post:** Eight figures dressed in *lagh* armor stand alert here. They allow PCs with custom tokens entry, forbidding all other (see **Special Dungeon Notes** p. 37) *Sahnnyam Ana* Vrilya (6) and *Ultha Dulchat* Vrilya (2). All have crossbows, longswords, 1d8 gp and 1d6 pp. The *Ultha Dulchat* each have 5 *blast bolts* (see **New Magical Items** p. 27) and one owns an *unseen ear*.
15. **Fire Beetle Bar:** Run-down, single-story building carved into the rock; poorly painted placard above door bears the establishment’s name and a pair of glowing fire beetle organs. See **Special Dungeon Notes** p. 26 for more information.
16. **Kitchen:** Smell of unidentifiable foods cooking; open flames; scurrying cooks. Kobold chefs (6) rush about preparing meals for the Fire Beetle’s guests. They forbid anyone from entering the kitchen, rushing to #18 if attacked.
17. **Storage:** Stacked crates, barrels, sacks; joints of various meats and wheels of cheeses dangle from the ceiling. Containers hold miscellaneous food stuffs for the kitchen. Searching the room has a 1 in 6 chance of uncovering something else. Roll on either the **Chests and Wardrobes Contents Table** (SD: DNHH, p. 125) or **Crate and Barrel Contents Table** (SD: DNHH, p. 127) for result.
18. **Office:** Pigeon-hole racks with papers; metal-paneled desk with chairs; worn rug; serving table with liquors. Oguldahba Crophe (see **Important NPCs** p. 27) holds court here. Concealed buttons causes his desk to launch either 5 *magic missiles* or a *web* spell at anyone in front of it. Desk also contains a secret and trapped (sprays Green Slime in a 10’ square area) compartment holding 6,000 cp, 6,500 sp, 3,500 ep, 1,700 gp, a *bag of holding*, a *potion of healing*, and a *dagger +2*.
19. **Guard Barracks:** Spartan furnishings; bestial stink; racks of pole-arms. Bugbears (6) in *lagh* chainmail (AC 4) with pole-arms and heavy crossbows. Each has 1d10 gp and 1d4 pp and four wear electrum insignia medallions (50 gp value).
20. **Squad Leaders’ Quarters:** Simple furnishings; weird, smoking idol; intricate board game on table. *Ultha Dulchat* Vrilya (2) are quartered here and rush to #19 if battle is heard there. They are armed with longswords, a *stun lash*, and a *shock rod* (see SD: DNHH p. 131). One has an *unseen ear* (see SD: DNHH p. 131) connected to the troops in #23 who rush to reinforce this position if needed.
21. **Wayfarers’ Chapel:** Vaulted ceiling; stone benches; rough-hewn rock altar with inset crystal bowl filled with water; smell of peculiar incense. This area is an open chapel to various Chaotic practitioners looking to placate their deities. There is a 25% chance 1d6 *Obuld yt Dyzon* caste Vrilya are here when the area is first entered. They fight or flee depending on the party’s strength. The water is unholy water (1d8 damage to magical Lawful creatures; 1d4 to mundane Lawful individuals) equal to 6 flasks.
22. **Seeress:** Placard with crystal ball hangs above door; hanging arras; table with divination cards; chairs; colored lamps provide dim illumination. A blind, old she-elf lives here and reads fortunes for a gemstone of any type. Treat her auguries as a *commune* spell with an 80% chance of veracity. If slain, her body has no wealth on it and appears to have died some years ago...
23. **Bully-Boys Post:** Shimmering, 3-D holographic sculptures produce a chiaroscuro of shadows on the walls; stairs descending down. Bugbears (6), *Ultha Dulchat* Vrilya (2), and a leather-hooded Basilisk (1) guard the stairs, forbidding passage to anyone not bearing a Vrilya customs token (see **Special Dungeon Notes** p. 37). The Vrilya unhood the basilisk if threatened by superior forces (possibly petrifying the bugbears). Bugbears in *lagh* chainmail (AC 4) with pole-arms; Vrilya have crossbows with 5 *blast bolts*, longswords, and an *unseen ear* connected to the troops in #20 who can rush to reinforce them if needed. Each has 1d10 gp & 1d4 pp.
24. **Assembly Hall:** High (35’) vaulted ceiling; excellent acoustics (-1 penalty to surprise attempts); thick pillars. Empty.
25. **Morlock Quarters:** Crude sleeping furs; filth-filled chamber pots; meat roasting over low embers. Morlock slaves (12) lair here when not working, serving as an early warning system if the doors at B are breached. They hate their role in Vrilya society, but are too well-conditioned to rebel against their masters.

Level 6E: The Sepulture of the Kion

Overview

The surface races have an understanding of their place in history. Most are aware that nameless empires preceded them and kingdoms yet undreamt of will rise after their own culture is gone. The idea that ancient ruins constructed by vanished tribes wait to be discovered in out-of-the-way places is an accepted, if not comfortable one. What few know is that the surface world is not unique in this.

In the hypogeal world, subterranean empires also rise and fall, leaving ruins behind in forgotten caverns or carved into the enduring rock. To those races that dwell in the underworld, these faded relics of bygone empires are no different than the vine-covered temples that await discovery in dense surface jungles. They are places of mystery, wonder, and danger.

The Sepulture of the Kion is one such place, a network of ancient chambers carved into the earth to house the remains of the dead. Little is known of the race called the Kion other than they preceded the coming of the Vrilya and possessed knowledge of subjects that remain far beyond the comprehension of most races alive today, both above and below the world's surface.

An advance race, the Kion were humanoid in form, although they bore two pairs of arms and stood eight feet tall. Having a complex if incomprehensible religious system, the Kion mummified their dead, interring them and their worldly riches in special catacombs protected by unusual guardians. Written language held a special place in the Kion society, and they decorated their tombs with cryptic passages inscribed in an alien alphabet.

The Vrilya are aware of the Sepulture of the Kion, but deem it too hazardous to trifle with and leave its dust-shrouded halls alone. The Mountain Trolls of Stonehell also know of its existence and have constructed an escape passage that leads down to the Sepulture, but they too will only enter into the area in life or death situations.

Population

The Kion may be long gone, but the guardians they placed over their dead remain. These creatures are unique constructions, undead beasts, and vat-birthed monstrosities. In addition, some of the Kion rest

uneasily, the potent preservative chemicals coursing through their desiccated arteries giving them horrific mobility and a hatred for the living.

While these guardians deter most intruders from breaching the Sepulture, interlopers occasionally enter the tomb from the crumbling catacombs of Level 6C to the north. These creatures, mostly puddings, oozes, and the odd spider, seldom remain here for long before a flying eye discovers and destroys them.

Special Dungeon Notes

The Cryptic Columns (various locations) – Many corridors and chambers in the Sepulture bear half columns that serve as both support beams and decoration. Each is covered in inscribed Kionean, a language that appears as sharp pointed squiggles. The letters glow with a dim, lime-green phosphorescence that provides gloomy illumination (5' radius). Kionean is incomprehensible to modern minds, and magics such as *comprehend languages* have only a 2 in 6 chance of deciphering any given column's writing. If the written passages are decoded, the referee should roll on the table below to determine the result of reading the ancient text.

D12	Cryptic Column Writings
1	A warning of the horrors that await those who do not follow the "Path of Eleven Fervid Thoughts."
2	The family lineage of D'frizxk Cu Gelyit, warrior-mage. It extends back 10,000 years.
3	A concept for travel through the spaces in between planes. It is beyond current understanding.
4	A new, never before seen spell. Choose something from a game supplement you've been dying to use.
5	A curse on all avaricious tomb defilers. Subject is afflicted with a random curse (as per <i>cursed scroll</i>).
6	Instructions for "immortality." If followed, they kill the user and transform him into a form of undead.
7	A smithing formula that improves the temper of steel, but requires the blood of an extinct animal.
8	Mind-expanding revelations that permanently affect the reader. Save vs. spells or lose 1 point of WIS. If save is made, gain 1 point of WIS.
9	A confusing account of the Kion's endless battles with a nameless, formless enemy.
10	<i>Chilling script</i> (see <i>SD: DNHH</i> , p. 55) that explodes in a blast of freezing energy.
11	A cryptic prophecy that the Kion never truly die.

Stonehell Dungeon – Level Six

They merely wait for their time to come again...

- 12** Vague directions to the last known occupied Kion stronghold outside of the Stonehell region. The Labyrinth Lord should create and stock this site if the PCs go searching for it.

Kionean Sarcophagi (various locations) – The Kion interred their dead in opaque, 9' long, glass capsules. Each is smooth and statically charged, producing a sharp, but harmless shock when touched by bare skin. The sarcophagi float 2' above the ground and are nearly impossible to shift from their position once situated.

Sealed by archaic magics, a Kionean sarcophagus can be opened only with a *limited wish*, *wish*, bashed open with a *clenched fist* spell, or unlocked by one of the few remaining *Kionean passkeys* (see **New Magical Items** below) still in existence. Their contents cannot be scryed, observed with an *arcane eye* or *clairvoyance*, or reached ethereally.

If a sarcophagus is breached, it is found to contain the mummified remains of a tall, four-armed humanoid. Its body is lean and muscular; its features angular and almost wolf-like. A dual set of prodigious fangs marks both upper and lower jaw. No magic exists today capable of restoring these preserved corpses to life.

Each sarcophagus has a chance of containing grave goods of random value. Coin wealth will be found in the form of precious metal burial trinkets; gems, jewelry, and magic as normal. Treat each opened sarcophagus as being Hoard Class VI and determine its contents randomly according to the table in the *Labyrinth Lord* rulebook (p. 106). Some coffins contain more substantial treasure, and these are noted in the text below.

Noble Tomb (#11) – This room contains four floating sarcophagi resting above 3' tall daises of white dolomite. A column glowing with a faint jade light stands in between each. The ceiling here is slightly obscured by wisps of crimson smoke.

The room contains a Kionean smoke guardian (see **New Monsters** below), which hangs nears the ceiling as a diffuse, thin vapor. It remains unmoving unless someone attempts to tamper with the sarcophagi or daises below. In this case, it suddenly forms into a howling column of smoke and attacks, enjoying a +1 bonus to surprise and/or initiative. It will continue to attack intruders as long as they remain in areas **#11-12** and **#16**.

Each of the glowing columns in the chamber acts to revive the smoke guardian. In lieu of attacking, it may settle around one pillar and be healed as if subject to a *cure serious wounds* spell (2d8+2 hit points regained). Each column can be used once every 36 hours.

The four sarcophagi are typical for the sepulture (see note above), but contain Kion nobility. The bodies are wrapped in rotted, but obvious finery, and have been interred with their accumulated wealth. Sarcophagus S1 (the western-most) contains 4 gems (25 gp, 2×75 gp, and 100 gp values) and a map to a 2,000 gp treasure. Sarcophagus S2 has 4 pieces of jewelry (50 gp, 40 gp, 20 gp, and 1,300 gp values). Sarcophagus S3 holds 9 gems (2×25 gp, 50 gp, 2×75 gp, 2×100 gp, 500 gp, and 1,000 gp values). Sarcophagus S4 has a 25 gp value gem and 7 pieces of jewelry (40 gp, 100 gp, 400 gp, 700 gp, 800 gp, 900 gp, and 1,000 gp values).

Sacrificial Ziggurat (#3) – This three-stepped, 25' tall ziggurat is fashioned from white dolomite. At the top of the structure is a 10' diameter metal iris hatch, a pair of 4' tall stone pillars at its northernmost edge. Pressing both simultaneously opens the iris. Pressing the leftmost pillar causes the iris hatch to open and a platform inside the hollow structure to rise to the top of the ziggurat. Pressing the rightmost sends the platform down and closes the iris. There is a two-round delay between pushing the pillar and the platform/iris responding. Impatient PCs may believe it to be broken or otherwise unresponsive.

Inside the ziggurat is an 8 HD diedra (see **New Monsters** below) that served as a sacrificial instrument and guardian of secret treasures. The creature's tall stature allows it to attack anyone surrounding the iris hatch as soon as it opens. If the leftmost pillar has been activated, it starts riding the platform a round later, reaching the top on the fourth round after the hatch is opened. It is then free to rampage through areas **#2** and **#3**, and **#21** if the southern door to that chamber is not reinforced.

Inside the ziggurat is a hollow space 20' square. In addition to the aged bones of long-ago Kion sacrifices, the room holds a large trapezoidal box of indestructible, alien metal. Attempts to pick its rococo locking mechanism suffer a -25% penalty. A *knock* spell opens it as normal. Inside are 8,000 cp, 2,000 gp, 3 pieces of Kion jewelry (10 gp, 600 gp, and 800 gp values), and a *Kionean passkey* (see **New Magic Items** below) with 7 uses remaining.

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Scintillating Orb (#28) – This 10' diameter sphere floats a foot above a low stone dais. Comprised of spinning colors like a whirling soap bubble, the scintillating orb is one of a handful of fixed teleportation sites located around Stonehell Dungeon.

Anyone touching the sphere discovers that objects pass easily through its surface. Living creatures feel a slight tingle, but there is no other effect. A character climbing into the sphere find they are supported within as if standing on a solid floor. The colors obscure vision in and out of the sphere.

The scintillating orbs of Stonehell are keyed to special teleportation rings aptly called *rings of the scintillating orb* (see *SD: DNHH*, p. 19). Each ring allows its wearer and anyone touching him to *teleport* to the interior of any of the scintillating orbs in the dungeon, provided the wearer has observed the orb's location firsthand. PCs in possession of these rings may now travel directly to this level's orb without the need to traverse the upper levels of the dungeon.

Stone Womb (#15) – This solid, 9' long stone capsule has no visible opening or seam, and its only decoration is a large, hand-shaped depression on its top surface. It radiates magic if detected for. Anyone placing their hand in the depression must make a save vs. spells or lose one life level.

Despite this loss, the Stone Womb is not a trap, but a safeguard against death. If the character who lost a level to the device is ever slain (and only one PC's life force can be contained in the Stone Womb at a time), the capsule opens to reveal a freshly-created clone of that PC. This clone is 1st level, but retains the class and all the memories the PC had at the time his energy was siphoned by the Womb. The clone emerges naked, with no equipment, but is for all intents and purposes the slain PC. Whether he survives his trip out of Stonehell is up to the player, the Labyrinth Lord, and the dice.

New Magical Items

Ether Skiffs: These small boats resemble bundles of long-extinct reeds bound together to form high-prowed canoes. Each is 15' long and can hold up to 800 lbs. of passengers and cargo.

These boats can traverse the extraterrestrial ethers (whether this means the ethereal plane or the cosmic ethers is up to the Labyrinth Lord) allowing their passengers to travel to realms undreamt up. Each skiff can make such a journey 1d6 times before it falls apart,

becoming extraplanar jetsam. When its power is depleted, the skiff fails at the onset of a journey, stranding its passengers at their current location. A single trip takes up to 1d20 hours to complete and, unless special research is undertaken prior to launch, the skiff ends its journey in a random place, world, or time according to the Labyrinth Lord's desire. A skiff's pilot can always return the craft safely home provided at least one more trip remains in the vessel's power.

Kionean Passkey: Formed of an unrecognizable ceramic material and resembling three spikes protruding from a central ring, a Kionean passkey may easily be mistaken for a weapon at first glance. Only on close inspection is it revealed that the tip of each "spike" is a jagged-edged cube covered with minute symbols. When used, a beam of green light emerges from one of these protrusions to strike a nearby lock or magical barrier. The beam unlocks or temporarily negates (1d6+1 turns) the security measure depending on its type (locks are opened, barriers negated). A Kionean passkey will affect any lock, *prism walls* (see **Note #1**, p. 34), the sarcophagi in the Sepulture, *held portals*, *arcane locks*, and *walls of fire, ice, or stone*. Each lock or barrier bypassed costs the passkey a single use. Each passkey has 1d8+1 uses when found.

New Monsters

Diedra

No. Enc: 1 (1)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 3
Hit Dice: 6-12
Attacks: As head number
Damage: 2d6 per head
Save: F6-12
Morale: 12
Hoard Class: XXI
XP: 570 (6 HD) to 2,000 (12 HD)

A diedra is an undead hydra animated to serve as a guardian beast. The process to create a diedra has become a lost art, and it is rare for new ones to be made. Those who possess this knowledge hoard their secrets dearly.

Diedras appear as rotted, multi-headed, reptilian corpses and are typically swathed in decaying bandages. They possess the normal resistances and vulnerabilities of undeath (immune to *charm*, *sleep*, and *hold*; damaged by holy water) and may be turned as undead of the appropriate HD. However, on a successful turn attempt,

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the cleric's 2d6 roll to determine HD affected should be read as the number of heads that are repelled by the turn and cannot attack unless the cleric's power is broken. This may mean that some or all of the diedra's heads are affected. If some heads remain unaffected, they may attack as normal. Unlike hydras, diedras determine hit points normally, but their number of attacks and rules for slaying individual heads are as for their living kin. The Labyrinth Lord may also create variant diedras with alternate powers such as venom or breath weapons.

Flying Eye

No. Enc: 1d4 (0)
Alignment: Neutral
Movement: Fly 150' (50')
Armor Class: 2
Hit Dice: 4+4
Attacks: 1 (eye ray)
Damage: as per ray
Save: M5
Morale: 10
Hoard Class: None
XP: 440

Appearing as 1' diameter eyes lacking dangling optic nerves, these custodian creations were used by the Kion as caretakers of their dead. They move by a form of telekinetic flight that requires no wings or other propulsion to remain aloft and can hover in place without difficulty.

Flying eyes can produce three types of rays to perform their duties, but can never utilize more than one per round. An attack roll is needed to determine if a ray strikes its target successfully. Their first beam produces a telekinetic effect that can move up to 200 lbs. a distance of 20' per round. Living creatures are allowed a save vs. spells to avoid the effect each time they are struck by this ray.

The flying eye's second ray affects undead as if it were a blast of holy water, inflicting 2d8 points of damage each time a beam strikes its target. The eye's third beam acts as an incendiary ray, inflicting 2d6 damage and requiring the target to save vs. wands or catch fire. Burning victims suffer an additional 1d6 points of damage each round they are alight. This ray is treated as magical fire.

Flying eyes can temporarily become ethereal, allowing them to pass through doors and other barriers as they patrol their territory. If a flying eye wins initiative, it may fire a ray, then become ethereal, making it invulnerable to attacks or magic of non-ethereal origin.

It must shift back to the material plane before it can strike again, and it can only change state once per round.

Kionean Animated Iron Statues

As **Statue, Animated Iron** (*Labyrinth Lord* p. 98), but with four attacks per round.

Kionean Mummy

Stats as **Mummy** (*Labyrinth Lord* p. 89), but with 2 attacks per round.

Kionean Smoke Guardian

No. Enc: 1 (1)
Alignment: Neutral
Movement: Fly 120' (40')
Armor Class: 3
Hit Dice: 8
Attacks: 1 (lashing blow)
Damage: 1d12
Save: F8
Morale: 12
Hoard Class: See below
XP: 1,560

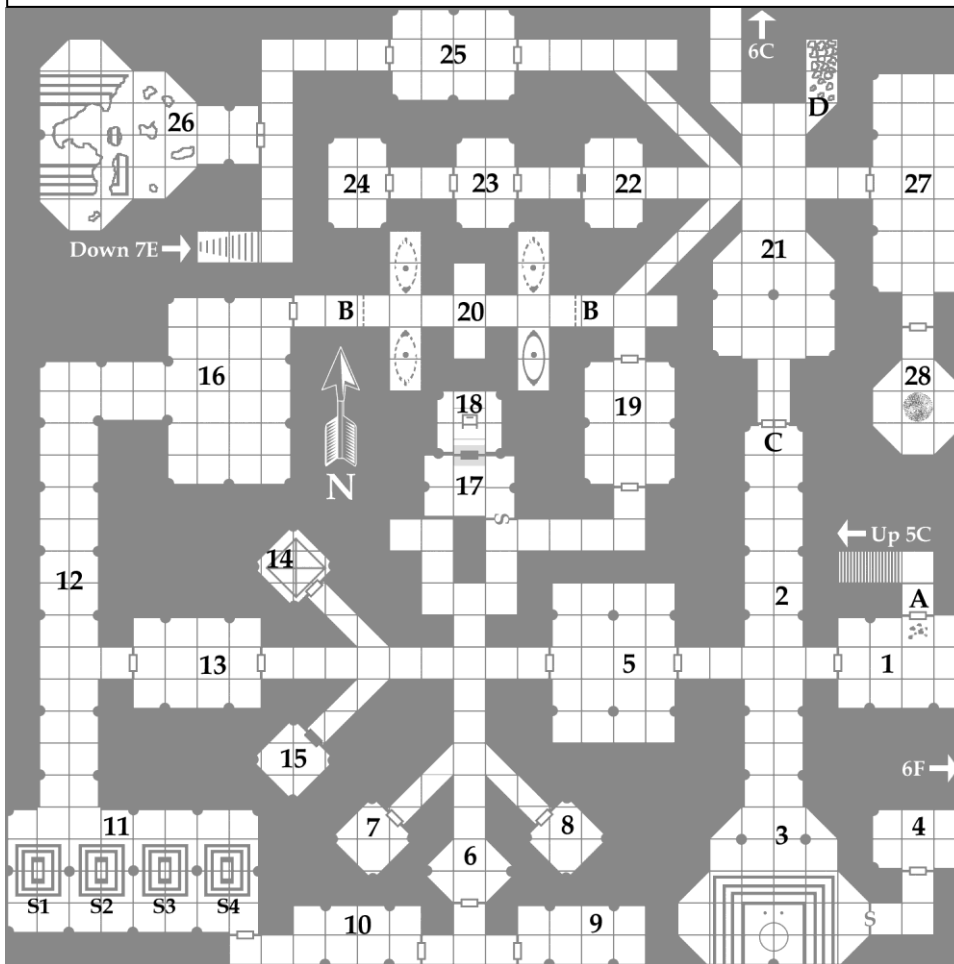
These howling masses of crimson animated smoke were used by the Kion to protect the bodies of great heroes and leaders. Although seemingly nothing more than a billowing cloud of smoke, these creations can attack with powerful, physical blows while remaining difficult to attack in return.

Smoke guardians are only affected by magic or silver weapons. It also has a 25% chance to resist any magic spells or effects cast upon it.

While never possessing treasure of their own, smoke guardians are typically employed when a great figure has been buried with his or her own grave goods. As such, the charges that a smoke guardian protects seldom have less than Hoard Class VII and often more lucrative wealth (*Labyrinth Lord's* discretion).



Level 6E: The Sepulture of the Kion



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

1. Black Pudding (1)
2. Flying Eye (1d3) – see p. 33
3. Flying Eye (1d3)
4. Flying Eye (1d3)
5. Kionean Iron Statue (1d2) – see p. 33
6. Kionean Iron Statue (1d2)
7. Kionean Mummy (1d2) – see p. 33
8. Kionean Mummy (1d2)
9. Ochre Jelly (1)
10. Tarantula, Giant (1d3)

Legend - Special

- Cryptic Column
- Intact Ether Skiff
- Prism Wall
- Ruined Ether Skiff
- Scintillating Orb

Features Key:

A: A heavy, barred door of immense size stands in a crude framework. Behind it are signs of demolition and the shards of a great stone door line the floor. The trolls in **Level 5C** above destroyed this door, but later resealed it with rudimentary efforts.

B: Transparent, but impassible prism walls. (see **Note #1**)

C: Once impressive double doors bearing unrecognizable relief carvings, these portals are now in danger of collapsing. Any attempt to open them succeeds.

D: The ceiling has collapsed here, filling the corridor with rubble. Twenty-four man-hours of digging is required to clear a gap large enough for man-sized creatures to pass.

Note #1: Prism Walls

These walls look like shimmering, translucent rainbows, yet are as solid as steel. Used to protect the most valuable of Kionean secrets, each can only be passed through by the use of a *Kionean passkey* (see **New Magic Items** p. 32) or a *dispel magic*. Treat the walls as if created by a 15th level magic-user to determine the success of *dispel magic* attempts.

Note #2: Kionean Treasure

Due to the rarity of Kionean artifacts, scholars and antiquarians will pay twice as much for any item of jewelry or coins of Kionean provenance. However, only these individuals will recognize the items as having such an origin, and the PCs must specifically seek out historians if they wish to capitalize on their newfound booty's scarcity.

Room Key

1. **East Tomb:** Glowing half-pillars; eight floating opaque glass sarcophagi (see **Special Dungeon Notes** p. 31); tumbled stone wreckage from breached wall.
2. **East Promenade:** Thick dust on floor; glowing half-pillars; a sense of ancient stillness & quiet. A Flying Eye (1) patrols this corridor.
3. **Sacrificial Ziggurat:** High ceiling (35'); 25'-tall, 3-step, white dolomite ziggurat; pair of grey-green pillars depicting interlocking serpentine heads & necks. See **Special Dungeon Notes** p. 31 for more details of this area.
4. **Priest's Quarters:** Weird metal hammock; ergonomic furniture; three-tiered desk covered with dusty sheets of thin metal inscribed with alien lettering. Desk contains four syringes of glowing blue liquid (acts as a one-use *ring of spell-storing* that lasts for 24 hours if injected; determine spell randomly) and five metal sheets that act as single-use scrolls of *heal*, but requires a *read languages* spell as well as *read magic* to be cast on them first.

5. **Math Mummies:** Floating sarcophagi (10); two open, empty sarcophagi; pillars inscribed with incomprehensible mathematical symbols. Kionean Mummies (2) stand contemplating the formulae on the pillars. They stand on the opposite side of the columns from the door the party enters through, granting them a +1 bonus to surprise.
6. **Diamond-Shaped Chamber:** Glowing half-pillars; bare tapestry rods; decayed scraps of fabric on floor. Empty.
7. **West Tomb:** Three floating sarcophagi; one open and dark. Open sarcophagi contains a small Black Pudding (25 h.p.) that reacts to light or heat entering the crypt.
8. **East Tomb:** Smashed remains of four sarcophagi; four floating figures wrapped in bandages; gleaming treasure scattered on floor. Kionean mummies (4) held aloft by the magic that levitated their coffins. They drift to the floor and attack. Treasure consists of golden trinkets worth 7,000 gp and 4 gems (500 gp value each).
9. **Hall of Thoughts:** Swirling, rainbow light patterns; glowing half-pillars; matrix of humming wires. Room radiates magic and holds the incomprehensible memories of the deceased Kion. All non-Kion suffer splitting headaches (-1 to all rolls for the next 12 hours) if they remain here for longer than 6 rounds.
10. **Hall of Time:** Shifting, waving air like heat distortion; barely audible bells; glowing half-pillars. The Kion could observe past events in this room. Non-Kion must save vs. spells or either gain (50%) or lose (50%) 1d10 years of age if they remain in the chamber for more than 3 turns.
11. **Noble Crypt:** Four opaque glass sarcophagi floating 2' above stone dais; green-white columns glittering with alien symbols; smell of pitch & lavender in the air. A Kionean Smoke Guardian (see **New Monsters** p. 33) protects these coffins. See **Special Dungeon Notes** p. 31 for more details.
12. **West Promenade:** Web-strewn corridor; dusty floors, glowing half-pillars. Empty.
13. **Common Tomb:** Glowing half-pillars; twenty-one floating sarcophagi stacked in groups of threes. Half-concealed by a row of coffins is the long-dead corpse of a female human fighter. She has an ornate silver belt (800 gp value) and gold & platinum bracers (2,000 gp value) in addition to worthless, ruined adventuring gear.
14. **North Tomb:** Three floating sarcophagi; two with slightly ajar lids. Coffins and floor are illusionary. Anyone stepping into the crypt falls into a 30' deep pit containing caustic chemical crystals (3d6 damage from fall plus 1d6 points of damage each round victim remains in the trap). Chemical crystals destroy leather and cloth in two rounds.
15. **Womb Tomb:** Door is locked (requires *Kionean passkey* to open). Blank walls; stone capsule floating 2' above floor. Capsule is a Stone Womb (see **Special Dungeon Notes** p. 32).
16. **Stellar Tomb:** Star chart frescoes; constellation carvings; 36 floating sarcophagi stacked in groups of threes. Empty.
17. **Antechamber of Kings:** Frescoes depicting bizarre life events; glowing half-pillars; three featureless, four-armed, humanoid statues. Kionean Animated Iron Statues (3) attack anyone entering the chamber.
18. **Throne of Rest:** Door is locked and trapped (four searing beams as Flying Eye heat ray); only a *passkey* can open the lock. Regal-looking Kion mummy (inanimate) rests on dolomite throne. Corpse has silver trinkets (600 gp value), coffer of 6,000 gp, a *sword +1 flame tongue*, a *short sword +2*, *ring of the scintillating orb*, and a *Kionean passkey* (5 uses).
19. **Miasmatic Chamber:** Swirling blue-white mist; tall, unmoving humanoid shapes; frigid temperatures. Trolls (7) are kept in stasis by the chamber's mist. If the doors are left open (they will not close on their own), the mist dissipates in 1d4 rounds and the trolls spring to life, hungry and cruel.
20. **Ether Skiff Dock:** Three odd, ruined reed boats resting in alcoves; one intact vessel. Boats are *ether skiffs* (see **New Magic Items** p. 32), but only one is still functional (3 trips remaining). Urns, trapezoidal boxes, and sacks hold grave goods comprised of odd implements, weird clothes, and treasure consisting of 9,000 sp, 8,000 gp, 5 gems (25 gp, 75 gp, 2×100 gp, and 750 gp values), and 5 pieces of jewelry (40 gp, 400 gp, 1,100 gp and 2×1,500 gp values) are piled in the two centermost alcoves and are not visible from outside the *prism walls*.
21. **Eye Pillar:** High (30') ceiling; eerie blue glow from no visible source; geometric designs on walls; pillar containing a dozen 1' diameter sockets. Flying Eyes (3) resting in pillar sockets. Resting, they only detect intruders on a 2 in 6.
22. **Cold Shoulder:** Four empty sarcophagi; stone door adorned with spiral design. Touching the spiral design unlocks sealed portal, but unless four hands touch it at once, 3d8 cold damage is suffered (save vs. breath attack for half).
23. **Guardian:** Four-armed iron statue; glowing half-pillars. Kionean Iron Statue (1) stand guard, attacking intruders.
24. **Wrapping Room:** Empty, odiferous jars; four rolls of ancient linens; strange tools; glass tables. If the linen bandages are worn, their wearer gains a save vs. spells when struck by undead with life draining or disease-causing abilities to avoid the effect. Each roll of bandages protects against 1d4 attacks before becoming useless tatters.
25. **Common Tomb:** Glowing half-pillars; twenty-one floating sarcophagi in groups of threes. Giant Tarantulas (2).
26. **Ruined Tabernacle:** Demolished dolomite ziggurat; fallen pillars; blasted walls. A damaged Diedra (four heads functioning; 21 hp remaining) lurches about. Amongst the rubble are 2 pieces of jewelry (70 gp and 1,300 gp values).
27. **Siphon Room:** Glowing half-pillars; drifting sparks of lavender light; alien frescoes. Room drains magic each turn spent in it. Wands lose a charge, potions lose one use, and spell-casters must save vs. spells or forget a random spell. Spells cast here automatically fail, but prevent further draining of magic for one turn.
28. **Spinning Sphere:** Rainbow-hued, 10' diameter globe of light floating over a low stone dais flanked by four 10' pillars. This is one of Stonehell Dungeon's *scintillating orbs* (see **Special Dungeon Notes**, p. 32).

Level 6F: The Trade Corridor

Overview

Centuries before Stonehell Dungeon was constructed, the Vrilya founded a settlement on the edge of the Majusek Sulcus to serve as a trading post on the border of their vast subterranean holdings. Known as Tanna-T'liev ("Glittering Way Station" in the Common Tongue), the settlement served as neutral ground for the chthonic races to meet, trade, and make (or break) alliances.

Divided into two levels, the upper region of Tanna-T'liev is known as the Trade Corridor, serving as a subterranean highway for goods and merchants arriving from various underworld realms. Goods are inspected, taxes levied, and visitors processed before passing on to the level below. The Trade Corridor is of obvious Vrilya construction, and features smooth floors that appear constructed of a single slab of rock, more like poured concrete than flagstone. The walls are decorated with many 5' high stone faces, depicting the visages of many races (some long extinct).

West of the Trade Corridor are a series of archaic chambers of uncertain origin. These rooms and halls fall outside the administration of the Vrilya and serve as lairs for more monstrous inhabitants. The Vrilya are content to leave these creatures to their own devices so long as they keep clear of the boundaries of the Trade Corridor

Population

Vrilya of various castes make up the topmost social tier of Upper Tanna-T'liev and are the largest group present, but they are not the only denizens of the Glittering Way Station. Long ago, the Vrilya conquered a tribe of bugbears and these massive goblinoids have served as bruisers, watchmen, and crossbow-fodder ever since.

In addition to these groups, the Vrilya use Morlock slaves to maintain the settlement and to perform the physical labor needed to keep the place running. These albino humanoids are kept penned when not needed and undoubtedly have the worst situation in both Upper and Lower Tanna-T'liev. Despite their suffering, the Morlocks are too cowed to attempt to throw off their shackles, and escape attempts are a rare occurrence.

Special Dungeon Notes

Intruders from Above (Levels 6D & 6F) – It is extremely

likely (but not utterly certain) that PCs arriving on **Level 6** came into conflict with the Vrilya on **Level 5D**. If so, the Vrilya on that level utilized the surveillance system and *unseen ears* to alert their counterparts in Tanna-T'liev. The party arrives on this level to discover the Vrilya in **Levels 6D** and **6F** are aware of their presence and appearance, and they attack the party on sight. There is some rivalry between the Vrilya castes, which is why the PCs met with no reinforcements from the lower level if they fought the Vrilya on **Level 5**. The Vrilya of Tanna-T'liev consider themselves better than the "lesser" castes that occupy the level above and will not risk their lives to deal with the problems of their inferior brethren. However, this doesn't mean they forgive an attack against the Vrilya people.

Unless the PCs slaughtered the Vrilya on **Level 5** without the surveillance post operators (see *SD: DNHH Level 5D, #31* and **Special Dungeon Notes** p. 37) noticing, the Vrilya guards in areas **#14** of **Level 6D** and areas **#8, #10, #17, and #23** of **Level 6F** are aware of the party's activities and identities. When the PCs arrive on **Level 6**, any Vrilya guard post or patrol is automatically hostile to them as if a "12" had been rolled on the Monster Reaction Table (see *Labyrinth Lord* p. 52). Encountered Vrilya will immediately summon additional troops to their position via *unseen ears* if possible and use every means at their disposal to kill or capture the party. Vrilya patrols will not pursue the PCs if they return to **Level 5**, but they will harry the party should they flee elsewhere on **Level 6** or down to **Levels 7D** and **7F**.

If the party escapes the Vrilya, a blood price is placed upon their heads and word quickly spreads through the dungeon's lower levels. Sentient monsters are more likely to attack the party in hopes of collecting the bounty. In game terms, there is a 50% chance that any sentient, non-undead inhabitant of **Levels 6-9** are aware of the reward for slaying or capturing the party. If so, the party suffers a +4 penalty to reaction rolls with that creature, making them more likely to try and capture or kill the party for the bounty. This penalty does not apply in designated "neutral ground" areas such as The Fire Beetle Bar (see **Level 6D**) or The Casino (see **Level 7E**). The blood price remains in effect until the PCs are captured or killed, or they negotiate the removal of the bounty. Oguldahba Crope (see **Important NPCs** p. 27) can arrange to have the blood price lifted for a price.

If the party arrives on **Level 6** without fighting the Vrilya above, they receive a polite interview at any of the guard posts or customs stations. They are asked their business in Upper Tanna-T'liev and how long they

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intend to stay in the Trade Corridor. The interview is brisk and businesslike, and followed immediately by an overview of the customs of Tanna-T'liev (no overt violence, patronage of one of the Triumvril castes is suggested should the party wish to remain in Tanna-T'liev, and anything else the Labyrinth Lord wishes to emphasize). An entrance fee of 100 gp per PC is required for entry into the Trade Corridor. Once the fee is paid, the PC is given a glowing, oval token on a *lagh* chain to prove he's been processed through customs. The token allows him to move about the Trade Corridor and Tanna-T'liev proper without (much) question. Each token is magical, and its glow fails as soon as the wearer leaves the environs of Upper or Lower Tanna-T'liev. The PC must pass through customs again to enter the settlement. PCs not wishing to pay the access fee can seek cheaper, counterfeit tokens from Oguldahba Crope.

Traders (Throughout the Trade Corridor) – Subterranean merchants of all types come to Tanna-T'liev to trade and are regularly encountered here doing business. These traders can be of any intelligent underground race the Labyrinth Lord desires. Either choose an appropriate one or determine randomly on the table below:

Trader Determination Table (d12)

1	Dwarfs (2d8)	7	Humans (2d10)
2	Gnomes (2d10)	8	Troglodytes (1d6)
3	Goblins (2d12)	9	Medusa (1d3)
4	Orcs (2d8)	10	Throghrin (1d8)
5	Gnolls (2d4)	11	Wererats (2d4)
6	Hobgoblins (2d6)	12	Special (Labyrinth Lord's Choice)

These merchants have random wares for trade (see **Crate and Barrel Contents Table**, *SD: DNHH* p. 127) and wealth equal to Level 6 Unprotected Treasure (*Labyrinth Lord* p. 124)

The Surveillance System (various locations) – Several sections of Tanna-T'liev are under constant surveillance by the Vrilya using a modified version of the *arcane eye* spell. Unobtrusive carvings throughout the area (noticeable as secret doors) act as magical cameras, projecting images of what they observe to #23. There, these images are displayed on a series of floating liquid orbs. A Vrilya operator, seated in a central control chair, can magnify these *arcane eyes'* images to produce a detailed look at interlopers. Any time the party engage in criminal or violent activity in one of these observed sections of the settlement (shown as shaded areas on the map), there is a 4 in 6 chance the monitoring *Dyzon*

Kylryl operator notices the party's actions. If the PCs are known enemies or their actions are detrimental to the Vrilya, trade and commerce, or otherwise deemed disruptive, a patrol of either Bugbears (2d4) with *Ultha Dulchat* leader (50% chance) or 2d4 *Dyzon Kylryl* with a Basilisk (50% chance) are alerted via *unseen ear* and dispatched to deal with the party. Additional reinforcements can be summoned by the operator as necessary should the party prove to be formidable opponents. If the PCs harm lesser beings or otherwise behave callously but within the parameters of generally acceptable Vrilya behavior, the *Dyzon Kylryl* operator merely keep the party under surveillance for another 1d4 turns if they remain in an observable section of the settlement.

The central control chair may be used by anyone who sits upon it. It requires no knowledge of spell-casting to operate. Anyone seated in the chair gains a thorough understanding of how the *arcane eye* surveillance system works and can adjust the magnification of the eyes' projected images to zoom in on the monitored sections of this level. The control chair's operator can communicate telepathically with any of the Vrilya within 300' of #23 who possess an *unseen ear* (see **New Magical Items**, *SD: DNHH* p.131).

The Sallow King (#3) – The identity of this skeletal potentate is unknown and left to the Labyrinth Lord to detail if needed. Regardless of origin, its special property remains the same. Any creature touching the skeleton, whether physically, with an object, or attempting to manipulate it via spell, must save vs. spells or find themselves plunged into a nightmarish psychic realm to relive the horrors of the King's mortal life. This mental journey is identical to the effects of a *maze* spell. If the entire party is affected, the Labyrinth Lord should make Wandering Monster checks as normal, and the unfortunate party might find themselves eaten before they emerge from the waking dream.

Gladiatorial Hall (#18) – There is a 25% chance this area is hosting pit fights whenever the PCs draw near. If so, the chamber is packed with 2d20 *Dyzon Kylryl* and 2d10 *Obuld yt Dyzon*, plus other creatures determined by rolling 1d4+1 times on the Fire Beetle Bar patron table (see p. 26). Betting is fierce with odds depending on the creature in the pit. If the PCs are in good-standing with the Vrilya, they can either bet or participate in a fight (which requires a 100 gp entry fee).

If fighting, they may use armor, a shield, one weapon, wand, or staff, and whatever spells they wish. Determine their opponent by rolling 1d6 and then using the indicated **Wandering Monster Table** from the *Labyrinth Lord* rulebook: 1-2) **Level 4 + 5**; 3-5) **Level 6 + 7**; 6) **Level 8+**.



Re-roll any inappropriate result. The opponent that the fighter will face is never revealed until he enters the arena. Once in the arena, the fighter cannot leave until either he or his foe is slain. Bystanders interfering with fights are not tolerated. If the PC wins the bout, he stands to win 2d6×100 gp plus any additional monies wagered by his fellow party members as side bets.

New Monsters

Nixdrone

Nixdrones are creatures that have suffered prolonged predation by the nixthisis, resulting in both permanent damage to their emotional states and a transformation into something...else. Any sentient, living creature of sub-human or better intelligence can become a nixdrone if their CHA score is ever reduced to 3 or less by the nixthisis draining their emotions (see the nixthisis' description on p. 145).

Nixdrones retain all their normal racial and/or class abilities, but also undergo the following changes:

- Nixdrones gain 1 HD. This increase applies only to hit point totals, attack rolls, and saving throws. Nixdrones with class levels do not gain additional spells, increased thief skills, or any other changes affected by gaining levels (other than improved attack chances and saves).
- Nixdrones share an empathic connection with the nixthisis, allowing that entity to experience what a nixdrone witnesses. In effect, each nixdrone is a set of extended eyes and ears of the nixthisis, and the Nakthotis uses these connections to gather information on potential foes, possible meals, and other topics pertinent to its survival. This connection exists only while the nixdrone is awake and grants the creature no special vision or other sense (although the nixdrone retains any unusual sensory abilities granted by race, class, or magic).

- Nixdrones can produce a roar that strips the flesh from bone and stuns those unlucky enough to be caught in its blast. This roar is more than just sonic volume; it is comprised of emotional power and raw Chaos fed through the nixdrone from its Nakthotis master. All creatures within 20' of the nixdrone must save vs. paralyze or suffer 1 hit point of damage for each HD

the nixdrone possesses. Failing the save also indicates the creature is stunned for a number of rounds equal to the damage sustained.

- Nixdrones are immune to fear and other emotion-based spells and powers (Labyrinth Lord's discretion as to what constitutes an emotion-based assault).
- Nixdrones, regardless of their original alignment, become Chaotic upon their transformation.

Nixdrones appear as normal specimens of their race, but keen observers will notice minor oddities about them that reveal their altered state. Nixdrones are extremely unemotional and speak in quiet, almost droning, tones. They never become excited or angered, and can coldly, dispassionately kill anyone who stands in their or their master's way. Also, due to their connection to the Nixthisis, nixdrones bear the taint of Chaos, which manifests physically on their bodies. Mismatched eyes, patches of alternating color skin, twisted limbs, and other similar deformities are common in nixdrones, but no nixdrone ever possesses more than one of these abnormalities. A nixdrone registers as evil if a *detect evil* spell is cast upon it.

A nixdrone's sole purpose is to serve the nixthisis. They usually do so by spying on other creatures for their Nakthotis master, providing it with vital information crucial to its survival and feeding. Although nixdrones can be competent foes in physical battle, the nixthisis only commands them to engage potential threats in direct conflict after their true identity is uncovered or if the Nakthotis believes that sacrificing such a useful pawn is worth the benefit of doing so.

Vrilya - Dyzon Kylryl Caste

No. Enc: 1d4 (1d6)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 3

Stonehell Dungeon – Level Six

Hit Dice: 3
Attacks: 1
Damage: as weapon
Save: E3
Morale: 8
Hoard Class: IV, V (XVI)
XP: 95

The *Dyzon Kylryl* is the Vrilya caste who, through millennia of practice, mastered the art of the deal. As traders, negotiators, and manipulators of economic markets, they have no equal. *Dyzon Kylryl* are largely seen as a necessary evil by the other Vrilya, none of whom have the inclination or desire to keep the economic lifeblood flowing through their debauched holdings. A *Dyzon Kylryl* is easily identified by the abacus and tally tablet he wears at his waist.

The *Dyzon Kylryl* eschew combat, preferring to hire mercenaries, assassins, or other brutes to handle physical disputes. They instead bring down their enemies by blackmail, destroying their livelihoods, selling their families into slavery, or any other means where the exchange of coin beats the naked blade. Despite this preference, all caste members serve a period of enforced martial duty during which they act as guards, soldiers, and enforcers in the caste's territories.

When forced into battle, their ability to read their opponents' intentions serves them well (see below) and they enjoy a +2 bonus to initiative roles and a -2 bonus to AC against any melee attack by an opponent they are aware of. This AC modifier does not apply to ranged, magical, or surprise attacks.

Although lacking spell-casting ability, all *Dyzon Kylryl* can *detect lie* and perform *ESP* as per the spells three times per day as if a 6th level caster. This ability is not magical, but a result of their sharpened ability to evaluate the truths and motivations of potential trade partners and clients.

Vrilya – *Obuld yt Dyzon* Caste

No. Enc: 1d4 (1d6)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 3
Hit Dice: 3-8
Attacks: 1
Damage: as weapon
Save: E3-8
Morale: 7
Hoard Class: IV, V (XVI)
XP: 80 (3 HD) to 1,560 (8 HD)

The *Obuld yt Dyzon* caste was once a free bloodline, but poor business arrangements caused them to become indebted to the *Dyzon Kylryl* centuries ago. They now exist as indentured servants to that line. The *Obuld yt Dyzon* are priests who live an ascetic life filled with self-denial and self-flagellation. They believe all creatures should suffer, and they attack the foes of their masters with great glee, calling upon both magic and their spiked flails to punish their targets.

Because of a pact made long ago with the Vrilya goddess, *Wylotrugulta*, the *Obuld yt Dyzon* have a direct link to their deity. Due to this connection, they need not memorize their spells each morning, but can choose them as needed to be cast. Each can cast a number of spells per day according to their HD.

<i>Obuld yt Dyzon</i> Spells Per Level Per Day			
HD	1 st Level	2 nd Level	3 rd Level
3	2	--	--
4	3	--	--
5	3	2	--
6	4	3	--
7	4	3	2
8	4	4	3

Obuld yt Dyzon prefer using *cause fear*, *cause light wounds*, *painful bless* (see **New Cleric Spell** below), *hold person*, *bestow curse*, *dispel magic* and *striking*. Only members of a rare unholy sect amongst their numbers will ever cast *animate dead*.

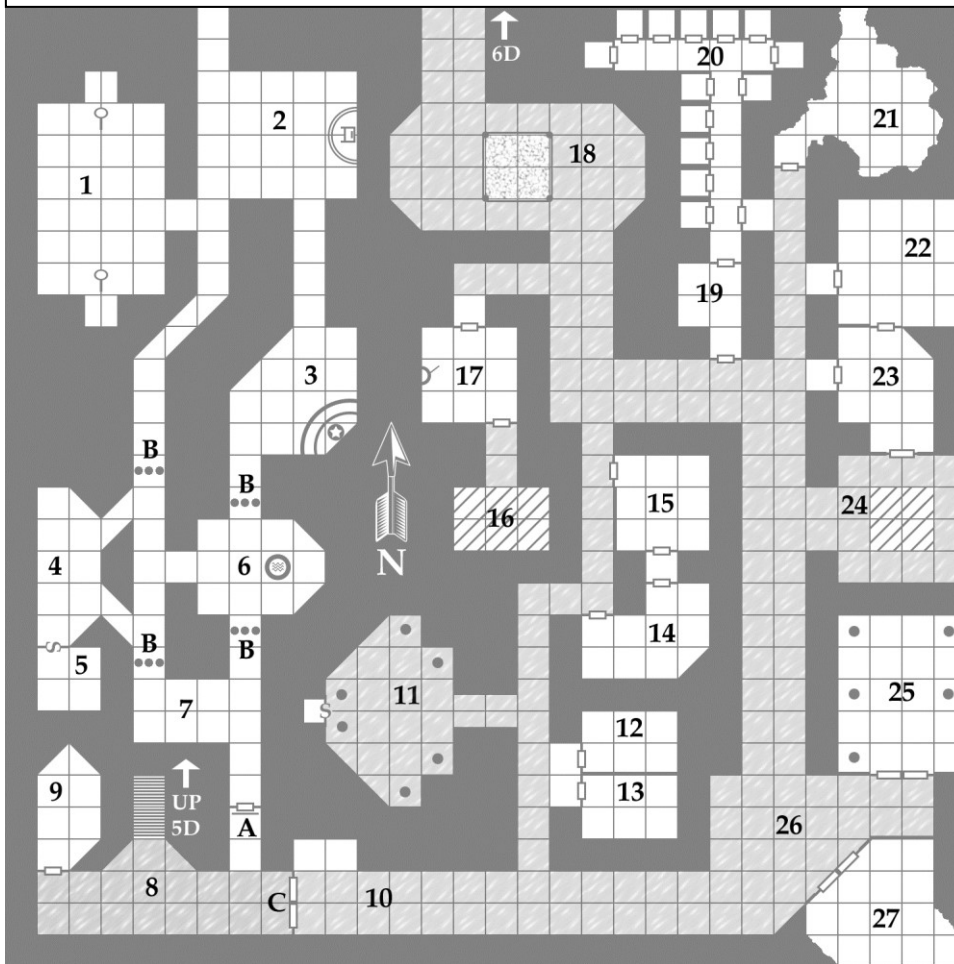
New Cleric Spell

Painful Bless

Level: 1
Duration: 6 turns
Range: Touch

This spell is identical to a *bless* spell (q.v.), but affects only a single target. However, as is fitting for the self-abusing followers of *Wylotrugulta*, the spell inflicts 1d4+1 points of damage to the recipient. This damage can be healed normally, but doing so before the spell's duration elapses causes the *bless* effect to end immediately.

Level 6F: The Trade Corridor



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




Outside Trade Corridor (Areas 1-7)

1. Basilisk (1d6)
2. Black Pudding (1)
3. Hell Hounds (2d4)
4. Minotaurs (1d6)
5. Rust Monsters (1d4)
6. Spectres (1d4)

Inside Trade Corridor (Areas 9-27)

1. Bugbears (2d4) with *Ultha Dulchat* leader
2. Bugbears (2d4) with *Dyzon Kylryl* leader
3. Morlock Slaves (2d4)
4. Morlock Slaves (2d4)
5. Vrilya - *Dyzon Kylryl* (1d6)
6. Vrilya - *Dyzon Kylryl* (1d6) & Basilisk (1)
7. Vrilya - 6 HD *Obuld yt Dyzon* (1d4)
8. Traders (See **Special Dungeon Notes** p. 37)

Legend - Special

-  - Area Under Surveillance
-  - Arena
-  - Game Pylon

Features Key:

- A:** A barred door fashioned from *lagh* stands at this point. Although easily opened from the south, attempts to force it from the north suffer a -3 penalty to Open Doors checks.
- B:** Concealed portcullises hang overhead in narrow niches, requiring a secret doors check to notice them. They drop when the trap in #6 is triggered and rise automatically 1 hour later.
- C:** A pair of 15' tall, *lagh*-reinforced *aguldaan* gates stands here. Entry is granted by the guards within or by dealing 200 points of damage to the portals.

Note #1: Hostel Rooms

These small quarters contain a pair of bunk beds, table & chairs, and wardrobe. Each can be rented for 5 gp a day from the clerk in #19. There is a 2 in 6 chance that each room is occupied if explored. Use the **Trader Determination Table** on p. 37 to determine race of the renter(s), and roll 1d3 to generate the number of occupants present.

Room Key

1. **Game Court:** Stone rings set on 8' tall pylons; tattered netting in N&S alcoves; ruins of bleachers; deflated leather sphere. This area was once used by its mysterious builders to play a long forgotten sport. Empty.
2. **The Sallow King:** Throne-topped dais; ancient skeleton dressed in rotted yellow robes and bearing a rusted crown and broadsword; tracks in dusty floor give the dais a wide berth. See **Special Dungeon Notes** p. 37 for more information.
3. **Ebon Guardian:** Altar topped by 10' idol of stone; idol is amorphous blob as if the stone was melted by unfathomable magics; near-illegible frescoes depicting animal/men hybrids worshipping. A Black Pudding (1) covers the ceiling near the southern entrance, attacking those that pass beneath it. It surprises on a 4 in 6 due to gloom and coloration.
4. **Defaced Shrine:** Shattered idol; overturned font; fire-blackened walls; scattered bones. Hell Hounds (5) of 6 HD lair here. They rush to #6 if trap is triggered. Amongst the debris are 6,000 cp and 2 pieces of jewelry (600 gp & 1,200 gp values).
5. **Secret Treasury:** Thick blanket of dust; six cracked leather sacks; tattered arras hang from the walls in ribbons. The dust hides the Yellow Mold (1) colony that covers the floor in front of the secret door. Sacks contain 6,600 cp, 13,100 sp, 19 gems (100 gp value each), scroll of *ward against undead*, and a scroll of *find traps, detect lie, and true seeing*.
6. **Dinner Bell Trap:** Burbbling fountain; ruined statues; harmless molds and mosses on walls and floor. At the bottom of the fountain is a gleaming sapphire. The stone is an illusion. Breaking the water's surface causes the portcullises (B) to fall and a loud bell to chime. This summons the Hell Hounds in #4 who attack any creature trapped in the area.
7. **Abandoned Guard Post:** Rusty sconces on walls; scraps of wood and stone; broken stone weapon rack. Empty.

8. **Customs Post:** Smooth walls and floor; dimly glowing rods in sconces; officious looking desk with metal-bound books. *Dyzon Kylryl* Vrilya (10) and Basilisk (1). These guards usually process traders arriving from the upper levels of Stonehell. They may be hostile or neutral to the party (see **Special Dungeon Notes** p. 36). If battle occurs, they summon reinforcements from #9. One of the guards has an *unseen ear* that allows communication with the guards at #10. If obviously outmatched, he uses this device to alert that location. Each has 1d8 gp & 1d6 pp. The metal-bound books contain records of visitors and trade goods processed at this post.

9. **Barracks:** Molded stone bunks with foam-like bedding; glow rods; burnished metal furniture. *Dyzon Kylryl* Vrilya (15) resting between shifts. They rush to defend #1 if needed, but it takes 2d4 rounds for them to equip themselves before joining the battle. Each has 1d8 gp & 1d6 pp. They also have three *shock rods* and two *stun lashes* (see *SD: DNHH* p. 131) amongst them.

10. **Guard Post:** Peep-hole in door to #8; *aguldaan* table and chairs; iron weapons rack. *Dyzon Kylryl* Vrilya (2) and Bugbears (6) in *lagh* chainmail (AC 4) and pole-arms stand guard here. One of the Vrilya possesses an *unseen ear* that allows communication between #8, #17, and #22, and uses it to summon reinforcements and alert the outpost of invaders. Each owns 1d10 gp and 1d4 pp. If alerted to intruders in #8, they either reinforce the guards there or bar the door and summon aid to fend off the invaders.

11. **Temple:** Bare floors; burnished metal pillars; holographic art depicting a 12' tall Vrilya female dressed in robes of fire. This is Wylotrugulta, the Queen of Mysteries and foremost deity in the Vrilyan pantheon. A solitary 8 HD *Obuld yt Dyzon* occupies this area at any given time. The secret vault contains a large iron chest that is locked and trapped (runes electrocute any non-*Obuld yt Dyzon* touching the chest for 4d8+4 points of damage; no save). This container holds 3,000 sp, 4,000 gp, three gems (500 gp, 750 gp, and 1,000 gp values) and a scroll of *resurrection*.

12. **Chantry:** Stone furnishings; lashes; religious treatise written on tanned skin. *Obuld yt Dyzon* Vrilya (4; 7 HD) occupy this room. Each has 1d8 gp and 1d6 pp. In addition, there are 14 gems (50 gp value) adorning the texts.

13. **Underpriests' Quarters:** *Aguldaan* furnishings; simple pallets; various religious paraphernalia. *Obuld yt Dyzon* Vrilya (5) occupy this room. Each has 1d8 gp and 1d6 pp.

14. **Mess Hall:** *Aguldaan* trestle tables and benches; glowing iron rods in sconces. There is a 66% chance that 2d6 Bugbears and 1d6 *Dyzon Kylryl* (6 HD) are present when first entered. They attack obvious intruders, but otherwise ignore the party unless provoked.

15. **Kitchen:** Dimly-lit; ember-filled grills; cooking implements. Morlock slaves (6) preparing meals. They flee if attacked and possess no valuables. The room contains no treasure, but 2d10 days of unpreserved rations can be looted from the stores.

16. **Elevator Room:** When the elevator room reaches this level, it becomes locked, unable to rise until the lever in #17 is thrown. Inside the room, a 4' tall brass lever is in the center of the floor. It has three positions, one for each level it services. There is only a 2 in 6 chance that this room is here when first encountered. If it is not, it is currently on either **Level 4** or **5**, resulting in a blank stone wall at the end of the hallway. This room makes a huge racket when in use and it services **Levels 4-6**.

17. **Customs Post:** Glittering walls; burnished metal furnishings; floating slab of solid light functioning as table; lever in W wall locks elevator. Bored-looking *Dyzon Kylryl* Vrilya (6) and an *Obuld yt Dyzon* Vrilya on duty. They act as their counterparts in #8 above if approached from area #16. Each has 1d8 gp & 1d6 pp. One guard owns an *unseen ear*.

18. **Gladiatorial Hall:** Soaring ceiling (40') high; 20' tall bas-reliefs of famous Vrilya warriors carved on walls; a simple arena with 3' high *aguldaan* walls stands in the center of the room. A fight may be underway here when first entered. See **Special Dungeon Notes** p. 37 for more information.

19. **Hostel:** *Aguldaan* desk; table & chair; worn rug; softly glowing iron rods in wall sconces. A Nixdrone Throghrin (1; see **New Monsters** p. 38) mans the desk, renting rooms to visitors to the Trade Corridor. He wears a pair of *gauntlets of ogre power*, but only fights to defend himself if attack or ordered to by the nixthisis. He attempts to rent the PCs rooms in the hostel, spying on them for his Nakthotis master. A locked and trapped (2 poison darts; attacks as Fighter 6 doing 1d4 damage and save vs. poison or die) chest beneath the desk contains 6,000 sp, 1,000 gp, 4 gems (3×10 gp and 50 gp value), and 1 piece of jewelry (300 gp value). The Throghrin has the key that disarms and unlocks the chest if the PCs think to search him.

20. **Rented Rooms:** Rows of *aguldaan* doors; softly glowing iron rods in wall sconces. See **Note #1** above for additional information.

21. **Morlock Pen:** Crude furnishings and sleeping furs; rancid food cooking over embers; miserable looking Morlocks. Morlock slaves (20) are crammed into this area when not needed by their Vrilya masters. Their morale has been crushed by years of servitude, and there is only a 1 in 12 chance (modified by Charisma) that an outsider could stir them up to rebel against their masters. They have no treasure.

22. **Barracks:** Molded stone bunks with foam-like bedding; glow rods; burnished metal furniture. Bugbears (10) and *Dyzon Kylryl* commanders (4) are quartered here. Bugbears have *lagh* chainmail (AC 4) and pole-arms and watch commanders have either *searing wristlet* or *stun lash*. One also owns an *unseen ear* linked to #8, #10, and #17. They own a total of 400 gp and 4 gems (25 gp, 50 gp, 250 gp, and 1,000 gp value) amongst their numbers.

23. **Surveillance Post:** Liquid orbs floating in the air; glyph-inscribed stone chair with metal cap connected by wires. *Dyzon Kylryl* Vrilya and *Obuld yt Dyzon* Vrilya (2; 6 HD) are on duty here. See **Special Dungeon Notes** p. 37. They have 2d10 gp & 1d12 pp each.

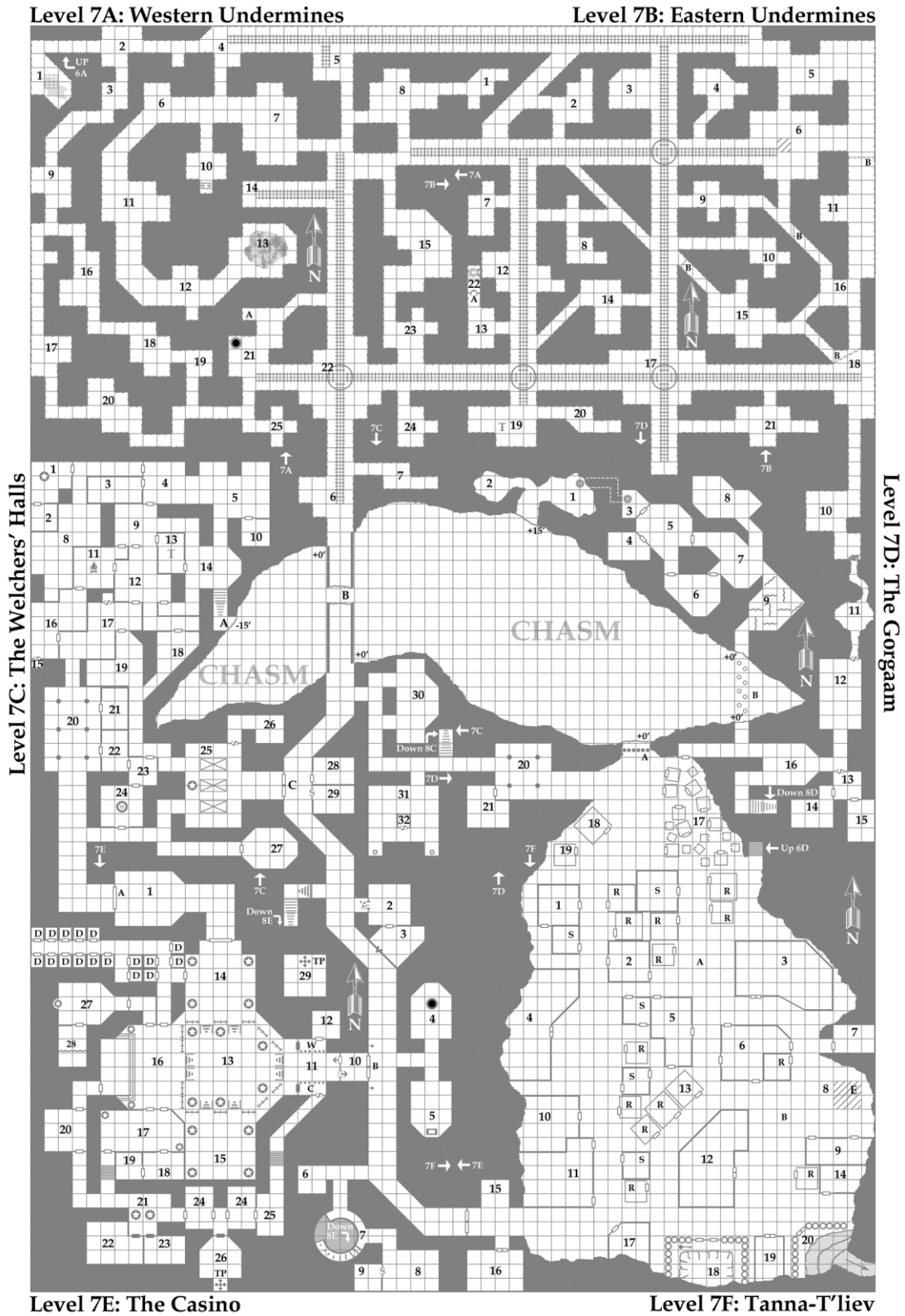
24. **Freight Elevator:** Open area with 20' ceiling; massive lift platform descends to area #8 on **Level 7F** below. *Dyzon Kylryl* Vrilya (4) and 6 HD *Obuld yt Dyzon* (2) are on duty here monitoring creatures and cargo using the elevator. This lift moves cargo arriving via the Trade Corridor to Lower Tanna-T'liev. There is a 10 gp charge per person and a 50 gp fee per wagon or pallet using the lift.

25. **Warehouse:** Tall (25' high) chamber filled with crates, barrels, sacks, and other containers destined for sale on the level below. The area is patrolled by either 2d4 Bugbears (75% chance) or 1d6+1 *Dyzon Kylryl* Vrilya (25% chance). If the contents of individual containers are needed, roll on the **Crate and Barrel Contents** table (*SD: DNHH* p. 127).

26. **Processing Yard:** Open courtyard with 30' ceiling; wagons, barrels, crates, and other trade goods. A squad of *Sahnyam Ana* (5) and a *Dyzon Kylryl* (1) process traders arriving from #27. There is a 50% chance that random traders are present as well. The Vrilya have 1d8 gp & 1d6 pp each.

27. **Exit Tunnel:** This subterranean passage leads deeper into the underworld and is left to the Labyrinth Lord to expand and populate. The Vrilya home nation lies in this direction.

Level Seven Master Map



Level Seven

The second of the larger upper levels of Stonehell's depths, Level Seven spans both sides of the great Majusek Sulcus chasm. It is the location of both the famed Temple of Chance known as "The Casino" and the main Vrilya trade outpost. Level Seven contains the **Western Undermines, Eastern Undermines, The Welchers' Halls, The Gorgaam, The Casino, and Tanna-T'liev.**

Level Seven Monster List

Agents of Fortune* [AL N, MV 60' (20'), AC 7 or better, HD 1 to 8, # AT 1, DG 1d6, SV C1 to C8, ML 7 or 12, XP 16 to 560]
Anglethurges* [AL C, MV 120' (40'), AC 7, HD 6 to 9, # AT 1, DG as spell, SV MU6 to MU9, ML 10, XP 1,070 to 3,100]
Animate Gilded Statue* [AL N, MV 60' (20'), AC 2/0, HD 6/8, # AT 2/6, DG 1d8/1d8 + luck drain, SV F4/F8, ML 11, XP 570/1,560]
Animate Glass Statue* [AL N, MV 60' (20'), AC 3, HD 7, # AT 2, DG 1d10/1d10, SV F7, ML 11, XP 790]
Basilisk [AL N, MV 60' (20'), AC 4, HD 6+1, # AT 2, DG 1d10/petrify, SV F6, ML 9, XP 570]
Bugbear [AL C, MV 90' (30'), AC 5, HD 3+1, # AT 1, DG 2d4 or weapon +1, SV F3, ML 9, XP 100]
Cave Bear [AL N, MV 120' (40'), AC 5, HD 7, # AT 3, DG 1d3/1d3/1d6, SV F3, ML 9, XP 440]
Chimera [AL C, MV 120' (40'); fly 180' (60'), AC 4, HD 9, # AT 5, DG 1d3/1d3/2d4/2d4/3d4 + special, SV F9, ML 9, XP 1,700]
Clankhammer* [AL N, MV 60' (20'), AC 2, HD 6+4, # AT 2, DG 1d8/1d8, SV F4, ML 12, XP 680]
Clockwork Crab* [AL N, MV 60' (20'), AC 0, HD 6, # AT 2, DG 2d10/2d10, SV F4, ML 12, XP 820]
Cold Ghost* [AL C, MV 150' (50'); fly 240' (80'), AC 2, HD 7, # AT 1, DG 2d6 + DEX drain or 7d6, SV F7, ML 11, XP 1,490]
Crushing Column* [AL N, MV 60' (20'), AC 6, HD 6, # AT 1, DG 2d10, SV F6, ML 9, XP 570]
Flame Salamander [AL N, MV 120' (40'), AC 2, HD 8, # AT 3, DG 1d4/1d4/1d8, SV F8, ML 8, XP 2,060]
Gargoyle [AL C, MV 90' (30'); fly 150' (50'), AC 5, HD 4, # AT 4, DG 1d3/1d3/1d6/1d4, SV F8, ML 11, XP 500]
Gulkush* [AL C, MV 90' (30'), AC 6, HD 9+4, # AT 4, DG 1d8/1d8/1d8/1d10, SV F9, ML 12, XP 2,400]
Gray Ooze [AL N, MV 10' (3'), AC 8, HD 3, # AT 1, DG 2d8, SV F2, ML 12, XP 80]
Gray Worm [AL N, MV 60' (20'), AC 6, HD 6, # AT 1, DG 1d8, SV F3, ML 9, XP 570]
Hill Giant [AL C, MV 120' (40'), AC 4, HD 8, # AT 1, DG 2d8, SV F8, ML 8, XP 560]
Improved Animate Gilded Statue* [AL N, MV 60' (20'), AC 0, HD 8, # AT 6, DG each 1d8 + luck drain, SV F8, ML 11, XP 1,560]

Kroog* [AL C, MV 120' (40'), AC 3, HD 10, # AT 3, DG 4d4/4d4/2d6 + 1d6 fire, SV F10, ML 12, XP 2,400]
Manticore [AL C, MV 120' (40'); fly 180' (60'), AC 4, HD 6+1, # AT 3 or 1, DG 1d4/1d4/2d4 or 1d6 each, SV F6, ML 9, XP 980]
Minotaur [AL C, MV 120' (40'), AC 6, HD 6, # AT 2 or 1, DG 1d6/1d6 or weapon, SV F6, ML 12, XP 820]
Morlock [AL C, MV 120' (40'), AC 8, HD 1, # AT 1, DG as weapon, SV F1, ML 9, XP 5]
Mumm-itauro* [AL C, MV 90' (30'), AC 3, HD 7, # AT 2 or 1, DG 1d12/1d12 + disease or weapon, SV F7, ML 12, XP 2,190]
Mummy [AL C, MV 60' (20'), AC 3, HD 5+1, # AT 1, DG 1d12 + disease, SV F5, ML 12, XP 860]
Ochre Jelly [AL N, MV 30' (10'), AC 8, HD 5, # AT 1, DG 2d6, SV F3, ML 12, XP 500]
Phase Tiger [AL N, MV 150' (50'), AC 4, HD 6, # AT 2, DG 2d4/2d4, SV F6, ML 8, XP 570]
Rat, Giant [AL N, MV 120' (40'); swim 60' (20'), AC 7, HD 1d4 hp, # AT 1, DG 1d3 + disease, SV F1, ML 8, XP 6]
Slum Dwellers* [AL C, MV 120' (40'), AC 8, HD 2, # AT 1, DG 2d4 or weapon, SV F2, ML 7, XP 20]
Spectre [AL C, MV 150' (50'); fly 300' (100'), AC 2, HD 6, # AT 1, DG 1d8 + level drain, SV F6, ML 11, XP 1,070]
Spider, Glider* [AL N, MV 120' (40'); fly 60' (20'), AC 5, HD 6, # AT 1, DG 1d6 + poison, SV F3, ML 8, XP 650]
Spitting Beetle [AL N, MV 120' (40'), AC 4, HD 2, # AT 1, DG 1d6 + spray, SV F1, ML 8, XP 38]
Troll [AL C, MV 120' (40'), AC 4, HD 6+3, # AT 3, DG 1d6/1d6/1d10, SV F6, ML 10, XP 600]
Troll-Fed Giant Scorpion* [AL C, MV 150' (50'), AC 2, HD 4, # AT 3, DG 1d10/1d10/1d4 plus poison, SV F2, ML 11, XP 245]
Undermine Troll* [AL C, MV 120' (40'), AC 4, HD 7+3, # AT 3, DG 1d6/1d6/1d10, SV F7, ML 10, XP 900]
Vrilya - Dyzon Kylryl* [AL C, MV 120' (40'), AC 3, HD 3, # AT 1, DG as weapon, SV E3, ML 8, XP 95]
Vrilya - Edya Ferrin* [AL C, MV 240' (80') or 180' (60'), AC 7 or 4, HD 6, # AT 2, DG as weapon, SV E6, ML 9, XP 1,570]
Vrilya - Ghulu Amonuc* [AL C, MV 120' (40'), AC 2, HD 8+3, # AT 2, DG as weapon, SV E8, ML 11, XP 3,020]
Vrilya - Illtornovu Oulgra* [AL C, MV 120' (40'), AC 6 or 4/2, HD 5 to 10, # AT 1, DG as weapon or spell, SV E5 to E10, ML 10, XP 660 to 3,100]
Vrilya - Kanni Hrasi* [AL C, MV 120' (40'), AC 6 or 3, HD 5, # AT 1, DG as weapon, SV E5, ML 9, XP 950]
Vrilya - Obuld yt Dyzon* [AL C, MV 120' (40'), AC 3, HD 3 to 8, # AT 1, DG as weapon, SV E3 to E8, ML 7, XP 80 to 1,560]
Zombie Troll* [AL C, MV 120' (40'), AC 8, HD 6+3, # AT 3, DG 1d8/1d8/1d12, SV F6, ML 10, XP 850]

* New Monster

Level 7A: Western Undermines

Overview

The Undermines were once a network of small caves formed by the trickling waters of the Sewers of Amuculoth as they drained deeper into the dungeon. When the dwarves of the Hermitage occupied the chambers above these caves, they discovered a vein of hematite that ran through the rock. They began mining the iron ore for their craft, excavating these caverns into a full scale mine.

Over the decades, the dwarves excavated most of the reddish-brown ore, turning the once-narrow caves into massive chambers and wide tunnels. Unfortunately, their efforts also attracted the attentions of a troll band that had been driven out of their home by the coming of the Plated Mage (see **Level 8E**). These green menaces set their sights on the dwarven mines for their new lair and laid siege to the Undermines. In the face of the trolls' numbers, the dwarves fell back to the Hermitage. The mines were abandoned so swiftly that some treasure was left behind, albeit hidden as best as possible in the time allowed.

In the time since the mine was abandoned, the trolls have grown more fearsome. Unbeknownst to most, a strange pool of Chaotic energy seeped into the Undermine, and many of the trolls drank deep from that well, becoming changed in the process.

Population

Trolls dwell in the Undermines and have turned the tunnels and digs into a nightmare of blood, gore, and broken bones. Many of the fell creatures have been changed by exposure to the Chaos Pool and bear traits unknown to the rest of their kind. Their regenerative ability and ferocity make this level of the dungeon a place to be avoided by the rest of Stonehell's residents.

In addition to the younger trolls who've yet to be exposed to the Chaos Pool, the lair also contains a horrible monstrosity known as the Gulkush and a number of undead trolls granted unholy life by the tribe's shaman and chieftain.

The trolls share the Undermines with a small number of giant scorpions they've captured to use as guardians and food. Fed a steady diet of severed troll limbs when the scorpions' preferred food ran short, the arachnids now share the regenerative abilities of their masters.

Special Dungeon Notes

The Chaos Pool (#13) – Down in the lower depths of Stonehell, the forces of entropy gather, drawn by the presence of the nixthisis. These forces sometimes collect like stagnant water and serve as breeding grounds for weird issue. The Chaos Pool is one such place.

The pool glimmers in the dark, looking like a pond of iridescent quicksilver. It reflects the faces of those who peer into it as funhouse mockeries of their true visage. So long as none enter its waters, or – gods forbid – drink from it, the pool is harmless. Those who do are forever changed.

Exposure to the pool requires the subject to save vs. spells or move closer to Chaotic in alignment (Lawful becomes Neutral; Neutral becomes Chaotic; Chaotic is unchanged). This save is at a -4 penalty if the pool is drunk from. If failed, the Labyrinth Lord rolls on the table below to determine how the pool alters the subject. All changes can be reversed by a *remove curse* spell.

Chaos Pool Consumption Result

1	1d4 sightless eyes grow on the drinker's hands
2	A second mouth sprouts from the drinker's throat. This mouth can only make whimpers and horrid smacking sounds.
3	Hair follicles secrete urine regularly
4	Drinker's mouth fills with puss-containing blisters and boils. Drinker can breathe through nose but cannot eat or drink.
5	Wormlike tendrils sprout from the drinkers nostrils.
6	Drinker's body absorbs a random body part: 1) left arm; 2) right arm; 3) left leg; 4) right leg; 5) nose and ears; 6) head (this is fatal).

Divining Board (#4) – This 5'x5' stone table stands 4' above the rocky floor of the chamber. Its surface is crudely carved into concentric circles, each one bearing a word or phrase in Trollish ("Yes," "No," "Uncertain," "Pure," "Evil," "Ask Later," etc.). A pint-size ceramic bottle caked with dried blood hangs from a chain attached to the board.

This object is a divination tool used to perform simple auguries. By placing a drop of troll blood (contained in the bottle) and asking a question aloud, there is a 75% chance the board activates and the bead of blood slides over one of the phrases in response to the question. The question itself can be asked in any spoken language, but unless the diviner reads Trollish, it is unlikely that they can decipher the response. The Divining Board can be used as many times as desired so long as the blood supply lasts (there is enough blood for 20+1d100

Stonehell Dungeon – Level Seven

questions). Answers are never detailed, and the Labyrinth Lord is free to create his own potential answer words and phrases in response to the PCs' queries.

Important NPCs

Although all the residents of the Undermines are fearsome, none is more so than the troll's chieftain and shaman, Mugulosh.

Mugulosh [AL C, MV 120' (40'), AC 3, HD 8+3, Hp 45, #AT 3 or 1, DG 1d6+2/1d6+2/1d10+2, 1d8+2, or spell, SV F8, ML 9]

Mugulosh is a towering troll whose skin is now rainbow-hued from exposure to the Chaos Pool. He wears studded leather armor fashioned from the faces of his enemies, forming a gruesome panorama of open-mouth visages draped over his body. He wields a jagged morning star in addition to his natural weapons. Due to its size, it inflicts 1d8+2 damage. Mugulosh amplifies the weapon with *striking* if time allows.

Mugulosh rules with an iron hand, using his spells and Chaos-born powers to keep the rest of the tribe in line. He has the spell ability of a 5th level cleric, and has *cause light wounds*, *cause fear*, *protection from good*, *hold person* (×2), and *striking* memorized. The Chaos Pool granted him the ability to hurl balls of caustic acid at a range of 50'. These acidic globes do 3d6 points of damage on a successful attack.

New Monsters

Gulkush

No. Enc: 1 (0)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 6
Hit Dice: 9+4
Attacks: 4 (3 claws, bite)
Damage: 1d8/1d8/1d8/1d10
Save: F9
Morale: 12
Hoard Class: XIX (×3)
XP: 2,400

The thing that is Gulkush was once a trio of trolls who drank from the Chaos Pool simultaneously. The energies of entropy warped them into a single mass of lumpy greenish-grey flesh and black hair. A large, toothy mouth and numerous flailing claws extrude from the mass to tear the Gulkush's victims to shreds. It has the ability to regenerate as a troll, but recovers 4 hit points each round.

