



Frank Mentzer's Lich Dungeon

ENT11001

*A generic fantasy adventure
for three or more players of minimal experience
for use with most fantasy role playing games.*

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Lich Dungeon

Level One

by
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Dedicated to:

My first group of players, especially Don P.
My friend Gary, who changed the world with the original game
and the "Old School" movement—the fans worldwide
 who appreciate the original works
 and keep them alive and in daily use



Lich Dungeon



*being a description of the myriad rooms and corridors
of a subterranean structure
belonging to the Lich informally known as **Chagur**
dwelling in the land of **Aquaria***

Introduction

Once upon a time, Chagur¹ the Lich bought a dungeon.

In its original form it was a huge² mass of natural rock—an asteroid, actually—partially worked by space miners but then abandoned. Chagur noticed it being towed by a spacegoing vessel, and negotiated its delivery to a site³ of his choosing. He magically dug a huge hole for it, and the mass was successfully lowered into place with his magical assistance.

After the delivery of the giant rock, Chagur did some redecorating and a significant amount of enchantment, also ‘calling in’ various favors owed to him in the course of his evil career. (His vast financial resources were sorely wounded in the process, but he was prepared for that.) Chagur then let it be known through various local channels that monstrous denizens would be welcomed, receiving significant benefits if they chose to move in: free food (!), the right to keep all the loot they managed to acquire by any means, homesteading rights to negotiable

but ample areas, and so forth. He even offered paying jobs for those who could qualify: cleanup, guard and food services, repairs, management, and more.

It was the proverbial offer too good to refuse, and many creatures accepted Chagur’s invitation. Their ever-growing numbers were augmented by his conjurations and experiments (those being the primary mission driving the entire project), and the place was well-inhabited and thriving within mere months of the rock’s delivery.

The dungeon’s rather sudden appearance attracted adventurers from throughout the Realm. Many of them chose the nearest town as their base of operations, and so it grew proportionately. It can truly be said that the rapid growth of that town, formerly a boondock way-station, was almost entirely due to the place everyone was soon calling “*Lich Dungeon*.”

1 An alias of course. Chagur’s *TrueName* would be of extreme interest to many powerful beings in at least a dozen planes of existence.

2 Roughly 600 by 750 by 750 feet (about 12.5 million cubic yards), with a mass of over 5 million pounds. For details of this transaction, see my short story “*Lich Pitch*”.

3 In the Aquaria campaign, this site is about 60 miles due west of the Ruling River (the branch along the west side of the Great Swamp, where Empyrea once stood). The ‘boom town’ resulting from the dungeon’s appearance is the town of Repple (called *Fair Passage* or *Fairway* in certain early campaign treatments).

Author's Preface

I began the Aquaria campaign in 1976, but it wasn't called that then, and originally there was only one player—**Donald Patterson**, the gent who introduced me to the original fantasy role-playing game. We fumbled about trying to make sense of the rules, and were soon taking turns as Player and Game Master, each of us with up to 3 player characters and the parties being augmented by non-player characters, hirelings, and the like. I didn't have a career at the time, and after getting canned from one job and scoring unemployment compensation (hooray!), I had plenty of spare time and started developing the campaign in earnest, adding more and more players from the Philadelphia suburbs. Within a year the campaign had become one in the truest sense, with plenty of square miles in the fantasy landscape and multiple adventuring sites.

Thus by 1977 I began work on a new idea (at that time), a huge underground complex full of monsters and treasure, with no rhyme or reason as to why they were there. Rationale didn't matter then; the point was to have fun adventuring, slaying monsters, and gaining loot, all while the players socialized with one another. And so began *Lich Dungeon*.

Each level of the place fits conveniently on the type of graph paper one may find on a desk-sized mat. This was the largest paper cheaply available in the 1970s, so its selection was pure expedience.

Another job came my way in 1978, and in my spare hours (some of it during work time, I confess) I added substantially to the place. Lich Dungeon grew quickly, and as my experience with the game increased, so did my creativity. I developed many areas in ways that none of my players had ever heard of or imagined. I mapped out the deepest places, including the Lair of the Lich Himself and his secret escape routes, but those were left undetailed (for decades, as it turned out).

It should be noted that such "designs" involved little more than a detailed map and a list of monsters & treasures. TSR Hobbies had released "Monster & Treasure Assortments" in this vein, so we as players followed suit. During the 1970s, the dawn of role-playing games, realism and ecological rationale were inappropriate, even absurdly irrelevant. Monsters there were, and who cared why? And of course they carried loot (in amounts also beyond reason), to be freely stolen once the creatures were dispatched. Morality didn't come into the equation, for monsters existed only to be destroyed by the valiant heroes who ventured forth into the dungeons and wilderness of the fantasy milieu. That too has changed, in most campaigns, including mine.

The year 1979 brought more joblessness and despair, but late that year one of my avid players (Dr. **David Axler**, later author of the official Weather System published in *Dragon*[®] magazine) coaxed me into applying for a job with TSR Hobbies, who had advertised both Writer and Editor positions in their magazine. I doubted that a Philly bum would qualify, but he (and others) claimed that I was the best Game Master in our area. Being too poor to journey to the holy land of Lake Geneva, Wisconsin, I was interviewed by phone, and they decided to take a chance on me – but in the Editor slot, as someone else had already been selected as the Writer (the late Tom Moldvay, who immediately thereafter wrote the newest incarnation of the game, and remains a legendary idol to many).

After starting work in Wisconsin in January 1980, I finally found a career. Yet legal factors arose, and they prevented further development of my campaign. The catch was called a "shop rights" agreement: TSR agreed not to fire me as long as I signed a document giving them

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Author's Preface



all rights to everything I wrote while I worked there. I resumed the play of my campaign with new people (many designers, editors, artists, and others who worked at TSR, including several famous names), but used my original 1970s notes predating my time at TSR, and let campaign development await a future time after I was again free to call my works my own.

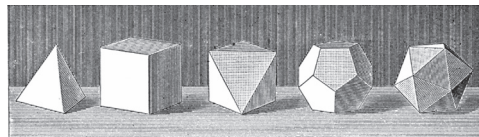
That time came in the late 1980s. Something new was appearing, a way for computers to talk to each other across long distances. CompuServe was king, but I was on a Macintosh, and AppleLink was thus a better option. That and PCLink soon merged to become a brand-new 'gated community' on the internet called America Online, and a couple of years later (May 1992) I resumed the campaign in its third incarnation, but this time in an AOL chatroom.

Lich Dungeon made its requisite appearance as a training ground for new adventurers. I soon discovered that the chatroom environment was not optimal for use with such a place, which required extensive mapping. Emailed GIFS and JPEGS helped, but generally I had to adjust my style to more storytelling and less dungeon-crawling. This period produced a huge development of "the story behind the adventures," *i.e.* the Aquaria campaign as it remains to this day, involving three centuries of activity and incorporating settings for every taste.

So it was that this megadungeon, an artifact of my early years in gaming, became a quaint and passé appendix to

the campaign and lay almost unused for quite some time. The yellowed pages and hand-drawn maps bear the scars of heavy past use, and some are on the backs of old personal stationery that brings back interesting (if not fond) memories of that distant and impoverished time. The lowest levels were never fully detailed, though I found myself glancing at the maps on occasion, wondering if I would ever get to them.

Flash forward 8 years to the new millennium. Many changes occurred in the game industry when TSR was purchased by Wizards of the Coast, and the original game was revised extensively as '3e.' But soon thereafter, others of my era decided to stick with the earlier versions of the game, rejecting the modern retooling. And so it was that the "Old School" market developed, and thousands of gamers began creating and running vintage-style dungeons once again... and in that environment, *Lich* has been resurrected as well. Parts have been revised, a rationalization overlaid (including its acquisition from spacefarers), and the lowest depths have finally been completed after these many years, but the mood of the place is still what we first discovered back in the 1970s. Some things won't make any sense at all; some are hilarious. If you don't find that appealing, stick to the type of game you prefer. But for those who appreciate an "Old School" Megadungeon, I'm happy to finally present you with mine.



Best wishes as you venture forth, and good luck.

Frank

Nomenclature

“You” refers to the Game Master, the presumed reader of this work. Some text may be read aloud to players, it then being designated by **boldface type**.

The usual abbreviations for feet and inches—’ and ” respectively (*e.g.* 5’ 6”)—are used throughout. These English units are used in this American edition, while Metric is used in those customized for most of the world (*sigh*).

A reference to 10’y indicates a distance of 10 feet if indoors or 10 yards if outdoors, a common feature of some of the wargame rules whence role-playing derived. This obviously does not apply within the dungeon proper, but is germane at the outdoor entrance.

The friendly non-humans found in most fantasy fiction are referenced herein using the ancient terminology, being the olve (elves), dwur (dwarves), and the shortfolk group called ‘niz’, *i.e.* noniz ([g]nomes) and hobniz (halfings, hobbits, and various other terms).

Standard abbreviations used throughout for stats are defined as follows. **AH** indicates the rating for an Average Human. Those using percentiles are easily convertible to many published game systems; for example, when using a 1d20-based system, 5% = 1 pip.

Power describes the summary skill rating of a creature or encounter and reflects its level in terms of comparative ability. AH Power is 1-5%.

Health indicates the amount of damage a creature can endure before dying. Normally this is 1-2 per point of Power. AH health is 4-6.

Move describes how far the creature moves per second, measured in feet. AH is 8-12.

Defense measures the ability of a creature to protect itself against attack. A defense of 50% indicates that a perfect but unmodified die roll indicates success. AH defense is 1-5%.

Init indicates the bonus a creature receives due to its speed, primarily to determine whether its action will occur prior to that of an opponent. (In some game systems this is called an initiative bonus.) Init of 100% is reserved for those who are blindingly fast. Init for AH is zero.

Damage is the amount deducted from the opponent’s Health score when the creature successfully attacks. Each attack form is listed, often by preference, with and/or used to clarify multiple options. Parenthetic numbers, *e.g.* (x2), indicate multiple attacks of one type. AH damage (with fists or feet) is 1-2 points.

Special is a listing of any special abilities, attacks, and defenses a creature might possess, to be used at your discretion. A superlative expert in any Special ability would again have a score of 100%. AH has none.

Demeanor describes the general attitude (and often intelligence) of the creature.

Optional rule: Insect poisons

Apply this to both normal and giant versions of all poisonous insect stings and in other instances as appropriate. Parameters for 1 giant insect can be applied to a group of 10 of the normal sort.

The number of stings on a victim is the percentage chance of pain overriding intentions. Each victim checks at the end of each combat round. Double the chance for unintelligent creatures. Victims with greater than animal intelligence may deduct their Power rating from the base chance, thereby gaining a bonus.

When overcome by pain (indicated by a failed check), unintelligent victims and those of animal intelligence will mindlessly bolt. Smarter creatures do not, but still cannot initiate attacks, spellcasting, or other actions requiring concentration.

The pain dissipates naturally, but this takes 10 minutes per sting unless somehow mitigated. Recheck pain dominance at the same interval.



The Clearing

A simple dirt path, worn with travel, leads off the main road not far from a small town. This path leads through light woods, and rises slightly as it winds northward toward hill country. The road comes to an end at the edge of a clearing, although an ample trail of previous visitors leads toward a tall pair of old oak trees.

The clearing is round and about 250 yards across, though both the shape and size vary slightly due to natural features. It is mostly filled with natural grasses, which are generally shallow but stand up to 2' tall in some places. A straight and battered-down path about 15-20' wide leads north to the center of the clearing. Two trees at that point stand atop a slight rise, 5 or 6' higher than the perimeter of the clearing. About 50' of space lies between the trunks, each of which is massive, easily 10' in diameter. The robust treetops reach to 75', their lowest branches 30' above the ground. There are no other trees, not even saplings, in the balance of the clearing.

Before continuing, please become familiar with the overall situation in the clearing as detailed in the next section.

THE PARTY'S ARRIVAL

When an adventuring party arrives at the edge of the clearing, roll 1d10 to determine the current state of activity. (See "The Entrance" and notes on the interactions with the Trees after this section. If there is no activity in the clearing, go directly to that section now.)

Encounters: General Notes

There is very little cover/concealment in the clearing area, and it is quite large (roughly a circle 250 yards in diameter). Visibility is excellent from most positions within it or along an edge (excepting occasional overgrown grassy spots). The light woods surrounding the place afford some minimal concealment, but almost

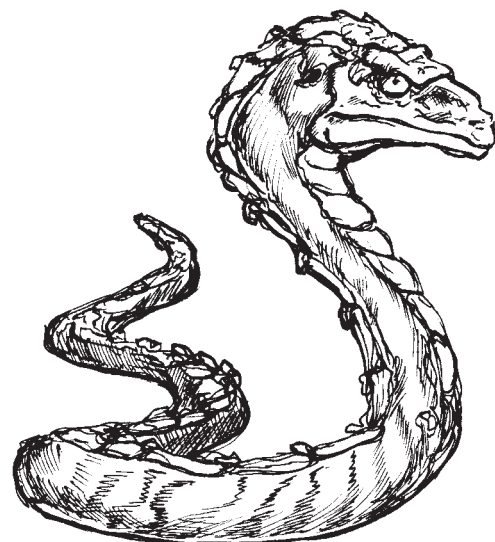
Clearing Encounters (1d10)

- 1-6 No encounter
- 7 Special Monster encountered
- 8 Another adventuring group Arriving
- 9 Another adventuring group Departing
- 10 Raiders in action (roll on Raiders table)

anything deeper within the woods (20 yards+ from the outer tree-line) will go unnoticed by anyone in the clearing.

Various denizens lurk in these woods, some awaiting a chance to ambush visitors to the dungeon. They see quite a bit of traffic, and will patiently await a chance for a fast hit-and-run attack that has high chances of survival. Most adventurers will thus pass undisturbed, especially if they appear powerful or successful. Even a group without such visually heroic characteristics may pass safely if other groups of visitors are also present.

If an adventuring group is so unwise as to reach the dungeon on horseback and then leave their mounts at the entrance, these scavengers will almost surely collect this free bounty while the characters are absent. Similarly, a group of mounts tended by one or two people (whether player or non-player characters) may certainly come under attack.



Special Monsters Encountered

One or more unusual creatures are spotted. Surprise is not a factor, for any typically cautious party will see it/them at a distance. A "Special" may be anywhere in the clearing or above it. For the variables of distance, location, and other factors, you are encouraged to decide (ad lib) as needed, rather than making random rolls. For the monster itself, roll or select from the following table.

As a general rule, these 'encounters' do not normally interact with the party unless the characters choose to reveal themselves. Serving mostly as 'color', they also present opportunities for the powerful and courageous. None have any treasure, though their body parts (e.g. basilisk eyes) may have value in arcane usage (spells, potions, *et al.*). Most do not converse, and many can depart faster than the characters can chase.

On each table, select or roll 1d10.

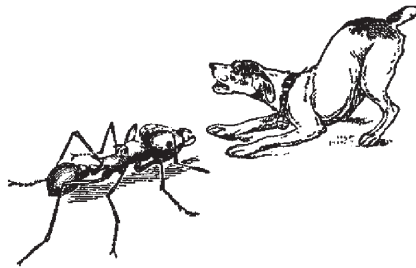
Special Monsters	Bugs subtable	Flier(s) subtable
1 Basilisk	1 Ants, giant	1 Dragon
2 Behemoth	2 Beetles, giant	2-3 Gryphons
3-6 Bugs (subtable at right)	3 Dragonflies, giant	4-5 Hippogriffs
7-9 Flier(s) (subtable far right)	4 Flies, giant	6-7 Manticores
10 Undead*	5-6 Flies, normal	8 Pegasus
	7 Gnats	9 Roc
* reroll during sunlit hours	8 Wasps, giant	10 Wyvern
	9-10 Wasps, normal	

Ants, Giant

A straight line of giant ants, each following another, is cutting across the clearing between the party and the central trees. They are on their way to forage (if before midday) or back to their colony (if later). If the latter, they all carry large chunks of some unidentifiable meat and one may (10% chance) have a small magic item.

Giant Ants (1d10 +6)

Power: 18%
 Defense: 30%
 Health: 15-25 each
 Move: 12
 Init: 0
 Damage: Bite 1d10 and Sting 1d12
 Special: Acidic sting
 Demeanor: Insectoid; will only attack if attacked, will fight to the death
 Appearance: As normal ants but 3' long and 1' tall



Basilisk

This beast is near the two trees and about to proceed across the clearing at a slow rate (3), returning to the woods in search of small animals to eat. If the party does not advance and remains quiet, the basilisk will amble off inoffensively in d10+20 minutes.

Its gaze can petrify anything in its line of sight, and is unmodified to 50'y range. Potential victims gain a 5% bonus for each 20'y of additional distance. At maximum (clearing width plus 10' of light woods on each side) the bonus is +60%.



Clearing: Special Monsters

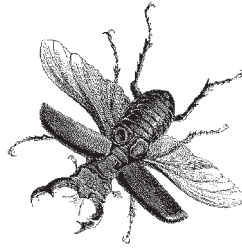


Basilisk

Power: 30%
 Defense: 40%
 Health: 40
 Move: 6'
 Init: 0
 Damage: Bite 1d10 and Gaze
 Special: Petrifying gaze
 Demeanor: Animal, often hungry
 Appearance: Multi-legged brown lizard, 10' long and 3' tall at the crest

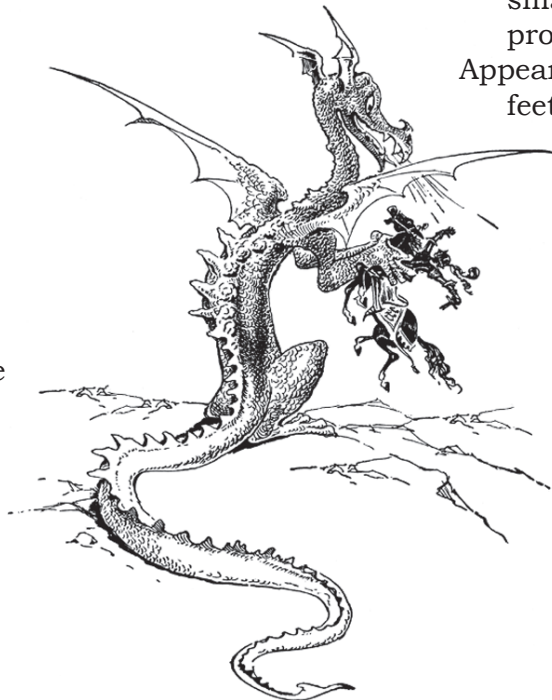
Beetles, Giant

A party member spots some (common) giant beetles in the woods, each about 3' long, atop a large mass 30 yards away. Characters may discover that the corpse of a giant (25' long) scorpion, its carapace marked by many sword blows, has attracted them. An extremely thorough and disgusting search of the remains may (25%) produce a few modest gems, swallowed by the scorpion in the past, together worth the cost of ten normal swords.



Beetles, Giant (1d10+5)

Power: 19%
 Defense: 25%
 Health: 13-18 each
 Move: 9
 Init: 0
 Damage: Pincer
 Bite 1d10
 Special: None
 Demeanor: Will not attack unless disturbed; after any successful bite, will ignore the opponent and return to feeding
 Appearance: As a normal carapaced beetle but 3' long and 18" tall



Behemoth

A Spider behemoth, nearly 100' tall, is pausing before it returns to the mountains to the northwest (beyond the hill country). 15 minutes after appearing, it suddenly departs at amazing speed.

A very few of these bizarre creatures roam about in the campaign, mostly in hills and mountains. The known types are Spider, Worm, and Reptile. They are so large that nobody has ever slain one.

These creatures know instinctively that humans and humanoids (and magic) are potentially dangerous, and thus keep to wilderness, the more remote the better. Spiritually they are akin to famous Japanese monsters of cinematic history.

Spider Behemoth

Power: 1,500% (not a typo!)
 Defense: 50%
 Health: 750
 Move: 50'
 Init: -20% (if motionless) or +25% (if moving)
 Damage: Crushing Foot 10d10
 Special: Huge mass (myriad ramifications)
 Demeanor: Does not take notice of anything smaller than 20' height unless strongly provoked
 Appearance: Huge black spider, nearly 100 feet tall

Dragon

One lone dragon (select type) is gliding above the clearing at an altitude of 200 yards. After circling once it starts flapping its wings, climbing to 400-500 yard height, before heading northwest toward the distant mountains. It is not in the mood to be enticed by anything, and will evade humans and humanoids. You may wish to use this as a clue to the location of said dragon's lair (a separate adventure).

Dragon

Power: 55%
 Defense: 50%
 Health: 110
 Move: 12, flying 28
 Init: +10%
 Damage: Bite 1d10 and Talon 1d8 (x2) and
 Wing whack 1d10 and Tail smack 1d10
 and Breath weapon (Dmg = Power)
 Special: Average intelligence (speaks), multiple
 attacks options (above)
 Demeanor: Irrelevant (evades)
 Appearance: Young adult, huge, deep violet
 hue (breath is sticky, tears skin as it dries)

Dragonflies, Giant

Six huge (2' long) dragonflies are in pursuit of a wild boar. The party initially hears the buzzing in the woods nearby, and subsequently spots the stumbling boar, which is bleeding from some misadventure. The group is headed away from the party, and the boar will fall after two more bites, which it cannot avoid.

Giant Dragonflies (6)

Power: 18%
 Defense: 5%
 Health: 21, 19, 18, 18, 15, 10
 Move: 10, or 15 flying
 Init: +20%
 Damage: Bite 1d12
 Special: None
 Demeanor: Focused on chasing the boar;
 will only attack if attacked
 Appearance: As normal insect except for size;
 2' long, 5' wingspan

Flies, Giant

These horrors are spotted buzzing about just ahead of the party, about 20 yards ahead in the clearing, swarming around a large visible mark on the ground. They are attracted to the blood spilled here, which is still slightly moist. If disturbed, they attack the characters; otherwise a full two hours will pass before they become satiated and move on. However, they are easily avoided, and if so will continue their scavenging and not pursue the party.

Giant Flies (2d10 +8)

Power: 5%
 Defense: 15%
 Health: 1d6+1 each
 Move: 2 or 13 flying
 Init: +30%
 Damage: Bite 1-2
 Special: Speed (can easily flee attacks)
 Demeanor: Hungry insect; only attacks if
 disturbed
 Appearance: As
 normal flies but
 each 6 inches
 long, swarming
 on a spot in the
 grass



Flies, Normal

A large swarm of normal flies arrives from within the nearby woods. They are headed for one specific character. If possible they will land on and buzz around that individual, but will do no harm other than distracting that character and reducing his or her visibility to a minor extent. The swarm will move on within 15 minutes, its purposes mysterious and unknown.

Gnats, Normal

A large swarm of normal gnats arrives and infests the entire party. The swarm is not dense, and is thus nearly invisible until it arrives, but is very large. The tiny bugs crawl into crevices, seeking flesh and sweat, and will quickly get under all armor worn. While thus infested and thereby distracted, characters suffer a -10% penalty on all attacks (though none to damage), and spells may be interrupted (a certainty for spells requiring long casting times, and you should estimate the chances for shorter affairs). As there are many possible ways to kill or repel the gnats, both normal and magical, this affair is left to you. Note that the intent is to delay, not destroy, the progress of the adventure.



Clearing: Special Monsters



Gryphons

A flock of five of these monsters is flying overhead, scouting the clearing. Four of the five are females, and they all seek horseflesh to carry back to their nests as food for young. If no horses are present, or if such are hidden in the woods, the gryphons will move on within five minutes, heading northeast.

Gryphons (5)

Power: 30%

Defense: 25%

Health: 2d20+20 each

Move: 10, flying 40

Init: +10%

Damage: Claw 1d4+1 and Bite 1d8+1

Special: All attacks will focus on horses, will evade all others; often do not land and thus avoid melee

Demeanor: Hungry and predatory; wants one horse

Appearance: Horse-sized beast with the head and wings of an eagle and the body and tail of a lion

Hippogriffs

A huge flock of 9 of these monsters is passing by overhead at 100 yards altitude, and has no interest in the clearing or anything therein. The sound of their wings is loud and unmistakable. These creatures can be caught, tamed, and used as flying mounts if you permit such, and are powerful fighters in any event.

Hippogriffs (9)

Power: 15%

Defense: 10%

Health: 1d10+15 each

Move: 28%, flying 35%

Init: +10%

Damage: Claw 1d6+1 and Bite 1d10+1

Special: None

Demeanor: Evasive; usually will not initiate attacks

Appearance: Horse with an eagle's head, wings, and talons (similar to the gryphon, above)

Manticores

The party hears the violent noises of snarling animals in the woods some distance away (at least 75 yards). The ruckus is caused by a pair of manticores engaged in mating. The manticores will continue mating repeatedly for three hours and will be enraged if interrupted, then gaining a 20% bonus to all attacks and damage.

Manticores (2)

Power: 35%

Defense: 40%

Health: 59, 49

Move: 10, or 25 flying

Init: 0

Damage: Claw 1d4 (x2) and Bite 1d8+2 and Tail Spike(s) 1d6 (x10, range 60'y)

Special: Ten sharp spikes at the end of the tail can be thrown individually or in groups (range and damage as spear)

Demeanor: Horny, and enraged if interrupted (+20% to attacks & damage); of below humanoid intelligence, poor tactician

Appearance: Body like a normal lion but twice that size, huge bat-like wings, and a humanoid head the size of a giant's

Pegasus

Here the placement and results are entirely at your discretion. Normally it will flee if approached, able to soar at amazing speed (up to 48 feet per second). It is theoretically possible to charm and bond with a pegasus (a legend akin to that of the unicorn), and that possibility (and related details) are again left to you.

Pegasus

Power: 23%

Defense: 20%

Health: 34

Move: 20, flying 48

Init: +15%

Damage: Hoof 1d6 (x2) and Bite 1-2

Special: Darkvision, Twilight vision

Demeanor: Pleasant, and enjoying the day; avoids close contact

Appearance: One lovely winged horse of pearly color, nibbling on field-grasses

Roc

The skies seem clear, but as the party starts into the clearing, departing the cover of the light woods, a huge shadow passes over them. Looking up, the characters see a gigantic bird diving from above, its claws extended as if to grab someone. There is enough warning for characters to take cover in the tall grass, and if this is done the roc misses in its attempt and must bank, circle, and return to attack again; the party can easily retreat into the woods during that time, and this will deter the monster. If the party scatters in response to the initial attack, they will be viable targets. In this case roll normally for the attack, but success indicates that the individual is picked up (suffering only minor damage in the process) and taken away to the roc's mountain aerie over 200 miles away. (This may of course give rise to a whole new adventure, especially if the beast is intelligent and seeks the character for non-lethal means... as a storyteller for its children, retrieval of an item or information, or any other interesting plot line.)

Roc

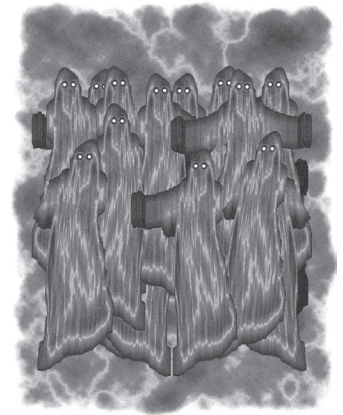
Power: 75%
 Defense: 45%
 Health: 125
 Move: 12, flying 45
 Init: -10%
 Damage: Talon 3d6 (x2)
 and Beak 4d6
 Special: Can carry very large objects
 Demeanor: Very intelligent, aggressive; wants to pick up a character and return to its nest
 Appearance: Brown hawk of incredible size (200' wingspan)



(who can nevertheless get their attention if they really try).

Undead: Wraiths

(7)
 Power: 33%
 Defense: 50%
 Health: 51-60 each
 Move: 9, flying 25
 Init: 0
 Damage: Touch 1d6 + life drain
 Special: Spawn creation, unnatural aura; powerless in sunlight
 Demeanor: Evasive (do not engage)
 Appearance: Shapeless ghostly forms 6-7' tall flying quickly across the night sky...

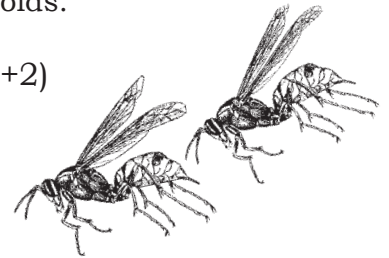


Wasps, Giant

A small swarm of 1d6+2 giant wasps flies by, either in the clearing or in the nearby trees. They will smell and veer toward any horses present, but will otherwise actively avoid humans and humanoids.

Giant Wasps (1d6 +2)

Power: 3%
 Defense: 5%
 Health: 6 each
 Move: 2, or 18 flying
 Init: +5%
 Damage: Sting 1d8 + poison
 Special: Mild poison (see optional rule)
 Demeanor: Insects seeking horses; may attack characters once (each) but will then evade
 Appearance: As normal wasp but 2' long, 4' wingspan



Undead

The party spots a tight formation of wispy forms flying eastbound 150 yards overhead, shimmering in the moonlight. These 7 undead Wraiths are unconcerned with the land below, being en route to an unholy sabbat at a secret site to the east. They are moving at high speed and pass in a flash without noticing the party

Wasps, Normal

One of the characters spots a large and active wasp nest in the woods near the road, just short of the clearing. It adheres to a tree-fork 15' above the ground. The normal wasps will not bother anyone unless they are themselves disturbed. An imaginative character could develop a plan to climb the tree, dislodge the



nest (perhaps mounting it on the end of a long stick), and use it as an outdoor missile weapon of sorts.

Resolve attacks and stings as with Giant Wasps (and the optional rule on page 4), but each die roll represents 10 normal wasps which inflict only 1-2 points of damage for those 10 attacks.

Wyvern

As the party is scanning the clearing, they see and hear a draconic monster crash down into the trees nearby. A passing wyvern has spotted a wild deer, which was about to leave the woods heading into the clearing when the wyvern



successfully landed on it, slaying it. The landing site is about 50 yards away, at the edge of the clearing to one side of the road, and the monster is quite visible.

If it spots the party it will continue with similar attacks, not being smart enough to know of the danger they present. If left undisturbed to finish its meal, however, it will do so within 30 minutes, leaving a broad and bloody mess as it lifts off and flies west, toward hills.

Wyvern

Power: 50%

Defense: 45%

Health: 70

Move: 9, flying 25

Init: +15%

Damage: Claw 1d4 (x2) and Bite 2d8 (and optional sting 1d6 + deadly poison)

Special: Immune to sleep and paralysis

Demeanor: Aggressive animal, constantly hungry, fearless

Appearance: Similar to a dragon but without forelegs (and a poisonous tail stinger in some settings)

Adventuring Groups Arriving or Departing

Each such group should be of a size comparable to that of the players, plus or minus 1-2 individuals. None will be mounted, and all will be armed & armored as appropriate for their professions, often easily discernible to the experienced eye. You may either select their level or roll randomly as follows (1d10):

Adventuring Group Power

- | | |
|-----|--|
| 1-3 | Less powerful by 2-4 levels
(or reroll if party is level 1-3) |
| 4-6 | Same levels as the characters ±1 |
| 7-9 | More powerful by 2-4 levels |
| 10 | More powerful by 5+ levels |

Arriving Groups will be appropriately cautious but not hostile unless extenuating circumstances apply (such as racial antipathy, factors specific to the campaign, etc.). Generally they will keep their distance from the characters, avoiding close proximity and actively (and prudently) avoiding any physical contact. Note that no such groups will accept an invitation to join the player characters (unless you are willing and able to run such a large group combining the characters and many others).

Arriving groups may ask or demand that one group go first (either theirs or the characters'), or may not care. This should be decided and handled for each such encounter; either select or randomly determine their attitude at that point in time.

Departing Groups are quite variable, and their status should be determined randomly with three separate 1d6 rolls (see next page).