Troll-fed Scorpion, Giant

Stats as **Scorpion, Giant**

XP: 245

Giant Troll-fed Scorpions are titanic arachnids captured by the trolls. With a shortage of giant insects to feed the scorpions, the trolls took to hacking off the limbs of lesser trolls and feeding the creatures these scraps. The result: Scorpions that regenerate like trolls, regaining 2 hit points each round. They attack anything they encounter, but will break off an attack if thrown a troll limb as a treat. This is how the trolls themselves appease and control the creatures.

Undermine Trolls

No. Enc: 1d8 (1d8)
Alignment: Chaotic
Movement: 120' (40)
Armor Class: 4
Hit Dice: 7+3
Attacks: 3 (2 claws, bite)
Damage: 1d6/1d6/1d10
Save: F7
Morale: 10
Hoard Class: XIX
XP: 900

Undermine trolls are largely identical in the common troll and share the same regenerative ability. However, due to exposure to the Chaos Pool, many exhibit atypical coloration and an uncommon Achilles' heel. They regenerate fire and acid damage, but have another weakness as determined by their coloration. See below:

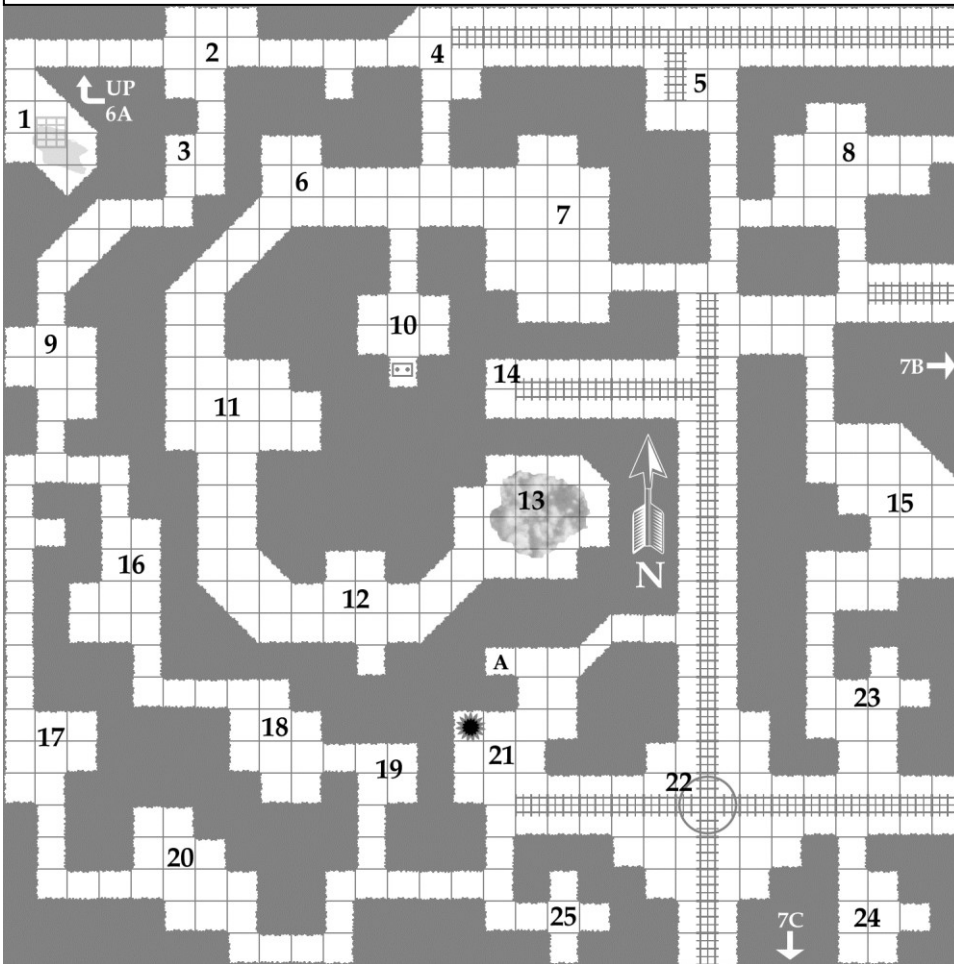
1. **Lavender:** destroyed by water (¼ of a waterskin splash does 1d8 points of damage)
2. **Silver:** destroyed by wooden weapons
3. **Cobalt:** destroyed by silver
4. **Red:** destroyed by cold

If no color is given in the dungeon key when Undermine Trolls are encountered, randomly determine the type or pick one from the list above.

Zombie Troll

These shambling, rotting trolls have the typical stats of their living counterparts with the following exceptions: 1) their AC is 8; 2) their attacks do 1d8/1d8/1d12 damage; 3) they do not regenerate; and 4) they always lose initiative. They are affected by turning as 6 HD creatures and have all the normal resistances and weaknesses of undead creatures.

Level 7A: Western Undermines



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

1. Trolls (1d8)
2. Trolls (1d8)
3. Trolls (1d8)
4. Undermine Trolls - Cobalt (1d3) - see p. 45
5. Undermine Trolls - Lavender (1d3)
6. Undermine Trolls - Silver (1d3)
7. Undermine Trolls - Red (1d3)
8. Troll-Fed Scorpions (1d4)
9. Troll-Fed Scorpions (1d4)
10. Ochre Jelly (1)
11. Zombie Trolls (1d4) - see p. 45
12. Zombie Trolls (1d4)

Legend - Special

- Chaos Pool
- Ceiling Shaft
- Pipe Outlet, Ceiling
- Mine Track Turntable

Features Key:

A: A pile of freshly-slain and gnawed-upon Small Men occupies this dead end. The Small Men ventured to this level in an attempt to combat the Chaos Pool's power, but were discovered by the trolls in #21 and slain. The trolls have piled five Small Men corpses here after nibbling on the choicest bits.

Note #1: Ore Cart Tracks

The Undermines bear the remains of a complex ore cart rail system the Hermitage dwarves used to move ore, miners, and material around the mine. Fashioned from iron rails situated atop *aguldaan* ties, the tracks have not stood the test of time. The rails are rusted through or torn up, and the *aguldaan* ties are deteriorating back into crumbling fungus matter. Moving over or along the tracks in the dark or at running speeds is a hazardous endeavor. Any creature doing so must make a DEX ability check every three rounds or fall, inflicting 1d2 points of damage. Due to their large strides, the trolls are unhindered by the tracks. In desperate straits, crude weapons can be fashioned from the components of the cart tracks, doing damage as clubs.

Room Key

1. **Drainage Grotto:** Stagnant pond of filthy water and excrement; rampant mold growth; signs of large creatures using pond as water source. A hole in the ceiling leads to area #1 on Level 6A above.
2. **Potent Potables:** Wooden barrels and stone casks (24 in total) arranged in stacks; containers hold vile alcoholic brews left here to ferment. One contains a secret concoction made by soaking a corpse in equal parts wine, urine, and precious objects, and flavored with a mixture of herbs. There are 2,000 sp, 1,000 gp, and 5 gems (50 gp, 75 gp, 100 gp, 250 gp, and 500 gp values) in that cask (and an elf corpse).
3. **Troll Minors:** Young Trolls (4) drinking from a keg stolen from #2. They suffer -1 to attack rolls due to intoxication. They have no treasure other than a half keg of potentially vile Trollish brew.
4. **Divining Board:** Crude totemic statues in wall niches; guttering torches; large stone table covered in concentric circles and Trollish words. This is the Divining Board (see **Special Dungeon Notes** p. 44). There is a 1 in 6 chance that a solitary Troll is encountered here using the board when the PCs approach.

5. **Ore Cart Terminal:** Decrepit ore cart tracks (see **Note #1** above); corroding ore carts; chains and pulleys dangling from the ceiling; massive winches frozen with rust. The ore cars contain mounds of ore. Under one such pile is a skeletal halfling with sacks holding 2,000 sp and 40 gold nuggets (100 gp value each).
6. **Troll Wind Chimes:** Macabre mobiles made from bones, skulls, and sinew. Passing through this area without knocking into one of these gruesome wind chimes requires a DEX check. Failure alerts the trolls in areas **#7** & **#11**.
7. **Troll Den:** Sleeping furs; dangling meat; religious icons; bowls, barrels, and sacks containing troll food. Trolls (8) make their home here. They have 2,000 gp and a gem (500 gp value) between them.
8. **Tools & Storage:** Forgotten, corroding mining tools; spools of rotted rope; boxes of pegs; rotted leather, moth-eaten cloth, etc. Hidden amongst the useless items are a silver cudgel (400 gp value) and 1,000 gp worth of gold ingots. The bottom of the cudgel unscrews to reveal a *potion of invisibility*.
9. **Old Diggings:** Discarded tools; dwarven bones. Empty of treasure or danger.
10. **Chapel:** Stone altar with polished stone idol atop it; carpet of bones covering the floor. Lurking below the bones are 20 Troll hands that crawl out to attack any non-troll entering this area. Each has the stats of a Goblin (q.v.) and they will pursue fleeing intruders until slain.
11. **Mugulosh's Den:** Bone & stone furniture; glowing veins of stone bathe area in sickly purple light. Mugulosh (see **Important NPCs**) and 3 Lavender Undermine Trolls dwell here. Mugulosh blows a bone whistle if intruders enter, summoning the Gulkush (**#14**) and the trolls in **#7** to his aid. Mugulosh will flee to area **#13** if reduced to half hit points or less. The room contains 9,000 cp, 4,000 sp, 6,000 gp, 6 pieces of jewelry (400 gp, 900 gp, 1,100 gp, 1,200 gp, 1,300 gp, and 1,400 gp values), a *potion of healing*, a *potion of heroism*, a scroll of *ward against undead*, and *cursed armor of AC 9*. The glowing veins of stone are raw *vaedium* (see **Appendix D** for more details on this unearthly ore).
12. **Dead Guardians:** Ten desiccated trolls bearing unseemly mutations are propped in aggressive-looking positions around this room. They are unsettling, but harmless. A Zombie Troll (1) waits in the southern alcove and surprises on a 4 in 6.
13. **The Chaos Pool:** Glimmering silver pool; flickering coils of shadow. This body of liquid is the Chaos Pool (see **Special Dungeon Notes** p. 44). If Mugulosh has fled here, he stands in its waters and blasts the PCs as they enter. Under the water are old barrels with 2,000 sp, 3,000 gp, and 7 gems (10 gp, 25 gp, 3×50 gp, 100 gp, and 750 gp values).
14. **The Gulkush's Den:** Smell of rotting meat; large, round mass of greenish-grey flesh and black hair resting against western wall. This mass is the Gulkush (see **New Monsters** p. 45). It never leaves here unless summoned by Mugulosh, but attacks anything that gets too close. In a hole beneath it is 8,000 gp, 5 pieces of jewelry (10 gp, 20 gp, 40 gp, 300 gp, and 600 gp values), a *sword +1*, a *potion of clairvoyance*, a *potion of cloud giant strength*, and a *potion of growth*.
15. **Scorpion Lair:** Mounds of rusting ore cart tracks; bones, bits of armor and bent weapons. Giant Troll-fed Scorpions (3) are encountered here. Picking through the debris uncovers 67 sp and a scroll of *charm monster*, *dimension door*, *hallucinatory terrain*, *massmorph*, *polymorph others*, and *wall of fire*.
16. **Massacre Site:** Simple furnishings, blood dripping from the walls; twitching troll parts; sounds of music from the east. A Giant Troll-fed Scorpion (1) has "killed" the three trolls it found resting here. They'll get better.
17. **Larder:** Barrels of foul brew; dangling humanoid corpses; clouds of buzzing albino flies; putrid stench. This gruesome pantry holds nothing of value; sensitive stomachs need to make a save vs. poison or lose their lunch.
18. **Concert Hall:** Sound of strange, percussive music (audible from 100' away); benches and chairs made of support beams; ghastly drums, xylophones, glockenspiels, etc. crafted from bones and teeth. Cobalt Undermine Trolls (3) playing the instruments surprisingly well.
19. **Lounge:** Sounds of music to the west; sleeping mat; massive tankards; twisted, clay pipes packed with odd herbs. There is a 25% chance a troll lies here in a stupor. Anyone foolish enough to smoke a troll pipe is incapacitated with fearsome hallucinations for 1d6 hours (no save). The herbs crumble to powder if exposed to sunlight.
20. **Troll Den:** Simple furnishings and sleeping mats; three Vrilya corpses hanging from racks, their backs flayed bare. Trolls (5) sewing Vrilya-skin cloaks. They have 1,000 gp and 1 gem (25 gp value) amongst them.
21. **A Small Meal:** Discarded ore carts; piles of ancient mine leavings; stacks of *aguldaan* timbers; dripping pipe in ceiling leads up to **Level 6A** (area **#16**). Undermine Trolls (3) gnawing on Small Men corpses. The trolls have 200 gp and 2 gems (50 gp & 75 gp values).
22. **Track Crossroads:** Ruined ore cart tracks and turntable; 20' high ceiling; guano, blood trails, & bones on floor; glowing albino bats roosting on ceiling. Beneath the turntable (requires a combined STR of 40 to shift) is 4,000 sp worth of silver ingots and 3,000 gp in gold ingots hidden here by the dwarves when the mines were invaded.
23. **Rock Crusher:** Imposing, rusting pair of rollers mounted in massive iron frame; rotted leather conveyor belt. Once used to process ore, the crusher no longer works. Two hours work, 4 vials of oil, and an INT & DEX check could fix it.
24. **Jelly Pool:** Six 8' dia. pools of various hued liquids; old tools; seeping walls; pungent, mineral smells. One of the "pools" is an Ochre Jelly (1); the rest are water discolored by minerals leeching from the surrounding rock.
25. **Troll Bachelors:** Reek of dirty feet; sleeping furs; walls painted with crude, erotic frescoes. Undermine Trolls (3) lair here. They have 3,000 gp and 1 piece of jewelry (900 gp value). They investigate **#18** if the music ends suddenly.

Level 7B: Eastern Undermines

Overview

The Eastern Undermines are a continuation of the mining tunnels found to the west, and they share the same origins and events that led to their current state.

Population

Like their western counterpart, the Eastern Undermines are occupied by trolls twisted by their exposure to the Chaos Pool (see **Level 7A**), young trolls yet to be baptized in its altering waters, and their scorpion guardians. The Trollish witch, Brollangool, acts as default leader of the Eastern Undermines when Mugulosh is busy elsewhere.

These mines are also home to a monstrous boar named Kroog. Transformed by the Chaos Pool, Kroog once hunted the Undermines freely, but Brollangool has imprisoned the magical beast in a small section of tunnels using mystical wards. The trolls are currently debating what Kroog's ultimate fate should be, with Brollangool arguing for destruction of the creature, while Mugulosh seeks a way to enslave the terrible boar to do his bidding.

Special Dungeon Notes

Igniting Rock (#10) – This strange vein of vaedium causes ferrous metals that come into contact with it to ignite with white-hot heat. The unnatural fire eventually destroys the object set alight, but the process takes 1d6 turns before the item is consumed by the flames. While the fire burns, any hand-held object of dagger-size or larger is treated as a *flame tongue* sword, imparting a +2 bonus against regenerating creatures, +3 vs. avian monsters, and +4 against the undead. The item sheds light as a torch. Smaller items provide torch-sized

illumination and inflict 1d6 points of damage, but do not gain the benefits listed above.

Any creature wearing metal armor that contacts the igniting rock takes 1d6 points of damage each round the armor is worn. Protective items can be stripped off in a number of rounds equal to the defensive bonus it provides. Thus, a shield that provides a -1 bonus to AC can be discarded in a single round, while chain mail that grants a -4 benefit (AC 5) takes 4 rounds to remove. If the wearer is assisted by others, the time is reduced by half, but those aiding them suffer 1d3 points of damage

each round from the fire. Bonuses to AC due to magical enchantment do not affect removal time and are treated as normal armor of their type when determining defensive bonus.

Magical arms and armor have a chance of surviving the flames. After the flames die down, each magical item must make a special saving throw of 11 or better on a d20, adding its magical bonus to the roll. If the save is successful, the item remains intact and useable as normal. If the roll fails, the item is destroyed.

Forgotten Clankhammer (#20) – Once a useful mining tool, this arcanitech construction was abandoned and forgotten when the trolls invaded the Undermines. It has stood in a powered-down state awaiting re-activation ever since.



If the PC express an interest in getting the construct operational, a series of INT ability checks is required. The number of successful checks to restart the Clankhammer is equal to 5 minus the number of additional languages granted by the PC's INT score. A character with an INT of 14 (+1 additional language) needs to make 4 successful ability checks, while one with an INT of 18 would only require 2 successful checks to deduce the construct's operation and re-activate it. It takes 1d6 turns of fiddling and

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experimenting with the Clankhammer before a new INT check can be made.

Additionally, the PCs might resort to magic to jump-start the device. Any application of electrical magic to the Clankhammer immediately restores it to “life,” but inflicts normal damage. A *charm monster* spell also restores the construct.

Once activated, the Clankhammer follows the spoken instructions of the PC who activated it to the best of its ability, even to the extent of destroying itself to do so. The Clankhammer understands both Common and Dwarven, and has average stats for its type (see **New Monsters** p. 19).

Important NPCs

Second only to Mugulosh in the troll hierarchy is the tribe’s witch, Brollangool. It is she who keeps the younger trolls in line and has imprisoned the fearsome Kroog.

Brollangool [AL C, MV 120’ (40’), AC 4, HD 7+3, Hp 50, #AT 3 or spell, DG 1d6/1d6/1d10 or spell, SV F7, ML 9]

Brollangool is an aged troll, her body covered with patches of pale moss that dangle like scraggly beards. She is an emaciated specimen of trolldom, but her thin form conceals immense strength and magical power.

Brollangool has the spell abilities of a 5th level magic-user and a 2nd level cleric. She typically has the following spell memorized: *charm person, magic missile, mirror image, web, lightning bolt, cause light wounds, and darkness*. She carries a *potion of animal control (mammals)* and a *potion of fire resistance* in her satchel, and is armed with a *wand of magic missiles* (10 charges). Her stinking shawl functions as a *cloak of protection +2*. She is never encountered without her phase tiger companion.

In addition to her physical and magical powers, Brollangool has the unique ability to construct magical wards. Each of these magical barriers acts as a scroll of *warding*, but functions until the ward is destroyed by physical means. To construct a ward, the troll witch needs a physical piece of the creature the ward is to function against. With this item, she can chalk a series of mystic symbols that the target creature is unable to pass. Erasing even a single sigil from the ward causes it to fail. Each magic barrier is targeted against a specific creature or creatures, and only those whose physical corpus was used in the construction of the ward is affected; all

others pass without hindrance. Brollangool uses this power to keep Kroog in check.

New Monsters

Kroog

No. Enc: 1 (0)

Alignment: Chaotic

Movement: 120’ (40’)

Armor Class: 3

Hit Dice: 10

Attacks: 3 (2 tusks, bite)

Damage: 4d4/4d4/2d6 + 1d6 fire

Save: F10

Morale: 12

Hoard Class: XX

XP: 2,400

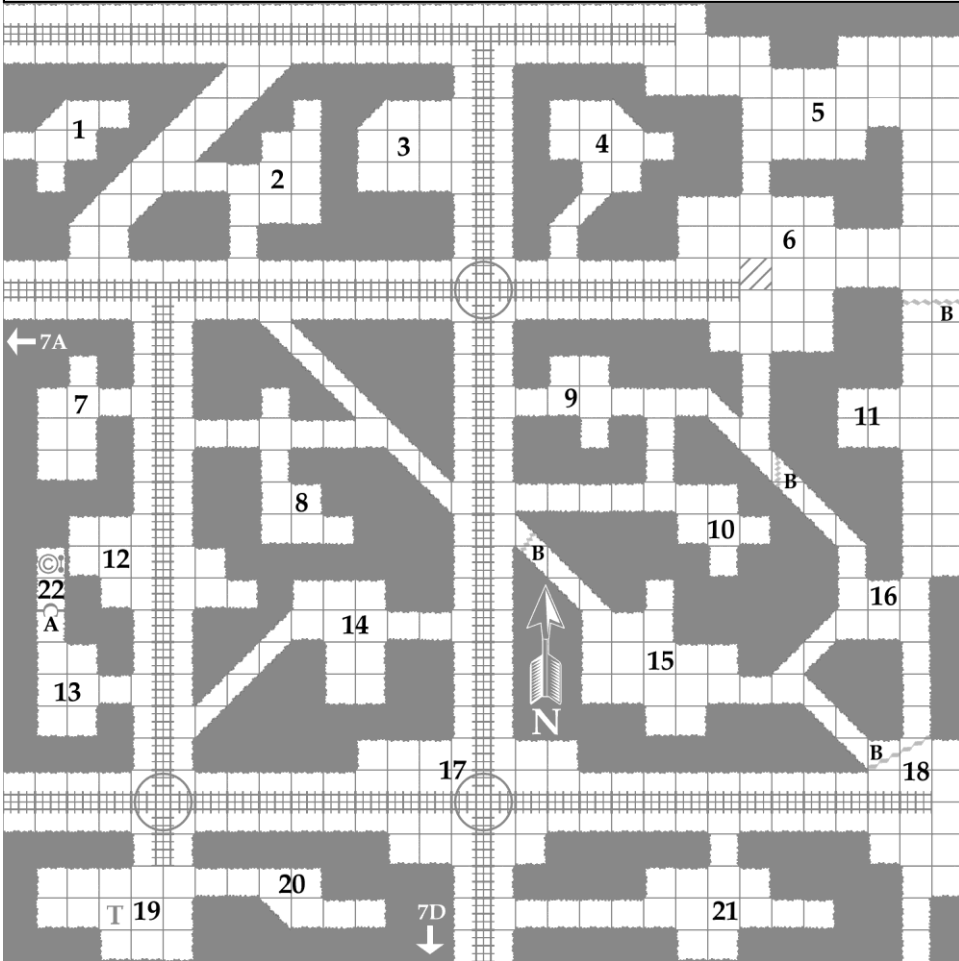
Kroog was once a cave boar, a species employed by the dwarves of the Hermitage as a beast of burden. He survived the original invasion of the Undermines by the trolls, proving to be a fierce opponent and elusive prey. Despite this, he would have ultimately become a troll’s dinner had he not sampled the waters of the Chaos Pool. Those transformative waters birthed a monster.

Kroog is a giant boar standing 8’ tall at the shoulder and measuring 15’ in length. His body is covered with stiff bristles engulfed in endlessly-burning flames. A pair of serrated tusks juts menacingly from his lower jaw. Kroog possesses almost human intelligence. Due to his exposure to the Chaos Pool, he is immune to non-magical attacks and fire.

Anyone engaging in melee combat with Kroog must save vs. breath attack or suffer 1d4 points of fire damage from the eternal conflagration that covers his form. A creature struck by any of the burning boar’s physical attacks suffers an additional 1d6 points of damage from the flames.

Due to the wards erected by Brollangool, Kroog is currently limited to areas #11, #15 & #16, and a small portion of #18, as well as the tunnels connecting these chambers. Erasing even a single sigil of a barrier causes it to fail, allowing the fell boar free range throughout the Undermines. The PCs may use this to their advantage as Kroog harbors great ill-will towards his captors.



Level 7B: Eastern Undermines



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

1. Trolls (1d8)
2. Trolls (1d8)
3. Trolls (1d8)
4. Undermine Trolls - Cobalt (1d3)
5. Undermine Trolls - Silver (1d3)
6. Undermine Trolls - Lavender (1d3)
7. Undermine Trolls - Red (1d3)
8. Cave Bears (1d2)
9. Giant Rats (3d6)
10. Giant Troll-Fed Scorpions (1d3)
11. Zombie Trolls (1d4)
12. Zombie Trolls (1d4)

Legend - Special

-  - Magical Ward Barrier Line
-  - Mine Track Turntable

Features Key:

A: The wall here was hastily sealed with rubble and only hurried attempts were made to disguise the blockage. The dwarves quickly walled up the tunnel leading to the ladder to **Level 6B** above when the trolls attacked. Treat as secret door found on a 2 in 6 chance (3 in 6 for elves).

B: Glittering green sigils line the walls, ceiling, and floor at these points. These mark the magical wards imprisoning Kroog (see #15). Erasing even one allows the beast the roam free.

Note #1: Brawmatite

Brawmatite is a superior form of iron ore that produces exceptional steel when smelted by a master metalworker. Any weapon forged from brawmatite has a 20% chance of becoming a +1 weapon when completed. Even if the object does not achieve spontaneous magical enchantment, it enjoys either a +1 bonus to attack rolls or damage (50/50 chance). Armor fashioned from brawmatite is automatically considered non-magical +1 armor and weighs 75% its normal weight.

Room Key

1. **Swing Shift Quarters:** Dust-covered bunks of *aguldaan*; empty, unlit lanterns; rusted tools. Empty.
2. **Young Troll Den:** Sleeping hides; grisly larder; carved bones used for games; sounds of rough-housing. Trolls (8) den here. Amongst their possessions are 6,000 gp in dwarven bullion.
3. **Ore Cart Shop:** Rotted ore carts in states of disrepair; rusted tools; jug containing 3 flasks worth of lubricating oil.
4. **Kobold "Farm":** Crude cages fashioned from pig iron; thick smell of filth and fear; whimpering and moaning. Kobolds (9) imprisoned in the cages, waiting to be eaten by the trolls. If freed, most will flee, but 1d4 exceptionally brave kobolds might join the party if successfully recruited in order to gain revenge on their would-be devourers.
5. **Guard Post:** Torture equipment fashioned from mine implements; large table & chairs; alarm horn. Undermine Trolls (4) are posted here to keep an eye on #6 to the south. They have 1d20 gp each.
6. **Elevator Chamber:** Gravel floor; rusted iron framework extending 110' up through 10' square shaft in ceiling; broken levers and gears. The lift has not been used since the dwarves abandoned the Undermines and is in disrepair. It cannot be operated from this level until unlocked at #22 on **Level 6B** above and repaired here. Repairing the lift requires 1d3 hours work followed by a successful WIS check. Each hour there is a 10% chance the repair process dislodges a weak strut overhead, doing 2d8 points of damage (save vs. wands at -3 due to concentrating on the repairs to avoid) to the repairer.

7. **Cave Bear Den:** Thick, ursine stink; cracked bones and filth. Cave Bears (2) den here, kept as pets by the trolls. Amongst the rubbish in the den are a gold & platinum medallion (900 gp value) and a gnawed *wand of polymorphing* (13 charges).
8. **Witch's Den:** Smoking cauldron; magic "components" (leg of dwarf, spleen of gnoll, etc); *aguldaan* bed; huge chunk of quartz crystal set atop rickety table. Brollangool the Troll Witch (see **Important NPCs** p. 49 for more information) and her Phase Tiger (1) pet dwell here. The quartz is worth 50 gp; all other items of value she carries upon herself.
9. **Rat Catchers:** Squealing; guttural laughter. Trolls (5) catching Giant Rats (10) and popping them into leather sacks for later eating. The rats are 50% likely to attack the party if these proceedings are interrupted.
10. **Igniting Rock:** Charred pick and shovel handles; weird gray, iridescent ore mixed into the hematite veins that striate the walls. The gray ore is vaedium (see *SD: DNHH* p. 7) and produces an uncanny effect on iron and steel if touched (see **Special Dungeon Notes** p. 48 and **Appendix D**).
11. **Rock Pile:** 10' tall mounds of excavated ore; rusted, discarded mauls and sledges; thick dust and gravel. The dwarves once broke down large chunks of rock to extract ore here. There is a 5% chance per turn of searching that a minor gemstone (1d4 ×10 gp value) is discovered amidst the piled stone.
12. **Troll Art Gallery:** Gruesome "art" made of the tanned skins of various creatures stretched on frames, painted with garish pigments, and embellished with copper coins; empty barrels turned into furniture. Undermine Trolls (8) relaxing and enjoying the visual arts. One wears a blood-stained silk cravat decorated with moonstones (200 gp value). There are 4,000 cp mixed into the art. The art itself (400 lbs. total weight) is worth 6,000 gp to decadent connoisseurs.
13. **Midden:** Gnawed bones, rotting meat that even a troll won't eat, broken weapons & tools, and scraps of torn, filthy clothing scattered in heaps. Giant Troll-Fed Scorpions (3) pick through the piles looking for tasty morsels to eat. Somehow overlooked by the trolls is a trio of stained and decaying sacks containing 2,500 gp.
14. **Undermine Troll Dining Hall:** Blood-stained chopping block; massive, troll-sized tables and benches fashioned from mine supports; large cooking pit (3' deep) filled with glowing embers. Silver Undermine Trolls (7) are eating a delicious dinner of roasted kobold. One sits upon a stuck chest (Open Doors roll to pry open the lid) filled with 710 sp, 310 ep, and 2,300 gp intended as tribute to Mugulosh (see **Level 7A, #11**). He got hungry on his way to deliver it.
15. **Kroog's Lair:** Large chamber lit by flickering flames; piles of bones and broken mining equipment; chittering rats; small heaps of gleaming treasure amongst the shadows. This area is home to Kroog (80 hp; see **New Monsters** p. 49 for more information) and a pack of Giant Rats (18). The rats flee if combat breaks out here. Treasure in the lair consists of 1,000 sp, 6,000 ep, a 500 gp gem, a *short sword +1, locate objects*, and a partially-singed scroll of *telekinesis* (15% chance of misfiring when read due to burn damage).
16. **Brawmatite Vein:** Signs of ancient mining; scant veins of reddish-brown hematite ore striating the walls; a single vein of purple-brown hematite. The discolored hematite vein is actually brawmatite (see **Note #1** above). Any PC with metal-smithing experience has a 2 in 6 chance of identifying the ore. Dwarves recognize it automatically if examined. There is enough brawmatite in the vein to craft three medium-sized weapons or a single suit of armor. Extracting the ore takes 12 + 1d12 hours of work and the harvested ore in raw form weighs 400 lbs.
17. **Arguing Guards:** Large, open chamber; sagging *aguldaan* mine supports; rusting ore cart tracks; sound of raised Trollish voices. Red Undermine Trolls (6) and Trolls (5) stand here arguing over whose turn it is to watch this area. They are surprised on a 1-3 due to distraction. If left alone, there is a 33% chance the two groups come to blows. The fight lasts 1d6 rounds before the Undermine Trolls best the lesser trolls, forcing them to stand guard. The Undermine Trolls each have 1d20 gp; the Trolls have 1d10 gp each.
18. **Abandoned Diggings:** Mounds of mine leavings; groaning *aguldaan* support beams; torn-up ore cart tracks; faint sounds of arguing from the west (if #17 has yet to be explored). Ignored since the troll invasion, this area contains no dangers or treasure.
19. **Too Good to be True:** Piles of broken rocks; discarded, rusty tools; gleaming golden nugget the size of a goblin's head half-buried in the rubble. The nugget is fool's gold and is attached to the trigger of a vicious man-trap. If lifted, two spring-loaded frames studded with rusty spikes shoot up from the rubble to pin anyone in a 10' square area around the nugget. The trap inflicts 3d8 points of damage and requires a STR check with a +3 penalty to free those trapped in its jaws.
20. **Forgotten Clankhammer:** Dust-covered mine leavings; battered lantern (empty); silent, rusty Clankhammer at the end of the eastern tunnel. In the confusion of the troll invasion, a single functioning Clankhammer was left behind in this tunnel. It may be reactivated if the proper steps are performed (see **Special Dungeon Notes** p. 48).
21. **Hard Water:** Dripping ceiling; stagnant pools of water; a single puddle of glistening black water. The black water filtered through a vaedium vein, gaining a unique power. Any living creature that touches the water must make a save vs. petrify or be turned to stone for 2d6 turns. After this time, the effect expires and the affected creature returns to normal. There is enough black water in the puddle to fill 4 flasks, but unless careful steps are taken to harvest the water, the gatherer risks petrification.
22. **Secret Egress:** Dusty chamber and long, long rusty iron ladder. Ladder rises 110' to #6 on **Level 6B** above.

Level 7C: The Welchers' Halls

Overview

Along the western edge of the Majusek Sulcus is a dense collection of chambers and halls. This honeycomb of rooms was excavated in the years between the Kion's departure and the arrival of the Vrilya. The creators and purpose of these chambers is unknown, and the scant evidence that survives in the darkened rooms does little to illuminate the mystery.

These halls were inadvertently discovered by the cult of Chance during the construction of the Casino (see **Level 7D**). As luck would have it, the cult accidentally broke through into the network of rooms and began exploring them. Confronted by the nasty denizens beyond, the cult chose to withdraw, erecting a well-defended bulwark between their temple and the halls. After the Casino began operating, it became the policy of the cult to throw any creature caught cheating at the tables or who refused to honor their debts into the catacombs as punishment. It was through this practice that the formerly unnamed chambers became known as "The Welchers' Halls."

Population

Despite its collective title, the Welchers' Halls are composed of two separate areas: the Halls themselves and the outside thoroughfare that runs from the Majusek Sulcus to the Casino. The types of creatures found in these two areas vary wildly.

The Welchers' Halls is occupied largely by magical, constructed, and undead creatures. Some are legacies of the Halls' mysterious creators, while others are entities that took up residence long after the Halls fell into obscurity. A strange form of undead, restless spirits with connections to the Plane of Frost, roam the Halls, chilling any unfortunates they encounter. On the opposite end of the thermometer, a band of Flame Salamanders dwells in the Halls and occasionally ventures forth to war against their freezing neighbors and anyone else they meet. A band of Undermine Trolls has recently moved into the Halls, as have several odd forms of scavengers and worms.

Outside of the Welchers' Halls proper, a mixture of normal wandering monsters native to this level of the dungeon is found. These include Undermine Trolls, flying monsters from the Majusek Sulcus, Vrilya patrols,

and scavenger beasts. There is also a secret tomb located off of the thoroughfare that has yet to be discovered, and the mummified inhabitants of that sepulture are rich in wealth and magic.

Special Dungeon Notes

Strange Statue (#1) – An ancient statue of pink-purple marble stands in this room, depicting an asymmetrical humanoid form with three arms and four legs. The proportions of these limbs are unsettlingly off. In place of the subject's head is a steel U-shaped frame atop a vertical post. Hanging in the frame on bolts that allow it to swivel along its horizontal axis is a steel mask with three eyeholes. The mask is roughly the size of an average human's face.

Peering through any two of the mask's eyeholes potentially produces an unusual (and somewhat detrimental) effect. Anyone looking through the mask's ocular openings must save vs. spells of be struck permanently blind. This blindness can be removed with a *heal* spell. If cured, he loses the abilities detailed below.

Although the viewer loses his normal vision, he gains supernatural senses in return. The affected PC can now "see" magical auras at will as if using the *detect magic* spell. He mentally pictures these auras and may be able to determine what exactly he is glimpsing with this power (a magical sword would have a sword-shaped aura, for example), but cannot make out any details of the object's physical appearance.

He also can effectively duplicate the power of a *ring of x-ray vision* three times a day. When using this power, the PC effectively can see again, but only for the single turn the ability is in effect and only in the area observed with the x-ray sight. He remains blind in regards to objects and people outside of the observed area.

Welchers on Ice (#3) – Four large blocks of ice are located about this room, seemingly placed at random. Each is roughly human-size. Adventurers examining the blocks discern vague humanoid shapes encased within them. Each of the frozen bricks contains a single individual.

If the ice is melted (by applying heat or transporting the ice to a warmer locale, assuming the party has a way of moving the several ton blocks), the PCs discover a random NPC inside each. Roll a 1d10 to determine the creature inside. On a 1-5, the thawed individual is a Welcher (see **New Monsters** below). On a result of 6-9, the creature inside is a human-size or smaller humanoid monster (Labyrinth Lord's choice or determine at

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random). On a roll of 10, the creature is someone utterly alien to the Labyrinth Lord's campaign world (modern citizen thrown through a time gate, an alien visitor from the stars, a new monster or race the Labyrinth Lord wishes to introduce, etc.). Thawed creatures automatically make their CON check and awaken with but a single hit point as detailed in the Cold Ghost monster description below.

Each of these creatures failed to honor their debts in the Casino (see **Level 7E**) and was cast into the Welchers' Halls after being stripped of anything of value. They ran afoul of the Cold Ghosts, who placed them in this chamber for their own ineffable reasons.

Look, But Don't Touch (#24) - The pool here is 10' in diameter and rises 2' above the level of the floor. The pool appears to be filled with still, clear water and a large treasure hoard consisting of several thousand gold and silver coins, a handful of brilliant gems and a gleaming sword sit at the bottom of the pool. On closer examination, the party discovers the pool is in truth filled with a solid, transparent substance similar to modern epoxy resins. The treasure encased within the substance is composed of 8,000 sp, 4,000 gp, and a *sword +1, life drinker*.

The resin is resilient, shrugging off attempts to cut through it or smash it. It is held firmly in place by the stone wall of the pool, making any attempts to lift it with crowbars or other implements impossible. Most spells cast upon the resin have no effect. In order to free the disc, the party must either demolish the stone wall of the pool, allowing them to gain purchase with tools and pry the resin free, or cast the proper spells to destroy or weaken the resin.

If freed, the PCs find the resin forms a solid disc shape, 8' in diameter and 1.5' in height. The disc and its contents weigh 600 lbs. and is extremely bulky. It is possible to lift the disc on end, allowing the party to roll it from the room, but it may still prove troublesome. Rolling the disc down dungeon hallways is a noisy undertaking, leaving the party little chance of taking creatures by surprise.

While most magic is ineffective against the resin, a few will have results. A *fireball* causes the resin to melt and free the treasure within. However, the Labyrinth Lord may rule that the hoard melts, becoming a giant heap of fused metal, which presents its own difficulties in recovering. A *disintegrate* spell destroys the resin and frees the treasure, as does *polymorph any object*. *Wishes* also affect the substance. Intense cold magics cast upon

the resin, followed by striking the substance with great force, shatter it, releasing the cache of coins and magic.

Cantilevered Floor (#25) - Appearing as normal flagstones, three areas of this room's floor are in actuality cantilevered sections that drop abruptly if triggered, causing the unfortunate PC(s) to tumble down a 45° incline and into a trough 15' deep, 10' wide and 20' long. Doing so inflicts 1d6 points of damage, but a save vs. paralyze negates this damage. The floor then snaps back into place, rearming itself and stranding the unfortunate adventurer inside. The floor can be opened again with a successful Find/Remove Traps roll or by purposely trying to trigger it (2 in 6 chance). A thief who disarms the trap causes the floor to drop down safely. If triggered purposely, both the PC triggering it and any character currently in the trough must save vs. wands. If the triggering character fails the roll, he tumbles into the trough. If the PC in the pit fails his save, he takes 3d6 points of damage as the floor slams into him from above.

As if this wasn't dangerous enough, each trough is 75% likely to be occupied by a monster that recently succumbed to the trap. The Labyrinth Lord should check to see if the trough is occupied, and if so, roll on the table below:

Trough Occupant Chart	
D6 Roll	Monster in the Trough
1	1d3 Stomping Legs (see New Traps below)
2	1 Clockwork Crab
3	1d3 Undermine Trolls
4	1 Salamander
5	1d2 Welchers (see New Monsters below)
6	1 small (4 HD) Gray Worm

Creatures found in the trough may be suffering from dehydration and starving. Those types that require normal nourishment have a 50% chance of being at half normal hit points due to deprivation.

New Traps

Stomping Legs (#17) - These diabolical constructs are used to guard treasure and harry trespassers. Their makers are unknown (although the Plated Mage is one suspect), and they can be found outside of Stonehell in other dungeons, tombs, and undercrofts of unusual origin.

Each set of Stomping Legs is a trio of fully articulated steel legs connected to a smoking and glowing box. Odd vents and exhaust pipes decorate the box, each one emitting an unearthly glow or sickly-sweet vapor as the Legs ramble about. The legs are arranged in a tripod

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fashion and the entire set with upper box measures 5' in height. Despite their spare construction, each set of Stomping Legs weighs 600 lbs.

When activated, Stomping Legs target the nearest living creatures and proceed to kick and stomp their victims until the Legs are either destroyed or a certain condition (set by the Legs' creator at the time the trap is installed) is met. Each set has an AC of 1, attacks as a 6 HD monster, and has 35 hit points. They move at a rate of 90' (30'). In addition to their normal movement, Stomping Legs are capable of moving across walls and ceilings at their normal movement rate, defying gravity to do so. This ability is non-magical in nature and cannot be dispelled or removed by magic.

Stomping Legs have 3 attacks per round, with a successful hit doing 2d4+2 points of damage. They can also forgo their normal number of attacks to attempt to trip an opponent. To trip a target, the Legs must make a successful attack roll against their target. If the hit succeeds, the victim must make a DEX check modified by the type of armor worn. Targets in metal armor suffer a +2 penalty to their DEX check. Those in padded or leather suffer a +1 penalty, while those without armor make their roll unmodified.

Stomping Legs are difficult to damage. They take quarter damage (rounded-up) from non-magical weapons and are treated as permanently under the effects of both *resist cold* and *resist fire* spells. They are also immune to *sleep*, *charm*, and *hold* spells as if undead.

Although considered traps, Stomping Legs cannot be removed by thieves with their trap-disarming abilities. However, if a brave thief manages to climb on top of a Stomping Legs' control/engine box (Labyrinth Lord's discretion on how he manages this feat), he can attempt to use the Find/Remove Traps skill to shut down the Legs with a successful roll. Stomping Legs shut down in this manner immediately cease to function and cannot be restored to action by any known means.

New Monsters

Clockwork Crab

No. Enc: 1 (0)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 0
Hit Dice: 6
Attacks: 2 (pinchers)
Damage: 2d10/2d10
Save: F4
Morale: 12

Hoard Class: None
XP: 820

Clockwork crabs are giant constructs powered by a mixture of magic and whirling gears. They're often fashioned from bronze, tinted green by verdigris and age. Their origin is uncertain, and their rare nature makes scholarly study difficult.

Clockwork crabs take only a single point of damage from non-magical piercing and slashing weapons and half damage from non-magical bashing attacks. Area of effect attacks such as *fireball* and *lightning bolt* only inflict half-damage, with a successful save negating all damage from the attack.



Cold Ghosts

No. Enc: 1d4 (1d6)
Alignment: Chaotic
Movement: 150' (50'), fly 240' (80')
Armor Class: 2
Hit Dice: 7
Attacks: 1 (touch or breath)
Damage: 2d6 + DEX drain or 7d6
Save: F7
Morale: 11
Hoard Class: XVIII
XP: 1,490

Cold ghosts are undead spirits trapped between the material plane and the Plane of Frost. They appear as humanoid-shaped clouds of glittering ice that exude numbing cold. Cold ghosts possess all the typical

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resistances and weakness of undead creatures and can be turned as 7 HD monsters.

The touch of a cold ghost causes both 2d6 points of damage and temporarily drains its victim of a point of Dexterity as his limbs go numb. Creatures reduced to zero DEX become cold ghosts themselves. Drained DEX returns at the rate of 1 point per 6 turns, but can be accelerated by taking steps to warm the victim (allowing them to recover 1 point every 2 turns).

Cold ghosts can create blasts of sub-zero air that affect a 20' radius area around them. All living creatures in that blast suffer 7d6 points of damage (save vs. spells for half damage). A being reduced to zero hit points by this burst is entombed in a block of ice and temporarily placed into a state of suspended animation. Upon being freed from the ice, the creature must make a CON check to determine his fate. If the check is successful, he survived being frozen and emerges with 1 hit point remaining. If the check fails, he is dead, killed by the cold. A cold ghost can create this effect once per 24 hour period.

Crushing Columns

No. Enc: 1d6 (1d6)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 6
Hit Dice: 6
Attacks: 1 (slam)
Damage: 2d10
Save: F6
Morale: 9
Hoard Class: VI
XP: 570

Crushing columns are a bizarre life form that evolved to take advantage of their native dungeon environment. Resembling mottled stone pillars up to 30' high, the bodies of crushing columns are highly flexible, allowing them to contort with great speed, and to crush any creature that gets within their body length. Only careful inspection (as per finding secret doors) allows adventurers to notice that the crushing column is not a true structural support. If not detected, crushing columns surprise on a 4 in 6 chance.

Crushing columns typically choose large spaces to lair, attacking their prey and absorbing nutrients through myriad, tiny mouths that line their bodies. When the dungeon's denizens become alert to the columns' presence, they slither off to take up residence in another part of the dungeon.

Mumm-itaur

No. Enc: 1 (0)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 3
Hit Dice: 7
Attacks: 2 or 1 (gore, bite, or weapon)
Damage: 1d12/1d12 or weapon
Save: F7
Morale: 12
Hoard Class: XIX
XP: 2,190

These rare creatures originated in the dim past during a time when the ancestors of the bestial minotaurs possessed a grand civilization. Preserved by ancient magics and funerary rites, a handful still survives in isolated places. Mumm-itaurs resembled bandaged-wrapped minotaurs that exude an odor of ancient spices and bovine perspiration. So fearsome are these creatures that anyone glimpsing a mumm-itaur must save vs. paralyze or become frozen with fear. This effect lasts until the mumm-itaur leaves the victim's range of sight or it attacks the affected individual.

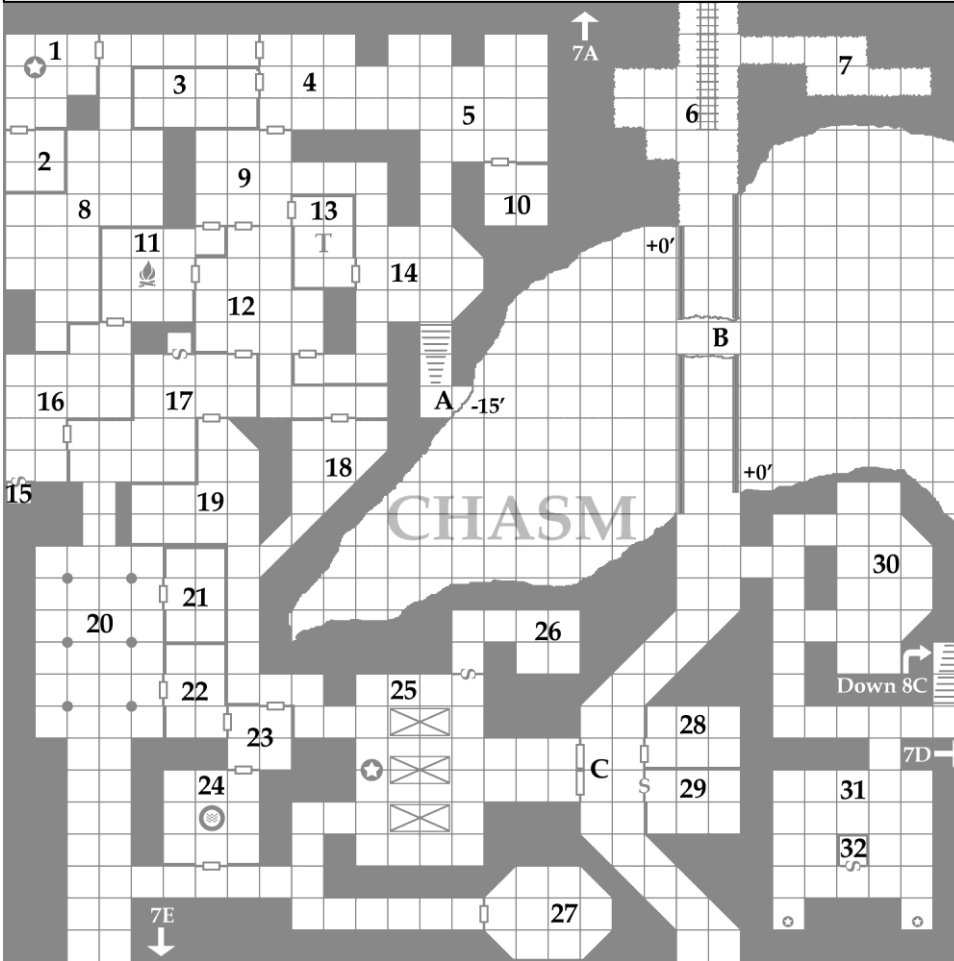
Mummit-taurs have the special abilities of both minotaurs and mummies. They enjoy a +2 bonus to damage rolls when wielding weapons and can either attack with a weapon or by goring and biting their target. A mummi-taur's bite and gore attacks both inflict mummy rot as per normal mummies (see *Labyrinth Lord* p. 89). They are only affected by magical weapons, spells, and fire-based attacks.

Welchers

Stats as per **NPCs** (*Labyrinth Lord* p. 124)

Welchers are adventurers who tested their luck at the gaming tables of the Casino and lost. Without sufficient funds to cover the debts, they were stripped of anything of value and thrown into the Welchers' Halls as punishment. When encountered, they have only the clothes on their back and lack any sort of weapons or armor. Spell-casting Welchers have 1d4 random spells still memorized 50% of the time. Otherwise, they've used up all their magic in surviving the Halls. Welchers are eager to escape the Halls and will join with the party if given the opportunity, but depending on alignment, may be less than trustworthy in bad situations or when an opportunity to betray their rescuers presents itself.

Level 7C: The Welchers' Halls



Wandering Monsters (Check every 2 turns - 1 in 6 chance; Roll 1d8 if encounter occurs in areas #1 to #5 & #8 to #27. Roll 1d6+6 if encounter occurs in areas #6 to #7 & #28 to 32)

1. Welchers (1d4) - see p. 55
2. Cold Ghosts (1d4) - see p. 54
3. Mumm-itaur (1) - see p. 55
4. Flame Salamanders (1d4+1)
5. Clockwork Crab (1) - see p. 54
6. Mummies (1d4)
7. Glider Spiders (1d4)
8. Gray Worm (1d3)
9. Cave Bears (1d2)
10. Undermine Trolls (1d8)
11. Gargoyles (1d6)
12. Vrilya Patrol (2d6; random caste)

Legend - Special

 - Brazier

Features Key:

- A:** A railing-less ledge overlooks the Majusek Sulcus at this point. Tarrying here has a 50% chance of attracting flying monsters.
- B:** A 10' wide gap breaks the bridge crossing the chasm at this point. Loud noises draw the Trolls in #6 to investigate.
- C:** Two 15' tall stone doors barred on the east side stand here. The bar requires a combined STR of 60 to lift.

Note #1: Mine Bridge

This span is of solid dwarven construction and is in no danger of collapse. Low railings (2' high) run its length. The bridge bears no ornamentation, but is spotted with the dried droppings of the various flying monsters that lair along the Majusek Sulcus.

Room Key

1. **Only the Blind Shall See:** Man-sized statue of three-armed, four-legged humanoid missing its head; head is replaced by a steel mask with three eye holes resting in a U-shaped metal frame. Looking through the mask imparts strange properties (see **Special Dungeon Notes** p. 52 for more information).
2. **Strange Canisters:** Dozens of 4' tall, 2' wide empty glass & steel canisters affixed to walls by metal bands; nozzles of various designs protrude from the bottom of the canisters. The canisters emit various unsettling odors. Empty.
3. **Welchers on Ice:** Four large blocks of ice standing haphazardly around the room; empty metal frames sized to hold portraits on the walls. The ice blocks contain the (possibly) still-living forms of creatures exiled into the Welchers' Halls (see **Special Dungeon Notes** p. 52 for more information).
4. **Cold Death:** Spear-length icicles dangling from ceiling; thin layer of frost covering the floor; asymmetrical ice ball (1' dia.) glows lavender-blue in the NE corner. Cold Ghosts (4) lurk here in the chill.
5. **Empty Sarcophagi:** Thirteen 8' long sarcophagi strewn randomly around the floor; chill air; scrapes on floor indicate sarcophagi have been moved. Empty, but activity here will attract the Cold Ghosts (see #4) if not already encountered.
6. **Troll Watchpost:** *Aguldaan* table & chairs (troll-sized); smoldering fire pit; massive (500 lb.) 20' long, 5' wide *aguldaan* platform bound in iron. Red Undermine Trolls (5) barring entrance into the Undermines from the Mine Bridge (see **Note #1** above). Each has 2d20 sp and 1d20 gp. The *aguldaan* platform is used to span the gap in the bridge when crossing is necessary.
7. **Dead End:** Rusted and abandoned mining tools; ore cart missing wheels. Empty.
8. **Hazards of the Sea:** Frescoes of bizarre undersea life; kelp-like patterns on floor; swimming, aqua-blue glow from ceiling provides dim, aquatic illumination. Clockwork Crab (1) patrols the room. Secret chamber in S wall contains 950 pp, 2 *potions of heroism*, and 2 exquisite necklaces (4,000 gp & 6,000 gp values) in an unlocked, untrapped iron trunk.

9. **Rainbow Beams:** Twenty shining discs affixed to walls & ceiling emit a matrix of rainbow-colored beams throughout the room. It is impossible to cross the chamber without breaking the beams, but doing so produces no discernible effect (unless the Labyrinth Lord deems otherwise). Prying a disc loose causes it to cease producing light.
10. **Mumm-itauro's Chamber:** Ancient carvings depicting bull-headed, Egyptian-style figures constructing massive stone structures in the desert; scent of peculiar spices. A Mummi-Taur (1) waits patiently for the door to open and then attacks! It is armed with a well-made but non-magical axe that grants +2 to damage, but requires a STR of 17 or better to wield.
11. **Fire Fight:** 10' dia. cauldron of fire burning in room's center; scorched walls; thin layer of ash on floor. Flame Salamanders (4) crawl in and out of the cauldron, attacking those who enter the room. Exposure to the cauldron's flames inflict 1d8+1 points of damage each round. Amongst the embers is a stone box containing 11,000 sp, 4,000 gp, and 14 gems (10×75 gp, 2×100 gp, and 2×500 gp values). First person to grab the hot treasure chest takes 1d6 damage unless it's given time to cool.
12. **Free Sword!:** Mural of battling skeletons on walls; rusting, useless weapons & armor on floor; glowing longsword suspended 5' in the air at the room's center. The sword can be retrieved easily, but is a *cursed* -2 blade. It also drains 1d4 hit points from its owner each time it is swung in anger. It radiates evil if detected for.
13. **Buzz-Kill:** Scent of freshly-hewn wood; faded paintings of trees on walls; floor covered in broken green tiles. A huge, 15' dia. buzz-saw blade trap is hidden beneath the floor. There is a 2 in 6 chance it is triggered each time the center of the room (N-S axis) is crossed. If triggered, roll for surprise as saw blade emerges from the floor and cuts a swath down the entire room's center. Blade does 2d20 points of damage to all in its path; save vs. wands to avoid (-4 to roll if surprised).
14. **Amphitheatre:** 8' high dais along eastern wall; two dozen stone benches sized for oddly proportioned creatures facing it; excellent acoustics. There's a 3 in 6 chance of wandering monsters while in this room due to acoustic properties of the chamber.
15. **Secret Teleporter:** Secret door conceals a bare room with a glyph on the wall opposite the door. Pressing the glyph teleports all in this room to area #25 on Level 5D (SD: DNHH p. 117).
16. **Odd Footprints:** Thick carpet of dust on floor; strange, hexagonal-shaped, bloodied footprints lead through dust, up one wall, across the ceiling, and back down. Empty.
17. **Stomping Grounds:** Broken gears and oil-stains scattered about the floor; trapezoidal-shaped tiles decorate the walls and floor; smell of grease and smoke. Opening the doors leading to #12 or #19 releases Stomping Legs (4; see **New Trap** p. 53) from the secret compartment in the N wall. They kick and abuse the PCs as long as they remain here.
18. **Empty Pedestals:** Six 3' dia., 1' tall pedestals placed about the floor; metal mirrors of poor quality and reflectivity cover the walls and ceiling. Beneath one pedestal (requires secret doors check) is 620 gp in a metal urn.
19. **Hall of the Worm:** Frescoes depicting twisted and knotted coils intertwined; smell of earth and rot. A Gray Worm (1) lies in the western section of the room, sleeping (surprised on a 4 in 6). In its belly are 7,000 cp and 2,000 ep.
20. **Crushing Columns:** High (30') ceiling; six mottled gray pillars standing in orderly rows. These "pillars" are in truth Crushing Columns (6; see **New Monster** p. 55). They smash down on creatures attempting to cross the chamber.
21. **Stuck Door:** Goopy, natural (and harmless) slime coats the door to this room (-2 to Open Doors checks); old, inhuman furnishings; globe-sized (1' dia.) metal sphere. Sphere is hinged and opens to reveal 690 gp in ancient coins.
22. **Troll Outcasts:** Ghastly stench; sleeping furs; rotting, humanoid bodies. Silver Undermine Trolls (2) lair here. They have 935 gp, 2 pieces of jewelry (6,000 gp value each), a scroll of *ward against magic*, and a *potion of extra-healing*.
23. **Watch for the Watch Bear:** Ursine stink; stone bowl containing water; gnawed bones and bear droppings. A Cave Bear (1) lives here, used by the Trolls in #22 as a watch-dog. Mixed amongst the debris is a chewed-up treasure map leading to 10,000 gp and 14 gems of random value.
24. **Look, But Don't Touch:** Softly-glowing glass tubes running along walls and ceiling; odd, octagonal-shaped metal signs affixed to walls, written in alien language; ornamental pool seemingly filled with water and treasure. The pool actually contains a clear, solid substance that encases the treasure (see **Special Dungeon Notes** p. 53). The glass tubes break easily and go dim. The signage baffles even *read languages* and *read magic* (unless the Labyrinth Lord deems otherwise).
25. **Immense Hall:** Cracked masonry walls; towering (40' high) ceiling cloaked in cobwebs; elegantly fluted buttresses lining the walls. In three places, the floor is cantilevered and has a 2 in 6 chance of dropping anyone crossing that section into a long trough (see **Special Dungeon Notes** p. 53).
26. **Secret Redoubt:** Strange, but comfortable furniture for up to 10 larger-than-human creatures; metal cases containing 7 days of nourishing, sponge-like food for 20 people. No wandering monster checks are made while this room is occupied.
27. **Mirrored Room:** Dusty chamber, large, clean mirror affixed to east wall. Reflections of PCs approaching the mirror grow small like a funhouse glass. Anyone coming within 10' of the mirror must save vs. spells or be affected as if they drank a *potion of diminution*. The effect lasts for 3d6+6 turns.
28. **Squeeze Play:** Broken *aguldaan* furnishings; signs of pillaging. Mixed in the debris is a dented steel helm. It appears normal and usable, but bears a nasty trap. Wearing it causes it to compress, inflicting 1d6 points of damage each round until removed. A *knock*, *dispel evil*, or a STR check with a +4 penalty is required to detach it from the unfortunate wearer's head.
29. **Secret Tomb:** Six metal sarcophagi; engravings of funereal rites on walls. Mummies (6) rest uneasily in the iron coffins. They have 5,000 gp, 4 gems (25 gp, 75 gp, 100 gp, and 250 gp values), a *sword* +1, +3 vs. *magical monsters*, a *shield* +3, a *potion of plant control* and a *potion of animal control*.
30. **Abused Temple:** Gouged walls; headless idol of a grasshopper-like deity; bones and dried dung strewn about the floor. Empty.
31. **Gargoyle Lair:** High (35' tall) ceiling; twelve 6' high niches carved in the walls 15' above the floor; two small alcoves bearing horned demon statues on 5' tall plinths; square column decorated with leering, demonic visages. Niches hold Gargoyles (8) that lie in wait for intruders, swooping down to attack. They are outcasts from Level 6D.
32. **Secret Treasure Cache:** Dark, low (3' high) ceilinged cavity behind secret door. Bags containing 3,000 sp, 6,000 ep, 4 pieces of jewelry (20 gp, 60 gp, 200 gp, and 600 gp values), clerical scroll of *locate object* and a *displacer cloak* are tucked inside here.

Level 7D: The Gorgaam

Overview

The word *gorgaam* in the Vrilya tongue means “hinterlands” or “place to be avoided.” It is an apt description of this northernmost section of the Vrilyan community of Tanna-T’liev.

Located halfway between the bottom of the Majusek Sulcus and its soaring roof, the Gorgaam is a place occupied by the forgotten and the feared. This region of Stonehell sees few visitors, not only because of the fierce monster who claims it as its demesne, but also due to the inaccessibility of its most interesting chambers.

Two large cave mouths look out upon the Majusek Sulcus in the area, and both lead into danger for the unprepared adventuring party. Along the northern wall is the lair of Tritenebrous the Chimera, a massive specimen of its kind who crawled into Stonehell long ago and found the picking ripe. The adit situated along the southern wall of the chasm leads into the Vrilya settlement of Tanna-T’liev, which bears its own grim challenges.

The eastern verge of the Gorgaam was settled before the coming of the Vrilya and once served as the hidden sanctum of certain ineffable magic-users bent on plumbing the angles of time and space. Known to history as the Anglethurges, they were all too successful in their endeavors. Now, trapped inside the bulwarks between the planes, they linger, insane and nearly undefeatable.

Population

The chimera, Tritenebrous, lords over the northern edge of the Majusek Sulcus. The fearsome creature occasionally takes wing to prowls the great chasm for a meal. It shares the north canyon wall with a secretive enclave of sorcerers known as the Anglethurges, wizards who’ve become trapped between the planes due to their strange experiments.

Along the southern edge of the Majusek Sulcus are the slums of Tanna-T’liev and the hodge-podge of races that make those decrepit buildings and winding streets their home. A pair of spectres, long-dead adventurers who claimed a portion of Stonehell as their own, also lurks in forgotten chambers near by.

Special Dungeon Notes

The Coin Flip (Feature B) – Spanning the Majusek Sulcus are a series of 3’ diameter iron discs that float in

the air, seemingly without support. It appears that these mysterious discs are the only way to cross to the other side.

These platforms are held in place by a permanent, but modified *levitate* spell. The discs are locked in position and cannot be made to move from their locations short of dispelling the magic that holds them in place. The enchantment, however, is not completely stable.

The discs are delicately balanced upon a central axis, allowing them to spin and flip in place if weight is applied to them anywhere but their direct centers. Too much weight on the front or back of the disc, or to either side, will cause the disc to flip end over end, dropping the applied burden 80’ to the chasm’s floor. In order to successfully cross the discs, non-flying PCs must use each as a stepping stone, being sure to land directly on each disc’s center as they leap from one to the other.

Each disc is between 5’ and 10’ apart, and their size and balance make it impossible for a PC standing on one to get a running start. To successfully leap from disc to disc, a PC must make a successful STR and DEX check. Failing either indicates that they’ve either missed (failed STR check) or landed badly (failed DEX check) on the neighboring disc, and fall into the chasm below. When making the checks, the Labyrinth Lord should take into account the encumbrance of each PC, making adjustments from -3 to +3 (or even +4) depending on the weight each jumper carries. In the case of a failed check, the Labyrinth Lord may choose to rule that failing by only by a point or two means that the character landed atop the disc but was dumped from his intended target, allowing him a save vs. wands to grab on to it and arrest his fall. This respite is short lived, however, as the disc flips down towards the character clinging to it, leaving him suspended vertically with little chance of maintaining purchase for long. His companions had better act quickly to save him!

Slums (#17) – The buildings closest to the Majusek Sulcus are filthy hovels occupied the basest of creatures. The structures are a mix of stone and scavenged *aguldaan*; all are dirty and vermin-ridden.

Those brave enough to dare the slums’ narrow alleyways find depraved pleasures for sale (Labyrinth Lord’s choice as to activities and prices available), cheap labor, and danger. Unwary or weak parties are 75% likely to be attacked by 2d4 slum dwellers (use stats for Neanderthal, *Labyrinth Lord* p. 89). These assailants attack from ambush and never have treasure.

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Hirelings may be found in the slums for extremely low rates, but 75% will be Chaotic in alignment and seek to betray their employers the first time a sizable treasure trove is discovered. Non-chaotic hirelings have their base Morale reduced by 2 regardless of employer's Charisma.

New Monsters

Anglethurges

No. Enc: 1d4 (1d10)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 7
Hit Dice: 6 to 9
Attacks: 1
Damage: as spell
Save: MU6 to MU9
Morale: 10
Hoard Class: XVII
XP: 1,070 (6 HD) to 3,100 (9 HD)

Anglethurges resemble normal humans and elves dressed in obvious arcane garb. The sole visible indication they are not what they seem is the tendency for their physical forms to distort and warp, as if viewed through shimmering water.

Due to their magical experiments, the Anglethurges are now trapped partway between the planes, causing this distortion and providing them with unique defenses. Each Anglethurge enjoys the same benefits of a *displacer cloak* (q.v.) due to this dual existence. Additionally, Anglethurges are immune to most common weapons. Because of their delving into the angles between space, they take no damage from weapons possessing straight edges such as swords, spears, arrows, and other forged weapons. Only arms with curved surfaces (clubs, maces, etc.) can harm them. Anglethurges do take damage from magical edged weapons, but only equal to the weapon's "plus" enchantment.

Their entrapment means they cannot use weapons of their own in battle, and each relies on his inventory of spells when confronting enemies. Each possesses the same number of spells as a magic-user with levels equal to his HD. Common spells known by all Anglethurges are *charm person*, *magic missile*, *shield*, *levitate*, *mirror image*, *web*, *dispel magic*, *hold person*, *lightning bolt*, *charm monster*, *confusion*, *polymorph other*, *conjure elemental*, *contact other plane*, and *hold monster*, but the Labyrinth Lord is free at expand or reduce this list.

Statue, Animate Glass

No. Enc: 1d4 (1d6)

Alignment: Neutral
Movement: 60' (20')
Armor Class: 3
Hit Dice: 7
Attacks: 2 (fists)
Damage: 1d10/1d10
Save: F7
Morale: 11
Hoard Class: None
XP: 790

Animated Glass Statues are humanoid sculptures crafted from glass and reinforced with the *glass like steel* spell. They are immune to the effects of *sleep* and mind-affecting magic. Their reflective skin makes them resistant against magic, and any spell cast directly at them (i.e. an area of effect spell) has a 50% chance of having no effect. Failed spells have a 25% chance of rebounding back at the party, striking a PC determined at random.

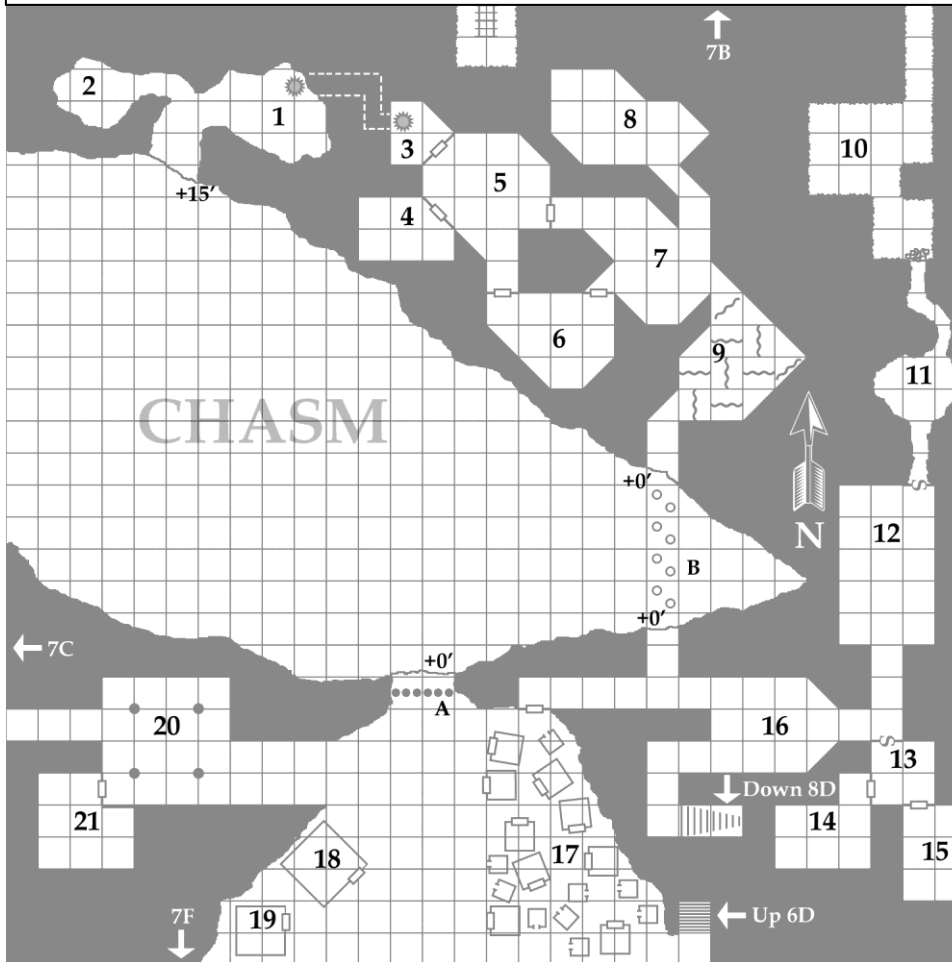
Vrilya – Kanni Hrasi Caste

No. Enc: 1d4 (1d6)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 6 or 3
Hit Dice: 5
Attacks: 1
Damage: as weapon
Save: E5
Morale: 9
Hoard Class: IV, V (XVI)
XP: 950

Vrilya of the *Kanni Hrasi* caste are the race's spies and assassins, a position achieved by having long ago mastered the art of cloaking themselves in invisibility. Each *Kanni Hrasi* Vrilya can become invisible for 1 turn up to five times per day. Their innate invisibility functions like that of a Pixie (e.g.), allowing them to automatically surprise opponents and to attack without becoming seen. Attacks directed at an invisible *Kanni Hrasi* are at a -2 penalty. They can end this invisibility at will. They possess all the normal racial abilities of their kind (see *SD: DNNH* p. 129)

In addition to their invisibility, *Kanni Hrasi* Vrilya have the thief abilities of Pick Pockets (65%), Move Silently (65%), Climb Walls (95%), and can backstab. They typically wear the armored bodysuits favored by *Chyvak Uul* Vrilya (see *SD: DNHH* p. 130) when on espionage or assassination missions, but wear the standard *lagh* and basilisk hide banded mail when expecting direct conflict.

Level 7D: The Gorgaam



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

In and Around the Majusek Sulcus

1. Gargoyles (1d3)
2. Gargoyles (1d3)
3. Glider Spider (1d2)
4. Glider Spider (1d2)
5. Manticore (1)
6. Tritenebrous the Chimera (see #1)

In The Anglethurge Lair (#3--#9)

1. Anglethurge (6 HD; 1d4) - see p. 59
2. Anglethurge (6 HD; 1d4)
3. Anglethurge (7 HD; 1d3)
4. Anglethurge (7 HD; 1d3)
5. Animate Glass Statues (1d4) - see p. 59
6. Animate Glass Statues (1d4)

Inside Tanna-T'liev (Areas 14-25)

1. Vrilya Patrol (2d4 *Kanni Hrasi*) - see p. 59
2. Vrilya Patrol (2d4 *Kanni Hrasi*)
3. Morlock Slaves (2d4)
4. Slum Dwellers (1d6) - see p. 58

Legend - Special

-  - Buildings
-  - Coin Flip Disks

Features Key:

A: Iron bars with a locked gate in their center protect this 20' high cave mouth from the deprivations of Tritenebrous.

B: Eight 3' diameter iron disks float in mid-air, creating a treacherous pathway across the chasm. See **Special Dungeon Notes** p. 58 for more information.

Note #1: Rod of Angles

This 3' long ebony rod can create 1d4 *mirror images* (as the spell) of the owner at the cost of a single charge. It can also cast the spell *duo-dimension* on any living creature it touches by expending 3 charges. Unwilling targets of this power are allowed a save vs. wands to avoid its effect. The *rod of angles* can be used by any class and has 2d6 charges when found.

Note #2: The Brazen Vessel

This bronze ewer is covered with magical glyphs pertaining to liquid and knowledge (decipherable with a *read magic* spell). The vessel is enchanted and can hold up to 252 gallons of liquid despite its seeming 1 gallon size. Any liquid can be placed into the Vessel without ill effect, and it remains potable no matter how long it occupies the container. The Brazen Vessel's true power, however, is its ability to hold and transport sentient, liquid proto-matter, such as that found in the Pool of Wisdom (see #17 of **Level 5D**, *SD: DNHH* p. 114). With the Vessel, a party can remove Helfaraferath's personality and knowledge from the Pool and relocate the watery sage in a place more accommodating to both Helfaraferath and the party.

Room Key

1. **Tritenebrous' Lair:** Horrible stink of fur, soot, and scales; claw-gouged & fire-blackened walls; giant freaking chimera! Tritenebrous the Chimera (1; maximum hit points) lairs here amidst the gnawed remains of his meals. A pile of treasure consisting of 5,000 ep, 8,000 gp, 3,000 pp, a *potion of levitation*, a *potion of invulnerability*, a scroll of *ward against magic*, *plate mail +1*, *shield +1*, a *ring of protection +3*, and a pair of *rings of the scintillating orb* (see *SD:DNHH* p. 19). There is a small tunnel underneath some of the treasure and debris leading down to #3.
2. **Chimera's Midden/Prison:** Excrement, bones, broken arms and armor heaped into piles. There is a 10% chance some unlucky creature of the Labyrinth Lord's choosing is imprisoned here, waiting to become Tritenebrous' next meal. Otherwise it is empty of anything of interest or value.
3. **Decrepit Storeroom:** Creaking, warped shelving holding an assortment of vials, philter, gallipots, and alembics; rough-hewn hole carved into floor. These containers once held various substances used in magical experimentations, but they have long since crumbled into dust or lost their potency. The hole leads to a tunnel that emerges in #1 above.

4. **Laboratory:** Arcane implements used in magical experimentation; worm-eaten grimoires; ruined tables and chairs. An 8 HD Anglethurge (1) insanely continues his research here. Most items here are ruined, but one book is enchanted. It can speak and will cryptically answer a single question truthfully each week regarding a single subject of the Labyrinth Lord's choosing. Also, mixed amongst the dross is a *ring of spell storing* (*dispel magic*).
5. **Sanctum:** Lens and mirrors in baroque frames and positioned at strange angles; mystical sigils inscribed in the floor; empty libram stands placed against the walls. Anglethurges (5; 6 HD each) argue in the center of the chamber. Any spell cast in the chamber automatically produces its most effective result (e.g. randomly determined results such as duration, damage, etc. are at maximum). Altering the arrangement of the lenses, mirrors, or sigils counteracts this effect, causing spells to produce the minimum result.
6. **Living Quarters:** Dusty, rotting tapestries hang from the ceiling, creating personal living spaces; ancient beds & other furnishing for 10 occupants; wardrobes hold tattered robes and worthless personal effects. Mixed amongst the personal effects (2 in 6 chance of finding per turn of searching) is a bag with 6 gems (10 gp, 25 gp, 2×100 gp, and 2×250 gp values) a treasure map leading to a magic item, and a scroll of *hold portal, light, dimension door, and wall of fire*.
7. **Common Area:** Decrepit furnishings; mildewed & tattered rugs; sidebar with bottles containing dregs of potables; bookcase holding mouldering tomes of an esoteric nature. The books are written in obscure tongues and require a *read language* spell to decipher. Doing so reveals that five are valuable to booksellers (25 gp, 100 gp, and 3×250 gp values).
8. **Hall of Mirrors:** Floor-to-ceiling metal mirrors on wall; silver cradle holding an ebony wand floating in midair; smoldering tapers producing silver-purple smoke. Anglethurges (4; 2 with 6 HD & 2 with 7 HD) muttering incantations over the rod. The rod is a *rod of angles* (see **Note #1** above).
9. **Guardians of Angles:** Hanging, tattered curtains obscuring sight; glittering, reflective surfaces dimly visible behind them. The glittering is the reflective forms of the Animate Glass Statues (6) that guard this area. Fire magics cast here have a 75% chance of igniting the curtains, forcing combatants to make a save vs. wands each round or take 1d4 points of damage from burning cloth falling upon them.
10. **Undermines' End:** Hewn stone walls; piles of debris; rusting mining tools. Even the Undermine trolls have forgotten this place. Wandering monster rolls are made once per hour here, using the **Wandering Monster Table** on p. 50. A seemingly collapsed section of wall in the SE corner of this area hides the tunnel to **#11** beyond.
11. **The Brazen Vessel:** Stink of old death; elven skeleton bearing rotten adventuring gear; bronze ewer clasped in its bony hands. The elf's gear is useless, but the bronze ewer is the Brazen Vessel (see **Note #2**).
12. **Wind Obelisk Trap:** Open archway entrance; 12' tall, glyph-inscribed obelisk with glittering gem set atop it; smell of fresh air. The obelisk is a Wind Obelisk (see *SD: DNNH* p. 54); the "gem" atop it is worthless glass bait. Every 10' of floor crossed has a 2 in 6 chance of causing an iron plate to descend from the archway, sealing the room. The room then fills with caustic gas. All in the room suffer 1d6 damage each round for 12 rounds. Two successful Find/Remove Traps rolls will raise the iron plate. Certain spells can likewise thwart the gas at the Labyrinth Lord's discretion.
13. **Secret Den:** Dusty *aguldaan* furnishing; cold air; smell of decay. A Spectre (1) guards this chamber, its former home. It can pass through the secret door to pursue those who disturb it. Each round there is a 50% chance the Spectre in **#14** joins the battle.
14. **Ruined Bedchamber:** Dusty, ruined boudoir furnishings for two people; clothes gone to rags; broken mirror. A Spectre (1) lurks here unless battle has drawn it to **#13**. Under the bed is a strongbox containing 3,000 ep & 1,000 gp. A *potion of treasure finding* rests atop a dressing table, mixed amongst faded perfumes.
15. **Parlor:** Dusty *aguldaan* chairs & tables; ruined rugs; tarnished shield hanging on one wall. The shield is a *shield* +2. On a table beside one chair are a scroll of *irresistible dance* and a treasure map (21,000 gp value treasure).
16. **Agonized Faces:** Tiled floor inscribed with screaming faces; cracked walls; low moaning. The moans are nothing but moving air. Hidden under loose tiles (secret doors check to find) are 4 iron trunks containing 12,000 sp & 1,000 gp.
17. **Slums of Tanna-T'liev:** Rudimentary huts and shanties slouched together; smell of filth and unknown cooked meats. Desperate looking souls of varied races dwell here in abject poverty. See **Special Dungeon Notes** p. 58.
18. **Guard House:** Stout stone building with barred windows. *Kanni Hrasi Vrilya* (10) occupy this building, charged with keeping order in the slums. They wear banded mail and carry crossbows, short swords, and daggers. Each has 1d10 gp, 1d4 pp, and a 25% chance of a gem of random value.
19. **Butchers:** Ramshackle, single-story building with placard of a cleaver and a lizard hanging over the door. A family of Troglodytes (3) runs this business, purchasing and selling meats of all kinds. They have 500 gp in cash. They pay 1 cp per lb. for common dungeon monsters (giant rats for example) and up to 50 gp per lb. for more exotic fare.
20. **Vrilya Watchpost:** Stout columns, bare stone walls & floor. *Kanni Hrasi Vrilya* (6) watch the western corridor. If they detect the party's approach, five turn *invisible* while the sixth challenges them. If combat breaks out, the *invisible* guards attack with surprise. Each is dressed in banded mail, own crossbows & short swords, and 1d10 gp and 1d4 pp.
21. **Barracks:** Bunks & other furnishing for 10; cards & dice; racks holding 5 crossbows and 5 short swords; *lagh* banded mail for 5. *Kanni Hrasi Vrilya* (4) resting between shifts in **#20**. Combat in that area attracts their attention in 1d4 rounds. There is a total of 73 gp and 26 pp here.