Condition of Departing Group (1d6 x3)

Damage incurred:

- 1-2 minimal or none
- 3-4 moderate
- 5-6 severe

Loot acquired:

- 1-2 minimal or none
- 3-5 moderate
- 6 heavily laden

Attitude (and see below):

- 0-3 paranoid/evasive
- 4-5 typically cautious
- 6 overconfident (possibly aggressive)

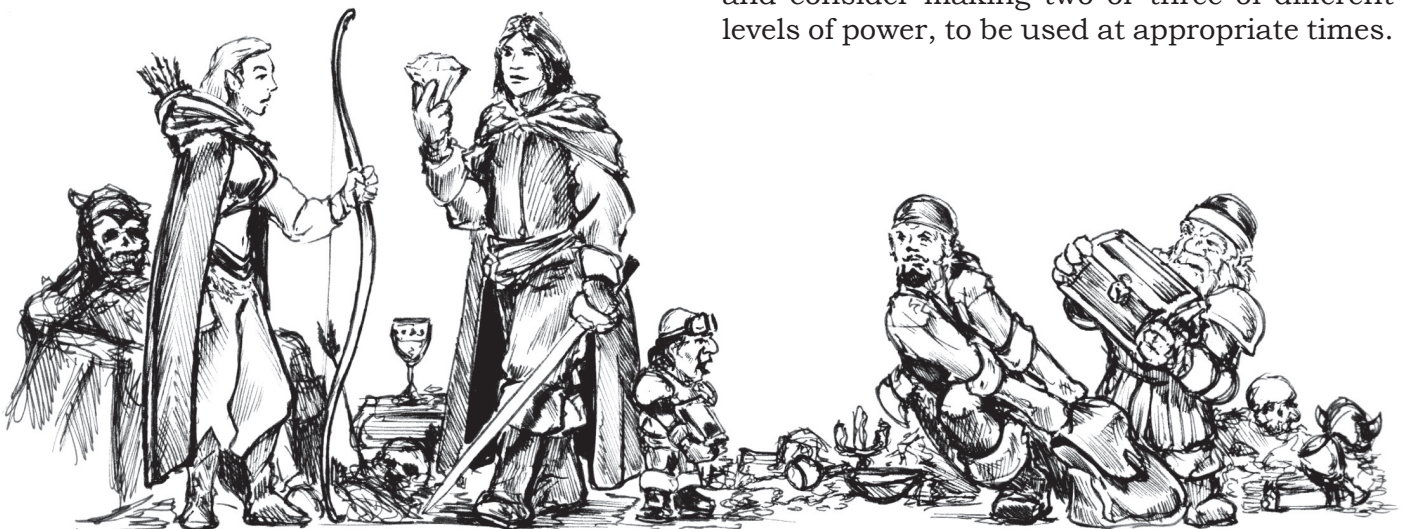
Known Groups (Optional)

A Non-Player adventuring group can be used more than once to good effect. In this case you must prepare by detailing the names, professions, and characteristics of a full party of up to 8 individuals working in concert, applying levels of expertise approximately equal to those of the player characters. In contrast to the previous guidelines, such a group may have regular interaction with the characters (both arriving and departing) and may be encountered within the dungeon (substitute for random parties as indicated or add whenever desired). They *may* agree to work with the characters' party on occasion, subject to your whims and abilities, and such cooperation may be fruitful or even necessary when formidable monster areas are discovered and assessed.

Note 1: subtract 1 or 2 from the Attitude roll if the party is either severely damaged or heavily laden with treasure.

Note 2: If moderately or heavily laden, the departing adventurers may be carrying many large sacks bulging with small objects (probably coins), carrying or dragging large chests, and/or carrying one or more rods, staves, wands, extra swords, *et alia*. Take care to describe only those visual clues which are obvious and possibly atypical, and do not accidentally reveal small or concealed objects.

Fully developed adventuring groups of this type are a feature of all successful campaigns. The player characters do not comprise the only such group in the world, and may even be a relatively minor example of such, depending on the details of your setting. The accurate and complete creation of a full party can be a time-consuming endeavor, but when they are properly portrayed, this can add substantially to the depth and realism of your game. The task of role-playing an entire group and managing their resources is likewise a challenging affair for most, but expertise in this area can greatly improve your skills as a Game Master. Budget the time to create at least one group of this sort, and consider making two or three of different levels of power, to be used at appropriate times.





Clearing: Raider Groups



Raiders

Encounters of this category involve the greedy lurking denizens of the nearby forests and hills. They are never brave, and never fight to the death, for they all examine the many adventuring groups in the vicinity of the dungeon and engage *only* when the tactical situation appears to be in their favor, preferably by a large margin. In short, they are cowards at heart, and are focused strictly on their own welfare.



When spotted, the raiders are normally in the process of looting the remains of a party (several humanoids), who they have simply murdered to steal their loot. This incident is taking place on the path to the dungeon entrance, 30-120 (d10+2, x10) yards from the edge of the clearing (the party's assumed initial position). If unmolested, the raiders will quickly finish their job and hurry off to the woods within 10 minutes. If attacked they will defend as appropriate, but will back away from the characters and may be easily routed.

In each case the 3-6 victims of the raiders are the remains of a small group of adventurers who have just left the dungeon. These victims may be carrying some minor dungeon loot in addition to their belongings. Almost all of their valuables will be pilfered if the raiders are not interrupted, though some such may be overlooked, especially if the characters disturb and/or distract the raiding party.

Select or roll randomly (table atop next column) to determine the composition of the Raiders.

Raiders

Roll 1d10 or select from:

- 1 * Bandits (Human)
- 2-4 Bugbears
- 5 Giants
- 6-7 Ogres
- 8-9 Orcs
- 10 * Hobgoblins (and more; see below)

* Possible major encounters; revert to "no event" if you wish, but do not re-roll

Bandits

Warning: High Danger. These evil humans are disposable members of a larger tribe that wanders the hill country and nearby woodlands. The number visible in the clearing is only 2d4+3 (5-11), viciously slashing their victims' clothing for fast access to sacks and valuables. All are of minimal experience and stamina, but all are armed with swords and daggers (no missile weapons visible). If attacked they immediately flee to the west, into the dense trees, where the balance of their group is waiting: another 21-32 of greater power (here functioning as archers) plus magic-using leaders. The archers have longbows at ready and will open fire on any attackers (*i.e.* pursuing characters), focusing second and subsequent volleys on the least-armored targets.

Special note: If a party of low or moderate level decides to assault the bandits, the arrow volleys may dissuade them. If not, a well-placed fireblast or bolt of lightning from a bandit leader may convince them to beware the unseen power lurking in the nearby woodland. If the party presses, this may turn into a "TPK" (Total Party Kill), so be sure to give adequate forewarning of the dangers and try not to kill characters in the initial volleys. Nevertheless, stupid players may persist, and their characters will die.



Bandits (initial group: 2d4 +3)

Power: 8%
 Defense: 10%
 Health: 1d4+3 each
 Move: 8
 Init: +5%
 Damage: Shortsword 1d6
 Special: None
 Demeanor: Can be surprised by characters while busy finishing off other victims; will flee to woods if seriously attacked
 Appearance: Scruffy-looking humans wearing spotty pieces of light armor

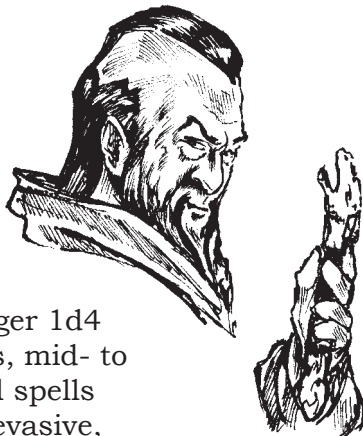


Bandit Archers (1d12+20)

Power: 10%
 Defense: 15%
 Health: 1d8+7 each
 Move: 8
 Init: +10%
 Damage: Longbow 1d6 (range 100'y) or Longsword 1d8
 Special: None
 Demeanor: Competent, obedient, loyal, well-led; attack from cover in woods, but lead elements quickly switch to sword if engaged (to protect other archers)
 Appearance: Humans in well-made green leather armor

Bandit Leaders (2)

Power: 20-30%
 Defense: 25%
 Health: 42, 50
 Move: 9
 Init: +20%
 Damage: Spells, Dagger 1d4
 Special: Magic wands, mid- to high-level magical spells
 Demeanor: Shrewd, evasive, cautious; uses wands tactically; deploys others for protection, leads from behind to survive
 Appearance: Human dressed in wizard robes, various accessories (wands, potions, etc.)



Bugbear Raiders

A small tribe of 4-9 armored bugbears has ambushed a small group of victims and is pounding the last survivors with spiked clubs. Two bugbears—watching for trouble while the rest finish the job—have flasks of oil at ready, along with 2 burning torches. If attacked they throw flasks when the party is in range (30-40 yards), following that with fire to alight the oil. This will cause a blaze to spring up on the path; some nearby grasses will catch fire, but the field is not dry enough for this to spread massively. The bugbears hope to escape under cover of the flames and smoke, and will run rather than fight it out.

Bugbears (1d6 +3)

Power: 12%
 Defense: 39%
 Health: 1d12+8 each
 Move: 11
 Init: 0
 Damage: Burning Oil Flask 1d6 (range 40'y) or Spiked Club 1d8 or Claw 1d6
 Special: Darkvision
 Demeanor: Paranoid about adventurers; may throw burning oil flasks at attackers
 Appearance: Ursine humanoids 8-9' tall, with massive arms and thick dark fur

Giant Raiders

Three rough and crude giants are spotted on the path ahead. They have wandered into the area from nearby hills to the northeast. All have spiked clubs as weapons.

The fourth member of their group is on the east edge of the clearing, just inside the trees, and will not be noticed at first. If the party moves into the clear, the hidden one will open fire with thrown boulders so that his comrades have some cover as they retreat. As the giants move at a slow lumbering pace (9' per second), the characters can probably catch up to them and force hand-to-hand melee, if they so desire. (This is not recommended unless the characters are well above novice levels of experience.)



Clearing: Raider Groups



Giants (4)

Power: 38%

Defense: 40%

Health: 1d20+50 each

Move: 9

Init: 0

Damage: Spiked Club 2d10 or Fist 1d8 (x2)

Special: Throws rocks 3d6 (range 90'y)

Demeanor: Dim-witted and aggressive; will throw rocks until forced to melee

Appearance: Humanoid giants with massively muscled arms & legs, dressed in greasy bear furs



"You gonna eat dat?"

Hobgoblins and more

Warning: High Danger. This may easily turn into a "TPK" (Total Party Kill). Emphasize the size of the group and their many lizard mounts.

The party sees a large group ahead filling much of the clearing and looting some victims. The humanoid are hobgoblins (30, including 6 leaders and 3 witches), and a veritable herd of (18) giant lizards are nearby, all equipped with double saddles (able to carry two hobgoblins apiece; leaders ride alone or with witches).

The characters almost certainly fail to notice the balance of the force, hidden in the woods on the west side of the clearing. This group includes the charismatic commander of the entire force, a small but old female dragon, accompanied by her bodyguard of 16 hobgoblins of double normal size (one of them a shaman with spellcasting ability and scrolls similar to those detailed at right) and a special attack force of twelve undead (shades and ghouls).

The dragon is fluent in several languages, and is able to cast a variety of offensive, defensive, and miscellaneous spells. All of her minions respect and fear her (mostly the latter), and dare not disobey her in any way. Should they somehow be turned on her (using magical compulsion, for example), she will take to the air immediately, evaluate the situation, and decide whether to wreak her revenge immediately (using devastating breath weapons) or plot and plan for a later meeting.

The spells known by the hobgoblin witches are of minimal value in combat (most being spells of healing and others for defense or augury) but they carry powerful scrolls, which they will use if the group is attacked. Each such spell may malfunction (15% chance that the spell is gone with no apparent result). The effects available thereby include several *Fireblast*, *Cone of Frost*, and *Lightning* spells, each inflicting 9d6 base damage.

If the characters attack, the undead will circle through the woods to cut off the escape route, occupying the shadowy areas of the path to the clearing. (They will not emerge, lest the sunlight damage them.) When encountered they may be mistaken for 6 beings rather than 12, as the shades deliberately masquerade as the ghouls' shadows until attacking separately.

Treasure: The hobgoblins' victims are a group of 5 humans, 3 of them spellcasters. Among them they had 2 suits of armor and 6 weapons (your choice), one magical quarterstaff +10%, 3 purses with 40 gold in each, and 5 rough-cut diamonds worth 5,000 gp each.

The specialty force of undead is not interested in treasure. The hobgoblins are kept poor by their leaders (2d10 cp each) but the leaders, witches, and dragon carry many valuable items (your choice) and a combined total cash of nearly 10,000 gp value. The dragon leader also wears a magical Amulet of Undead Control

Frank Mentzer's ~ Lich Dungeon

(though it is disguised amongst her scales) and may have other magic items, all being types useful in with (or on) her raiders, and they may certainly be in dragon-specific variant forms.

Hobgoblin Bandit Force: Initial Group

Hobgoblins (21)

Power: 7%
Defense: 25%
Health: 1d8+2 each
Move: 11
Init: 0
Damage: Battle Axe 1d12
Special: Darkvision
Demeanor: Cowardly; if confronted will flee to woods for allies/reinforcements
Appearance: Muscular green-skinned humanoid, 6' tall

Hobgoblin Witches (3)

Power: 12%
Defense: 25%
Health: 2d6+8
Move: 12
Init: +10%
Damage: By spell or Dagger 1d4
Special: Magic spells & scrolls, Darkvision
Demeanor: Maternal; will fiercely protect their troops (forgiving their cowardice)
Appearance: Female, thinner and taller (7') than the normal hobgoblin, adorned with various decorated skulls; may carry a staff adorned with bones
Treasure: 9 scrolls with offensive spells (3 scrolls apiece; see notes for spell types)

Hobgoblin Leaders (6)

Power: 14-19%
Defense: 30%
Health: 2 per Power
Move: 12
Init: +15%
Damage: Shillelagh 3d6
Special: Darkvision
Demeanor: Cruel & selfish, will flee to save themselves
Appearance: Green-skinned humanoid more muscled than average, wearing black fur and black plate mail armor

Lizards, Giant Domesticated (18)

Power: 16%
Defense: 30%
Health: 1d12+15 each
Move: 9'
Init: 0
Damage: Bite 1d8 and claw 1d4
Special: Well-trained, wearing double saddle, harness & reins
Demeanor: Obedient to hobgoblins (only)
Appearance: Normal iguana but 8-12' long and 5' tall



Hobgoblin Bandit Force: Hidden Group

Elite Hobgoblin Bodyguards (16)

Power: 14%
Defense: 25%
Health: 2d8+3
Move: 11
Init: 0
Damage: Battle Axe 1d12
Special: Darkvision
Demeanor: Stalwart (not cowardly like typical males)
Appearance: Muscular green-skinned humanoid, 6-7' tall

Clearing: Raider Groups

Ghouls (6)

Power: 10%

Defense: 20%

Health: 1d10+10

Move: 15

Init: 0

Damage: Claw 1d3 (x2) and Bite 1d6 (bite may cause paralysis for 1d6 hours)

Special: Undead; silver or magic to hit, immune to cold & mental attacks; paralytic bite

Demeanor: Hateful, cunning

Appearance: Slippery naked humanoid, grey skin

Shades (6)

Power: 18%

Defense: 20%

Health: 3d6+9 each

Move: 15

Init: 0 (or +25% if not noticed)

Damage: Touch 1d4+1 + life drain

Special: Undead; silver or magic to hit, immune to cold & mental attacks

Demeanor: Hateful but obedient to superior undead

Appearance: Same as a humanoid's shadow

Dragon Commander

Power: 70%

Defense: 50%

Health: 120

Move: 25, flying 40

Init: +10%

Damage: Bite 2d6 and Talon 1d4 (x2) and Wing whack 1d8 and Tail smack 1d10 and Breath 11d6

Special: Caustic gas breath weapon, Spell abilities, immune to acid and gases

Demeanor: Cunning; quick to assess tactical situations and deploy resources

Appearance: Shiny green scales, 15 feet tall, 30 feet long, wingspan 60 feet

Ogres

Five ogres are looting their victims. Each carries a large blackthorn cudgel. They have already half-eaten 3 mules the victims once owned. If attacked, they will respond by throwing warstones and then aggressively charging (even pursuing) the characters.

Treasure: The victims were carrying a small chest of copper coins (1,000 cp).

Ogres (5)

Power: 19%

Defense: 35%

Health: 1d12+20

Move: 11

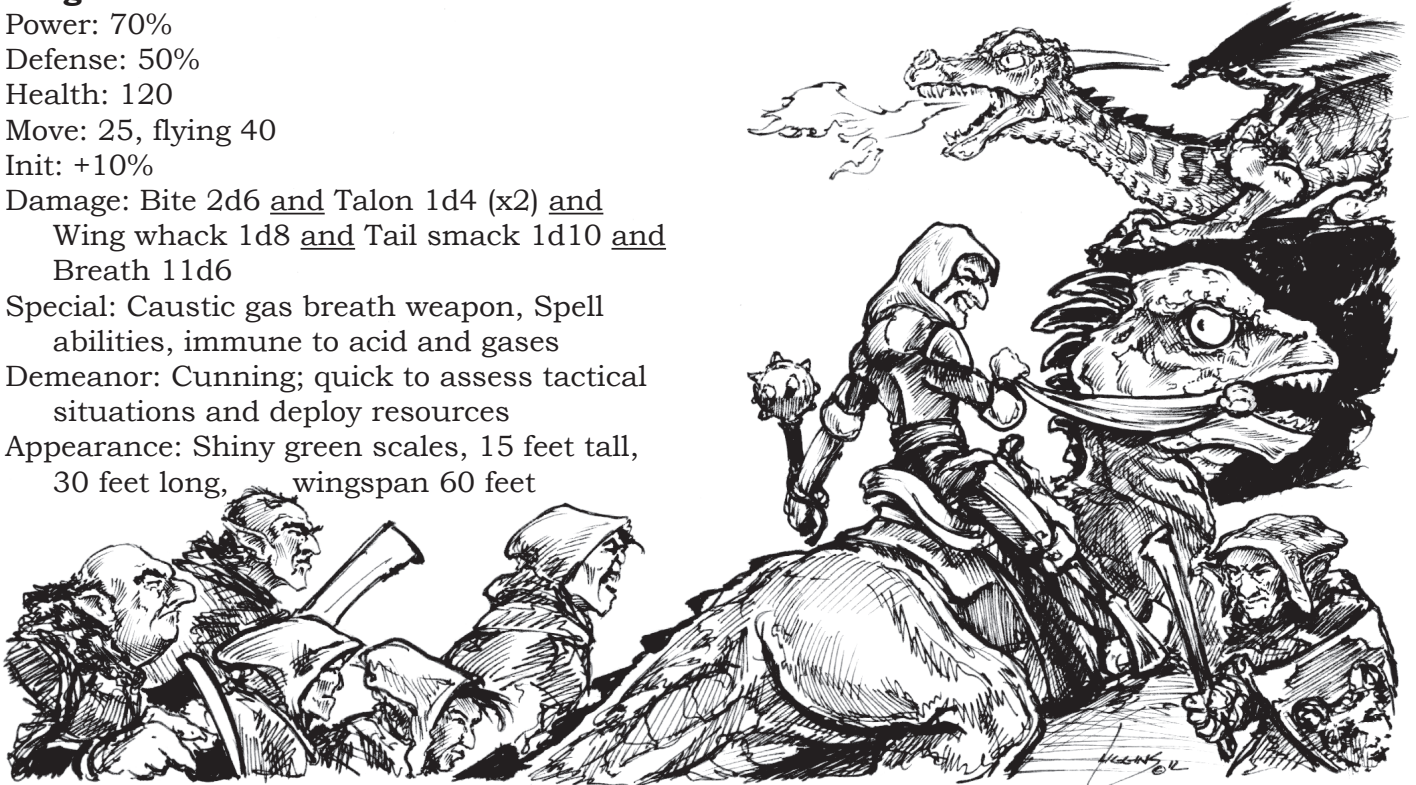
Init: +20% (first attack only)

Damage: Warstone 2d4 (range 60'y) or Blackthorn Cudgel 1d10+3 or Punch 1d4+3

Special: Darkvision

Demeanor: Dim-witted but aggressive; will throw warstones and then engage with cudgels

Appearance: Ape-like humanoid 9' tall, arms almost touch the ground; often wears thick bear hides

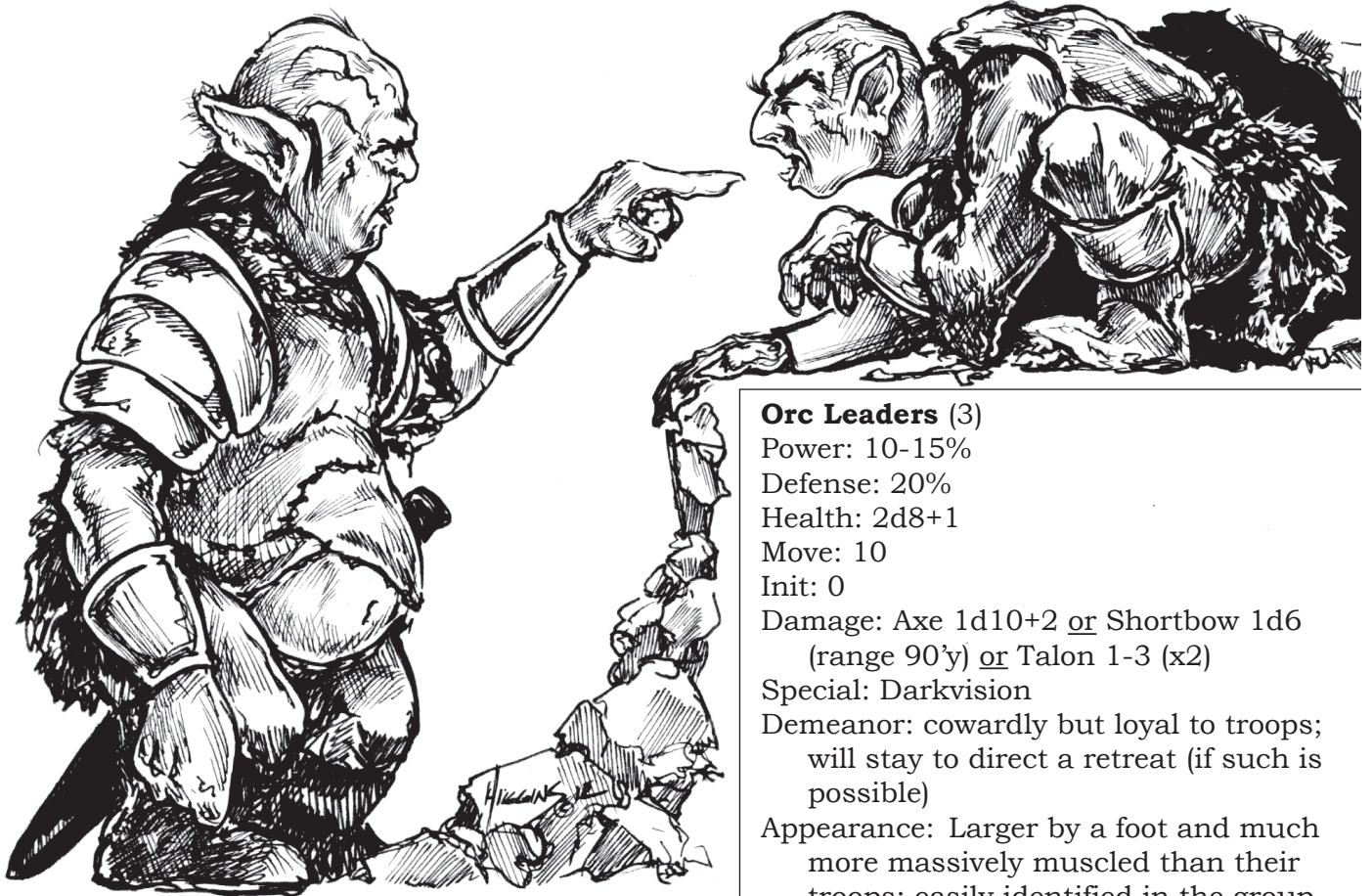


Orcs

A mixed group of 5 short-folk (hobniz and noniz) has fallen to the assault of a dozen or more piggish humanoids, doubtless orcs. (The exact number is 14, including three leaders with double normal Power and Health.) All the orcs have swords and nominal armor, and five have shortbows (including one of the leaders). At your option, one or two of the fallen 'niz may still be alive, pretending to have died from their obvious wounds but still having 1-2 Health.

Treasure: There is a mix of three sets of high-quality noniz armor and shields and three magical noniz swords (as shortswords if wielded by taller users, +5% bonus to hit and damage).

Orcs (11)
 Power: 6%
 Defense: 15%
 Health: 1d8+1
 Move: 9
 Init: 0
 Damage: Battleaxe 1d8 or Shortbow 1d6 (range 90'y) or Talon 1-2 (x2)
 Special: Darkvision
 Demeanor: Cowardly, will flee if approached
 Appearance: Porcine humanoid 4-5' tall, green-brown leathery skin, tusks and talons



Orc Leaders (3)
 Power: 10-15%
 Defense: 20%
 Health: 2d8+1
 Move: 10
 Init: 0
 Damage: Axe 1d10+2 or Shortbow 1d6 (range 90'y) or Talon 1-3 (x2)
 Special: Darkvision
 Demeanor: cowardly but loyal to troops; will stay to direct a retreat (if such is possible)
 Appearance: Larger by a foot and much more massively muscled than their troops; easily identified in the group



The Trees

The two trees at the center of the clearing stand atop a slight rise, 5-6' higher than the perimeter of the clearing. About 50' of space lies between the trunks, each of which is massive, easily 10' in diameter. The robust treetops reach to 75', their lowest branches 30' above the ground. (In this respect they resemble the tall, straight evergreens of northern climes, though these are deciduous.)

Upon closer approach one may spot the dirty metal plate on the ground between the oaks. It is steel or silver, large (20' square), and shows various scratches and dents (from the attempts of others to chisel or break it). It is nevertheless firm and intact, with no cracks or serious damage. **This is the Entrance to the dungeon, which lies directly below.**

The only known method of entering the dungeon is by interacting with one or both Trees. The plate simply cannot be broken or destroyed.

The two huge trees at the dungeon entrance are magical entities, not actually trees at all. Their spirits are demonic, bound into these forms as punishment, which duration is 500 years. (Their condition was arranged by Chagur the Lich, of course.) Their evil is undetectable in this form, other than through extreme measures (such as asking a deity directly).

It must be noted at this point that the tree trunks extend downward into the depths of the dungeon, to and beyond its lowest level (the Lich's Lair). They have no roots, nor do they need any. The girth of each increases gradually, reaching astounding proportions in the deepest areas. As demonic entities their awareness reaches throughout their forms, and they have access thereby to a great deal of knowledge about the dungeon, its occupants, and current events of internal nature. Both can see all those in the vicinity of the dungeon entrance, and their 'vision' (actually a mental awareness) extends through most of the clearing, *i.e.* 125 yards distant.

Stats are not given for the trees; assume that they have hundreds of Health points. They are completely immune to cold, lightning, and fire of any sorts. Their trunks can be damaged by blows, but this will have no lasting effect, as this and any other damage regenerates at the rate of 5 points per round. They will object vigorously to being climbed but cannot physically prevent others from doing that, and their leaves (full and ample from 30 to 75 feet height, whatever the season) can be plucked and kept, though they regrow quickly. (See "Tree Leaves", next page, for more information thereon.)

If some ingenious group manages to inflict 50 or more points of damage to either tree, both will emanate a magical cold that reaches 40' from the bark, inflicting 2 points of cold damage in the first round, 4 in the next, 8 in the next, and so forth to a maximum of 64 per combat round, then reducing at the same rate. (This repeats as needed, though the complete 11-round cycle must run its course each time. The effect is not cumulative in the area between the two trees.)

Should this prove an insufficient deterrent, either tree can also energize the metal plate. Once so imbued, the plate becomes a powerful magnet, attracting all ferrous metals within 30 feet (requiring the strength of a large giant to slide off and thus break free) and is also electrified, inflicting 3d6 damage per combat round to anyone touching it. Avoidance applies to the latter effect only if the victim is not magnetically pinned; those entrapped cannot avoid it, and take the full amount unless magical protections mitigate such.

As magical demonic entities, the trees are also immune to most other attack forms. Certain rare magical abjurations (such as a *Scroll of Demon Protection*) may help as a shield against their hostility. They are not subject to effects tailored to plant life, and their powerful minds are immune to enchantments and charms of almost any mortal sort. It is fortunate for all that these remarkably powerful entities are constrained in these forms, unable to reach forth and exert a far greater effect on the world around them.

Tree Leaves

A raw leaf from either of these tall trees has the same characteristics of any other in the forest (*i.e.* cellulose-based food for insects and herbivores). However, if heated sufficiently (either baked alone or boiled in a fluid), one leaf has the nutritious value of an entire day's food rations, similar to certain legendary foods crafted by olven travelers. It is likewise durable, impervious to the usual mold and rot hazards typical of subterranean environments. Unfortunately it loses all beneficial properties 48 hours after the cooking, quickly transforming into a dried-up, crumbling, inedible mass.

Conversations with Trees

The key to dealing with the trees is not to attack them, but rather to converse. During any given encounter, one tree will be uncooperative, but the other may assist with information. The nature of the uncooperative tree is quickly ascertained, for it responds with obvious lies and outright insults, especially references to personal habits and lineage. In short, it offers no useful information whatsoever.

The trees do appreciate wines, the finer the better, and can absorb such things through their bark. They do not care for beer or ale, however, and such offerings may make them even more irritable than is normal for their demonic mien. Oddly enough they have no interest in treasure, magical or otherwise.

(Early in the history of the dungeon the trees engaged in simple logic puzzles, including the 'alternate lies & truths' sort. Such trivial games proved to be easily solved by most players, becoming a delay rather than an amusement. Feel free to include something of this sort for a brief time, but it may soon prove tedious.)

The crucial bit of information that the one cooperative tree should and must provide is the procedure to enter the dungeon (see *Entering*, at right). This should not be automatically obtained. Clever players will think about the problem and hit upon certain obvious solutions to facilitating dialogue, and force will do little

good (as detailed above). As Game Master you are free to either expand upon or truncate the process of placating the trees, as befits the mood of your players and the time available.

It is certainly possible to obtain additional information from a cooperative tree. The details of such will be truthful, and are again at your discretion. Some sample bits are here provided, though you may of course add whatever veracious tidbits you wish to reveal.

- Beware of weak floors and pits.
- There are fountains about, but be careful; they can be good or bad.
- Number-puzzles have four-digit answers.
- Another group of adventurers is now in the _____ section. (Pick a compass direction, and note that this need be true only at that specific point in time.)

Entering

Regardless of the course of conversation with the trees, try to convey this crucial bit of information: the procedure for entry!

To get into Lich Dungeon, one must stand upon the activated 20x20' metal plate and say, clearly and audibly, "**snasna duruch**" (snahs-na-doo-ROUK). The instant that phrase is completed, everyone touching the plate (via flesh or accoutrements—even the proverbial 10' pole), along with all equipment carried, is transported intact and unharmed to the identical plate below, at the center of Dungeon Level One. All will remain in the same positions relative to one another, and in the same posture. (When a tree speaks the phrase, no result is produced, as neither tree is touching the plate.)

Important Note: When this activates, any and all objects or beings touching the plate below are similarly transported to the top while the characters enter.

First-time visitors may not realize that the trees do not permit horses, mules, or other animals of similar size into the dungeon. All such will



The Teleporter and the Trees



remain in place on the surface, and may fall prey to the many denizens of the nearby woods. If politely asked, the cooperative tree will reveal this prohibition. Small animals (such as mages' familiars, pets, and the like) may be carried into the place. (The crucial parameter is never revealed by the trees, but is a maximum weight per individual of about 750 pounds.)