Level 7E: The Casino

Overview

Sixty years ago, a congregation of Chance, the goddess of Luck, arrived at Stonehell Dungeon determined to prove their devotion to Lady Luck by taking up residency in this hazardous locale. Initially establishing themselves on the first level of the dungeon, they rebuffed all attempts by Stonehell's monstrous occupants to drive them out. In time, their numbers grew as delving adventurers discovered the sect and, impressed by their devotion and the favor bestowed upon them by their patroness, converted to the faith.

The sect's growth soon meant that new quarters were necessary for the church to continue to flourish. Placing themselves in the hands of Chance, the worshippers ventured even deeper into the dungeon, leaving behind only the Wheel of Fortune (see *SD: DNHH* p. 28) as evidence of their existence. After many trials and false-starts, the sect finally found a home on the seventh level of the dungeon and constructed a great fane there in Chance's name. True to their calling, the church took the form of a great gaming house that catered to all creatures seeking to win Fortune's kiss. The Casino is considered neutral ground in Stonehell, and it is this reputation (as well as Chance's blessing) that ensures its survival.

The Casino plays the role of a safe harbor within Stonehell. Regardless of what factions or inhabitants the party might anger in their exploits, they can always find a temporary respite from danger inside the Casino – provided they have the funds! PCs can purchase healing, gather rumors, make alliances, and possibly increase their wealth at the game tables.

Population

The Casino is a true melting pot, and it is not uncommon to find normally antagonistic races sharing a gaming table in (grudging) companionship. Almost any sentient, non-undead race may be encountered within the temple's boundaries.

The Casino's staff is largely human with a smattering of demi-humans. These Agents of Fortune (see **New Monsters** below) are all clergy in some form and able to call down the divine will of Chance to defend her temple. In addition, numerous animated statues of uncommon design serve as guardians. Any Agent can activate the statues to squash a fight before it gets out of hand, evict troublemakers, or righteously punish would-be thieves.

Outside the Casino stretches a wide corridor that serves as a thoroughfare between the gaming house, the Majusek Sulcus, and Tanna-T'liev. It also gives access to a deep staircase known as the Throat which leads down to the dungeon's deepest levels. Although this corridor is regularly traveled by gamblers, Vrilya patrols, and Agents of Fortune, it nevertheless occasionally serves as home to ferocious monsters that prey on travelers.

Special Dungeon Notes

"Haunted Room" (#5) – Eerie shapes of flickering, luminescent light dart about this room like ghosts. These lights are the byproduct of an ancient spell battle and are harmless though unsettling. The real oddity is the rusted steel box set atop a low dais at the room's far end.

The box is unlocked and contains either a random piece of adventuring gear from the table on p. 16 of the *Labyrinth Lord* rulebook or a gem of random value (50/50 chance). The box's extradimensional properties make it possible for an item that exceeds the container's internal dimensions to exist within it.

Placing an item within the chest when it is empty causes the object to vanish and be replaced by either a random piece of adventuring gear or a gemstone as above. The box functions in this manner 1d4 times per day.

The Casino (#10 - #29) – Although its true name is "Lady Luck's," most denizens of Stonehell simply refer to the gaming house as "the Casino," thinking it only a place where fortunes are won and lost. They forget that the Casino is first and foremost a temple to the goddess of Luck and that she oversees all the actions that occur within her church. Only when they get out of line are they reminded of its holy function.

Chance's favor manifests in two ways. First, all magic performed by her servants inside its boundaries in defense of the temple have a 3 in 6 chance of producing the maximum effect if enacted in the service of the divine. For example, spells with random durations or effect will achieve the highest result and damage inflicted against foes will be the maximum possible for the attack. This boon does not apply to normal attack rolls and saving throws – although the Agents do gain a benefit when acting within the temple (see below).

Secondly, the whims of Chance work against those who act in opposition to her temple and her followers. Any time a die is rolled to determine the success of a creature engaged in activities baneful to Chance and the Casino itself (including the staff), the Labyrinth Lord rolls a d10 to determine what die is used for that action. For

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example, a PC attempting to strike an Agent normally rolls a d20. Within the Casino, he may be reduced to rolling a d12, a d10, or even a d4 when making the attack. This Whim of Chance does not affect d% rolls (Chance favors the larcenous actions of thieves, even when they are engaged in attempts against her temple). Dice rolled to resolve the success of games of chance are also unaffected by Lady Luck's whims. Dice reduce in size in this order: D20 to d12 to d10 to d8 to d6 to d4. Thus a d20 reduced three sizes smaller becomes a d8. No die can be reduced below d4.

Whim of Chance Table

1-5	Roll normal die
6	Roll next smallest numbered die
7	Roll die two sizes smaller
8	Roll die three sizes smaller
9	Roll die four sizes smaller
10	Roll die five sizes smaller

Gamblers (throughout the Casino) – as noted above, the Casino attracts all kinds, and it's not unusual to encounter monstrous races inside. The Labyrinth Lord is free to determine what's sharing a game table with the PCs as desired, but should he require a random method to resolve the identify of a particular patron, he need only roll d% on the table below.

Random Gambler Table (d% roll)

01	Albino Ape
02-05	Bugbear
06-08	Demon Boar
09-11	Doppelganger
12-14	Dwarf
15-17	Elf
18-19	Ettin
20-23	Gargoyle
24-26	Gentleman Ghoul (see <i>SD:DNHH</i> p. 97)
27-29	Gnoll
30-32	Goblin
33-35	Halfling
36-37	Hill Giant
38-40	Hobgoblin
41-44	Kobold
45-46	Lizardfolk
47-50	Lycanthrope (random type)
51-55	Man (Berserker)
56-59	Man (Brigand)
60-64	Minotaur
65-67	Mountain Troll (see <i>SD:DNHH</i> p. 110)
68	Morlock
69-72	NPC (see <i>Labyrinth Lord</i> p. 124-125)
73-76	Ogre

77-81	Orc
82	Pyske (see <i>SD:DNHH</i> p. 47)
83	Small Man (see <i>SD:DNHH</i> p. 55)
84-85	Stonehell Special NPC*
86-88	Throghrin
89-90	Troglodyte
91-92	Undermine Troll (see p. 45)
93-98	Vrilya (random caste)
99-100	Nixdrone (see p. 38; roll again to determine creature type)

* Stonehell Special NPCs are any NPC or monster listed under the **Important NPC** sections in either *SD: DNHH* or this supplement that the Labyrinth Lord desires.

Games of Chance (#13 - #15) – Almost any form of gambling is found on the main floor of the Casino. Everything from Ashkestrel Hold 'Em to Croaker, a strange game involving dice-eating frogs, is played here, and the Labyrinth Lord is free to include his favorite games of chance when describing the entertainments available to the PCs. There are two games that stand out amongst the rest in the Casino and the rules for these are as follows:

Giant's Knuckles: A straightforward game, Giant's Knuckles involves the player rolling a trio of large dice fashioned from actual giant's bones against the house with the winner collecting the bet. Tied rolls indicate the pot remains on the table and requires the player to make another bet (which is matched by the house) or forfeit the game.

To simulate the game, both the PC playing and the Labyrinth Lord roll 3d12 and tally their scores. But since Chance favors her house, the Labyrinth Lord always rerolls his lowest die result and replaces it with the subsequent roll if it is higher than the original result.

Dead Man's Hand: A more complex and more dangerous game, Dead Man's Hand involves a steel box with numerous holes drilled into its exterior, each just large enough for an average-sized creature to stick a hand through. The interior of the box is under a permanent *darkness* that cannot be pierced by any magical or mundane means. Each player takes his turn placing his hand within the box and shaking hands with the cold, limp, severed hand that awaits him beyond the chosen hole. One of these hands is actually that of a wight that still retains its level-draining ability!

There are 10 holes in the box and the Labyrinth Lord determines randomly which hole the wight's hand lies behind by rolling a d10. Each round the PC chooses a hole by number and places his hand within. However, in

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order to summon up the courage to do so, he must first make a save vs. paralyze (modified by WIS). Failing this save indicates he cannot conquer his innate fear and forfeits his bet. For each successful save, he gains a +1 bonus to his next saving throw to overcome the fear. *Remove fear* also benefits the saving throw, but spell-use is prohibited within the Casino. Should the PC overcome his fear and choose the hole containing the wight's hand, he automatically loses one life level.

The player can wager any amount and payout is as follows:

1-2 holes risked successfully: original wager is returned with no additional money.

3-5 holes risked successfully: original wager plus 50% of the original wager.

6 holes risked successfully: ×2 the original wager.

7 holes risked successfully: ×4 the original wager.

8 holes risked successfully: ×5 the original wager.

9 holes risked successfully: ×10 the original wager.

No gambler can choose the same hole twice in any single game of Dead Man's Hand. The player can choose to stop risking the game at any time prior to making his saving throw. A player who fails to overcome his fear or grasps the Dead Man's Hand loses his wager.

Foyer (#11) – Entrants to the Casino are required to check their weapons before enjoying the venue's pleasures. The Casino also uses whitewashed iron coins as markers in lieu of currency at its tables, and gamblers need to cash in coins & gems for these chips before playing. Both functions occur in this area.

To the north and south are two caged-in areas protected by 2" thick steel bars and a solid iron door. These doors are *arcane locked* (12th level caster) and require special keys to open. They are only opened every six hours when staff shifts change. Pass-throughs in the bars allow weapons & money to be exchanged, but are too small for even a halfling to fit through.

Weapons are collected at the northern cage and stored in #12 until their owners collect them upon departure. Gamers are allowed to keep their armor unless it has obvious offensive alterations (spikes, blades, etc.). Each gambler is issued a script bearing their name and a number that corresponds to one chalked on the weapon when it is turned over to the Casino. In addition, the gambler is also given a number of game markers equal to the weapon's market value. These markers (or those of equal value) must be submitted when the weapon is claimed, in effect making the owner "buy back" his own

property. More than one unlucky gambler has left the Casino unarmed after being unable to re-purchase his own sword. This is intentional on the part of the Agents and anyone disagreeing with the policy is free to leave – either on their feet or on their back.

Each Agent of Fortune manning the weapons' check carries a *wand of detecting magic*, using them to scan gamblers' weapons to divine if they possess an enchantment as well as to detect invisible armaments secreted on gamers. Magical weapons are collected as mundane ones, and for each "plus" a weapon bears, an additional 100 gp in markers is given to the owner when it is turned over. Wands, rods, staves, and other items that may be offensive in nature are evaluated at a base 10 gp per charge or use it possesses. The Labyrinth Lord should use his own judgment when determining the base value of other magical offensive objects.

Currency and treasure are exchanged and cashed in at the southern cage. Markers are issued in 1 gp, 10 gp, 100 gp, and 500 gp values. Each marker is a whitewashed iron "coin" with its value marked in indelible ink on both sides. The Casino's staff is VERY adept at identifying counterfeit or altered markers, and those caught doing so earn a quick trip to the Welchers' Halls (**Level 7C**).

The southern cage has 25,000 gp in coins & other valuables at any given time. If violence occurs in the area or a theft attempt is detected, the Agents in the southern cage throw a secret lever that drops a 2" thick steel barrier down inside of the cage, sealing the area off and making it impossible for the door to the cage to open. They then gather all valuables and slip through the secret door and retreat to #24 to the south, alerting the guards there of the disturbance.

Chancy Idol (#27) – Standing in the western niche of the chapel is the life-sized statue of a woman, carved from unblemished white stone. The woman is of indeterminate age and dressed only in a loose-fitting sarong that leaves one leg and her bare feet uncovered. Her hair is coiled in dreadlocks, hanging just past her alabaster shoulders. Her eyes are obscured by a thin blindfold and her mouth and chin are set in a resolute manner. Six shapely arms extend from her sides, palms up-turned and cupped as if waiting to receive something. This is a representation of Chance and imbued with strange properties.

For a random 1d6×100 gp donation to the temple, Fortunate Dran allows adventurers to place a weapon in one of the idol's hands. Once done, the implement glows

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purple-blue for an instant. Lady Luck has either blessed or cursed the armament as she deems fit. There is a 50/50 chance of either occurring.

If the weapon is blessed, the Labyrinth Lord rolls on Swords Table on p. 109 of *Labyrinth Lord*, rerolling results of 96-00. The resulting magical property is imparted upon the weapon, regardless of type. Should the magical power be less beneficial than the weapon's current power, the item gains a single "plus" but no other properties. If Chance decides to curse the weapon, it becomes a *cursed* -2 weapon instead, with all the normal side-effects of a cursed object.

Chance is capricious, however, and each day there is a 1 in 6 chance she decides to revoke her power, restoring the weapon to its former condition. This returns a *cursed* weapon to normal.

Fortunate Dran (#28) – Fortunate Dran is the patriarch (9th level cleric) of the Casino and tends to the chapel (#27) and to the daily rituals devoted to Chance. For delving adventurers, however, he is better known for the healing services he provides.

As a true devotee of Chance, Fortunate Dran has no set fee for healing spells, instead relying on the fickleness of his deity to determine what, if anything, his clients pay. Anyone seeking his assistance matches d20 rolls against the cleric. If the PC rolls equal to or higher than Dran, the healing service is free. If Dran rolls higher, the charge is 100 gp per point by which the cleric beat his client if the spell is 4th level or less. Spells of the 5th level cost 1,000 gp per point that Dran's roll exceeds the player's. Fortunate Dran has the normal daily spell limitations for a 9th level cleric, but is assumed to have a full inventory of restorative magics when encountered.

New Monsters

Agents of Fortune

No. Enc: 1d6 (5d10)

Alignment: Neutral

Movement: 60' (20')

Armor Class: 7 (or better)

Hit Dice: 1 to 8

Attacks: 1 (weapon)

Damage: 1d6

Save: C1 to C8

Morale: 7 or 12 (see below)

Hoard Class: VII (XVI)

XP: 16 (1 HD) to 1,560 (8 HD)

Agents of Fortune are humans and demihumans dedicated to the service of Chance, the goddess of Luck.

Members of this sect are typically encountered as caretakers of Lady Luck's temples, but are occasionally met outside those fanes when on church business. Agents wear specially reinforced leather garments beneath their daily wear (AC 7) and don steel armor when traveling or anticipating combat with the church's foes.

When engaged inside their temples, the Agents benefit from Chance's favor. They gain a +2 bonus on all attack and damage rolls and a +3 bonus to saving throws. They are also immune to fear and never fail morale checks.

Agents of Fortune are priests and can cast spells as clerics equal to their HD. Their daily spells are usually of a curative, divination, protection, and incapacitating nature, using them to "even the odds" when confronting enemies before wading into battle with maces resembling large six-sided dice affixed atop metal handles.

Statue, Animate - Gilded

No. Enc: 1d10 (1d10)

Alignment: Neutral

Movement: 60' (20')

Armor Class: 2/0*

Hit Dice: 6/8*

Attacks: 2/6 (fists)*

Damage: 1d8 + luck drain

Save: F4/F8*

Morale: 11

Hoard Class: None (but see below)

XP: 570/1,560*

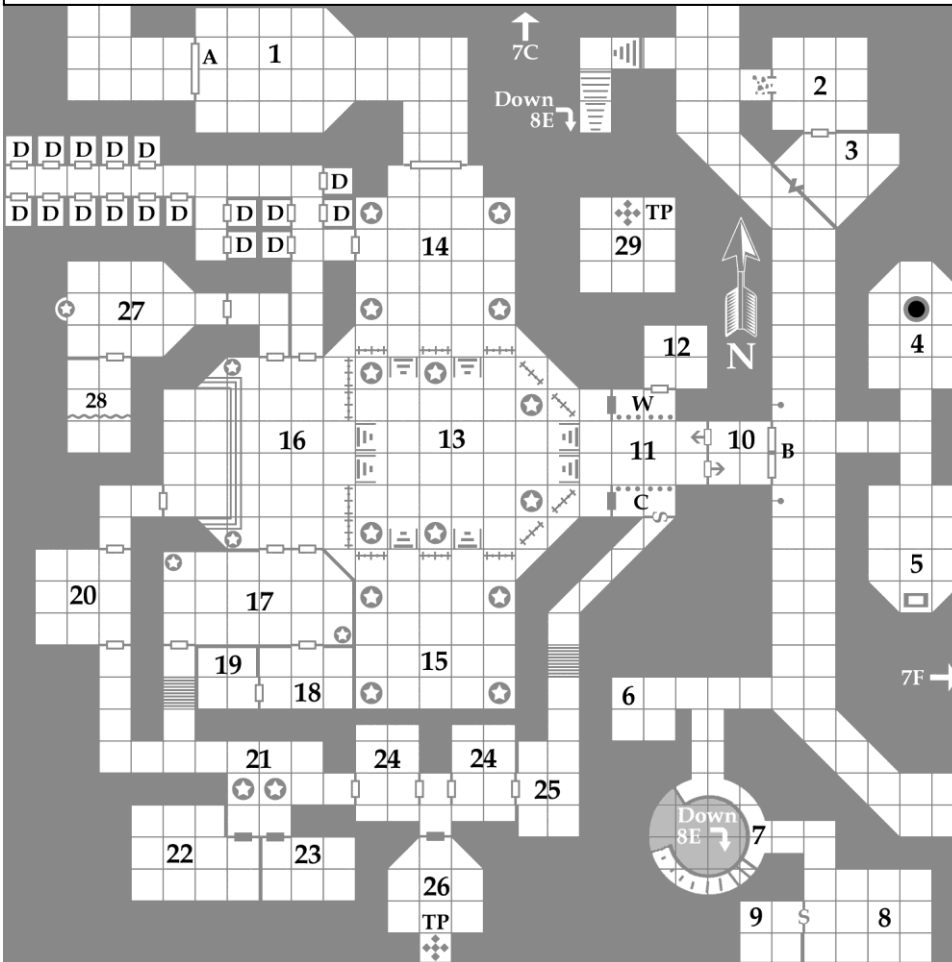
* numbers after the slashes are for improved statuses

Animated Gilded Statues are variants of the more common Animated Iron Statue adorned with gold gilding. Average Gilded Statues appear as humanoid figures, while Improved Gilded Statues resembled six-armed women dressed in minimal clothing and wearing blindfolds (representing the goddess, Chance).

Gilded statues attack with bludgeoning fists. On a successful strike, their target must save vs. spells or be *cursed* (as the reverse of *bless*). The effects of multiple failed saves are cumulative. These penalties can be dispelled with either a *dispel magic* or *remove curse* spell.

Although they never have any treasure, the gold leaf that decorates Gilded Statues can be collected from a defeated statue. Average Gilded Statues have 50 gp worth of gold leaf and Improved versions have 100 gp worth. Collecting the gold leaf takes 3 turns.



Level 7E: The Casino



Wandering Monsters (Areas #2 - #8 only. Check every 2 turns - 1 in 6 chance)

1. Vrilya Patrol (1d6; random caste)
2. Vrilya Patrol (1d6; random caste)
3. Vrilya Patrol (1d6; random caste)
4. Gamblers (1d8; see p.63)
5. Gamblers (1d8)
6. Gamblers (1d8)
7. Gamblers (1d8)
8. Gamblers (1d8)
9. Basilisks (1d3)
10. Cave Bear (1d3)
11. Minotaurs (1d6)
12. Phase Tiger (1d3)

Legend - Special

-  - Peephole
-  - Teleporter Pad

Features Key:

- A:** This large glass door opens only from the eastern side. It is treated with the *glass like steel* spell and bears a special divine enchantment that foils 98% of all attempts to bypass it.
- B:** Flickering blue torches flank a gilt pair of double doors. Above them is a sign reading "Lady Luck's."
- C:** Cashier Cage
- D:** Domicile (see **Note #1** at right).
- TP:** These bare expanses of floor are linked *teleportation* pads that instantaneous transport items and individuals from #28 & #29.
- W:** Weapons Check Cage

Note #1: Domiciles

These small chambers are used by the Casino's staff as housing and contain a pair of bunks, simple but comfortable furnishings, and the personal belongings of two Agents of Fortune. There is a 50% chance that a domicile is occupied at any given time and a 60% chance the door is locked. If occupied, 1d2 Agents of 1-8 HD are present. Each domicile contains Hoard Class VII treasure.

Room Key

1. **Bum's Rush Room:** Large, echoing chamber; transparent *glass like steel* doors look out to dusty, dark corridor to the west. This room is always empty unless someone is being evicted from the Casino for not honoring his debts. In that event, 1d6×10 cheering gamblers, 2d8 staff of random experience levels, and Animated Gilded Statues (3) are present to watch the spectacle.
2. **Decrepit Storage Room:** Staved-in door; fragments of *aguldaan* shelving, casks, and sacks. A mated pair of Cave Bears (2) dens here amongst the debris, serving as watch beasts for the Minotaurs in #3. A fight with them draws the minotaurs' attention. The bear den holds 80 gp in casino chips and a *wand of detecting traps* (13 charges).
3. **Minotaur Lair:** Stink of fetid cowhide; large bedrolls; rancid meat of uncertain origin; peephole into SW corridor covered by rag. A herd of Minotaurs (6) camp here, hoping for employment at the Casino. They kill intruders to demonstrate their ferocity to their potential employers. They have no treasure, having lost it all at the gaming tables.
4. **Cistern:** Scent of cool, fresh water; 10' wide 20' deep cistern filled with potable water fed by a natural spring; odd, worthless objects left in tribute to the gods. Empty, but Wandering Monster encounters occur on a roll of 1-3 on a d6 while in this room. Hidden beneath the water level in a cavity are sodden bags holding 4,000 sp and 2,000 gp—a long-forgotten treasure stash!
5. **"Haunted Room":** Dust-covered floor; eerie, flickering lights darting about the chamber; rusted, chest-sized, steel box atop low dais. See **Special Dungeon Notes** p. 62 for more information.
6. **New Arrivals:** Signs of old campfire; litter. Phase Tigers (2) occupy this room, having recently scaled the stairs in #7. Due to their short occupancy, they have no treasure and are very hungry from climbing.

7. **The Throat:** Vast shaft ringed by crumbling, often broken stairs descending into darkness; mephitic smells rising up from below; faint indications of occasional travel along the stairs. These stairs lead to **Levels 8 & 9**, but 2d4 sections of stairs measuring 1d6+6 feet in length have collapsed, making negotiating the circular stairs a troublesome route for PCs ill-equipped to cross the gaps.

8. **Stoned Again:** Cracked ceiling spotted with stalactites of minerals seeping through the breaks; puddles of stagnant water; broken pieces of stone furnishing now encased in mineral deposits. A nest of escaped Basilisks (6) claim this chamber. Their treasure is 5,000 gp in casino chips, 3,000 pp, and 13 gems (10 gp, 4×25 gp, 2×50 gp, 75 gp, 100 gp, 2×250 gp, 500 gp & 1,000 gp values).

9. **Secret Stash:** Dusty furnishings for two; tattered tapestries depicting long-dead historical figures; harmless mold grows rampant. In a seemingly trapped chest (poison gas trap is no longer potent, but appears dangerous) are 6,100 cp, 4,400 sp, 2,400 gp & 550 pp.

10. **Casino Entrance:** Brightly lit room decorated with murals of games and gambling implements. An Agent of Fortune (3 HD; see **New Monsters** p. 65) and his Hill Giant (1) accomplice greet visitors, answer questions, and collect a 10 gp entry fee. They can summon aid nearly instantly from the Casino if attacked. They have 600 gp in collected entrance fees.

11. **Casino Foyer:** Subdued lighting from glowing rods affixed to walls; two caged-off areas to the N & S with pass-throughs for weapons & currency; sound of raucous laughter, cheering, and music from the W. Each cage has 3 Agents of Fortune (4 HD each). See **Special Dungeon Notes** p. 64 for further information.

12. **Weapons Storage:** Racks & racks of collected weapons. These armaments all belong to gamblers and have been checked according to Casino policy. There are 2d10 of every weapon on the *Labyrinth Lord* weapon list (p. 15) present. In addition, there are 1d10 random magical weapons, wands, staves, or other offensive magical items as determined by the Labyrinth Lord.

13. **Central Gaming Area:** Subdued lighting; numerous game tables; lots of excitement. There are 2d100 gamblers here at any given time along with 10 Agents of Fortune (3-8 HD). Also stationed here are Animated Gilded Statues (6) that activate when needed.

14. **Northern Gaming Area:** Subdued lighting; numerous game tables; massive gilt doors in the N wall. There are 2d20 gamblers here at a time along with 6 Agents of Fortune (4-8 HD). Animated Gilded Statues (4) stand in the corners, ready to act.

15. **Southern Gaming Area:** Subdued lighting; several game tables; less noise than #13 & #14. The high-stakes games are held here. There are 2d12 gamblers present with 10 Agents of Fortune (4-8 HD) and Improved Animated Gilded Statues (4) in the corners.

16. **Theatre:** *Aguldaan* floor; 30' tall ceiling, 5' high stage to the W. Unless a performance is underway (Labyrinth Lord's discretion), this area has only 1d10 gamblers chatting and drinking and 3 Agents of Fortune (1-4 HD) present. When a performance is happening, there are 1d6×10 gamblers watching the show and 2d8 Agents of Fortune (3-8 HD) keeping the peace.

17. **Dining:** *Aguldaan* tables & chairs; smell of good food. Gamblers (3d20) eating and relaxing, served by Kobold servants (12).

18. **Kitchen:** Crash of pans; delicious smells. Kobold chefs and servants (20) slave away making tasty meals for the gamblers.

19. **Storage:** Crates, barrels, & sacks bearing various foodstuffs; large rat-traps set to discourage vermin and the curious. Picking through the contents of this chamber risks a 2 in 6 chance of setting of a rat-trap, inflicting 1d6 damage. Determine the contents of each container by rolling on the **Crate and Barrel Contents Table** (*SD: DNHH* p. 127) and ignoring inedible results.

20. **"Green Room":** Comfortable chairs & divans; luxurious rugs; tables with delectable hors d'oeuvres. Unless a performance in #16 is pending, this room is empty. If a performance is nigh, there are 1d6 entertainers (as determined by the Labyrinth Lord) and 2d4 hangers-on present. They are likely to be rude to the PCs for crashing the backstage area.

21. **Security Post:** Two multi-armed statues flank the walls; pair of iron doors set in S wall. The statues are Improved Animated Gilded Statues (2) that attack anyone moving towards the doors without uttering the passphrase "Sixes, sevens & nines".

22. **Lux Ferrig's Quarters:** Locked door; comfortable bachelor's quarters; lush rugs; potent liquors; statuette of Chance on open display. Lux Ferrig (8 HD Agent of Fortune) lives here. Ferrig is the Casino's administrator, second only to Fortunate Dran in the temple's hierarchy. He oversees the daily operations of the temple and its fortunes. There is a 50% chance he is encountered here, going over the tally of today's winnings. Ferrig possesses this room's key and a cylindrical key that can deactivate the *teleportation* pad in #26 used to travel to #29, doing so if thieves have made it into the Vault to trap them there. The chamber contains a locked & trapped (*hold person* trap) strongbox with 5,000 gp in gems. Ferrig owns a *ring of protection* +2, a *mace* +3, and a *ring of spell turning*.

23. **Yagrik's Quarters:** Locked door; disheveled room; smell of pipe smoke; Yagrik (8th level magic-user), the Casino's resident wizard dwells here when not needed on the floor. His spells are largely utilitarian, but he knows several offensive magics and owns a *wand of magic missiles* and a *ring of djinni calling*. He has the key to this room. His spellbook and personal treasures are kept in #29.

24. **Security Room:** Oversized table and chairs; giant-sized plates and cups holding tasty food. Each of these rooms contains Hill Giants (2) guards. They defend #26 to the death. Each has 2d100 gp, 1d100 pp and a gem of random value.

25. **Armory:** Racks of both normal-sized and giant-sized weapons. There are 5d20 non-magical weapons of random types here, but the majority of normal-sized arms are blunt, as is befitting the nature of the temple.

26. **Counting Room:** Locked door; black felt-lined tables; heaps of coins and gems; glowing rods provide bright illumination. Counting the day's take are 10 Agents of Fortune (4-8 HD). Improved Animated Gilded Statues (2) flank the door. Lux Ferrig is here if not in #22. A total of 2d8×1000 gp in various coins are currently being sorted on the tables.

27. **Chapel of Luck:** Purple and gold tapestries; six-armed idol in niche at far end of the room; 50% chance that Fortunate Dran (see #28) is present. The statue has supernatural properties (see **Special Dungeon Notes** p. 64 for more details).

28. **Fortunate Dran's Quarters:** Ecclesiastical furnishings; purple & gold curtain at S end of room; bed and wardrobe in cordoned off area. Dran is here is not in #27. Four *potions of healing*, 3 *potions of extra-healing*, and 648 gp are secreted inside the wardrobe.

29. **The Vault:** Chests, sacks, coffers, and coins spill haphazardly across the floor; two softly-glowing rods provide illumination. This room holds 44,000 cp, 142,000 sp, 80,000 ep, 20,000 gp, 2,200 pp, 40 gems (6×10 gp, 4×25 gp, 2×50 gp, 8×75 gp, 6×100 gp, 2×250 gp, 4×500 gp, 4×750 gp, 4×1,000 gp values), *potion of hill giant control*, *potion of climbing*, *potion of gaseous form*, *potion of fire resistance*, *potion of clairaudience*, scroll of *arcane eye*, scroll of *invisibility*, 10' *radius & dimension door*, scroll of *ward against magic*, *staff of striking*, *sword -2 (cursed)*, *sword +1, Flame Tongue*, a *scintillating ring*, a *ring of 1 wish*, and a spellbook containing *detect magic*, *magic missile*, *shield*, *continual light*, *detect invisible*, *web*, *clairvoyance*, *dispel magic*, *haste*, *hold person*, *arcane eye* & *charm monster*.

Level 7F: Tanna-T'liev

Overview

The lower portion of the Vrilya community of Tanna-T'liev is situated in a natural cavern with walls of glittering rock. The cavern ceiling rises 40' above the two-story, *aguldaan* buildings below. Entrance is typically gained via the elevator from the Trade Corridor (**Level 6E**), but other avenues also lead here.

Tanna-T'liev is a place where words and allegiances are more deadly than swords and spells, and the Labyrinth Lord is advised to re-read the section on factions at the start of this book, as well as the notes on the Vrilya in this book and in *Stonehell Dungeon: Down Night-Haunted Halls* (pp. 129-131) before the PCs enter the Vrilya outpost. Parties that treat Tanna-T'liev as just another dungeon quadrant to be defeated are bound for a poor end, and the Labyrinth Lord should stress role-playing and reputation building opportunities in Tanna-T'liev at first. If the players fail to take the hint or try to take on the entire place, let them suffer the consequences of their actions.

Population

Vrilya of nearly every caste can be found in Tanna-T'liev, going about their daily business, schemes, and pleasure-seeking. The streets are seldom empty of these pale residents, but their natural tendency to hold themselves aloof from "lesser races" means that any party that makes it to the city proper and carries customs tokens will be unmolested if they behave themselves or if they bear the mark of one of the Compradors.

Aside from the Vrilya and the bugbears, trolls, and Morlocks that serve them, nearly any other sentient, non-undead race may be encountered in Tanna-T'liev. Labyrinth Lords in need of a quick method of generating a randomly encountered (or accosted) creature should roll on the **Random Gambler Table** on p. 63.

Special Dungeon Notes

Patronage (various) – Although technically Tanna-T'liev is an "open city" and creatures of all types are free to enter and conduct business so long as they keep violence private and don't offend any of the elite Vrilya castes, it quickly becomes obvious that Upworlders lacking the tattoos that identify them as holding allegiance to one of the Triumvril castes (*Edya Ferrin*, *Ghulu Amonuc*, and *Illtornovu Oulgra*) are considered persons without status at best and potential slaves at worst. To win the patronage of one of the three castes requires either

outright bribery or proving oneself useful to the Vrilya caste being petitioned for support. Those doing so will be given a magical tattoo of that caste's sigil (see #2) and granted probationary status amongst the Vrilya that allows them to move about unhindered. They may find themselves called upon to perform duties for their new masters in the future depending on the whims of the Labyrinth Lord. It should be noted that there is fierce rivalry between the three Triumvril castes and that gaining the patronage of one will automatically earn the PCs enemies in the other two. The Labyrinth Lord is encouraged to take advantage of this fact to make the PCs' stay in Tanna-T'liev memorable.

Wandering Monsters (various) – Unlike other sections of the dungeon, checks for wandering monsters are not made to determine potentially hostile encounters in Tanna-T'liev, but interesting ones. The streets and halls are humming with activity when the PCs visit, and everywhere they look they see "monsters" from other parts of the dungeon. For the most part, these creatures leave the party alone, content to pursue their own business.

However, once every hour, there is a chance that the PCs encounter an interesting situation that may or may not concern them. These encounters are summed up below. The Labyrinth Lord is free to expand on these thumbnail descriptions to breathe more life and intrigue into the Vrilya settlement.

1. **Slave Punished:** A Morlock slave is being castigated by its owner, a Vrilya of some minor importance. This punishment might be for a real or imagined slight. The albino creature cringes under the blows.
2. **Brawl:** A melee spills into the streets or passages of town as 1d6+1 creatures of the Labyrinth Lord's choice exchange blows. Passersby stop to watch as do a patrol of Vrilya. They wait until the fight is finished before carting the survivors off. During the fight, wagers are made, and there is a 25% chance of someone attempting to pick a PC's pocket.
3. **Monster Escape:** A creature brought for sale or for the pit fights on **Level 6D** breaks loose. Roll on the Level 6+7 Wandering Monster Table (*Labyrinth Lord* p. 104), disregarding undead and dragons, to determine type. If the PCs defeat the creature, they draw the attention of Drigorul Pravumutyl (see **Important NPCs**).
4. **PCs Propositioned:** A random member of any species found in Stonehell approaches the PCs with an offer. This could be to buy stolen goods,

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engage in a tryst, beg for coins, or anything else the Labyrinth Lord wishes. If the PCs have made enemies, this is likely an ambush.

5. **Patrol:** A squad of 1d6+5 *Dyzon Kylryl* stops the party and demands to see their customs tokens or patronage marks. If they have neither, they attempt to apprehend the PCs and take them to #5 to be held until the Compradors pass sentence.
6. **Spell Duel:** Two spell-using classes or monsters engage in a magical battle in the streets of Tanna-T'liev. There is a 25% each round one PC gets caught in the area of effect of a random spell. A Vrilya patrol arrives in 2d6 rounds to break up the fight unless the PCs step in. Doing so earns them the notice of Cyblenra Yryavuun (see **Important NPCs**).
7. **Assassination!:** A well-dressed Vrilya is ambushed by 1d4+1 masked humanoids. Unless the PCs intervene, the target is slain in 1d3 rounds, a victim of the hired blades of a rival caste. Either choose or determine the target's caste at random; those who save his life will be introduced to that caste's Comprador.
8. **I Don't Like You Either:** The PCs are accosted by a group of 1d6+1 creatures of the Labyrinth Lord's choosing. This group is spoiling for a fight, and it will take extraordinary diplomacy to avoid bloodshed. The troublemakers might be of a caste in rivalry with the PCs' patron, old foes of the party, or just drunk and disorderly.
9. **Slavers:** A group of 1d4+1 Bugbears is selling 1d3 slaves of random types. Their prices are typical (100+1d4x100 gp each) for this market, and each slave possesses some useful quality or skill. They may even be former adventurers captured during their explorations of the dungeon. If purchased and ill-treated, they attempt to escape at the first opportunity. If treated well, they serve as retainers with a +1 to their base morale determined by their owner's CHA.
10. **Get Me Outta Here!:** An adventurer of random class and level approaches the party looking to join them. He is the sole survivor of another adventuring band that perished and wants to get back to the sunlit lands above. Or is he? Doppelgangers, disguised monsters, or Vrilya spies are also possible encounters.

Vrilya Townhouses (#3, #4 & #12) – Three of the most powerful Vrilya castes maintain large homes in the settlement for business purposes. These homes are

occupied by the Comprador of either the *Edya Ferrin*, *Ghulu Amonuc*, or *Illtornovu Oulgra* castes and their servants and bodyguards. Each building consists of two floors and a dozen or more rooms, but it is unlikely that the party will ever see more than an entry hall, antechamber, and audience room as they wait to meet with (or be punished by) a particular Comprador. If the party decides to break into one of these villas, the Labyrinth Lord must create his own interior maps as space limitations do not allow for their inclusion in this supplement.

The treasures and forces found in each townhouse are provided in the dungeon key, but it is up to the Labyrinth Lord to determine the placement of these. Any useful magical item will be carried by one of the residents of the building, starting with the most powerful in the hands of the Comprador. Lesser items will be found amongst his or her bodyguards or more adept home guardsman.

It should also be noted that each townhouse contains a magical teleportation portal in a wardrobe or closet that allows the Comprador to *teleport* to his or her caste holdings in the Vrilya home nation (located many leagues away and beyond the scope of this book). They can also summon reinforcements through these portals, allowing 2d10+2 Vrilya (same caste as Comprador) to arrive in 3d6 rounds. The Compradors will always attempt to bring in reinforcements before fleeing their townhouses, as they know great embarrassment and loss of status awaits them should they abandon their posts.

Important NPCs

The most important NPCs the party is likely to deal with are the Compradors who form the Triumvril (regional governors) of the outpost. There are three in Tanna-T'liev.

Uldaavu Epharu [AL C, MV 120' (40'), AC 4/2, HD 9, Hp 48, #AT 1, DG by weapon +1 or spell, SV E9, ML 10]

Uldaavu is the *Illtornovu Oulgra* caste Comprador and is typically found in #3. When venturing outside this location, he is accompanied by his six-person bodyguard team (use standard *Illtornovu Oulgra* stats for his protectors). His head is shaved and decorated with a patchwork of arcane symbols that move like lazy serpents. He wears a pair of *lightning gloves* and carries a *wand of lightning bolts*.

As an *Illtornovu Oulgra* Vrilya, Uldaavu commands potent spells and is not above using magic to make a point, although he prefers to imply violence rather than

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directly commit it when indicating his displeasure. Gaining the patronage of the *Illtornovu Oulgra* caste requires either a generous gift of useful (meaning potentially lethal) magic items or by acquiring certain magical artifacts on the caste's behalf. PCs going this route are likely to be tasked with getting the *Gloom Crown* (see **Level 6B**), *Beard Bane* (see **Level 5C**), or the *Flame Key* (see **Level 9D**). The Labyrinth Lord is free to add other items of legend from his campaign world as possible targets to win Uldaavu's esteem.

Cyblenra Yryavuun [AL C, MV 180' (60'), AC 1, HD 8, Hp 51, #AT 2, DG by weapon +1, SV E8, ML 9]

As Comprador of the *Edya Ferrin* caste, Cyblenra is tasked with establishing a network of contacts, mutual alliances, scapegoats, and disposable agents throughout the hypogeal realms. It is she that orchestrated the original contract with the Blood Horns and suggested to the *Sahnnyam Ana* caste that they cut a deal with the Mountain Trolls above (see **Level 5C**). She always has an eye out for ambassadors, emissaries, and fall men, and it is in this capacity that the PC may seek the patronage of the *Edya Ferrin*.

Like her fellow Compradors, Cyblenra grants patronage in return for large sums of treasure, but is also willing to take particularly choice bits of intelligence on other factions, groups, and individuals at large in Stonehell in place of coin and gems. What information is useful to her is left to the Labyrinth Lord's discretion. Parties lacking coin or information can earn the goodwill of the *Edya Ferrin* by undermining the potential alliances between the Giant King and Fire Giants of **Level 9**, acting as ambassadors to Carstahz Faite (**Levels 9C & 9D**), or by infiltrating the Temple of the Unraveler (**Level 9D**).

Cyblenra dresses in formal gowns adorned with webbings of lace, multi-colored silk streamers, and patches of tastefully exposed flesh. All her dresses are reinforced with flexible *lagh* plates. Her hair is midnight black, an abnormal color amongst the Vrilya that has caused her to work twice as hard to achieve her position. She appears to travel about without a bodyguard contingent, but is in fact constantly accompanied by a pair of invisible stalkers who kill anyone bringing their mistress violence. She herself bears a *searing wristlet* concealed by the sleeves of her glove and a *ring of protection* +3.

Drigorul Pravumutyl [AL C, MV 120' (40'), AC 2, HD 10+3, Hp 80, #AT 2, DG 1d8+6/1d6+5, SV E10, ML 11]

The rumors say that Drigorul was horribly scarred in the duel he fought to win the position of Comprador of the *Ghulu Amonuc* caste and this is why he wears a mask of chased silver. Although this rumor may be true, the mask has a more practical purpose: it makes Drigorul immune to *charm* spells, *ESP*, and mind control magic. Aside from his sinister mask, he wears black and gray robes and leggings, and bears a *longsword* +3 and *short sword* +2 as he goes about his duties. He is also protected by a trio of *Ghulu Amonuc* Vrilya and a Grater Golem (see **Level 8E** p. 96) given to him by the Plated Mage.

As Comprador, Pravumutyl's role is to arrange for his caste's eventual bid to become the supreme power in Tanna-T'liev and the Vrilya realms. He is always on the lookout for means to increase his caste's military might and to prepare for the campaign that will drive all opposition from Stonehell Dungeon at large. The patronage of the *Ghulu Amonuc* can be purchased, bartered for with magical weapons, or by undertaking missions to weaken other non-Vrilya forces within the lower levels of the dungeon.

New Monsters

Vrilya - Edya Ferrin Caste

No. Enc: 1d6 (4d10)

Alignment: Chaotic

Movement: 240' (80') or 180' (60')

Armor Class: 7 or 4

Hit Dice: 6

Attacks: 2

Damage: as weapon

Save: E6

Morale: 9

Hoard Class: IV, V (XVI)

XP: 1,570

The *Edya Ferrin* caste of the Vrilya is renowned for their supernatural speed, making them excellent scouts, skirmishers, and archers. An unarmored *Edya Ferrin* moves twice as fast as an unencumbered human and still outstrips most bipedal races in swiftness even when wearing the *lagh*-plated leathers they prefer. Movement rates and Armor Class above represent both unarmored and armored *Edya Ferrin*.

The *Edya Ferrin* have all the normal Vrilya racial advantages. In addition to these traits, their preternatural speed allows them two attacks per round with melee and missile weapons. *Edya Ferrin* are extremely agile (DEX 18), granting them a -3 bonus to AC, +3 to missile attacks, and +2 to initiative rolls. They typically carry short bows, rapiers (damage as longsword), daggers, and darts.

Stonehell Dungeon – Level Seven

In battle, *Edya Ferrin* utilize their speed to flank opponents, attacking and retreating while others in their ranks shower missiles down upon their enemies. Their speed allows them to make a full retreat without granting their enemies the normal +2 bonus to hit.

Vrilya - Ghulu Amonuc Caste

No. Enc: 1d6 (2d10)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 2
Hit Dice: 8+3
Attacks: 2
Damage: as weapon+3
Save: E8
Morale: 11
Hoard Class: IV, V (XVI)
XP: 3,020

The *Ghulu Amonuc* caste is comprised of the warrior-elite of Vrilya society and is the only societal group whose members earn entry into it by deeds rather than birth. Only the greatest fighters with impeccable physical forms are allowed to join. *Ghulu Amonuc* dedicate their lives to mastering esoteric fighting styles and are masters of nearly every form of armed combat.

The *Ghulu Amonuc* have all the normal Vrilya racial advantages. As superior physical specimens, they also possess STR, DEX and CON scores of 18, granting them +3 to all attacks and damage, -3 to their AC, and +2 to their initiative rolls. Due to their mastery of arms, *Ghulu Amonuc* inflict maximum damage on a roll of natural "20" and are allowed a free attack on another target any time they slay an opponent. Lastly, they can deflect missile attacks directed at them with a successful save vs. paralyze.

Members of this caste always fight with two weapons, giving them multiple attacks each round. They utilize longswords, axes, maces, and flails in most combats and dress in *lagh*-plated banded armor.

Vrilya - Illtornovu Oulgra Caste

No. Enc: 1d4 (3d6)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 6 or 4/2
Hit Dice: 5 to 10
Attacks: 1
Damage: as weapon or spell
Save: E5 to E10
Morale: 10

Hoard Class: IV, V (XVI)
XP: 660 (5 HD) to 3,100 (10 HD)

The *Illtornovu Oulgra* caste are the most powerful sorcerers amongst the Vrilya. It is rumored that they draw their power from sinister chthonic entities that dwell deep in the darkness beneath the earth, and the *Illtornovu Oulgra* do nothing to dissuade these tales.

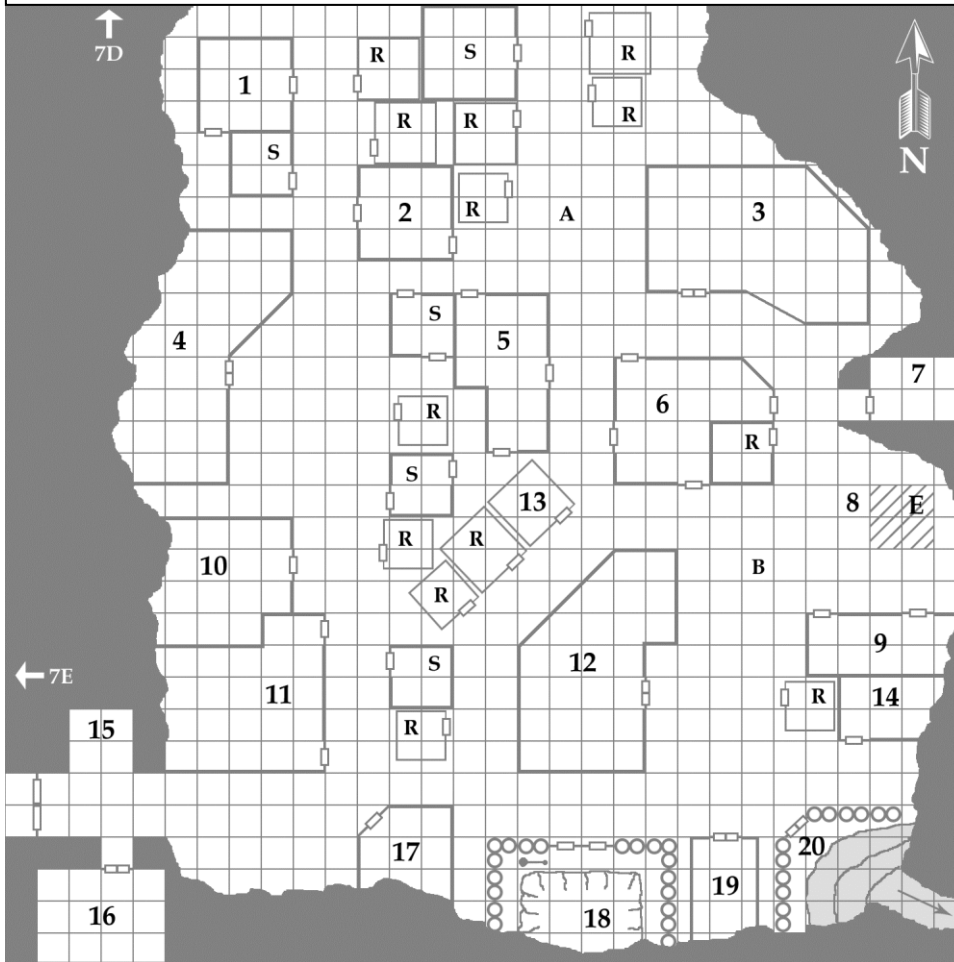
These underworld sorcerers have all the normal Vrilya racial advantages. They are also able to work in conjunction with others of their caste to amplify their spellcasting. Two or more *Illtornovu Oulgra* may choose to spend a full round working their magic together, eschewing all other actions. When doing to, the spell is considered to be cast by a magic-user of one level higher for each *Illtornovu Oulgra* participating in the casting. The assisting Vrilya sorcerer(s) need not know the spell being cast and merely amplifies the magic potency of the spell cast by the *Illtornovu Oulgra* who does possess knowledge of the spell. The number and level of spells known by an *Illtornovu Oulgra* Vrilya is shown on the table below.

HD	1st Level	2nd Level	3rd Level	4th Level	5th Level
5	3	3	2	--	--
6	3	3	3	--	--
7	4	3	3	2	--
8	4	4	3	3	--
9	4	4	4	3	2
10	4	4	4	4	3

Illtornovu Oulgra dress in the same *lagh*-plated bodysuits favored by the *Chyvak Uul* caste (AC 6), but regularly cast *shield* on themselves before engaging in battle (see Armor Class above). Most will have at least one Vrilya artifact in their possession, and there is a 25% chance each *Illtornovu Oulgra* also carries a minor magical item when encountered.

Illtornovu Oulgra favor the following spells: *charm person*, *magic missile*, *shield*, *sleep*, *detect invisible*, *invisibility*, *mirror image*, *web*, *dispel magic*, *fly*, *haste*, *hold person*, *lightning bolt*, *protection from normal missiles*, *charm monster*, *confusion*, *dimension door*, *polymorph others*, *wall of fire*, *cloudkill*, *conjure elemental*, *hold monster*, *teleport*, *transmute rock to mud*, and *wall of stone*.




Level 7F: Tanna-T'liev



Wandering Monsters (Check every 6 turns - 1 in 6 chance) - See pp. 68-69 for more information on the encounters below.

1. Slave Punished
2. Brawl
3. Monster Escape
4. PCs Propositioned
5. Patrol
6. Spell Duel
7. Assassination!
8. I Don't Like You Either
9. Slavers
10. Get Me Outta Here!

Legend - Special

-  - Aguldaan Palisade Wall
-  - Crane and Winch
-  - Buildings

Features Key:

A: A 10' *aguldaan* platform stands in the middle of this square with three punishment posts atop it. Prisoners and criminals are flogged, tortured, or gleefully slain here as the whim of the Vrilya require. There is a 15% chance such activities are underway when this area is first entered. If so, a crowd of 3d20 Vrilya of random castes watch the entertainment.

B: This square serves as a makeshift marketplace for traders arriving from the Trade Corridor above. There is a 4 in 6 chance 2d10 vendors of various races are situated here selling an array of strange goods at any time. The Labyrinth Lord is encouraged to emphasize the bizarre nature of both merchants and products.

S: This building is a shop (see **Note #1**).

R: This building is a residence (see **Note #1**).

Note #1: Shops & Residences

Besides the keyed buildings below, many of the structures in Tanna-T'liev serve as homes and businesses. Space limitations prevent these areas from being fully detailed, leaving it to the Labyrinth Lord to expand on the services and residents of the community. Each building is a two-story affair with any business being transacted on the ground floor. Residences serve as home to 1d6+1 Vrilya of a caste of the Labyrinth Lord's choosing. Shops have 1d4 Vrilya occupants of a chosen caste. If the occupants are defeated and the building is searched, valuables consisting of coin, gems, and jewelry are found. In residences, these objects total 1d6x50gp in value. In shops, treasure equal to 1d4x500 gp is discovered.

Room Key

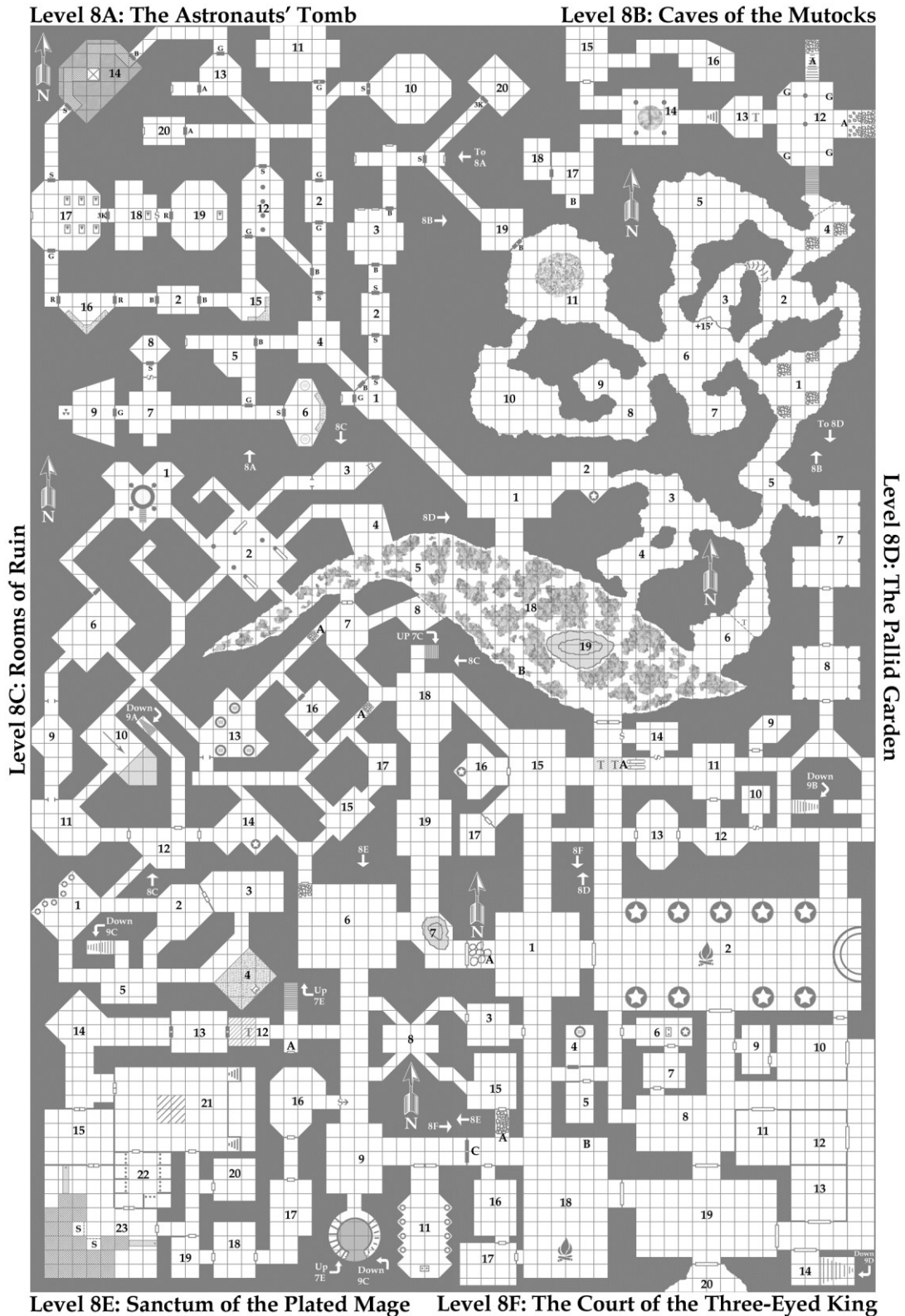
1. Barracks: Two-story building housing 2d6 Trolls with 1d4 *Illtornovu Oulgra* (7 HD; see **New Monsters p. 71**) commanders at any given time. Each commander has a *searing wristlet* or *stun lash*. The occupants have a total of 2d4x100 gp in various treasures.

2. Tattooist: Single-story building with work area and living quarters. Work area has burnished metal table with restraints and holographic art. Slaves and agents of the various castes are brought here to be marked by Vula (8 HD *Illtornovu Oulgra* Vrilya) who uses a special spell to permanently tattoo the appropriate caste symbol on the individual. The mark can be removed by a *heal* spell or a successful *dispel magic*. Vula has 4,000 gp, 3 pieces of random jewelry, and a *wand of fear*.

3. Illtornovu Oulgra Townhouse: Two-story building; defensive emplacements atop roof; silver and black banners hang from the front of the structure. Villa is occupied by *Illtornovu Oulgra* Vrilya (24; various HD), Morlock slaves (6) and Uldaavu Epharu (see **Important NPCs p. 69**). The building holds 60,000 gp, 5 gems (random values), 8 pieces of jewelry (random values), *banded mail +1*, longsword *wish blade +1*, a *potion of human control*, *boots of traveling and springing*, and 2 random scrolls. See **Special Dungeon Notes p. 69** for additional information.

4. **Edya Ferrin Townhouse:** Two-story building; defensive emplacements atop roof; red and gold banners hang outside. Villa is occupied by *Edya Ferrin Vrilya* (20 – see **New Monsters** p. 70), Morlock slaves (10) and *Cyblenra Yryavuun* (see **Important NPCs** p. 70). The building holds 40,000 gp, 14 pieces of jewelry (random values), *cloak of protection +1*, *spear +2*, a treasure map (leads to 6 gems and 5 jewelry of random value), *potion of delusion*, scroll of *detect invisible*, and a scroll of *ward against magic*. See **Special Dungeon Notes** p. 69 for additional information.
5. **Barracks:** Single story building houses 2d10 Bugbear guards and 1d6 *Edya Ferrin* commanders. The bugbear guards are dressed in *lagh* chainmail (AC 4) and equipped with pole-arms and heavy crossbows. The commanders each own *lightning gloves* and *shock rods*. Secure cells in this building are used to house non-Vrilyan prisoners captured by patrols until sentenced (and likely executed) by the Compradors. There is a total of 1d3+1x100 gp in various treasure owned by the building's occupants.
6. **Tavern:** Two-story building with blood-smeared sign reading "Bucket of Blood" outside. Bugbear and Vrilya (2d10 of each at any time) inside with 1d8 other random drinkers of other races. Drinks are 2-10 gp each. Staff consists of *Dyzon Kylryl Vrilya* (5), a *Dyzon Kylryl Nixdrone* (1), and Morlocks (10). Cash box contains 500 gp in coins and 1d10 gems of 100 gp or less value.
7. **Machinery Chamber:** Locked door; complex machinery with flickering lights; massive chains and counterweights; smell of oil; warm air. This machinery drives the freight elevator (#8) and is regularly maintained. There is a 50% chance that either 1d6 Morlocks or 1d4+1 6 HD *Illtornovu Oulgra* (50/50 chance) are keeping the machinery running when this room is first entered. The various mechanisms can be rendered inoperable, stalling the elevator at its current location, with a successful Find/Remove Traps roll or by inflicting 100 points of damage with bashing weapons.
8. **Freight Elevator:** 50' tall burnished steel framework running up to ceiling of cavern; massive lift platform ascends to #24 on Level 6F above. This elevator moves cargo arriving in the Trade Corridor to the Tanna-T'liev proper. A cadre of 2d6 Vrilya guards keeps watch over arrivals and departure. Roll 1d6 to determine caste: 1-2) *Edya Ferrin*; 3-4) *Ghulu Amonuc*; 5-6) *Illtornovu Oulgra*.
9. **Provisioners:** Two-story building with shop below and living quarters above. Shop is run by a 5 HD Throghrin who decided to retire to Tanna-T'liev. Most items from the equipment list are available, but at five times the normal price. There may (1 in 10 chance) be minor magical items for sale at no less than 400 gp each. The owner will act as a pawn broker to creatures in need of quick cash, offering 10%-30% the item's value in hard coin. The store has 3d6x100 gp, 1d4x100 pp, and 2d4 gems of random value in a secret safe at any given time.
10. **House of Flesh and Smoke:** Three-story building painted in glowing pigments and shrouded in illusionary mist. Lusters are sated and recreational narcotics are provided from an array of creatures and substances starting at 50 gp. *Dyzon Kylryl Vrilya* (5) and *Obuld yt Dyzon Vrilya* (4) mind a staff of 25 various race slaves. Business has 2d6x1000 gp and 1d10 gems (100 gp or less value).
11. **Rooming House:** Two-story building with 20 clean rooms for rent (5 gp a night). Run by a staff of *Dyzon Kylryl Vrilya* (4) and Morlock slaves (6). No amenities other than a bed and ewer of water are provided.
12. **Ghulu Amonuc Townhouse:** Two-story building; defensive emplacements atop roof; white and purple banners hang outside. Villa is occupied by *Ghulu Amonuc Vrilya* (18 – see **New Monsters** p. 71), Morlock slaves (12) and *Drigorul Pravumutyl* (see **Important NPCs** p. 70). The building holds 20,000 gp, 4,000 pp, a *shield +1*, a *potion of flying*, a scroll of *ward against elementals*, a *wand of cold*, a *potion of human control*, and a *cursed* scroll disguised as an important communiqué. See **Special Dungeon Notes** p. 69 for additional information.
13. **Barber/Chirurgeon:** Clean building with reclining chair and waiting area. Tudd the Barber, a pleasant-seeming human, provides shaves & hair cuts for 2 gp each, and can attempt to heal wounds with a 65% chance of success at a cost of 5 gp per hit point healed (maximum 10 hit points). Tudd is also a homicidal maniac and there is a 75% chance he attacks a client if left alone with them. Tudd has an AC of 7, 20 h.p., saves as a F4, and backstabs as a thief. His razor does 1d4+2 damage. The Vrilya know of his peculiarity and find him amusing. He has a cache of 400 sp, 750 gp, and 6 gems of random value in his shop.
14. **Barracks:** Two-story building housing 1d6+3 Trolls with 1d4 *Ghulu Amonuc* commanders at any given time. Each commander has a *lightning glove* and a *stun lash*. The occupants have a total of 1d8x100 gp in various treasures.
15. **Watchpost:** Burnished metal furnishings; glowing rods providing illumination. *Kanni Hrasi Vrilya* (6) are stationed here. Three have *searing wristlets*; all have 1d10 pp each. They are charged with answering calls for entry from beyond the great doors to the west. A peephole in the portals allows them to view the corridor beyond the doors.
16. **Door Barracks:** Burnished metal furnishings; glowing holographic art. *Dyzon Kylryl Vrilya* (10) are here relaxing. Three possess *stun lashes*; two have *searing wristlets*. They rush to aid the guards at #15 if needed. They have a 2d10 gp & 1d10 pp each.
17. **Esoterica Shop:** Two-story building; shelves filled with glass containers holding bizarre substances; odd contraptions; strange objects. An *Illtornovu Oulgra* (8 HD) sells a variety of weird substances, drugs, herbs & mysterious devices. Prices range from 10 to 1,000 gp. The shop's treasury holds 2,500 gp in various coins, 10 gems of random value, and 1d10 magic items of differing power. This shop can be used by the Labyrinth Lord to introduce an array of wonders into the PCs hands and the campaign world.
18. **Spitting Beetle Pen:** 20' tall *aguldaan* palisade surrounding a 20' deep cleft in the rocky floor; winch & boom crane with grasping claw; numerous large beetles milling about at the bottom of the pit. A workforce of Morlocks (10) armed with long poles and dressed in special *lagh*-woven outfits (similar to beekeeper's garb) stand watch over Spitting Beetles (12), poking them back into the pit if they attempt to climb out. Occasionally, a beetle is lifted from the pit with the crane and herded to #19 for milking.
19. **Aguldaan Processing:** Two-story building; tangy, chemical scent; stacks of 10'+ fungus stems; vats filled with caustic liquid; pallets of finished *aguldaan* planks. Morlocks (4) and Kobolds (10) work here, immersing untreated fungus trunks into the vats to create *aguldaan* planks for construction (see **Note #1** on p. 20). There is a 25% chance a Spitting Beetle is also present, restrained in a metal frame while its caustic chemical is milked from its glands.
20. **Subterranean Pond:** 20' tall *aguldaan* palisade surrounding a 10' deep, spring-fed pond; dark tunnel extending to the SE. Morlock slaves (4) gather water here in steel pails for the masters' needs. The water is potable and harbors no aquatic subterranean threats. The watery tunnel leads deeper into the underworld and the Labyrinth Lord is encouraged to create further areas beyond should the PCs decide to get their feet wet.

Level Eight Master Map



Level Eight

The last of Stonehell's oversized lower levels, Level Eight contains **The Astronauts' Tomb**, **Caves of the Mutocks**, **Rooms of Ruin**, **The Pallid Garden**, **Sanctum of the Plated Mage**, and **The Court of the Three-Eyed King**.

Level Eight Monster List

Albino Cave Bear* [AL N, MV 120' (40'), AC 4, HD 8, # AT 3, DG 1d4/1d4/1d8, SV F4, ML 9, XP 560]
Animate Stone Statue [AL C, MV 60' (20'), AC 4, HD 5, # AT 2, DG 2d6/2d6, SV F5, ML 11, XP 500]
Carcass Scavenger [AL N, MV 120' (40'), AC 7, HD 3+1, # AT 8, DG paralysis, SV F2, ML 9, XP 135]
Cave Bear [AL N, MV 120' (40'), AC 5, HD 7, # AT 3, DG 1d3/1d3/1d6, SV F3, ML 9, XP 440]
Chimera [AL C, MV 120' (40'); fly 180' (60'), AC 4, HD 9, # AT 5, DG 1d3/1d3/2d4/2d4/3d4 + special, SV F9, ML 9, XP 1,700]
Clankhammer* [AL N, MV 60' (20'), AC 2, HD 6+4, # AT 2, DG 1d8/1d8, SV F4, ML 12, XP 680]
Cybotyugh* [AL N, MV 60' (20'), AC 0, HD 8, # AT 3, DG 1d10/1d10/1d8, SV F8, ML 10, XP 1,560]
Demon Boar [AL C, MV 120' (40') or 180' (60'), AC 3 (9), HD 9, # AT 1, DG 2d6 or as weapon, SV F9, ML 10, XP 3,800]
Ettin [AL C, MV 120' (40'), AC 3, HD 10, # AT 2, DG 2d8/3d6, SV F10, ML 9, XP 1,700]
Experimental Ape* [AL N, MV 120' (40'), AC 6, HD 8, # AT 4, DG 2d4/2d4/1d10+shock/1d10+shock, SV F4, ML 11, XP 1,560]
FIDO* [AL N, MV 180' (60'), AC 4, HD 8, # AT 1, DG 1d10 + asphyxiation, SV F8, ML 12, XP 1,560]
Gargoyle [AL C, MV 90' (30'); fly 150' (50'), AC 5, HD 4, # AT 4, DG 1d3/1d3/1d6/1d4, SV F8, ML 11, XP 500]
Gelatinous Cube (Wheezy) [AL N, MV 60' (20'), AC 8, HD 10, # AT 1, DG 2d10 + special, SV F5, ML 12, XP 3,100]
Golem, Amber [AL N, MV 180' (60'), AC 6, HD 10, # AT 3, DG 2d6/2d6/2d10, SV F5, ML 12, XP 3,100]
Golem, Construction* [AL N, MV 60' (20'), AC 3, HD 10, # AT 2 or 1, DG 3d8/3d8 or 5d6, SV F10, ML 12, XP 3,800]
Golem, Grater* [AL N, MV 60' (20'), AC 3, HD 12, # AT 2, DG 3d8/3d8, SV F12, ML 12, XP 2,800]
Hill Giant [AL C, MV 120' (40'), AC 4, HD 8, # AT 1, DG 2d8, SV F8, ML 8, XP 560]
Kobold [AL C, MV 60' (20'), AC 7, HD 1d4 hp, # AT 1, DG 1d4 or weapon -1, SV 0 lvl human, ML 6, XP 5]
Lizard, Giant Tuatara [AL N, MV 90' (30'), AC 4, HD 6, # AT 3, DG 1d4/1d4/2d6, SV F4, ML 6, XP 570]
Machine Drone* [AL N, MV 60' (20'), AC 2, HD 8, # AT 2, DG 2d8/2d8, SV F4, ML 12, XP 1,560]
Mage-Engineer* [AL C, MV 120' (40'), AC 8, HD 5 to 8, # AT 1, DG 1d4 or as spell, SV MU5 to MU8, ML 10, XP 350 to 1,060]

Manticore [AL C, MV 120' (40'); fly 180' (60'), AC 4, HD 6+1, # AT 3 or 1, DG 1d4/1d4/2d4 or 1d6 each, SV F6, ML 9, XP 980]
Mountain Troll* [AL C, MV 120' (40'), AC 3, HD 6, #AT 1, DG 1d8 or weapon+2, SV F6, ML 10, XP 1,070]
Mountain Troll - Twelve-Headed* [AL C, MV 120' (40'), AC 3, HD 7 to 10, #AT 2, DG 1d8 or weapon+2, SV F7 to F10, ML 10, XP 1,490 to 3,100]
Morlock [AL C, MV 120' (40'), AC 8, HD 1, # AT 1, DG as weapon, SV F1, ML 9, XP 5]
Mutock* [AL C, MV 120' (40'), AC 5, HD 9, # AT 1, DG as weapon, SV F5, ML 10, XP 2,400]
Nanite Swarm* [AL N, MV fly 90' (30'), AC 7, HD 8, # AT 1, DG varies, SV F4, ML 12, XP 1,220]
Octopus, Giant [AL N, MV swim 90' (30'), AC 7, HD 8, #AT 8 or 1, DG 1d3/1d6, SV F4, ML 7, XP 2,060]
Ogre [AL C, MV 90' (30'), AC 5, HD 4+1, #AT 1, DG 1d10, SV F4, ML 10, XP 215]
Phase Tiger [AL N, MV 150' (50'), AC 4, HD 6, # AT 2, DG 2d4/2d4, SV F6, ML 8, XP 570]
Robot, Defense* [AL N, MV 90' (30'), AC -1, HD 10, # AT 3, DG as weapon, SV F10, ML 12, XP 3,800]
Robot, Labor* [AL N, MV 90' (30'), AC 3, HD 8, # AT 1, DG 2d8, SV F4, ML 7, XP 1,560]
Robot, Ripper* [AL N, MV 90' (30'), AC 1, HD 9, # AT 2, DG 1d8+16, SV F5, ML 10, XP 2,400]
Slime Slug* [AL C, MV 60' (20'), AC 7, HD 9, # AT 1, DG 1d10, SV F9, ML 10, XP 2,400]
Space Zombie* [AL C, MV 90' (30'), AC 3, HD 9, # AT 2 or 1, DG 3d6+radiation or as weapon, SV F9, ML 12, XP 3,100]
Spider, Glider* [AL N, MV 120' (40'); fly 60' (20'), AC 5, HD 6, # AT 1, DG 1d6 + poison, SV F3, ML 8, XP 650]
Spider, Tarantula [AL N, MV 120' (40'), AC 5, HD 4, # AT 1, DG 1d8 + poison, SV F2, ML 8, XP 135]
Stone Giant [AL N, MV 120' (40'), AC 4, HD 9, # AT 1, DG 3d6, SV F9, ML 9, XP 1,700]
Stripling* [AL C, MV 120' (40'), AC 4, HD 7, # AT 1, DG 1d6 + XP loss, SV F7, ML 9, XP 1,140]
Triclops* [AL C, MV 90' (30'), AC 4, HD 14, # AT 1, DG 3d10, SV F14, ML 9, XP 4,200]
Troll [AL C, MV 120' (40'), AC 4, HD 6+3, # AT 3, DG 1d6/1d6/1d10, SV F6, ML 10, XP 600]
Troll Hag* [AL C, MV 120' (40'), AC 4, HD 5, #AT 1, DG 1d8 or weapon or spell, SV F5, ML 10, XP 800]
Vampire [AL C, MV 120' (40'); fly 180' (60'), AC 2, HD 7 to 9, # AT 1, DG 1d10 + energy drain, SV F7 to F9, ML 11, XP 3,150/5,060/7,300]
Yellow Mold [AL N, MV 0, AC NA, HD 2, #AT Spores, DG 1d6 + special, SV F2, ML NA, XP 38]

* New Monster

Level 8A: The Astronauts' Tomb

Overview

The scout ship *Ariadne* was supposed to establish a foothold colony on LV-252, a borderline habitable world on the fringe of the galaxy. Unfortunately, something went catastrophically wrong during that mission, dropping the ship out of the night sky like a stone. Its fiery descent was observed by the Kion, who located the crash site and investigated the wreck. Finding the crew dead and possessing their own eclectic knowledge of travel between the stars, the Kion quickly deduced these strange travelers came from distant worlds and decided to honor the brave explorers with proper funeral rites.

Using their own vast knowledge of tomb construction (see **Level 6E**), the Kion began carving a sepulture for the dead astronauts at the bottom of the Majusek Sulcus. In addition to using their own construction methods, the Kion incorporated pieces of the *Ariadne's* wreckage into the tomb's fabrication. During construction they accidentally activated one of the ship's autonomous construction units designed to facilitate the building of the proposed colony on LV-252. Through means of technology and magic, the Kion established communications with the nanite fabrication swarms and conveyed their intentions of building a tomb for the ship's crew. The nanite swarms took over the tomb's construction, creating a final resting place that combined Kionian funeral traditions, space-age technology, and outworld colony defensive measures. The result was the Astronauts' Tomb. And although the Kion are long gone, the Tomb remains intact and unlooted. It stands silent, awaiting discovery by explorers and adventurers. The brave souls that succeed in locating the tomb, however, may wish they never did...

Notes to the Labyrinth Lord

The Astronauts' Tomb is a deathtrap and, in all likelihood, PCs will die exploring it. No attempt has been made to make this a "fair" section of the dungeon. There is a tediousness in exploring the Tomb due to its weird doors, but this is intentional. The slow, systematic dealing with the Tomb's barriers, when combined with the utter lethality of the place, will have the players uncertain if their next action is simply ineffective or completely deadly. But their paranoia is not without its benefits. The rewards awaiting the party that finally reaches Tomb's heart are extremely powerful and, in retrospect, might justify the fatalities incurred in

acquiring them. Should the PCs loot the Tomb, they'll find themselves in possessions of items that will make them tremendously formidable...for a while, anyway. There is also an item within the Tomb that could potentially destroy the campaign world as the PCs know it. Luckily, getting this item to the surface is a nearly impossible task. The Labyrinth Lord is of course free to remove or replace any treasure he doesn't wish the PCs to acquire.

The Labyrinth Lord will find the *Mutant Future* roleplaying game incredibly useful when running the players through the Astronauts' Tomb. Details on artifacts and how to deduce their function, and the effects of radiation are found in that book. That information is not repeated here for lack of space. Items listed in the dungeon key that do not appear in the *Labyrinth Lord* rulebook are found in the *Mutant Future* rules. A free PDF of *Mutant Future* is available from the Goblinoid Games' website at the time of this writing.

Population

No living creatures dwell in the Astronauts' Tomb, but that doesn't mean it's undefended. Robots, nanite swarms, and the walking dead prowl its halls, and encounters with them run from beneficial to downright deadly. These animated denizens are not the only things to fear as well: Deadly traps, hazardous materials, and unpredictable technology all await those who would steal the treasures from the final resting place of the *Ariadne's* crew.

Special Dungeon Notes

Disintegrator Dome (#17) – This mirrored, glowing hemisphere is a trap that activates 1d6 rounds after the room is entered. Disintegrator guns emerge from the dome, firing 1d10 shots each round at all creatures inside the room or near its entrance. The disintegrators attack as 10th level fighters. Anyone struck by a beam must save vs. death or be destroyed as per the 6th level magic-user *disintegrate* spell. The dome can be wrecked by inflicting 50 points of damage to it (treat as AC 1). It suffers double damage from electrical attacks.

Atomic Pool (#14) – A metal catwalk crosses this room in a zigzag manner. Ten feet below the catwalk is a 30' deep pool of blue gel. Numerous glowing rods are immersed in the gel, resting in brackets set into the pool's bottom. These rods are radioactive fuel cells that react with the gel to produce power for the Tomb. The gel is a super-tech substance that restrains the fuel cells' radiation, making it safe to pass through the room.

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One section of catwalk is ill-maintained and any PC walking across it causes a 10' square section to collapse, dropping all characters in that area into the gel pool. PCs immersed in the pool are completely exposed to the fuel rods' Class 16 radiation and must save vs. wands each round they remain immersed or die. Those that make their saves suffer 5d6 damage each round until slain or rescued.

Radium Rooms (#2) – The two longest walls in each of these rooms are lined with rows of standing green metal cylinders that produce a dim emerald glow. These rods were the *Ariadne's* engine's fuel cells, and they emit deadly radiation in their unshielded state. The builders of the tomb integrated the hazardous cylinders as part of the sepulture's defenses.

Each round spent in these rooms exposes the party to Class 5 radiation (5d6 damage; save vs. wands for half damage). No spell short of *limited wish* or *wish* protects against the radiation, but *shimmersuits* (see **New Magical Items** below) do. Constructing a thick, solid barrier such as a *wall of stone* in front of the fuel cells reduces the radiation to Class 2 radiation (2d6 damage; save vs. wands for half damage) for 2d6 days, after such time the barrier is saturated with radioactivity and no longer provides protection. Because damage is accrued for each round of exposure, the Labyrinth Lord should take special note of each PC's movement rate. A metal armor-wearing adventurer will suffer two rounds of exposure at the very least unless great haste is employed when crossing the room.

The floors and ceilings of these rooms are lined with a spongy metallic material similar to steel wool. This substance absorbs radiation and converts it to harmless light, providing both illumination and preventing the radiation from spreading outside the confines of the chambers. It is virtually indestructible and cannot be removed by any means.

False Doors (various places in the Tomb) – Several doors inside the Tomb are false ones, placed to deter and perhaps kill intruders. They appear identical to real doors, but inserting a keycard in a false door's slot causes its trap to activate. The trap automatically discharges, affecting the card-holder and potentially those nearby. False doors have a number of defenses, making the effects of triggering one unpredictable. Every time a false door is triggered, the Labyrinth Lord should roll a d6 and consult the *Space Zombies'* (see below) list of weapons. The roll result indicates what effect the door's defense produces.

Salvaged Consoles (#15) – The walls of this chamber are lined with numerous battered computer consoles containing dark screens, blinking lights, strange switches, and other interfaces. These devices were salvaged from the wreck and installed here to honor the *Ariadne's* crew. Since their installation, the nanite swarms in the Tomb have restored them to partial functionality and networked them with some of the crypt's systems.