Etiquette: The Trees activate the plate for use upon request. This is merely a polite formality, but one upon which they insist. If the plate is not activated, the phrase has no effect.

Minimally Relevant Nostalgic Digression

The phrase *snasna duruch* is in the demonic tongue, a language known to very few mortals. It means 'obliterate life', a motto of and salute to the antipathy held toward all living beings by most creatures dead and undead, including demons. Reversed (*duruch snasna*, used to depart the place as explained at right) it indicates the same sentiment, emphasized forcefully and with gusto. These definitions will come as a surprise to my former players of the 1970s, as they never discovered the meanings, but the unusual phrase doubtless remains in their memories to this very day.

Alternate Entry Target

The trees will never reveal the following, but this can be discovered through experimentation or carefully eavesdropping on internal residents of the place (such as employees passing by).

The alternate phrase for dungeon entry (only) is "snasna TWO duruch" or the insertion of any number (up to seven maximum) as the middle word. This provides identical transport to the middle of the dungeon level so designated. Levels 8 and deeper are not accessible in this manner without the specific preapproval of the Lich Chagur Himself.

Note well that this phrase does *not* enable visitors to travel between dungeon levels. It applies only to their entry procedure, starting at the uppermost (outdoor) metal plate.

Exiting

Anyone touching the identical metal plate at the center of a dungeon level (including 1-7, again exempting levels 8 and lower) may speak the inverted phrase "duruch snasna" to be transported back to the surface plate above the dungeon. To exit, the plate need *not* be activated by the trees; it will function properly at all times (except when someone is using the outdoor plate to enter the dungeon; see below).

A cooperative tree will divulge this information if asked before the visitors enter the place. Players with reasonable foresight will of course ask, but the incautious might not. This is easily remedied, as the trees extend into (and can be found and contacted within) the dungeon. However, the cooperative tree *must* be placated with wine before it will reveal this crucial exit information to those already within. It will reveal its requirement if asked ('How do we get out?' "I'll tell you if you give me some wine!"). Wine can be freely obtained from one particular fountain (room 20, 33, 48, or 62, *q.v.*).

Simultaneous Plate Usage

The proper command for the metal plate might produce no effect. If that occurs, someone else is on a plate, attempting to use it to enter or exit the dungeon. (There is thus zero chance of any group being transported to a space already occupied.) The random chance should be approximately 1 in 20 with regard to the first dungeon level, and less—down to 1%—for deeper areas. As usual, you may choose instead of rolling randomly.

Such a transportation conflict is left for you to reconcile. Those below are likely to remain in place and keep trying to exit. Note that if the arriving group backs away from the plate, this departing group will appear very soon thereafter, and the meeting of these groups must be resolved before continuing. Hostilities are unlikely, but the levels of characters involved may be quite dissimilar.

This concludes the notes pertinent to the dungeon exterior.

General Notes

The Scope of this Work

This product contains only the first of many levels of Lich Dungeon. The players will quickly exhaust the uppermost level and will probably not revisit it, as future expeditions can proceed directly to levels 2 and below. We at Eldritch Ent. anticipate a dozen or so levels, so watch for their release.

The details of the entrance (and clearing) will remain relevant over time, as will the following notes on various items found throughout the dungeon.

Generic Contents

The following details apply throughout the entire dungeon ("global parameters" in computer parlance) unless specific exceptions and/or elaborations are provided.

Stone

The dungeon is a huge rock, mostly excavated. Any character with related expertise may realize that the grey granite has a very fine grain, was created from a molten mass (igneous), and is of uniform density with no obvious mineral crystals (aphantic), indicating that it cooled quickly. For reasons unknown (though doubtless related to its offworld nature) it is more brittle than common granite, and can be penetrated by spikes, albeit with difficulty.

This rock's overall form is that of a large and nearly cubical block about 250 yards across. Its periphery is more irregular than that, jagged and natural. The rock was formed and found in vacuum, in orbit around a planet. After

cooling and drifting for millions of years, it was eventually claimed and commercially worked for a time before being abandoned. The sole 20'x20' shaft penetrating the rock was the only access, and is now sealed by the magical metal plates devised by Chagur.

Woods

The wooden objects (doors, furniture, *etc.*) found throughout the place are all made of woods from the local area. Softwoods (typically white pine and other evergreens) have occasional use, but the doors, bars, and related objects are of stronger and denser hardwoods, the most common being Poplar or Elm, with occasional utilization of the preferred firewoods ("AHO", denoting Ash, Hickory, and Oak).

As you may need to estimate the weights of objects on occasion, the following table of weights may prove as useful to you as it has been to me.

**Weights
of Materials
found in
the Dungeon**

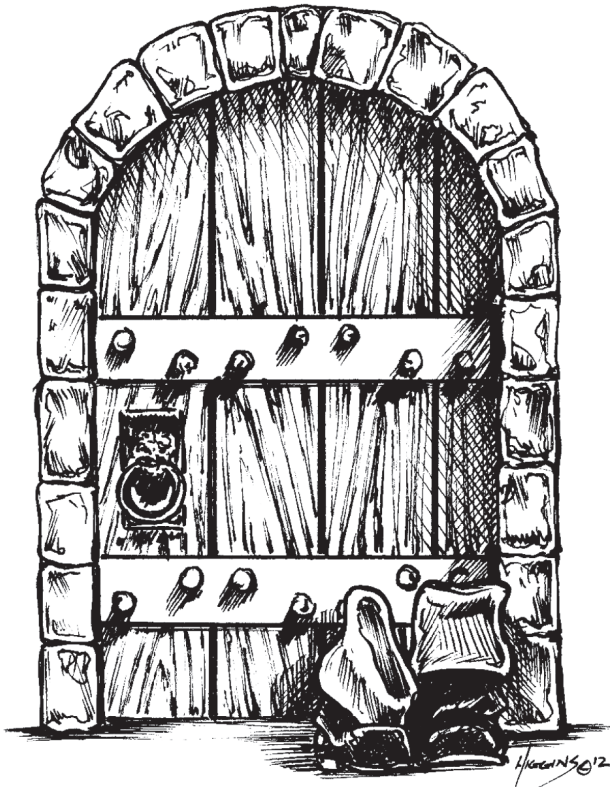
Woods		Metals	
White Pine	25 pounds per cubic foot	Iron/Steel	490 #cf
Poplar	30 (abbreviated #cf)	Brass	525
Elm	35	Bronze	530
Walnut	40	Copper	560
Maple	45	Silver	655
AHO	50 (Ash, Hickory, Oak)	Lead	705
		Gold	1200
Granite (wall stone)	170 #cf	Platinum	1300

Frank Mentzer's ~ Lich Dungeon

Trash in many areas is periodically collected by individuals and groups who handle the cleaning of the dungeon (i.e. COLD; see page 27).

Door, Standard: This is wooden (often pine but occasionally a hardwood) with iron reinforcement, 5' wide and 8' tall, typically with a ¼" to ½" gap at the top and bottom but more finely fitted on the sides. The wood is 1" thick, enclosed within an iron frame and crosspieces (both sides), and iron hinge-pins in sheathed iron hinges. If not otherwise stated, hinges are within a room, inaccessible from the corridor or hallway accessing that room. Each door has an iron hasp. A complete door weighs about 250 pounds, half of that from the iron mountings.

Door, Simple: This is a hardwood door with no metal frame. Two or three iron hinge-pin brackets are obvious along one edge, as is a hasp mechanism opposite. The door has the same dimensions as a Standard door, 5'x8' and 1" thick (weight 125 pounds), but is often less fitted, leaving a gap of ½" to 1" at both top and bottom. As with a Standard door, the sides are crafted in more precise fashion.



Door, Barred: On the hinge-side of a door one may find iron brackets mounted to the flanking walls, with an 8' long wooden timber 5" (small) to 8" (large) square, mounted across the brackets to prevent the door from opening. Such a bar is not normally secured, laying across the brackets and easily lifted by someone with sufficient strength (see below). Some such arrangements have swiveling upper brackets, and padlocks can be attached to secure the bar in place, passing through other brackets nailed to the bar itself. A small bar weighs 35 pounds if made of poplar, 50# elm, 70# if ash/hickory/oak. A large bar weighs 100, 125, or 175 pounds respectively.

Door Hasp Mechanism: Each door has an iron hasp which is typically worked by grasping a handle and pressing on a small lever with one's thumb. The lever operated thereby lifts a small iron bar mounted on the opposite side of the door. The lever thus penetrates the door through a small hole or slot, but the remainder of the mechanism is easily affixed (usually nailed) to the door's surface.

Door Lock: A locked door may have either a U-shaped iron bracket (another then being anchored into the adjacent wall) secured by an attached padlock, or a more elaborate built-in lock, that indicated by a keyhole. Either type is normally of crude and basic design, and a professional locksmith can pick it at the normal chances given for the character. Certain special locks may be occasionally found, and these may have either a penalty (percentage) deducted from normal chances or, for the notably difficult, be workable at a fraction of the normal chance (a half, a third, a fourth, or even less).

Door, Secret: Completely unlike a Standard Door, this portal is made of the local rock, mounted on a stone hinge. Magic was used to create each such door, resulting in a perfect fit (the cut around it being less than 1/32") and secure hinges within the rock that cannot be seen or found (somehow magically cut within the rock, not accessible by any tool). Note that even when such a door is open, its hinges cannot be examined, remaining shielded by solid rock.



Standard Dungeon Objects



A secret door is often the same size as a Standard door (5'x8') but is the thickness of a wall (1 foot) and thus weighs about 6,800 pounds. It does not move easily in any event: a total of 35 points of Strength (based on AH 10 and amazing strength rated near 20) must be applied for it to start moving, and 25 points to keep it in motion once the process is initiated.

Some Secret doors are attached to nonmagical mechanisms which facilitate their opening by individuals of normal strength. These mechanisms are hidden, usually within the ceilings or floors, and involve counterweights. The number of Secret doors so equipped is left to your decision. Of course, any Secret door that you would prefer to remain unused can be too heavy to open by physical means, or even deleted if you prefer.

Door, Special: This always appears to be a Simple Door, yet is anything but simple. On the map it is represented by a blackened-in door symbol, and there are a dozen on Level One alone. In each case you may choose whether the door is a Creature and whether it induces Teleportation—and both are certainly possible.

There are natural consequences of your decisions in this regard. All nearby residents will be aware of the door's nature and general powers. Some may habitually ask a known door-creature whether any intruders have passed recently, and/or other tidbits of news or gossip. Fleeing creatures may use a Teleport door to escape from dangerous adventurers.

If the door is a Creature, it is akin to the demonic spirits residing in the central trees, albeit in a far lesser form (that of a Simple door in all respects) and with almost no powers. It sees by forming one or more eyes in its wooden surface, and speaks by similarly creating a large mouth. (These features are all made of the same door-wood, and do not have the vulnerabilities of normal eyes and mouths.) By using magical *Empathy* it is able to sense everything within 30' range (even if invisible) and to speak in whatever tongue it is addressed. It is immune to fire and mental attacks. It is able to open and close itself

and, if it does so suddenly and energetically, may inflict 1-2 points of damage in the process and may break fragile objects.

If the door Teleports, it cannot voluntarily change that characteristic. The teleport effect functions specifically and precisely as follows.

Consider the volume normally occupied by the closed door as the Active Area:

- Any creature who touches the Active Area with either a body part or an object is immediately teleported, along with all items and creatures carried and contents thereof.
- Any object that touches the Active Area is immediately teleported, along with all contents (if any).

The door must be opened before the Active Area can be accessed. "Carried" is here defined as "wholly supported by any means, physical or magical."

The teleport feature, as well as the destinations thereof, can be altered in any of the four Control Rooms (22, 36, 50, 64). The default destination of the teleport is the central plate between the trees. If that area is occupied at the instant of teleportation, the destination changes to one of the four Fountains. In that case the teleported creature arrives on the stone ring around the fountain, which is 2' wide, 3' tall, and wet, the last feature thus requiring an immediate check to see if the creature falls into the fountain.

Cash

(Very important. Read carefully)

All the coins found or produced in the dungeon are considered to be of the 'local currency,' with the appropriate weight and bulk. Although currencies are myriad and economic corollaries (inflation and such) are complex, most role-playing games focus on the action-adventure aspects and do not delve overmuch into finance... and thus, neither do we.

A number of cash-heavy treasure hoards can be found herein, and some will doubtless seem huge to the casual reader (and will initially appear, to adventurers, to be great windfalls).

So *why* is there so much cash? Because...

Most of the coins vanish when the characters depart

The cause is simply explained. Four coin-making rooms (Mints) can be found herein. Each can produce unlimited amounts of copper, silver, electrum, or gold (respectively), and their output is indistinguishable from the coins used outside the dungeon. These coins are not even magical (though magical means are used to create them) and thus not easy to identify. Many of them find their way to every corner of the dungeon, though most are found on the uppermost levels.

Yet as described in the Mint area descriptions, these coins will not exit the dungeon. As the characters depart, the coins vanish, magically returning to their points of origin (the appropriate Mints). Bags overflowing with treasure will suddenly be far lighter (though of course not *entirely* empty) when the characters arrive upon the outdoor plate atop the dungeon.

The players will immediately learn of this effect, but they will also learn that gems, jewelry, weapons, wands, and myriad other treasures are not affected in this manner. Characters may seek to 'overstock' their future treasure hauls to compensate, or may actually eschew bulky coinage on principle!

And so the obvious question is "How much do they really get?" As you are the Game Master, that is left in your capable hands. You can tally the total loot acquired, assess the portion represented by coins, decide upon the relative difficulty of its acquisition, and decide on the level of reward that you prefer. We suggest that 75% of the coinage found in this first dungeon level should vanish in this cryptic manner.

By this simple means you have full control over the amount of cash entering into circulation in your own setting or campaign. This is a powerful tool; please be fair in its use.

MapScraps: A Bonus Treasure

In addition to the treasures noted in area descriptions, you may at any time add one or more partial map pieces, herein called MapScraps. A selection of them has been provided in this product (pages 82-83).

In many cases the players will not know the area depicted by the MapScrap. Many have indications of Secret Doors, which may be of some help. Rare MapScraps may show areas from Dungeon Level Two and below.



The Dynamic Dungeon

Food, Water, and Air

The residents of a huge dungeon eat a lot of food. Many were enticed to move here through promises of (relative) safety, plenty of opportunity to slay & loot adventurers, and free food & lodging. The lich's senior staff (of evil priests) personally handles food creation, and other luminaries of the depths take care of distribution.

All of this is done by magical means, of course. Every midnight, a minimum of one day's rations of food & water appear in the residences of each and every dungeon denizen. The rations are minimally edible, and many residents will take the opportunity to grab fresh meat when they can (often being fallen adventurers), but they can survive on the rations if necessary.



Employee Manual



Fresh air is more easily handled. Some monsters need none (such as various slimes, molds, and gelatins, as well as trolls and undead). To provide for the others there is an air intake and outflow on each even-numbered level. The force of circulation is minimal, but it works. The air going in and out does not exit the dungeon, technically, instead being routed to and from the elemental plane of Air (again thanks to the magical prowess of Chagur and His senior aides).

Workers

Certain groups wander the dungeon for specific purposes. They have access to most secure areas, including temples, and can automatically pass all checkpoints. Their members must be wearing their uniforms to gain these and other special privileges. All receive regular compensation from Chagur (normally by way of His other staff).

You may need to refer to this section during a game session if a random encounter mentions COLD, DEMO, or DIRT. Relevant statistics are on pages 35-36.

Maintenance: COLD **HQ: Levels 2, 4, 6 (main), 8, 10**

The dungeon is a large place, and the Lich insists that it be kept relatively tidy. Certain creatures wander the halls regularly to collect Dungeon Debris (*q.v.*) and sweep or even mop on occasion (mostly blood spills), and they receive payment from the Lich for their services. All such subcontractors are members of "Cleanup Operations, Lich Dungeon" (C.O.L.D.), and wear appropriate uniforms.

The headquarters for each such COLD crew is on an even-numbered dungeon level. Each handles the cleaning for that level and the one above it.