No amount of study can decipher the consoles' purposes, but lack of understanding doesn't mean they can't be operated by the party. If the PCs decide to meddle with the devices, roll on the following table to determine the results. Not all results will be obvious at first and may only become noticeable as the PCs explore the Tomb. Even after a function is determined, the complexity of the consoles makes repeating the function a difficult task. Unless measures are taken to precisely record what actions the party performed at the consoles, a new roll is required each time the computer banks are operated.

Random Console Operating Table	
Roll d10	Result
1-2	No discernible effect.
3	Powers down faulty console in #16.
4	Console lights increase in brightness & high-pitched hum sounds from within.
5	Console lights dim in brightness & blink at a slower rate.
6	Robot production plant (#10) begins constructing a new unit. Robot is completed in 4d6 turns. Determine robot type randomly.
7	Gauss guns in #4 go offline for 2d6 turns.
8	Artificial lighting in the Tomb goes off for 1d6 hours.
9	All color-coded doors either open (50% chance) or go into "alert" mode for 3d6 turns, discharging their security defenses even when the proper passkey is inserted (50% chance).
10	Shuts down decyon field generators in #13, releasing the defense 'bot to roam the Tomb.

Planet-Wrecker (#11) – The so-called Planet-Wrecker is an automated terraformer originally intended to alter the atmosphere of LV-252. It resembles a massive 35' long, 20' wide, 15' high APC with numerous sensors, pipes, solar panels, and other protrusions on its thick plated hull. It rides on 12 armored tires at a top speed of 160 MPH. It has AC -1 and 500 hp. Designed to withstand extreme temperatures and abuse, the Planet-

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Wrecker is immune to fire, cold, lightning, and magical weapons of less than +3 enchantment. It takes one-quarter damage from all other attacks.

If somehow brought to the surface (unlikely, but not impossible for a determined party with powerful magic) and activated (successful INT check at -10 penalty), the Planet-Wrecker autonomously travels the land, altering the atmosphere of the planet at a slow but constant rate. Extreme weather fluctuations follow in its wake as the environment is changed, causing wide-spread damage. Although it would take decades to have an irreversible, large-scale effect on the PCs' home world, the catastrophic weather events could easily result in the deaths of millions. The Labyrinth Lord will have to adjudicate the Planet-Wrecker's long-term effects if it ever gets loose.

New Magical Items

Keycards: Scattered about the Tomb are several color-coded pieces of plastic the size and shape of credit cards. Each has unintelligible writing on its front and a black stripe on its back. These keycards come in blue, red, silver, and gold colors, and are used to open the various doors in the Tomb by placing the proper card in the door's slot (see **Note #2**). These cards are highly durable, but can be destroyed by fire, lightning, acid, or other magical energies of great power.

Shimmersuits: Resembling reflective coveralls fashioned from a material similar to modern foil thermal blankets, shimmersuits provide complete protection against radiation up to Class 7. All shimmersuits are human-sized and provide only partial protection when worn by demihumans (reduces maximum Class of radiation protected against by 2 steps). Shimmersuits provide no armor protection and are susceptible to physical damage. They can be worn beneath, but not over armor. If a PC wearing a shimmersuit suffers an injury that inflicts 6 or more points of damage, the wearer must make a saving throw for the suit using a d20. A result of 12 or better indicates the suit retains its protection; a failed save reduces the level of protection it provides by 1 step (protects against up to Class 6 radiation on the first failed save, Class 5 on the second failed save, etc.). See *Mutant Future* p. 50 for complete information on radiation classes.

New Monsters

Nanite Swarm

No. Enc: 1d2 swarms (1d3 swarms)
Alignment: Neutral
Movement: Fly 90' (30')
Armor Class: 7

Hit Dice: 8
Attacks: 1
Damage: See below
Save: F4
Morale: 12
Hoard Class: None
XP: 1,220

Nanite swarms resemble a 10' diameter cloud of glittering mist comprised of miniscule metallic insects. Nanite swarms perform their programmed tasks by enveloping their subject and operating on it with their microscopic tools. There are two types of nanite swarms in the Tomb:

- **Medi-swarms** are miniature surgeons that heal all injured creatures they envelop. This healing is equal to the effects of combined *cure serious wounds*, *cure disease*, and *neutralize poison* spells. There is also a 50% chance they *raise dead* if a deceased subject is exposed to the swarm within 1 hour of its death. They ignore uninjured creatures and disperse after applying their cures to all creatures in their vicinity.
- **Construct Swarms** strip useful materials from an area, breaking down and absorbing all useful chemicals to be employed in the building and repairing of other objects. They act like green slime (q.v.) to any creature they envelop. Construct swarms pursue subjects if they attempt to flee, ceasing only after the creature(s) and all possessions have been broken down and absorbed. Only out-running or destroying the swarm will stop its area of effect attack.

Nanites are immune to all normal physical attacks and non-magical fire. Magical weapons only inflict damage equal to the weapon's "plus." They suffer full damage from magical fire, cold, and electricity, but are immune to poison, *hold*, *charm*, and *sleep* magic.

Robot

No. Enc: 1d4 (0)
Alignment: Neutral
Movement: 90' (30')
Armor Class: By type
Hit Dice: By type
Attacks: By type
Damage: By type
Save: F4 (Labor)/F5 (Ripper)/F10 (Defense)
Morale: 7 (Labor)/ 10 (Ripper)/12 (Defense)
Hoard Class: None
XP: 1,560/2,400/3,800

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The robots of the Tomb all have the same basic frame: a 5' long, six-legged spider design with various secondary limbs equipped with the tools suitable for their specialty. There are three type of robots encountered in the Tomb: labor, ripper, and defense. Their particulars are provided below:

- **Labor 'bots** have 8 HD, duralloy armor (AC 3), and are equipped with a pair of pincer manipulators for brute tasks. They never attack intentionally, but if a PC somehow gets himself caught in a labor 'bot's pinchers, the steel claws do 2d8 damage. Labor 'bots save as F4.
- **Ripper 'bots** were designed to cut through wood, stone, and metal to clear terrain for construction. The ones in the Tomb are now programmed to kill. Ripper 'bots have 9 HD, crystal carbon armor (AC 1), and attack twice per round with diamond-carbide circular saws that do 1d8+16 [yes, that's sixteen] damage each. Ripper 'bots save as F5.
- **Defense 'bots** were intended to protect the colonists against hostile indigenous life on LV-252, but they now aggressively pursue intruders in the Tomb. Defense 'bots have 10 HD, Megatanium armor (AC -1), and can attack three times per round with any of the following weapons: laser (5d6 damage, 100' range increments), plasma torch (7d6 damage to up to three adjacent creatures; 50' range increments), warp-field mace (1d6+14 damage; opponent's AC suffers a +2 penalty), or stun baton (2d6 damage; paralyzed for 1d6 rounds if save vs. paralyze if failed). Defense 'bots save as F10.

All robots take half damage from cold and fire, but suffer double damage from lightning. Robots have sensors that allow them to see in darkness up to 120', amplified audio sensors and chemical sniffers that reduces their chance of being surprised to a 1 in 6, fire-extinguishing foam dispensers that extinguish a 10' square each round for up to ten rounds, and a self-repair unit that heals 1d10 points of damage per hour. Robots can open any door in the Tomb using internal, hardwired security codes. These codes cannot be looted by the PCs.

Space Zombie

No. Enc: 1d8 (0)

Alignment: Chaotic

Movement: 90' (30)

Armor Class: 3

Hit Dice: 9

Attacks: 2 slams or 1 weapon

Damage: 3d6+radiation/3d6+radiation or by weapon

Save: F9

Morale: 12

Hoard Class: None, but see below

XP: 3,100

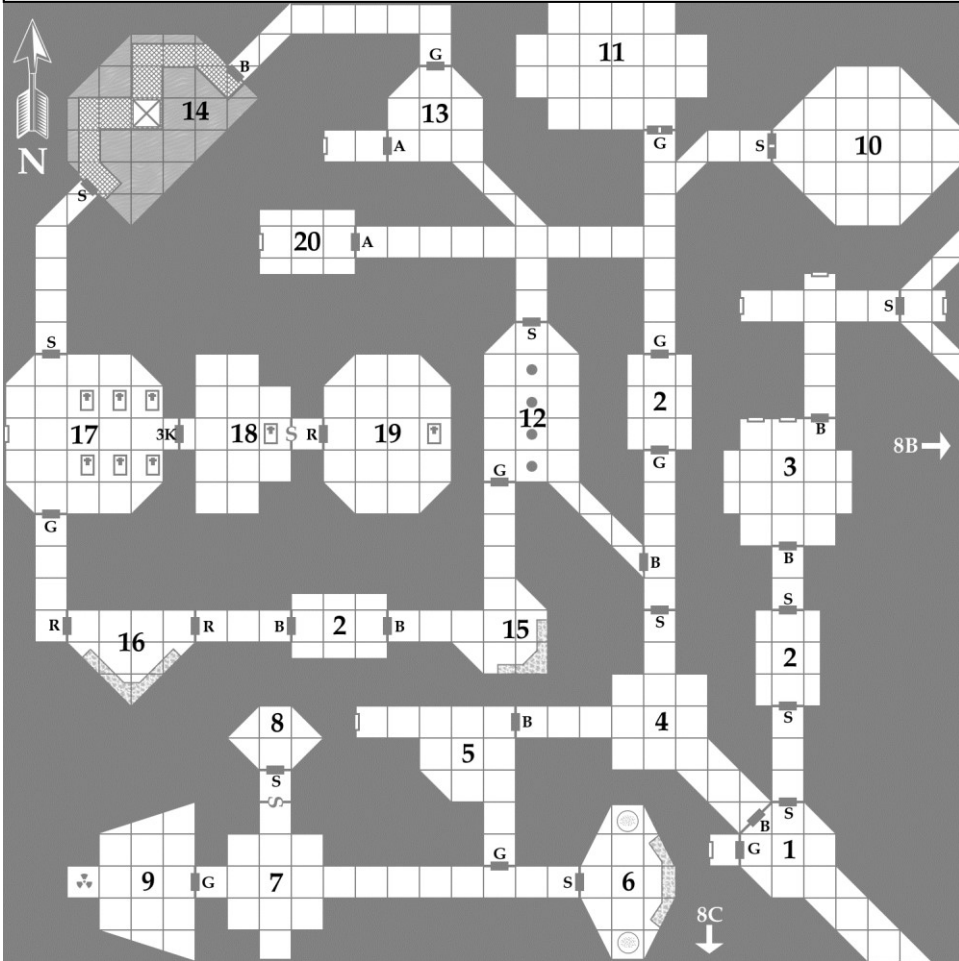
Space zombies are the undead mortal remains of some of the *Ariadne's* crew, reanimated by the Chaotic forces that pervade Stonehell. Each resembles a rotting corpse clad in a classic NASA spacesuit complete with "fishbowl" helmet. They attack with powerful blows or with their suit's weaponry. Due to their addled undead brains, there is only a 2 in 6 chance a space zombie remembers to use its more powerful technological device in a combat round. Their prolonged exposure to cosmic rays means their corpses are slightly radioactive. Anyone struck by one of their blows must make a save vs. wands or suffer an additional 1d6 points of damage from Class 1 radiation.

Each space zombie's suit is equipped with a single technological weapon. Age has nearly exhausted these devices and each only has 1d6+2 uses remaining before being rendered useless. PCs attempting to salvage these devices must make an INT check with a -4 penalty to their score in order to successfully extradite them from the suit. There are six types of weapons, and the Labyrinth Lord can either assign these devices or determine them randomly.

1. **Gauss Pistol:** 3d6 damage; target treated as having an AC 2 steps worse than normal due to armor piercing power. 120' range increments.
2. **Plasma Torch:** 4d6 damage; magical protection against fire allows a saving throw vs. breath attacks for half damage. 10' range max.
3. **Stunner:** No damage, but target rendered unconscious for 1d6 turns if a save vs. paralyze is failed. 10' range max.
4. **Cellular Disruptor:** Save vs. petrify or suffer 8d6 damage. No damage if save is successful. 20' max.
5. **Maser:** +2 bonus to attacks against opponents in metal armor; inflicts 2d6 damage. 50' range increments.
6. **EMP Projector:** inflicts 5 hit points of damage to living creature and 5d6 damage to animated monsters, clockwork constructions, golems, etc. 100' range increments.

Space zombies are undead creatures and possess all the normal immunities and weakness inherent to that class of monster. They are turned as 9 HD undead.

Level 8A: The Astronauts' Tomb



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

1. Space Zombie (1d4) - see p. 79
2. Space Zombie (1d4)
3. Space Zombie (1d4)
4. Labor 'bot (1d4) - see p. 78
5. Labor 'bot (1d4)
6. Ripper 'bot (1d4) - see p. 78
7. Ripper 'bot (1d4)
8. Ripper 'bot (1d4)
9. Defense 'bot (1) - see p. 78
10. Nanite Swarm - Construct (1) - see p. 78

Legend - Special

- Bomb
- Catwalk
- Catwalk (unsafe)
- Computer Console
- Nanite Containment Orb
- Space Sarcophagus
- Tomb Door (Any keycard opens)
- Tomb Door (Blue keycard opens)
- Tomb Door (Gold keycard opens)
- Tomb Door (Silver keycard opens)
- Tomb Door (Red keycard opens)
- Tomb Door (Blue, Gold, and Silver keycards needed to open)

Note #1: Tomb Features

The Tomb is lit by incandescent rods set into the ceiling. These rods provide bright, steady illumination (except where noted otherwise) and are indestructible to any attack or spell available to the PCs. Ceilings are 10' high unless otherwise noted. The walls, floors, and ceilings of the Tomb are fashioned from an amalgam of rock and alien metal, resembling a shiny but gritty stone. Energy from the atomic pool (#14) passes effortlessly through this amalgam, providing power to all parts of the Tomb. These energy fields disrupt certain spells including *true seeing*, *stone tell*, *earthquake*, *clairvoyance*, *ESP*, *arcane eye*, *dimension door*, *passwall*, *teleport*, *transmute rock to mud*, *move earth*, *stone to flesh*, and *phase door*. Attempts to cast these spells within the Tomb automatically fail and the spell is lost.

Note #2: Tomb Doors

The doors of the Tomb are thick, metallic portals that maintain a hermetic seal. Most have a small slot in its center, but a few have three card slots. Placing the appropriate keycard(s) (see Legend) in the slot or casting a *knock* spell upon the door opens it. The doors were looted from the *Ariadne* in no particular order, resulting in a mixture of keycard types scattered about the Tomb without an obvious pattern. Attempting to use the wrong keycard on a door can be dangerous. There are no repercussions for the first attempt to open a door with an incorrect keycard. However, if a second (or more) attempt is made with a wrong card, the door's security systems activate, and the Labyrinth Lord should determine the result as if the door was a false one (see **Special Dungeon Notes** p. 77). Opened doors close after 30 seconds unless chocked open.

Room Key

1. **Entry Hall:** Fitted stone walls mortared with alien alloy; three gleaming metal doorways with a thin slot in each of their centers; flickering, glowing tubes set into the ceiling provide intermittent light.
2. **Radium Room:** Banks of green metal cylinders standing along the room's two longest walls; spongy metal flooring and ceiling. See **Special Dungeon Notes** p. 77 for more information.
3. **Honor Guard:** Recessed alcoves in E & W walls; three metal doors in N wall; motionless figures in alcoves dressed in damaged NASA spacesuits. The figures are Space Zombies (8) that attack any living creature entering the room. One has a gold keycard (see **New Magical Items** p. 78) attached to the wrist of its suit.
4. **Misty Room:** Metal-plated walls, ceiling and floor; carpet of 2' high mist covering the floor; field of blue light level with mist's upper surface. Breaking the light field triggers a trap. Three gauss rifles (3d6 damage; target suffers +2 penalty to AC. Attacks as an 8 HD fighter) emerge from behind metal plates and each fires 1d6 shots at the area where the mist was compromised. Each rifle has 100 rounds and cannot be removed from their emplacements.

5. **Chamber of Memory:** Fitted stone walls mortared with alien alloy; six metal medical gurneys dressed in velvet cloth and covered with uniforms and personal knick-knacks; collage of photos pinned to SW wall. The photos are personal snapshots of the *Ariadne's* crew. Most of the uniforms and personal belongings are puzzling, but ordinary. However, there are four *shimmersuits* (see **New Magical Items** p. 78) and a silver keycard mixed in amongst them.
6. **Nanite Containment:** Glowing green orbs of light filled with tiny black motes at N & S ends of the room; bulky console of lights and buttons against E wall. The orbs each contain a Nanite Swarm. The north field holds a Medi-Swarm (1; see **New Monsters** p. 78); the south, a Construct Swarm. They are inert within the light fields, but fiddling with the console has a 66% chance of freeing one randomly determined swarm. The swarm immediately begins its programmed task.
7. **Flee with Haste from the Space Paste:** Numerous capsule-shaped containers filled with pink, Spam-like paste; humming hydroponic units containing greenery in N & S alcoves. The paste has achieved limited sentience and animation due to Stonehell's Chaotic energy. Once the party has entered this room, the paste bursts free from the capsules to form a humongous, deadly blob. Treat blob as a 20 HD Black Pudding. It cannot eat through the rock/alien alloy walls and doors, and unless slain it prowls the hallway between #6 and #7. The hydroponic greenery is nutrient-rich and tasty, but has no special properties.
8. **Android's Crypt:** Flickering glow tubes on ceiling; metal medical gurney bearing an odd, part-human and part-mechanical corpse; corpse is missing three limbs and bearing horrible scars and burns; refrigerator-like cabinet set against N wall and protected by a lock requiring a silver keycard to open. The android is unsalvageable, but the cabinet contains 3 *healing packs*, a package of *light rods*, a pair of *infra-red goggles*, and a red keycard.
9. **Temple of the Bomb:** Trapezoidal chamber lined with metal signs bearing alien characters; flickering light tubes in crisscross pattern on ceiling; alcove in W wall bathed in purple light; garishly-painted, 3' dia. metal sphere on pedestal in W alcove. *Read languages* deciphers the signs which are all "Extreme Danger" warnings. The sphere is a *plasma bomb* (disintegrates everything in a 90' radius; see *Mutant Future* p. 120) and it is volatile. Removing it from the purple field arms the device, and it has a 1 in 6 chance of detonating each turn. It automatically explodes after 1d4 days.
10. **Robot Construction Plant:** Bins filled with scrap metal, electronic boards, gears, gimbals, etc.; 20' diameter steel oval adorned with articulated arms studded with welders, cutters, manipulators, etc. attached to ceiling on tracks. Five Robots stand along south wall, currently powered down, but ready for activation (which is beyond the PCs' capabilities). This chamber is a fully-functional assembly plant that manufactures & repairs all non-nanite robots in the Tomb. Unless the console in #15 has activated construction, the assembly line is silent. The spare components here fetch up to 100 gp per 20 lbs of materials scavenged if a proper buyer is found (Labyrinth Lord's discretion when determining an interested buyer).
11. **The Planet-Wrecker:** 40' high ceiling; titanic, wheeled monstrosity of a machine rests here, silent and ominous. See **Special Dungeon Notes** p. 77 for more details.
12. **Robot Gauntlet:** Pillars running down center of room wrapped in wire; broken objects and scrap salvaged from the wreckage lie along the walls. Ripper 'bots (4) prowl the area, shredding any living creature they encounter. A careful examination of the junk in this area uncovers a gold keycard mixed amongst the scrap.
13. **Sleeping Death:** Metal walls laser-etched with grim-faced deities of doom; inert Defense 'bot in center of chamber; entire room filled with glittering golden light field. The light is a decyon field that keeps the 'bot powered down. The field does no harm if entered, but opening either door in the room collapses the field, activating the Defense 'bot. It relentlessly pursues all intruders until destroyed or they flee the Tomb.
14. **Atomic Pool:** Metal catwalk crosses room in zigzag fashion; 30' deep pool of blue gel fills the room 10' below the catwalk; glowing rods in brackets at bottom of the pool. See **Special Dungeon Note** p. 76 for more details.
15. **Blinking Room:** 1960s' style science-fiction computer consoles (randomly blinking banks of lights, numerous unlabeled switches & dials, etc) line the walls, bathing the room in oscillating hues. Meddling with the switches produces unpredictable results. See **Special Dungeon Notes** p. 77 for more details.
16. **Faulty Consoles:** Sparking computer consoles and arcing electricity (unless deactivated); the smell of ozone. The computer consoles placed in this area were damaged in the *Ariadne's* crash. They throw random bolts of electricity across the room, potentially damaging anyone crossing the chamber. Each PC must make a DEX check to avoid being struck. Metal armor-wearing PCs suffer a -4 penalty to the check. If failed, the PC suffers 8d6 points of electrical damage (save vs. spells for half).
17. **Death by Disintegration:** Metal walls laser-etched with murals of the *Ariadne's* crash and the construction of the Tomb; six steel sarcophagi arranged about the floor; 10' diameter glowing, mirrored hemisphere protrudes from the center of the ceiling, illuminating the room. The hemisphere is a disintegrator dome (see **Special Dungeon Notes** p. 76). The sarcophagi contain the freeze-dried mummies of the *Ariadne's* executive crew. Mixed in with their mortal remains are 6 pieces of jewelry (2x10 gp, 50 gp, 300 gp, 800 gp & 1,000 gp values), three *ready syringes* containing *hercurin*, *x-ray goggles*, two *flashlights*, four *fragmentation grenades*, and a red keycard. Door to #18 has three slots and requires a blue, gold, and silver keycard to open.
18. **False Tomb:** Capsule-shaped metal sarcophagus with glass window set in top near E wall; eight space suits arranged along the walls. The suits are Space Zombies (8) who attack anyone approaching the sarcophagus. Sarcophagus contains a burned & desiccated human corpse in military uniform. Interred with the corpse are two pieces of jewelry (700 gp value each).
19. **True Tomb:** Steel sarcophagus wrapped in gold and copper wiring; silent suit of advanced armor; whine of servo-motors bringing weapons to bear. Defense 'bots (4) guard the steel coffin holding the captain of the *Ariadne*. They attack to destroy intruders. The sarcophagus contains a freeze-dried human male dressed in a military uniform. Uniform's name tape reads "Zweigg." The armor is a suit of *LEMA armor*. The sarcophagus contains 3 pieces of jewelry (1,000 gp, 1,100 gp & 1,200 gp values), a *laser pistol*, three *plasma grenades*, a *warp field sword*, and a *fusion rifle*, all with full charges.
20. **Insult to Injury:** Banks of green metal cylinders standing along the room's two longest walls; spongy metal flooring and ceiling. This room is a Radium Room (see #2 above). In addition, the door at the far end is a trapped false door (see **Special Dungeon Notes** p. 77). The tomb's builders had a cruel streak.

Level 8B: Caves of the Mutocks

Overview

Long after the excavation of the Astronauts' Tomb was completed, a band of Morlocks arrived at the bottommost level of the Majusek Sulcus. These subterranean nomads discovered the rich fungal garden that grows on the floor of the massive chasm and, more importantly, the other chthonic races attracted by this natural bounty. The abundance of potential food sources present here was enough to convince the Morlock tribe to abandon its transient lifestyle and take up residence in the vicinity.

Their initial forays into the caves surrounding the Astronauts' Tomb proved deadly, but the tribe found cozier quarters in the natural caverns located east of that death trap. The Morlocks quickly occupied this area and life was good for the tribe.

Unbeknownst to the Morlocks, the 'bots of the Tomb store spent fuel rods at the eastern end of the sepulture. These energy cells are highly radioactive and leak at a steady rate. Even the thick rock surrounding the fuel dump provided only scant protection against its deadly and mutagenic energies. Before long, the Morlocks started showing the signs of radiation exposure.

Many of the tribe fled the caves, suspecting a divine curse, but a number of the hardiest members – those who actually benefited from the exposure by developing bizarre physiological and mental changes – remained, forming the nucleus of a new band of subterranean hunters – ones with powers far exceeding those of typical Morlocks.

To the north of their den are the remnants of workshops and other chambers utilized by the Tomb's builders during construction. A few forgotten wonders remain there, protected by traps and weird guardians.

Population

The mutated tribe of Morlocks (dubbed "Mutocks") occupies the cave system in this quadrant along with various charmed monsters they use as guardians and hunting beasts. Dwelling in a primitive state, the Mutocks dream of one day rising up to replace the Vrilya as the subterranean masters of the lower levels of Stonehell. To this end, they welcome escaped Morlock slaves from Tanna-T'liev above.

Special Dungeon Notes

Junk Heap of the Ancients (#11) – This tremendous cave houses a heaping pile of refuse discarded by the builders of the Astronauts' Tomb (**Level 8A**). The junk in the heap is primarily composed of wreckage from the *Ariadne* that was not incorporated into the construction of the Tomb. Wiring, circuit boards, plexisteel plates, thermal panels, and more, all in a twisted and burned state, can be found here. There are also broken supply crates and their unsalvageable contents amongst the junk as well. Some foodstuffs were present once, but they have all long since rotted.

It was this rotting organic material that originally attracted the beast known as the Cybotyugh. Lured by the putrid food, this garbage monster took up residence in the midden. Over time, the same mutagenic energies that transformed the Mutocks affected it, changing the beast into an amalgam of flesh and metal, and granting it extremely long life. It remains king of heap to this day, keeping its watch upon its garbage domain. The Mutocks have developed a relationship with the Cybotyugh, bringing it a portion of their kills in return for the right to occasionally pick through the scrapheap for items that catch their interest.

The Cybotyugh believes itself "God of the Mutocks," but will not interfere on their behalf if the PCs attack the tribe. It does defend its cavern ferociously, but attempts to negotiate with visitors first, seeking to acquire more trash and food as tribute. If the Labyrinth Lord desires, the Cybotyugh may allow the PCs to peruse its midden for interesting objects (if the Labyrinth Lord decides any are present) in return for such payment.

New Magical Items

Anti-Gremlin Light: This single-use object resembles a glow stick similar to the commercially produced ones available on 21st century Earth. When activated (by snapping and shaking it), the light sheds a purple glow in a 10' radius. All within the light are protected from magic as if under the effects of a *ward against magic* scroll. The light last 1d6 turns.

Zip Zapguns: These beam weapons were scavenged from a damaged crate discarded by the Tomb's creators. The Morlocks discovered the crate in area #11 and, with some luck, figured out how they operated. They are less than reliable and, when they fail, they fail spectacularly. Each one fires a searing beam with a whip-crack hiss that inflicts 3d6 points of damage on a successful attack roll. However, their energy is limited.

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Rather than keep track of charges, each time a zip zapgun is fired, the Labyrinth Lord rolls a d6. If the result is less than or equal to the number of times it has been fired during that combat, the gun runs out of power and becomes useless. If the result of the roll is a "1," the Labyrinth Lord rolls again immediately. On a result of 1-2, the weapon explodes, doing 5d6 points of damage to the owner. The zip zapgun is destroyed as a result.

New Monsters

Mutocks

No. Enc: 1d8 (4d10)

Alignment: Chaotic

Movement: 120' (40')

Armor Class: 5

Hit Dice: 9

Attacks: 1 (weapon)

Damage: As weapon (+3 to melee damage)

Save: F5

Morale: 10

Hoard Class: XVIII

XP: 2,400

Mutated specimens of Morlocks, Mutocks are 8' tall, chalk-white humanoids possessing incredible musculature. Each has an 18 Strength, granting a +3 bonus to hit and damage with melee weapons. Mutocks possess infravision with a 180' range, but suffer -4 to hit in brightly lit environments. They fight with spears, axes, clubs, and the occasional odd weapon scavenged from the junk heap of the Ancients.

In addition to their weaponry, Mutocks possess amazing mental facilities that allow them to produce psionic effects that mimic *charm monster*, *clairvoyance*, *ESP*, *magic missile* (3 missiles), *shield*, *telekinesis*, and *ventriloquism*. They can only produce three of these effects per day, but in any combination (three of the same, three different effects, etc.) before needing to rest eight hours.

Half the occupants found in a Mutock lair are females and children. These smaller specimens have 6 HD (females) and 3 HD (children) with applicable saving throws and attack matrices. They do not enjoy the +3 bonus to attack and damage that the males of the species do.

Golem, Construction

No. Enc: 1d4 (0)

Alignment: Neutral

Movement: 60' (20')

Armor Class: 3

Hit Dice: 10

Attacks: 2 (fists) or 1 (heat beam)

Damage: 3d8 or 5d6

Save: F10

Morale: 12

Hoard Class: None

XP: 3,800

Construction golems are animated constructs used as brute labor in the building of massive structures. They resemble 10' tall muscular humanoid laborers dressed in clouts. Many have rungs protruding from the backs and legs, allowing them to serve as ladders for workers when necessary. They attack with powerful fists, and each can produce a searing heat beam from their eyes hot enough to melt stone or weld iron. Construction golems can *levitate* as the spell twice a day for up to 6 turns at a time. Like all golems, they are unaffected by normal weapons, immune to poison and gases, and unaffected by *hold*, *charm*, and *sleep* spells.

Cybotyugh

No. Enc: 1 (0)

Alignment: Neutral

Movement: 60' (20')

Armor Class: 0

Hit Dice: 8

Attacks: 3 (2 tentacles, bite)

Damage: 1d10/1d12+1/1d8

Save: F8

Morale: 10

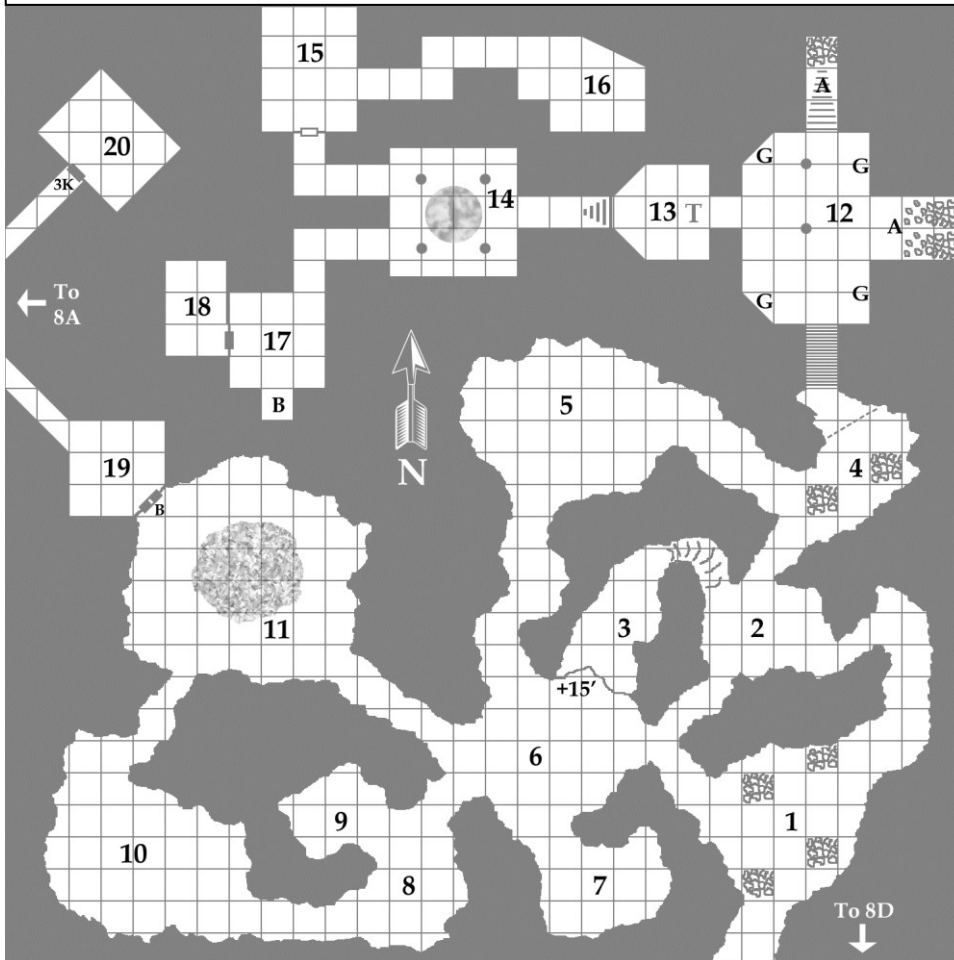
Hoard Class: None

XP: 1,560

The cybotyugh has a 9' diameter body resembling a mixture of doughy, smelly flesh merged with circuit boards and other miscellaneous metal and plastic. It possesses two pseudopods, one of flesh, the other of flexible steel to flay its foes. Those bitten by the cybotyugh must save vs. poison or contract a bizarre disease that infects their bodies with circuitry, wires, and other manufactured components. Infected creatures suffer 1d4 points of damage each day until the disease is cured by means of a *cure disease* or a *heal* spell. Due to the unearthly nature of this infection, *cure disease* works only 50% of the time (*heal* always succeeds). Any who perish from the disease transform into animated undead similar to zombies, but immune to turning and holy water.

The cybotyugh can comprehend and speak Common, Morlock, Vrilyan, and Troll, albeit with a buzzing, artificially amplified voice that resounds from a strange box affixed to its body.

Level 8B: Caves of the Mutocks








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

1. Chaos Event - see p. 148
2. Mutocks (1d8) - see p. 83
3. Mutocks (1d8)
4. Mutocks (1d8)
5. Mutocks (1d8)
6. Mutocks (1d8)
7. Morlocks (1d4)
8. Morlocks (1d4)
9. Mutock Shaman (1; see #9)
10. Phase Tigers (1d2)
11. Phase Tigers (1d2)
12. Stone Giant (1)

Wandering Monsters are not encountered in the Halls of the Builders (areas #12-#18)

Legend - Special

-  - Construction Golem
-  - Tomb Door (Blue keycard opens) - see Level 8A for details
-  - Tomb Door (Blue, silver, and gold keycards open) - see Level 8A for details
-  - Scintillating Orb
-  - Trash Heap

Features Key:

- A:** Both of these rubble-filled corridors are impassible without many man-hours of labor or powerful magics. They lead to undiscovered areas of the dungeon left to the Labyrinth Lord to detail.
- B:** A shallow circular depression filled with roiling green vapor is set into the floor in this alcove. Anything entering the 9' diameter depression is instantly *teleported* to area #8 on Level 9C. The Builders used this one-way transporter to discard unwanted substances and beings.

Note #1: Charmed Monsters in the Caves

The Mutocks use their psychic powers to dominate other species, employing them as guards and hunting animals. Although these beasts occasionally break the mental control that enslaves them, the Mutocks regularly bombard their captives with psychic conditioning, making them less likely to escape control. Due to these constant mental assaults, all *charmed* monsters in the caves suffer a -4 penalty to their saving throws to avoid the effects of *charm monster* spells - including those cast by the party. Judicious uses of that spell may result in the PCs gaining new allies in their exploits.

Room Key

- 1. Watchful Cave:** Heaps of rubble; worn-down stalagmites; jagged stalactites; harmless bats flittering about. Mutock guards (4) armed with spears and 2 *zip zapguns* (see **New Magical Items** p. 82) and a *charmed* Cave Bear (1) keep watch from the shadows. The Mutocks use their telekinetic ability to hurl rubble at intruders (1d10 damage).
- 2. Great Guardian:** High (30') ceiling; giant-sized bed, table, chairs, and chest fashioned from stone; dim light from candles placed about the cave. A *charmed* Stone Giant (1) lairs here, protecting the entrance to #3. The chest holds 2,000 ep, 3,000 gp, a *potion of healing* (giant-sized with 5 doses), and a pair of *boots of traveling and springing*.
- 3. Chieftain's Quarters:** *Aguldaan* furnishings of good quality; small shrine to a blind, unknown deity resembling a cross between a mole and deformed fetus (the Blind God); 20' ladder laying against a wall may be used to escape to #6 if necessary. The Mutock Chieftain (10 HD) dwells here with his half-brother and three concubines (6 HD). The Chieftain wields a *sword +1*, *flame tongue* and has a *ring of spell storing* (*hold portal*, *web*, *lightning bolt*, *power word stun* & *prismatic sphere*); his half-brother carries a battle-axe, a *zip zapgun*, and a *Vrilyan shock rod*. They have gold jewelry wrought from junk heap circuitry (200 gp, 300 gp, 500 gp & 2×1,200 gp values). A trapped chest (poison darts; 3 attacks as 6th lvl fighter; 1d4 dmg plus save or die toxin) contains 6,000 ep, 7,000 gp, 2 gems (500 gp & 1,000 gp values).

4. **North Watchpost:** 4' high stone barricade; piles of rubble; *aguldaan* table & chairs for four, Mutock guards (6) keep a wary eye on the passage leading to #12. They have spears, battle axes, and 2 *zip zapguns*.
5. **Warriors' Cave:** Smoldering cook fires; sleeping furs; trophies (arms, pelts, scraps of armor, scalps, etc.) hanging on the walls. Mutock warriors (15) lounge here. They rush to areas #4 or #6 if fighting is heard. Amongst their crude possessions are 500 gp, 4 gems (25 gp, 50 gp, 250 gp & 500 gp values) and a gold & silver torc (700 gp value).
6. **Common Cave:** Glowing cook fires; *aguldaan* benches and tables; sleeping furs; pottery vessels holding water, wine, dried meat, and fungi spices; cave mouth 15' above the floor and leading to #3 looks down upon the cavern. Mutock females and children (10 of each) occupy this space. If attacked, the females defend the area and command the children to flee to either #5 or #11. Fighting here alerts the Chieftain in #3.
7. **Refugee Cave:** Mangy sleeping furs; small piles of ragged clothing; a single small cook fire. A group of Morlocks (12), former slaves of the Vrilya awaiting full acceptance into the Mutock tribe, dwell in this cave. They fight fiercely in their would-be tribe's defense, hoping that their efforts will earn them membership in the clan. One has a gem (75 gp value) he stole from his Vrilya masters before escaping.
8. **Storage Cave:** Dried meats, barrels of water, crude crates containing sundry trade goods. The Mutocks store food and goods stolen from other residents of Stonehell in the area. There are 10 barrels of drinking water, enough dried humanoid meat to feed the tribe for 2 weeks, and 8 crates holding an assortment of items. Roll on **Crate and Barrel Contents** table (*SD: DNHH p. 127*) to determine each box's contents as necessary.
9. **Shaman's Cave:** *Aguldaan* furnishings; pottery containing odd herbs & substances; 8' idol of the Blind God. The tribe's Shaman lives here when not seeing to the band's spiritual needs. He casts *cure light wounds*, *darkness*, *purify food & drink*, *hold person*, *speak with animals* & *dispel magic* as a 5th level cleric and carries a scroll of 2×*cure light wounds*, *resist fire*, *silence 15' rad.*, *locate object*, *cure serious wounds* and *blade barrier*. Should fighting occur in #6, he rushes to #10 and returns with the phase tigers. The shaman wears a gold circuitry necklace (1,200 gp value), and there is 1,500 gp, a gem (1,000 gp value) and a *potion of giant strength* mixed amongst his belongings in the cave.
10. **Beast Pen:** Smell of animal fur, decaying meat, and blood; bones and bits of torn meat. A pride of *charmed* Phase Tigers (4) are kept here when not used to hunt or patrol the caves. Each wears a silver collar worth 100 gp.
11. **Junk Heap of the Ancients:** Tremendous cave with 40' high ceiling; gargantuan (25' high and 30' in diameter) pile of unrecognizable metal, ceramic, plastic, and glass objects; massive, locked metal doors to NW. The Cybotyugh dwells within the scrapheap. See **Special Dungeon Notes** p. 82 for more details. Door to #19 requires blue keycard or *knock* spell to open.
12. **Hall of the Golems:** High (40') vaulted ceiling; thick support pillars; dust-covered floors, four rusted steel statues of loincloth-clad workers seemingly holding the walls of the chamber upright. The statues are Construction Golems (4; see **New Monsters** p. 83). They animate and attack intruders unless they bear the *rod of the foreman* (see below).
13. **Steam Room:** Polished stone walls and floor; ceiling obscured by dusty cobwebs; skeletal remains of a long-dead Mutock lying on the floor. This room is trapped and any pressure on the floor releases a blast of superheated steam from vents (hidden by the cobwebs) in the ceiling. All within the room suffer 8d6 points of damage (save vs. breath attacks for half damage). The skeleton has nothing of interest or value.
14. **Scintillating Orb:** High (40') vaulted ceiling; rainbow-hued, 20' diameter globe of light floating over low stone dais flanked by four 20' pillars. This is the one of Stonehell Dungeon's *scintillating orbs* (see **Special Dungeon Notes**, p. 32).
15. **Storage Room:** Metal bins containing rusted stone-working tools, rivets, and dust; otherwise this room is empty.
16. **Repair Bay:** Rusted servos, gears, and articulated limbs for the Construction Golems; two massive worktables; strange tools for performing repairs. In a small box is a pair of sealed cans holding inky fluid (each acts as a *potion of extra-healing* that only affects animated constructs) and an *anti-gremlin light* (see **New Magical Items** p. 82). Mixed amongst the washers and nuts is a *ring of the scintillating orb* (see *SD: DNHH p. 19*)
17. **Disposal Room:** Four wheelbarrow-like carts; empty sacks, crates and barrels; alcove containing a circular depression filled with green mist in the S wall. The mist functions as a teleporter (see **Feature B** for more details).
18. **Architect's Room:** Locked door; dusty metal furnishings; racks of paperwork and plans; glass vials containing expired herbal remedies. A 2' long steel rod covered with sigils lies atop on table. A *read languages* or *read magic* spell deciphers the writing to read "OBEY." This is the *rod of the foreman* and the Construction Golems in #12 obey the spoken commands of any creature bearing the item. The paperwork here is brittle, collapsing into dust if handled.
19. **Back Door:** Massive vault doors in SE corner; metal bins containing unrecognizable scraps of dust-covered metal. A Labor Robot (1) is found here. The 'bot generally ignores intruders, but due to its garbage disposal programming, it mistakes plate-wearing PCs as scrap metal and attempts to drag them to #11 for disposal. Door to #11 requires a 'bot, a blue keycard, or *knock* spell to open.
20. **Spent Fuel Rod Storage:** Locked, vault door covered with black and yellow symbols. Door requires a blue, silver, and gold card inserted simultaneously to open. *Read languages* spell deciphers the symbols to read "CAUTION: EXTREMELY HAZARDOUS!" Fifty spent fuel rods are stacked inside haphazardly. Opening the door exposes all within 60' to a blast of radiation (save vs. breath attack or die; suffer 10d6 damage on a successful save).

Level 8C: Rooms of Ruin

Overview

There is a network of chambers surrounding the western edge of the Majusek Sulcus. Although old, the halls are of more recent construction than the great corridors and rooms laying to the south and southeast. Some forgotten race, one whose minds found beauty in angles, excavated this complex for purposes unknown long after the Kron finished their work in the dungeon depths.

The unknown architects may be gone, but their creations are not forlorn. Numerous underworld creatures now lair in these ruined rooms, hunting, mating, and challenging any who trespass into their homes. Forgotten treasures and strange portals to distant worlds await those adventurers mighty and crafty enough to defeat the guardians within the Rooms of Ruin.

Population

The Rooms of Ruin are mainly occupied by weird guardians known as “FIDOs,” bands of Chaos-born creatures called striplings, and numerous carcass scavengers who mate and breed in a particular chamber within. On the verge of the Rooms of Ruin, a group of demon boars earn a living through extortion, and a band of hill giants, servants of the Three-Eyed King in **Level 8F**, keep watch over the great corridors linking the dungeon quadrants.

Special Dungeon Notes

The Hangway (#1) – Appearing as 12' diameter stone hoops, hangways are permanent gates between worlds that are typically found suspended horizontally between four massive supports and dangling 10'-12' above the ground. A set of free-standing stairs leads up to the edge of the hoop, allowing travelers easy access to the 8' diameter opening in the hoop's center. The air inside this aperture shimmers as if hot, although no ambient temperature change is present. Although all hangways share the same general appearance of a horizontal hoop hanging from supports, other details vary from place to place and world to world.

Hangways, sometimes called “hopgates” due to their method of entrance, allow free travel between worlds to specific locations. Every hangway has a twin on one or more alternate worlds, connecting them across the multiverse. Using a hangway is a simple matter of hopping through the horizontal aperture and falling between worlds, resulting in the traveler landing unharmed on the floor underneath one of the hangway's connected gates on another world. Travel between

worlds only occurs by stepping through the top side of the hangway's hoop. Reentering a hangway from below has no effect.

While the majority of hangways are keyed to a single location, some allow access to multiple planes. Hangways with multiple connections are often time-based, meaning that a single hopgate connects to one place during a certain time of the day, week, month, or year, and to others at alternate times.

The hangway in **#1** has multiple connecting hopgates. At the Labyrinth Lord's choosing, hints to the various destinations linked to the hangway may be present in the room. The hangway has a matching gate at the following locations: 1) Beneathpeak, a massive dungeon located in the Misremember Kingdoms; 2) the city of Lunkmur on the world of Erehwon; 3) the Anomalous Subsurface Environment; and 4) the city of Panjur on the world of Uert.

The Shrieking Skull (#4) – An old trap left by long-gone adventurers, the Shrieking Skull is activated by sentient creatures entering this chamber. Upon their arrival, the Shrieking Skull levitates 4' into the air, turning to face the creatures triggering it. The Skull begins producing a loud, oscillating scream which has a 50% chance of attracting wandering monsters each round it continues its cry. The Skull ceases its shriek and returns to the ground 1d4 rounds after sentient creatures leave area **#4**. The Shrieking Skull can also be silenced by shattering it with the heavy blow of a weapon, but doing so triggers the real trap: an enchanted gemstone secreted inside the Skull's cranium. Breaking the Skull smashes the gemstone, producing an 8d6 *fireball* centered on the Skull's position. A *detect magic* spell only identifies the Skull as enchanted; the magical aura of the explosive gemstone within is obscured by the *dweomer* of the Skull itself.

New Monsters

FIDO (Free-Roaming Independent Defense Obstacle)

No. Enc: 1d4 (0)

Alignment: Neutral

Movement: 180' (60')

Armor Class: 4

Hit Dice: 8

Attacks: 1 (slam)

Damage: 1d10 + asphyxiation

Save: F8

Morale: 12

Hoard Class: None

XP: 1,560

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FIDOs are 7' diameter opaque white bubbles that produce a loud humming when on the move. A mixture of magical and organic life, FIDOs are found in ancient ruins where they carry out the instructions of their long-dead creators.

FIDOs are guardian beasts designed to kill or detain intruders. They attack by slamming their opponents and using their great bulk to suffocate their victims. Any creature struck by a FIDO must make a save vs. paralyze to avoid being knocked prone. Prone victims are subject to smothering; a second successful attack by the FIDO indicates the monster is now crushing its target under its bulk, and its opponent will die in 1d6+1 rounds unless the FIDO is slain or driven off.

FIDOs can also envelope their targets by making a successful attack with a -4 penalty to their attack roll. If the attack succeeds and the victim fails a save vs. wands, they are absorbed into the FIDO and held immobile until either released or the FIDO is destroyed. FIDOs use this attack to capture intruders to return them to their masters. FIDOs can execute captured intruders by returning to their station pools and submerging. Their "skin" is water permeable, and FIDOs can flood their interiors when immersed, drowning a captive in a number of rounds equal to the victim's CON score.

Striplings

No. Enc: 1d6 (2d6)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 4
 Hit Dice: 7
 Attacks: 1 (touch)
 Damage: 1d6 + XP loss
 Save: F7
 Morale: 9
 Hoard Class: IX, XI
 XP: 1,140

Striplings are creatures born of Chaos lured to Stonehell by the nixthisis' presence. They have no natural form on the material plane, instead assuming the guise of any creature (animal or humanoid) of man-size or smaller. The Labyrinth Lord may choose a stripling's appearance or roll on the chart below. When encountered in groups, all striplings share a similar guise.

Roll d10	Assumed Appearance
1	Small animal (cat, dog, etc.)
2	Child
3	Kobold
4	Gnome

5	Goblin
6	Dwarf
7	Elf
8	Human
9	Orc
10	Medium animal (boar, goat, pony, etc.)

The touch of a stripling corrupts the minds of its victim, scrambling memories and inserting false understanding of previous events in the target's life. This corruption manifests as a loss of experience. A successful strike by a stripling causes its opponent to permanently lose 1d6×1,000 experience points. The subject must also make a saving throw vs. magic or lose 1 point of either INT or WIS (determined randomly). Lost experience can only be regained via adventuring or through a *restoration* spell. Attributes can be restored with either a *heal* or a *remove curse* spell.

Wheezy the Gelatinous Cube

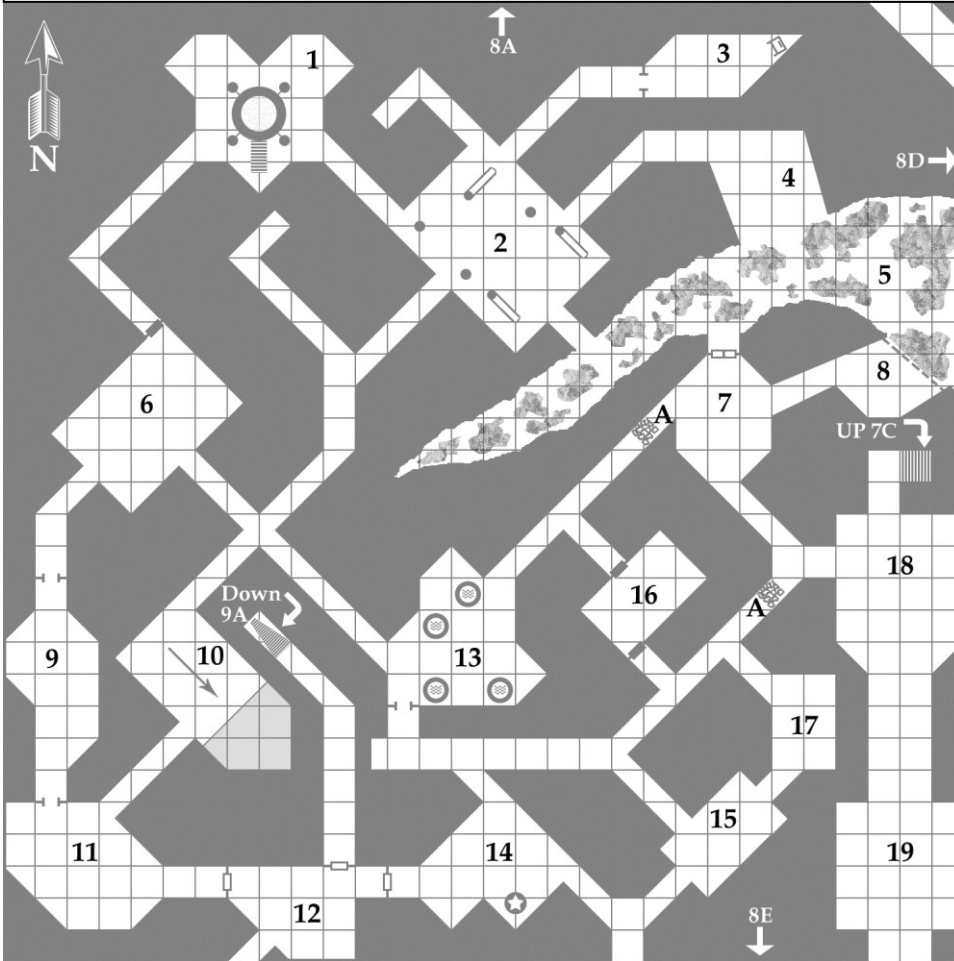
Stats as **Gelatinous Cube** but with 10 HD, damage of 2d10 + paralyze, and only surprises on a 1.
 XP: 3,100

"Wheezy" is a monstrous gelatinous cube warped by the presence of Chaos in Stonehell. It has lost the transparency of its brethren and is instead bright green in coloration and slightly luminescent. Wheezy's attack inflicts greater damage, and all saves against its paralyzing attack suffer a -2 penalty due to the cube's potency.

Wheezy gets its moniker from the regular asthmatic honking sound it makes as it oozes its way through the dungeon corridors. This noise is produced by an odd flute of alien metal that is lodged partway inside the cube. Wheezy's contractions and expansions as it moves forces air through the flute to create the strange sound that heralds its presence. The unearthly metal is immune to the cube's dissolving juices, and Wheezy just can't seem to expel the accursed thing. If Wheezy is slain, the flute can be recovered. Subsequent testing identifies the musical object as having the properties of a *rod of resurrection* with 8 charges. The flute must be played with some competency to produce its magical effect.






Level 8C: Rooms of Ruin



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

1. Chaos Event - see p. 148
2. Carcass Scavengers (1d3)
3. Carcass Scavengers (1d3)
4. Demon Boars (1d3)
5. Demon Boars (1d3)
6. FIDO (1) - see p. 86
7. FIDO (1)
8. Striplings (1d6) - see p. 87
9. Striplings (1d6)
10. Kobolds (4d4) with Bearer Beetles (1d6)
11. Vampire (8 HD; 1)
12. Wheezy the Gelatinous Cube - see p. 87

Legend - Special

-  - Fallen Pillar
-  - Hangway
-  - Fungus

Features Key:

A: Piles of large stone blocks the tunnels at these locations. The mounds were erected by Stonehell's intelligent residents to prevent the FIDOs from roaming beyond these points. They can be cleared in 6 man-hours, but the barriers will be swiftly rebuilt once a cleared passage is noticed.

Note #1: Goobachuk

Goobachuk is a species of fungus enjoyed by many subterranean species as a treat, although it tastes bland and has a horrible consistency to surface palettes. The fungus sells for 10 gp per half-pound in chthonic markets. Smoking the fungus is detrimental to one's mind, and anyone foolish enough to smoke dried *goobachuk* must save vs. poison or lose a point of INT permanently.

Room Key

1. **The Hangway:** Four horn-like supports with a stone circle hanging from chains and suspended 10' above the floor; stone steps rise to the level of the circle; shimmering air like heat haze in the center of the circle's ring; thick dust throughout the entire chamber. This is a *hangway* (see **Special Dungeon Notes** p. 86).
2. **Carcass Scavenger Breeding Ground:** Broken columns; piles of slime-covered rubble; dozens of pearlescent eggs; bones. Carcass Scavengers (12) mate and breed in this large chamber. They angrily attack if their activities are interrupted. A pair of rotted sacks buried under the detritus holds 600 pp.
3. **The Slaying Room:** Walls, ceiling, and floor decorated with numerous bones piled and cemented to the natural stone confines of the room; throne of bone near NE corner of the room; gleaming plate armor & helm sitting atop throne as if worn by a living creature. Room acts as a Bone Golem (q.v.) attacking any creatures approaching the throne. It can seal the chamber with a door of thick bone (requires an open doors check at -2 to pry open or 40 points of damage to hack through). The plate mail bears a minor enchantment that provides no additional protection, but grants clerics wearing the mail a +1 bonus to all turn attempts against undead.
4. **New Tricks for Old Foes:** Piles of rubble and bones; patches of multicolored fungi clinging to walls and floor; a clean human skull resting amongst the mushrooms. The skull is a trap (see **Special Dungeon Notes** p. 86). Buried under the rubble pile are several amphorae sealed with black, evil-smelling wax plugs. They contain 10,000 sp, 4,000 gp, and 5 gems (10 gp, 2x75 gp & 2x100 gp values).

5. **Majusek Sulcus:** Rocky ground; soaring chasm walls above; small copses of tall, multicolored fungi (see **Special Dungeon Notes** p. 90 for details on fungi). A band of Kobolds (12) harvest *goobachuk* (see **Note #1**) here. They have a deal with the toll collectors in #7 that allows them passage, and they know of the dangers of #8.
6. **Stubby Pillars:** Line of broken columns missing their upper portions; ceiling groans threateningly but remains stable...for now. This area has no treasure or danger in residence.
7. **The Toll Collectors:** Stained furnishings; tables topped with plates of food; kegs of ale piled in a corner. Demon Boars (3) in human form collect tolls from those wishing to enter the Majusek Sulcus. Tolls vary depending on their whim, but are never less than 200 gp per person. If the party seems too powerful, they appear cowed and direct the party to #8 for free. After one or more PCs have succumbed to the anti-life field in that area, they attack from behind. They keep 12,000 sp & 8,000 gp in chests secreted behind the ale barrels. The chests are trapped with needles smeared with demon boar blood-based toxin (save vs. poison or contract lycanthropy).
8. **Line of Death:** Signs of occasional occupancy (ashes, food scraps, trash, etc.); razor-straight line of fungi growing up to (but not into) the chamber's exit into the canyon (#5). A near-invisible (noticeable only on a 1 in 6) anti-life field slays living creatures crossing the threshold between this room and #5. Any creature stepping through the field must save vs. death or be disintegrated. Those who make their saves suffer 8d6 damage.
9. **Wind Obelisk** Bare walls; 12' tall, glyph-inscribed obelisk; smell of fresh air. The obelisk is a Wind Obelisk (see *SD: DNNH* p. 54).
10. **Sloping Chamber:** Room's slick, damp floor slopes to the SE, ending in a decorative, 10' deep pool of water. FIDOs (2) rest in the pool, arising to combat intruders. Due to the floor's tilt and dampness, PCs who miss an attack have a 25% chance of falling and sliding down the floor into the water. FIDOs break off combat to try and drown immersed adventurers.
11. **Death from Above:** Large chamber with glossy black floor, walls, and ceiling; strands of spider webs hang from above. The ceiling of this room acts as a *mirror of opposition*. Any PCs looking up (checking for spiders, for example) glimpse themselves in the mirror-like ceiling, activating its power and causing their evil duplicates to appear from above to challenge them! The doubles drop to the floor, taking no damage, and attack the party.
12. **Stripling Lair:** Child-sized beds and other furnishings; scattered toys of simple, crude manufacture. Striplings (5) in the guise of human children dressed in ragged clothes dwell here when not spreading Chaos. They make no pretense of being human when discovered in their own lair. Amidst the toys and clothes are 6 gems (10 gp, 25 gp, 2×50 gp, 100 gp & 250 gp values) a *potion of growth*, a *potion of giant strength*, a *potion of gaseous form*, and a *potion of polymorph*.
13. **The Dog House:** Four 15' diameter pools of water surrounded by 3-inch high lips of stone. Each of the pools contains a FIDO (4) charged with patrolling the surrounding corridors and chambers. Their pools contain 32,000 sp, 2,000 gp, 7 gems (3×50 gp, 2×75 gp, 100 gp & 250 gp values), and a *sword +1, +3 vs. magical monsters*, treasures formerly belonging to adventurers drowned in the pools.
14. **Dire Wolf Statue:** Large amber statue of a dire wolf stands atop a 2' high slab covered in ancient writing. The "statue" is an Amber Golem (1) and animates if either it or the slab is tampered with. The writing, which requires *read languages* to decipher, reads, "We placed our worldly goods beneath the Wolf's Feet. Mayhaps they shall serve you better than we." In a compartment under the massive slab (giant strength or better is needed to shift it) are 12,000 sp, 7,000 gp, and 8 pieces of jewelry (20 gp, 50 gp, 2×100 gp, 300 gp, 700 gp, 800 gp & 1,100 gp values).
15. **Ancient Kilns:** Four empty, dusty, and cold stone kilns; broken molds; rusted tools for the crafting of malleable substances. The chamber is empty of hazards or treasure.
16. **Vagrant Vampire's Lair:** Locked doors; *aguldaan* furnishings for one; large iron box welded shut with a small grill-covered opening in one side. A Vampire (8 HD; 1), an adventurer who fell afoul of Carstahz Faite (see **Level 9D**), lurks here. The iron box serves as both his coffin and vault; the vampire comes and goes in *gaseous form* through the grill-covered opening. The iron box has no lid or seam, and only incredible strength, massive damage-causing spells, or time and tools can breach it. Inside are 7,000 gp, 4,000 pp, a *wand of detecting metals*, a *ring of protection +1*, a *wand of fear*, a *potion of ESP*, and a *scroll of ward against lycanthropes*. The vampire may have some of these magical objects on him when encountered at the Labyrinth Lord's discretion.
17. **The Weeping Room:** Bare stone walls dripping salty tears; the ghostly sound of a woman crying. This room is not haunted, but possesses sentience due to Chaos' warping presence. The room itself is gripped by sadness. It poses no threat to the PCs other than being unsettling. If attempts are successfully made to cheer up the room by the PCs (Labyrinth Lord's discretion as to what constitutes an attempt and the chances it might succeed), a trove of treasures comprised of 24,000 sp & 5,000 gp spill from the walls.
18. **Great Antechamber:** High (40') ceiling; cracked stone floors; sound of gruff voices to the E and/or S. Empty.
19. **Hill Giant Post:** Massive pit of coals with skewered giant lizard roasting over it; titanic, crude furnishing for four; titanother horn alarm trumpet. Hill Giants (4), lackeys of the Three-Eyed King, keep watch here. They smash little annoying intruders with great glee, but own no wealth.

Level 8D: The Pallid Garden

Overview

The easternmost region of the Majusek Sulcus' bottom is called the Pallid Garden due to the thick groves of pale fungus found here. It is here that the fungus destined to be transformed into *aguldaan* is harvested. Doing so is not a safe or easy task, as there are many ferocious creatures making their lairs at the bottom of the great chasm, and the fungus itself is able to defend itself from overzealous subterranean lumberjacks. The Pallid Garden serves as a linchpin of Stonehell Dungeon's ecology, providing both sustenance for the lowest rung of the dungeon's food chain and useful material for its civilized races. Also, a megadungeon isn't a megadungeon without its obligatory fungus level.

Population

The Pallid Garden maintains both a stationary and a migrant population. Most of fauna that calls the canyon floor their home dwell in grottos amidst the groves and in chambers directly connected to the chasm floor.

A tribe of mutated Morlocks dwell in the natural caverns connecting to the canyon along its northern edge. They range through the area on regular hunting trips, tracking and catching prey to carry back to their cavernous home.

Along the eastern edge are halls of artificial construction. The Kion fashioned some of these rooms long ago, abandoning them when they departed for other lands. Although they have fallen into disrepair, they are occupied by one of the Kion's odd legacies and a pair (or is it a quartet?) of ettins.

A series of titanic chambers connects to the canyon from the south. These halls were once home to the Sai'tehlim, a race of subterranean giants, which have since been reclaimed by other gargantuan residents: the Three-Eyed King and his court (see **Level 8F**).

In addition to these visitors, several plant-based creatures and the monsters that prey upon them skulk through the towering fungi. The pale mushroom groves provide them some cover from various flying monsters which swoop down from their lairs further up the walls of the Majusek Sulcus. Kobold work crews also visit the Garden regularly to harvest fungus for the production of *aguldaan* in Tanna-T'liev.

Special Dungeon Notes

The Pallid Garden (#18) – Thick stands of fungi fill the bottom of the Majusek Sulcus. Although seemingly a number of fungi "groves," these stands are in truth all part of a single, massive colony that grows beneath the thick layer of subterranean loam covering the canyon floor. Similar to *Armillaria gallica*, the fungus has undergone mutation due to the Chaotic energy that pervades the lower dungeon levels.

The fungus stalks rising from the loam are a pale tawny color and topped by round caps measuring between 6' to 10' in diameter. Bone-white gills line the underside of the stalk's caps. The stalks themselves vary from 4' to 15' in height and periodically emit sweet-smelling clouds of spores, creating a prevailing "mist" throughout the canyon's floor.

Although the Garden is comprised mostly of this single colony, other fungi are occasionally encountered within its depths. There is a 2 in 6 chance of encountering either (50% of either) Shriekers (q.v.) or Yellow Mold (q.v.) if the party leaves the paths winding their way through the groves. Adventurers leaving the path are also likely to discover what appears to be shattered statuary of various races littering the ground. These "statues" are actually the petrified victims of the Hermitage's rock garden (area #6 on **Level 6B**) thrown from the Bridge of Sighs high above by the dwarves and draugrdwergs.

The massive fungus colony is both semi-sentient and psionically gifted, allowing it to defend itself from overzealous predation. The colony ignores harvesting and/or consumption of its exposed stalks, provided such depletion is minor (such as that done by the local fauna that depend on the colony for sustenance or the occasional felling of stalks for *aguldaan* production). However, should creatures ever destroy large portions of the exposed groves or employ fire or other destructive energy against the colony, it responds to the assault.

The colony defends itself using a burst of psionic energy that potentially affects all creatures within a 30' diameter area centered anywhere within the colony. Creatures caught in the burst must save vs. breath attack, modified by WIS. Anyone failing their save has a 12% chance of dying outright. If they survive, the affected still suffer 3d8 hp of damage. (NOTE: If the Labyrinth Lord has *Realms of Crawling Chaos* and wishes to use the psionic rules therein, treat the colony as possessing a PS of 12 and the *psychic crush* power.) The colony continues to attack with its psionic burst each round until the creature(s) who triggered its defenses ceases to injure the colony.

Stonehell Dungeon – Level Eight

Important NPCs

One monster in the Pallid Garden bears special mentioning. He is Dub-Bud the Ettin.

Dub-Bud [AL L/C, MV 120' (40'), AC 3, HD 10, Hp 60, #AT 2, DG 3d6/2d6, SV F10, ML 9]

Dub-Bud appears a typical ettin except for the gleaming golden helm he wears on his right head. Dub-Bud recently found this helm while exploring the reaches of Stonehell. Upon trying it on, its power was revealed: it is a *helm of alignment changing*.

Dub-Bud is now an ettin at war with himself. His right head (Dub) wishes to live a good and virtuous life, while his left head (Bud) remains a vicious, barbarous monster. His internal conflict has also made life difficult for the other ettin he shares his lair with, and Dub spends many hours not only arguing with himself, but his lair-mate as well.

When encountered, Dub tries to dissuade his left half and his fellow ettin from attacking the party, urging them to lay down their weapons and talk with the PCs. He has little success convincing his lair-mate, but battles for control of his own body. Each combat round, there is a 50% chance Dub manages to wrestle enough control over his shared body to prevent his left half from attacking.

Given the choice, Dub gladly befriends the PCs, but the party must constantly be on guard against Bud. Given the chance (such as when Dub is asleep), he'll gleefully attack the party when they are unaware. A *charm monster* spell can mitigate the danger of Bud attacking, but without such mental domination, he will constantly seek to kill the PCs and, in the long term, find a way to remove the *helm* from Dub's head. He may be dumb, but Bud has deduced that all the troubles began with that helmet and believes getting rid of it would solve his internal conflict.

New Monsters

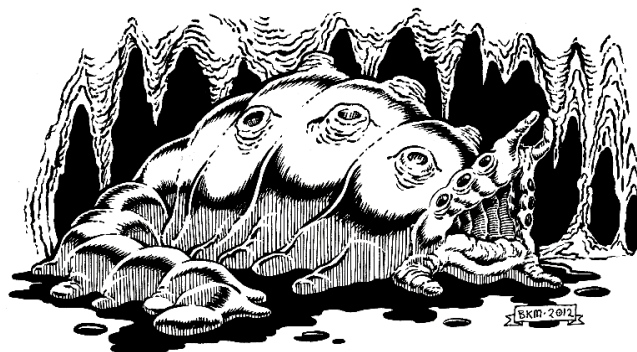
Bear, Albino Cave

No. Enc: 1d2 (1d3)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 4
Hit Dice: 8
Attacks: 3 (2 claws, bite)
Damage: 1d4/1d4/1d8
Save: F4
Morale: 9

Hoard Class: VII

XP: 560

These bears are a species of cave bears that evolved to an entirely subterranean existence. Measuring 18' tall and being chalk-white in color, albino cave bears are nearly blind, pursuing prey with their preternatural sense of smell. Like all bears, they do an additional 2d8 points of damage by hugging their victim if both claw attacks hit in a single round.



Slime Slug

No. Enc: 1 (1)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 7
Hit Dice: 9
Attacks: 1 (bite)
Damage: 1d10
Save: F9
Morale: 10
Hoard Class: None
XP: 2,400

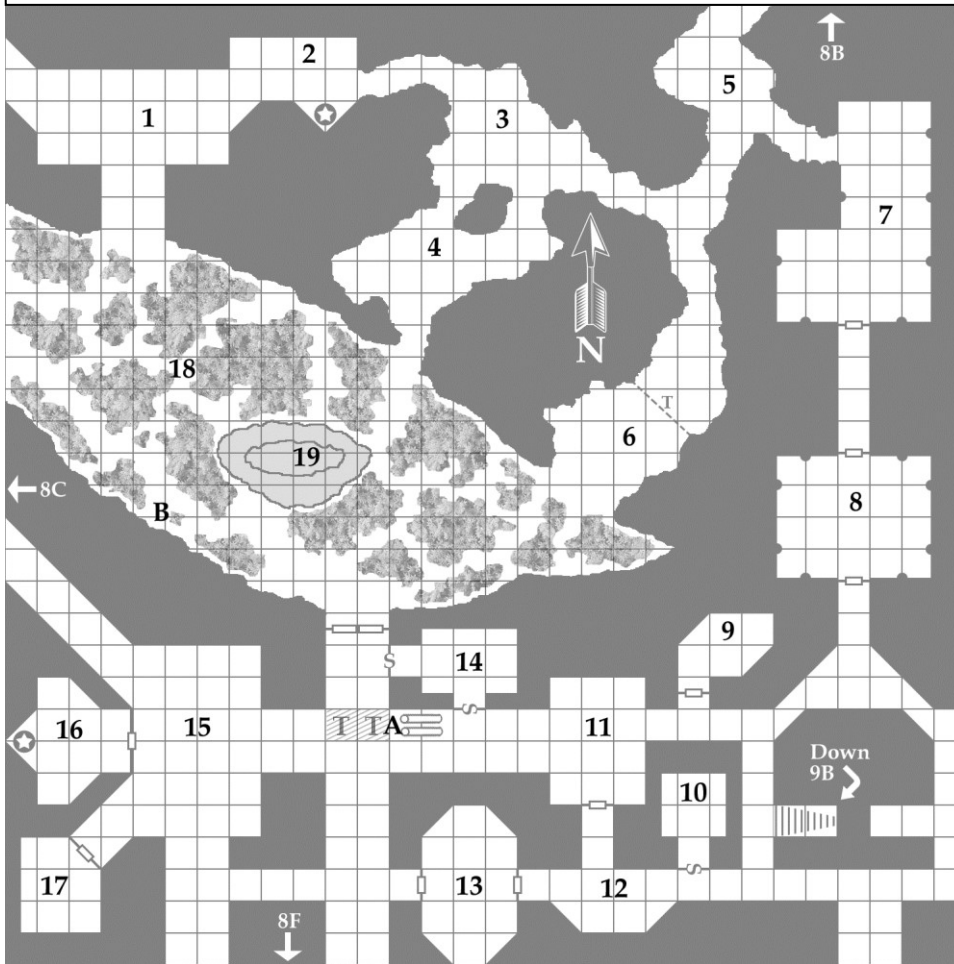
Slime slugs are tremendous garden slugs transformed by chaotic energies and exposure to strange subterranean fungi. They are gray in color, but bear mottled patches of green, black, and ochre across their bodies. Measuring 20' in length, slime slugs attack with a bite, but can also spit globs of black pudding, green slime, and ochre jelly (see *Labyrinth Lord* pp. 65, 80 & 89) up to a 50' distance. There is a 40% chance per round that a slime slug spits rather than attempts to bite. Roll a d8 on the table below to determine what globular it spits:

1-2: Green Slime
3-6: Ochre Jelly
7-8: Black Pudding

Spit globs of slimes, jelly, or puddings have half the normal hit dice, but otherwise are typical for their type.

Slime slugs are immune to non-magical blunt weapons.

Level 8D: The Pallid Garden



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

In and Around the Majusek Sulcus (Areas 1-8 & 18-19)

1. Gargoyles (1d3)
2. Glider Spider (1d2)
3. Manticore (1)
4. Tritenebrous the Chimera (1) - see p. 60
5. Albino Cave Bears (1d2)
6. Mutocks (1d8)
7. Slime Slug (1)
8. Kobolds (4d4)
9. Hill Giants (1d4)
10. Chaos Event- see p. 148

Inside Court of the Three-Eyed King (Areas 9-17)

1. Hill Giants (1d4)
2. Stone Giants (1d2)
3. Triclops (1) - see p.101
4. Mountain Trolls (1d6)
5. Ogres (1d6)
6. Chaos Event

Legend - Special

- Pallid Garden Fungus
- Pendulum "Log" Trap
- Pendulum "Log" Trap Area of Effect
- Rock Fall Tripwire

Features Key:

A: Two 10' long, 5' diameter stone "logs" hang from the ceiling at this location. Affixed to chains, these logs detach and swing pendulum-style across the intersection to the west, inflicting 2d10 points of damage to any PC in the indicated area that fails a save vs. wands. PCs looking down this hallway from the west have a 3 in 6 chance of noticing the "logs" half-hidden in the gloom overhead.

B: A large heap of bodily waste, food scraps, and broken objects of no value is piled here. Exploring the heap exposes the searcher to a colony of 5d4 Rot Grubs.

Note #1: Treasuraptors

Appearing as ebony owls, these beasts destroy valuable metals belonging to any creature they strike. Magical creations, treasuraptors attack as 6 HD creatures, have an AC 5, 10 hp, and a move of 120' flying. A successful attack by them destroys 1d100 coins carried by the victim. Coins are lost in descending order of value (platinum first, followed by gold, electrum, etc.). Gems, jewels, and magic are unaffected. Treasuraptors ignore creatures not carrying coins and always target PCs carrying greater sums over smaller amounts. If slain, treasuraptors reform in #7 1d6 hours later.

Room Key

1. **Temple of the Stars:** Faded mosaics of constellations on walls; large engraving of meteor strike on N wall; empty pedestals that once bore man-sized statues; gooey slime trails everywhere. Slime Slug (1; see **New Monsters** p. 91) makes its lair here.
2. **Former Tomb Keeper's Quarters:** Dusty and overturned metal furnishings; crudely-hewn exit is W wall; stone statue of astronaut in space suit atop pedestal in S niche. This room is long-ransacked, but a secret compartment beneath the statue still holds some items of value. This compartment can only be opened with a *knock* spell or similar magics. Inside the compartment are 5,000 sp, 4,000 gp, and a blue keycard for the tomb doors in **Level 8A**.
3. **Albino Cave Bear Lair:** Heavy ursine smell; littered bones and bear scat. Albino Cave Bears (3; see **New Monsters** p. 91) live in this cave and ferociously defend their home. There are 48 ep and 5 gems (10 gp, 2x25 gp, 100 gp, & 250 gp values) mixed amongst the remains of former meals.
4. **Bear Foyer:** Piles of steaming bear scat & broken bones. There is a 50% chance an Albino Cave Bear (1) is encountered here, eliminating the remains of a big meal.

5. **Mutock Hunting Party:** Rubble-strewn cave; broken stalagmites & stalactites. Mutock hunters (5) returning to **Level 8B** with three dead kobolds. Each has already used one of their psychic powers today and has 2 uses remaining. They carry no treasure, but one of the kobolds has 23 cp and a gemstone (10 gp value) hidden at the bottom of the tool sack strapped to its waist.
6. **Rock Fall Trap:** Clean cave floor; masses of stalactites crowd ceiling. A thin trip wire across the narrowest portion of the cave triggers a mass of rubble suspended in a camouflaged net hanging from the ceiling. The rock fall inflicts 2d6 damage (save vs. petrify for half damage) to all in a 20' square area. The trap also has a 75% chance of attracting the bears in #3 and alerting the Mutocks in #5 of intruders.
7. **Chamber of the Treasuraptors:** High (35') vaulted ceiling; protruding half-columns along walls; dozen black owls flying about or perched on posts extending from the half-columns. The owls are Treasuraptors (12), magical beasts that destroy valuable metals (see **Note #1**).
8. **One is not like the others:** Sound of beastly voices arguing; heaped bed furs; massive chest; giant beetle shishkabobs roasting over large fire. Ettins (2) live in this chamber, and three of the heads are engaged in a crude, insult-filled argument with the fourth head. One of these ettins is Dub-Bud (see **Important NPCs** p. 91). The chest is not trapped, but requires great strength to open (either two ettins or 4 PCs with 16 or greater STR). Inside are 3,000 gp, 3 gems (10 gp, 75 gp, and 250 gp values), a *potion of human control (dwarves)*, a *potion of invisibility*, and a *potion of heroism*. Dub-Bud will split the treasure 50/50 with the party if they befriend him and he journeys with them.
9. **Ancient Storeroom:** Barrels & crates; bedding & utensils. All are rusted or rotted beyond use.
10. **Treasure Trove:** Secret door protected by a *fireball* trap (8d6 damage; save vs. spells for half). A successful Find/Remove Traps check notices the presence of the trap, but only a *dispel magic* can neutralize it. Room contains six steel chests holding 6,200 ep, 3,200 gp, 19 gems (100 gp value each), 3 pieces of jewelry (5,000 gp value each) & a *staff of healing*.
11. **Giant Rec-room:** Furnishing for large creatures arranged in haphazard fashion; large table covered with stone chips, half-finished carvings, and giant-sized hammers and chisels. Stone Giants (6) spend their downtime working on their carvings here. They pay little attention to the W corridor, but are alerted if the pendulum trap is triggered. The giants carry 8 gemstones (3×25 gp, 3×50 gp, and 2×75 gp values).
12. **Sitting Room:** Low stone benches along S wall flank a dry wall fountain depicting a humanoid face with high cheekbones and thin nostrils; small, harmless mushrooms grow in the fountain basin. Empty.
13. **Gallery of Ghosts:** Twenty portrait-sized etchings on metal plaques depicting humanoid forms in strange garb. The faces of each bear high cheekbones, thin nostrils, and almond-shaped eyes. The air is chill, and the room is dusty. Each person examining the portraits has a 2 in 6 chance of attracting the spirit of the individual depicted. The spirit is either beneficial (30% chance) or baneful (70%). Beneficial spirits are not detected by the PC, but a sense of goodwill is felt. Beneficial spirits intervene on the PC's behalf one time, turning aside a killing blow, providing a helpful hint, or other such action as determined by the Labyrinth Lord. Baneful spirits manifest as Wraiths (q.v.), lunging from the portrait to attack the viewer. Each portrait's spirit manifests but a single time, after which the image has no unusual properties.
14. **Secret Sally Room:** Racks holding rusted weapons; crates filled with warped arrows; corroded shields and mail; pile of precariously-balanced casks leaning against W secret door.
15. **Triclops Guard Post:** Huge table and chairs crudely fashioned from fungi stalks; pile of 8 rounded, bowling-ball-sized stones. Triclops (4) keeping watch over E and NW passages for intruders. They use the rounded stones as ranged weapons (2d6 damage plus STR check to avoid being knocked prone on a successful hit), rolling them down the hallways and unleashing the lizards in #16 if combat reaches this room. The triclops have three pieces of jewelry amongst them (30 gp, 800 gp, and 1,500 gp values).
16. **Lizard Pen:** Shattered 15' tall idol in W niche; permanently burning brazier set before idol; bones & lizard droppings. Tuatara Lizards (3) kept here as pets/guard beasts by the triclops in #15 (the lizards enjoy the heat of the brazier). They have no treasure.
17. **Filthy Room:** Great buckets of waste and garbage; clouds of pale flies, mounds of maggots. The triclops use this room as a midden and latrine, occasionally shoveling it out and depositing the waste in #18 (see **Feature B**). They haven't done so in a long while.
18. **Pallid Garden:** Winding paths through stands of pale, towering fungus; thin layer of spore cloud mist prevalent everywhere. See **Special Dungeon Notes** p. 90 for more information.
19. **Steaming Pond:** Pool of clear water, 20' deep; eddies of steam rise from its 150°F waters. Water is potable and heated by the fires of **Level 9B** below. It contains no fish or other aquatic creatures.

Level 8E: Sanctum of the Plated Mage

Overview

For centuries it has sat in the darkness, chugging away on a diet of lives and producing eldritch energy to power the strange legacies of its forgotten creators. It is the Machine, a relic of a bygone subterranean empire. Abandoned by its makers, the Machine was rediscovered by that weird wizard known as the Plated Mage. Seeing it as the epitome of the mixture of magic and technology he sought to master, the Plated Mage abandoned his experiments on the upper levels of Stonehell Dungeon (see *SD:DNHH Levels 3B & 3C*) and relocated to the halls adjacent to the device. Since that time, he and his mage-engineer disciples have achieved great advances in their esoteric art and are now the Machine's guardians and caretakers.

If the Nixthis is the devious mind behind Stonehell, it can be argued that the Machine is its cold, uncaring heart. This device powers many of the dungeon's more lethal traps and puzzling conundrums, and to destroy it would change the dungeon considerably. Adventurers who contest against the Plated Mage and his lackeys may end up altering the landscape of Stonehell forever...or as fuel for the Machine's endless hunger.

Population

This level is mostly populated by the Plated Mage and his mage-engineer disciples, but they keep to the confines of their protected chambers and corridors. Adventurers exploring this part of Stonehell are far more likely to encounter the giant servants of the Three-Eyed King in **Level 8F** or more odd denizens of the Rooms of Ruin. A notable spawn of Chaos, the dungeon octopus lurks in a stretch of flooded corridor and presents a most inexplicable surprise for incautious dungeon explorers.

Special Dungeon Notes

Feast of Heroes (#3) – This enchanted room once produced feasts for long-dead heroes. The magic that creates the food & drink persists, but Chaos' influence on the dungeon has corrupted it. All the food and potables are now poisonous (save or die), but a *purify food & drink* negates Chaos' corruption and restores the feasts beneficial properties. Purified food acts as *potion of extra-healing*; purified drink as either a *potion of invulnerability* to non-fighter types and as a *potion of super-heroism* to fighters, dwarves, and halflings. The

food and drink has no special properties outside of this room. After being sampled, there is a cumulative 1 in 6 chance that the tables are bare on subsequent visits.

The Rose Throne (#4) – A giant-sized throne of rose-hued marble sits against the SE wall of this chamber, protected by three humanoid figures fashioned from steel. Red and white tiles divide the floor into two separate sections. A 15' pathway of white tiles leads from the room's N & W exits; the rest of the room bears red tiling. Any creature stepping onto the red section of floor or attempting to approach the throne by flying or similar means causes the steel guardians to animate and attack the interloper. Treat the steel guardians as Bronze Golems (q.v.) with the ability to see *invisible* creatures and possessing magical flight at a rate of 18". They are only struck by +3 or better weapons and have a 50% resistance to magic. They fight until destroyed or their opponents flee the vicinity. The steel guardians always concentrate their attacks on trespassers seeking to reach the throne above all others.

The throne is protected by magics that foil attempts to use *dimension door*, *teleport*, and other related magics to reach it. Such attempts fail automatically and the caster suffers 1d8 damage from magical backlash. If the throne is reached, the first creature to sit upon it gains a permanent +2 bonus to their prime requisite(s) and a single level of experience. The throne functions only once every 100 years.

The Machine (#23) – A tremendous, complex machine manufactured from eldritch metals and comprised of intricate gears, billowing steam, arcing bolts of electricity, and thick panels of diamond-plate occupies much of this chamber. Two 10' long by 5' wide sluiceways protrude from its bulky flanks. One enters the machine from the east, while the other exits the device to the north. At the ends of both troughs is a 2' diameter, 1' high hemisphere of different colors. Streams of 1' deep water appears to flow out of the eastern dome (which is silvery metal) and into the northern one (constructed of brass). The water in the eastern sluiceway is cold; the water exiting the machine through the northern channel is hot (inflicting 1d2 damage if touched). These metal domes *teleport* water as part of the Machine's cooling mechanism and connect to matched hemispheres located on the surface (see *SD:DNHH Level 0B*, areas #2 & #5).

The Machine is an antediluvian device, one designed by the unidentified culture that once resided here. It functions as a broadcast power station, producing and distributing magical energy to power an array of

Stonehell Dungeon – Level Eight

enchanted devices and machinery. Its functions mix magic and technology, and when the Plated Mage discovered its existence, he abandoned his laboratory on the upper levels of the dungeon to study the device and utilize its forgotten secrets in his pursuit of immortality.

The device is powered by the life force of organic creatures, draining their anima and converting it into fuel. Living beings are placed in either of the two siphoning chambers (marked with an “S” on the map), where a force barrier imprisons them and protects bystanders from the energy-draining process. The Machine then absorbs the creatures’ souls (resulting in 1 lost level/HD each round until the being is slain). This stolen life force is transformed into magical power and distributed through a network of arcane and undetectable ley lines running throughout the dungeon and possibly further. The force barriers, once activated, can only be brought down by a *disintegrate* spell (provided it bypasses the Machine’s magic resistance), a *rod of negation*, or by manipulating the controls that operate it (requires a successful INT check at a -10 penalty).

A masterpiece of design, the Machine is nearly perpetual and can run for millennia without the need for repairs or maintenance. It is incredibly resilient to damage (AC -4, 500 hp) and has an innate 75% resistance to all spells and magical effects. Its only Achilles’ heel are the sluiceways. Destroying or blocking either of these (AC 0, 100 hp each) prevents the Machine’s cooling mechanism from functioning and the device overheats in 1d100+100 rounds. Upon overheating, the Machine expels a cloud of superheated steam that fills the chamber and inflicts 10d6 points of damage (save vs. breath attacks for half damage) to all creatures in the room. After 1d10 rounds, unless cooled in some manner, the Machine explodes doing 100d6 damage to all creatures within a 100’ radius (damage is halved if solid barriers such as walls or thick doors stand between the Machine and nearby creatures). The explosion collapses the Machine’s chamber, destroys great swaths of rooms and corridors, and causes cave-ins throughout **Level 8** (and possibly **Level 7 & 9** as well).

Destroying the Machine has other effects on Stonehell. All magical traps and chambers are rendered inert by its destruction. This effect applies to ongoing magical traps in corridors and rooms, but not one-time spells and wards such as those protecting chests, doors, or similar items. Rooms with special properties such as elevator rooms, transformation rooms, and other magically-powered chambers no longer function. The Labyrinth Lord has the final ruling over what traps, special effects,

and chambers are deactivated by the Machine’s destruction.

Important NPCs

The single-most important resident of this quadrant is the Plated Mage. Hints of his existence are first encountered on the upper levels of Stonehell, but now, deep in its depths, the PCs may face off against him directly. For complete details about the Plated Mage’s true identity and early life, consult *SD:DNHH*, **Appendix B**.

The Plated Mage [AL C, MV 120’ (40’), AC 0, head: -2, HD 12, head: 6, Hp 80, head: 40, #AT 2 (fists) or 1 (spell or wand), DMG 2d10 or by spell, SV MU12, ML 10]

The Plated Mage is a hybrid of magic and technology, appearing as a 12’ tall humanoid construction of steel plates, glowing crystals, and tubing filled with luminescent green fluid. A cylindrical, *glass like steel* container rests upon its shoulders in place of a head. This cylinder holds an exposed human brain suspended in a clear, viscous liquid. Wires and electrodes connect the brain to cylinder’s base.

In combat, the Plated Mage can attack with its massive metal fists for 2d10 points of damage, but he prefers to engage opponents from a distance. Although no longer able to cast spells naturally, three crystals embedded in the Mage’s torso function similar to *rings of spell storing*, and contain the following spells:

- Crystal #1: *charm person, mirror image, dispel magic, haste, arcane eye, death spell*
- Crystal #2: *magic missile, web, fly, wall of fire, wall of stone, disintegrate*
- Crystal #3: *detect magic, shield, detect invisible, charm monster, conjure elemental, teleport*

The Plated Mage also has four magic wands, each of which can be extended and retracted from compartments housed in the body’s forearms. The Plated Mage can only use one wand per round, but can freely swap between them on subsequent combat rounds. These wands are a *wand of cold* (9 charges), a *wand of device negation* (9 charges), a *wand of fireballs* (2 charges), and a *wand of lightning bolts* (10 charges).

As a techno-magical construct, the Plated Mage is immune to non-magical weapons, *hold, sleep, and charm* spells, and all gases and poisons. A *lightning bolt* directed at the Mage acts as a *cure serious wounds* spell, healing him for 2d6+2 hit points of damage. He cannot regain hit points above his normal maximum. The

Stonehell Dungeon – Level Eight

Plated Mage can use his own *wand of lightning bolts* upon himself to heal damage he has sustained.

The Plated Mage can erect an energy field about his body which acts as a *ring of spell turning* (q.v.). He is able to use his wands and stored spells normally while this field is in effect. Once the field's protections are exhausted, it requires 48 hours to recharge before it can be invoked again.

Attacks against the Plated Mage can either be directed at the body or the brain cylinder. Attacks on the body are against AC 0, while blows aimed at the brain cylinder are against AC -2.

Reducing either the body's or the brain cylinder's hit points to zero will slay the Plated Mage. Area of effect spells are always treated as if against the body, and separate saving throws are not required for both of the Plated Mage's components. If the body is destroyed, the magical energies that power it overload. Three rounds after the body reaches zero hit points, the Plated Mage explodes in a conflagration of magical force that inflicts 8d8 points of damage to all within 30' (save vs. spells for half damage). This blast destroys the Plated Mage's body, along with his wands and spell crystals. Reducing the head to zero hit points slays the Plated Mage without causing this blast, and the wands and crystals may be recovered from the body.

New Monsters

Experimental Apes

No. Enc.: 1d4 (1d8)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 6
Hit Dice: 8
Attacks: 4 (2 claws/2 fists)
Damage: 2d4/1d10+shock
Save: F4

Morale: 11
Hoard Class: None
XP: 1,560

Experimental apes are double-sized albino gorillas that have two additional arcanitech arms grafted to their bodies below their natural upper limbs. These magical/mechanical arms possess great strength (equal to that of an ogre). These arms also deliver a powerful electrical shock. Any target struck by either of the arcanitech limbs must make a save vs. spells or suffer an additional 1d8 points of damage. Experimental apes are conditioned to be fiercely loyal to the Plated Mage and the Mage-Engineers, and seldom flee from combat. Attempts to *charm* them rarely succeed, and experimental apes gain a +4 bonus to all saving throws against mental domination.



Golem, Grater

No. Enc.: 1 (0)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 3
Hit Dice: 12
Attacks: 2 (fists)
Damage: 3d8
Save: F12
Morale: 12
Hoard Class: None
XP: 2,800

Grater golems are 10' tall, blocky humanoid figures constructed from steel. Small but sharp blades protrude from their metal skin, especially along their inner arms and upper torso. A grater golem's primary attack is with its blade-covered fists. If both of the

grater golem's attacks succeed in striking its target, its victim is grasped tightly and hugged to the golem's chest. On subsequent rounds, the grater golem vigorously rubs the grabbed victim along its torso, grating them against its many sharp protuberances. This attack automatically inflicts 3d6+target's AC in damage. A grabbed victim cannot attack or cast spells, but can attempt to escape the golem's clutches with a successful save vs. petrify modified by the subject's STR modifier to attacks. A successful save indicates the victim has broken free and can act normally the following round.

Like all golems, grater golems are only struck by magical attacks, are unaffected by *hold*, *charm* or *sleep* spells, and immune to poison and gases.

Stonehell Dungeon – Level Eight

Machine Drones

No. Enc.: 1d6 (2d10)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 2
Hit Dice: 8
Attacks: 2 (pinchers)
Damage: 2d8/2d8
Save: F4
Morale: 12
Hoard Class: None
XP: 1,560

Machine drones are semi-intelligent constructs created by the original makers of the Machine to provide it with "fuel" in the form of living creatures. Resembling a hybrid of praying mantis and human, the Machine drones stand 7' tall and are equipped with two powerful pinchers at the end of their primary arms. A pair of smaller utility arms with human-like hands is positioned beneath the drone's primary limbs.

Any opponent successfully stuck by both pinchers in a single round must make a save vs. paralyze or be grappled by the drone. A grappled opponent automatically suffers 4d8 points of damage each round it remains pinned by the drone if it chooses to continue to inflict damage rather than collect the victim to feed to the Machine. Held opponents can escape the drone's clutches with a successful save vs. petrify modified by the subject's STR modifier to attacks. A successful save indicates the victim has broken free and can act normally the following round. Otherwise, the trapped victim can perform no action but attempt to escape on subsequent rounds.

Machine drones are equipped with a paralyzation ray that can be fired up to three times per combat at a range of up to 30'. A successful attack roll is required to strike an opponent. Targets hit by the ray must save vs. wands or be paralyzed for 3d6 turns.

Mage-Engineers

No. Enc.: 1d4 (2d12)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 8
Hit Dice: 5 to 8
Attacks: 1 (weapon or spell)
Damage: 1d4 or by spell
Save: MU5 to MU8
Morale: 10
Hoard Class: XVI
XP: 350-1,060

Trained in both sorcery and technology, Mage-Engineers combine both against intruders in the Mage's Sanctum. Aside from their compliment of spells, there is a 40% chance each carries a magic item usable by a magic-user.

Common spells known by mage-engineers include *detect magic*, *magic missile*, *protection from good*, *shield*, *arcane lock*, *continual light*, *detect invisible*, *ESP*, *knock*, *levitate*, *locate object*, *mirror image*, *dispel magic*, *fireball*, *hold person*, *infravision*, *lightning bolt*, *protection from good*, *10' rad.*, *protection from normal missiles*, *arcane eye*, *confusion*, *dimension door*, *graft arcanitech**, *wall of fire*, and *wall of ice*.

* See New Spells below.

New Magical Items

Arcanitech Arm – This object is a human-sized right arm constructed of steel plates and clockwork cogs. The magical-technological prosthesis is designed to replace the organic right arm of a fighter (including dwarves and elves). To benefit from it, the user must replace his arm with the device (requiring the removal of his natural limb through surgery or misadventure) and have the *graft arcanitech* spell cast upon him.

The limb act as a natural arm with a STR of 18, but with the right arm only. The arcanitech arm also functions as a *ring of spell storing* and contains *ventriloquism*, *web*, and *meteor swarm* when first found. The arm cannot be removed once grafted to the user, except through actual physical severing of the limb.

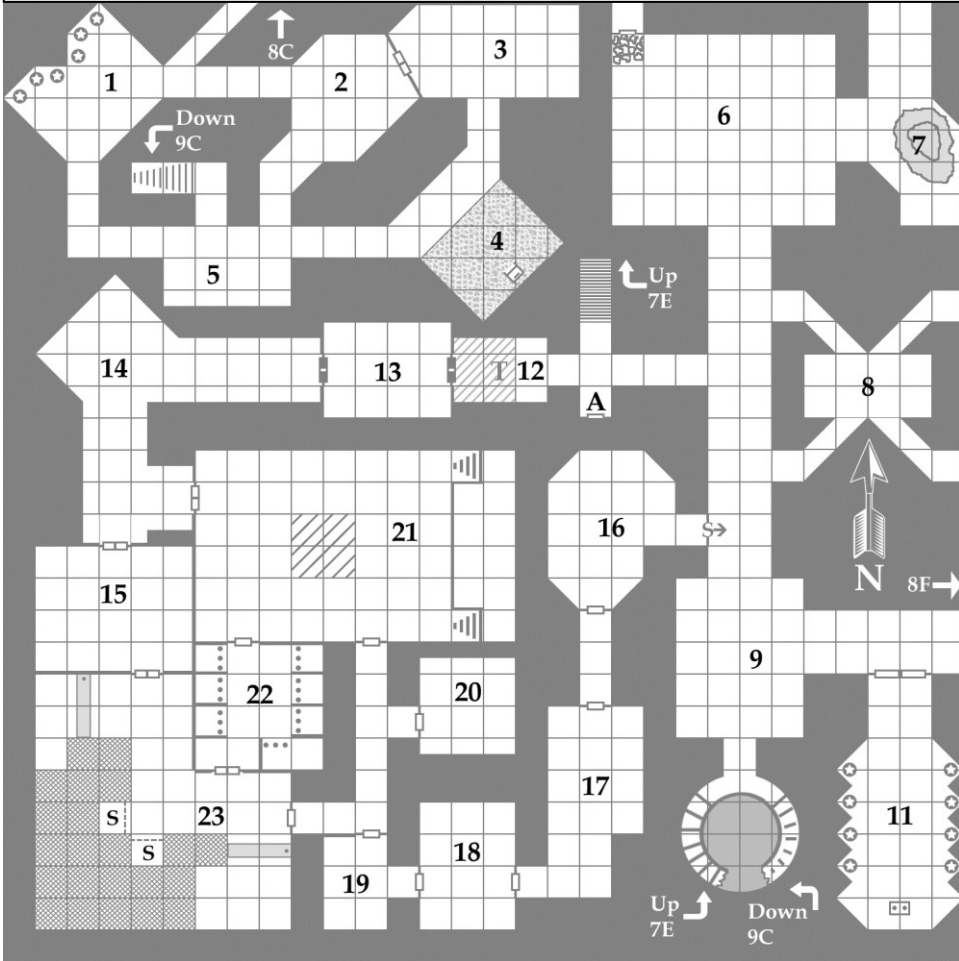
New Magic-user and Elf Spells

Graft Arcanitech

Level: 4
Duration: Permanent
Range: Touch

This spell magically grafts an existing piece of arcanitech to a living creature, making the device a permanent part of the subject's body. Once grafted the arcanitech implant/prosthesis functions as a natural part of the subject's body, granting him all the benefits provided by the device, as well as any side effects (if any). Unwilling subjects are allowed a save vs. spells to avoid having the implant grafted to their bodies. *Graft arcanitech* is unaffected by *dispel magic* and only physically removing the device through surgery or injury negates the spell.

Level 8E: Sanctum of the Plated Mage



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

Rooms of Ruin (#1-#5)

1. Carcass Scavengers (1d4)
8. Striplings (1d6)
3. FIDO (1)
4. Vampire (8 HD; 1)
5. Wheezy the Gelatinous Cube - see p. 87
12. Chaos Event - see p. 148

Corridors and Halls (#6-#12)

1. Hill Giants (1d4)
2. Stone Giants (1d2)
3. Demon Boars (1d4)
4. Carcass Scavengers (1d4)
5. Vampire (8 HD; 1)
6. Chaos Event - see p. 148

Plated Mage's Sanctum (#12-#23)

1. Experimental Apes (1d4) - see p. 96
2. Experimental Apes (1d4)
3. Mage-Engineers (1d4) - see p. 97
4. Mage-Engineers (1d4)
5. Machine Drones (1d6) - see p. 97
6. Golem, Grater (1) - see p. 96

Legend - Special

- Door Trap Area of Effect
- The Machine
- Red Tiled Floor
- Sluiceway

Features Key:

A: This is a false door that bears a magical-negating trap. Any creature attempting to open the door has all non-permanent magical items in their possession drained of power. They are then struck by a shock that does 4d6 points damage. Only then do they notice the door is false.

S: These two recessed areas in the side of the Machine are the device's life-siphoning chambers. A living creature entering one of these chambers causes a force barrier to manifest one round later, trapping them inside. See **Special Dungeon Notes** p. 94 for additional information.

Note #1: Features of the Plated Mage's Sanctum

The interior of the Sanctum is lit by iron rods permanently affixed to the stone walls and bearing *continual light* enchantments. All areas are considered brightly lit. Dwarves may notice that the Sanctum has undergone much reconstruction: some walls and corridors are new, others quite old (especially the Machine's room). The smell of oil, steam, and strange chemicals hangs thick in the air, and the tang of ozone is occasionally smelled. A constant rumbling vibration caused by the Machine's operation is detectable by anyone placing a hand or bare foot on the walls or floor of the Sanctum.

Room Key

- 1. Statue Gallery:** Six heroic-looking stone statues of various races dressed in antiquated armor and clothing stand in the two NW alcoves. They are Animate Stone Statues (6) that attack anyone who fail to give a long-forgotten password.
- 2. Roster of Heroes:** Stone walls inscribed with numerous names (more than 500 in total). Names appear written in the native tongue of all who read them. This strange room keeps an ongoing tally of every adventurer who has ever set foot in Stonehell Dungeon (including the PCs). See **Appendix C** for a small sample of the names written on the walls.
- 3. Feast of Heroes:** Banquet tables piled with delicious smelling food & drink; faded tapestries and ever-blazing brands hang upon the walls; ghostly harp playing heroic ballads. See **Special Dungeon Notes** p. 94 for more info.
- 4. The Rose Throne:** Soaring ceiling (40' high), titan-sized throne of rose-colored marble; red & white tiled floor; three large steel humanoid figures arrayed before the throne. See **Special Dungeon Notes** p. 94 for more details.
- 5. Mist-filled Chamber:** Thick blue fog obscures the entire room. All entering the mist must save vs. spells or become temporarily misplaced, vanishing for 3d6 turns. After that time, they reappear in the room and remain unaffected by the mist for 24 hours. On a roll of a natural "1" on the save, the PC is lost in time and space forever, never to be seen again. Strong winds, *dispel evil*, or *dispel magic* disperses the mist for 1d6 hours. A *wish* or similar powerful magic destroys the fog forever.
- 6. Grand Hall:** High (30' tall) vaulted ceiling; noises echoes loudly here (requiring a wandering monster check); pile of rubble heaped in NW corner. The debris seals the door in the N wall and requires 6 man-hours of labor to clear.

7. **Flooded Hall:** Deep (25' at center) pool of black water fills the middle of this corridor's turn. Within the depths dwells a dungeon Giant Octopus (1), an unnatural beast spawned by Chaos' taint on Stonehell. If fresh meat is thrown into the pool, the octopus drags it down and consumes it, allowing creatures to pass. Otherwise, there is a 4 in 6 chance it rises to the surface and attempts to grab passersby. At the bottom of the pool are 8,000 sp, 3,000 gp, and 5 gems (2x10 gp, 2x25 gp, 100 gp values).
8. **Chamber of Meeting:** A stone table & four chairs sit in the center of this otherwise empty room. Once used for negotiations, it is now dusty and disused.
9. **Stone Giant Post:** Burning torches along walls; piles of rocks and stacks of oil-filled barrels. Stone Giants (2) keep watch over the comings and goings of dungeon residents through this area. They do not attack immediately unless threatened first. They allow no one to enter the E corridor unless they can demonstrate they serve the Three-Eyed King (token, passwords, etc.). In battle, they use their clubs, throw rocks, or hurl the oil-filled barrels (1d10 damage and covers a 10' diameter area with flammable oil. If set alight, the oil burns for 2+1d4 rounds, inflicting 1d8 damage per round to all creatures within it). They carry no treasure.
10. **The Throat:** Vast shaft ringed by crumbling, often broken stairs descending into darkness; mephitic smells rising up from below; indications of occasional travel along the stairs. These stairs lead to **Levels 7 & 9**, but 2d4 sections of stairs measuring 1d6+6 feet in length have collapsed, making negotiating the circular stairs a troublesome route for PCs ill-equipped to cross the gaps.
11. **Saw-toothed Temple:** Eight gargoyle-shaped statues squatting in niches; tessellated tile floor; low slab altar with two-headed flying lizard idol fashioned from stone. The "gargoyles" are Animated Stone Statues (8) that only animate if attacked or the altar is tampered with. The altar has two properties: 1) it is protected by an invisible barrier that only Neutral PCs can pass unscathed (others suffer 4d8 points of damage); and 2) it bears a secret compartment containing 3,500 gp, 23 gems (100 gp value each), 2 pieces of jewelry (1,000 gp & 2,000 gp values) and a *medallion of thoughts*.
12. **Antechamber of the Plated Mage:** Two massive double doors in W wall; carvings of gears, technological symbols, and esoteric chemical formulae on the walls. The double doors are *arcane locked* (12th level caster) and trapped (20' square area in front of door fills with lightning doing 8d6 damage to all creatures in the blast). Dispelling the *arcane lock* does not trigger the trap, but a *knock* spell does.
13. **Metal Guardians:** Bare chamber (but see **Note #1**); six insectile-humanoid constructs of metal. Repurposed Machine Drones (6) are stationed here to attack or capture intruders. The W door is *arcane locked* (8th level caster) but not trapped.
14. **Spell Guardians:** Tables, tools, simple furnishing. Mage-Engineers (3; 2x6th level, 1x8th level) and a Grater Golem (1) keep watch here to challenge intruders defeating the wards in **#12 & #13**. One mage-engineer carries a *wand of paralyzation* with 11 charges. Captured, paralyzed foes are brought to **#22** to serve as eventual fuel for the Machine (**#23**).
15. **Machine Drone Storage:** Rows of silent and menacing insectile-humanoid metal constructs. There are a total of 14 Machine Drones in this chamber. They've not yet been reprogrammed by the Mage-Engineers and only activate in the event that the Machine is close to running out of stored energy. This would only occur if the Plated Mage and his lackeys are defeated and the Machine becomes unattended. In that event, the drones begin making regular forays into the dungeon to capture living creatures and drag them to **#23** to feed to the Machine. The long-term ramifications of the drones' activation are left to the Labyrinth Lord to devise.
16. **Workshop:** Worktables; tools; smell of grease and magical reagents; spare parts and broken arcanitech devices. A Mage-Engineer (1x7th level) works on an arcanitech arm. If loud combat occurs in **#21**, he races to aid his master. Otherwise, he uses his spells and a *wand of magic missiles* (7 charges) against intruders. There are also powered-down Clankhammers (3) and a Grater Golem (1) in this room. The mage-engineer can activate any of these constructs at a rate of 1 per round to send against trespassers. The secret door to the E is a one-way escape hatch from the Sanctum and can only be opened from this room. Resting on one worktable is an *arcanitech arm* (see **New Magical Items** p. 97).
17. **Sleeping Quarters:** Beds and personal belongings for 12 persons. Amongst the personal items are 19 gems (100 gp value each), 790 gp, and a scroll of *detect invisible*, *invisibility*, *protection from normal missiles*, *graft arcanitech*, *polymorph self*, *remove curse*, and *geas*.
18. **Mess Hall & Kitchen:** Dining & cooking facilities for the Mage-Engineers. Empty of wealth or danger.
19. **Lounge:** Comfortable furnishings; mundane books & tools. A Mage-Engineer (1x 8th level) rests here after a long day in the workshop. He has only half his normal allotment of spells.
20. **Storeroom:** Mundane supplies such as food, clothing, non-magical substances, etc. There is nothing of value or danger here.
21. **The Plated Mage's Sanctum:** Gigantic hall adorned with tapestries featuring technological and arcane symbolism and devices; raised platform (10' high) at E end of room bearing arcane devices and decorations. The Plated Mage (1) resides on the platform, recharging his magical batteries via wires connected to the devices. Mage-Engineer (1x7th level) assists the process. Experimental Apes (4) prowl the floor between the platform and W entrance. If the PCs enter unaccompanied by a Mage-Engineer, the Plated Mage assumes they're intruders and brings all his powers and servants to bear against the party. A 20' square section of floor can rise and descend to **Level 9C** and is operated from the platform. The Plated Mage or his servants can cause it to drop 10' abruptly with a thrown lever. Those caught in the descent take falling damage. The lift then descends at a rate of 10' per round until it reaches **#13 on Level 9C** in 3 turns. A secret and trapped (electrical field inflicts 8d8 damage to all within 20' radius of compartment) under the platform holds 30,000 gp, 8 pieces of jewelry (10 gp, 20 gp, 30 gp, 2x1,100 gp, 1,200 gp, 1,300 gp & 1,500 gp values), a *ring of invisibility*, a *sword +1*, *eyes of the eagle* & a scroll of *ward against lycanthropes*.
22. **Prisoner Cells:** Several barred cells filled with old fungus fibers; slop buckets; smell of fear and blood. There is a 30% chance this room contains 1d6 random monsters destined to be fed to the Machine. If so, there are also 1d3 Mage-Engineers of random power here keeping watch over them and preparing for the next feeding of the Machine.
23. **The Machine:** Large, complex machine spitting sparks and steam; four robe-clad humans tending to the device's functioning. Mage-Engineers (4; 2x6th level, 1x7th level & 1x8th level) are stationed here. See **Special Dungeon Notes** p. 94 for more information on the Machine.

Level 8F: The Court of the Three-Eyed King

Overview

The Three-Eyed King, like many of his rare race, has the gift of prophecy. In his visions, he sees the coming of a time when the dominance of Man shall be swept aside by the true lords of the world: the Giants. The Three-Eyed King now works tirelessly to bring about this golden age.

His goal has brought him to Stonehell, wherein he plans to assemble a force of giantdom never before seen upon the world. Taking up residence in a number of vast halls located deep in the dungeon, the Three-Eyed King gathers his court, meets with emissaries from other giant tribes, and lays the groundwork for turning the surface world into his kingdom. Several giants have already flocked to his banner, and he hopes to win more allies amongst the fire giants and mountain trolls who dwell in Stonehell. When his plans come to fruition, the sunlit world above will tremble beneath the tread of giant footsteps.

What the Three-Eyed King does not know is that his prophetic dreams are sent by the nixthisis, that entity of Chaos who is the true lord of Stonehell. The nixthisis knows the presence of the Three-Eyed King in the dungeon will provide a banquet of the raw emotions it feeds upon: pain, terror, and despair.

Population

The great chambers of the Court are occupied largely by giants of many sorts and the thralls that serve them. At the apex of this society is the Three-Eyed King, a massive specimen of that rarest of races, the triclops. He lords over the inhabitants of this portion of the dungeon, ruling them with an iron fist and visions of the future. PCs seeking to thwart his plans of world domination and put down this titanic menace face dangers of the largest variety.

Special Dungeon Notes

The Court of the Three-Eyed King (#2) – The great hall that now serves as the Court of the Three-Eyed King is a cavernous space. Its original builders must have held their own court in this space: a raised dais stands at the far end of the hall. Supplicants wishing to approach the potentate must first pass a double line of mighty statues depicting heroes or perhaps rulers of old. The statues remain (albeit one is missing its head, which somehow

made its way into the upper levels of the dungeon and can now be found in area #8 of Level 2A), and the dais stills stands, now cracked and stained.

At one point, this grand chamber was the lair of a dragon, Lightning Reflected in Terrified Eyes. The drake's bones still lie in the hall, piled to either side in great heaps. The fate of its hoard is unknown.

But time is a wheel, and once again a court gathers in the gloom to decide the fate of lesser beings. The Three-Eyed King, his guard, his fool, and ambassadors from throughout giantkind meet here regularly and may be in session when the adventurers enter the area.

Each time the PCs visit this quadrant, there is a 50% chance court is being held in this room. If it is underway, the following creatures are here:

- The Three-Eyed King (15 HD Triclops)
- 2 triclops guards (14 HD)
- The king's fool (Twelve-headed Mountain Troll; see *SD:DNHH* p. 111)
- 2 Stone Giants
- 4 Hill Giants
- The Priestess (8 HD Troll Hag)

There is also a 50% chance that 1d4 Fire Giant emissaries from Level 9 are in attendance, conducting negotiations with the Three-Eyed King, and a 25% chance a Frost Giant ambassador is present. Needless to say, confronting the Court directly is a hazardous battle and PCs are more likely to overcome the denizens of this quadrant through a mixture of stealth and hit-and-run tactics rather than in a stand-up fight.

When the Court is in session, a large (10' wide by 5' deep by 6' tall) iron chest rests at the Three-Eyed King's side. This container holds a portion of the King's wealth and is kept close at hand during Court to reward the faithful and bribe ambassadors. It contains 3,000 ep, 5,000 gp, rare furs (700 gp, 2×800 gp values), mammoth ivory (2×400 gp values), and 4 gems (25 gp, 2×75 gp & 100 gp values). The chest is unlocked and its lid open during Court, but bears both lock and trap (giant-sized poison needle inflicts 1d4 points of damage and turns victim to stone if a saving throw vs. petrify is failed). When located in #10, both the lock and trap are engaged. If this chest is looted, the Labyrinth Lord should deduct the treasure from the amount found in #10.

The Weird Pool (#4) – This basin of magical water was used by the Court's former inhabitants as a scrying pool

Stonehell Dungeon – Level Eight

and still retains some of its powers. The waters, however, have become corrupted by Chaos' presence in the dungeon.

Gazing into the water for longer than a minute causes visions to appear in its depths. The viewer can utilize the pool as a *crystal ball with clairaudience* with all the normal powers and durations as stated in *Labyrinth Lord* pp. 117-118.

There is a cumulative 1 in 20 chance each time the pool is used that the viewer becomes trapped within its waters. This effect is identical to a *mirror of life trapping*. Freeing the imprisoned PC is difficult and requires either a *wish* spell or the nixthisis to be slain to break the enchantment. Once this occurs, the imprisoned PC reappears in this room, soaking wet, but otherwise unharmed.

The "Smoocher" (Feature B) – This cruel device is a 15' wide barrel laid on its side and studded with spikes. A Y-shaped yoke allows it to be rolled ahead of the user like a push-mower. The giants use the Smoocher when "little problems" (man-sized intruders) arise in the Court halls and corridors.

PCs caught in the path of the Smoocher must make a saving throw vs. breath attack or be run over by the spiked barrel, suffering 2d10 points of damage. A STR check is also required to avoid being knocked prone. A result of a "1" on the saving throw indicates the PC is stuck on the spikes and takes an additional 2d6 damage each round the Smoocher continues to push them along. A successful Open Doors check allows the pinned PC to free himself, but inflicts another 1d6 damage as he pulls himself from the spikes. A minimum space of 30' x 20' is required to turn the Smoocher around and charge "little problems" again.

Important NPCs

The lord of this quadrant is the Three-Eyed King, a would-be overlord intent on trampling the world beneath the boots of giantdom. He is an unwitting pawn of the nixthisis, but a massive menace in his own right.

The Three-Eyed King [AL C, MV 90' (30'), AC 3, HD 15, Hp 80, #AT 1, DG 3d10 or 1d12+1, SV F15, ML 10]

The Three-Eyed King stands 22' tall and dresses in royal raiment of purple and white (dyed sailcloth) adorned with his sigil of a crown over three eyes. He wears a large golden circlet of office (1,300 gp value) and carries both a steel scepter (which does 3d10 damage) and a +1 *sword, life drinker* as a dagger on his belt. This poignard

does 1d12+1 damage in his hands and has 5 charges remaining. The Three-Eyed King has the prophetic ability possessed by many of his kind, but the nixthisis is currently feeding him visions of its own devising, and the potentate is not yet aware that his glimpses of the future may not be true visions.

The Three-Eyed King has a ferocious temper and does not suffer fools gladly. He lacks the social niceties and devious mind needed to see his dreams to fruition, but will likely forge an alliance with other giants that will survive long enough to have dire consequences on the surface world before it implodes. This is exactly why the nixthisis chose him as its pawn. The Chaos-spawned entity intends to grow fat on the discord, pain, and suffering that is sure to ensue during the Three-Eyed King's reign.

New Monsters

Triclops

No. Enc: 1d4 (2d4)

Alignment: Chaotic

Movement: 90' (30')

Armor Class: 4

Hit Dice: 14

Attacks: 1 (weapon)

Damage: 3d10

Save: F14

Morale: 9

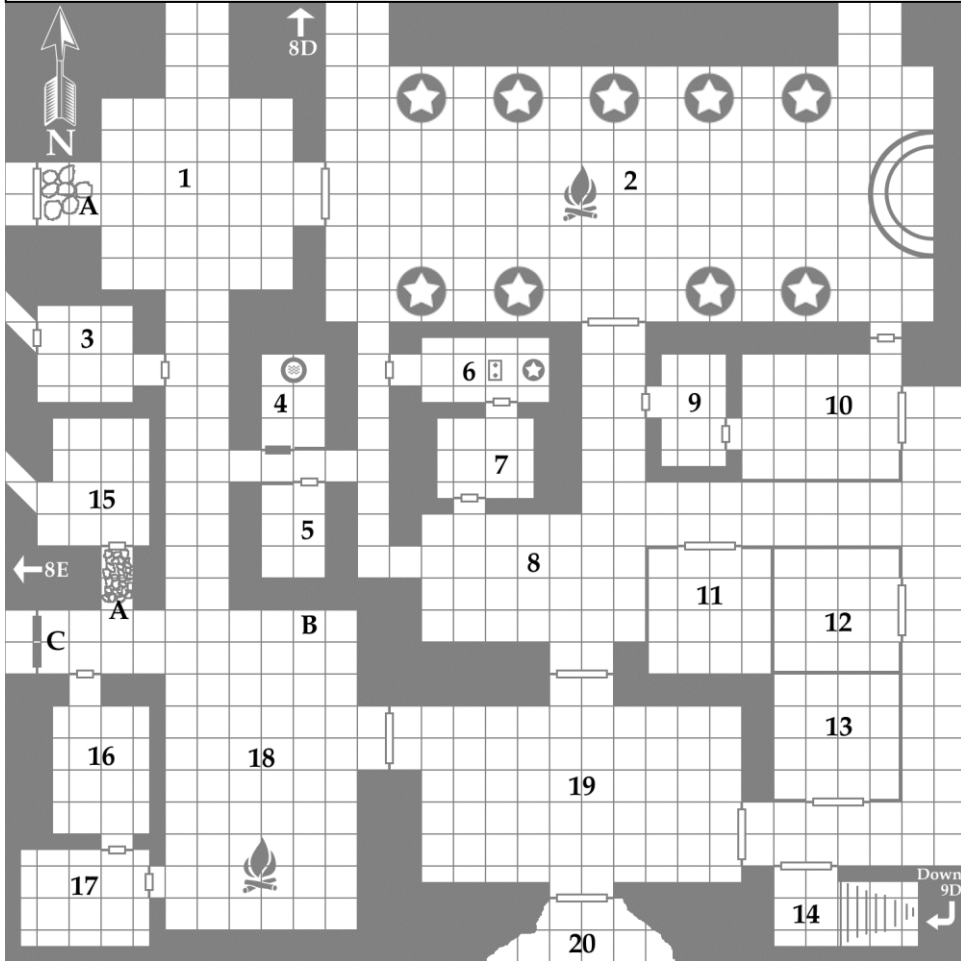
Hoard Class: XVIII + 5,000 gp

XP: 4,200

Sages believe the Cyclops race once bore two eyes, but committed a great offense against the gods. As punishment, the gods cursed them with a single eye. A small number of cyclops remained true to the gods, free from the sin committed by the brethren. As a reward for their faithfulness, these giants each gained an eye lost by the others of their race, and thus the triclops were born.

Triclops are similar to cyclops, but possess three eyes. Two of the orbs are situated as normal, and the third emerges from their brow. This third eye gives triclops a +2 bonus to attack rolls when using ranged weapons, allows them to automatically detect opponents hiding in shadows, and grants them a 50% chance to see invisible creatures. Triclops can hurl boulders up to 200' for 3d6 points of damage. One quarter of all triclops witness visions of the future with their third eye, providing the triclops with a prophet's glimpse of the future similar to a *commune* spell.


Level 8F: The Court of the Three-Eyed King



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

1. Hill Giants (1d4)
2. Hill Giants (1d4)
3. Hill Giants (1d4)
4. Stone Giants (1d2)
5. Stone Giants (1d2)
6. Triclops (1) – see p. 101
7. Triclops (1)
8. Mountain Trolls (1d6)
9. Mountain Trolls (1d6)
10. Ogres (1d6)
11. Ogres (1d6)
12. Chaos Event – see p. 148

Legend - Special

 - Fire Pit

Features Key:

A: These large piles of rocks prevent intruders from entering. Giants can move them in 1 turn; smaller creatures require 8 man hours of labor to remove them.

B: A large, spike-studded barrel attached to a Y-shaped handle rests against the wall here. This is the “Smoosher” (see **Special Dungeon Notes** p. 101). If intruders are discovered in the Court, a random giant grabs this device and rolls it along in front of him during the search. If the PCs are spotted, the giant gleefully tries to mow them down.

C: Barred door (combined STR of 30 to lift bar) guarded by Triclops (2) guards.

Note #1: Doors in the Court

Doors in this section of Stonehell are fashioned from stone and counterweighted to assist in their opening. Normal sized doors (those occupying a single 10' square) require typical Open Doors checks to bypass. The great doors (those filling two squares) are more difficult to open, and all Open Doors checks on these large (20' high, 16' wide) valves impart a -1 penalty to those attempts. Because of their great thickness, there's a further -1 penalty to attempts to listen at them. Combats occurring on the other side of the great doors have only a 25% chance of being overhead by residents within the adjoining room, unless loud, explosive magics or similar disturbances occur.

Room Key

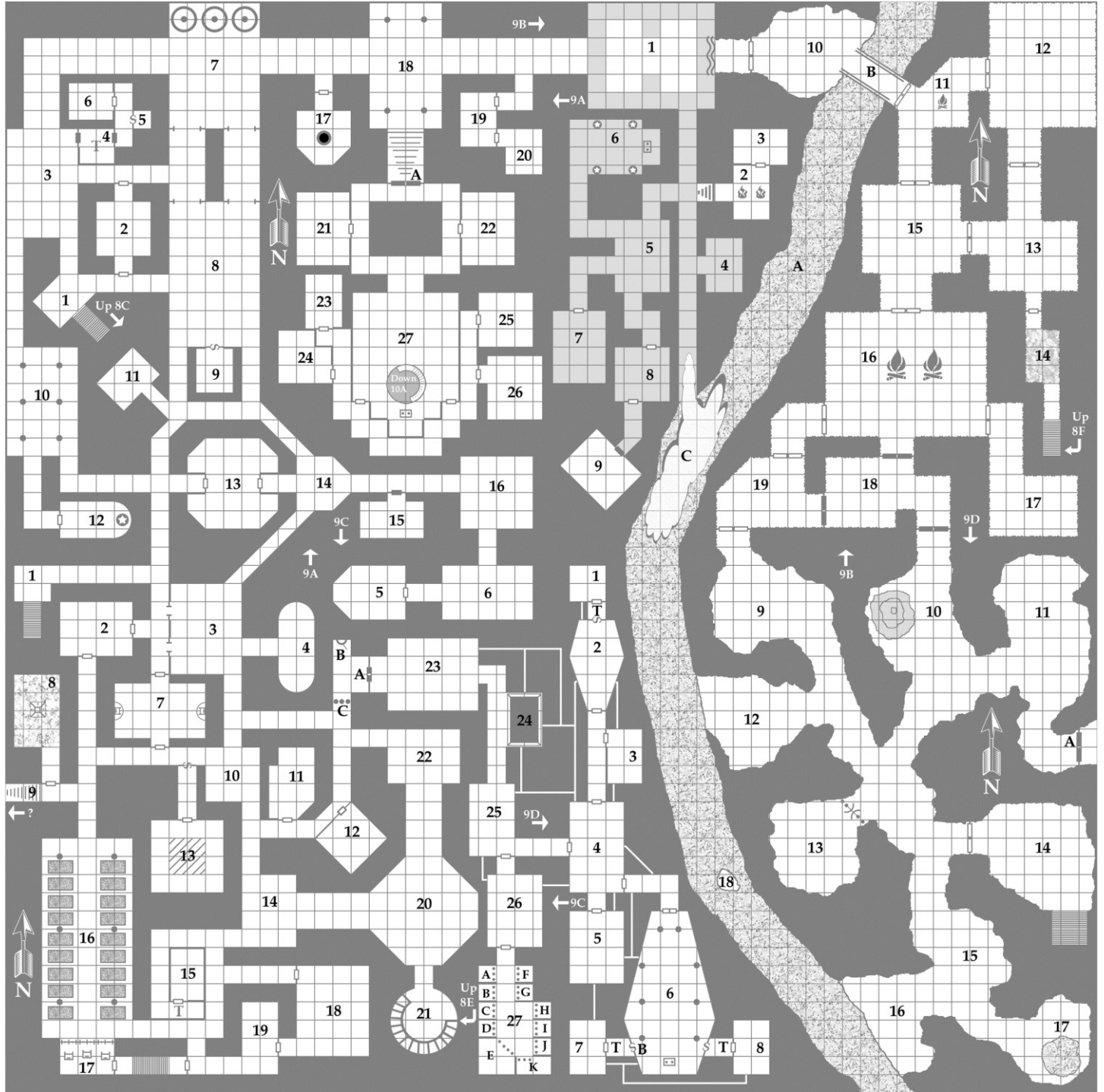
1. **Court's Antechamber:** Piled boulders in W corridor; floor covered with rugs fashioned from the hides of giant beasts; giant humanoids dressed in livery bearing the symbol of a crown with three eyes underneath. Stone Giants (3) and Triclops (1) constitute the guards on duty. The 10 rugs on the floor are cumbersome, measure 15' square, and are worth 1,000 gp each due to their rarity.
2. **Court of the Three-Eyed King:** Massive hall with 40' ceiling; nine 30' tall statues of men in fine regalia (one missing its head); great piles of dragon bones swept aside; burning fire pit; possibly numerous giants in attendance. See **Special Dungeon Notes** p. 100 for more details on this room.
3. **Side Exit:** Crude furnishings; clouds of flies & moths. Mountain Trolls (4; see *SD: DNHH* p. 110) live here and keep guard over the lesser entrance to the Court. One of the trolls can cast *polymorph other* or *flesh to stone* once per day. They have 20,000 sp, 8,000 gp, 7 gems (2×10 gp, 75 gp, 2×100 gp, 250 gp & 1,000 gp values) and a *potion of flying*.
4. **Weird Pool:** Locked door; dusty room; 15' diameter pool of 5' deep water; water roils and bubbles, producing wisps of purple & green vapor. See **Special Dungeon Notes** p. 101 for more information.

5. **Old Storeroom:** Rotted crates, empty barrels, rusting tools; thick dust blanketing everything. Mixed in amongst the dust are patches of Yellow Mold (3) and incautious adventurers searching the room are likely to disturb the lethal stuff. If fought with fire, the dry-rotted contents of the room quickly catch ablaze, filling the room and the corridor outside with thick, black smoke. There is a 4 in 6 chance the smoke is noticed by the residents of these halls and 2d4 giants of random type come to investigate.
6. **Chapel of Buddai:** Signs of recent alterations to this chamber; altar of laid stone slabs; 5' high granite idol of an old man sleeping with his head resting upon one arm. The Three-Eyed King has declared Buddai, who legend holds is a giant sleeping beneath the earth that will one day awaken and devour the world, as his patron. There is a 50% chance the Priestess (see #7 below) is present here if the Court is not in session in #2. In a concealed cavity behind the idol (find as secret door) is a large key that safely opens the Priestess' chest in her quarters.
7. **Priestess' Chambers:** Large furnishings; smaller (3' tall) idol to Buddai atop *aguldaan* plank altar. Troll Hag Priestess (1; see *SD: DNHH* p. 111) is encountered here if Court is not underway in #2 and she isn't found in #6 above. She has 8 HD and casts spells as a 5th level cleric in addition to her magic-user abilities. Her clerical spells are *cause fear*, *cure light wounds* (×2), *detect invisible*, *hold person*, and *dispel magic*. She has 7,000 gp and 5 gems (2×25 gp, 250 gp, 500 gp & 750 gp values) in a locked & trapped (poison needle; save or die) chest located beneath her bed.
8. **Elite Guard Quarters:** Giant-sized furnishing, armor and weapons; succulent foods; great kegs of wine & tankards to drink it from. Triclops (4) reside here. If Court is in session, only two will be encountered in this area. They have 4,000 sp, 3 gems (50 gp, 75 gp & 100 gp values) and a piece of jewelry (1,100 gp value) among their belongings.
9. **Footman's Quarters:** Rank smell; crude furnishings. Trolls (4) dressed in livery are found here awaiting the Three-Eyed King's needs. If battle breaks out in #10, three rush to aid the King, while one departs to #8 and #19 to gather the King's soldiers before returning to the fight. Two of the trolls wear jewelry (30 gp & 100 gp values).
10. **King's Bedchamber:** Giant-sized bed & other furnishings; wardrobe of regal clothing; banner bearing the symbol of the Three-Eyed King hanging on the wall; one (possibly two) large iron chests. If the Court is not meeting in #2, the Three-Eyed King (see **Important NPCs** p. 101) is present here along with the second treasure chest. He fights until at 50% health, calling for his footman in #9 as he battles. He attempts to flee to gather reinforcements if his hit points drop below half. The King keeps his treasury with him in two iron chests. Both are locked and trapped (giant-sized poison needle inflicts 1d4 points of damage and turns victim to stone if a saving throw vs. petrify is failed), and the King wears the key to both around his neck. Chest #1 contains 3,000 ep, 5,000 gp, rare furs (700 gp, 2×800 gp values), mammoth ivory (2×400 gp values), and 4 gems (25 gp, 2×75 gp & 100 gp values). Chest #2 holds 3,000 sp, 3,000 ep, 6,000 gp, 1 gem (50 gp value), and 2 pieces of jewelry (1,300 gp & 1,400 gp values).
11. **Stone Giant Ambassadors' Quarters:** Giant-sized accommodations for two. A Cave Bear (1) is found here at all times, and if the Court is not in session, Stone Giants (2) are in residence as well. A large trapped barrel (spring-loaded spears strike out from within; 4 attacks as 8th level fighter, 1d10 damage each) holds 4,000 ep & 11,000 gp.
12. **Hill Giant Ambassador's Quarters:** Huge double-bunks for four; hill giant-sized furnishings; stinky furs and other crude clothing. When the Court is not in session, Hill Giants (4) are found here. There is a 50% chance they are roaring drunk (-1 penalty to AC, +2 bonus to damage rolls; reaction rolls enjoy a -2 bonus). An empty, unlock chest once held their treasury, but they've lost all their coin gambling with their fellow giants.
13. **Empty Ambassador's Quarters:** Giant-sized furnishings, but lacking bed linens and other signs of occupancy. Currently empty, the Three-Eyed King hopes to entice the fire giants of **Level 9** to join his schemes. Should this come to fruition, this room is set aside for occupancy by their emissary.
14. **Grand Stairs:** Wide staircase with broad steps leading down into the gloom. Stone Giants (2) stand watch at the top of the stairs. The stairs lead to **Level 9D**.
15. **Disused Room:** Dusty room strewn with bones and broken furnishings. Tarantula Spiders (3) make their lair here. They've acquired a measly 30 cp from kobold meals.
16. **Storeroom/Larder:** Crates, boxes & barrels; bundles of harvested fungi; cured meats; general stores (many sized for giant hands). Roll on the **Crate and Barrel Contents** table (*SD: DNHH* p.127) to determine the random contents of opened containers. Mixed in with linens and bedclothes here is a *displacer cloak*. There is a 25% chance a random living creature is trussed up and hanging from a hook in this room, destined for the stewpot in #17. If present, the Labyrinth Lord should choose or determine the identity of the creature randomly. A freed would-be meal is likely to be loyal to the PCs, if only until they escape the Court.
17. **Kitchens:** Dirty pots; scummy water; smoky fires; scent of *something* burning. Ogre (4) chefs prepare the next course for their giant masters (the presence of poofy chef hats on their heads is left to the Labyrinth Lord). The ogres attack intruders with a variety of kitchen implements, looking to add the trespassers to the menu.
18. **Feast Hall:** Large fire pit near S wall; giant-sized *aguldaan* trestle tables and benches; huge cutlery, plates & goblets. There is a 35% chance that 2d4 giants are here eating and drinking. Roll 1d8 to determine type: 1-2) Mountain Trolls; 3-5) Hill Giants; 6-7) Stone Giants; 8) Triclops. Intent on their meals, they have a 3 in 6 chance of being surprised.
19. **Barracks of the Giants:** Sleeping furs (mammoth skins, giant wolf pelts, and similar animal fur); titanic pieces of crockery; wine barrel big enough to swim in. Hill Giants (4), Stone Giants (2), and Mountain Trolls (6) reside here, resting, arguing, and rough-housing in between duties. They have 6,000 ep & 9,000 gp between them in bags and traveling chests. There are also 6 exotic, high-quality furs mixed amongst the sleeping pelts worth 1,300 gp each, but these are large and cumbersome.
20. **Tunnel Exit:** Wide & high rocky tunnel leading off into the Deep Dark. Hill Giants (4) defend the gate leading to #19 from enemies coming up the tunnel. The tunnel is the beginning of a large cave system, and the contents and ultimate destination of these caverns is left to the Labyrinth Lord's imagination.

Level Nine Master Map

Level 9A: Temple of the Unraveler

Level 9B: The Hellrill - North



Level 9C: The Odd, Old Halls

Level 9D: The Hellrill - South

Level Nine

This level resides beneath the Majusek Sulcus and is therefore smaller than the trio of levels above it. It is also the last level in the dungeon that exists wholly on this plane of existence. Beneath Level Nine, things become strange. Level Nine contains the **Temple of the Unraveler**, **The Hellrill – North**, **The Odd, Old Halls**, and **The Hellrill – South**.

Level Nine Monster List

Animate Stone Statue [AL C, MV 60' (20'), AC 4, HD 5, # AT 2, DG 2d6/2d6, SV F5, ML 11, XP 500]

Bee, Oversized Giant Killer [AL N, MV fly 150' (50'), AC 7, HD 3, # AT 1, DG 1d6 + poison, SV F3, ML 9, XP 75]

Black Pudding [AL N, MV 60' (20'), AC 6, HD 10, # AT 1, DG 3d8, SV F5, ML 12, XP 3,100]

Carcass Scavenger [AL N, MV 120' (40'), AC 7, HD 3+1, # AT 8, DG paralysis, SV F2, ML 9, XP 135]

Diedra* [AL C, MV 90' (30'), AC 3, HD 6-12, # AT As head number, DG 2d6 per head, SV F6-F12, ML 12, XP 570 to 2,000]

Fire Giant [AL C, MV 120' (40'), AC 4, HD 11+2, # AT 1, DG 5d6, SV F11, ML 9, XP 2,000]

Flame Salamander [AL N, MV 120' (40'), AC 2, HD 8, # AT 3, DG 1d4/1d4/1d8, SV F8, ML 8, XP 2,060]

Ghoul, Greater* [AL C, MV 90' (30'), AC 5, HD 6, # AT 2, DG 1d6/1d6/1d6 + paralysis, SV F6, ML 10, XP 1,070]

Hell Hound [AL C, MV 120' (40'), AC 4, HD 3 to 7, # AT 1, DG 1d6 or special, SV F3 to F7, ML 9, XP 80/190/500/820/1,140]

Hill Giant [AL C, MV 120' (40'), AC 4, HD 8, # AT 1, DG 2d8, SV F8, ML 8, XP 560]

Hydra [AL N, MV 120' (40'), AC 5, HD 12, #AT 12, DG 1d10 per head, SV F12, ML 9, XP as HD]

Invisible Stalker [AL N, MV 120' (40'), AC 3, HD 8, # AT 1, DG 4d4, SV F8, ML 12, XP 215]

Kobold [AL C, MV 60' (20'), AC 7, HD 1d4 hp, # AT 1, DG 1d4 or weapon -1, SV 0 lvl human, ML 6, XP 5]

Lava Worm [AL C, MV 150' (50'), AC 5, HD 12, # AT 1, DG 3d6 or special, SV F6, ML 8, XP 2,800]

Leech, Giant [AL N, MV 120' (40'), AC 7, HD 6, # AT 1, DG 1d6, SV F3, ML 10, XP 570]

Lizard, Giant Tuatara [AL N, MV 90' (30'), AC 4, HD 6, # AT 3, DG 1d4/1d4/2d6, SV F4, ML 6, XP 570]

Minotaur [AL C, MV 120' (40'), AC 6, HD 6, # AT 2 or 1, DG 1d6/1d6 or weapon, SV F6, ML 12, XP 820]

Mummy [AL C, MV 60' (20'), AC 3, HD 5+1, # AT 1, DG 1d12 + disease, SV F5, ML 12, XP 860]

Nakthotis, Lesser: The Tearer of Stiches* [AL C, MV 60' (20'), AC -1, HD 9+4, # AT 4, DG 2d6/2d6/1d6/1d6, SV F9, ML 10, XP 3,100]

Ochre Jelly [AL N, MV 30' (10'), AC 8, HD 5, # AT 1, DG 2d6, SV F3, ML 12, XP 500]

Ogre [AL C, MV 90' (30'), AC 5, HD 4+1, #AT 1, DG 1d10, SV F4, ML 10, XP 215]

Phase Tiger [AL N, MV 150' (50'), AC 4, HD 6, # AT 2, DG 2d4/2d4, SV F6, ML 8, XP 570]

Rhagodessa, Giant [AL N, MV 150' (50'), AC 5, HD 4+2, # AT 1, DG 0 or 2d8, SV F2, ML 9, XP 215]

Skeleton [AL C, MV 60' (20'), AC 7, HD 1, #AT 1, DG 1d6 or weapon, SV F1, ML 12, XP 13]

Spectre [AL C, MV 150' (50'); fly 300' (100'), AC 2, HD 6, # AT 1, DG 1d8 + level drain, SV F6, ML 11, XP 1,070]

Stone Giant [AL N, MV 120' (40'), AC 4, HD 9, # AT 1, DG 3d6, SV F9, ML 9, XP 1,700]

Stone Snake* [AL C, MV 120' (40'), AC 0, HD 14, # AT 1, DG 3d6+poison & petrification, SV F14, ML 10, XP 4,200]

Stripling* [AL C, MV 120' (40'), AC 4, HD 7, # AT 1, DG 1d6 + XP loss, SV F7, ML 9, XP 1,140]

Triclops* [AL C, MV 90' (30'), AC 4, HD 14, # AT 1, DG 3d10, SV F14, ML 9, XP 4,200]

Unraveled Berserker* [AL C, MV 120' (40'), AC 7, HD 6+1, # AT 1, DG 1d6+2, SV F6, ML NA, XP 980]

Unraveled Bugbear* [AL C, MV 90' (30'), AC 5, HD 8+1, # AT 1, DG 2d4 or as weapon+1, SV F8, ML 9, XP 1,820]

Unraveled Demon Boar* [AL C, MV 120' (40') or 180' (60'), AC 3 (9), HD 12, # AT 1, DG 2d6 or as weapon, SV F12, ML 10, XP 4,400]

Unraveled Goblin* [AL C, MV 60' (20'), AC 4, HD 6-1, # AT 1, DG 1d6 or as weapon, SV F6, ML 9, XP 570]

Unraveled Hobgoblin* [AL C, MV 90' (30'), AC 4, HD 6+1, # AT 1, DG 1d8 or as weapon, SV F6, ML 9, XP 680]

Unraveled Ogre* [AL C, MV 90' (30'), AC 5, HD 8+1, #AT 1, DG 1d10, SV F8, ML 10, XP 1,820]

Unraveled Troll* [AL C, MV 120' (40'), AC 4, HD 10+3, # AT 3, DG 1d6/1d6/1d10, SV F10, ML 10, XP 2,400]

Werewolf [AL C, MV 180' (60'), AC 5 (9), HD 4, #AT 1, DG 2d4, SV F4, ML 8, XP 190]

Wight [AL C, MV 90' (30'), AC 5, HD 3, #AT 1, DG Drain life, SV F3, ML 12, XP 110]

Vampire [AL C, MV 120' (40'); fly 180' (60'), AC 2, HD 7 to 9, # AT 1, DG 1d10 + energy drain, SV F7 to F9, ML 10, XP 3,150/5,060/7,300]

Zombie [AL C, MV 120' (40'), AC 8, HD 2, #AT 1, DG 1d8 or weapon, SV F1, ML 12, XP 29]

* New Monster

Level 9A: Temple of the Unraveler

Overview

The northwestern section of Stonehell Dungeon's penultimate level is a collection of massive chambers and ancient halls left abandoned in the wake of the disappearance of their creators, the Eaul. With the departure of the Eaul the area has become home to a variety of species, but none are more dangerous and perplexing than the beings that worship in the Temple of the Unraveler.

The nixthisis' power to invade the dreams of mortals has drawn many of Stonehell's residents to seek it out. These enthralled creatures travel deep into the dungeon, lured by the Nakthotis' siren song. Those that overcome the dangers found on the levels above eventually reach the great doors of the Temple of the Unraveler. Beyond those portals, they find not only others of their ilk, but undergo transformation by the primordial energies of Chaos leaking up from the level below. Having undergone this metamorphosis, they become the Unraveled, beings possessing greater power and unearthly abilities not seen in others of their race. Blessed by the nixthisis' gift, the Unraveled dedicate their existence to venerating the Ungod and defending the sole entrance to the nixthisis' nightmarish home on the level below.

Outside the temple, the dark corridors and chambers are left uninhabited by sentient beings, making them the idle hunting grounds for dungeon scavengers and animalistic predators. Some minor relics of the level's original fabricators remain in gloomy corners of the area, forgotten (or avoided) by the few travelers that pass through the region. The last intelligent denizen of this outer dungeon section was a mysterious chandler who dedicated his life to combining eldritch magics and scented wax into unique creations. He has not been seen in many years, and it is generally believed by those who remember him that he achieved his secret goals and departed the level for greener pastures.

Labyrinth Lord's Note: This quadrant requires more preparation than most others in Stonehell Dungeon. Due to the numerous possible powers and abilities of the many Unraveled creatures found within the Temple, the Labyrinth Lord should determine these properties prior to the party's entrance into the Temple. This will greatly speed up the encounters and allow the Labyrinth Lord

to best utilize the Temple's inhabitants when challenging the PCs. The Labyrinth Lord is also advised to prepare a few "generic" Unraveled creatures for use when a wandering monster check indicates encounters with roaming worshippers.

Population

Outside of the Temple of the Unraveler, this area of the dungeon is primarily occupied by mindless oozes, deceptive ambush predators like the crushing columns, and the rare cockatrice relative, the stone snake. A diedra is caged in one chamber, left to mold by its original creator. Occasionally, the undead servants of the Vampire Lord of Stonehell Dungeon, Carstahz Faite, venture into the area to hunt pilgrims striving to reach the Temple.

The Temple of the Unraveler holds an eclectic population of devout worshipers drawn from the upper levels of the dungeon. Humans, demon boars, ogres, and other creatures, all bizarrely transformed by Chaotic energy, call the temple home. These residents seldom venture outside of the sanctuary, roaming the halls only to gather water for their physical needs, to guide pilgrims to the Temple, and to defend the unholy complex from outsiders. The Temple also holds a trio of lesser Nakthoti, who act as intermediaries and avatars of the nixthisis below.

Special Dungeon Notes

The Benevolent Brain (#12) – At the eastern end of a dusty, vaulted chamber rests the carved head of an exotic female humanoid. Her features are delicate and beautiful, but possess an unusual and almost alien cast. Her ears are slightly tapered, her eyes too large, and her nose resembles a fold of flesh. Nevertheless, the carving is a captivating piece of work. But there is more to this work of art than aesthetic beauty.

A careful inspection of the head's cranium reveals a slight seam and hidden catch (detectable as a secret door). Releasing the catch allows the upper portion of the head to swing open on concealed hinges, exposing a complex pattern of interlocking metal rods and brackets where a mortal being's brain would be. The brackets are empty, but each is sized to accommodate a small, roughly round object.

Placing gemstones of any value in one or more of the brackets causes the rod matrix within to glow with a placid pink light. A sonorous humming accompanies the glow. As more and more gemstones are added, the light and hum increase until the carving's eyes suddenly flash, bathing the chamber in a brief flare of pastel light.

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Depending on the total value of gemstones placed within the brackets, creatures within the chamber are granted a short, beneficial effect. Once the flash occurs, all the gems within the matrix vanish, consumed by the head's magic.

The flash's effects vary depending on the gp value of the stones placed in the matrix. Some of the effects are not immediately obvious or may not apply to those creatures present in the chamber when the light is triggered. Only through experimentation or divination magics might the party discover all the functions of the head.

The head only activates when the exact amount of a listed gemstone value is inserted in the matrix. Gems with a total value below or above a listed value produce no effect, and it might take time and testing by the party before they discover which values trigger a response from the head. The specific values and effects are as follows:

Total GP Value of Gems	Flare's Effect
100 gp	Cure light wounds on all creatures in the room.
500 gp	No wandering monsters intrude upon area #12 for 8 hours.
1000 gp	Creatures can <i>commune</i> with the head as per the clerical spell.
5000 gp	Raises dead creatures in the chamber.
10,000 gp	Restores lost levels to creatures in the room.
50,000 gp	One random creature in the chamber gains a <i>wish</i> that must be used before leaving the room. If left unspoken before departing, the <i>wish</i> is lost.

The magic that powers the head is old and failing, and multiple uses of it have a chance of exhausting its enchantment. Each time the head is activated, whether or not the PCs enjoy the benefits of its power, there is a cumulative 1 in 20 chance the matrix shatters from magical feedback, and the head becomes inert. Once the matrix is destroyed, it cannot be repaired and the head will never function again.

The Cult of the Unraveler (#21-#27) – Members of this weird sect venerate a deity they know as the Unraveler. The Unraveler appears to them in their dreams, coaxing them deep into the depths of Stonehell with promises of gratifying all their desires – no matter how base or improbable those wants may be. Many succumb to these nocturnal lures and endure all manner of hazards to



reach the secret sanctuary at the bottom of the delve. Most do not survive their pilgrimage. Those that persevere, however, find ready acceptance within the Temple of the Unraveler.

What these lost souls do not know is that the Unraveler is an utter sham. Their dreams are not the product of a benign or malevolent deity, but sendings originating from the nixthisis, a powerful Nakthotis drawn to the prison long ago by the feast of negative emotions produced by its inmates. Over time, this Nakthotis grew fat and powerful on a diet of misery, violence, and pain generated by the dungeon's inhabitants. The nixthisis uses its ability to manufacture dreams in living creatures to ensure a steady stream of new arrivals to the dungeon to replace those that perish in its hostile environment. The nixthisis finds that masquerading as a deity is a useful tool to promulgate the negative emotions it feeds upon and has created the guise of the Unraveler to this end.

Each member of the Temple of the Unraveler envisions his "deity" differently, as the nixthisis taps into the cultist's desires and expectations when appearing in the subject's dreams. To some, the Unraveler is a mighty warrior hewing away at the rigid demands of law and order. To others, the Unraveler is a beautiful being of their own race, one dedicated to deciphering life's mysteries and sharing those secrets with the devout. The supernatural compulsion that affects each cultist is so great that they remain unaware that others of their faith have different understandings of their shared deity. Their influenced minds perceive differing interpretations of the Unraveler as identical to their own and therefore remain oblivious to the most glaring sign their faith is not all it appears to be. This mental blindness even extends to the lesser Nakthoti that inhabit the Temple, and each cultist believes them to be perfect manifestations of his own interpretation of the Unraveler. Instead of monstrosities from the spaces

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between the planes, some cultists perceive the Tearers of Stitches as muscular soldiers, shapely maidens, or other divine beings worthy of serving their god. Those not under the nixthisis' sway enjoy no such illusions and witness the horrific creatures as they truly appear.

To ensure the cultists remain unaware of their diverse interpretations, the nixthisis implanted a symbol in their minds to use as a representation of the Unraveler in the Temple and as a holy device. This symbol resembles a piece of woven fabric with its weaving coming loose along its bottommost edge. This symbol appears in the sect's temple above the altar, on ceremonial vestments, and as graffiti in the dungeon.

What is most puzzling about the cult is that its clergy does receive the clerical magic they pray for daily. Although a powerful Nakthotis, the nixthisis is no god and lacks the divine ability to grant spells to mortal worshippers. *Something* is listening to the prayers of the Unraveler's priests and intervening to provide them with divine spells. Even the nixthisis itself cannot explain this phenomenon, and it unsettles the Nakthotis. Despite the possible implications that its ruse is discovered, the nixthisis remains undecided as to whether this unexplainable activity is grounds for abandoning the charade of the Unraveler, as the cult's existence is to its great benefit.

The true source of the cult's divine magic is left to the Labyrinth Lord to detail. Those interested in assigning the origin of the priest's magic to a force even stronger and stranger than the Nakthotis may wish to consult *Goblinoid Game's* supplement, *Realms of Crawling Chaos*.

New Magical Items

Flying Bearskin Carpet: The item appears to be a polar bear skin, one preserved with head intact and the fur spotlessly clean. It is identical to any number of similar rugs that sometimes adorn the chambers of the wealthy and/or decadent. This carpet has special powers, however.

A flying bearskin carpet functions like a *flying carpet* (q.v.), but has an additional property. The carpet's bear head can be commanded to bite opponents as the rug flies past them. The head attacks as a polar bear (6 HD creature; 1d6 damage), and is considered a magical weapon when determining certain creatures' vulnerability to physical attacks.

The carpet's flyby attack allows the rug to fly out of range of melee attacks by its victim if it wins initiative for the round. If the rug's owner rolls lower initiative

than its opponent, the potential victim can attack the rug's rider(s) as normal.

New Monsters

Kaboom Kobolds

Stats as **Kobolds** (*Labyrinth Lord* p. 83), but with one major exception.

The kaboom kobolds were once a normal custodian team, but they ran afoul of a particularly nasty chaos effect while working in the lower depths of Stonehell. Each is now a ticking time bomb. Whenever one of the kaboom kobolds engages in activity more strenuous than walking slowly there is a 1 in 6 chance per turn it spontaneously explodes! This explosion inflicts 4d6 points of damage to all creatures within a 30' radius (save vs. wands for half damage). Any kobold killed with edged or piercing weapons automatically detonates, as do those who perish in one of their fellows' blasts. Kaboom kobolds appear as normal, albeit very bloated, members of their race.

Stone Snake

No. Enc: 1 (1d4)

Alignment: Chaotic

Movement: 120' (40')

Armor Class: 0

Hit Dice: 14

Attacks: 1 (bite)

Damage: 3d6 plus poison & petrification

Save: F14

Morale: 10

Hoard Class: XVIII

XP: 4,200

Stone snakes share the same weird heritage as the cockatrice (q.v.), but in their case, the serpentine aspect of their origin takes prominence. Appearing as great (25' long) feathered serpents with scales like granite, stone snakes are feared for their horrible bite, which is not only lethally venomous (save vs. poison or die), but also petrifies any bitten creature that fails its save vs. petrify. Petrified envenomed victims gain a temporary reprieve from death; the venom does not kill them until after they are restored to their fleshy form, but this is small consolation for their stony predicament. The stone snake has infravision to a 120' range, and its dense scales grant a +3 saving throw vs. fire, cold, and electrical attacks.

Nakthotis, Lesser: The Tearer of Stitches ("Terrors")

No. Enc: 1d3 (1d3)

Alignment: Chaotic

Movement: 60' (20')

Armor Class: -1

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Hit Dice: 9+4

Attacks: 4 (2 pinchers, 2 claws)

Damage: 2d6/2d6/1d6/1d6)

Save: F9

Morale: 10

Hoard Class: XXI

XP: 3,100

This lesser Nakthotis is an unholy combination of lower life. Its upper body resembles that of a crayfish, complete with carapace and pinchers; its head is that of a slug; and its lower body is a ghastly mimicry of a millipede. It stands 8' tall when fully upright, but usually scuttles about in an unnervingly hunched manner.

Tearers of Stitches have the following spell-like abilities useable at will: *detect magic*, *detect invisibility*, *dispel magic*, *invisibility*, *putrefy food & water*, *telekinesis*, and *wall of fire*. They possess all the usual defenses and abilities of the Nakthoti (see **Appendix B** p. 154).

Unraveled Monster Variants

Creatures who worship the Unraveler undergo strange alterations due to their proximity to the scion of Chaos. Almost any monster or class can become an Unraveled variant. Apply the following modifications to the creature's stats to transform them into an Unraveled being:

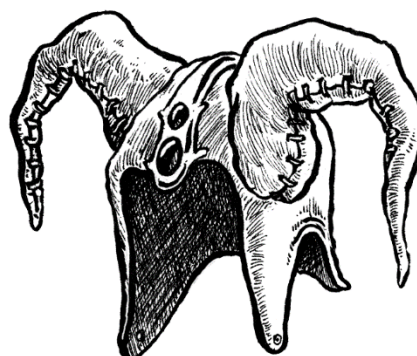
- All monsters, fighters, dwarves, and halflings gain additional hit dice/levels. The increase and the accompanied benefits of such are as if they were under the effects of a *potion of super-heroism*. These bonus HD/levels are permanent until the creature is slain.
- Spellcasters do not gain additional HD/levels, but can cast 1 additional spell of each level they normally have available to them at their current level. Thus, a 3rd level Unraveled magic-user can cast three 1st level spells and two 2nd level spells.
- Unraveled magic-users and elves typically employ damage-causing and chaos-producing spells such as *charm person*, *magic missile*, *sleep*, *ventriloquism*, *invisibility*, *mirror image*, *phantasmal force*, *web*, *dispel magic*, *fireball*, *fly*, *haste*, *hold person*, *invisibility 10' rad.*, *lightning bolt*, *protection from normal missiles*, *charm monster*, *confusion*, *dimension door*, *polymorph other*, *polymorph self*, *wall of fire*, *wall of ice*, *animate dead*, *cloudkill*, *feeblemind*, *hold monster*, *magic jar*, *teleport*, *transmute rock to mud*, *wall of stone*, *anti-magic shell*, *death spell*, *disintegrate*, *invisible stalker*, *project image*, and *stone to flesh*. The Labyrinth

Lord should choose similar spells if the caster can cast spells greater than 6th level.

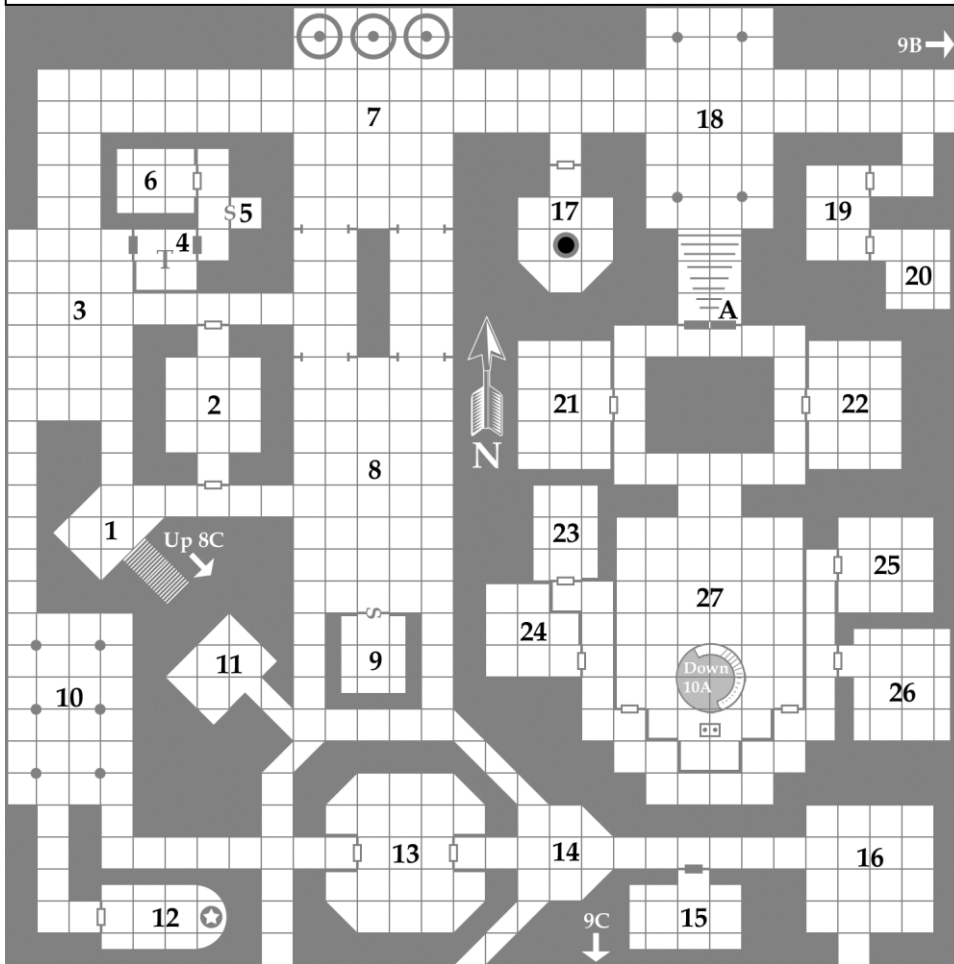
- Unraveled clerics pray for *cause fear*, *cause light wounds*, *darkness*, *putrefy food and water*, *bless (reversed)*, *bestow curse*, *hold person*, *resist fire*, *silence 15' rad.*, *snake charm*, *animal growth*, *animate dead*, *cause disease*, *continual darkness*, *dispel magic*, *striking*, *cause serious wounds*, *undetectable lie*, *sticks to snakes*, *cause critical wounds*, *false seeing*, *flame strike*, *insect plague*, *ray of death*, *animate objects*, *blade barrier*, *lose the path*, *destruction*, *drain energy*, *earthquake*, *harm*, *necrosis*, and *unholy word*.
- Lastly, all Unraveled creatures gain a random additional power representative of Chaos' influence upon them. The Labyrinth Lord may choose this new ability or roll on the table below.