Each of the five HQ areas provides carts, wagons, and cleanup tools, and designates the disposal areas preferred. Specific details of the cleanup crews vary widely. The group that cleans Level One is detailed on page 35. COLD personnel are paid weekly, and have moderate turnover.

Modifications: DEMO **HQ: Level 5**

Teams from the Dungeon Excavation & Modification Organization (D.E.M.O.) fulfill "work orders" to make changes to parts of the dungeon. Work Orders must be submitted in triplicate on proper parchment forms. One copy goes to the Team, one to the Office file, and one is immediately burned for security reasons. The individual submitting the Work Order must witness the destruction for the order to be valid. DEMO teams never handle repairs.

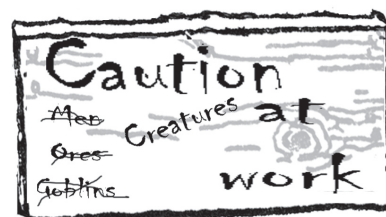
A DEMO team can be almost any composition and level of power, from 3 to 15 or even more in special instances. If stonework is involved, one or two Earth Mages will usually be present, though a small and simple excavation (such as cutting a doorway or expanding a pit) may be handled by evil dwarves. Specially trained ogres handle most woodworking tasks, including the making (and carrying) of doors, beds, chairs, and tables.

DEMO gets paid monthly. They have occasional personnel losses (usually due to adventurers) but resignations are rare. See page 35 for stats.

Repairs: DIRT **HQ: Level 7**

A Dungeon Internal Repair Team ("D.I.R.T.") repairs the physical structure of the dungeon on a part-time basis. This is a tough bunch, with plenty of physical and magical power. The sight of a DIRT crew is enough to cause any & all wandering monsters to proceed in the opposite direction, often with haste. DIRT gets paid as frequently as it demands (currently monthly).

A standard DIRT team includes 2 Earth Mages, 2 Ether Spiders (scouts & locksmiths), and 4 Rock Giants. Additional specialists are often added for jobs that demand other talents. The DIRT crew for Level One is detailed on page 36.



Worker Access

As heretofore noted, visitors cannot use the plate to travel between dungeon levels; they may use it only to enter and exit. For authorized staff, however, the plate can indeed accommodate intradungeon travel. The method and command are precisely the same as at the entrance: say "snasna" {number} "duruch" audibly, and everyone touching the plate is transported (as long as the trees, eternally monitoring, permit it).

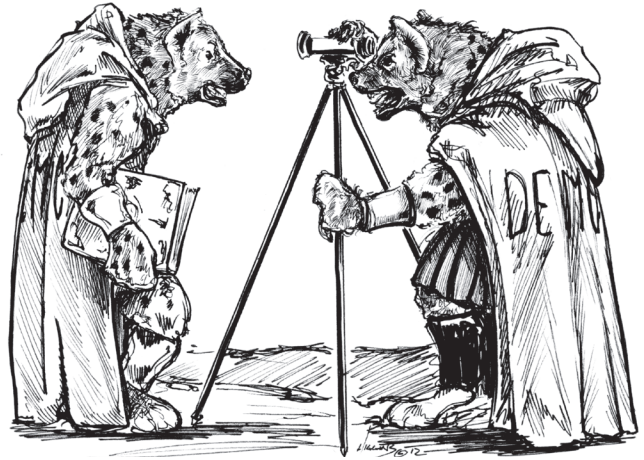
A few other unique individuals and small groups have the same privileges, and are individually well-known to the trees.

Worker Garb

The Lich and his subordinates experimented with elaborate garb, including shirts, pants, and even armor, but the dungeon denizens' myriad forms forced them to pragmatically adopt this simpler method.

The standard 'uniform' worn by COLD, DEMO, and DIRT crews is a simple cape. The length varies by individual preference. The cape is made of grey leather with the initials of the organization prominently displayed in large red letters, filling half the surface area. The cape is worn on the shoulders, secured by leather thongs which are typically tied in front of the neck, though elaborate clasps are not unknown.

These capes are obviously valuable in that they convey privileges and facilitate access to secure areas. They are appropriately safeguarded, especially against dangerous adventurers who



might wish to steal them for their own use. This regrettable security problem has arisen several times in the past.

Worker Interaction

There is a definite 'pecking order' amongst the worker groups. COLD workers are the lowest in status, DIRT the highest.

COLD workers may offer sarcastic comments to others, and may indulge in minor fracas with DEMO (skirmishing has been known to occur). They are usually deferential to visitors, asking if they may proceed and clean, and never contest the authority of DIRT.

DEMO teams are highly bureaucratic. In encounters they will almost never comply with requests not submitted in writing. They are quite likely to use force with almost anyone, and carry the appropriate weapons (from long experience). Their reaction to visitors is usually hostile if impeded, but they will otherwise ignore them unless accosted.

DIRT is widely feared and generally obeyed. DIRT leaders habitually carry written orders (and blank parchments to scribe more) to deal with DEMO teams when they encounter them. DIRT members are haughty toward visitors and fully expect to be treated with respect and deference. They have been known to 'impress' individuals (seize and force them into work gangs) and even whole parties of adventurers.





Free Treasure!



Loot for Brains



Special Note: You should assess the preferences of the gaming group to see if puzzles such as these are appropriate and enjoyable. If not, then omit them or consider them entirely optional. (Note that they never appear in important locations, nor do they ever prevent passage to an area.) If you omit the puzzles and treasures, leave the cryptic holes in the walls, perhaps with free coins that will vanish later (see page 25).

At four locations in Dungeon Level One, a map symbol indicates the location of a special IQ test devised by Chagur the Lich. His goal in operating the entire dungeon is to find and use certain select individuals of rare talents. Survival is obviously a major indicator, as is intelligence.

As the party approaches a *Loot for Brains* site, reveal the following:

“There’s a hole in the wall ahead. It’s about 4 feet off the floor, a foot tall and 2 feet wide, and very cleanly cut. An object sits there on a two-foot-wide shelf within the wall. You can also see through the hole to the area on the other side of the wall.”

Describe the object next, briefly (one of the items at right). It is clearly visible behind an invisible force field even with the wall. If that force field is contacted, it zaps loudly and inflicts 1 point of magical electrical damage (which can be averted by insulation, such as a wooden pole or wand). Immediately afterward, a message (puzzle) appears above the hole and a row of numbers 0 1 2 3 4 5 6 7 8 9 appears below it, all in glowing magical script somehow readable by anyone. (This may be noticed by some; for example, a dwarf will see everything in dwarvish, orve see it in the olven language, and so forth.) Each number or letter is about an inch across and tall, but has no actual physical existence.

The solution to the puzzle is a four-digit number (as forewarned by a friendly tree; see page 20).

If the magical numbers displayed are touched in the order corresponding to that solution, the force field vanishes and the object may be freely acquired. The message vanishes at this time, but not the numbers. The force field will return 10 minutes after it vanishes. To warn of this, the numbers vanish one by one, the highest visible indicating the time until the field reappears. If removed, the treasure is magically restocked in 3-6 hours (and a new puzzle as well).

If an incorrect answer is provided, all the magical letters and numbers vanish (but not the force field), and will not reappear for one hour.

Magical Treasures for *Loot for Brains* Level One

(use four; all items are usable by anyone)

Potion of Curing: restores all but 1 Health
Potion of Rest: enhances 1 hour of sleep to provide 10 hours’ rest

Scroll of Protection from COLD (the Cleaning squad); affects all characters (however many are present), lasts 30 minutes

Scroll of Protection from DIRT (the Repair squad); affects all characters (however many are present), duration 30 minutes

Dagger (glowing): +5%, +20% vs undead

Wand of Levitation: 7 charges, 15 minutes each; move rate 3 (slow)

Belt of Keeping: attempts to take things from wearer without permission are penalized by 25%

Ring of Hope +5%: wearer is never pessimistic, also gains 5% bonus to defense

Puzzles

for **Loot for Brains, Level One** (use four)

Select or randomly choose any of the following to use at the four *Loot for Brains* puzzle locations on Dungeon Level One. More (and tougher) puzzles are on many of the lower levels.

Note again that if the cooperative Tree is asked for 'general' dungeon clues, it should reveal that the answer to any such puzzle is a four-digit number (see page 20).

1. **Veens!**

Answer: 4268

Explanation: "venes" is "evens" (digits, i.e. 2468) with the first pair of letters (and digits) reversed.

2: **Wolneveton**

Answer: 7531

Explanation: "not even low" is shown reversed, so use digits that are odd (not even, i.e. 13579), and low (so omit the 9), and in reversed order.

3. **Semirp, but Nobody.**

Answer: 7532

Explanation: The word "primes" reversed, indicating prime numbers (12357) reversed (75321), and "nobody" means "no one (1)".

4. **Trees consumed Fountains here. Beware!**

Answer: 2841

Explanation: 2 trees (in dungeon level 1), "consumed" means ate (or 8), 4 fountains (in dungeon level 1), and "here" is dungeon level 1. Special note: roll for a wandering monster, which arrives in 1d4 rounds (clue: the character should "Beware!")

5. **The front fife also a tray.**

Answer: 4523

Explanation: "The front" is also "the fore" (4), "fife" is 5 with a lisp, "also" means 'too' (2), and "a tray" is 'a trey' (3).

6. **Cubes to within? Naught.**

Answer: 3230

6. Explanation: "Cubes" (in math, threes as exponents), "to within" indicates 'two within' (i.e. 2 within the 3's), and "naught" = zero (at the end)

7. **ELI spun backwards and won!**

Answer: 3711

Explanation: "ELI" spun (rotated 180°) shows 173, which backwards is 371. The fourth digit is 1 ('and won').

8: **YYurYYubICurYY4meUUUUttttN@@**

Answer: 4040

Explanation: Starting with a familiar rhyme-puzzle: YYUR is "Too wise you are", YYUB is "too wise you be", ICURYY4ME is "I see you are too wise for me". UUUUTTTT means "Use four T's" (i.e. 40s), N@@ = "'n' watch out"; together, 'use 40 40 but watch out'.

Special Note: Immediately roll using the Wandering Monster table; determine range normally, but it's approaching the characters.

9. **Heap and its seventh is 19 roundup.**

Answer: 1663

Explanation: treat as a math equation. $x + x/7 = 19$, so $x = 16.625$, round up to 16.63

10: **One OH won twice! Buy one. One (not naught) one won.**

Answer: 2295

Explanation: Phonetic reading of binary numbers; "one OH won twice" = 101101 (=45), "one. One (not naught) one won" ("not" in parentheses is another "naught") = 110011 (= 51); 45 'by' (times) 51 = 2295.

Organizational Note

Area Designations & Order of Presentation

The following system has proven useful for organizing the quantity of information.

Loosely speaking, each dungeon level has a Center, from which four Wings reach directly north, east, south, and west. Between the Wings are the Quadrants, likewise bearing compass designations.

The order of information provided for each dungeon level starts with the North Wing and proceeds clockwise:

N NE E SE S SW W NW

Within each section areas are usually described from left to right.

This system holds up for several levels. The North Wing expands in complexity and detail. Huge, dangerous temples are often found to the east and west. The infamous Lich Lake begins on

Level 4, extending downward and expanding to either side, so the SE and SW Quadrants shrink as the lake expands.

You will find that there is some redundancy in certain area descriptions (notably the Fountains, Control rooms, and Mints). Please accept our apologies if you feel this is a waste of space, but we at Eldritch find that to be far preferable to repeated back-referencing and page-shuffling. (Rest assured that lower dungeon levels have far fewer instances of repetition.)

Homework

Alas, this dungeon level is incomplete.

An area in the East Wing (rooms 26A & 26B) is left for your contribution. Add your own encounter and treasure, as you see fit. Areas 54 A&B in the West Wing are also left for you to finish. We have even left blank space in the layout (pages 48 and 67) for you to make your mark upon *Lich Dungeon*. Thank you for your help.



Before we start, heed a few words from our Master (*next page*).
Try to remain calm. Kneel when the aide signals.



A direct reference to Myself

—“Chagur the Lich” most say (if they can dare say anything in My presence)—can be found at certain places in most of My dungeon level descriptions, even this uppermost one. Suffice to say that characters for whom the first dungeon level is appropriate will not be able to cope with the extreme power I represent. The Game Master is thus encouraged to avoid such appearances, even though they are possible by random roll. I really do not wish to be disturbed by either you or these riffraff.

That said, however, certain optimistic players may incorrectly deem themselves capable of handling Me directly, perhaps in hope of short-cutting My resplendent creation and thereby gaining vast amounts of treasure and presumably power. In at least one past instance in My scribe’s silly game, many years ago, a player did attempt such a thing. The possibility must therefore be addressed, though the odds of success are somewhat worse than winning a multi-national lottery, or besting a huge red dragon at fire-breathing.

Yet it is inappropriate at this time, so early in the detailing of My dungeon, to reveal everything about Me as the owner–operator of the complex. So if I do make an appearance, apply the following guidelines.

My magical effects are achieved by both spells and devices. The specific mechanics—the detailed rationale of the creation and application of these effects—are omitted from this treatise, though experts at any world-philosophies (“game systems” to you) can probably deduce such details. If any of these characteristics are beyond the capacity of your ‘system’, they have effect nevertheless; such is the power of Me.

Know Ye Insignificant Beings that I, Chagur...

a. take the form of a common and entirely unremarkable orc (or goblin or cobold or other mundane creature) before traveling from My home. I am thereafter able to change form in seconds, essentially at will. The range of possible forms includes all undead,

including the non-corporeal spectral beings. I do love them so.

- b. often teleport to a desired locale, but always to a site nearby, and never into the thick of the action. I arrive invisible and completely undetectable. Information-gathering spells of less than extreme power are utterly foiled by my defensive magics, producing no results whatsoever. Deal with it.
- c. am unaffected by most low-power magic, including the common attack varieties and all but extremely powerful devices. I am unaffected by fire, cold, mental attacks, and nonmagical attack forms of all sorts. Lightning and electricity act as curing effects, temporarily adding to my health. Being partially dead already, death magic in any form has no effect on Me. It’s good to be undead.
- d. can paralyze most beings with a touch, though powerful victims (Pow 50%+) may have a chance at resisting/avoiding this. But I can always touch them again, and again...
- e. can use a wide variety of attack, defense, and misc. spells without negating My special defenses (b and c, above). I remain invisible in the process of such, though of course certain effects I can produce may provide clues to My whereabouts. Few are smart enough to utilize them, but that is nevertheless a consideration.
- f. will automatically be teleported back to one of several secure locations in My personal residence (at the bottom of the dungeon) immediately prior to any attack that could seriously damage Me (*i.e.* 25% or more of My current Health) unless I consciously stop the effect. Note that this is an automatic effect, not requiring any action on My part. Sucker.

So as you can see, as an Adversary I am more than formidable. To most I am Death Incarnate, an unstoppable Force. You, reader—PAY ATTENTION! When foolish players insist on confrontation, do your utmost to caution them that their characters are almost certain to vanish in the process, never to be seen again... except by certain rare visitors to My Home. They may eventually be discovered therein by others, probably somewhere near My collection of paralyzed paladins who now serve as foot-stools and hat-racks. All right, you may go now.



Start



Level One

Upon entering the dungeon, the characters arrive on a 20x20' metal plate at the center, between two tree trunks. Immediately check for light sources; the area is pitch black. (If you decide that some other party is nearby, adjust this description accordingly.)