D10 Roll	Unraveled Power
1	Throw <i>webs</i> as per spell once per day.
2	Berserker (+2 bonus to damage & no morale checks).
3	Opponents suffer -2 penalty to saving throws vs. creatures attacks/spells.
4	Chitinous exoskeleton (-2 bonus to AC).
5	Extra limbs (gain 1d4 additional melee attacks per round).
6	Throw <i>magic missiles</i> every three rounds as a 5 th level magic-user.
7	Physical attacks <i>cause fear</i> as per the spell.
8	Creature permanently <i>displaced</i> as per <i>displacer cloak</i> .
9	Immune to non-magical attacks.
10	Create a sonic attack equivalent to a <i>horn of blasting</i> once per day.

The Labyrinth Lord is free to create his own Unraveled powers or to re-roll abilities that duplicate the creature's usual powers.



Level 9A: Temple of the Unraveler



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

Outer Halls & Chambers (#1-#20)

1. Black Pudding (1)
2. Carcass Scavenger (1d3)
3. Fire Giant (1d2)
4. Ochre Jelly (1)
5. Stone Snake (1) – see p. 108
6. Unraveled Trolls (1d8) – see p. 109
7. Vampires (8 HD; 1d3)
8. Chaos Event – see p. 148

Temple of the Unraveler (#21-#27)

1. Unraveled Berserkers (1d6)
2. Unraveled Goblins (2d4)
3. Unraveled Hobgoblins (1d6)
4. Unraveled Ogres (1d6)
5. Unraveled Trolls (1d8)
6. Unraveled 5th level Clerics (1d2)
7. Unraveled 7th level Cleric (1)
8. Chaos Event
9. Chaos Event
10. Chaos Event

Legend - Special



Features Key:

A: A pair of gigantic stone doors stands at the bottom of a flight of stairs. These portals are adorned with the symbol of the Unraveler (a patch of unraveling cloth) and feel cold and clammy to the touch. The doors are both locked and barred. Worshippers from the Temple can open the doors with a touch, but all other must bypass the lock (-25% to Pick Locks attempts) and make a successful Open Doors check (-2 penalty) to gain access to the Temple.

Note #1: The Chandler's Grimoire

The culmination of the mysterious mystic Chandler of Stonehell's life work, this book contains instruction for creating a wax golem. Creating such a thing requires 1 month of work and a 50,000 gp investment in materials. Upon completion, the grimoire melts, providing the creation with the essential, final spark of life. A wax golem has the following stats: [AL N, MV 60' (20'), AC 8, HD 7, #AT 1 (fist), DMG 2d10, SV F7, ML 12]. Piercing weapons do no damage to the golem; blunt attacks inflict half damage. It is immune to cold magic, but suffers double damage from fire magic. It is only struck by magical weapons.

Room Key

1. **Entry Room:** Bare room; walls defaced with painted symbols resembling an unraveled cloth with loose threads; smell of dust, decay, and faint exotic incense. Empty.
2. **Room of Glass:** Writing table & chair; bookcases laden with grimoires; sleeping pallet; wardrobe; party of six adventurers standing still. All the objects and occupants of this room are solid glass, transformed by a chaos effect and forever crystal. Although curiosities abound, nothing in this chamber has inherent value.
3. **Stone Snake's Lair:** Rubble piles; large, colorful feathers strewn about; the scent of scales, feathers, and damp stone. A Stone Snake (1) lairs here. It has accumulated 10,000 sp, a shield +2, 5 crossbow bolts +1, a sword +1, Luck Blade (2 wishes), and a scroll of *plant growth* from former meals.
4. **Shocking Developments:** Locked iron doors in both E & W walls; four 4' tall steel rods set into the floor. Unless spiked open, both doors close automatically 2 rounds after being open. Upon shutting, a circuit is completed, firing arcs of lightning between both doors and the steel rods, filling the room with electricity. All inside the room suffer 10d6 damage from electrocution (save vs. spells for half damage). If one or both doors remain open, the trap does not activate.
5. **Secret Teleporter:** Secret door conceals a bare room with a glyph on the wall opposite the door. Pressing the glyph teleports all in this room to area #25 on Level 5D (SD: DNHH p. 117).

6. **Chandler's Workshop & Quarters:** Dusty worktable; blocks of sweet-smelling wax; candle molds; 12 completed candles; ancient bed, wardrobe, and dressing table; skeleton clutching a book lies on the bed. Hidden in a secret compartment at the base of the wardrobe are 5,280 gp and 5 gems (25 gp, 3x50 gp & 100 gp values) in large sacks. The book is *The Chandler's Grimoire* (see **Note #1**). Six of the candles are magical. When lit while casting any spell with a duration other than "instantaneous" or "permanent," the spell's duration is doubled. The candle cannot be extinguished by any means until the spell expires.
7. **Hall of the Bells:** Vast chamber with 30' high ceiling; three 15' diameter brass bells hanging in N section of chamber; large chains hanging from the bells' clappers allow them to be rung. The bells have no special properties, but ringing them results in both a wandering monster check and alerts the creatures in areas **#3**, **#8**, and **#18** that curious adventurers are about.
8. **Shiny Floor of Death:** Cavernous hall with 30' ceiling; floor tiled in glossy black stone; two ogre-faced archways leading out of room through N wall. A Black Pudding of titanic size (1; HD 15) lies motionless on the floor, blending into the ebony tiles. It surprises on a 4 in 6 chance with attacks inflicting 4d8 points of damage.
9. **Secret Treasure Trove:** Several metal urns covered with rust and sealed with iron stoppers. The "rust" is in truth a contact poison (save vs. poison or die; save made at +2 to roll due to the age of the toxin) that envenoms anyone handling the vessels with bare flesh. The urns hold 8,300 sp, 6,600 ep & 8,900 gp.
10. **Whomping Hall:** Six stone pillars supporting 30' ceiling; carvings of masked humanoid forms engaged in elaborate dance. The pillars are Crushing Columns (6).
11. **Basin of Weal:** Rusted steel font decorated with runes; basin contains 1" of clear, cold water; six inanimate humanoid skeletons arranged around basin in haphazard fashion. There is enough water in the basin to fill a single vial. The water, once removed from the font, acts as double strength holy water (2d8 damage against undead/extra-planar creatures). The font refills every 24 hours.
12. **The Benevolent Brain:** Vaulted chamber with 12' tall sculpture of a female's head with exotic features resting at E end. The statue has weird properties that can be uncovered by curious parties (see **Special Dungeon Note** p. 106 for more details).
13. **Many-Headed and Dead:** Overpowering stench of rotting flesh; glint of precious coins. A 10-headed, 10 HD Diedra (1; see p. 32) is contained in this area. Stats are as normal, and the creature can breathe blasts of frigid cold from its heads. This blast has a range of 30' and inflict 8 points of cold damage per head. A hoard consisting of 2,000 ep, 1,000 gp, 1 piece of jewelry (1,200 gp value) and 13 arrows +1 is scattered about the room.
14. **Basin of Woe:** Rusted steel font decorated with runes in center of room; basin contains 1" of clear, cold water. Drinking the water attracts an Invisible Stalker (1) which attacks the drinker 1d6 turns after consumption. Basin radiates evil if detected for.
15. **Room of Kaboom:** Doors locked from outside with padlocks. Inside are 11 bloated kobolds clamoring for release. They are Kaboom Kobolds (11; see **New Monsters** p. 108). They know of their condition, but won't reveal it without magical compulsion.
16. **Swinging Dead:** Twelve rusted chains (15' long) dangling from ceiling; 7 rotting corpses of various races swing from the chains, loops of links wrapped around their necks. The smell of rotting flesh is heavy in the air, and clouds of pale blowflies swarm about.
17. **Cistern:** Low-walled, 10' diameter well filled with 20' of potable water; signs of regular traffic in this area. Wandering monsters occur on a roll of 2 in 6 while in this room.
18. **Lurkers in the Gloom:** High (35') ceilinged chamber; four pillars bearing painted graffiti resembling unraveled cloth with loose threads; sound of falling water from the E. Unraveled Demon Boars (4) hide in the gloom behind the pillars. They use their *charm person* ability to command trespassers to accompany them to **#27**, where they'll be sacrificed to honor the nixthisis.
19. **Disused Chamber:** Broken *aguldaan* furnishings; bloodstains on floor; walls defaced with painted symbols resembling unraveled cloth with loose threads. Empty of treasure or danger.
20. **Strange Stones:** Six cantaloupe-sized pieces of amber resting in shallow divots in the floor; stones seemingly arranged in unknown esoteric pattern. Each piece of amber contains an odd, unrecognizable beetle within it. The amber is worth 500 gp each, but if carried close to a warm body for longer than 6 turns, the amber softens, releasing the beetle inside. It attacks its bearer with ferocious hunger. The beetles have identical stats as that of a Giant Ant (q.v.).
21. **Cultists' Barracks:** Simple furnishings (sleeping pallets, tables, chairs, storage boxes, etc.) scavenged from elsewhere in the dungeon; lay worshippers' vestments bearing the symbol of the Unraveler. Unraveled Hobgoblins (3), Unraveled Berserkers (5) & Unraveled Bugbears (2) reside here. One bugbear owns a *shield* +2 and one hobgoblin wields an *axe* +2. In total, the cultists possess 900 sp, 400 ep, 125 gp, and 3 pieces of jewelry (30 gp, 700 gp & 1,300 gp values).
22. **Large Cultists Barracks:** Simple oversized furnishings; large ceremonial robes. Unraveled Ogres (4), Unraveled Trolls (3), and an Unraveled Hill Giant (1) occupy this room. They possess a *spear* +2, *chainmail* +1, 1,000 gp, and 2 gems (both 500 gp value).
23. **Kitchen & Storage:** Brick oven; battered kitchen implements and serving dishes; preserved foodstuffs; 3 kegs of water; 12 barrels containing random goods (see **Crate and Barrel Contents Table, SD: DNHH** p. 127). There's a 50% chance Unraveled Kobolds (6) are preparing meals here. They own no treasure.
24. **Dining Hall:** Trestle tables & benches. There is a 25% 1d6 Unraveled Berserkers & 1d10 Unraveled Goblins are here eating.
25. **High Priests' Quarters:** Semi-opulent furnishing for four; clerical vestments. Up to 2 Unraveled 7th level clerics and 2 Unraveled 8th level clerics dwell here (minus the number encountered in **#27** or as wandering monsters, if any). They own a *war hammer* +1, a *war hammer* +2, *plate mail* +2, a *shield* +2, and a *ring of regeneration*. A locked and warded (*flame strike*) floor vault contains 9,900 cp, 8,800 sp, 13,300 ep, 8,500 gp, 650 pp and *flying bearskin carpet* (see **New Magical Items** p. 108).
26. **Underpriests' Quarters:** Plain furnishings and sleeping pallets for six; clerical vestments. Up to 6 Unraveled 5th level clerics live and conduct private worship here (minus the number encountered in **#27** or as wandering monsters, if any). They own 750 pp, a *shield* +2, three *potions of extra-healing*, a *staff of the serpent*, and a *scroll of striking*, *sticks to snakes*, *conjure animals*, and *flame strike*.
27. **Temple:** High (35') vaulted ceiling; arras bearing the symbol of the Unraveler; altar with stone Unraveler symbol behind it; great circular stairway leading down to **Level 10**; unearthly mists rising from the stairway shaft. Tearers of Stitches (3) stand besides the stairs and in front of the altar. There is a 75% chance 1d3 Unraveled 5th level clerics and a 25% chance an Unraveled 8th level cleric are present as well. They attack intruders unaccompanied by cultists, fighting to the death to defend the temple and stairs.

Level 9B: The Hellrill – North

Overview

A narrow river of magma flows through the bowels of the earth, bisecting the eastern-most sections of this level of the dungeon. Known to the residents as the “Hellrill,” the molten river attracts various heat-loving creatures from both the physical world and otherworldly planes of existence. Drawn by the glorious, unrelenting heat of the Hellrill, these creatures occupy the caverns along the eastern shore of the magma river. Avoided by most other denizens of this level of Stonehell, fire giants, salamanders, hellhounds, and other strange life forms live relatively unbothered by trespassers into their domains.

On the western shore of the Hellrill are a number of ancient chambers and halls that once served a multitude of purposes. The strange rooms found along the northwestern shore of the magma flow were formerly occupied by a weird religious cult that venerated a beautiful piece of statuary found among the wreckage of the *Ariadne* (see **Level 8A** above). Unbeknownst to this sect, the idol they paid homage to was no work of art, but a living human woman imprisoned in stasis. The cult is gone, but the sleeping woman remains.

The caves to the northeast of the Hellrill are home to a clan of fire giants that care little for what occurs outside of their demesne. This reclusive group is currently being wooed by the Three-Eyed King to join his crusade to dominate the surface world. The fire giants have yet to decide whether to serve the King and his cause, and tolerate his presence on the level above them for the moment. Only time (and a suitable amount of gifts and promises of plunder) will decide whether the fire giants throw in with the titanic potentate or remain content in their home beside the magma river.

Population

The caves east of the Hellrill are occupied by a clan of fire giants and their hellhound pets. They typically don't range further than the west shore of the magma river, but do keep a watchpost manned near the bridge that leads to their front door.

The old, flooded chambers along the western shore of the Hellrill are home to a variety of undead and a few monstrous animals. Due to their flooded conditions,

these halls are avoided by most of the other residents of this level of the dungeon.

Special Dungeon Notes

Hall of Falling Water (#1) – This 30' high chamber was once an oasis of peace and tranquility, but has since fallen into ruin. A 5' deep canal surrounds a stone platform in the center of the room. This stony island bears empty pedestals that once displayed beautiful statues. The statues are now toppled and lie in broken pieces in the waters surrounding the island. An occasional arm or chipped head protrudes from the water's surface, and the bottom of the canal is littered with rubble.

A cascade of falling water pours into this room from a stone-lined slit located 28' up on the eastern wall. The water originates in a natural spring located deep in the surrounding rock. The water is warm and slightly tainted with minerals. It does no harm to the fire-loving giants who stand watch here, but the running water does prevent the vampires that enjoy a free run of the western section of this level from passing through it to plague the giant's lair beyond. The giants keep a small stockpile of boulders on the eastern side of the waterfall and, if pressed by intruders, fall back behind the waterfall to throw missiles at their attackers. The falling water grants them a -2 bonus to their AC against missile weapons, but they suffer no penalty when throwing boulders through the waters (the rocks are too large for the waterfall to impede their flight).

The canal is shallow enough that human-sized creatures can easily wade through the waters, but halflings and dwarves must either swim or use floatation devices to keep their heads above the surface. Combatants fighting in the water move at half speed and lose any AC bonuses due to high DEX scores. Searching the rubble beneath the water has a 20% chance per turn of searching of uncovering a small lost treasure. Roll a 1d6 to determine what is found: 1-3) 1d100 coins of random type; 4) a gem of random value; 5) a piece of jewelry of random value; 6) a minor magical item such as a potion, wand, or similar miscellaneous object.

The Sleeping Saint (#4) – When the *Ariadne* departed Earth en route to LV-242, the ship harbored a stowaway, one who was both incredibly dangerous and beautiful. Khin Nitsa Stavig was an international criminal with known ties to the nascent terrorist organization, *The Apocalypse*, and wanted by national governments and rival terrorist groups alike. With the bounty on her head soaring into the tens of millions, Stavig sought to escape Earthly legal jurisdictions and, through a campaign of

Stonehell Dungeon – Level Nine

blackmail, bribery, and murder, slipped aboard the *Ariadne* prior to its launch. By the time her presence was detected aboard the ship, the vessel was far past the boundaries of the solar system. The notorious terrorist was captured by the crew, but not before killing several crewmembers.

Unable to return to Earth, the *Ariadne's* captain decided imprisonment was the most logical course of action to neutralize Stavig. The *Ariadne* could not spare the manpower or resources to keep Stavig under perpetual guard, however, and more radical methods were decided upon. The deadly beauty was placed in medical stasis and “frozen” in machinite, a nigh-indestructible material. Thus, when the *Ariadne* crashed some months later, Stavig survived the impact, unharmed but still in suspended animation.

The Kion who salvaged the wreck discovered Stavig’s slab and intended to position it in a place of honor within the Astronauts’ Tomb. But a small number of that race found themselves drawn to the inert form and, convinced Stavig was some otherworldly saint, spirited the slab away to a deeper portion of their holdings. A cult formed around Stavig’s prison and this sect persisted for many years before the Kion vanished. Stavig, still sleeping, was abandoned and remains in a forgotten room on this level.

The machinite prison has kept Stavig perfectly preserved and alive down the eons. Should the machinite slab be “thawed,” Stavig would be freed from her stasis and very interested in discovering more about her new world. Granted, she’s entirely self-serving and evil, and would think nothing of betraying her rescuers if she stands to gain from it, but her fighting prowess and knowledge of the strange technology found within the Astronauts’ Tomb makes her a valuable, short-term asset.

“Thawing” the slab can be done either manually (punching the correct pattern of glowing squares along the slab’s side is accomplished by making two INT checks at a -10 penalty) or magically (a *stone to flesh* spell dissolves the machinite and frees Stavig). Stavig can be treated as either a Chaotic 8th level fighter with above average DEX, CON, INT & CHA or as a Chaotic 8th level pure human (see *Mutant Future* p. 14) with above average DEX & CON and a 21 in INT & CHA. She is familiar with all the artifacts located in the Astronauts’ Tomb, including the Planet-Wrecker, which could lead to catastrophic developments for the campaign world if she’s allowed to run free.

The Mystic Fire (#11) – A 10’ diameter shallow bowl of black iron rests near the center of this room on six 3’ high legs. Dancing flames leap about in this massive brazier, although no fuel is present to feed them. The fire is enchanted and serves to defend the fire giant lair from unwanted intruders.

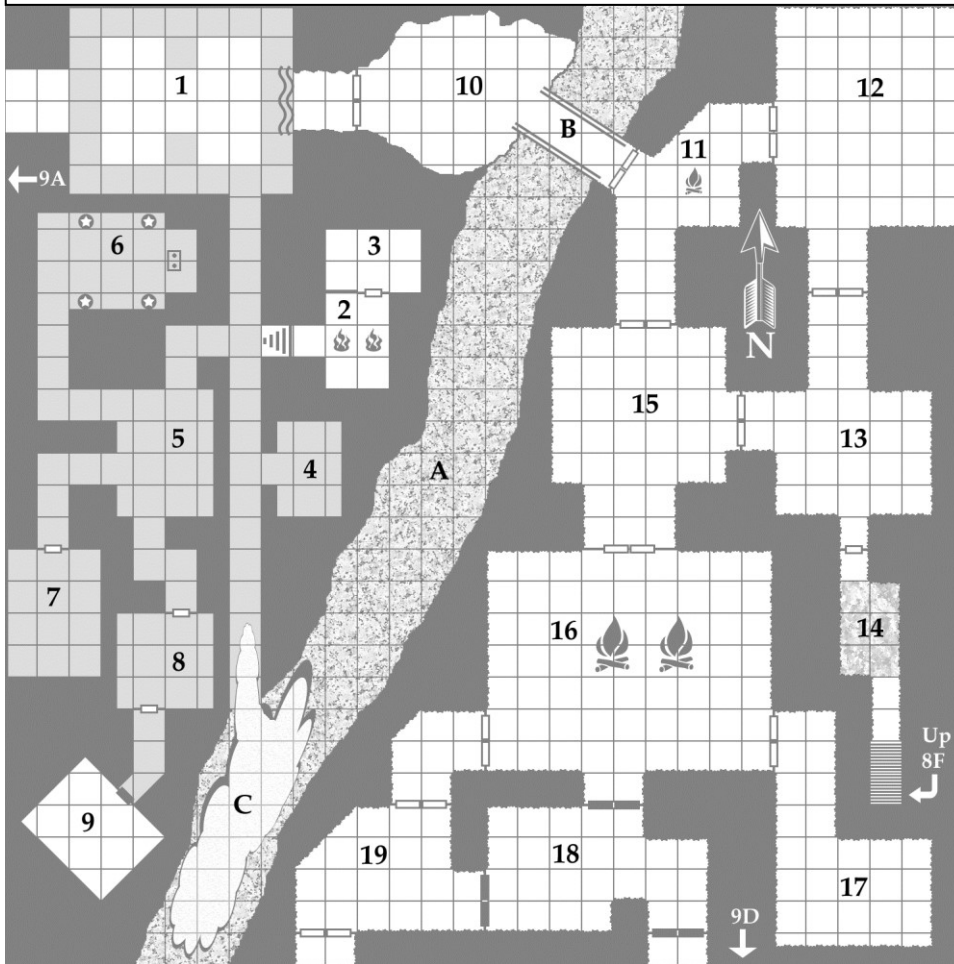
Anyone entering this room and catching a glimpse of the flames must make a saving throw vs. spells or become entranced by the dancing fire. Entranced creatures slowly approach the brazier, ignoring all outside stimuli, but resisting attempts to restrain them forcefully if necessary. PCs under the charm effect who reach the brazier scoop up handfuls of fire, swallowing the flames in a single round. Surprising, the fire does not harm the eater, but plants the seed of their ultimate destruction deep inside their bodies. After consuming the fire, the victim continues to watch the fire for 2d6 turns. During this time, they can be led from the room without resisting, but return to the fire to gaze upon it if left unobserved for more than a few minutes.

A creature that consumes the fire must make another save vs. spells or become infected with the Fiery Doom. This magical disease slowly kills the victim over a period of 1d6+1 weeks. The sickness first manifests as a high fever within 2d12 hours of infection. During the first week of the sickness, the PC is slightly ill, but not adversely affected by the disease. His condition soon worsens, however.

For each week after the first, the PC suffers a cumulative -1 penalty on all attack, ability checks, and saving throws, and has a 10% chance of being unable to recover cast spells or regain health through natural healing. The PC dies after a number of weeks indicated by the above die roll elapse. The Fiery Doom is immune to all forms of natural and magical healing, and is unaffected by *remove curse* or *dispel magic* spells.

The only cure for the Fiery Doom is to consume the heart of a frost salamander before the disease runs its course. Such curatives are extremely rare and will likely require a quest by the infected PC (or his allies) to track down and slay a frost salamander to acquire the needed cure. The Fiery Doom can be diagnosed by sages, clerics of 9th level or greater, and by magic-users of 11th level or higher. Such individuals also know the proper cure for the condition.

Level 9B: The Hellrill - North



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

Flooded Rooms (#1-#9)

1. Giant Leeches (1d4)
2. Giant Leeches (1d4)
3. Giant Tuatara Lizard (1d2)
4. Giant Tuatara Lizard (1d2)
5. Giant Tuatara Lizard (1d2)
6. Chaos Event - see p. 148
7. Chaos Event
8. Chaos Event

Fire Giant Lair (#10-#19)

1. Hellhounds (7 HD; 1d4)
2. Hellhounds (7 HD; 1d4)
3. 1d3 Fire Giant children (stats as Ogres)
4. Fire Giants (1d2)
5. Fire Giants (1d2)
6. Fire Giants (1d2)

Legend - Special

- Flooded Corridor
- Magma
- Magma Crust
- Steam Cloud
- Waterfall

Features Key:

A: The Hellrill, a river of molten magma flows roughly north-south through the depths of the earth. Waves of heat broil those who tarry near it too long. Anyone unfortunate to fall into the liquid rock suffers 20d6 points of damage each round (save vs. breath attacks for half damage). The surface of the river is located 10' beneath both the bridge (**Feature B**) and the water canal that empties into it (**Feature C**).

B: A bridge of glossy black obsidian crosses the Hellrill at this point. Images of titanic armor-clad fire giants waging war are carved along the railings of the bridge.

C: The cooler water of the canal empties into the Hellrill here, causing a permanent cloud of steam that obscures vision in the indicated area. Anyone standing in the steam must make a save vs. breath attacks each round or suffer 1d6 points of damage.

Note #1: Flooded Dungeon Corridors & Rooms

Parts of areas #1-#9 are flooded with water and occasionally littered with rubble. The water level averages 5' in depth, requiring halfling and dwarf PCs to either swim or otherwise keep their heads above the surface. PCs move at half normal speed when wading through these chambers and lose all DEX bonuses to AC due to the water's impediment. Surprise is adjusted as follows: non-aquatic creatures only surprise opponents on a roll of 1, while aquatic monsters surprise on a 3 in 6 (they tend to lurk beneath the water's surface making them difficult to spot).

Room Key

1. **Hall of Falling Water:** Sound of falling water; I-shaped stone platform surrounded by shallow canal of water; curtain of falling water tumbling from crack in E wall into the canal below. Fire Giants (2) stand guard here. See **Special Dungeon Notes** p. 112 for more information on this area. The giants fall back behind the waterfall if attacked with missile weapons. Should the fight go poorly for them, they rush to #10 to warn their comrades.
2. **Fiery Trap:** Damp, ransacked room filled with rotted, mildewed furnishings. A pressure plate near the W entrance triggers a trap that fires streams of molten hot rock from nozzles concealed in the E wall. All in the 10'x20' area indicated must save vs. wands or take 4d8 points of damage. A secret floor compartment in the SE corner of the room holds 4,000 sp, 5,000 gp, and 3 gems (50 gp, 75 gp & 100 gp values).
3. **Forgotten Sleeping Quarters:** Dusty furnishings for one; empty bookcases; mildew and rot. Long abandoned, this room holds no dangers or treasure, but a party resting here is nearly certain to avoid wandering monsters (reduce chance of encountering wandering monsters to 1 in 20).

4. **The Sleeping Saint:** Flooded room; 7' tall slab of gray-black "stone" protruding from the scummy water. The slab bears what seems to be a relief carving of an attractive human woman partially embedded in the slab. Several tiny glowing squares are present on the slab's right side. See **Special Dungeon Notes** p. 112 for more details.
5. **This Room Sucks!** Flooded room; scummy, phosphorescent growths on water's surface; water-logged bits of furniture drift just beneath the surface. A colony of Giant Leeches (8) lives in this area, voraciously attacking any warm-blooded creature wading through the room.
6. **Foggy Fane:** Swirls of steamy mist obscure sight inside this flooded chamber; cracked statues to ancient deities; toppled altar. Giant Tuatara Lizards (4) make their lair here. As reptiles, they are unbothered by the leeches in #5. Beneath the water are the remains of former meals and 98 sp, 75 ep, 100 gp, 89 pp, 6 gems (25 gp, 2x50 gp, 2x100 gp & 1,000 gp values), 3 pieces of jewelry (40 gp, 200 gp & 1,200 gp values) & an *apparatus of the crab*.
7. **The Sopping Dead:** Seven stone sarcophagi leaning haphazardly against the wall; smashed urns; stench of mold & rot. The sarcophagi contain Mummies (7) denied eternal rest by the abysmal state of their tomb. Due to their waterlogged condition, these undead take only half damage from fire-based attacks. They possess grave goods totaling 8,000 sp, 6,000 gp, 3 gems (25 gp, 250 gp & 500 gp values), 5 pieces of jewelry (50 gp, 100 gp, 500 gp, 800 gp, & 1,700 gp values), a *sword +3, Frost Brand, a potion of clairvoyance, an oil of sharpness, and a potion of growth*.
8. **Empty Plinth:** Bare, 4' tall stone plinth surrounded by a ring of rusted iron bars running from floor to ceiling. A secret lever (found as secret door) causes the bars to retract into the ceiling, allowing the PCs to approach it. The plinth itself is harmless; the item it once held was stolen long ago.
9. **Seven Sinister Spectres:** Door to this room is sealed with a mixture of lead & silver around the edges. Room is dry, but floods quickly once the door's seal is broken. Inside are glass sarcophagi containing strange corpses that decay swiftly if exposed to air. Spectres (7) rise from the rotting remains and attack intruders! The crystal coffins hold 2,000 ep, 4,000 gp, a *sword +1, +2 vs. lycanthropes, chainmail +1, shield +1, a scroll of resist cold, find traps, dispel magic & locate object* and a *cursed scroll* (victim's level reduced by 1).
10. **Fire Giant Watchpost:** Large cavern lit by the orange-red glow of the Hellrill to the east; obsidian stone bridge crossing magma river (see **Feature B**); stone chairs & table; large sealed clay barrel of oil; burning brazier atop table. Fire Giants (2) keep watch on this side of the Hellrill against intruders. If they are aware of trespassers in #1, the giants smash the oil barrel in front of the double doors and set it alight when intruders enter. The oil covers a 20' square area.
11. **The Mystic Fire:** High (30') ceilinged room fashioned from hewn stone; large, shallow brazier burning with dancing flames near the center of the room. See **Special Dungeon Notes** p. 113 for more details.
12. **Adults' Room:** Giant furnishings; burning brazier; hot, sweat-inducing temperatures. Fire Giantesses (3) and Hell Hounds (3; 7 HD) are always found here. There is also a 50% chance 1d2 additional Fire Giants are present in this chamber the first time the PCs investigate the area. In various drawers and chests are 5 pieces of jewelry (60 gp, 80 gp, 500 gp, 800 gp & 900 gp values).
13. **Children's Room:** Large beds and clothes chests; oversized toys strewn about the floor. Fire Giant children (6; treat as Ogres) play and rough-house in this room. They know not to go through the door leading to #14. If attacked, they fight back using toys as improvised weapons while screaming for their parents. The fire giants in #12 and/or #16 arrive in 1d4+1 rounds. There is no treasure in this area.
14. **The Magma Trap:** Hot, dusty room fashioned from blackened, rough-hewn stone; uneven, slightly bulbous black and dark brown floor. The floor of this room is in truth a hardened crust of magma resting slightly above a pool of molten rock. Exposed flesh touching the floor detects it is unnaturally hot (although no damage is suffered from contact). Any creature crossing the room has a 4 in 6 chance of breaking through the crust and falling into the lava below. The lava inflicts 20d6 points of damage per round (save vs. breath attacks for half damage); protection vs. fire nullifies the damage. Ropes and similar flammable items lowered to PCs in the magma have a 85% chance per round of bursting into flames and any would-be rescuer stepping onto the floor is also likely to break through the crust.
15. **Trophy Hall:** Massive skulls, pelts, helms & other trophies of past battles hang on the walls here. Hell Hounds (5; 7 HD) prowl the room. A large 10' diameter steel cover with handle rests against one wall. The cover is used to obscure the brazier in #11 above when the giants expect welcomed guests. It requires four or more human-sized creatures with STR scores of 13+ to lift. Five of the pelts are valuable (2x50 gp, 100 gp, 250 gp & 750 gp values).
16. **Central Hall:** Great fire pit filled with roaring flames and spits covered with roasting meat; giant-sized tables and benches; trophies of slain beasts hanging on walls. There are always Fire Giants (2d4) present here, eating and/or arguing, along with their Hell Hounds (7 HD; 2d4). There is a 50% chance the Fire Giant Leader is also in attendance.
17. **Fire Giant Leader's Room:** Hydra-bone bedstead; iron chest of large construction; other giant-sized furnishing. There is a 50% chance the Fire Giant Leader (10; maximum hit points and +2 to attack rolls & damage) is encountered here if not in #16 above. His pet, a two-headed Hellhound (1; 7 HD & 2 attacks or breaths per round) is always found in this room. The iron chest is locked and supernaturally hot to the touch (3d6 fire damage to anyone opening it without fire resistance). The leader keeps the keys to both the chest and the armory (#18) in a secret compartment fashioned into the bed's headboard. The chest's interior is cool and contains the giants' treasury: 3,000 sp, 12,000 gp, a scroll of *ward against undead, an axe +1, a potion of white dragon control, and a sword +1, +3 vs. regenerating monsters*.
18. **Armory:** Locked doors; stands and racks of giant-sized weapons; tools and materials for maintaining such items. This area contains 5 two-handed swords, 6 battle axes, 15 spears, 5 short swords, 10 copper chainmail byrnies, and 4 shields. Each item is four-times the normal size, weight, and value. The chainmail is worth 500 gp each.
19. **Storeroom:** Crates & barrels containing foodstuffs and drink; haunches of (naturally) smoked meat hanging from hooks embedded in the 30' high ceiling.

Level 9C: The Odd, Old Halls

Overview

The ancient chambers and corridors of this section of Stonehell is also the site where the Eaul, the mysterious former residents of the dungeon's lowest levels, vanished into antiquity. A jaded and degenerate race, the Eaul saw their end approaching when diminished birthrates and a pervasive despair gripped their society. Choosing to deny their encroaching end with debauchery, the last of the race gathered in these halls to indulge in their vices with wild abandon.

The Eaul's revels attracted the attention of *something* that lurks in the cold hell between the stars, a primordial entity known by many names and guises throughout history. Lured by the frenzied efforts of the Eaul to forget their doom, this entity sent its most favored servant, the Host of the Last Revel, amongst them. The Host manifested at the doomed race's final feast and the Eaul vanished from the world. Their legacy is nothing but abandoned halls and a lingering sense of melancholy left by their passing. That malaise still infects the Odd, Old Halls.

Perhaps attracted by this atmosphere of despair, the Vampire Lord of Stonehell, Carstahz Faite, chose this area to establish his lair. The undisputed king of the southern stretches of this level, Faite and his undead minions continue the tradition of the Eaul with their bloody feasts and depraved practices.

Population

Aside from the undead servants of the Vampire Lord, this quadrant has few permanent residents. Most are dissuaded from remaining here by the Melancholy (see **Note #1** p. 118) that chokes this place. Aside from a pride of phase tigers and a few transient monsters, the most notable denizen is the Beekeeper, an ancient stone giant who dwells here with his swarms of giant bees. Once a servant of the forgotten chandler of Stonehell, the Beekeeper has become a hermit of impossible age, kept alive by the unique royal jelly from his hive.

Special Dungeon Notes

The Monkey Idol (#5) – The product of either some strange cult or a demented mage, this 2' tall idol depicts a grinning simian crafted from solid gold. Its construction makes it worth 10,000 gp, but it bears a

horrible curse. Anyone touching the idol must save vs. spells at a -4 penalty or succumb to the idol's curse.

Those cursed by the statuette are transformed in Albino Apes (q.v.). The affected lose all class and racial abilities, and their Intelligence is reduced to 5 (if not already that or lower). This transmutation is permanent until reversed by a *remove curse* spell administered by a cleric of 10th level or greater. Unfortunately, the curse doesn't end there.

So long as the affected PC stays within 50' of the idol, he retains his Albino Ape form. A cursed individual moving beyond that range shrinks in size and power, becoming a Higher Baboon (q.v.) once past the 50' mark. This diminution continues the farther the cursed creature moves from the idol. At a 100' distance, the cursed PC further shrinks in size, transforming into an Orangutan, and at 150', he changes into a Chimpanzee. The curse culminates once the victim travels a distance of 200' or more from the idol. At that time, he turns into Capuchin Monkey. Moving closer to the idol reverses the process incrementally until he's once again an Albino Ape when within 50' of the statuette. Game statistics for the various ape forms not appearing in the *Labyrinth Lord* rulebook are given below.

The idol is firmly affixed to the pedestal it sits upon and only a *wish* spell can break the supernatural bond that keeps it in place.

Orangutan [AL N, MV 90' (30'), climb 120' (40'), AC 6, HD 1+1, #AT 3 (2 claws, bite), DMG 1d3/1d3/1d4, SV F1, ML 8]

Chimpanzee [AL N, MV 120' (40'), climb 90' (90'), AC 7, HD 1, #AT 3 (2 claws, bite), DMG 1d2/1d2/1d3, SV F1, ML 8]

Capuchin Monkey [AL N, MV 90' (30'), climb 90' (30'), AC 6, HD 1/2, #AT 1 (bite), DMG 1d2, SV F0, ML 4]

The Last Revel (#7) – This chamber is the site of the Eaul's final debauch and the place the Host of the Last Revel manifested. It is also the source of the Melancholy that affects the dungeon. Echoes of the Eaul's doom still linger here.

The room appears as if a grandiose party had ended mere moments before the adventurers' arrival. Spilled wine, abandoned cups, and discarded finery are scattered about the room, and the smell of perfume and exotic substances fills the air. A single occupant stands in the room: a tall, thin, seemingly male figure dressed in tattered finery and bearing a featureless, teardrop-

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shaped, silver mask stands in the center of the room. He turns to face the party as they enter, momentarily pausing as if judging or evaluating them. This figure is an echo of the Host of the Last Revel.

The Host speaks directly to the party, ignoring any queries or attacks on their part. In a faint, but still powerful voice, the Host tells the PCs, "It is a terrible thing to fall into the hands of the Living God." He then asks, "Have you seen the Yellow Sign?" Regardless of the PCs response, the Host fades from sight a moment later, leaving the party baffled by the question and the Host's presence. The PCs can collect any of the party debris found here, but these items vanish from their possession when unobserved, returning here once again.

The Host is only encountered once, but the ramifications of his appearance may be long-lasting. At the Labyrinth Lord's discretion, PCs departing this room after meeting the Host find themselves not in Stonehell, but in Lost Carcosa, a strange, doomed city on the shores of the Lake of Hali. Referees wishing to pursue this line of adventuring are encouraged to consult Pagan Publishing's *Delta Green: Countdown* for an excellent resource on Lost Carcosa and the identity of the Host of the Last Revel and his unnamed master. If the Labyrinth Lord has no interest in exploring Lost Carcosa, the PCs exit this room as normal.

"The Pantry" (#27) – The vampires of Stonehell keep captured prey imprisoned in this foul chamber until feeding time. There are a total of eleven cells here. The cells hold the following:

A: Berserkers (4)	G: Empty
B: Kobolds (6)	H: Brigands (2)
C: Empty	I: Empty
D: Gnomes (3)	J: Empty
E: Empty	K: Trolls (2)
F: Vrilya, <i>Sahnyam Ana</i> caste (3)	

The pantry's prisoners are eager to escape, and will either assist the party or flee, depending on their alignments and/or the PCs' Charisma. These would-be meals have no equipment or treasure, and all have ½ normal hit points (except for the trolls), due to neglect and injuries sustained during captivity.

The Mist Vents (see Map Legend p. 118) – These 1' square tunnels honeycomb the lair of Carstahz Faite, connecting many of the rooms within. The vampires use these tiny shafts to move from room to room in *gaseous form*, allowing them to attack intruders from ambush or

harry their enemies from behind. Too small for even a halfling to navigate, PCs can only traverse the vents by using a *potion of gaseous form*, a *potion of diminution*, or similar magics.

New Monsters

Greater Ghouls

No. Enc: 1d6 (2d6)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 5
Hit Dice: 6 (*turn* as 8 HD)
Attacks: 3 (2 claws, bite)
Damage: 1d6/1d6/1d6 + paralysis
Save: F6
Morale: 10
Hoard Class: XVII
XP: 1,070

Greater ghouls were once ghouls of the normal variety, but Chaos' hold on Stonehell increased their size and ferocity, transforming them into a separate species of undead. Possessing kangaroo-like legs, greater ghouls can leap up to 20' in a single bound. They have the normal undead immunities and powers of ghouls, but their paralytic touch lasts for 3d4 turns.

New Magical Item

Grimoire of the Hell Lodge – This ebon-bound book allows non-spellcasting classes to acquire magical knowledge and perform spells – but at dreadful cost. Any class other than cleric, magic-user or elf can read the grimoire, a process taking 1 month. At the end of this period, an INT check is made and, if successful, the reader comprehends the book's contents and the tome vanishes. A failed INT check indicates the reader cannot fathom the text and can never benefit from its contents. The book does not vanish and another PC may attempt to read it.

Successfully comprehending the book allows the PC to learn any magic-user spell of 4th level or less with the assistance of a magic-user or elf. Learning the spell takes 1 week per spell level and requires a successful INT check with a -1 penalty per level of the spell being studied. If the check succeeds, the student can cast the spell as if a magic-user equal to his own level. The PC can learn multiple spells with study. Casting a spell studied PERMANENTLY reduces the PC's hit points by 1 point per level of the spell cast. The PC can only cast one spell per day, regardless of how many he has learned.

7. **The Last Revel:** Two unoccupied thrones atop low daises; discarded garments; abandoned cups & spilled wine; masked figure dressed in tattered finery; the smell of perfume and the sound of fading laughter. See **Special Dungeon Notes** p. 116 for details.
8. **The Dissolving Room:** 20' deep pool of acid; pyramid-shaped platform of stone rising from the center of the pool; caustic stink in the air. Objects *teleported* here from area #17 on **Level 8B** appear 1' above the pyramid-shaped platform, tumbling down its sloped sides into the acid. Living creatures are allowed a DEX check to avoid falling into the acid, but the 3' square platform only allows one creature to stand atop it at a given time. Subsequent arrivals knock the creature from its perch into the acid. The acid inflicts 2d6 points of damage per round of exposure. The stone walls & floor of this room are specially treated and unaffected by the acid.
9. **The Last Stairs:** Ancient stairs receding into darkness. These stairs lead to another level of dungeon of the referee's own design if the Labyrinth Lord wishes to extend Stonehell beyond the ten levels detailed in the *Stonehell Dungeon* series.
10. **Small Dangers:** Remnants of smashed, ancient furnishings; symbol of the Unraveler painted on the walls in blood; a band of "kobolds" staring bemused at the destruction. The "kobold cleaning" crew is in truth a group of Striplings (6). The striplings play their roles to the hilt until they can strike by surprise. They carry a *philter of love*, a *potion of clairaudience*, and a *potion of giant strength*.
11. **Former Kitchen:** Stone ovens, long cold; rotted tables; broken remains of crates and barrels; carpets of dust and dirt. Once used to prepare meals and store foodstuffs for the revels of old, this place is now empty of any treasure or danger.
12. **Dressing Room:** Ten large wooden wardrobes in excellent repair; decayed dressing tables and padded chairs; thick dust. The wardrobes bear a minor magical enchantment that preserves them and their contents. Determine the inventory of each wardrobe randomly using the **Container Contents** table (*SD: DNHH* p. 124). There is nothing else of value here.
13. **Lift Room:** Empty room. A careful inspection of the floor reveals numerous scratches in a 20' square area at the room's center. A secret elevator leading to **Level 8C** is concealed in the ceiling. A hidden switch in the east wall causes a portion of the roof to slide aside and the lift to descend. Activating the lift alerts the inhabitants of #21 on **Level 8C** that visitors are about to arrive. Preparations are made to greet the lift riders with violence.
14. **Broken Wind Obelisk:** Broken and defaced 12' tall, glyph-inscribed obelisk. The obelisk was a Wind Obelisk (see *SD: DNNH* p. 54), but it has been destroyed by vandals. It no longer functions.
15. **Room of the Book:** The door to this room is magically trapped; merely touching the door causes either a 15 die *fireball* (1-3) or 15 die *lightning bolt* (4-6) to explode along the E-W corridor in front of the door. The lightning bolt will rebound. The door is unharmed by the trap. A successful *dispel magic* against a 15th level caster negates the trap for 1d6 rounds. The room contains bare book cases and a single tome resting atop a reading stand. The book is the *Grimoire of the Hell Lodge* (see **New Magical Items** p. 117).
16. **The Garden Hall:** Soaring (40') ceiling supported by flower-carved pillars; ceiling glows with bright light, illuminating the room; numerous plant beds holding a riot of pale subterranean flowers; scent of blossoms and the hum of bees. Giant Killer Bees (17) of immense size (3 HD, sting does 1d6 damage) flit about the flowers collecting pollen. They aggressively attack intruders. Buried in one of the beds (requires either a find secret doors roll or 2d6 turns of searching) is the decayed body of a warrior and his *sword +1*, a *cloak of protection +1*, a scroll of *ward against elementals*, a treasure map (leads to 24,000 gp hoard), and a *horn of blasting*.
17. **The Balcony:** Three stone thrones overlooking #16; stone balustrade separates the balcony from the great hall; room is 20' above the floor of #16. The center throne is trapped; sitting upon it releases a 10' diameter cloud of toxic gas (save vs. poison or die) that also enrages the bees in #16 (bees are immune to toxin). Any bees in #16 swarm to attack all creatures here in the balcony area.
18. **The Beekeeper:** High-ceilinged (30') room filled with old, but comfortable furnishings and a bed of giant-size; smell of honey and dust. The Beekeeper, an ancient Stone Giant (1) with 12 HD, lives here. A "beard" of oversized Giant Killer Bees (8; 3 HD, sting does 1d6 damage) clings to his face. The bees attack at his command. The Beekeeper once provided the mysterious chandler (**Level 9A, #6**) with wax for his candles. He remains alive due to the bee's royal jelly. The Beekeeper wishes to be left alone with his charges. Various chests and containers here hold 7,000 sp, 5,000 ep, 5,000 gp, and 2 gems (75 gp & 100 gp values).
19. **The Hive:** Five large stone beehives; loud buzzing of bees. Giant Killer Bees (15) of immense size (3 HD, sting does 1d6 damage) dwell in the hives tended by the Beekeeper. One hive contains royal jelly that acts as a *potion of longevity* (5 doses).
20. **Entrance Hall:** Large chamber with 35' high ceiling; empty niches in the walls that once contained statuary; the smallest sound echoes loudly. PCs spending more than 5 rounds here attract 1d6 phase tigers from #22 to the north.
21. **The Throat:** Vast shaft ringed by crumbling, broken stairs ascending into darkness; faint indications of occasional travel along the stairs. These stairs lead to **Levels 7 & 8**, but 2d4 sections of stairs measuring 1d6+6 feet in length have collapsed, making negotiating the circular stairs a troublesome route for PCs ill-equipped to cross the gaps.
22. **Phase Tiger Den:** Bones and torn clothes; ebony shadows that seem to resist the party's light sources. A pride of Phase Tigers (6) have claimed this chamber as their den. Amongst the remains of former meals are 7,000 gp, 4 gems (75 gp, 2x100 gp & 1,000 gp values), a *wand of detecting secret doors* (9 charges), a *potion of healing*, a vial holding *oil of etherealness*, and a *potion of heroism*.
23. **Hall of the Rosy Dead:** Thorny vines bearing pale roses of an unknown species twine around the columns of the high-ceilinged (35') room; the scent of rotting flesh and flowers chokes the air. Carstahz Faite (see **Level 9D**) keeps minor undead creatures here as a first line of defense. When the doors (**Feature A**) open, the Zombies (16) and Wights (7) in this room pour out to attack intruders.
24. **Ghoul Pit:** 10' wide walkway edging past a 20' deep pit; pit is filled with bones, congealed blood, and rotting meat. Greater Ghouls (6) dwell in the pit, feasting on the mortal remains of the vampires' meals. They can leap up onto the walkway to attack intruders. One of "bones" in the pit is scroll case containing a scroll of *purify food & drink*, *know alignment*, and *speak with animals*.
25. **Exquisite Salon:** Ornate divans, tables & chairs done in a rose & bone motif; crimson rugs; numerous bloodstains. Empty.
26. **Feasting Hall:** Blazing candelabras; three wooden tables with metal & leather restraints; padded sitting benches; screams of agony. Werewolves (4) and 9 HD Vampires (2) feeding upon a struggling Troll (1) strapped to a table. They turn to attack intruders. If freed, the Troll, berserk with fear and pain, attacks its rescuers. Due to the predations inflicted upon it, the troll has only 2 HD and 7 hp remaining. Six of candelabras are bejeweled (20 gp, 30 gp, 400 gp, 600 gp, 700 gp & 1,200 gp values).
27. **"Pantry":** Barred cells; stink of waste and fear. The vampires keep future meals imprisoned here. A ring of keys hangs beside the door. See **Special Dungeon Notes** p. 117 for an inventory of cell occupants.

Level 9D: The Hellrill – South

Overview

The Hellrill continues south through this section of Stonehell, bound for a great inferno of a sea deeper under the earth. As to the north, the magma river bisects this dungeon quadrant into two radically different areas.

East of the Hellrill are a number of natural caverns used by the fire giants as storage, workshops, and as pens for monstrous pets. This secondary portion of the lair also grants egress from the dungeon proper, allowing the giants to negotiate with the servants of the Three-Eyed King who come down from the level above, and to range far from their home to hunt and trade for the necessities of life. Additionally, the hot caverns are the den of a band of fire salamanders, whose presence the fire giants tolerate since the elemental creatures don't compete with them for resources and provide a useful buffer against intruders.

To the west of the Hellrill lie the remaining chambers of the lair of Carstahz Faite, the Vampire Lord of Stonehell. His primary refuge and that of his enthralled servants is located in this area, all well-defended against intruders. Incautious adventurers entering into these accursed halls without sufficient preparations and defenses are likely to become more fodder in Faite's ever-growing army of the dead.

Population

As noted above, this section of the dungeon is occupied by two distinct types of inhabitants. East of the Hellrill are fire-based creatures, such as the fire salamanders, fire giants, and their pet/guardian hellhounds and fire-breathing hydra. An occasional emissary from the Three-Eyed King may also be encountered here, waiting to negotiate with the fire giants in a bid to add them to the giant potentate's ranks.

The lair of Carstahz Faite is rife with vampires and other undead, as well as a small number of lycanthropes loyal to the Vampire Lord.

Special Dungeon Notes

Deadfall Traps (Feature T) – Carstahz Faite and his thrall, Reveka, protect their refuges (both real and imagined) with deadfall traps designed to harm and immobilize would-be assassins and looters. Each trap is positioned directly above the entrance to the rooms containing the vampires' coffins and is triggered by

anyone attempting to open the locked doors (the vampires bypass the traps through use of the mist vents connecting the various rooms of the lair).

When sprung, immense slabs of stone fall from a concealed cavity in the ceiling, dropping the great weights onto a 10' square area directly below. All creatures in the affected area suffer 4d8 points of damage (a save vs. petrify reduces the damage by half). Struck creatures have a 3 in 6 chance of being pinned beneath the slabs, unable to move until the stones are shifted, which require either a combined STR of 40+ or *giant strength* magics. The large stones also block the doors leading to the refuge from opening outward and must be removed before the doors can be breached (removing them requires only a combined STR of 30 or better or magical strength since the stones can be slid or handled roughly without fear of further injuring a comrade pinned beneath them).

Triggering these traps alerts Carstahz or Reveka if they are present in their refuges. The vampires transform into mist and use the mist vents to attack the party from behind as they attempt to free trapped comrades or clear the stones from the doorway.

Important NPCs

The two most important residents of this section of the dungeon are Carstahz Faite, the Vampire Lord of Stonehell, and his second-in-command, the vampiress, Reveka.

Carstahz Faite [AL C, MV 90' (30'), fly 180' (60), AC -2, HD 11, Hp 63, #AT 1 (touch or spell), DMG 1d10 plus 2 levels life drain, SV F11, ML 11]

Carstahz was the youngest son of one of the ancient noble families of Tishkmi, that grim, mountainous land far to the east of Stonehell. With little hope of inheriting the family lands, Faite took up the sword and headed west, becoming an itinerant adventurer and mercenary. It was during this time that he became accursed, transformed into a vampire under circumstances he will not reveal. Faite reveled in his new existence, and set out to fashion his own demesne deep in the depths of Stonehell Dungeon.

Faite appears as an unusually tall (6' 8" in height) human male. His blonde hair and beard are neatly trimmed, and his eyes the color of glacier ice. He dresses in plate mail armor covered by black and brown clerical vestments. He speaks in perfect, precise Common and his manner of speech identifies him as someone who expects to be obeyed without question.

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Since his conversion to undeath, Faite has also undergone a religious transformation. He's a devout servant of the goddess Sahnkt, She of the Unquiet Grave, Mistress of the Undead. He has the powers of an 8th level cleric due to his devotion. Carstahz memorizes *cause fear*, *cause light wounds*, *darkness* (×2), *bless* (reversed), *hold person*, *silence 15' rad.*, *bestow curse*, *continual darkness*, *dispel magic*, *cause serious wounds*, and *undetected lie*. He uses the various *darkness* spells on those possessing items that are anathema to his kind (holy symbols, garlic, etc.); if Faite cannot see the item himself, he is unaffected by its presence. Clerics shrouded in darkness can still attempt to turn him, however.

As a vampiric cleric of Sahnkt, Faite can summon a horde of writhing maggots and flesh-eating beetles in place of bats and rats. This wriggling mass has the stats of a 4 HD Insect Swarm (q.v.) and arrives 2d6 rounds after being summoned.

Carstahz wears a suit of *plate mail* +3 and carries a *shield* +1, making him a difficult target to strike. He also possesses a scroll with the spells *hold person*, *resist fire* & *dispel magic* scribed upon it. His material wealth is concealed in his resting places.

If Carstahz is reduced to 10 hp or less and his true coffin has been discovered (located in #8), he turns gaseous and flees to the upper reaches of Stonehell. There, he seeks sanctuary in his secret coffin located on **Level 4B** (see *SD: DNNH* p. 91). If this hiding place has also been discovered and the coffin demolished, Faite fights until destroyed.

Recently, Faite lost the one heirloom he retained from his breathing days – a bloodstone ring that identifies him as the sole remaining member of his mortal bloodline and (ironically) the heir to its lands and titles. This ring was stolen by a former servant of his, a werewolf who fled to the upper levels of Stonehell in search of sanctuary (see *SD: DNHH* p. 117). If one of the PCs bears the ring when Faite encounters him, all his force will be directed on that unfortunate individual as he strives to regain his heirloom. Alternately, returning the ring to the vampire might grant the party a temporary truce, allowing them to flee Carstahz's lair with their lives intact. Should the PC possessing the ring ever venture to the distant lands of Tishkmi, he could easily masquerade as the rightful heir to the Faite holdings and titles (along with certain other, less savory things that accompany that property...).

Reveka [AL C, MV 120' (40'), fly 180' (60), AC 1, HD 9, Hp 40, #AT 1 (touch or spell), DMG 1d10 plus 2 levels life drain, SV F9, ML 11]

Reveka was a magic-user plumbing the depths of Stonehell when her party ran afoul of Carstahz Faite. She was slain by him and transformed into a vampire. She appears as a short, human female with a rubenesque build and long, black hair. Reveka paints her eyes with kohl, which she believes adds to her allure. She both loves and loathes Carstahz, and will fight to protect him, but should he be slain and Reveka survives, she seizes the opportunity to set herself in his place as the Vampire Queen of Stonehell Dungeon.

Reveka retains her spell-casting ability in undeath and regularly prepares *magic missile* (×2), *shield*, *mirror image*, *web*, *lightning bolt*, *protection from normal missiles*, and *dimension door*. She casts spells as a 7th level magic-user.

The vampiress wears a *ring of protection* +1, and carries both a *potion of speed* and a *wand of polymorphing* (11 charges). She keeps a scroll of *shield*, *fireball*, *confusion*, and *teleport* tucked into her girdle. If melee combat appears likely, Reveka drinks the *potion of speed*, using its power to close with enemies, strike, and retreat out of melee range.

New Magic Item

The Book of the Karcist – This magical tome is bound in demon-skin and bears bone clasps and hinges. Its pages are vellum and inked with rust-colored blood. Those reading the book gain insight into the unholy art of returning a semblance of life to the dead – at the cost of some of the reader's vital essence. The book itself bears a taint of evil that inflicts 2d6 points of damage whenever handled by a lawful creature; neutral and chaotic readers suffer no damage from touching the book.

Reading the book requires two weeks of uninterrupted study. At the end of that period, the reader loses 1 life level, but gains the ability to create minor undead as if he had cast the *animate dead* spell. This ability can only be used once per month on the night of the new moon, and should the reader fail to avail himself of its power at that time, he must wait another month before calling upon his knowledge.

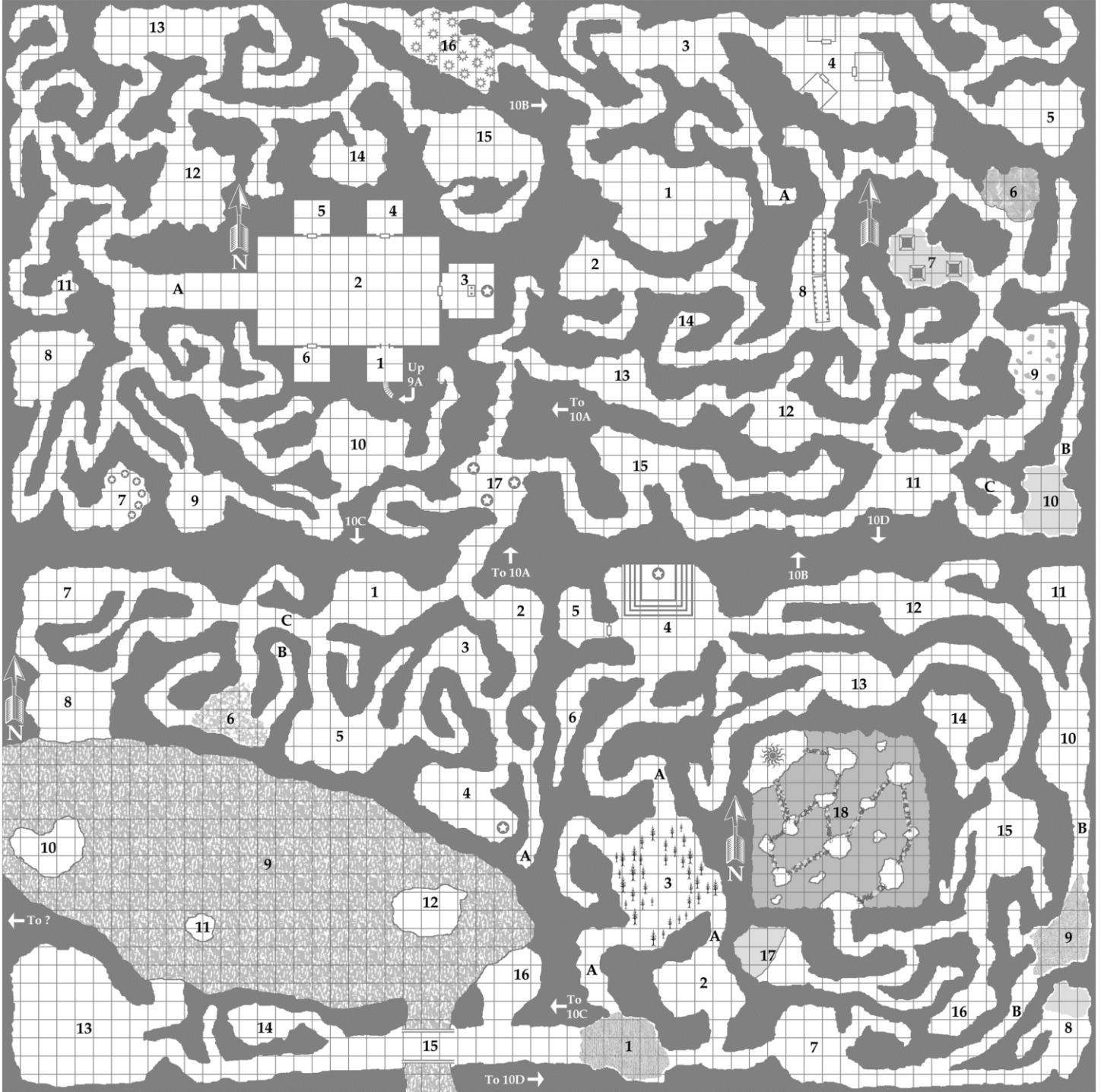


4. **Lycanthrope Lounge:** Smell of blood and flesh; blood-stained walls and floors; crude furnishings; puddles of urine; claw and teeth marks on many exposed surfaces. Werewolves (10 plus one 5 HD leader) call this chamber their den. Devoted to Faite, the majority fend off intruders as two seek to warn Carstahz and Reveka that enemies have breached the lair. The room has 300 gp & 2 gems (50 gp value each), plus some salvageable arms and armor of middling quality.
5. **Undead Flood:** Faint odor of rotting flesh outside the door to this room. Room jam-packed with zombies and skeletons. This room contains Skeletons (40) and Zombies (24). Opening the door causes them to pour from the room in a great, stinking tide of undeath. Carstahz knows the sheer numbers will overcome clerical attempts to turn them and relishes the idea of powerful holy men torn apart by the lesser undead they seldom have reason to fear.
6. **Temple of Sankht:** Extensive casket-shaped chamber with 30' high ceiling; gravestone flagstone floor; pillars carved in skeletal shapes; 20' tall stone idol of decaying hag wrapped in a grave shroud; tombstone altar; numerous wooden coffins. Spectres (4) float about the room, dressed in clerical garb. There is a 75% chance Carstahz Faite is present here as well. There are 3,000 ep & 3,000 gp buried with the spectres' corpses beneath four of the tombstone flagstones of the floor. The wooden coffins are the resting places of the various unnamed vampire servants of Carstahz Faite. There are twenty total.
7. **False Coffin Room:** Room is shrouded in *continual darkness* and contains an *aguldaan* coffin filled with worm-infested earth. Buried in the dirt are 3,000 gp, 1,000 pp, and a *potion of fire resistance*. Carstahz hopes the treasure will lead intruders to believe this is his true resting place.
8. **Carstahz Faite's True Tomb:** Room is cloaked in *continual darkness* and contains six coffins filled with foul-smelling earth. This is Faite's true resting place and there is a 25% chance he is here when his lair is entered. Hidden under the earth of one of the coffins (not his true one) are 4,000 gp, 3,000 pp, and a clerical scroll of *snake charm* and *animate dead*.
9. **Supply Cave:** Piles of uncured hides, coal, raw ore, and other mundane supplies of little value. The fire giants keep such materials here until either prepared or preserved and brought into the lair proper.
10. **Watering Hole:** 25' diameter pool of hot water; barrels and buckets; giant drinking dippers. Hellhounds (4; 7 HD) prowl the cavern, howling loudly when intruders enter. Their cries alert the giant in #12.
11. **Hydra Cave:** Waves of shimmering heat; smell of cooked meat & less pleasant odors. A 12-Headed Hydra (1) lives here, kept as a pet and guardian by the fire giants. It can breathe fire from each head up to a 30' range, doing 8 points of damage per head to its opponents. The hydra's masters allow it a small hoard consisting of 6,000 cp, 1,000 sp, 4,000 ep, and 1 gem (100 gp value) to keep it happy.
12. **Lava Forge:** Colossal stone forge fed by a stream of magma; monstrous steel anvil; metal-working tools and supplies in gargantuan sizes and amounts; sound of clanging steel. If not alerted by the hellhounds in #10, a Fire Giant (1) forges a new two-handed sword here and wields the unfinished blade if attacked. The great sword does an additional 1d6 points of fire damage to the giant's damage rolls. There are 20 raw ingots of copper and brass here, each weighing 100 lbs. and worth 10 gp apiece.
13. **Hellhound Kennel:** Stone bars & gate seal off this cave; piles of coal; steaming heaps of dog dung; yapping, growling cries. Hellhounds (2; 7 HD) and Hellhound pups (6; 4 HD) are kept in this cavern until house-trained and/or whelped. The 7 HD Hellhounds gain a +2 bonus to attacks while defending their pups.
14. **Back Door Cavern:** Double-doors barred from W side; giant-sized table & two chairs. The fire giants use this room to meet with emissaries from the Three-Eyed King above and there is a 33% chance one such ambassador is here awaiting to negotiate with the fire giant leader. Roll 1d4 to determine the type of giant present: 1-3) Stone Giant; 4) Triclops. This room is uncomfortably hot, a fact that fire giant's use to ensure negotiations never run long.
15. **Steam Cave:** Misty, hot cavern, narrow crevasses in the floor spouting hot steam. Visibility in this area is limited to 10' and all non-fire-based creatures passing through it must save vs. breath attacks or take 1d6 points of damage. There is a 40% chance a fierce spout of steam erupts each time the PCs cross the chamber. This blast does 5d6 points of damage (save vs. breath attacks for half damage).
16. **Salamander Beach:** Sound of splashing; cavern floor littered with obsidian gravel and cooling puddles of magma; large (20' long) canoe of brass and steel construction drawn up on the beach. Flame Salamanders (5) cavort in the "waters" of the Hellrill. The canoe is magically treated to withstand the magma of the Hellrill and can accommodate up to five human-sized boaters. Three paddles, also magically treated, lie at the bottom of the boat.
17. **Salamander Lair:** 20' wide pool of magma; strangely beautiful mineral formations. Flame Salamanders (5) reside here. They possess 9,000 gp & 2,000 pp, which are concealed amidst mineral formations surrounding the magma pool.
18. **Key Island:** Small islet of rock protruding above the magma; stone coffer resting upon the island. The coffer contains a large red gold key (500 gp value) of ancient manufacture. The key is surrounded by a constant aura of fire (damage and illumination as a torch). This is the *flame* key, which unlocks the door at #13 on **Level 6D**. The island is protected by a Lava Worm (1). Treat the lava worm as a Sea Serpent (q.v.) with 12 HD, a bite attack that inflicts 3d6 points of damage, and is immune to all fire-based attacks. The lava worm attacks any boat or PC approaching the rocky island, fighting to the death.

Level Ten Master Map

Level 10A: The Fraying Tapestry - West

Level 10B: The Fraying Tapestry - East



Level 10C: The Atramental Cruor

Level 10D: The Gnawed Heart

Level Ten

The final level of the dungeon, Level Ten extends into other planes of existence, warped by the nixthisis' chaotic disruption of natural law. Strange variations of environment and bizarre occupants from other places and times stalk its expanse. Level Ten contains the **The Fraying Tapestry – West**, **The Fraying Tapestry – East**, **The Atramental Cruor**, and **The Gnawed Heart**.

Level Ten Monster List

Chimera [AL C, MV 120' (40'); fly 180' (60'), AC 4, HD 9, # AT 5, DG 1d3/1d3/2d4/2d4/3d4 + special, SV F9, ML 9, XP 1,700]
Chuhaister* [AL C, MV 120' (40'), AC 3, HD 12+3 (see notes), # AT 1, DG 3d6, SV F12 (see notes), ML 10, XP as HD]
Crystal Skull of Whamundu* [AL C, MV fly 60' (20'), AC -1, HD 12 to 15, # AT 1, DG 2d8, SV F12 to F15, ML 10, XP 8,400 to 9,600]
Damnedboy* [AL C, MV 90' (30'), AC 0, HD 11, #AT 2, DG 1d12/1d12, SV F11, ML 12, XP 4,400]
Frost Salamander [AL C, MV 120' (40'), AC 3, HD 12, # AT 5, DG 1d6/1d6/1d6/1d6/2d6, SV F12, ML 9, XP 3,600]
Gell* [AL C, MV 90' (30'), AC 5, HD 4+1, #AT 1, DG 1d10, SV F4, ML 10, XP 215]
Golem, Bone [AL N, MV 120' (40'), AC 2, HD 8, # AT 4, DG by weapon, SV F4, ML 12, XP 2,065]
Golem, Bronze [AL N, MV 240' (80'), AC 0, HD 20, # AT 1, DG 3d10, SV F10, ML 12, XP 4,250]
Housecat* [AL N, MV 120' (40'), AC 8, HD 1d2 hp, #AT 3, DG 1 point, SV 0 lvl human, ML 6, XP 5]
Land Narwhal* [AL C, MV 60' (20'), AC 7, HD 12, # AT 2, DG 2d6/1d8, SV F12, ML 8, XP 1,200]
Mastodon [AL N, MV 120' (40'), AC 3, HD 15, #AT 2 or 1, DG 2d6/2d6 or 4d8, SV F8, ML 8, XP 3,300]
Nakthotis, Greater: The Mangled Innocence* [AL C, MV 90' (30'), AC-3, HD 12, # AT 3, DG 1d8/1d8/2d4, SV F12, ML 9, XP 5,200]
Nakthotis, Lesser: The Crawling Cancer* [AL C, MV 60' (20'), AC 0, HD 11, # AT 4, DG 3d8+disease, SV F11, ML 10, XP 4,400]
Nakthotis, Lesser: Horrible Delights* [AL C, MV 90' (30'); fly 150' (50'), AC 0, HD 8, # AT 3, DG 1d8/1d8/1d6, SV F8, ML 11, XP 2,560]
Phase Tiger [AL N, MV 150' (50'), AC 4, HD 6, # AT 2, DG 2d4/2d4, SV F6, ML 8, XP 570]
Purple Worm [AL N, MV 60' (20'), AC 6, HD 15, # AT 2, DG 2d8/1d8+poison, SV F8, ML 10, XP 3,300]
Red Dragon [AL C, MV 90' (30'); fly 240' (80'), AC -1, HD 10, # AT 3 or 1, DG 1d8/1d8/4d8 or breath, SV F10, ML 10, XP 3,100]
Rot Grubs [AL N, MV 10' (2'), AC 9, HD 1 hp, #AT Special,

DG Special, SV 0 lvl Human, ML NA, XP 5]

Scorpion, Gargantuan* [AL N, MV 120' (40'), AC 0, HD 12, # AT 4, DG 2d10/2d10/1d10/1d10, poison, SV F6, ML 11, XP 3,600]

Smilodon, Undead* [AL C, MV 120' (40'), AC 5, HD 10, # AT 3, DG 1d8/1d8/2d8, SV F5, ML 12, XP 1,700]

Spectre [AL C, MV 150' (50'); fly 300' (100'), AC 2, HD 6, # AT 1, DG 1d8 + level drain, SV F6, ML 11, XP 1,070]

Tumorous Dead* [AL C, MV 60' (20'), AC 3, HD 5+1, # AT 1, DG 1d12 + disease, SV F5, ML 12, XP 860]

Tyrannosaurus Rex [AL N, MV 120' (40'), AC 3, HD 20, #AT 1, DG 6d6, SV F10, ML 11, XP 2,250]

Unraveled Depraved Berserker* [AL C, MV 120' (40'), AC 5, HD 8, #AT 1, DG 1d6 or weapon, SV F8, ML NA, XP 1,560]

Unraveled Giant Black Widow Spider* [AL C, MV 60' (20'); web 120' (40'), AC 6, HD 8, # AT 1, DG 2d6+poison, SV F4, ML 8, XP 2,060]

Unraveled Giant Python* [AL C, MV 90' (30'), AC 6, HD 9, #AT 2, DG 1d4/2d8, SV F5, ML 8, XP 1,560]

Unraveled Giant Rattlesnake* [AL C, MV 120' (40'), AC 5, HD 8, #AT 2, DG 1d4+poison, SV F4, ML 8, XP 1,560]

Unraveled Giant Shrew* [AL C, MV 180' (60'), AC 4, HD 6, # AT 2, DG 1d6/1d6, SV F3, ML 10, XP 1,320]

Unraveled Hill Giant* [AL C, MV 120' (40'), AC 4, HD 11, # AT 1, DG 2d8, SV F11, ML 8, XP 2,000]

Unraveled Ogre* [AL C, MV 90' (30'), AC 5, HD 8+1, #AT 1, DG 1d10, SV F8, ML 10, XP 1,820]

Unraveled Owlbear* [AL C, MV 120' (40'), AC 5, HD 9, #AT 3, DG 1d8/1d8/1d8, SV F5, ML 9, XP 2,400]

Unraveled Pitmen* [AL C, MV 90' (30'), AC 4, HD 8, #AT 1, DG 1d8 + slow, SV F8, ML 12, XP 2,060]

Unraveled Stirge* [AL C, MV 30' (10'); fly 180' (60'), AC 7, HD 6, # AT 1, DG 1d3, SV F7, ML 9, XP 1,070]

Unraveled Troll* [AL C, MV 120' (40'), AC 4, HD 10+3, # AT 3, DG 1d6/1d6/1d10, SV F10, ML 10, XP 2,400]

Unraveled Wyvern* [AL C, MV 90' (30'); fly 240' (80'), AC 3, HD 11, # AT 2, DG 2d8/2d8, poison, SV F6, ML 9, XP 3,600]

Zombie [AL C, MV 120' (40'), AC 8, HD 2, #AT 1, DG 1d8 or weapon, SV F1, ML 12, XP 29]

* New Monster

Level 10A: The Fraying Tapestry – West

Overview

The deepest level of Stonehell Dungeon was once a twisting network of natural tunnels and constructed chambers, but that has all changed. For nearly two hundred years, the nixthis has made its home here, its presence infecting the level with pure, unadulterated Chaos. This mutating energy has forever transformed the level into a nightmare realm of illogic and insanity.

Although some semblance of the level's original appearance endures directly beneath the Temple of the Unraveler, the rest of this subterranean realm has fallen to Chaos. Stone corridors and rooms give way to halls and chambers of perplexing construction. Logic no longer applies to the level that has earned the appellation "The Fraying Tapestry," a name earned from the steady disintegration of rationality herein. So long as the nixthis claims this level as its own, the Fraying Tapestry continues to unravel under Chaos' powerful hold.

The Labyrinth Lord is free to throw off all fetters of rational thought and plausibility when the party enters the Tapestry. There is no need to concern oneself with the niggling issues of dungeon ecology, natural order, or other such topics which have been given lip-service throughout the dungeon. In the Fraying Tapestry, there is only Chaos, and the Labyrinth Lord should use the following notes and descriptions to allow his imagination (and cruelty) to run riot.

Population

The Frayed Tapestry contains a number of diverse creatures, some of whom defy logic by their mere presence. These unusual (and often unexpected) occupants have been drawn into the Tapestry from other times and places, imprisoned here by the raw, primordial irrationality of Chaos. The Labyrinth Lord need not explain their presence, and should gleefully embrace the madness of their residency. Frost salamanders and mastodons rub figurative shoulders with purple worms, a lesser Nakthotis, Unraveled versions of more common dungeon monsters, and other oddities.

Special Dungeon Notes

The Fraying Tapestry (Feature A) – Once past this point, and throughout **Levels 10B to 10D** beyond, Stonehell's

construction radically changes from hewn stone to...something else. The walls, floors, and ceilings transform constantly and unpredictably as the PCs wind their way through the Chaos-infused corridors of the Tapestry. Most of these alterations are alien and unsettling, and a few are actually dangerous. The Labyrinth Lord can either choose to alter the surrounding confines of the Fraying Tapestry at random or assume there is a 2 in 6 chance the environment of the dungeon changes whenever the PCs turn a bend in the corridor, venture down a side passage or enter a new encounter area. Pick from or roll on the table below to determine the Fraying Skein's new appearance.

D12 Walls, floor, and ceiling are...

Roll

1	Fitted red brick and mortar. Tears and blood ooze from gaps in the brickwork.
2	Amorphous humanoid faces that sneer and snap at passersby while screeching obscenities in unknown tongues.
3	Cold steel and flickering fluorescents lights. The smell of institutional cleanser pervades the air.
4	Cement surfaces defaced with cryptic symbols and slogans rendered in spray-paint.
5	Warm flesh striated with veins pulsing to the beat of an unseen heart. They bleed if cut, releasing streams of stinking, diseased ichor.
6	Wavering yet solid clouds of luminescent smoke. There is a 1 in 6 chance each turn a tendril lashes out at passersby, striking as a 10 HD monster and doing 1d10+1 damage.
7	Coarse fur matted with filth and crawling with vermin. A heavy, acrid animal odor hangs in the air.
8	Secreted black resin in alien organic shapes covered with acidic slime. There is a 3 in 6 chance each turn that a drop of slime falls upon a PC, inflicting 1d6 damage if a save vs. petrify is failed.
9	Solidified bodily fluids stinking of decay and sickness.
10	Rusted but resilient steel fencing. Beyond the slim gaps in the bars is a hellish landscape under a black sun.
11	Thick crystal of uneven facets. Rotting corpses appear encased within the crystalline material.
12	An unsettling or unusual substance of the Labyrinth Lord's own devising.

Yellow Danger (#7) – The "statues" in this area are actually suits of yellow-enameled *plate mail* +3 – armor that bears a horrible curse. The armors' previous owners

still reside inside, withered but alive, sustained by the armors' curse. They step from their platforms to attack, doing 1d8 points of damage on a successful hit (attack is as a 10th level fighter).

Any blow successfully striking the armored forms (AC 0), causes the plate mail to fall to pieces, revealing a wizened, scrawny human-like figure inside that quickly expires. The armor can be claimed and worn by others, but putting it on activates the curse. The armor protects as normal *plate mail* +3, but the wearer permanently loses 1 point of CON each day and cannot remove the cursed armor. In addition, the wearer's skin takes on a jaundiced hue and his breath is visible as yellow mist. A *remove curse* spell allows the wearer to free himself of the armor, but does not restore lost CON. Only a *wish* spell has sufficient power to restore the wearer's lost ability points. An owner whose CON is reduced to 1 vanishes, *teleported* away by the armor's curse to this area, where he must remain until another unwitting soul comes to defeat him. The armor radiates both magic and evil.

The Howling Holes (#16) – This portion of the Fraying Tapestry is pocked with shallow depressions resembling the filthy pores of an unwashed face. Each is roughly 5'-8' in diameter and a mere 6" deep. These divots in the floor are in truth fissures in the cosmic barrier separating the planes. Each leads to the cold hell that resides in between the dimensions of the multiverse.

For each PC moving through this area, there is a 2 in 6 chance a hole opens as one of the party move past it. It ruptures like pustule, and begins howling as a sucking wind is drawn into the open maw. The PC closest to the hole must make a STR check to avoid being pulled into the fissure and lost between the planes. PCs wearing metal armor gain a -1 bonus to their roll; heavily encumbered characters gain another -1 bonus (in addition to the one for metal armor, if applicable).

A PC failing the STR check may not be instantly drawn into the hole, allowing his fellows a brief chance to rescue him. The Labyrinth Lord should roll initiative for the vacuum, as should each PC (modified by DEX). Any character rolling equal to or greater than the Labyrinth Lord's initiative score can perform one action before the PC is swept away. Although the possible means to save the endangered PC are various (and therefore beyond the means to fully detail in this limited space), the Labyrinth Lord should treat the sucking wind as having a STR score of 17 if the PCs attempt brute force to wrest their ally from the wind's grasp. If no rescue attempt succeeds before the Labyrinth Lord's initiative roll, the PC is lost forever between the planes, barring powerful

magic, divine intervention, or other means decided upon by the game master.

New Monsters

Nakthotis, Lesser: The Crawling Cancer

No. Enc: 1 (1d2)

Alignment: Chaotic

Movement: 60' (20')

Armor Class: 0

Hit Dice: 11

Attacks: 4 (lashing tendrils)

Damage: 3d8 + disease

Save: F11

Morale: 10

Hoard Class: XVIII

XP: 4,400

Crawling Cancers are 9' tall, shambling humanoid figures seemingly composed of diseased, tumorous flesh. The stink of corruption surrounds them, and they leave bloodied hunks of disease-ridden flesh in their wake. Crawling Cancers have no facial features, lacking eyes, noses, and mouths, and a quartet of flailing tendrils replaces their arms. They attack with these limbs, inflicting 3d8 points of damage and infecting their opponents with a malignant rotting disease should they fail a save vs. spells. Crawling Cancers regenerate 1 hp of damage per round and can *cause fear* at will. They also have the typical Nakthoti abilities and defenses.

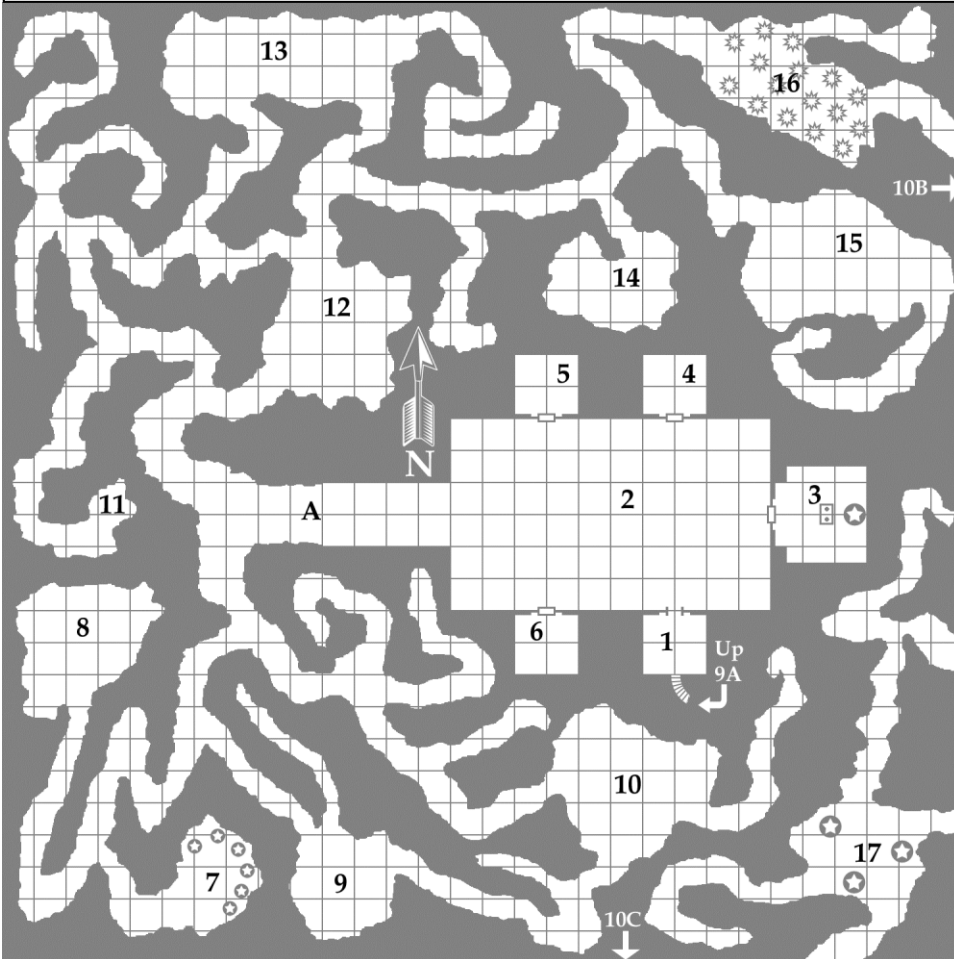
The Crawling Cancer's disease is identical to the *cause disease* spell, except that the sickness kills the afflicted in 1d6 days. There is a 33% chance that any creature killed by this illness lingers beyond life as a Tumorous Dead (see below).

Tumorous Dead

Stats as Mummies (q.v.) but disease effects are different (see below)

Tumorous dead are those unfortunate souls who succumbed to the virulent disease of a Crawling Cancer but retain unholy life. Appearing as wasted, tumorous members of their original species, tumorous dead are identical to mummies in most regard other than physical appearance. The disease they spread is also of a different type, resembling the cancer that killed them. Opponents struck by a tumorous dead's attack must save vs. spells or contract a slightly less aggressive form of sickness that kills in 2d6 days. It is otherwise identical to the effects of the *cause disease* spell.

Level 10A: The Fraying Tapestry - West



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

1. Purple Worm (1)
2. Purple Worm (1)
3. Tumorous Dead (2d6) - see p. 127
4. Unraveled Black Widow (1d3)
5. Unraveled Giant Shrew (1d8)
6. Unraveled Pitmen (2d4)
7. Unraveled Troll (1d4)
8. Unraveled Giant Rattlesnake (1d4)
9. Unraveled Stirges (2d4)
10. Chaos Event - see p. 148
11. Chaos Event
12. Chaos Event

Legend - Special

☄ - Howling Hole

Features Key:

A: The construction of the dungeon changes abruptly past this point, becoming any manner of unusual and/or unsettling substances (see **Special Dungeon Notes**, p. 126).

Note #1: Stalactentacles

These Chaos-affected stalactites are now animate and comprised of a flexible, rubbery flesh that allows them to extend up to 30'. A tooth-lined maw resides at the base of the stalactentacle close to the ceiling. These oddities attack as 10 HD (50 hit points each) creatures, inflicting 1d6 damage on a successful strike. This damage is automatically suffered on subsequent round as the tentacle constricts. A stalactentacle can also bite its prey for 1d12 points of damage. A constricted creature can cut himself free by dealing 25 points of damage to the gripping stalactentacle. Stalactentacles cannot move.

Room Key

1. **Stair Landing:** Stairs leading up to **Level 9A**; chamber bathed in sickly green radiance that throws unsettling ebon shadows of those within it. The shadows appear to move independent of their casters' actions.
2. **The Fraying Hall:** Soaring (45' high) ceiling held aloft by twisted, organic-looking columns; pervasive green radiance as in #1; the pungent stink of rotting, cancerous flesh. A **Crawling Cancer** (1; see **New Monsters** p. 127) stalks this great hall, slouching from behind the pillars to attack intruders.
3. **The True Shrine of the Nixthisis:** Continued sickly green luminescence; altar fashioned from obsidian that weeps blood; altar and room overshadowed by 15' tall statue of an entity bearing the aspects of mantis, spider, puffer fish, and snail; the room is sweltering and freezing in rapid, unpredictable succession. Stacks of gold ingots piled before the altar. The 500 ingots are worth 200 gp each and weigh 20 lbs. apiece. Unfortunately, each is *cursed* (as per scroll) and only the death of the nixthisis will remove the curse on any who steal so much as a single gold bar.
4. **The Casting Room:** Great, blackened metal crucible hanging on U-shaped frame over cold furnace; empty ingot molds; traces of solid gold at crucible's bottom. The priests of the Unraveler melt down offerings in the crucible and cast the precious liquid into ingots to store in #3. The gold traces are worth a total of 10 gp, but is not *cursed*.

5. **The Midden:** A dozen tumor-ridden corpses lie piled in this room, stinking of rot and sickness. Former meals of the crawling cancer, the priests have not yet removed them for disposal. Searching the bodies turns up no treasure, but there is a 20% chance anyone searching the bodies with bare hands contracts the crawling cancer's wasting disease.
6. **The Cancerous Dead:** An overpowering stench of illness wafts from this bare room as the door is opened. Tumorous Dead (9; See **New Monsters** p. 127), undead victims of the crawling cancer given semblance of life by its disease, pour out of the room, madly attacking their liberators. They have no treasure.
7. **Yellow Danger:** Six man-sized statues of yellow steel stand on low platforms; statues portray human-like figures dressed in antiquated plate mail armor and helmets; drifts of yellow smoke emerge from the helmets' grill-covered mouths. See **Special Dungeon Notes** p. 126 for further details on these figures.
8. **Sucks To Be Us:** The sound of ominous, flapping wings. Unraveled Stirges (18; see p. 109 for Unraveled-type monsters) roost here. Instead of a random Unraveled ability, these creatures drain ability scores in addition to blood. Anyone subject to the stirges' bloodsucking attacks must save vs. spells each round or lose a point from a random ability score. Lost ability scores return at the rate of 1 point every 12 hours. Buried under a thick carpet of stirge guano are 9,700 cp, 8,700 sp, 6,800 ep, 4,500 gp, and 652 pp. How it all got there, I have no idea.
9. **Shining Gems:** Natural cavern of stone (regardless of Tapestry's current appearance); walls bearing clusters of glittering gemstones; the sound of picks and hammers breaking stone. Unraveled Pitmen (10; see p. 109 for Unraveled-type monsters & *SD: DNHH* p. 103) work to free the gems from their rocky beds. They dislike being interrupted. There are a total of 25 gems here. Each is worth 500 gp in this raw, uncut state, but a skilled gem cutter can improve the stones to 1,000 gp value each.
10. **The Silent Ship:** An 18th century schooner stands silent, embedded in a sea of glass in the center of this cavernous area, its masts splintered against the 40' high ceiling. A verdigris-covered nameplate at the bow reads "Plutonia." Unless the Labyrinth Lord wishes otherwise, the ship is empty and shows signs of being hastily abandoned. A thorough search of the ship turns up four locked and trapped (two poison needles each; save or die venom) chests containing 5,000 cp, 4,000 ep, 1,000 gp and 10 *arrows* +1.
11. **A Nauseating Pathway:** A 3' wide, fleshy hole covered by a sphincter-like seal and slimy with bodily fluids marks the ground at the end of this tunnel. The hole stinks of abysmal organic matter, but an individual could force his way through the sphincter to enter the narrow tunnel beyond. The sphincter seal closes behind anyone entering the tunnel and the brave soul finds it cannot be re-opened from his side. Crawling the length of the fleshy tunnel (which takes an hour) finds the PC at a similar sphincter-esque closure at the far end that can be traversed. Beyond this closure is a location determined by the Labyrinth Lord (a foreign city, another plane of existence, another place and time, etc.), but it should not be a pleasant place to visit. Returning back to whence the PC came will likely be an adventure unto itself...
12. **Two Worms, No Waiting:** Cavernous space with 40' high ceiling. One round after the PCs enter the area, a pair of Purple Worms (2) burst through the floor to attack. The creatures never fully emerge, but can thrust their tails and stingers up through the floor from up to 60' away from their heads' locations. They do so to strike opponents from behind or to attack enemies hanging back from the battle. Inside the worms' stomachs are 7,000 gp, 3 gems (10 gp, 250 gp & 750 gp values) and 5 pieces of jewelry (10 gp, 2×600 gp & 2×900 gp values).
13. **Tight-Gripped Stalactites:** Long, narrow cavern of natural stone (regardless of Tapestry's current appearance); numerous stalactites of various sizes; uneven floor littered with bones. Several of the stalactites are "stalactentacles" (see **Note #1**). These stone-colored, rubbery appendages are able to extend 30' to reach the cavern floor. There are ten stalactentacles spaced about the ceiling and they attack living creatures passing through the cavern.
14. **Lair of the Frost Salamanders:** Walls, floor and ceiling change to rime-covered stone and ice; frigid blasts of cold air; glittering treasure half-buried in snow and ice. Frost Salamanders (3) rule this place. They can pursue prey up to 200' away from this area before they must return to their cold lair. The treasure discovered here is comprised of 7,000 sp, 5,000 ep, 6 pieces of jewelry (40 gp, 100 gp, 400 gp, 500 gp, 1,000 gp & 1,600 gp values), a *rod of cancellation*, a *ring of command plant*, and a treasure map (leads to a hoard of 11,000 gp & a *wand of illusion*).
15. **This Makes No Sense:** Stink of large, furry animals; the reverberant sound of trumpeting. Mastodons (5) graze on a carpet of leafy vegetation that blankets the area. Confused by their environment, they spook easily (+4 modifier to Monster Reaction Table rolls). They have no treasure, but their ivory tusks are worth 2d4×100 gp each.
16. **The Howling Holes:** A score of dark, pore-like, shallow divots in floor; faint sound of whistling wind. The divots are (currently) closed fissures in the cosmos that may threaten the PCs. See **Special Dungeon Notes** p. 127 for details.
17. **Easter Egg Hunt:** Three stoic humanoid heads fashioned from stone protrude from the floor of this area; heads are identical to the *moai* of Easter Island and lean slightly askew. They seem to watch the PCs as they enter, but have no special properties. These stone faces actually do come from Earth, torn free from their Pacific island home by the churning forces of Chaos. At the Labyrinth Lord's discretion, one of the heads might originate from a certain famous dungeon level and bear cryptic markings identifying it as such.

Level 10B: The Fraying Tapestry – East

Overview

The Fraying Tapestry continues its implausible path through the dungeon's lowest level in this section of Stonehell. As to the west, the Tapestry is home to strange and unexpected creatures pulled into its confines by Chaos' erosion of natural laws and possibilities.

Judging from the odd residents and objects found in this portion of the Fraying Tapestry, the barriers between time and space are especially thin here. Unusual items and bizarre creatures – some natural and some warped by Chaos – lurk in areas of the Tapestry. Many are trapped inside their small confines, unable to hunt their preferred food or roam as is their wont. These occupants are kept alive by the potent power of Chaos, but this magical sustenance does little to ease physical hungers, making them quick to anger and attack any that wander within reach.

As in the rest of this level of Stonehell Dungeon, the physical environment in this quadrant of the Fraying Tapestry is one of unusual construction and constant change. The Labyrinth Lord should consult **Special Dungeon Notes** p. 126 in the preceding section in order to determine what constitutes these tunnels' composition and how often they alter appearance.

Population

The monstrous denizens of the eastern stretch of the Fraying Tapestry have been plucked from their native places and times, undergone unnatural transformations, or both. With few exceptions, they are hungry and hostile, and attack with no provocation. Monsters of note in the eastern Fraying Tapestry include a Tyrannosaurus rex, mutated whales, a scorpion of immense size, and the undead. Other unusual creatures may be encountered as wandering foes.

Special Dungeon Notes

The Tar Pit (#6) – Crude petroleum seeps out from the rock, forming a natural pool of the viscous material in this area. Any character falling into the 30' deep reservoir of bitumen faces a very real chance of drowning. Because of its thick and sticky nature, the tar is difficult to escape without outside assistance. Each round a character remains immersed in the tar pit, he must make a STR check in order to try and escape. On a

successful check, he can move up to 1/3 his normal movement rate towards the edge of the pit (or some other safe location). On a failed STR check, he sinks deeper into the tar, but may attempt to grab a rope or similar buoy if one is thrown to him. If the character ever fails three ability checks, he has sunk completely and is lost. The Labyrinth Lord can apply penalties to the character's check roll if the character is not extracted quickly as struggling against the substance rapidly tires out its victims.

The tar will burn if flame is applied to it and the natural inflammable properties of petroleum keeps it burning for extended periods of time. If needed, torches can be created by dipping one end of a wooden or metal object into the material and setting it afire. Anyone caught in a flaming tar pit takes 1d8 points of damage each round.

Lord Mouse-Bane (#13) – The majority of the felines encountered in this area are typical housecats and mousers, but there is one exceptional specimen amongst their ranks: Lord Mouse-Bane.

Lord Mouse-Bane is an average house cat in temperament, desires, fears, and appearance (he is an orange tabby with a partially torn right ear), but possesses an INT of 13 and the ability to speak the common tongue. Self-proclaimed leader and protector of the other cats encountered here, Lord Mouse-Bane warily approaches the PCs when they enter, asking of their purpose and intentions in the dungeon, and whether they are enemies to cat-kind. If the party responds honestly and affords him a modicum of respect, Lord Mouse-Bane offers them safe passage through the area and will answer the party's questions if possible. He knows little of the Fraying Tapestry or even how he and his pride arrived here. He claims to have once dwelt in a bright, sunlit land where mice were plentiful and there was much opportunity to sleep in sunbeams. Lord Mouse-Bane attests that he's always been able to speak and think, and that this was not uncommon in the lands from which he hails. Trapped in the Tapestry, he's starved for conversation, catnip, and a good mouse to chase.

Lord Mouse-Bane is anxious to relocate to a place more amicable to him and his kind, and gladly accepts an offer to accompany the party. However, he will not abandon his charges and insists that, should he travel with the adventurers, so must his fellow cats – at least until a better home can be found for them. Once this is accomplished, Lord Mouse-Bane, if treated well, may adopt one of the PCs as his "loyal subject" and take up residence with that character. Despite his intellect, Lord

Mouse-Bane has little interest in a life of adventure and seeks only to recreate his former life in a comfortable setting. In addition to the common tongue, Lord Mouse-Bane speaks Cat and can make himself understood by any natural feline creature he encounters.

New Monsters

Cat, Housecat

No. Enc: 1d4 (1d10)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 8
Hit Dice: 1-2 hit points
Attacks: 3 (2 claws, 1 bite)
Damage: 1 point (see below)
Save: 0-level Human
Morale: 6
Hoard Class: None
XP: 5

Common housecats come in many breeds and colorations, and are widely kept as pets, rodent-hunters, and protectors of stored grain. Although formidable to smaller prey, a housecat must successfully strike larger opponents with all three of its attacks (claw/claw/bite) to inflict a single point of damage. Less than three successful attacks impart only painful scratches and small wounds insufficient to cause actual damage.

Scorpion, Gargantuan

No. Enc: 1d3 (1d3)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 0
Hit Dice: 12
Attacks: 4 (2 claws, 2 stings)
Damage: 2d10/2d10/1d10/1d10, poison
Save: F6
Morale: 11
Hoard Class: XXI
XP: 3,600

Titanic, 20' long arachnids, gargantuan scorpions are easily identifiable not only by their great size but by the two stinger-tipped tails they bear. Gargantuan scorpions may attack two separate targets with their tails or strike a single foe with both. Any time one of the scorpion's claws successfully strikes an opponent, it receives a +2 bonus to hit that victim with its sting attack. Like its smaller cousins, a gargantuan scorpion's venom kills any creature failing its save vs. poison roll.

Smilodon, Undead

No. Enc: 1d4 (1d4)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 5
Hit Dice: 10
Attacks: 3 (2 claws, 1 bite)
Damage: 1d8/1d8/2d8
Save: F5
Morale: 12
Hoard Class: None, but see below
XP: 1,700

These monsters are the animate skeletal remains of prehistoric beasts that met their demise in the tar pits once common to the days of old. The power of Chaos that flows through the Fraying Tapestry has rendered them undead, transforming them into vicious foes. They can move through tar seeps without penalty due to their unnatural connection with the bitumen. Undead Smilodons possess the usual undead immunities to *sleep*, *hold*, and *charm* and are turned as 10 HD creatures. They are immune to fire.

Undead Smilodons attack with immense fangs and sharp claws. If both their claw attacks succeed in striking an opponent, they drag their prey backwards up to 20'. They use this tactic to immerse opponents in the thick tar pits that spawned them, miring them in the viscous stuff (see **Special Dungeon Notes** above for details on PCs trapped in tar pits).

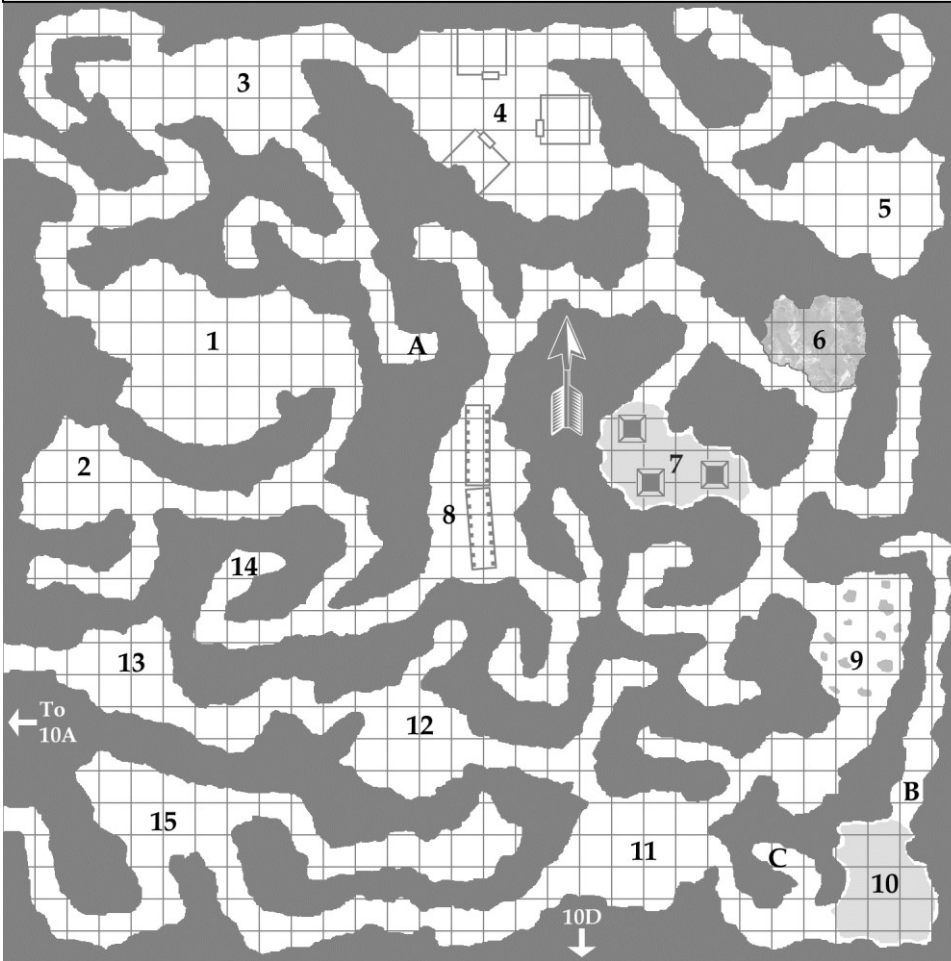
Although undead Smilodons accumulate no treasure, their gigantic canine teeth are valued by collectors of the odd and fetch 1d4×10 gp each if sold.

Whale, Land Narwhal

Stats as Whale, Narwhal (q.v.) but land narwhals have four stubby legs that allow movement on land at a rate of 60' (20') and are Chaotic in alignment.

Transformed by the mutagenic powers of Chaos, land narwhals are adapted to life on land and do not require constant immersion in water to remain healthy. Despite this, the smell of the sea still clings to their blubbery forms. The horn of the land narwhal is greatly desired by magic-users, who postulate it is a crucial component in the crafting of magical blades. Such magical craftsmen will pay 1d10×1,000 gp for a single horn.





Level 10B: The Fraying Tapestry - East



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

1. Housecats (1d3) - see p. 131
2. Land Narwhal (1) - see p. 131
3. Spectres (1d4)
4. Undead Smilodons (1d3) - see p. 131
5. Unraveled Depraved Berserkers (2d4; see *SD: DNHH* p. 85)
6. Unraveled Giant Pythons (1d3)
7. Unraveled Ogres (2d4+1)
8. Unraveled Owlbears (1d6)
9. Unraveled Stirges (2d4)
10. Chaos Event - see p. 148
11. Chaos Event
12. Chaos Event

Legend - Special

-  - Fog/Mist
-  - Tar
-  - Timber Building
-  - Train car

Features Key:

- A:** The corroded hulk of a Volkswagen mini-bus rusts at the end of this passageway. Its windows are broken, its engine is in pieces, and its tires slashed and flat.
- B:** A lantern fashioned from gold and beautiful stained-glass rests on the floor at this point. A *continual light* spell makes it shine with golden light. The lantern is worth 500 gp.
- C:** A white marble headstone lies against the wall at this location. The name and date is illegible, worn away by time and the elements, but the epitaph can still be deciphered. It reads, "Not dead, only sleeping."

Note #1: Firearms

The weapons in #2 are Colt 1851 Navy revolvers. They impart a +2 non-magical bonus to attack rolls, but require an INT check at a -5 penalty to deduce their function. The guns have twice the range of a crossbow and inflict 1d10 points of damage. The gunpowder in each bullet is sufficient to cause 1 point of damage if detonated (a small container packed with the gunpowder of 20 shells would do 20 points of damage, for example). Bullets do not affect creatures immune to non-magical attacks and are subject to a *protection from normal missiles* spell. A sage or alchemist MIGHT be able to reconstruct the gunpowder's composition, but it would take a year or more of experimenting to do so, and the Labyrinth Lord has final say over whether their efforts are successful. It is impossible for PCs to discover the means of creating gunpowder on their own.

Room Key

1. **Tyrannosaurus Unexpectus:** Stomping footsteps; a horrible roar; sound of crunching bones. A Tyrannosaurus rex (1) prowls this large area, cracking the bones of a recent meal in its gigantic mouth. Its appetite not yet sated, it decides the party would make a fine second course.
2. **Dead Man's Gulch:** Unidentifiable stink in the air; room cloudy with acrid smoke; three dead humans in unusual dress lie sprawled on the ground, their clothes bloodstained and holed by bizarre missiles. The smell is gunpowder and the acrid smoke is the residue of a recent shootout. The dead men are gunslingers from the Old West and are dressed appropriately. They have no treasure, but all three hold 19th century revolvers in their cold, dead hands. Two of the shooting irons are empty, but the third still has 1d3 rounds left in the cylinder. An additional 1d20 bullets can be collected from the corpses' gun-belts. See **Note #1** for information on gunpowder weapons.

3. **Subterranean Lights:** A curtain of shimmering colors resembling the Aurora Borealis dances in the air throughout this area. A natural (if unusual) phenomenon, the lights are harmless and only raise the hair of those passing through it in an effect similar to static electricity.
4. **So That's Where They Went:** Three small timber homes showing signs of wear, damage, and partial collapse; discarded and rusty farming implements on ground between the buildings; a dead tree with alien letters carved into its bark. Spectres (5) haunt the ruins. The buildings contain 10,000 sp and 6,000 gp. A *read languages* spell deciphers the words written on the tree, but not their meaning. The letters spell out "...ATOAN."
5. **Look at All the Heads!:** Warm steam drifting through the air; a chorus of growls, snarls, and chuffing breaths; stink of scales and fur. Chimeras (2) lair in this area, hungry from a lack of regular meals. Their den is filled with scattered treasures consisting of 18,000 sp, 10,000 gp, 4,000 pp, and 12 gems (10 gp, 2×50 gp, 2×75 gp, 100 gp, 3×250 gp, 750 gp & 2×1,000 gp values).
6. **Things from the Pit:** Smell of petroleum; bubbling tar pit fills the majority of the room; narrow pathway leading around southern edge of the tar seep. Undead Smilodons (3) rise from the tar to attack intruders. See **Special Dungeon Notes** p. 130 for information on the dangers of the tar pit.
7. **Going Down:** A 3' high carpet of purple fog obscures the floor. Three 30' deep open pits lurk beneath the mist and incautious PCs might easily plummet into them, landing on the jagged forest of glass spears protruding from the pits' bottoms. The pits inflict 3d6 damage from the fall and a save vs. petrify must be made to avoid taking another 3d6 damage from the spears. Tapping ahead with probes easily detects the open holes.
8. **Delayed at the Station:** Two connected train passenger cars run N-S through the center of this area, creating a tunnel of steel. A faint, garbed voice sounds from an unseen source, speaking in an alien language. Adventurers entering from the north must enter the cars to traverse the area, but can exit the "tunnel" from side doors located at the ends of each car. Hidden under several of the seats in the southern-most passenger car are metal strongboxes containing 80 silver bars (100 gp value each) and 20 gold bars (300 gp value each). The strongboxes are locked, but not trapped. PCs with the magical means of understanding unknown spoken languages (such as a *helm of comprehend languages and read magic*) interpret the voice as saying "...Patchogue, Bellport, Mastic-Shirley, and Speonk." The meaning of these words is not provided by magical translation.
9. **I Don't Want to Know What They'll Grow Up To Be:** Several small, shallow pools of water situated about the room; schools of tadpole-like creatures with human heads swim through the shallows. The "tadpoles" are harmless and the water is potable (although a bit rank-tasting).
10. **The Rusting, Writhing Mist:** Area is choked with an ugly brown mist that completely fills the space and roils about if alive. A gleaming gold light is dimly visible through the fog to the north (see **Feature B**). The mist is magical, debilitating, and possibly fatal. Any creature entering the vapor must save vs. breath attacks or have all non-magical objects of iron or steel swiftly corrode and crumble into dust (rusting takes 1 round). The following round, the mist transforms into a writhing mass of Rot Grubs (14) that begin burrowing into the flesh of any creature within the fog. The rot grubs, although of magical origin, are typical of their kind in regard to danger and means of treatment.
11. **Giant Claws and Stinging Tails:** The scurrying of large legs; the sound of whipping tails; the smell of sand, dust, and ancient desert suns. A Gargantuan Scorpion lurks here (1; see **New Monsters** p. 131). Trapped within the Fraying Tapestry, the monster is a fearsome foe, but cannot pursue prey out of this area. It has no treasure.
12. **The Laughing Women:** A score of human women, most with fair skin and dark hair, standing in small groups and speaking with one another as if sharing secrets. They smile as the PCs enter, laughing good-naturedly at the party's appearance and actions. They do not respond to attempts to communicate and vanish if the party directly engages them. These are echoes of the past and are of no threat to the adventurers.
13. **The Cats:** Thirteen house cats of various breeds lounge, primp, and play in this area. They greet the party with a mixture of curiosity and wariness. See **Special Dungeon Notes** p. 130 for further information about the felines.
14. **The Rhyme of the Coffin Clock:** The sound of slow, ponderous ticking; a coffin-shaped grandfather clock rests in the eastern-most end of this passage; clock face bears strange glyphs in place of the numbers on its face and four hands that move in response to no known manner of accounting time. The clock is quite heavy (500 lbs.) very cumbersome, and has no detectable special properties. It has value (5,000 gp) to esoteric collectors and may possess unknown powers of the Labyrinth Lord's choosing.
15. **Land Whales' Lair:** Sounds of great, lumbering beasts; faint odor of the sea and kelp. A small pod of Land Narwhals (3) amble about this area, confused by their situation. Transformed by Chaos, they are violent threats to intruders.
16. **The Scrap Heap:** Verdigris- and rust-covered pieces of bronze and steel; strange gears, unidentifiable machinery, and mangled scrap in 15' high piles. A pair of Bronze Golems (2) lies buried in the metal waste near the entrance to this area. They rise up after one or more PCs passes over them (optimally, they wait until the whole party is occupied by the scrap heap), attacking in the party's midst or from the rear. Buried in the scrap heap and requiring 3 or more turns of searching and a successful find secret doors check to discover is a *sword* +3, *Frost Brand* and a *shield* +2.

Level 10C: The Atramental Cruor

Overview

Few surface scholars know of the vital fluid that flows deep beneath the earth's surface, channeling the world's essence in rivers of inky black, viscous liquid. The handful that are aware of these quasi-magical courses call the substance "the Earth's Black Blood," unaware of its true name amongst subterranean lore-keepers: The Atramental Cruor.

Essential to the health and welfare of the planet, the Atramental Cruor is neither blood, nor water, nor oil, but something resembling all three. Subterranean trading posts and arcane sites can be found along its many branches and channels, relying on the Cruor for power and commerce. For most of the underworld and its residents, the Atramental Cruor is a blessing, but deep in the Chaos-ridden bowels of Stonehell, the world's lifeblood has turned sour.

The Cruor beneath Stonehell is now corrupted, its viscous fluid contaminated with other liquids of extraplanar origin. Although the source of this contamination is uncertain, the few who have glimpse the Cruor that pass through the Fraying Tapestry believe a fissure between the planes has allowed one or more of the Afterworld's great Death Rivers to seep into the planet's lifeblood. Those hunting for the dungeon's true master must cross the transformed Atramental Cruor to achieve their quest, and it is likely that not all will survive the journey...

As in the rest of this level of Stonehell Dungeon, the physical environment in this quadrant of the Fraying Tapestry is one of unusual construction and constant change. The Labyrinth Lord should consult **Special Dungeon Notes** p. 126 in the preceding section in order to determine what constitutes these tunnels' composition and how often they alter appearance.

Population

Like the rest of the Fraying Skein, the inhabitants of both the Atramental Cruor and the cavities surrounding it are either monstrous residents of the dungeon transformed by Chaos or creatures trapped here by the dissolution of the barriers between time and space. Monsters of note include a pair of mature red dragons dwelling in close quarters, animated relics from the ancient civilization of

Whamundu, and a clutch of wyverns that soar above the inky surface of the Cruor itself.

Special Dungeon Notes

The Atramental Cruor (#6) – The Atramental Cruor is a pitch black, viscid, and slightly luminescent substance resembling dimly glowing oil upon first glance. Closer inspection reveals it to be something entirely else. In the ebon depths of the corrupted Cruor, faces swirl and coalesce, some gazing peacefully back at their observers while other seem to scream silently in eternal torment. These are the faces of the Dead.

PCs staring into the depths of the Atramental Cruor must save vs. magic or be overwhelmed by the compulsion to join those faces, seeking to drown themselves in the Cruor unless restrained. This compulsion passes once the observer is removed from the presence of the Cruor or can no longer physically see the liquid. PCs making their saving throws are forever immune from the compulsion and may gaze upon the Atramental Cruor without effect. Creatures that drown in the Cruor are not subject to the life-restoring powers of the liquid (see below).

Secondly, the visages within the Atramental Cruor possess knowledge long since lost by the living races of the sunlit lands. By gazing into the depths of the Cruor and questioning the faces that dwell amongst the currents, an adventurer may seek knowledge as if they had cast the 5th level magic-user spell, *contact other plane*. For the purposes of determining knowledge known, chance of wrong information, and risk of temporary insanity, treat the Atramental Cruor as if it were the 7th plane of existence.

The Atramental Cruor also functions as a conduit between the lands of the living and the dead, and may be employed to breach the barrier between those two worlds. By placing even the smallest fragment of a deceased creature within the Atramental Cruor (a bone, a tooth, or a lock of hair), one may ask questions of the deceased as if they had cast the 3rd level cleric spell, *speak with dead* (see *Advanced Edition Companion* p. 39). This power of the Atramental Cruor is of such great magnitude that it acts as if cast by a 21st level cleric. Thus, the spirit of the deceased may be contacted regardless of how long the creature has been dead.

Lastly, the liquid sometime revitalizes the deceased. If the complete mortal remains of a slain creature are immersed in the Atramental Cruor, there is a chance its spirit is drawn back from the land of the dead to return to its mortal shell, resulting in a complete *resurrection* (as

Stonehell Dungeon – Level Ten

per the 7th level cleric spell) of the deceased. The immersed creature must make a save vs. spells for the Cruor to work this power. If the fail saves, the creature's soul is not restored and it can never be revived by the liquid's power. On a successful save, the being is resurrected, but can never again be raised by the Atramental Cruor.

Again, this power of the Atramental Cruor is equal to that of a 21st level cleric, meaning that creatures that have been dead for up to 210 years can be resurrected by the fluid. The only stipulation of its power is that, unlike the spell, the mortal remains must be complete.

The Arcane Anvil and the Forge of Power (#16) – Relics left over from the time before Chaos infested the bowels of Stonehell, these two items were once used by master magicians to craft enchanted items of great power. The creators of the anvil and forge may have vanished, but the properties of both objects remain intact.

The ancient power present in both the anvil and forge make the creation of magical item faster and more economically efficient. Any magic-user who employs both objects when creating new magical items wrought of metal enjoys a 50% reduction in the time and cost required to make the enchanted implements. To enjoy this benefit, however, the magic-user must utilize the Anvil and Forge throughout the creation process, meaning most likely the wizard will need to assume full time occupancy in the dungeon – a hazardous prospect indeed! The Anvil and Forge are much too large to be removed from their resting place, but if this task is somehow managed (possibly through the use of a *wish* spell), both objects retain their enchantments and impart their benefits in their new location.

The Sinuous Statue (#4) – This steel statue depicts a nubile, scantily-clad human woman wrapped in the coils of a great serpent (think a Frank Frazetta painting). An examination of the statue reveals a shallow circular depression around the woman's neck, suggesting a necklace. If a necklace of great value is placed within the depression, the statue grants the one offering the jewelry a supernatural gift.

If a necklace of 1,000 gp value or more is draped around the statue's neck, the PC placing it there gains the ability to cast the *snake charm* spell as if a 10th level cleric once per week. A necklace of 1,500 gp value or more grants the PC the power to cast *sticks to snakes* once per day.

Should the necklace offered be less than 1,000 gp in value, the statue becomes enraged and both the woman

and the snake coiled about her spring to life as Animate Iron Statues (q.v.) with 10 HD each and attacks inflicting 2d10 points of damage. The snake can bite twice a round; the woman attacks with her fists.

Once the statue bestows its gift upon a PC, the jewel vanishes and subsequent offerings grant no special abilities (nor does the jewelry disappear). If animated and thereafter destroyed, the statue obviously no longer imparts supernatural powers on others.

New Monsters

Crystal Skull of Whamundu

No. Enc: 1d3 (0)

Alignment: Chaotic

Movement: 60' (20')

Armor Class: -1

Hit Dice: 12 to 15

Attacks: 1 (bite)

Damage: 2d8

Save: F12 to F15

Morale: 10

Hoard Class: None, but see below

XP: 8,400 to 9,600

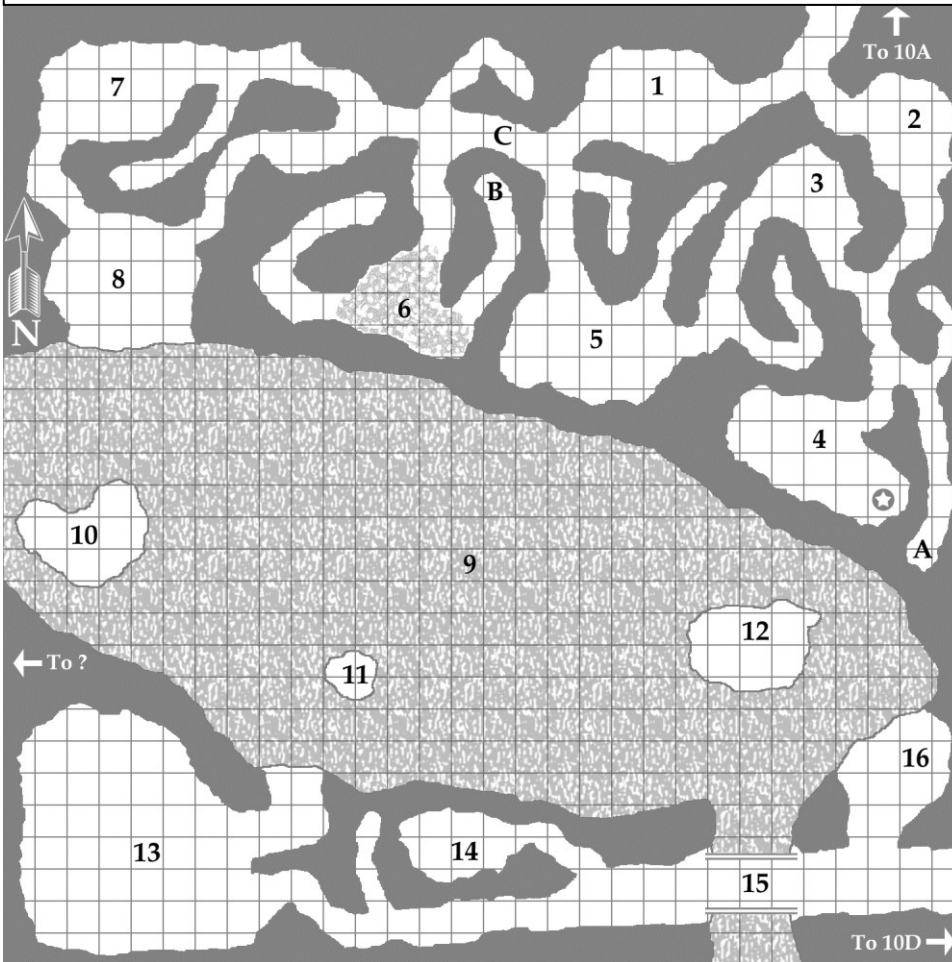
The crystal skulls are animate artifacts of a long dead civilization of Whamundu. They are 8' diameter human skulls fashioned from quartz and studded with several smaller gems along the forehead and jaw line. Crystal skulls move via a permanent form of *levitation*.

While they can deliver a tremendous bite against opponents, the crystal skulls most feared attack is the various spells and rays they fire from their nine gemstones. A crystal skull can "fire" 1d4+1 gems each round, but can only direct attacks against opponents it is facing. A crystal skull may bite and use its gem attacks in the same round. The gems have the following powers:

- Gem #1: *Magic missile* as a 10th level magic-user.
- Gem #2: *Sleep*
- Gem #3: *Charm monster*
- Gem #4: *Telekinesis*
- Gem #5: *Cause serious wounds* up to 60' away
- Gem #6: *Lightning bolt* as a 9th level magic-user
- Gem #7: *Disintegrate*
- Gem #8: *Hold Monster*
- Gem #9: *Dispel magic* as a 10th level magic-user

Crystal skulls are immune to electrical attacks and non-magical weapons. Although they do not collect treasure, the gems of a crystal skull are worth 1d6×1,000 gp each. The gems do not retain their magical properties after the skull's destruction.



Level 10C: The Atramental Cruor



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

1. Dragon, Red (1) - Reroll if encounter occurs in #1-#7
2. Crystal Skull of Whamundu (13 HD; 1) - see p. 135
3. Chimera (1)
4. Purple Worm (1)
5. Unraveled Black Widows (1d3)
6. Unraveled Giant Pythons (1d3)
7. Unraveled Stirges (2d4)
8. Unraveled Trolls (1d6)
9. Unraveled Wyverns (1d2)
10. Chaos Event - see p. 148
11. Chaos Event
12. Chaos Event

Legend - Special

-  - The Atramental Cruor
-  - Webs

Features Key:

A: A suit of formidable-looking, spiked plate armor stands at the end of this passage, almost as if waiting to magically animate and attack. In truth, it is harmless and so corroded that a mere touch causes it to collapse in a mass of flaked metal and rusty dust.

B: An 8' diameter, lavender-hued polyhedron rests against the wall at this location. Its twenty sides are numbered from 1-20 and its corners are rounded by use. The stone die weighs 200 lbs. and rolls erratically.

C: A waist-high turnstile blocks passage past this point. It can be easily climbed over (causing a one round delay for each person passing over it if they're fleeing or pursuing quarry) or caused to turn by inserting a single coin of any value in the narrow slot beside its barrier arm.

Note #1: The Chicken-Legged Hut

The Chicken-Legged Hut is a 15' diameter hut with thatched roof and a simple wooden door situated atop a pair of skinny avian legs. It bears more than a passing resemblance to a certain artifact of old. If the party closes within 15' of the hut, it springs to life, ducking its "head" and running towards #8 to the south. If pursued, the Hut wades out into the Atramental Cruor until only the hut portion is visible. There it pauses, almost daring the PCs to approach. Should the PCs continue to pursue the Hut once in the black liquid, the Hut resumes its flight, leading the party on a merry chase (and possibly attracting the attention of monsters in and around the Cruor). The Hut never allows its pursuers to catch it and submerges should it ever be touched or attacked. Once beneath the Cruor's surface, it vanishes for good. The Hut has a movement rate of 150'. The author leaves it to the Labyrinth Lord to decide if the Chicken-Legged Hut is actually the artifact it resembles.

Room Key

1. **Former Potion-arium:** Tables cluttered with alembics, beakers, bottles, stoppers, stirrers, and other alchemical brewing bric-a-brac; wooden shelves lined with vials, bottles, jars, and other storage containers filled with liquids of various hues; dust & the smell of chemicals are rife in this area. Once a treasure trove of magical potions, Chaos' presence in the dungeon has rendered 90% of these liquids into foul-tasting brews lacking magical properties. Of the 10% that are still viable, half are poisonous. The remaining 5% have randomly determined powers, but only take effect if the drinker fails a saving throw vs. poison. A crafty Labyrinth Lord will not reveal whether the PC wants to succeed or fail his saving throw and might grin evilly when asking the player to roll versus poison.

2. **The Incomplete Wind Obelisk:** A 15' tall block of stone partially-carved into an obelisk shape; incomplete runes inscribed along its fashioned surface; aged mallet and chisels lying by its side. Intended to be one of Stonehell's many "wind obelisks," this piece was never completed. Its carver and presence here remain a mystery.
3. **That's Not Natural:** A 10' diameter, malformed skull rests on the floor of this chamber, seeming to grin maliciously at intruders. The skull is harmless, and an examination of the cranium reveals that a complete human-sized skeleton is present inside the brain cavity. From all appearances, it seems the skeleton developed within the skull and that the skull is attached to the skeleton. It is as if this dead creature possessed not only an oversized head, but its body resided within its own mind.
4. **Snake Pit:** Curious iron statue of a comely women wrapped in the coils of a titanic snake; floor carpeted with sinuous, scaly serpents. Unraveled Giant Pythons (6) occupy this area. Mixed amongst shed snake skins are 4,400 gp. The statue has unique properties of its own. See **Special Dungeon Notes** p. 135 for more information on the sculpture.
5. **Crystal Clear Terror:** Two large human skulls fashioned from quartz hovering in the air and facing one another. These are 13 HD Crystal Skulls of Whamundu (2). They are hostile to all creatures.
6. **A Web of Problems:** Thick, rope-like strands of webbing clog this space. The webs are as sticky as the spell of the same name, but impervious to fire. Unraveled Giant Black Widow Spiders (5) lurk amongst the webs. A sack containing 25 gems (all 500 gp value) is hidden in the strands.
7. **Stop that Hut!:** High-ceiling (30') space; a simple round peasant's hut perched atop a pair of 20' tall chicken legs stands in the NW corner of this area. See **Note #1** for details.
8. **The Resurrection Shore:** Empty coffins of various styles and materials; scraps of burial shrouds; black, luminescent waters to the south. These relics are all that remain of various pilgrimages to the Cruor. While there is no obvious boat or raft to cross the Atramental Cruor here, the coffins can be transformed into makeshift vessels by crafty parties. The seaworthiness of such roughshod craft is left to the Labyrinth Lord to determine based on the PCs' designs.
9. **The Atramental Cruor:** A vast lake of dark, dimly glowing liquid extends deep into the subterranean gloom. The ceiling overhead rises 50' or more. The liquid's surface swirls slowly, granting a brief glimpse at what appears to be humanoid faces immersed in its depths. See **Special Dungeon Notes** p. 134 for information on the liquid. The Cruor extends off the map to the west. Exactly what (if anything) lies in that direction is left to the Labyrinth Lord's imagination.
10. **Bone Island:** Rocky islet covered with the bones of many varied creatures; mounds reach as high as 5' in places; occasional rattle as bones shift, perhaps stirred by a subterranean draught? Bone Golems (4) of great size and power (15 HD each, attacks inflict 1d10+1 damage) lurk here, hidden amongst the bones. Buried beneath the bones is a casket of exquisite craftsmanship (500 gp value). The coffin holds a corpse rotted to dusty bones, 40 gold ingots (100 gp value each) and 11 pieces of jewelry (10 gp, 20 gp, 2×40 gp, 75 gp, 200 gp, 300 gp, 2×400 gp, 700 gp & 800 gp values).
11. **Dead Pool:** Tiny island of bare stone; a small pool of water (not visible unless the island is landed upon) resides in a shallow depression at the island's center. The water has absorbed some of the Cruor's properties. Any creature drinking from the pool must save vs. poison. If the save fails, his body liquefies and flows down to join the Atramental Cruor (they are not *resurrected* by the black fluid's power). On a successful save, the drinker permanently gains the ability to *speak with dead* (see *Advanced Edition Companion*) as a 6th level cleric once per month.
12. **Wyvern Island:** Rocky nests of unusually large size; fragments of leathery egg shells; bones of past meals; glint of treasure. A flight of Unraveled Wyverns (6) nest on this lonely island. They are very territorial and attack any creature swimming, flying or sailing within 100' of their home. They have 6,000 gp, 7 gems (3×50 gp, 75 gp, 2×100 gp & 500 gp values), a *staff of the serpent*, a scroll of *lightning bolt*, and a treasure map (leading to a 4,000 gp hoard).
13. **Dragons' Den:** Glittering treasure; the sound of bellow-like lungs breathing; the fearsome stench of dragon!. A pair of Red Dragons (2; 12 HD each) lairs within this cramped area. Transported here by the power of Chaos, they're trapped in the Fraying Tapestry and infuriated by their predicament. The dragons will likely lash out to destroy trespassers, but if quickly parleyed with and offered a means to escape the dungeon, they're agree to spare intruders. The dragons will turn on their allies as soon as they reach open air. They speak and can cast *detect magic*, *light*, *magic missile*, *shield*, *detect invisible*, *locate object*, *phantasmal force*, *web*, *dispel magic*, *fireball* & *haste*. The dragons' hoard consists of 14,000 cp, 44,000 sp, 10,000 gp, and 1,000 pp.
14. **Death Tree:** 20' tall oak tree with fading leaves grows from the floor of this space; thick clusters of acorns hang from its branches. The tree is immobile, but otherwise has the stats of a Treant (q.v.) and is Chaotic in alignment. It attacks any who dare pluck its acorns, which are deathly toxic (save vs. poison or die if consumed).
15. **Obligatory Troll Bridge:** Rusted metal bridge crossing a narrow channel of the Atramental Cruor; screaming faces etched into the sides of the corroded span. There is a 2 in 6 chance a section of the bridge collapses each time a PC crosses it, dropping them into the inky liquid below. Unraveled Trolls (6) lair beneath the bridge.
16. **The Arcane Anvil and Forge of Power:** Black iron anvil covered with burning blue glyphs; massive forge, its coal bed empty and cold, but nevertheless exuding an intimidating aura of potential energy. See **Special Dungeon Notes** p. 135 for further details.

Level 10D: The Gnawed Heart

Overview

And so here it is: the dark heart of Stonehell Dungeon. For nearly two hundred years, the nixthisis has gnawed away at reality from this place, infecting the dungeon with Chaos. Its presence has chewed at the laws that bind the multiverse together, resulting in the tattered nightmare in which the entity lairs. Only the bravest and most formidable adventurers have a chance of ending this dark dream and the beast which lurks within it.

Like the rest of the Frayed Tapestry, the Gnawed Heart is a place of disorder and madness. Realities collide here after slipping through the cracks in dimensional and temporal walls, rifts created by the nixthisis' unending hunger for dissolution. The Gnawed Heart is occupied by strange threats and weird environments dredged from far-flung worlds and times, and the PCs will encounter both the unnerving and seemingly mundane within the Gnawed Heart's environs. Very little is what it appears to be here.

The general surroundings of the Gnawed Heart should be determined randomly or chosen by the Labyrinth Lord using the same system and tables as detailed in **Special Dungeon Notes for Level 10A** (p. 126).

Population

This quadrant is the home of the nixthisis, and it represents the greatest threat to the PCs' survival. An entire section is devoted to the Nakthotis' power (see **Concluding the Dungeon**, p. 144). In addition to the nixthisis, its longest surviving servant, Feniscowl the Abide, also lairs here near its master. As is usual for the Frayed Tapestry, there are a handful of other threats to be encountered in this area, each of which was drawn from its native place and time by Chaos' strange erosion of reality and logic.

Special Dungeon Notes

A Scrape of the Somme (#1) – A small portion of the horrific battlefield of the Somme has been dragged into the Fraying Tapestry at this location, resulting in a churned field of mud, stinking with blood, death, and the smell of mustard gas. Two Damnedboys (see **New Monsters** below) stand eternal vigil here, wrapped in the razor wire of No Man's Land. They consider any who enter here their enemies and attack with a mixture

of lashing whips, poisonous breath, and their undead brothers-in-arms.

The thick mud of the battlefield reduces movement by half for any PC wading through it, but the Damnedboys and their zombie cohorts are unaffected by the mire. The mud also hides several lethal landmines. Creatures moving about the muddy area (including the zombies, but not the Damnedboys) have a 2 in 6 chance of treading on one of the buried hazards each round. Doing so triggers the explosive charge, which inflicts 3d6 points of damage to the victim (save vs. breath attacks for ½ damage) and 1d6 points of damage to any creature within 10' of the detonating mine (no save).

The Damnedboys stand atop a pile of old ammunition crates, half-buried in the thick mud. These crates hold the treasures they've acquired during their time in Stonehell Dungeon and contain 5,000 ep, 8,000 gp, and 23 gems (3×10 gp, 3×25 gp, 7×50 gp, 4×75 gp, 2×100 gp, 250 gp, 2×500 gp & 1,000 gp values).

The Author (#6) – Wrapped in the paper cocoon that occupies this area is a human male, struggling weakly against his bonds. The fibrous wrapping are easily parted with edged weapons and burn if set alight (inflicting 1d6 points of fire damage to their occupant in the process). If the wrappings are destroyed, the cocoon's occupant falls to the floor, bruised and dazed.

The occupant of the cocoon is Michael Curtis, a Caucasian human male in his early forties. A mop of dirty blonde hair covers his head, its strands askew from long imprisonment. He wears faded blue jeans, a forest green sweater, and a pair of brown hiking shoes. He is considered a 1st level fighter for game purposes.

Curtis is very confused about his presence in the dungeon, and can offer no details as to how he came to be entrapped in its depths. He claims to hail from another place and/or time, one in which Stonehell is simply a fictional creation, penned (poorly, he admits) by him. Despite his claims of authorship, nothing he recalls writing about the dungeon reflects the obstacles, monsters, and riches found in this dimension's version of Stonehell. PCs relying on the author for information quickly discover Curtis' knowledge of the dungeon is always wrong.

If freed, the author is ecstatic about escaping Stonehell's hold on him. He admits that it feels as if the dungeon has held him in its grasp for as long as he can remember, and he is desperate to put the place behind him for good. He'll accompany the party if invited, but always

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suggests they return to the surface as soon as possible. If left behind by the PCs, Curtis undoubtedly meets a horrible end somewhere in Stonehell during his search for an exit. He likely ends up being eaten by a Grue, and the party may encounter his remains elsewhere in the dungeon at a later date.

Despite Curtis' uselessness in providing information about the dungeon, there are hints to be found in this area. Any PC casting *read languages* on the paper wrappings that imprisoned the author gains insight into Stonehell Dungeon. The Labyrinth Lord should open either this book or its predecessor to a random page and hand it to the player. The player can study the presented page for up to 30 seconds and attempt to memorize the contents found within. He cannot turn the pages and is limited to what information is present in the section given to him by the game master. There is enough paper wrappings to do this 1d10 times (reduce that number by half if the paper cocoon was burned by fire).

The Orphanage (#11) – A bevy of innocent-looking children cower before the wicked lash of a reptilian taskmaster in this area, which appears to be a common sleeping area sized for children. The children's tormenter lisps cruelly at his charges in an unintelligible language, punctuating his taunts with the crack of his whip. The children's eyes beg the PCs for assistance.

The taskmaster is easily overcome (stats as an Ogre) by an experienced party, but it is the children who are the true hazard. If rescued, the children, who number a dozen, grip their liberators tightly, wrapping their small limbs around the party's waists and legs. Their grasp is iron-like and any individual possessing less than giant's strength find it impossible to escape the children's embrace. While in the grip of the children, the PCs move at half speed and suffer a -2 penalty to attack rolls and saving throws.

The children are in truth physical manifestations of certain philosophical quandaries, although they seem living creatures and detect as such if divination magic or biological experiments are used to determine their nature. They cannot be reasoned with and respond to attempts to convince them to release their rescuers with pitiful whines and sobs. A *remove curse* or *dispel magic* caused 1d3 of the children to vanish, perhaps freeing a single PC. Other than magic, only premeditated murder will free the party from the "children's" clutches. Each one is AC 9 and has 4 hp. There is no penalty for the wanton murder of these concepts taken physical form, but the Labyrinth Lord should do his best to make this a moral quandary for the PCs to wrestle with and certain

soft-hearted adventurers may be haunted by their actions if they believe they've killed true children.

The Beloved Dead (#16) – The beautiful corpse in this area was once an innocent princess who dwelled in a distant world. So beloved was she by her people that even death cannot fully claim her. She appears more splendid as cold clay than in life, and any creature glimpsing her in repose on her bier must save vs. spells or become smitten as if under the effects of a *philter of love*.

Entranced PCs will not wish to leave the princess alone in this chamber, preferring to remain with their beloved, or, at the very least, carry her from her resting place to idolize her form in a safe place worthy of her beauty. They resist attempts to separate them from the cold beauty, resorting to violence against friends if necessary. The duration of this enchantment is permanent barring the intervention of a *dispel magic*. If multiple PCs succumb to the corpse's charms, each feels themselves most worthy of her love and will fight amongst themselves to claim or guard her mortal form.

Important NPCs

Although the nixthisis is the most formidable resident of the Gnawed Heart, one other occupant bears special mentioning. He is Feniscowl the Abide, one of the original prisoners of Stonehell Dungeon who owes his prolonged existence to the Nakthotis lord of the dungeon.

Feniscowl the Abide [AL C, MV 90' (30'), AC 0 (-2 with *potion of invulnerability*), HD 15, Hp: 74, #AT 1 (punch) or 1 (spell or wand), DMG 1d12 or by spell, SV MU15, ML 9]

Feniscowl was one of the original hundred inmates sentenced to Stonehell Dungeon by the Sterling Potentate. A minor magic-user, Feniscowl swiftly used his arcane talents to gain control of one of the prison's many power blocs, rising in influence amongst the inmates.

His power drew the attention of the nixthisis when it arrived on this plane, and, after a time, the Nakthotis came to an accord with Feniscowl. In return for his servitude and the feeding of the nixthisis' hunger for raw emotions, the entity provided the sorcerer with access to powerful magics and servants, allowing Feniscowl to become the most revered and feared inmate in the dungeon. Eventually, Feniscowl abandoned his followers to journey to the depths of the dungeon so that he might bask in the presence of his

patron. His devotion was rewarded with prolonged longevity and, ultimately, his transformation into an undead creature known as an Abide (see *SD: BS* p. 18). Since that transformation, Feniscowl has endured in the Gnawed Heart, but his grasp on sanity, already tentative to begin with, has become completely undone. He is now a creature of raw, unchecked emotions, one who oscillates between utter despair and unbridled rage in an eye blink.

As an Abide, Feniscowl can cast up to 15 spells per day and is not restricted by their spell level. He can just as easily throw 15 8th level spells as 1st level ones, making him a formidable opponent. Feniscowl knows the following spells: *detect magic*, *magic missile*, *read magic*, *shield*, *sleep*, *detect invisible*, *invisibility*, *mirror image*, *web*, *dispel magic*, *fireball*, *fly*, *protection from normal missiles*, *charm monster*, *polymorph self*, *remove curse*, *wall of ice*, *cloudkill*, *conjure elemental*, *hold monster*, *teleport*, *anti-magic shell*, *disintegrate*, *flesh to stone*, *grasping hand*, *power word stun*, and *clenched fist*. He also bears a *ring of protection +3*, a *ring of regeneration*, a *wand of cold* (16 charges), two *oils of etherealness*, and a *potion of invulnerability*. He is served by two Horrible Delight Nakthoti.

Feniscowl is unaffected by *sleep* and *charm* spells, holy water, and suffers half damage from normal weapons, cold-based, and electrical attacks. He is injured normally by silver and magical weapons. Feniscowl can be turned as Infernal.

Feniscowl's emotional state changes quickly and the Labyrinth Lord should roll to determine what frame of mind the Abide is in each round. On a roll of a d6, Feniscowl is: 1-2) Ferociously enraged (+2 damage to physical attacks); 3-4) Overcome with remorse (unable to attack or cast spells that round); 5) Utterly confused (as *confusion* spell); and 6) Cold and calculating, allowing him to use his spells to their best advantage.

New Monsters

Chuhaister

No. Enc: 1 (1d3)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 3
Hit Dice: 12+3 (but see below)
Attacks: 1
Damage: 3d6
Save: F12 (but see below)
Morale: 10
Hoard Class: VXIII + 5,000 gp
XP: 4,400 (but see below)

Chuhaisters are 20' tall forest giants resembling a hybrid of tree and humanoid. Their skin is gray and bark-like, and they have beards and hair of pine needles. Chuhaisters fight with clubs, but can throw boulders as cloud giants (q.v.) to attack opponents at a distance. Their close ties with nature make Chuhaisters immune to cold and electricity, and despite their tree-like appearance, they take half damage from fire attacks.

A chuhaister's most feared power is their ability to learn their opponent's tactics and skills when engaged in melee combat with enemies. Each round a chuhaister battles one or more opponents in hand-to-hand combat (not ranged), the giant gains an additional HD for purposes of resolving attack rolls, saving throws, and additional hit points. These additional hit points are added to the giant's total and do not "heal" injuries already sustained. They do not appear to regenerate, but merely become more formidable opponents. The only way to avoid this increase in competency is to engage the chuhaister at a distance or swiftly overcome it in combat. The giant's gained HD remain for the 1d4 hours after the fight ends.

Due to the chuhaister's ability to increase in power when fought, the Labyrinth Lord must calculate each giant's experience point value for defeating it on an individual basis. The value given above is a base line for a 12 HD creature with four special abilities (increased HD ability, boulder-throwing, spell immunity, and partial spell immunity).

Damnedboy

No. Enc: 1d3 (0)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 0
Hit Dice: 11
Attacks: 2 (barbed wire lashes)
Damage: 1d12
Save: F11
Morale: 12
Hoard Class: XVII
XP: 4,400

Damnedboys are undead soldiers drawn from the charnel fields of the Great War. Driven by hate and despair, the horrors they witnessed on the battlefields have given them eternal unlife and the power to call upon the hazards of war to serve them. Each Damnedboy appears as a rotting human soldier dressed in the ragged uniform of his unit and wrapped with twisted, rusting barbed wire.

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Damnedboys attack by lashing their enemies with long strands of barbed wire. They can attack foes up to 20' away with these whips. A Damnedboy can also exhale a cloud of mustard gas once every three rounds. This gas is equal to the *cloudkill* spell and multiple exhalations are cumulative (a 5 HD or greater opponent caught in three mustard gas clouds loses 3 hp per round, for example).

These undead soldiers can call upon their fallen comrades to assist them in battle. When using this power, they summon 4d6 zombies (q.v.) to their position. The zombie troops arrive the following round. If the Damnedboy who summoned these zombies is destroyed, the zombies are destroyed along with it. Damnedboys can use this ability 3 times per day.

Damnedboys are undead creatures and possess the usual immunities to *sleep*, *hold*, and *charm* magics. They are only struck by magical weapons and affected by holy water. They are turned as Infernal undead.

Gell

Stats as **Ogres** (*Labyrinth Lord* p. 90)

Gell are lumbering brutes with ochre skin and bald, simian heads that squat upon their shoulders without the benefit of supporting necks. Bred for war, these 7' tall man-beasts make their livings as mercenaries, slavers, and leg-breakers. Gell are not native to this plane of existence, having arrived via the autumn mists in area #8. They currently seek to acquire riches and slaves, and have no interest in learning more about this newly-discovered world.

Although of diminished intellect, Gell work well in groups and employ crossbows and axes against their foes. They've created a number of specialized quarrels that act as signal rockets (inflicts +1d6 fire damage if used against living opponents) and stunning bolts (struck creature must save vs. spell or *sleep* as the 1st level magic-user spell, but with no limit on HD affected).

Nakthotis, Greater: The Mangled Innocence

No. Enc: 1 (1d2)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: -3
Hit Dice: 12
Attacks: 3 (2 claws, bite)
Damage: 1d8/1d8/2d4
Save: F12 (+4 bonus to save vs. wands & spells)
Morale: 9
Hoard Class: XXII
XP: 5,200

Mangled Innocences are ghastly, hulking creatures resembling a beloved childhood pet thrown into the grinding gears of industry. Vaguely humanoid in appearance and standing 9' tall, Mangled Innocences are blood-stained masses of fur, soft eyes, and tearing teeth and claws. They move swiftly despite their seemingly mutilated appearance.

Mangled Innocences always begin combat by using their innate *confusion* ability, and then follow up with either physical attacks or the following spell-like abilities, usable at will: *magic missile* (5 missiles), *mirror image*, *dimension door*, and *phantasmal force*. They possess the standard Nakthoti immunities and powers (see **Appendix B**).

Nakthotis, Lesser: Horrible Delights

No. Enc: 1d4 (1d4)
Alignment: Chaotic
Movement: 90' (30'), fly 150' (50')
Armor Class: 0
Hit Dice: 8
Attacks: 3 (2 pinchers, bite)
Damage: 1d8/1d8/1d6
Save: F8 (+2 bonus to save vs. wands & spells)
Morale: 11
Hoard Class: XXI
XP: 2,560

Horrible Delights are 7' tall insectile creatures with iridescent carapaces and rainbow-colored wings. They scuttle about on four stilt-like legs and their forearms terminate in a pair of serrated pinchers. Their heads resemble a horrific hybrid of mantis and exotic sea coral. Horrible Delights can bite with the mandibles that protrude from their lumpy, misshapen heads.

The colorful patterns of a Horrible Delight's wings hypnotize opponents when unfurled, requiring any creature viewing the rainbow hues to save vs. spell or fall under the effects of a *charm monster* spell. Opponents who save are forever immune to the hypnotizing effect of that particular Horrible Delight (but still susceptible to the wings of other Nakthoti of this type).

Horrible Delights have the following spell-like abilities usable at will: *detect magic*, *detect invisible*, *shield*, *web*, and *hold person*. They possess the standard Nakthoti immunities and powers (see **Appendix B**). Of all the Nakthoti, Horrible Delights are the type most likely encountered in servitude to other beings and, unlike most of their kind, can cooperate for long periods without mutual destruction.

Level 10D: The Gnawed Heart



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

1. Crystal Skull of Whamundu (1)
2. Unraveled Hill Giants (1d4)
3. Gell (1d6) - see p. 141
4. Horrid Delights (1d2) - see p. 141
5. Mangled Innocences (1d2) - see p. 141
6. Chaos Event - see p. 148
7. Chaos Event
8. Chaos Event
9. Chaos Event
10. Chaos Event
11. Chaos Event
12. Chaos Event

Legend - Special

- Jungle
- Muddy Minefield
- Trees
- Mist
- The Void
- Web Bridge
- The Nixthisis

Features Key:

A: The air feels cold at these locations and scattered snowflakes rest upon the floor. This is a result of the alien environment in #3.

B: The air grows hot and humid at these places, and the smell of rotting vegetation is present. This is a product of the verdant jungle located in #9.

Note #1: The Autumnal Lands

The mists lead to a distant land known to its inhabitants as *Shiverwhen*, a world where autumn never ends. A dying world filled with a heady mixture of magic, early 20th century technology, and creatures both mundane and unusual, *Shiverwhen* struggles to endure as time slowly runs out on the world. For now, this autumnal world is left to the Labyrinth Lord to expand upon or ignore completely, substituting his own destination in its place. More information on *Shiverwhen* will appear in a future publication by this author.

Room Key

1. **A Scrape of the Somme:** Churned, stinking mud; blasted tree stumps; yellow, billowing gas; small patches of poppies. Two gaunt humanoid figures clad in unknown military uniforms and wrapped in concertina wire, kneel amongst the mire. See **Special Dungeon Notes** p. 138 for more details.
2. **Repository of Bottles:** Piles of weather-worn glass & plastic bottles; seaweed and barnacles cling to the bottles; the faint odor of the sea. Each bottle contains a mundane message written in various languages, penned there before casting the bottle adrift in the ocean. Through ineffable means, these lost bottles have collected here. None of the messages are magical, but the Labyrinth Lord may include a few treasure maps or similar clues leading to further adventures if desired.
3. **The Chuhaister's Forest:** Stands of 30' tall fir trees; 2' of freshly-fallen snow on ground; frigid winter air; 50' high ceiling is actually a night sky glittering with stars. A Chuhaister (see **New Monsters** p. 140) dwells in the forest, a prisoner of the breakdown between dimensions. It defends its home ferociously. Buried in a crook of roots at the base of one tree and covered by snow is the giant's horde of 5,000 sp and 5,000 gp.
4. **Shrine to the Nixthisis:** Tall (30' high) three-tiered ziggurat fashioned from stone, rotting flesh, and bone; ghastly idol depicting a spider-like creature formed from humanoid body parts rests atop ziggurat; the fluttering sound of strange wings. Feniscowl (see **Important NPCs** p. 139) and Horrid Delights (2) occupy this area. Feniscowl engages intruders from atop the ziggurat while the Horrid Delights close for battle, attempting to use their wings to incapacitate as many foes as possible.

5. **Feniscowl's Chambers:** Simple *aguldaan* furnishings; numerous tomes in archaic, stilted Common documenting the history of the Abide; spellbook of Feniscowl's known spells; locked and trapped (drains 2 life levels) secret floor vault containing 7,000 cp, 4,000 sp, 5,000 ep, 12,000 gp, and 25 gems (8×10 gp, 3×25 gp, 4×50 gp, 3×75 gp, 2×100 gp, 2×250 gp, 500 gp, and 2×1,000 gp values).
6. **The Author:** Human-sized figured wrapped in near mummy-like fashion by numerous paper fibers extending from the walls, floor, and ceiling of this area; fibers are covered with tiny print in an unrecognizable language. The figure struggles vainly within the parchment cocoon. See **Special Dungeon Notes** p. 138 for further details.
7. **Cathedral of Teeth:** High (35') ceiling; glittering, pearlescent walls; ebony altar bearing a folded garment near S wall. Inspection of this area reveals the entire space is constructed from teeth arranged in mosaic fashion. Each tooth is human-sized or smaller and number several hundred thousand in total. The folded garment is an armored shirt created by affixing many thousand baby teeth to a hard leather backing. The shirt radiates magic and can be worn by any class allowed leather armor or better. It grants protection equal to +3 *leather armor*, but is slightly cursed (wearer must consume 1d3 fresh teeth of any creature per day or suffer a loss of 1 point of CON.) A *remove curse* turns the shirt into a non-magical – but gruesomely beautiful – oddity worth 300 gp.
8. **Into Autumn Mists:** Chill air; veil of grey mist occluding northern portion of this area; drifts of dead autumn leaves piled on the floor. A band of Gell (8) has wandered into the Gnawed Heart by way of the mist. They are confused and likely to attack (+3 penalty to Reaction Table rolls), but if an alliance is forged with the party, the Gell are willing to accompany them in exchange for plunder and/or slaves. PCs venturing into the mists must save vs. spells or find themselves transported to a dying world where autumn is neverending (see **Note #1**).
9. **Green Hell:** Thick jungle growth covers this entire area; hot, humid temperatures; visibility is reduced to 5' due to foliage and hanging mists. Mangled Innocences (2) lurk in the dead-end corridor to the W, ambushing those who enter the greenery. They've accumulated a hoard composed of 20 gems (5×10 gp, 2×25 gp, 4×50 gp, 5×75 gp, 100 gp, 250 gp, and 2×500 gp values) which they keep at the N end of the dead-end corridor.
10. **Permanently Stained:** Eight 10' square stained glass windows line the walls of this area (4 on both the E & W walls); shafts of multi-colored light shine throughout the room, as if a gleaming sun burns behind each pane. The light is harmless, but any creature passing through the shafts finds its skin permanently stained in motley patchwork of colors. Nothing short of a *wish* spell removes the coloration from the skin. The windows are breakable; doing so reveals a howling void of impenetrable night, with no sign of the sun that illuminated the windows. There is a 25% each hour that a random Nakhthoti crawls out of the void and occupies this area.
11. **The Orphanage:** Wailing of children; crack of a whip; a dozen child-size cots arranged against the walls. A fearsome-looking reptilian humanoid threatens twelve starved and dirty children of various races. The children look to the PCs for assistance. See **Special Dungeon Notes** p. 139 for details.
12. **Gallery of the Hanged:** A dense mob of decaying corpses dangles from the ceiling of this room, hempen ropes knotted tightly around their necks. Pulled from numerous gibbets about the cosmos, these forty hanged creatures are of a variety of species, some known, others unrecognizable. The corpses are not animated and do not prevent passage through this area, but unless caution is taken, PCs moving through the mob of corpses brush against the dead, alerting the 20 colonies of Rot Grubs (5d4 per colony) that inhabit the corpses to their presence. The rot grubs automatically begin burrowing into PCs who touch the hanged bodies.
13. **Goopy Room:** Hanging stalactites of viscous, gooey, cobalt blue protoplasm; shallow pools of the same substance. This goo is harmless, but quite sticky, clinging to any creature or item touching to it. This adhesiveness is not enough to slow movement or inconvenience the PC, but the stuff remains affixed until it dries out...2d12 months later. The protoplasm is flammable, and a PC coated with the stuff suffers double damage from fire-based attacks plus an additional 1d6 points of damage for 2d10 rounds as the sticky matter clinging to his flesh burns. If the protoplasm in this area is set ablaze it burns with the intensity of a *wall of fire* for 2d6 hours before being consumed.
14. **Reversal of Time:** Soft, almost ominous ticking; the occasional chime of clocks. A score of clocks, many of which are of alien construction and bear illegible numerals, line the room, seeming to have grown from the walls. The flow of time is reversed in this area; any creature spending more than a turn here gains the benefits of restored youth as if consuming a *potion of longevity*. However, this rewinding of time also results in a loss of experience points equal to 1,000 per year of youth restored (see *potion* description, *Labyrinth Lord* p. 112). Thus, a PC whose youth was restored 8 years loses 8,000 xp.
15. **Housewares & Horrors:** Aluminum shelves bearing crockery, cooking implements, and odd, unrecognizable devices of metal & plastic; more of the same smashed beyond recognition on the floor; subdued fluorescent lighting overhead and the soft strains of Muzak playing in the air. This odd area is the housewares section of a modern department store, fallen through a dimensional rift into the Frayed Tapestry. A trio of Unraveled Hill Giants (3) makes this weird place their home. One wears a *ring of protection +1*; another carries a *potion of healing*. The giants have accumulated a hoard of 6,000 ep, 11,000 gp, a scroll of *ward against magic* & a scroll of *ward against undead*, which they conceal amongst the oddities in their home.
16. **The Beloved Dead:** Chamber prepared as if for a grand funeral; lutesome blond maiden wrapped in the cerements of the dead atop an ivory bier (2,000 gp value but weighing 500 lbs.). The blush of youth and beauty still clings to her cold form. See **Special Dungeon Notes** p. 139 for details on the corpse's strange properties.
17. **On the Sea of Dreams:** Placid, emerald-colored waters; drifting haze that smells of jasmine and cinnamon; a beached sailing boat with lateen sails resting on this strange strand. The emerald waters are part of the Sea of Slumber and setting sail upon them eventually results in the sailors arriving at the dream city of Perplexuram, a metropolis that only exists on the Plane of Dreams. The Labyrinth Lord is free to develop the occupants and threats encountered there, as they are beyond the scope of this supplement.
18. **The Nixthisis' Lair:** Sundered fragments of earth & stone the size of cottages hanging suspended in the air above a gaping, black void; chill, whistling winds blowing between the planes of existence; crystallized web bridges strung between hanging stone plateaus; gleam of treasure; the skittering of obscene limbs in the dark. See **Concluding the Dungeon**, p. 144 for all the details on Stonehell's ultimate threat.

Stonehell Dungeon – Concluding the Dungeon

Concluding the Dungeon

What began so long ago with their first foray into the canyon above is now within the PCs' reach: the final battle with the malicious mastermind behind many of the evils of Stonehell Dungeon. All that remains is to defeat the nixthisis in its lair and drive the presence of Chaos from Stonehell forever. This is not an easy task.

Firstly, only a party aware of the nixthisis' multi-planar existence has a hope of utterly destroying the creature. Adventurers ignorant of the entity's simultaneous existence on different planes are likely to only temporarily drive the creature away – assuming they survive their battle with the nixthisis at all. Should this occur, they've earned the wrath of a powerful enemy who dedicates itself to destroying its foes.

Secondly, the nixthisis is a giant of its kind and possesses an array of fearsome powers and attacks (detailed below). It is a cunning opponent that utilizes its myriad abilities and the terrain of its lair to its best advantage.

The nixthisis' lair is an open, howling void of darkest night. Hanging suspended above the void are several hunks of broken stone and earth, most the size of a cotta's home. Impromptu bridges of solid webbing connect many, but not all, of the floating islands. There is no illumination here other than what the party bears with them. The ceiling, which hangs 50' overhead, is likely to remain shrouded in gloom, lying beyond the range of the PCs' paltry light sources.

Moving about the chamber can be accomplished by either scaling the web bridges or through magical flight, but both have their hazards. Due to their pitch and the gaps in between the strands, PCs crossing the web bridges move at half their normal speed. They also lose any benefits of high DEX scores to their AC. PCs clambering along the bridges are prime targets for the nixthisis' web ball attacks, which it uses to attempt to knock them into the void below. Flying creatures move without penalty, but are likely to incur a blast of the nixthisis' chaos power whenever it utilizes that attack. A flying creature whose flight is the result of a magical object (a *broom of flying* or *flying carpet*, for example) may find themselves plummeting to their doom if the nixthisis' chaos blast strikes them and their magical source of flying fails its saving throw. Flying creatures who are webbed by the nixthisis may or may not fall into the void. If the flying PC is held aloft by the *fly* spell, they can control their descent long enough to land safely on a nearby island; PCs held aloft by magical brooms or

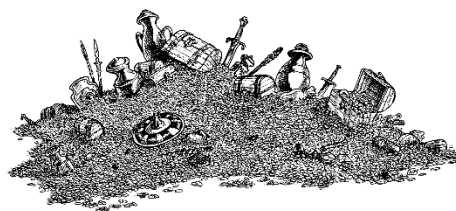
carpets lose control of their devices if webbed, falling into the endless gulf below. PCs choosing to reach the nixthisis by climbing the walls of its lair are likewise subject to its web attacks or chaos blast.

The black void beneath the nixthisis' lair is a rift in the fabric of the cosmos, identical to the Wound on **Level 4C** (see *SD: DNHH* p. 92). Creatures falling into its depths are most likely lost (but consult the entry noted above for details on the possibility of survival). Note that this void exists on both the material and ethereal plane (as do the floating masses of stone and the web bridges). PCs attempting to assault the nixthisis from the ethereal plane must navigate their way over or across these obstacles and are just as likely to meet a bad end from the creature's attacks as their allies on the material plane.

The nixthisis holds its ground against opponents and those wishing to defeat the creature must bring the fight to it. PCs that choose to keep their distance and engage the Nakhthos with missiles or spells find themselves the targets of either the creature's chaos blasts or its web attacks. The nixthisis uses its spell-like ability to create *walls of fire* to impede the progress of enemies attempting to scale the web bridges to engage it.

If the party overcomes these hazards and manages to injure the creature beyond half its hit points, it withdraws completely from the plane of existence it suffered the majority of damage on, seeking refuge on either the material or ethereal plane as detailed below. This is the only case wherein the nixthisis flees its lair. If assaulted simultaneously on both planes or forced to manifest entirely on one and still facing enemies, it fights until slain.