Assuming that the party produces some light, then continue by reading aloud or summarizing as you see fit:

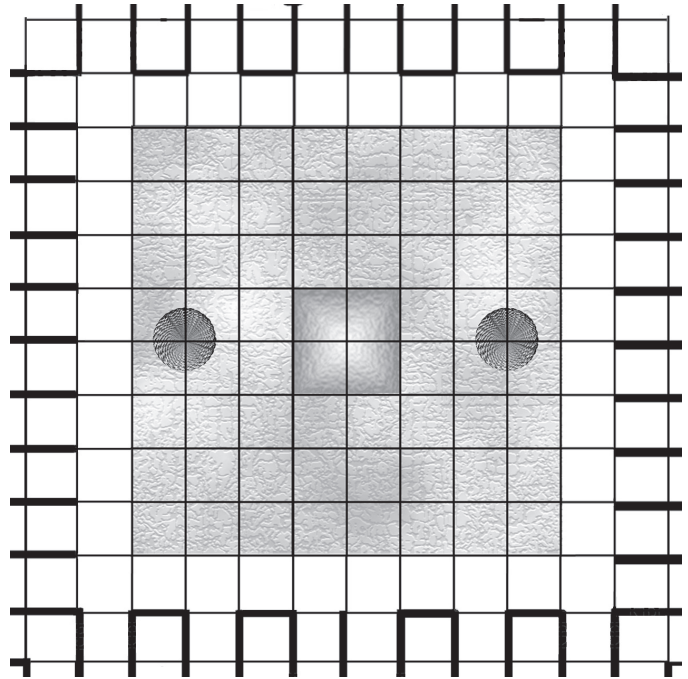
A 20x20' metal plate is in the middle of a large square floor section of variegated marble, 80' square, with various normal threads and splotches of assorted colors within the stone. The ceiling is a uniform and solid grey stone, 12' above the floor, with an identical metal plate embedded therein, precisely above the one on the floor.

The trunks of the trees extend from the stone ceiling and into the marble floor through holes in each case, and have obviously grown to completely fill those holes.

Beyond the marble area, the more distant floor is a solid grey stone showing no blocks or other method of construction... much like a mine dug from solid rock, but showing none of the typical tool-marks of manual work. This stone is precisely worked and extends beyond the range of your light. More than two dozen passages are apparent...



Draw a Starting Map for the players:



Each square is a 10'x10' area.
The trees and center plate are clearly shown.

Immediately beyond the center area are walls extending in rows in all directions. Each wall is of the same grey stone, and about a foot thick.

To the north and south, the corridors are interspersed with wall sections facing the center. The north and south areas mirror one another.

Rows of corridors lead off into the distance east and west, and no doors or other features can be seen.

(Various Secret doors are not shown in the diagram above. Two Special doors are 100' from the center plate, in the middle of the east and west wings.)

Thirty-two corridors lead away from the center area in four directions.

Wandering Monsters

1 chance in 10, check per hour. If yes, select or roll 1d20:

1d20 Roll	Number Appearing	Type of Creatures	Approaching from:
1-3	1d6	Skeletons	North Wing
4-5	1d4	Giant Rats	East Wing
6-7	1d4	Giant Rats	West Wing
8-9	1d8	Orcs	Northwest Quadrant (barracks)
10-11	1d8	Orcs	Northeast Quadrant (barracks)
12-13	1d8	Orcs	Southeast Quadrant (barracks)
14-15	1d4	Humans	Southeast Quadrant (room 34)
16	1d4	Humans	(wandering)
17	6-8	Adventurers	a nearby town
18	3d4	COLD	Level 2
19	2d4	DEMO	Level 5
20	8+	DIRT	Level 7

Details of Wandering Monsters

Undead: Skeletons (1d6)

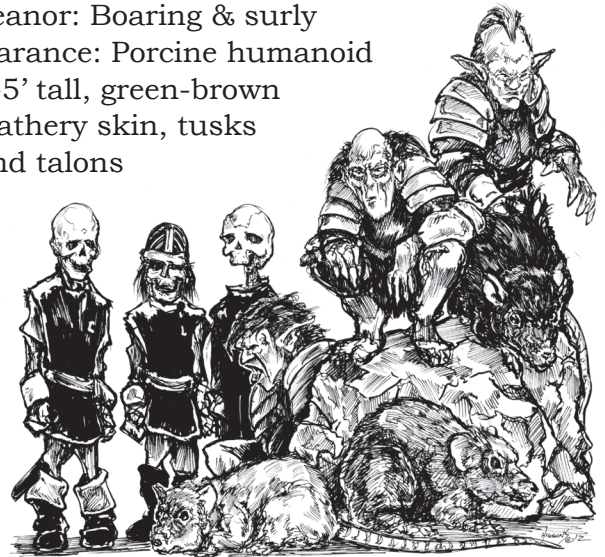
Power: 5%
 Defense: 15%
 Health: 1d6
 Move: 9
 Init: 0
 Damage: Sword 1d6 or Clawed hand 1-3
 Special: Undead; immune to mental and cold-based attacks
 Demeanor: Robotic, hostile
 Appearance: Skeletal human or humanoid

Rats, Giant (1d4)

Power: 3%
 Defense: 15%
 Health: 1d4 each
 Move: 12, or 6 if climbing
 Init: 0
 Damage: Bite 1-2
 Special: Possible minor disease (5% per bite; select specific effects)
 Demeanor: Cowardly animal
 Appearance: Verminous, murine, unkempt

Orcs (Indoor) (1d8)

Power: 5%
 Defense: 20% or by armor
 Health: 1d6+1
 Move: 9
 Init: 0
 Damage: Sword 1d8 or Spear 1d8 or Talon 1-2 (x2)
 Special: Darkvision
 Demeanor: Boaring & surly
 Appearance: Porcine humanoid
 4-5' tall, green-brown leathery skin, tusks and talons





Wandering Monsters



Humans from southwest: Bandits (1d4)

Power: 5%

Defense: 10% or 15%

Health: 1d4+2 each

Move: 12

Init: +5%

Damage: Sword 1d8 or either Shortbow 1d6 (range 60'y) or Sling 1d6 (range 30'y)

Special: Minor stealth

Demeanor: Any, always covetous

Appearance: Lightly armored humans

Humans (Wandering)

These seem identical to the human Bandits, but are actually were-rats, who will certainly stop to chat if invited. They may accept an invitation to join an adventuring party, but if so will certainly seize any opportunity to turn on the others, ideally after an unexpectedly difficult encounter wherein some of the player characters are slain.

Lycanthrope: Were-rats (1d4)

Power: 15%

Defense: 20%

Health: 3d6+4 each

Move: 12 (and 6 climbing when in rat form)

Init: +5%

Damage: By weapon (varies) or Bite 1d4

Special: Silvered or magical weapon to hit; bites may inflict lycanthropy

Demeanor: Any (but very tricky)

Appearance: Lightly armored human male (identical to a human bandit)

Adventurers

If you choose not to use this, roll again on this table.

This fully equipped adventuring group is approximately the same size and level as the player characters' (± 2). They may be spotted using their own light sources up to 120 feet away. They probably arrived shortly before the characters, but might (10% chance) be exiting after staying in the dungeon overnight. (See page 12 for more details about departing groups.)

COLD

This cleanup crew is composed of 8 female hobgoblins, who are pushing four large wooden wheeled barrels which contain some Dungeon Debris. Four of the six have push-brooms. They are not armored or armed, but all wear long grey gowns in addition to their uniform capes. One has a hidden small sack with assorted small change (found during their cleaning).



COLD Crew: Hobgoblin Females (8)

Power: 6%

Defense: 10%

Health: 1d6+2 each

Move: 12

Init: 0

Damage: Broom 1d4 or random weapon found (1d6 or more), or Claw 1d4 (x2) or Bite 1d4

Special: none

Demeanor: Stalwart, comfortable in their privileged status as employees

Appearance: Muscular green-skinned humanoids, 6' tall, bright home-made garb, remarkably ugly; wearing long gowns and grey capes (the word COLD clearly visible upon each cape)

DEMO

This survey team of 6 wolf-headed male humanoids (noles) is measuring rooms and compiling a report to be used in future planning. Their only 'treasure' is a sheaf of scroll-paper and charcoal sticks, being used to make notes on their work. (They are only semi-literate, so the process is both time-consuming and error-ridden.) They carry tall sticks with marks on them (10' poles marked in 3" increments) and flails hang at their waists.

DEMO Crew: Nole Males (6)

Power: 10%
 Defense: 20%
 Health: 1d8+8 each
 Move: 12'
 Init: 0
 Damage: Flail 1d8 or Bite 1d3 or Survey-pole 1d4 (*in extremis*, as this will break the pole and cause trouble later)
 Special: none
 Demeanor: Bossy and pushy, courageous but cruel, no respect for life; subservient only to a DIRT crew or senior dungeon official; only obey written orders
 Appearance: 7' tall canine-headed hirsute humanoids wearing leather belts and grey capes (the word DEMO clearly visible upon each cape) but no other clothing. One flail hanging from the waist-belt and carrying a 10' pole marked in 3-inch increments.

DIRT

This is the standard group (see page 28): 2 ogres (actually human spellcasters), 4 huge giants, and 2 huge spiders riding on giants' shoulders. If attacked, 2 giants engage while the others guard and shield the spellcasters, and the spiders vanish (become ethereal). The first two spells will be webs aimed at as much of the party as possible, and things will get much worse very quickly.

"Ogres" (Human Earth Mages) (2)

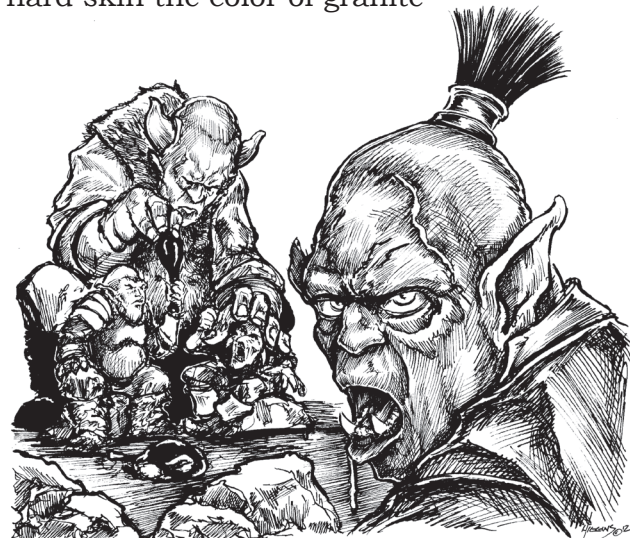
Power: 40
 Defense: 25%
 Health: 44, 49
 Move: 12
 Init: +15%
 Damage: By magic (spell or item) or magic dagger 1d4+3
 Special: Several different types of attack magics, from fire wands to versatile staves; can create rock and use various earth-based attack forms (including elemental summoning) and defenses (rockskin)
 Demeanor: Responsible guardians, never attack hastily, do not respect life
 Appearance: Unremarkable humans, shape-changed to appear as ogres, wearing capes marked DIRT

Ether Spiders (2)

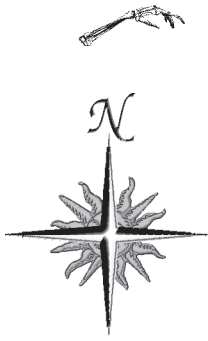
Power: 37%
 Defense: 30%
 Health: 35, 40
 Move: 12 (all modes)
 Init: +20%
 Damage: Bite 1d6 + poison, or webbing attack
 Special: Poison paralyzes for 1d8 hours, web immobilizes (strength check to free); can move into the ether and view the normal world; expert at Locksmithing and trap-making & removal
 Demeanor: Human intelligence; prefers to surprise attack from the rear (entering from the ether)
 Appearance: Jet-black spiders about 2' across, normally riding on the shoulders of two giants

Rock Giants (4)

Power: 55%
 Defense: 60%
 Health: 100 each
 Move: 15
 Init: -5%
 Damage: Blackthorn Cudgel 2d8+8 or Fist 1d12
 Special: Immune to edged weapons, 50% resistant to most magic (except earth magic); can seem to vanish when standing motionless near a wall
 Demeanor: Low intelligence, provides brute force as needed
 Appearance: Giant humanoid 12' tall, rock-hard skin the color of granite



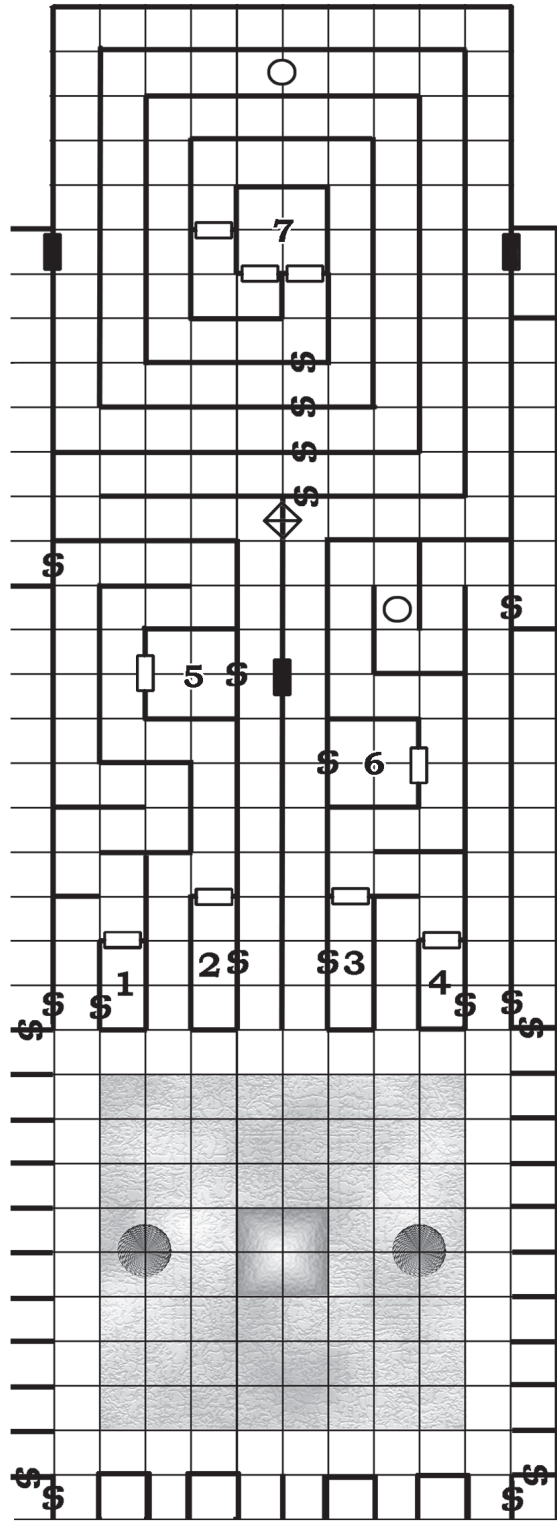
North Wing



Map Key

- Standard Door
- Special Door
- Secret Door
- Pit
- Hole in Wall
(Loot for Brains)

Each grid square is 10 feet across



← Northwest Quadrant

→ Northeast Quadrant

For full definitions of standard objects (such as Doors and Pits), see pages 22-25.

← West Wing

→ East Wing

↙ Southwest Quadrant

↓ South Wing

↘ Southeast Quadrant

Key to Dungeon Level One

1. Debris room (9x19')

This contains Dungeon Debris (*q.v.*, page 25) plus one small chest. If the chest is opened, a scythe-trap swings out, inflicting 2d4 damage. The chest is empty, but if retrieved intact can be sold to a Thieves' Guild for 200 gp. (The value is 100 gp if the lock *or* trap is damaged, or 50 gp if neither is intact.)

2. Armory (9x29')

Racks line the walls, and on them are 24 low-quality swords, daggers, and pole-arms. All are rusty, worth 10% of normal ("town") value. A rustic, primitive-looking human fighter is examining the wares. He wears furs and a horned helmet, and is carrying a battle axe. If the party startles or surprises him, he becomes enraged, attacking (when he can) with +20% bonus to both attacks and damage. If not surprised, he claims the armory as 'his treasure' and threatens to fight to defend it. He will not join the characters, and has no actual treasure.

Human Fighter, Primitive

Power: 10%

Defense: 15%

Health: 13

Move: 9

Init: +5%

Damage: Battle axe 1d10 *or* by weapon

Special: +20% to attack, +20% damage

Demeanor: Paranoid explosive

Appearance: Human fighter wearing furs & horned helmet

3. Armory (9x29')

Racks line the walls, and on them are 24 low-quality swords, daggers, and pole-arms. All are rusty, worth only 10% of normal ("town") value. One pike is magically cursed: if touched, avoid the spell or insist on carrying and using it for the day (your option regarding other details).