The mass of stone that the nixthisis resides upon also contains its treasure hoard, all the various wealth it has collected either during its initial years in Stonehell or later as tribute through the Temple on **Level 9**. All total, the nixthisis' wealth consists of 6,000 sp, 4,000 ep, 50,000 gp, 4,000 pp, 11 gems (3×75 gp, 3×100 gp, 250 gp, 2×500 gp & 2×1,000 gp values), 10 pieces of jewelry (200 gp, 600 gp 2×800 gp, 2×1,000 gp, 2×1,100 gp, 1,200 gp & 1,300 gp values), a scroll of *find traps & raise dead*, a ring of *spell turning*, plate mail +3, shield +3, a sword +1, Life Drinker, and a stone of controlling earth elementals.



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Nakthotis, Greater: The Nixthisis

No. Enc: 1 (1)

Alignment: Chaotic

Movement: 90' (30'), climb 180' (60')

Armor Class: -3

Hit Dice: 20 (100 hit points)

Attacks: 5 (4 claws, bite)

Damage: 3d6/3d6/3d6/3d6/3d6/3d4

Save: F20 (+4 bonus to save vs. wands & spells)

Morale: 10

Hoard Class: XII, XVI

XP: 11,250

Rare even amongst the scarce Nakthoti, the breed known as nixthisis number less than ten throughout the planes of existence – much to relief of those who've encountered them. Some sages speculate that there is in truth but a single nixthisis, and its multiple appearances are merely facets of the same alien creature. To observers only able to perceive the material plane, nixthisis appear as a patch of shimmering air speckled with flecks of shining black shards, like pieces of broken obsidian. However, the nixthisis dwell on multiple dimensions simultaneously, and those beings existing on the ethereal plane or able to see across dimensional boundaries witness the nixthisis in all their horrific glory: a 15' tall, hideous amalgamation of flea, crab, and mantis seemingly fashioned from the hewn limbs of humanoid creatures and reassembled in a vaguely insectile form. The severed body parts are covered by a stiff, smooth, and slightly iridescent bronze-black carapace. A pair of powerful jaws extends from underneath the nixthisis' long, tapered proboscis. Four arms ending in serrated pinchers protrude from the creature's bloated upper body and eight secondary legs give it mobility.

A nixthisis is a pathosphage, deriving sustenance by feeding on the emotions of living creatures. It can do this in several different ways. Firstly, it can attempt to drain strong emotions at a distance of up to 1,000'. To do so, the targeted creature must be in a particularly strong emotional state (terror, elation, rage, lust, despair, love, etc.). The nixthisis need not see its target, as it possesses an adept "emotional radar" allowing it to detect strong emotional states from afar. However, distance does provide some protection. For every 200' distance between the nixthisis and its target, the subject gains a +1 bonus to its saving throw (see below). This attack's draining of emotions from the target results in the temporary loss of 1d4+1 points of CHA. A successful save vs. breath attacks avoids the drain. The lost CHA returns at the rate of 1 point per day. A target that is

successfully drained becomes unnaturally calm and composed; losing any benefits or drawbacks due to their heightened emotional state prior to the attack (a berserker would lose his +2 bonus to damage, for example). If the draining reduces the target's CHA score to 3 or less, it becomes a nixdrone (see **New Monsters** p. 38). The nixthisis can utilize this attack up to three times each day. The nixthisis can also create doom lures (q.v.; see *SD: DNHH* p. 37) at will, using the consumed emotions of its victims. It can create and maintain a number of doom lures equal to its HD, and is capable of replacing slain ones at the rate of 1 per turn.

The nixthisis can also drain emotions directly from a subject with its proboscis. On a successful attack with that appendage, it drains emotions from its victim, resulting in the temporary loss of 1 point of CHA. Once the nixthisis' proboscis successfully strikes a target, the subject continues to lose 1 point of Charisma each round. The nixthisis can break off its siphoning attack whenever desired to change targets or utilize its other physical armaments. A subject drained to 3 or less CHA becomes a nixdrone, but if the target is reduced to a CHA of zero, it is slain utterly and only a *resurrection* or *wish* spell can restore the drained husk to life.

The nixthisis can influence creatures from a distance, manipulating their emotions to implant suggestive commands the creatures must obey. The target must be within 5 miles of the nixthisis' location and cannot have a WIS score of greater than 14. Using this form of its emotional attack, the nixthisis insinuates itself into the target's subconscious when most susceptible to emotional influence (asleep, intoxicated, in a meditative trance, or other similar state of the Labyrinth Lord's choosing). The nixthisis manifests in the target's mind while in this state, usually assuming a guise the subject is likely to respond favorably to. The nixthisis can appear in a nearly limitless variety of aspects when manifesting in this manner, but typically appears as comely specimens of the target's preferred gender for romantic liaisons, powerful authority figures (military leaders, civic rulers, or deities), or innocent and helpless petitioners of aid. The target is allowed a saving throw vs. spells (modified by WIS) to avoid this influence. If the save fails, the target is treated as being under the effects of a *geas* spell. The nixthisis typically uses the *geas* effect to cause the affected creature to move closer to its presence (in this case, Stonehell Dungeon) so as to better provide the nixthisis with a steady diet of raw emotions. The creature's emotional suggestions do not dominate the subject's will and it cannot cause the affected target to go against its nature or alignment. Whenever possible,

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the nixthisis uses this ability on targets that command great worldly clout (religious or civic leaders, for example), in hopes that the subject's followers will accompany their influenced leader and add to the Nakthotis' potential larder.

Once a nixthisis has grown beyond its larvae state (see **Appendix B**), its presence influences the natural laws surrounding it, slowly infecting the location with a pervasive and degenerative Chaotic taint. These long-term dissolutions of order manifest primarily as chaos effects, and a list of possible manifestations is presented in **Appendix A** (p. 148). The Labyrinth Lord can create additional chaos effects to supplement this list. For each HD above 10, the nixthisis creates chaos effects up to 100 feet away from its lair. Thus, a 20 HD nixthisis causes chaos effects to manifest up to 1,000' feet away. These effects manifest independently of the nixthisis' desires and the creature has no control over their effects or regularity.

However, a nixthisis can directly channel its chaotic energies in a blast of raw disorder. This blast results in a cone attack similar to a dragon's breath attack, measuring 90' long and 30' wide at its farthest end. The blast damages both living flesh and nonliving material. Living creatures caught in the cone suffer damage equal to the nixthisis' current hit points (save vs. breath attacks for half damage). Non-magical objects are utterly destroyed by the chaos energy. Leather and cloth rot, metal rusts, precious stones shatter, etc. Magical objects are allowed a saving throw equal to their owner's save vs. spells to avoid destruction. The nixthisis is not limited to the number of time it can use this chaos blast, but its usage is fittingly random. Each round the Labyrinth Lord throws a d6. On a result of 1 or 2, the nixthisis uses its blast attack; otherwise it attacks via other means. The nixthisis can create this blast even if it is currently using its proboscis attack against a victim.

As the nixthisis dwells simultaneously on multiple planes, it is incredibly difficult to destroy. If reduced to less than 50% of its hit point total on one plane, the nixthisis withdraws from that plane to seek respite on the other, manifesting fully in the alternate dimension. Thus, attacks originating from the ethereal plane that damage the creature to half its hit points or less cause the entity to manifest fully on the material plane and vice versa. In order to destroy a nixthisis, its enemies must assault it from both the material and ethereal plane. With no avenue of escape, the party's attacks cause the creature to manifest fully on one of the planes (whichever it is receiving less damage on). Only when fully manifested on one plane can the nixthisis be slain,

and it fights to the death. Otherwise, driving the nixthisis into another plane of existence causes the Nakthoti to temporarily flee the vicinity, but it returns in 2d12 days to its lair, whereupon it dedicates itself to destroying the enemies that forced it to retreat.

The nixthisis can attack enemies on both the material and ethereal planes during the same round. However, attacks with areas of effect such as its chaos blast or web attacks (see below) only affect targets on the plane those attacks are directed at. For example, its chaos blast directed at subjects on the ethereal plane would only injure creatures on that plane. Enemies on the material plane would be unaffected even if technically caught within the blast's cone.

In addition to these fearsome abilities and defenses, a nixthisis can attack with its claws and bite. It also bears a pair of spinnerets that allows it to throw acidic webbing at targets up to 90' away. These webs take two forms:

- The first is a net-like mass that covers a 20' cube in 1' thick webs. Any creature caught in the area of effect must save vs. wands or be ensnared in the sticky, caustic mass and become immobilized. Trapped subjects suffer 1d4 points of damage each round. Creatures with STR scores of 13-17 can break through 1' of webbing each turn, while opponents with STR of 18+ can snap 1' of web per round. The webs are flammable and can be burned away, but the conflagration inflicts 1d6+1 points of damage on those caught within. The webbing crystallizes and solidifies after 2d6 turns, losing its caustic properties, but becoming solid as stone. Creatures still imprisoned within the webbing when it solidifies automatically asphyxiate.
- The second is a dense ball measuring 5' in diameter. Creatures struck by this mass must make a successful STR check at a +2 penalty to their roll to avoid being knocked down. Even if this check is successful, the target is immobilized and suffers 1d4 points of acid damage each round as the webbing burns his flesh. Breaking free from the mass can be accomplished as above, but requires the target to sunder 1d4+1' of webbing to free himself. A target still imprisoned after 2d6 turn suffocates when the mass becomes solid. The nixthisis commonly uses this version of its web attack to knock opponents off the web bridges leading to its position in area #18 of **Level 10D** (see p. 143).

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The nixthisis can use its proboscis to siphon the emotions of creatures entrapped within its webs without fear of getting caught in the sticky stuff. It prefers to web potential meals first and then torment them over time to intensify their emotional state before draining them.

Lastly, a nixthisis possesses all the native protections and abilities common to its species (see **Appendix B**). It can also use the following spell-like effects at will: *detect magic*, *detect invisible*, *clairvoyance*, and *wall of fire*.

Defeating the Nixthisis

If the PCs have fought smartly and luck is on their side, they may find themselves standing over the slain corpse of Stonehell Dungeon's secret master, watching as its corporal form dissipates in a miasma of inky smoke accompanied by the fading sound of scuttling limbs. At long last, the lord of Stonehell Dungeon is no more! The triumphant adventurers are free to claim their choice of its wealth and return to the sunlit lands above for good. But what does their victory mean for the dungeon itself?

If Stonehell has been the central focus of the campaign, this might be a moot question. If the party began their adventuring careers on the uppermost level and worked their way down to the final encounter within, the PCs are likely to be lords and ladies, sorcerers supreme, or respected guild-masters, ready to set aside their adventuring careers and construct strongholds, towers, and hideouts from which to rule. For them, their dungeoneering days are over and they must look to the wide world above for their next taste of adventure.

But there may come a time when a new generation of heroes enters the night-haunted halls of Stonehell Dungeon. Perhaps these neonates are the offspring of the PCs who tamed the dungeon and destroyed its secret ruler. What will they find awaiting them?

With the nixthisis' death, several changes occur in the dungeon, some of which are readily apparent, while others are more circumspect. Firstly, **Level 10** begins to change, undergoing a transformation that returns it to a state of hewn stone and natural caverns. The oddities from other worlds and times vanish in the wake of the nixthisis' death, leaving only whatever hints or relics of their former presence the Labyrinth Lord wishes to retain. The Labyrinth Lord is free to create an entirely new map of Level 10 and populate it with whatever monsters and treasures he sees fit to include.

With Chaos' hold broken, the chaos effects cease in Stonehell as reality reclaims its grip on the delve. The

Temple of the Unraveler falls, its adherents disappearing in the wake of their "god's" demise. Some of these bent souls may take up new lodging elsewhere and undertake the task of reviving or replacing their deity. Those zealots could continue to pose a threat to the natural order if left unchecked. Should they learn the identities of their god's slayers, those individuals will likely find themselves the target of a fanatical holy war of revenge.

Lacking the suggestive influence of the nixthisis, the rate of new monsters arriving in Stonehell slows, but doesn't abate completely. Monstrous humanoids and other low creatures are always looking for new lairs and naturally occupy areas left uninhabited by the party's predations. However, the dungeon's monstrous population does suffer an overall decline (as does the amount of treasure arriving to replace those riches liberated from its keepers).

Barring the actions of the PCs, both the Casino and Tanna-T'liev endure after the nixthisis' death, although any nixdrones remaining amongst their numbers disappear, lacking the direction or purpose to think for themselves. New threats might arrive through the Vrilyan outpost as other subterranean races come to Stonehell looking to trade or to take up residency. The identities of these new arrivals and their long-term goals are left to the Labyrinth Lord.

Any isolated pockets of subterranean civilization that escaped the party's blades and spells continue to survive and even thrive in the dungeon, perhaps becoming threats to the upper lands and requiring new expeditions to stop their evils before they overwhelm the surface world. The Three-Eyed King, the draugrdwergs of the Hermitage, and even the Plated Mage might hatch schemes if given time and left alone. The Labyrinth Lord can use these foes to launch new campaigns centered on events both inside the dungeon and without.

In short, although the players may be finished with Stonehell Dungeon, its presence can have a lingering effect on the campaign world and future events. Hopefully, the author has left enough dangling threads for the Labyrinth Lord to weave new plots and menaces for the players to encounter, either as stout veterans of the dungeon or newly-minted adventurers looking to become legends in their own time.

Here Ends Stonehell Dungeon

Appendix A: Chaos Events

The nixthisis' long presence in Stonehell Dungeon combined with its great power has caused the grip of logic and order to fail in the dungeon's lower levels. As Law loses its hold here, the power of Chaos waxes mightily, increasing to the point where spontaneous outbreaks of Chaos' power overwhelm the natural order of things. These wild breakdowns are called Chaos Events and are further explained in the introductory chapter, p. 8. Whenever a "Chaos Event" occurs as the result of a wandering monster check, the Labyrinth Lord rolls a d% and consults the following table to determine how Chaos manifests and the effect it has upon the party.

Chaos Events Table

d% Roll	Chaos Event
1	The surrounding walls abruptly freeze, forming sheets of rime across their surfaces. Gasping, twisting faces appear in the frost, wordlessly mouthing ancient, unintelligible phrases before thawing.
2	Each party member begins casting 1d4 additional shadows. There is a 50% chance these new shades are in truth Shadows (q.v.) that attack their creators.
3	The area becomes choked with gossamer cobwebs fashioned from human hair. They break easily and, if set alight, fill the air with a reeking odor.
4	The party's potions change properties, becoming completely new elixirs. This change is likely to go unnoticed until an inopportune moment.
5	The non-magical flames of the party's light sources (torches, lanterns, candles, etc.) detach from their fuel sources and begin drifting in the air. The flames dance about wildly for 1d3 rounds before streaking off in a random direction, leaving the PCs in the dark.
6	The PCs find themselves unable to speak in anything but animal growls for 1d6 turns. During this time, spell casting and using items with command words is impossible.
7	Gravity shifts direction randomly: 1-2) the left wall becomes "down"; 3-4) the right wall is the new "down"; 5-6) the ceiling is "down." This effect extends 1d6x10' from the party's current location. Falling damage might occur.
8	The party's coinage randomly changes type. Roll for each type. On a 1-3, the treasure decreases value 1d4 steps (platinum becomes gold, gold

	become electrum, electrum becomes silver, etc.) On a 4-6, the treasure increases in value 1d4 steps. Coins do not become less valuable than copper or of greater worth than platinum.
9	All liquids carried by the party boil away creating scalding heat that inflicts 1d3 points of damage per waterskin, potion bottle, holy water vial, etc. carried by each person.
10	It begins to rain in the party's location. This unnatural thunderstorm affects an area 1d10x10' in diameter and lasts for 1d10 minutes.
11	The party and all their belongings become encrusted with a thick layer of salt. The saline layer does not impede movement and can be brushed off easily (PCs suffering from open wounds may find the experience additional pain, however). Crafty PCs might collect the salt for use in their explorations or for trade (1d10+10 sp value).
12	The PCs must save vs. spells or be affected as if having consumed (roll 1d6) a 1-3) <i>potion of diminution</i> or 4-6) <i>potion of growth</i> . The size change lasts for 1d6+6 turns.
13	A random, non-magical item in the party's possession grows a mouth and begins howling at ear-splitting volume. The screaming produces an effect identical to a Shrieker's (q.v.) alarm and continues until the item is destroyed.
14	A windstorm of cinders and ashes blows about the PCs' location, affecting an area 60' in diameter. The embers do no damage, but the stinging wind reduces visibility to 10' in the affected area. The wind lasts for 1d6 minutes.
15	The PCs' skin breaks out in weeping ulcerations that inflict 1d6 points of damage. These seeping wounds can only be healed by magic and persist until cured.
16	Slugs and snails fill the PCs' mouths forcing them to make a CON check or become nauseated for 1d3 turns. Nauseated characters suffer a -1 penalty to attack rolls and saving throws.
17	The raucous sound of crows is heard in the area immediately surrounding the PCs. The noise lasts for 1d4 minutes before fading, but has no ill effects on the adventurers (other than perhaps unnerving them).
18	A horde of Armada Mushrooms (see <i>SD: BS</i> p. 12) abruptly sprouts from the ground directly ahead (1-3) or behind (4-6) the party at a distance of 1d6x10'. They migrate in a random direction, perhaps overrunning the party and inflicting damage as per their description.
19	A crown fashioned from rusting metal, bone, and

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driftwood appears on the brows of each PC. The diadems are worthless, but they are physical objects that retain their existence indefinitely. At the Labyrinth Lord's discretion, these crowns may possess importance to some unknown creature or in strange, unvisited lands.

- 20 The memorized spells of clerics, elves, and magic-users are replaced by randomly determined new spells. Each spell-caster gains a number of new spells equal to the number currently memorized. Cast spells expended from the PC's repertoire are not replaced by new random spells.
- 21 The party's rations and other carried foodstuffs suddenly rot, becoming inedible and putrid. Unless discarded or restored with *purify food & drink*, the stench increases the chance of wandering monster encounters to 2 in 6.
- 22 Magical arms and armor carried by the party undergo a short-term fluctuation of power. For 2d6 turns, all magical weapons and armor gain an additional +1 bonus (items without a "plus" are unaffected). After the determined time expires, they suffer a -1 penalty to their enchantment (+1 weapons and armor become non-magical). Once this second duration ends, the items regain their normal magical power.
- 23 The party begins leaving a trail of glowing footprints in their wake. This effect plagues them for 1d6 turns. The glowing footprints cannot be erased or dimmed by any means short of a *darkness* spell. These incandescent tracks continue to glow for 1 hour after appearing.
- 24 The party finds themselves caught in a momentary temporal echo. They re-experience the events of the last 30 minutes a second time. This includes traveling the same corridors; encountering the same monsters; triggering the same traps, etc. The PCs have full knowledge of these past events and can take steps to avoid or improve their outcomes with this knowledge. The echo even allows slain PCs to avoid their fate at the Labyrinth Lord's discretion.
- 25 The party discovers an aged Polaroid photo lying on the floor. The photograph depicts the Author (see **Level 10D** p. 138) engaged in a mundane activity. The photo remains in existence until put away in a pouch or pack. When the PCs look for it again, it has vanished.
- 26 A mouth appears in a rocky wall next to the PCs. It speaks in Common, asking if the party has any food as it is quite hungry. If interrogated, the mouth can provide little useful information and

is prone to rambling and incoherent statements.

- 27 A wave of vertigo washes over the party, forcing each PC to save vs. spells. If failed, the PC temporarily loses 1d6 points of DEX. PCs reduced to a DEX of 2 or less collapse and cannot stand or walk without assistance. The DEX loss "heals" at the rate of 1 point per hour.
- 28 A layer of sea water accompanied by the rich smell of the ocean fills the area around the party. This shallow (2" deep) pool extends 1d6X10' in diameter from the party's position. It remains in existence for 1d10 minutes.
- 29 A carved wooden totem pole suddenly appears near the party. The totem pole stretches from floor to ceiling, regardless of the area's present height. The PCs' faces are carved upon the pole with great skill. The totem pole is a permanent fixture in the dungeon unless destroyed or carted away.
- 30 The party encounters themselves as a wandering monster. These chaos-created duplicates have identical stats and equipment as the party. Determine the duplicate party's reaction as normal. They may befriend, assist, or attack their opposites at random. In any event, the duplicate party vanishes after 1d3 turns, taking all their belongings with them (even those acquired by the "real" PCs in trade or battle).
- 31 A random number of PCs (1d4) must save vs. petrify. If the save is failed, their flesh becomes hard as steel while remaining flexible. For the next 2d6 turns, they take half damage from physical attacks.
- 32 The PCs overhear a conversation originating from unseen speakers. The discussion concerns the division of spoils wrested from the dungeon and may in fact be an echo of a discussion once held by the party. The voices fade after a few moments and do not resume.
- 33 A metal object worn or carried by a random PC suddenly erupts in a maelstrom of hot pink lightning! The owner suffers 2d6 points of electrical damage (save vs. spell for ½). The object itself is unharmed.
- 34 A mass of glowworms, fireflies, glow-wing moths, or other phosphorescent insects suddenly swarm about the party. The bugs spell out one of the PCs' names in bioluminescence and then depart as abruptly as they appeared.
- 35 The party's non-magical clothing, weapons, and armor undergoes a transformation. Each article changes into an item of archaic manufacture, one several hundred years out of date. The item

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retains all its normal properties and uses, but is bound to draw attention if worn or carried in public.

- 36 The PCs become enervated, feeling full of vim and vigor. For the next 2d6 turns, each PC gains an additional number of hit points determined by a single roll of their class' Hit Die. The newfound health heals any current damage and/or raises the PC's hit point total above his normal maximum, but once they fade, old injuries return.
- 37 A random PC's hair transforms into finely spun glass. The crystalline hair is extremely fragile and breaks easily, but causes no damage to the PC when it shatters. If all his or her hair is utterly destroyed, it grows back normally.
- 38 The fossilized remains of prehistoric creatures begin appearing in the walls, floor and ceiling around the party's position. These relics are brittle and have a 60% chance of crumbling to gravel if the party attempts to free them from the surrounding stone. If they successfully remove them, 1d6 can be recovered and those can be sold for 2d6×10 gp to sages, historians, or sorcerers.
- 39 Any words spoken by the PCs become visible, hanging in the air as if written by a skilled scribe in crisply inked letters. The words remain visible for 2d10 seconds per spoken phrase before fading away. This effect lasts for 2d20 minutes. Spoken magic spells are recreated in writing, but reading or re-speaking them has no special effect.
- 40 The PCs' eyes begin to itch and water, imparting a -1 penalty to all attacks for 1 turn. At the end of this period, each PC must save vs. spells. If the PC fails his save, his vision undergoes a radical change. Any human PC failing the save gains 60' infravision for 1d10 hours while any demihumans failing it loses their infravision for an equal amount of time. Once this duration ends the PC's sight likely returns to normal. However, there is a 1% chance the change is permanent.
- 41 A randomly-determined PC is polymorphed into a creature if he fails a save vs. spells. His new form is determined randomly using the Wandering Monster Table for that level (re-roll any impossible result). The effect is identical to a *polymorph others* spell cast by a 9th level magic-user and lasts for 1d4 hours.
- 42 The PCs get a momentary glimpse at events occurring elsewhere in the dungeon. This vision manifests as a three-dimensional picture in front of them, complete with sound and smell, and depicts an event currently underway. The exact

scene is determined by the Labyrinth Lord and can be anything from a pair of kobolds resetting a trap to closed-door discussions being held by the party's worst enemies. The vision lasts ten seconds.

- 43 One of the spells currently memorized by a party member suddenly takes effect as if cast by the PC. Determine both the caster and spell randomly. The spell is lost from the caster's memory as normal. If the spell requires a specific target, determine that randomly as well (including the caster among the possible targets).
- 44 A random PC collapses to the floor seemingly comatose. When the other party members look at the felled PC, they see him wound in a burial shroud. He has a corpse-like pallor and a pair of silver coins covering his eyes. This seeming lasts but a moment and the PC recovers immediately thereafter. Is it a portent of things to come?
- 45 The PCs must each save vs. petrify or undergo a supernatural acceleration. For the next 2d6 turns, each affected PC moves at double speed and attacks twice per round. At the end of this period, the swiftness dissipates, leaving them ravenously hungry. Only the consumption of 1d4 days of rations in a single sitting abates the gnawing hunger. If insufficient food is consumed, the PC suffers a -2 penalty to all attack and saving throw rolls until the requisite amount of food is eaten.
- 46 Grass sprouts across the PCs bodies and possessions, making them resemble walking plants. The grass does no damage and remains until exposed to direct sunlight (after which it dries up and blows away) or is carefully removed by the individual with a bladed weapon or razor.
- 47 Every non-magical iron or steel object in the party's possession abruptly rusts. The object breaks the next time it is used, wielded, or protects against an attack.
- 48 One of the PCs begins to weep blue tears. The crying spell is brief, but if anyone tastes the tears while still fresh (within two rounds), they act as a *potion of giant strength*.
- 49 Utterly alien noises echo down the dungeon halls at ear-splitting volume. The sound is something completely unknown to the PCs, hailing from another time and place. Possible options include the rattle of a subway train, the roar of traffic, the chattering of a jackhammer or the jet engines of an airliner. The sound quickly fades.
- 50 A random PC must save vs. breath attacks or

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spontaneously combust. The internal conflagration does 3d6 points of damage the first round and 1d6 additional damage each subsequent round for 1d6 rounds. The supernatural fire can be extinguished with several gallons of water or cold-causing magic.

- 51** A ribbon of shimmering colors, similar to the Aurora Borealis, coalesces around the party. The flickering colors attach themselves to the PCs, causing their bodies to shine in the darkness. The colors remain for 1d4 turns before fading. The PCs cannot surprise opponents who rely on sight to spot threats during this time.
- 52** With a grinding crash, a dragon-prowed long boat comes to rest 1d6×10' away from the party's location. Immediately, 3d6 Viking Berserkers (q.v.) leap from the ship to attack. The Vikings remain in existence for 2d4 rounds before they and the longboat (along with any corpses) disappear as if they'd never existed.
- 53** The area before the PC is blocked by a web-like barrier comprised of naked veins and capillaries. At the web's center is a watermelon-sized human heart, beating away like a drum. If the veins are hacked through or the heart stabbed, the dungeon shudders as if in its death throes and the mysterious circulatory system vanishes in a pool of stinking black slime.
- 54** The rotting corpse of a two-headed cow blocks the PCs' path. Other than the dual heads, the carcass is that of a normal cow, several days dead. It remains in existence until dungeon scavengers discover and consume it.
- 55** Invisible whips lash the party, forcing them to run a gauntlet 1d6×10' in length. For each 10' travelled, the PCs must save vs. petrify or suffer 1d4 points of damage. The invisible whips remain for 1d4 turns before vanishing.
- 56** Misty tendrils rise up from the floor, coalescing into humanoid hands. The "hands" do no damage, but pick pockets as 6th level thieves. The hands are immune to all attacks and remain in the area for 24 hours, pilfering small objects from whoever passes through them.
- 57** Tree limbs sprout from the dungeon walls, each bearing clusters of dead autumn leaves. They pose no threat and are actually quite pretty. Strange, but pretty.
- 58** A school of 2d100 fish are encountered flopping about and gasping on the floor. Each fish is still wet as if pulled recently from a lake. They die after several minutes and rot as normal.
- 59** Each PC must save vs. spells or undergo

devolution. Devolved PCs become Neanderthals (q.v.), losing all benefits of their previous class including hit points, spells, skills, and racial abilities. Re-roll hit points as per the monster description. The change lasts for 1d6 hours.

- 60** A pile of bodies bearing obvious signs of the plague are encountered. Any PC inspecting the corpses or moving amongst them must save vs. poison or contract the plague. The sickness is identical to that possessed by Giant Rats (q.v.).
- 61** A blast of hot wind and abrasive grit blows around the PCs as they are caught in the midst of a sandstorm. The storm affects a 60' radius area and forces each PC to save vs. petrify or suffer 1d6 damage and be blinded for 1d3 turns. The storm dies away after 2d12 minutes.
- 62** Huge, bloated pustules filled with green pus line the walls, floor, and ceiling for a distance of 2d4×10' feet. Unless carefully stepped around, the pustules burst emitting a stench equal to a Troglodyte's (q.v.) musk. Those failing a save vs. poison are nauseated for 1d3 turns.
- 63** The PCs discover a number of items laid out in precise order. Each object is one of their own possessions left behind in town and supposedly safe at home. There is one object per PC. They discover the item missing once they return to their base of operations, and unless they recovered the item in the dungeon, it is lost for good.
- 64** The party enters an area that either amplifies (50% chance) or dampens (50% chance) magical spells and items. This area extends for 1d10×10' diameter from their current location. All spells function at either twice their normal power or half, depending on the effect indicated. Magical items have their durations, "pluses," area of effect, or other properties affected at the Labyrinth Lord's discretion.
- 65** Strange lights appear around a randomly-determined PC. The character abruptly vanishes as if spirited away by unseen entities. The PC is gone for 1d6 days, after which time he is returned to his home, unharmed. At the Labyrinth Lord's choosing, he may have vague memories of grey-skinned humanoids conducting bizarre medical experiments on him.
- 66** A pack of 2d4 1' diameter pools of quicksilver are attracted to the party. These flowing puddles follow the party and display semi-sentience, acting like playful puppies. If attacked, they simply split apart and reform, but seem to enjoy the attention. They grow bored with the party

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- after 1d6 turns and flow away.
- 67 An anvil with a glowing sword embedded in it is found – in an area which was only moments before unoccupied. The sword is a +3 weapon and requires a successful Open Doors roll to draw it free from the anvil. However, any character successfully freeing the blade is immediately transported to a distant world in dire need of a hero. Unless the Labyrinth Lord wishes otherwise, the PC is permanently removed from the campaign.
- 68 All silver objects carried by the party become radioactive, emitting invisible, debilitating energy. Each PC that possesses more than 10 sp and/or silver weapons must make a save vs. death or suffer from radiation poisoning. This poisoning is identical to mummy rot and can only be “cured” by getting rid of the radioactive metal. PCs that make their initial saving throw must make an additional save each day they continue to carry the affected silver. The radioactive rays cannot be seen by the naked eye, but divination spells such as *detect magic*, *detect evil*, and *true seeing* will reveal their presence.
- 69 The PCs discover the chalk outline of a body surrounded by yellow police tape. Blood stains are visible in and around the outline, hinting at a violent death. The outline and crime scene tape remains for 1d6 hours before vanishing.
- 70 A random PC must save vs. petrify or be transformed into a clockwork simulacrum of himself. While in this state, the character does not breathe, need to eat or drink, and requires no sleep. However, all natural and magical healing have no effect on the mechanical PC. Every 24 hours after the transformation, the character makes another save, which if successful, results in his changing back into his natural, biological form.
- 71 A random PC vomits up 2d4 field mice. The mice appear normal, but they can speak in fluent Common. They ignore the party’s questions and instead act as a “Greek Chorus,” commenting on the party’s exploits and actions for 2d6+6 turns. After that time (if not slain or scattered beforehand), the mice scurry off, never to be encountered again.
- 72 The sound of thundering hooves is heard. Moments later, 2d6 ghostly horses ride past the party. Some of the mounts even pass through the PCs in ghostly fashion. They vanish quickly into the distance. A PC may attempt to mount one of the galloping steeds with a successful DEX check at a -4 penalty. If successful, the character endures a harrowing ride before being unhorsed in a random part of the dungeon, as determined by the Labyrinth Lord. He is now separated from his comrades.
- 73 Each PC must save vs. spells or find their flesh indelibly tattooed with odd symbols. These pictographs are all symbols of Chaos and impart a +2 reaction penalty when dealing with Lawful creatures aware of their meaning. Consequently, the PC enjoys a -1 reaction bonus when treating with servants of Chaos. A *heal* spell erases the chaotic tattoos.
- 74 2d4 colorful orbs of glowing light streak past the party’s position, humming with musical notes. The orbs pause momentarily as if evaluating the PCs and then streak off down the corridor.
- 75 A random PC must save vs. petrify. If the save is made, he develops retractable hypodermic fangs and poison glands allowing him to bite like a Spitting Cobra (q.v.). However, he gains no special immunity to his own venom and should he ever roll a “1” when attempting to make a bite attack, he inadvertently poisons himself and must save against his own bite.
- 76 A trail of charred, broken metal extends off in the distance. At the end of the trail (3d4×10’ away) a strange smashed object is found. Weird lettering is present on the device’s housing. A *comprehend language* spell deciphers the wording as “Voyager 2.” There is a 75% chance a gold disc worth 50 gp is found amongst the wreckage.
- 77 The surrounding walls, floor, and ceiling take on a hard, scaly composition, one resembling the body of a prehistoric fish. These surfaces pulse slowly, as if in time to hidden lungs or a heart. The dungeon environment returns to normal after 1d6×10’ of travel.
- 78 Waves of rippling purple flame rush towards the party’s location. The flames move at a rate of 30’ per round and seem to threaten those unable to outrun the inferno. However, despite their fearsome appearance, the flames do no harm and extinguish after overrunning more than three PCs.
- 79 For the next 1d6 turns, all the party’s actions are the reverse of what they intend. They travel in opposite directions, parley when wishing to attack, cast the reverse version of memorized spells, and achieve other opposite goals than intended at the Labyrinth Lord’s choosing. After the effect runs its course, the PCs can once again act as they intend.

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- 80 Skeletal remains complete with skulls appear fused into the surrounding rock of the dungeon. The skulls murmur and converse with one another, placing odds on the chances of the PCs surviving the “great horror” up ahead. They pay no attention to the PCs if spoken to and if one or more skulls are attacked, the rest mutter “How so very rude!” and fall into silence. The skeletons vanish after three turns.
- 81 Tiny red dots crawl across 1d6 random PCs’ bodies. A moment later, each is attacked by an unseen enemy (attacks as 8th lvl fighter; attack ignores armor and does 1d10 damage on a successful strike). The attack is accompanied by the harsh smell of cordite and loud bangs. The attacks and dots do not repeat.
- 82 The PCs’ surroundings suddenly undergo an abrupt change as they find themselves in one of the Labyrinth Lord’s favorite classic paintings. Depending on the subject of the painting, other hazards, NPCs, or interesting objects might be encountered. The dungeon returns after several minutes, and any wounds or objects acquired during the party’s trip to “Art Land” vanish.
- 83 A cloud of sparks accompanied by the sound of grinding metal envelopes the PCs. The sparks do no damage, and they dissipate a few moments later. Any non-magical edged weapon possessed by the PCs gains a +1 bonus on attack rolls for 24 hours, the result of their edges being honed to razor-sharpness by the cloud.
- 84 The PCs discover perfectly carved, life-sized wooden replicas of themselves. Careful inspection reveals them to be nesting dolls, with smaller replicas inside each one, totaling ten in number. Within the smallest is a tiny homunculus operating miniscule controls. When exposed to air, the homunculus cries pitifully and dissolves into green sludge.
- 85 Each PC must save vs. spells or assume animal-like characteristics of a creature that most reflects their personalities. The transformation lasts for 2d12 hours. However, there is a 1% chance the transformation is permanent.
- 86 Advanced age suddenly strikes the party, requiring each PC to save vs. death or age a random number of years. Roll 1d6: 1-3) age 1 year; 4-5) age 1d10 years; 6) age 1d20 years. Barring restorative magic, the aging is permanent.
- 87 Glowing moss covers the walls around the PCs. The moss absorbs sound and, if harvested, acts like a *silence 15’ radius* spell for 1d3 hours. With a successful INT check, a spellcaster can whisper a memorized spell into the vegetation to create a short term scroll (lasting 1d3 hours) that will allow him to recast the spell placed within the glowing moss during that time, even if the spell has been expended through normal casting.
- 88 Each PC undergoes a minor cosmetic transformation of the Labyrinth Lord’s choosing. These changes may include alteration of eye, hair, or skin color, random adjustment of size or weight, reversed handedness or similar effects. Gender and race are not affected. There is no save to avoid this transformation, but the change can be reversed with a *heal* spell.
- 89 A wave of giddiness washes over the PCs, requiring them to save vs. spells. If the save fails, the PC becomes weightless and floats aloft at a rate of 5’ per round. The drifting character cannot control his own movements, but may be tethered or pushed by others to guide him along. This effect lasts for 1d6 turns.
- 90 A random PC must save vs. spells or either lose (50% chance) or gain (50% chance) one full class level. The change brings him to the midway point experience-wise of either the next highest or lowest level depending on the result. This change is permanent.
- 91 A random PC must save vs. spell or have one of his arms (determine randomly) transform into an eel. The altered limb has the stats of a Spitting Cobra (q.v.) but is not venomous. The eel may be aggressive to its attached body and the Labyrinth Lord must determine its attitude towards the PC by making a reaction check as normal. The eel dies if not kept moist. If the eel dies in either combat or through neglect, its corpse sloughs off, leaving the PC without a limb. Restorative spells or effects can reverse this transformation/limb loss at the Labyrinth Lord’s discretion.
- 92 What at first appears to be falling snow drifts down from above, filling an area 1d4×10’ in diameter centered on the party’s position. Closer inspection reveals the “snow” is in truth flakes of human skin. The unsettling precipitation lasts for 2d6 minutes before disappearing.
- 93 The PCs suddenly begin speaking dialogue from the Labyrinth Lord’s favorite stage play, TV show, or movie. The PCs cannot speak other than in dialogue from the applicable dramatic work. This effect lasts for 1d6 turns, during which all normal conversation (including negotiations, parleying, and spell-casting) is impossible. Players actually able to quote lines from the

chosen work should gain a small XP (100 to 500 experience points) for their efforts.

- 94 The party chances upon 1d3 pages of paper. These pages contain a brief, typewritten account of the PCs' exploits dating back several days. If kept, the pages remain in existence for 24 hours before disappearing from the party's possession. The author of these accounts is unknown, but whoever it is possesses a near omniscient knowledge of the PCs.
- 95 A Great White Shark (q.v.) materializes in the air 1d6×10' in front of the party and attacks, "swimming" through the air to do so. Aside from its strange aerial existence, the shark is a normal animal. It attacks for 2d4 rounds before disappearing just as swiftly and perplexingly as it appeared.
- 96 The party discovers a rosebush growing in the dungeon. Close inspection reveals the rose blooms are in fact folded scraps of human flesh painted red with fresh blood. The flowers emit a gruesome stench if smelled. Should a PC "water" the rosebush with blood (inflicting 1 point of damage on himself or another in the effort), he receives the ability to *speak with plants* once per week. Only one PC can gain this ability. The roses rot to stinking ooze one hour after being discovered.
- 97 A torrent of molten lead falls from the sky, encompassing an area 2d10×10' in diameter centered on the party. The downpour lasts 2d6 rounds. All PCs in the area of effect suffer 2d8 points of damage per round until the downpour ends or they flee the unmoving storm. All injured PCs must also save vs. petrify or suffer a -2 penalty to all attack rolls and saving throws, and have their movement reduced by 10' per round due to the solidifying coat of lead covering their bodies. The hardened lead can be chipped away in 2 turns, but inflicts an additional 1d4 damage to the victim as flesh and skin is torn away with fragments of the hard metal.
- 98 A large burning eye appears in the air before the party, casting its flaming glare upon them. The eye seems to study each PC in turn, taking specific interest in any halflings present. The eye gives the PCs a final, menacing look before vanishing. Should a halfling PC in the party possesses a *ring of invisibility*, it's left to the Labyrinth Lord to decide whether 1d8+1 Wraiths (q.v.) arrive in short order to collect the small adventurer...
- 99 Each PC must save vs. death or undergo a

complete and permanent change of class. The next class is determined randomly (roll 1d6, disregarding the PC's current class) to determine his new one. This change can result in a new race if applicable. The PCs abilities are unchanged, but new hit points are rolled using the new class' hit dice. The PC uses his existing experience point total to determine what level he possesses of the new class. Only a *wish* or similar powerful magic can reverse this change.

100 Roll twice on this table.

Appendix B: The Nakthoti

According to many faiths in the lands surrounding Stonehell Dungeon, the cosmos was once a place of pure disorder, a time of primordial Chaos. Long before the gods emerged to bring structure and sanity to the multiverse, order simply did not exist. During this epoch, confusion and illogic ruled supreme: effect preceded cause, structures reached completion before construction began, darkness cast shadows of light, and lineal time was inconceivable. The lords of this age were the Nakthoti, powerful entities comprised of pure Chaos. Known in latter accounts as "The Ungods," the Nakthoti reveled in this primal disorder, ruling as emperors over the nightmare of existence.

No one knows how long the Nakthoti were masters of the cosmos, but it is widely believed that the spontaneous emergence of Eram, the goddess of Time, brought their reign to an end. With the arrival of lineal time to the multiverse, the primordial Chaos that birthed the Ungods ceased to be and the potentates of pandemonium's empire lost their thrones with Law's arrival. Many of the Nakthoti vanished with the birth of cosmic order, but some escaped into the bizarre spaces that linger in between the planes of existence. There they remain, ever hungry and eternally plotting to regain the multiverse they were once the lords over.

Although similar to (and often mistaken for) demons and devils (see *Advanced Edition Companion* for more on these evil entities), the Nakthoti are an entirely different breed of evil. Nakthoti lack any semblance of a hierarchy. In their culture, a Nakthotis (singular spelling) commands as much as it can dominate, leading to a (naturally) chaotic web of extraplanar warlords fighting amongst themselves for power and prestige. Lesser Nakthoti serve their masters grudgingly, and each plots and schemes to overthrow the yoke their masters place upon them, seeking to usurp their lords' power and position.

This inherent rebellious nature compounded by their displacement from the ordered universe make it impossible to summon a Nakthotis (although many magic-users have tried). Instead, the Nakthoti appear on the material plane by their own desire, usually manifesting in places where chaos has overthrown (even if only temporarily) the natural order of the multiverse. Great battles, sites of massive contagion, insane asylums, prisons, and other such locations have a 1% chance of attracting the notice of the Nakthoti, resulting in the manifestation of one or more of the Ungods at that locale. In cases where Chaos' grip is ongoing (such as an asylum or prison), a check is made once per year to determine if a Nakthotis manifests there. The number and power of the manifesting Nakthoti is adjudicated by the Labyrinth Lord. When multiple Nakthoti are drawn to the same place, they inevitably fall into violent contest with one another until only one of the Ungods claims the location as its own.

Lesser and greater Nakthoti have different powers and defenses, but all possess the following protections and abilities:

Immunity to non-magical weapons and physical attacks
Immunity to electrical attacks
Immunity to gas-based attacks
Immunity to charm, sleep, and hold magic
Immune to clerical turning
Half damage from cold-based attacks
Half damage from fire-based attacks
Infravision (90')
Charm Person
Telepathy (allows all languages to be understood)
Confusion
Bonus to saves vs. wands & spells (modifier varies by type)

Stonehell Dungeon is home to several different Nakthoti, all who grudgingly defer to the desires and commands the greatest of their kind present – the nixthisis. The stats for each are reproduced below in a compiled format for ease of reference. Also included here are three additional Nakthoti not appearing in the dungeon. The Labyrinth Lord can use these bonus Ungods in adventures of his own design and/or as inspiration to create other types of Nakthoti.

Nakthotis, Greater: The Mangled Innocence

No. Enc: 1 (1d2)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: -3
 Hit Dice: 12
 Attacks: 3 (2 claws, bite)



Damage: 1d8/1d8/2d4
 Save: F12 (+4 bonus to save vs. wands & spells)
 Morale: 9
 Hoard Class: XXII
 XP: 5,200

Mangled Innocences are ghastly, hulking creatures resembling a beloved childhood pet thrown into the grinding gears of industry. Vaguely humanoid in appearance and standing 9' tall, Mangled Innocences are blood-stained masses of fur, soft eyes, and tearing teeth and claws. They move swiftly despite their seemingly mutilated appearance.

Mangled Innocences always begin combat by using their innate *confusion* ability, and then follow up with either physical attacks or the following spell-like abilities, usable at will: *magic missile* (5 missiles), *mirror image*, *dimension door*, and *phantasmal force*. They possess the standard Nakthoti immunities and powers (see above).

Nakthotis, Greater: Thicket of Sorrows

No. Enc: 1 (1)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: -2

Hit Dice: 14+3
 Attacks: 2 (2 serrated limbs)
 Damage: 1d12/1d12
 Save: F12 (+4 bonus to save vs. wands & spells)
 Morale: 11
 Hoard Class: XXII
 XP: 6,000

Thickets of Sorrows are an ungodly mixture of snail and vegetation measuring 15' from its "head" to the end of its long body. A tangled clump of sickly green vines comprises the Nakthoti's upper "body." Several vines covered with serrated growths of steel-like sharpness and density extend outward from its body. The remaining vines gradually join together to form a long, nauseating mass similar to the "foot" of a snail, comprised of spongy flesh. The Thicket's "head" are 2d4 clusters of an alien crystalline substance that glow a bruise-like purple-black. Despite its ungainly appearance, Thickets of Sorrows can move with alacrity and are able to *dimension door* up to 260' away.

Thickets typically rely on their jagged limbs to shred enemies in melee combat, but they possess several other abilities. In addition to the usual powers and abilities of all Nakthoti, Thickets of Sorrows can discharge bolts of eldritch electricity from their crystalline clusters. They can produce one blast per cluster per round, and these are identical to *lightning bolts* thrown by a 7th level magic-user. Thickets can also produce waves of crippling sorrow in any creature within 30' of it that fails a save vs. spells. This intense moroseness acts as a *symbol of despair* (see *Labyrinth Lord* p. 39).

Thicket of Sorrows has the following spell-like abilities useable at will: *detect invisible*, *hold monster*, *passwall*, and *wall of ice*. They possess the standard Nakthoti immunities and powers (see above).

Nakthotis, Lesser: The Crawling Cancer

No. Enc: 1 (1d2)
 Alignment: Chaotic
 Movement: 60' (20')
 Armor Class: 0
 Hit Dice: 11
 Attacks: 4 (lashing tendrils)
 Damage: 3d8 + disease
 Save: F11
 Morale: 10
 Hoard Class: XVIII
 XP: 4,400

Crawling Cancers are 9' tall, shambling humanoid figures seemingly composed of diseased, tumorous

flesh. The stink of corruption surrounds them, and they leave bloodied hunks of disease-ridden flesh in their wake. Crawling Cancers have no facial features, lacking eyes, noses, and mouths, and a quartet of flailing tendrils replaces their arms. They attack with these limbs, inflicting 3d8 points of damage and infecting their opponents with a malignant rotting disease should they fail a save vs. spells. Crawling Cancers regenerate 1 hp of damage per round and can *cause fear* at will. They also have the typical Nakthoti abilities and defenses.

The Crawling Cancer's disease is identical to the *cause disease* spell, except that the sickness kills the afflicted in 1d6 days. There is a 33% chance that any creature killed by this illness lingers beyond life as a Tumorous Dead (see **New Monsters** p. 127).



Nakthotis, Lesser: Horrible Delights

No. Enc: 1d4 (1d4)
 Alignment: Chaotic
 Movement: 90' (30'), fly 150' (50')
 Armor Class: 0
 Hit Dice: 8
 Attacks: 3 (2 pinchers, bite)
 Damage: 1d8/1d8/1d6
 Save: F8 (+2 bonus to save vs. wands & spells)

Morale: 11
Hoard Class: XXI
XP: 2,560

Horrible Delights are 7' tall insectile creatures with iridescent carapaces and rainbow-colored wings. They scuttle about on four stilt-like legs and their forearms terminate in a pair of serrated pinchers. Their heads resemble a horrific hybrid of mantis and exotic sea coral. Horrible Delights can bite with the mandibles protruding from their lumpy, misshapen heads.

The colorful patterns of a Horrible Delight's wings hypnotize opponents when unfurled, requiring any creature viewing the rainbow hues to save vs. spell or fall under the effects of a *charm monster* spell. Opponents who save are forever immune to the hypnotizing effect of that particular Horrible Delight (but still susceptible to the wings of other Nakthoti of this type).

Horrible Delights have the following spell-like abilities usable at will: *detect magic*, *detect invisible*, *shield*, *web*, and *hold person*. They possess the standard Nakthoti immunities and powers (see above). Of all the Nakthoti, Horrible Delights are the type most likely encountered in servitude to other beings and, unlike most of their kind, can cooperate for long periods without mutual destruction.

Nakthotis, Lesser: The Nixthisis (Larval State)

No. Enc: 1 (1)
Alignment: Chaotic
Movement: 90' (20'), climb 150' (50')
Armor Class: -1
Hit Dice: 11
Attacks: 5 (4 claws, bite)
Damage: 1d6/1d6/1d6/1d6/2d4
Save: F11 (+2 bonus to save vs. wands & spells)
Morale: 10
Hoard Class: XXII
XP: 5,200

Adult nixthisis are formidable opponents and their game statistics and abilities can be found beginning on p. 145 above. However, nixthisis requires time to reach its apex of power. These stats here detail younger, immature versions of the pathosphere.

Nixthisis begin existence as lesser versions of their adult form (or undeveloped aspects of a single entity if that theory is correct). Physically, they are smaller, measuring 10' in length and, unlike adult specimens, can only manifest on a single plane at a time. Their true physical form is therefore apparent to any creature

sharing the same dimensional state as the larva. Larval nixthisis gain 1 HD per decade of existence, provided they have access to a steady diet of emotions.

Larval nixthisis can drain emotions as adults (see p. 145), but their range is limited to 400' and targets enjoy a +1 bonus to their saving throws for every 200' separating them from the larva. A successful attack drains only 1d2+1 points of Charisma. They can also siphon emotions directly from victims with their proboscises as adults do, but larval nixthisis cannot create nixdrones through emotion draining in either manner. They are also unable to implant suggestions in other creatures until they reach 15 HD or more in size.

Larval nixthisis can produce a chaos blast as adult do, but the size of the cone is reduced to 60' in length and is only 20' at its widest point.

The spinnerets of sub-adult nixthisis are less developed, limiting their web-spinning ability. Larval nixthisis can create nets of webbing as adult are capable of, but cannot throw balls of webs at a distance.



Lastly, larval nixthis possesses all the native protections and abilities common to its species (see above). It can also use the following spell-like effects at will: *detect invisible* and *clairvoyance*

Nakthotis, Lesser: The Slouching Gaze

No. Enc: 1 (1d2)

Alignment: Chaotic

Movement: 60' (20'), fly 150' (50')

Armor Class: 1

Hit Dice: 10+4

Attacks: 0 (but see below)

Damage: Nil

Save: F10 (+2 bonus to save vs. wands & spells)

Morale: 11

Hoard Class: XXI

XP: 3,800

The Slouching Gaze resembles a 12' tall, ill-proportioned mass of festering internal organs held together by a frothy, viscous gel. A twisting clump of lidless eyes extends from its lumpy body on 3' long tendrils. The Slouching Gaze moves with a lurching gait across the ground, but can fly with grace using an inherent form of telekinetic propulsion.

The Slouching Gaze's main form of both attack and defense is its eye mass. Anyone meeting the ocular cluster must save vs. petrify or flee as if under the effects of *cause fear* spell for 10 rounds. The Gaze can also concentrate its gaze on up to three targets within 10' of one another and cause their blood to boil if a save vs. death at a -4 penalty is failed. The boiling blood inflicts 4d6 points of damage. Every subsequent round, another save is required by the afflicted; a successful save indicates the victim's blood ceases to boil and no more damage occurs, but a failed roll results in another 4d6 damage. Due to the nature of this attack, fire-resistance magic has no effect on the saving throw.

Slouching Gazes have the following spell-like abilities usable at will: *detect magic*, *detect invisible*, *locate object*, *putrefy food and water*, and *telekinesis*. They have all the usual defenses and abilities of the Nakthoti (as above).

Nakthotis, Lesser: The Tearer of Stitches ("Terrors")

No. Enc: 1d3 (1d3)

Alignment: Chaotic

Movement: 60' (20')

Armor Class: -1

Hit Dice: 9+4

Attacks: 4 (2 pinchers, 2 claws)

Damage: 2d6/2d6/1d6/1d6)

Save: F9

Morale: 10

Hoard Class: XXI

XP: 3,100

This lesser Nakthotis is an unholy combination of lower life. Its upper body resembles that of a crayfish, complete with carapace and pinchers; its head is that of a slug; and its lower body is a ghastly mimicry of a millipede. It stands 8' tall when fully upright, but usually scuttles about in an unnervingly hunched manner.

Tearers of Stitches have the following spell-like abilities useable at will: *detect magic*, *detect invisibility*, *dispel magic*, *invisibility*, *putrefy food & water*, *telekinesis*, and *wall of fire*. They possess all the usual defenses and abilities of the Nakthoti (see above).

Appendix C: The Roster of Heroes

In area #2 of Level 8E sits a lonely chamber, unvisited by most. There in the darkness, strange forces are at work recording the names of those who've entered Stonehell Dungeon intent on exploration and conquest. Unknown hands inscribe these names in a constantly-updated roster of daring and foolish adventurers, fortune-hunters, and would-be heroes who challenged Stonehell. Regardless of whether they succeeded or failed, their names are etched upon these chamber walls for posterity. The following is just a small sample of the names found seared into the stone when area #2 is discovered. The Labyrinth Lord should be sure to include the names of his own players' characters to the list. The author would like to thank everyone who has played or refereed the *Stonehell Dungeon* series, and my gratitude especially goes out to those of you who provided me with the names recorded below. Thank you!

Flatarn Dirtman	Sir Octo Puss III	Erijay
Björn HungaDüncan	Dirk Sodbuster	Turrik
Load	Fisk Laughingfool	Riley
Lothar	Johan Whistlewind	Darnorth Longbeard
YoRu Rellik	Rolf Sheepminder	Kern the Merchant
Aieglos Greenleaf	Habdazar Doomwing	Gurruk
Anwar	Lace Hemlock	Bjorn the Twice Cursed
Dardath	Gladys the Mule	Eazam
Gustaf Bickers	Bernice the Orange	Gudrin
Helgsvar Dragonbane	Hogan Pell	Edward
Hoover	Neris	Paot
Ivan	Olaarg the Shunned	Merrick
Kaldar	Orillius	Wallow
Krunk Smashem	Semyon the Beetle	Ranthor
Kubik Silverpalm	Tigerface	Chanee
Lordarain Brigmore	Zantu	Kentra
Mock Hagglesham	Narag	Lorek
Tarfuhl	Manfred the Oaf	Drak the Hood
Trevor	Grenver	Nick the Pike
Waren Loss	Niktu Florenglade	Kaldue
Fantos/Fanta	Feardill	Epthalia the Blade Dancer
Cleopos the Porter	Tipton the Poor	Killmor B'Tches
Baragkus	Tony	Raja
Chuck	Timo	Magnus the Barbarian
Clausius Clapeyron	Glaven Fiser	Snotface
Felix Fartouch	Crymena	Menwyn
Grumble Brokenaxe	Leif	Boarface
Hemlock	Fasrip	Sacco
Immeral the White	Jaarko	Dirk
Kejair	Dom	Nolan Bracegirdle
Korlack Nightspring	Henrick	Gygard
Kyrinn	Matty	Marwick
Lyrax Tonn	Sulle	Edrick
Marlowe Freedman	Rackvim	Sampson
Mars Markus	Hakken Aksa-Dak	Jeremy
Mock Hagglegam	Boric Glanduum	Fruck
Morg Kelden	Simonathi Starym	Tistor
Ozwald Cobblepot	Yor, Baron of Rogeland	Grovsner
Pip Hagglesham	Vincent	Unth
Rajek Goodwill	Brother Dudley Pureheart	Alpine
Rondo Fleagle	Asraiel	Throon
Ronald Crump		Randlebar

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Mr Wart	Harry	Punchy
Throtnik	Ratter Henck	Peter "Punchy" Jr.
Meikle-Clangour	Hustleburr Gnimblegnucks IV	Millner
Guundebaal	Barbus, Acolyte of the Gnostic	Velma of Isis
Tylek	Arcane	Ged
"King" Angrybear	Uldor the Resilient	Snaggle "Snags"
Ibn Falcón	Daxx	Winkle
Marigold Thunderbelly	Abumrad	Chuck
F'kwa Xn	Cooper the Grabby	Sansa
Pensivly Pear	Fiona	Steve Holt
Thacking Tiree	Marcel the Mad	Dalon
Sir Limeuel Stoataalovich	Alice "Look" Lively	Talon
Thundertramp Tingleberry	Fredge Freemantle	So Stupid He Doesn't Know His Name
Arthur Tree	Meno the Rugged	Churg Locksunderer
Foreion Thacqspule	Tomas the Suspicious	Churgo Son of Churg
Jaru	Dernyn Tankenshard	Fenjik Twoswing
Kwilg	Voss	Theris Goldenmug
Andy Barge	Merentina	Carlos the Dwarf
Sylvester-Ptolemy XXVI	Samal	Uthvar Dragonsbane
Thardan	Ariston	Raph del Torro
Frack	Tulsa, the Witness of Ildavir	Boris Ulfenburg
Ransid	Mhu the Visionist	Moris Ulfenburg
Nebit Mhunraice	Rika	Charles Bennet
Tybur Thunderaxe	Twek	Commander Xylus
Gulariko	Dagozai	Mort
Glim Stonesword	Rengar the Hero	Tweek Knee-biter
Jackson Polluck	Baine	Filbut the Duece
Talliger	Grumble Brokenaxe	Fingers Mahoney
Kain	Fighting Lad	Fidgets the Digits
Dick "Chaos" Bickle	The Fighting Man	Timmy
Kresh	Thing 1	Johan
Zod	Thing 2	Travis
Jorl Mettleurge	Thing 3	Mikhail
Liliana	Thing 4	The Mystic
Wort	T-100	Merdoc the Mad
Med Mort	Thing X	Rocky
Rigel McNigel	Kaleryth	Charley Sheen
Leoba Steinbouk	Raymus the Indomitable	Martin Sheen
Kali	Shyvana	Altair
Weavos	Chuck N. the Trickster	Valare
Philemon	Laramor	Kregg
Ariz of Zona	Magstina Lorearthen	Joffras
Schukle	Gorelash	Bel
Bendolf	Jack O'Malley	Katarina
Elrond Hubbard	Red O'Malley	Leroy Jenkins
Misha Isyanov	Sheldon the Screamer	Rasputin
Dorius Treeclimber	Alistair	Abaloriel
Chomsky Underhill	Le Timmy	Vlad
Melapier Bremensis	Le Timmy "Yellow Gass" the Second	Fethellehan Etan
Sammy	Boxi	Smar
Lynn Berger	Boxi II	Valentine MacGee
Renaldo Dupree	Boxi III	

Appendix D: Vaedium

The nixthisis is not the sole culprit responsible for the weirdness found within the dungeon. Some of Stonehell’s inexplicable oddness can be blamed on the mysterious mineral known as *vaedium* (see *SD: DNHH* p. 7). Deposits of this strange substance hide within the surrounding rock of the dungeon, bathing portions of Stonehell’s halls and chambers with its eldritch radiation to produce inexplicable consequences. On the upper levels of the dungeon, the vaedium deposits are inaccessible to adventurers and prospectors, but in the depths of Stonehell, veins of vaedium are exposed and close at hand. The unique properties and rarity of the mineral make it much sought after, and parties of explorers may wish to excavate the ore to turn a profit. This section covers the properties, risks, and rewards of harvesting vaedium.

Vaedium Effects

Each pocket of vaedium has strange powers, which vary from place to place and deposit to deposit. Two veins in close proximity to one another may have wildly different properties. Several possible vaedium effects are detailed in both this book and the previous one, but these are not the only bizarre effects the mineral can produce. Labyrinth Lords are free to assign any inexplicable power or effect to the substance depending on his or her needs. If a random power is required or some suggestions are needed to help jumpstart the creative process, the following table may be useful.

Vaedium Property Table

Roll d12	The vaedium...
1	Turns an otherwise harmless substance into a potentially harmful one. Examples include turning a salt lick into an age-stealing mineral (see <i>SD: DNHH</i> p. 59) or making plant life growing nearby semi-sentient and violent.
2	Causes colorful crystalline structure to grow from the surrounding rock. These crystals are of unearthly coloration not normally found in nature and likely have special properties of their own (roll again on this table or assign one).
3	Acts as fuel when burned. A single pound of the mineral has the same potential energy as one ton of coal, making it extremely sought after by metal smiths and the creators of artificial constructs requiring fuel.
4	Counteracts gravity, causing any material in contact with the ore to float in mid-air (see the

Weeping Rock, p. 26). Each lb. of vaedium counteracts gravity on 1000 lbs. of material as if under the effects of a *levitate* spell.

- 5 Enchants metal that is bathed in its radiation. Any metal weapon or armor left in proximity of the vaedium for 1 month gains a +1 bonus. This enchantment is temporary and must be renewed every 6 months or the radiation’s effect fades away. There must be at least the item’s weight in vaedium present for this property to take effect.
- 6 Dispels magic of any sort within 40’. This dispelling nullifies ongoing spells, destroys potions, makes magical arms and armor non-magical, and transforms wands and staves into mere sticks. There is no saving throw against this effect.
- 7 Causes dreams to assume physical form when living creatures sleep within 30’ of the mineral. The solid dreams may be a threat to life, limb, and sanity as the Labyrinth Lord deems fit.
- 8 Attracts/exorcizes (50/50 chance) ghosts, spectres, wraiths, and other insubstantial undead. The vein either empowers the spirits or causes them to be utterly destroyed with a touch.
- 9 Causes psionic ability to manifest in living subjects exposed to the mineral for long periods or amplifies mental powers already in existence.
- 10 Is highly explosive if struck hard, producing a blast equal to a 5+1d10 dice *fireball* centered on the struck portion of mineral.
- 11 Allows travel through its veins to another plane of existence when struck with a metal item. The mineral vibrates like a tuning-fork, creating a gateway to an identical vein of vaedium in another dimension.
- 12 Produces long-life and near invulnerability to living creatures exposed to its rays. Subjects gain increased hit points equal to 1d6 additional HD and enjoy the benefits of both a *potion of longevity* and a *potion of invulnerability*. Subject must spend at least 1 month in close proximity to the vaedium vein to gain these advantages.

Vaedium is prized by sages, sorcerers, and alchemists alike, each of whom will pay large sums of money to lay their hands on sample of this mineral. Due to its rarity and possible side-effects of prolonged exposure, however, the collection of vaedium for trade is an extremely uncommon occupation.

Value of Vaedium

It takes a human four hours to excavate 25 cubic feet of ore, totaling 5,000 lbs. of raw vaedium. After processing, only 1 to 10% of the ore produces valuable vaedium, depending on the quality of the vein. A typical vaedium vein contains 1d100 X 10,000 lbs. of raw vaedium ore, but both larger and smaller deposits have been discovered.

Like any commodity, vaedium is worth what people will pay for it and demand for it changes due to myriad circumstances. As a base, assume 1 lb. of processed vaedium is worth 40+1d6×10 gp to interested parties (sages, magic-users, artificers, etc.).

Vaedium Exposure

Veins of vaedium can be mined as any other ore, and those who successfully harvest the mineral from the Earth’s depths are richly rewarded for their efforts – those that survive the process, that is. Vaedium is unpredictable, but one thing is certain: cutting it free from its vein is a hazardous and potentially lethal occupation. Although vaedium emits radiation in its natural state and can cause physical and magical alterations to those in prolonged exposure to the mineral, mining the ore greatly increases the level of radiation produced. This increases its potential lethality and chance of causing physical mutation. The mining process “agitates” vaedium’s eldritch energy, making it potentially lethal to those of even average health. Once the mining ceases, the radiation intensity subsides over hours, days, months, or even years, depending on the vein, and the positive benefits of exposure to that vaedium deposit return.

Anyone engaging in more than four hours excavating raw vaedium ore is exposed to this increased radiation. For every subsequent four-hour period (or portion thereof), consult the following table.

Creature’s CON Score	Chance of Death	Damage Taken	Chance of Mutation
3 or less	100%	N.A.	N.A.
4-5	80%	1d12	60%
6-8	60%	1d10	30%
9-12	30%	1d8	15%
13-15	20%	1d6	10%
16-17	N.A.	1d4	5%
18+	N.A.	N.A.	1%

Chance of Death: The probability the creature must save vs. poison or die after every four hour period or part thereof spent mining vaedium.

Damage Taken: The die rolled to determine how many hit points the miner loses every four hour period or part thereof spent mining vaedium.

Chance of Mutation: The probability the miner undergoes magical mutation each day or part thereof spent mining vaedium. If mutation occurs, roll on the following table to determine what alteration occurs or use it as inspiration for your own weird changes.

Roll d12	Mutation Effect
1	Subject’s skin/scales/fur/etc. changes color to a type not otherwise normal for its species.
2	Subject’s fingers and toes fuse together, turning those appendages into near-useless flippers.
3	Subject grows a second head. There is an 80% chance the second head is a mindless aberration and a 20% chance the growth possesses its own personality and equal to or better intelligence than the subject.
4	Subject becomes vulnerable to a common substance of the Labyrinth Lord’s choosing. If the substance is normally damaging (fire, edged weapons, etc.), the subject takes double damage from exposure. If the substance is typically innocuous (sand, copper, hair, etc.), exposure inflicts 1d6 damage to the subject.
5	Subject glows in the dark. This illumination does no harm but cannot be obscured by anything less than a <i>darkness</i> spell.
6	Subject’s nose and mouth meld together into a non-prehensile, trunk-like proboscis measuring 2’ long. Breathing and eating become difficult.
7	Subject’s arms grow long and ape-like while his legs become stunted. Subject’s base move is reduced by one step, but he gains the ability to climb as a 1 st level thief.
8	A second, tendril-ringed mouth appears on the subject’s torso. This mouth and connected secondary stomach doubles the subject’s daily food intake requirements.
9	One of the subject’s senses vanishes as flaps of flesh grow over his eye sockets, ear, or nose, or thick numbing callouses sprout over his tongue or epidermis.
10	Subject becomes permanently <i>gaseous</i> as per the potion. Nourishment can only be obtained by a cleric casting <i>create food & water</i> directly on the <i>gaseous</i> individual once per week. Otherwise, the subject dies of dehydration and malnutrition.
11	Subject’s bones ossify, likely turning his entire body rigid. Movement becomes impossible and

the subject must be cared for in order to survive. There is a 5% chance, however, that his body adapts to the ossification, giving him a natural AC of 3 and bony spurs that do damage as short swords. Movement is unaffected.

- 12** Subject gains a physical ability unknown in his species. Possibilities include x-ray vision, infravision, sonar, gills, ability to climb walls like a lizard, etc. The exact ability and any limitations are left to the Labyrinth Lord's desires.

Protection against Vaedium Exposure

Certain subterranean cultures that regularly mine vaedium are believed to possess magic that helps counteract vaedium radiation exposure. These spells are similar to the clerical magics *resist cold* and *resist fire*, but negate the potential effects of vaedium radiation exposure for twelve hours. Obviously, these cultures keep their magics secret from outsiders.

Vaedium radiation exposure can also be combatted with special protective suits similar to light armor. Fashioned from rare materials (*lagh*, dragon-skin, gorgon hide, etc.), the suits increase the wearer's CON score by up to six points for the purposes of determining the effects of vaedium radiation exposure. No other benefits of increased CON are gained. A single suit of this protective clothing can sell for as much as 5,000 gp in surface world markets.

Appendix E: Stonehell Dungeon: Down Night-Haunted Halls Errata

It's inevitable that regardless of how many pairs of eyes scrutinize a large written work such as *Stonehell Dungeon: Down Night-Haunted Halls*, errors do sometimes slip through the proofreading process and make it into publication. Luckily, despite being an amateur effort assembled with little experience and resources, the first *Stonehell* book managed to make it to print with only minor goofs. Corrections or clarifications for entries found in *Stonehell Dungeon: Down Night-Haunted Halls* are provided below.

p. 11: Entry #14 on the **Stonehell Dungeon Rumors** table is actually somewhat true.

p. 19: The following description for the *ring of the scintillating orb* supersedes the one given on this page.

Ring of the Scintillating Orb – This brass ring is enameled with bands of rainbow hues. It

radiates magic, but wearing the ring has no discernible effect. A Sage can determine the ring possesses teleportation magic, but cannot determine how to invoke it. The magic of this ring remains dormant until its owner has discovered one or both of the Rooms of the Scintillating Orb (found on **Level 6E** and **Level 8B**). After such time, the ring allows its owner and anyone touching him to *teleport* to the discovered chamber(s) as if he were "very familiar" with it (see the *teleport* spell description, *Labyrinth Lord* p. 40).

p. 23: Treat Phantasms as 8 HD undead when resolving Turning attempts against them.

p. 47: Feature **D** is missing from the Features Key. The following was inadvertently left out.

D: A high-relief carving of a bearded & bespectacled man decorates the wall here, surrounded by lit candles.

p. 52: The text in the description of area #3 should read "The corridor between area #3 and #5..."

p. 75: Although not specifically stated in the creature's description, Spells spider venom is fatal if a save vs. poison is failed.

p. 107: The sentence in the text for **Song's Lair (Special Dungeon Notes)** beginning with "Any time Song and his opponents..." should be replaced by the following.

Any time Song and his opponents are in combat within or adjacent to an area containing crystals as indicated on the map (see p. 108), the dragon can give up a bite attack to smash a nearby crystal cluster.

p. 112: The staircase depicted on the quadrant map (located south of #20) connects with **Level 6E**, not **Level 6C**. The text in Feature D should also state the Jarl flees to **Level 6E** and not **6C**.

p. 112: Areas #15 & #29 are transposed on the map.

p. 116: The staircase indicated on the map in area #30 connects to area #8 on **Level 6F**.

Afterword

And so, here we are. A journey that began way back in the salad days of the winter of 2009 has reached its much delayed conclusion. As I write this, the last secrets of *Stonehell Dungeon* have been chronicled, the final tweaks to the maps completed, and I see the light at the end of what has proven to be an extremely long tunnel. But before the final curtain falls on the “vast stony hell,” I want to take a moment to talk to you, the gamer, directly.

If we were gaming together at the table, this would be the time where the referee’s screen has been folded closed, the snack bowls emptied, and the last of the books stored away until next we meet. It’s the time to discuss the events of the session, to dwell upon what worked and what didn’t, and to revel in the triumphs and failures we encountered over the last few hours. It is a period of camaraderie and reflection, one bolstered by the knowledge we’ll soon see one another again for fun and friendship.

Stonehell Dungeon, as you likely know, began as an attempt to utilize the One-Page Dungeon format first proposed by David Bowman and Michael Shorten during the heyday of the OSR blog explosion. The One-Page format captured my attention immediately. I had been guilty of producing over-stuffed dungeon keys filled with boxed text and far too many details, and was seeking a way to return to the simpler methods and styles that marked the early days of the hobby. But even though my intent was to create more streamlined dungeons, I still found the One-Page method a little too restricting and quickly adopted a Two-Page style to accommodate everything I wanted to stuff into a dungeon section. This adaptation of the One-Page format became *Level 1A: Hell’s Antechamber of Stonehell Dungeon*, beginning a project which has only now come to full fruition.

Is *Stonehell Dungeon* the perfect megadungeon? Of course not. The one thing my more than thirty years involvement in the hobby (and now also more than half a decade’s work in the industry in a professional capacity) has taught me is that there’s no pleasing everyone. An adventure that captivates one player may fail to entertain another entirely. Each of us has our own expectations and desires when it comes to adventures, and the best any referee can do is produce something that entertains him or her and hope that enthusiasm is contagious at the table.

Despite the fact that *Stonehell Dungeon* may not be to

everyone’s tastes, I feel I succeeded in the goals I established for myself when setting forth to create it. I had several aims in mind, all of which I believe I hit dead center.

My first goal was to create a dungeon reminiscent of the ones written in the 1970s before the hobby experienced the boom of the early 1980s. My guiding mantra during *Stonehell*’s construction was “Stop worrying and love the dungeon.” By this I meant that I’d never let realism get in the way of a fun time. Logic would be paid lip-service to when necessary, but I wouldn’t let it shackle me needlessly. At the same time, I wanted to avoid an utter “fun house” dungeon comprised entirely of unconnected encounters. It was a fine line to walk, but I feel I managed to do it. *Stonehell* is home to a lot of funkiness, but there exists a (if at times flimsy) hook to hang all the dungeon’s inherent weirdness from.

Secondly, I wanted a dungeon that relied more on personal creativity and interpretation, rather than mining existing game supplements for ideas and monsters. *Stonehell Dungeon* was written using the original *Labyrinth Lord* rules, which I preferred because it reproduced the rules and material found in the 1981 version of the original fantasy role-playing game (my favorite incarnation of the game). At the time, the *Advanced Edition Companion* wasn’t yet published, but even had it been available, I’d likely limit myself to the monsters and magic found in the *Labyrinth Lord* rulebook supplemented by my own creations and alterations. I stuck to this plan even after the *AEC* (as well as *Realms of Crawling Chaos*, a book I contributed to) were on the market. I wasn’t entirely true to this goal, but the majority of additional material I used from outside *Labyrinth Lord* was gleaned from *Mutant Future*, and therefore remains true to the wild and woolly, “let’s take stuff from the weirdest sources imaginable,” early days of role-playing.

The decision to stick (mostly) to *Labyrinth Lord* material was also part of my third goal: to create a dungeon that could be used as an dungeon design instructional for relatively new hobbyists. Gamers who discovered role-playing games in more recent years are used to the plethora of supplemental material available to them, making them more likely to depend on numerous source books and splatbooks when creating their adventures. *Stonehell Dungeon* was written to demonstrate that it’s not necessary to own a vast library of game books in order to be a successful game master. Your own brain and creativity trumps anything put down on paper by a professional game designer (and I am giving away the

Stonehell Dungeon – Afterword

biggest industry secret by revealing that fact). Forget *Awesome Supplement II*; mine the gold that resides within you and let your imagination soar when you design your personal megadungeon. If you come away with that notion upon reading the *Stonehell* series, I succeeded in the most important task I set for myself.

Lastly, *Stonehell Dungeon* was always intended to be nothing more than a firm foundation for the referee to build upon. From its very beginning, I've always espoused that *Stonehell Dungeon* should be adapted, altered, spindled, and mangled by the referee until it best fits his or her home campaign. This attitude is due to both the bare bones information the two *Stonehell* books contain and to the varying tastes of gamers everywhere. I've had the pleasure of exploring *Stonehell Dungeon* as a player on several occasions as interpreted through the personal lenses of different referees. I was immensely pleased to discover that each one of them took the ideas I set down and extrapolated on them. In some cases, I wouldn't even recognize the place had I not known I was in Stonehell! Those referees embraced my vision of what Stonehell is there for. If you're running a Stonehell campaign (or intend to), I hope you, too, make it your own.

Despite the belief I succeeded in what I set out to do with *Stonehell Dungeon*, there remain a few things I wish I could have done better. Some people have declared the "stacked" levels and quadrant maps to be overly simplistic. In this, I readily agree. I knew from the get-go that I'd be responsible for reproducing the dungeon's maps as digital images and I didn't trust my ability to tackle complex designs or arrangements. Had I the luxury of the services of a skilled cartographer available to me, I'd have felt more confident in adopting a more convoluted dungeon layout. I console myself with the fact that my own personal version of the dungeon is much more intricate than the commercially available one.

I also wish I could have produced a more aesthetically pleasing book rather than a utilitarian one when it came to layout. But as with the maps, I was drawing on a staff of one and had no previous experience in laying out a book of any sort. *Stonehell Dungeon: Down Night-Haunted Halls* was my trial by fire, and a frustrating one to boot. My apologies if it isn't an exceptionally pretty book to look out, but my ham-handed layout skills also means I can continue to make *Stonehell Dungeon* available for much less than many other commercially-available megadungeons. That helps me sleep at night.

These small failures do nothing to reduce how proud I am of *Stonehell Dungeon*. These two books have allowed me to share my own personal 'Hell with gamers around the world, more so than I ever imagined. And while *Stonehell Dungeon* may never attain the legendary status of Castle Greyhawk or Blackmoor, it has joined the pantheon of megadungeons in a minor capacity. I take great pleasure in hearing that people are exploring Stonehell or running it at their table. I'm sure a time will come when *Stonehell Dungeon* falls into disuse, but until then I hope some gamers around the world enjoy the shared experience of plumbing its depths.

As I close the book on *Stonehell Dungeon* (both figuratively and literally), I'd like to thank you all for coming with me on the journey. It's been longer than I ever expected, but that only prolonged the time we've had together. This is likely (but not definitely, for I've learned to never say "never") the last time I'll publicly visit *Stonehell Dungeon*. Our journey ends here as we leave its dank depths to stand once more in the sunlight of a certain box canyon existing on a myriad of campaign worlds. Like most adventurers, we've experienced both successes and failures, and it's now time to put the dungeon behind us and return to town. Perhaps we'll meet again someplace and share the adventures we've had since parting. I do hope so, for I never would have survived my initial foray into *Stonehell Dungeon* without you there to encourage me.

Until we meet again, my friends, may Chance favor the bold!

Michael Curtis
March 20th, 2014.



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Stonehell Dungeon's final secrets are revealed!

*There are evils beneath
the earth that are best left alone.
Do not disturb the deep darkness,
lest you awaken things
that should be left to slumber.*

- From the writings of Kimbra the Witch, Sorceress of Oolvanvar

Stonehell Dungeon: Into the Heart of Hell is the long-awaited sequel to *Stonehell Dungeon: Down Night-Haunted Halls*. This book details the final five dangerous levels of the titanic megadungeon, revealing Stonehell's most terrifying secrets. Stonehell Dungeon: Into the Heart of Hell contains almost 600 dungeon rooms filled with monsters, traps, and treasure for the players to explore, more than 70 unique monsters to challenge them, and 13 new magical items to mystify them. This book also contains complete information on the dungeon's sinister master, the nixthisis, and full details on the mysterious chthonic substance known as Vaedium.

Stonehell Dungeon: Into the Heart of Hell is part of the Stonehell Dungeon series of adventures detailing a classic-style megadungeon intended for use with the Labyrinth Lord™ role-playing game, but easily adaptable to most early versions of the original fantasy role-playing game and its retro-clones. Stonehell Dungeon gives the game master all the necessary information to run his players through the dungeon, while offering enormous opportunities to customize and expand on the site.

This is not a stand-alone product. *Stonehell Dungeon: Down Night-Haunted Halls* is required to get the full use out of this adventure supplement.

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