4. Debris room (9x19')

This contains Dungeon Debris. Within a broken chest is an intact bottle (cork stopper) containing a magical potion. Anyone sniffing or tasting the potion will turn ruddy red (as if deeply embarrassed) and immediately fall asleep for 1d6 rounds (no chance to resist). If fully consumed, this Potion of Curing will repair 2d4 damage.

5. Office (19x19')

Two skeletons sit upright on chairs before two small desks near the south wall, and Dungeon Debris is piled along the north wall. They do not move (apparently awaiting commands) and cannot be chased away until they are animate. A lower drawer of each desk contains two parchments. One lists commands for the skeletons (sit, stand, attack, defend, *etc.*), which will be heeded only if uttered by a clerical character. The other parchment is a clerical scroll of curing (1d8).

Undead Skeletons (2)

Power: 5%

Defense: 15%

Health: 4, 5

Move: 9

Init: 0

Damage: Sword 1d6 *or* Clawed hand 1-3

Special: Undead; immune to mental & cold-based attacks

Demeanor: Robotic, hostile

Appearance: Skeletal human or humanoid

Corridor area near # 6

Of minor note, a Standard pit 8' across and 10' deep lies around one corner. A small amount of normal Dungeon Debris is within, and hidden below it is a fortune—3000 coins (mixed types, but see "Cash," pages 25-26). Feel free to add bones that will animate after the characters pass by (see notes on Standard Pits, page 23).



North Wing



6. Office (19x19')

One skeleton with a rusty longsword is immediately visible standing 10' from the door. It does not attack unless someone enters the room. The room contains Dungeon Debris and two small desks with chairs, currently unused. Behind the door are two more skeletons, which will attack intruders (possibly by surprise) with their swords after the room is entered.

One desk contains a hidden treasure, which cannot be found unless the desk is dismantled. A scroll lies hidden within a secret compartment in one leg. The reader of the scroll can gain +20% Strength, this bonus lasting 12 hours. The reading causes the spell to fade out, leaving the high-quality parchment available for other use (Mages' Guild value 10 gp).

Undead Skeletons (3)

Power: 5%

Defense: 15%

Health: 3, 4, 5

Move: 9

Init: 0 (or +50% if gaining surprise from behind the door)

Damage: Sword 1d6 or Clawed hand 1-3

Special: Undead; immune to mental & cold-based attacks

Demeanor: Robotic, hostile

Appearance: Skeletal human or humanoid

Reminder: A *Loot for Brains* puzzle is between the hallways leading north to room 7, centered 155' from the center of the dungeon, and must be passed to get to the following area.

7. Maze & Inner Room

Secret doors may be found along this spiraling hallway, but none can be opened individually. The eastern Standard door to room 7 seems stuck but can be opened by 40 strength points. This endeavor causes all four secret doors to open (as they are interconnected by a mechanism within the ceiling), creating a quick and direct exit.

Within room 7 (19' square) are 3 mosquibats (bat-mosquito hybrid creatures) and the dried husk of a fighter who succumbed to their kisses.

If the secret door series has been opened, the mosquibats avoid combat and fly out to escape, turning left at the center area to head into the East Wing. If the east door is still closed they will engage intruders in lethal combat.

The deceased fighter has chain mail armor, helmet, a longsword, dagger, and light crossbow, all in good condition (75 gp if resold in town). Here are also 3 large bulging sacks with 200 gp, 250 ep, and 100 sp (but see notes on Cash, page 25-26).

If the body is taken intact (with armor & weapons) back to town, he can be identified by one of the churches (select which) and his family contacted. If the body is intact (with armor, all weapons, and at least a smattering of coins), his widow will provide a reward of 150 gp, and will gratefully state that she is willing to vouch for the characters as 'good guys' at a later date.

(If the party returns the body to town, you may here insert proper names as desired, and consider the widow to be well-off and influential. Many adventuring parties get into trouble eventually, and this asset can be of considerable value at the proper time.)



Mosquibats (3)

Power: 6%

Defense: 30% flying, otherwise 10%

Health: 6, 7, 8

Move: 18 flying or 1 crawling

Init: +10% if flying

Damage: Jabbing proboscis 1d4

Special: Ectoparasitic; attaches and sucks each combat round for automatic damage

Demeanor: Hungry animal

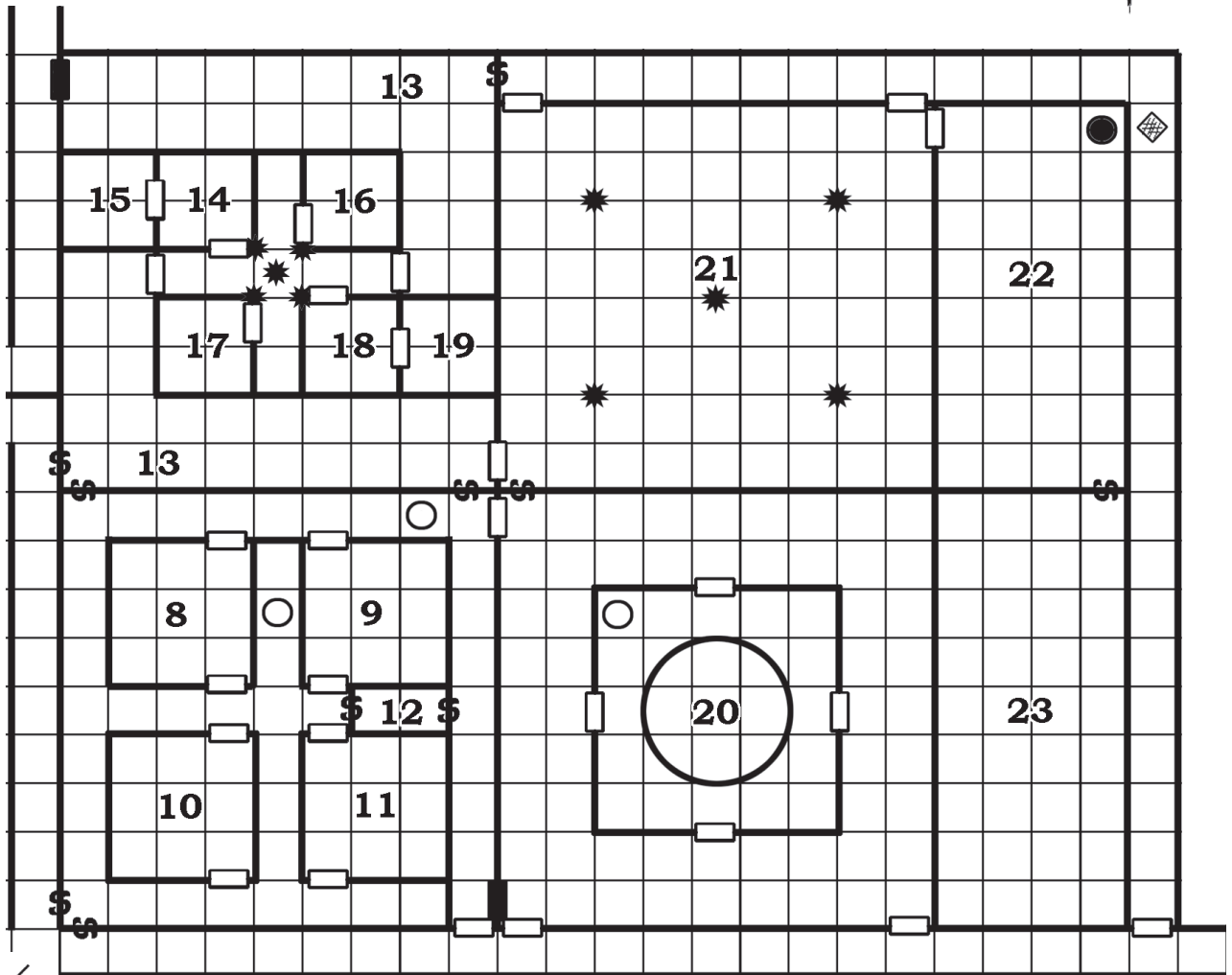
Appearance: Large bat with a long nose like a mosquito

Northeast Quadrant

For full definitions of standard objects
(such as Doors and Pits), see pages 22-25.
Ignore Weak Floors unless you have
Dungeon Level Two.



North Wing
←



Center
& Trees

East Wing

Map Key

- | | |
|-----------------|------------|
| □ Standard Door | ○ Pit |
| ■ Special Door | ● Deep Pit |
| S Secret Door | * Pillar |
| ◇ Weak Floor | |

Each grid square is 10 feet across



Northeast Quadrant



8-11. Barracks NE (89'x89')

When this area is entered (probably by either of the Standard doors in two corners), determine (select or roll randomly) the locations of the residents. One or two may be at the pit; the rest will be in the four barracks rooms, each of which is 30' square.

The 15 residents of this four-room barracks are orcs. They carry some small amount of treasure (typically 2d8 each of sp and ep), and dump the excess in room 12.

Each barracks room contains arrangements for 6 (and some beds will seem obviously unused). Each resident has a wooden bed with straw-tick mattress and pillow, two blankets, and a foot locker. Pegs and nails in the walls provide a means of hanging personal items. An armoire stands in the middle of one wall, providing space to hang clothing, though it is often used only for boots and extra weapons.



Orcs (15)

Power: 5%

Defense: 20% or by armor

Health: 1d6+1 each

Move: 9

Init: 0

Damage: Sword 1d8 or Spear 1d8 or Talon 1-2
(x2)

Special: Darkvision

Demeanor: Boaring & surly

Appearance: Porcine humanoid 4-5' tall,
green-brown leathery skin, tusks and
talons

12. Barracks Storage NE (9'x11')

This area is accessible only via secret door. All the resident orcs know how to trigger it by pressing a small wall section nearby, which causes the secret door to open by itself. The outer secret door can be opened by a similar trigger within the storage room, giving access to the outer hallway that accesses the barracks. This route may be used to circle behind invaders (adventurers), cutting off their probable exit, should the opportunity arise. (The orcs may seem to flee and then show up unexpectedly a few rounds thereafter.)

Herein are 201-300 each (d%+200) of cp, sp, and gp lying scattered on the floor, along with 2d6 spare (rusty) longswords and shields. There may also be (your option or 20% chance) 1d4 bodies of recently slain adventurers (any race or class, no magic items, very little treasure).

13. Broad Corridor

Each of these two L-shaped corridors is 19' wide and 12' tall, with two large pillars built into the right wall. (The area is a former meeting hall, converted for this use, and the pillars remain, though they produce no light.) The corridor turns right and ends in a large wall-painting which depicts an adventuring scene.

In that image, an archway leads to a giant demonic idol, which is holding a huge flaming bowl with both hands. Several dead and bleeding lizard-beings lie draped on an altar before the idol. The eyes of the idol are huge multi-faceted red gems, and two scavengers (on the idol's shoulder and head) are together trying to extract one of them. Four other adventurers are depicted in the foreground; two are consulting over a map, one fighter is cleaning a sword, and an old mage leans on a staff nearby.

An obvious Standard door, secured by an appended padlock, is to the right of the painting. (The area beyond the door is lit, and thus light is showing at the top and bottom of the door... though this may go unnoticed if the adventurers have an abundant light source).

The door leads to a four-way intersection of 10' corridors. A pillar in the center of that intersection is glowing, its magical illumination filling these inner hallways, which give access to rooms 14-18.

14. Inner Room (19'x19')

This bare room contains the bodies of 5 lizard-beings identical to those depicted in the nearby wall-painting. Their wounds are old, their forms are dried, and the place smells musty. On the left wall of the room is another painting, this depicting more adventurers dispatching more lizard-beings. No other exit is apparent.

A careful search will quickly discover a simple (unlocked) door in the left (west) wall, disguised and concealed by the painting. This leads to room 15.

The five lizard-being bodies are zombies (Undead Zombie Lizard-People, a.k.a. UZLiPs). They lay in place without moving until one of them is touched, or until the door to room 15 is touched. At that moment all start to rise and engage in combat. If chased away by a cleric, they will retreat into room 15.

Undead Zombie Lizard-People (5)

Power: 12%

Defense: 10%

Health: 1d6+6 each

Move: 6

Init: -10%

Damage: Arm-blow 1d8

Special: Undead; immune to mental & cold-based attacks

Demeanor: Robotic, hostile

Appearance: Lizard-human hybrid, dry & tattered

15. Hidden Room (19'x19')

This area is nearly filled with assorted Dungeon Debris, amidst which is one large antique chest that is both locked and trapped. If the trap is not disarmed, darts will shoot out when the lid is raised, striking one or more targets in the area before the chest. Each dart inflicts 1d6 damage

and may (10% chance for each) inflict a blood-poisoning disease, though mild due to their age and mustiness.

Within the chest are 1500 mixed coins: 800 cp, 550 sp, and 150 gp. Buried within the coins (and almost broken from the pressure) are two ceramic potion bottles. If the chest is moved before these are found and extracted, they will both break and be useless. Otherwise they may be found to contain magical Potions of Curing (2d4) and Zombie Command (1 hour, range 90'), both usable by anyone, regardless of profession.

16. Inner Room (19'x19')

17. Inner Room (19'x19')

(The same description applies to each room. Vary the number of corpses as desired.)

This bare room contains the bodies of (2-4) lizard-beings identical to those depicted in the nearby wall-painting. Their wounds are old, their forms are dried, and the place smells musty. On the left wall of the room is another painting, this depicting more adventurers dispatching more lizard-beings. No other exit is apparent.

The lizard-being corpses are simply that; they died more than a year ago. They have no treasure nor any motive power.

18. Inner Room (19'x19')

This bare room contains the bodies of 4 lizard-beings identical to those depicted in the nearby wall-painting. Their wounds are old, their forms are dried, and the place smells musty. On the left wall of the room is another painting, this depicting more adventurers dispatching more lizard-beings. No other exit is apparent.

A careful search will quickly discover a simple (unlocked) door in the left (west) wall, disguised and concealed by the painting. This leads to room 19.

The four lizard-being bodies are zombies (UZLiPs). They lay in place without moving

Northeast Quadrant



until one of them is touched, or until the door to room 19 is touched. At that moment all start to rise and attack intruders. If chased away by a cleric, they will retreat into room 19.

Undead Zombie Lizard-People (4)

Power: 12%

Defense: 10%

Health: 1d6+6 each

Move: 6

Init: -10%

Damage: Arm-blow 1d8

Special: Undead; immune to mental & cold-based attacks

Demeanor: Robotic, hostile

Appearance: Lizard-human hybrid, dry & tattered

19. Hidden Room (19'x19')

This area is nearly filled with assorted Dungeon Debris, including one small and ornate box that is both locked and trapped. If the trap is not disarmed, a poisonous gas emerges when the lid is raised, quickly filling the room. It is old but still partially effective: everyone in the room must check to avoid poison with a +20% bonus or fall asleep, that effect lasting 1d6+10 minutes.

The small and well-made chest is filled by a padded wooden rack containing two empty potion bottles and one that still holds a magical Potion of Invisibility. The chest itself (with the rack) is worth 150 gp, as it can be used to safely transport 4 potions (completely protected from area effects and resistant to most physical blows).

20. Fountain NE

A giant-sized walkway 19' wide and 12' tall surrounds a central 49' square area accessed by four simple (and unlocked) doors. In the center of the central room stands a 30' diameter fountain, its fluid shooting up to 10' high, just below the 12' ceiling. The fountain perimeter is a stone ring 2' wide and 3' tall, its top wet in spots from the fountain's fluid. The fluid is odorless and colorless, and appears to be water.

To determine the nature of the fountain, either choose or roll 1d4:

1	Healing	3	Poison
2	Magic	4	Wine

Record-keeping: When you determine the nature of any one Fountain, it will be helpful to note it on the map by its initial. Do so in pencil, however, as this is variable.

The nature of the fluid may change, for reasons unknown (your choice or determine randomly). It only does so when the fountain room contains no beings living or undead, and all four doors are closed. (The occasional wise-guy will try to get the fountains to change by simply opening the same door repeatedly. Try to disappoint him.)

The fluid from the fountains will not leave the dungeon. It can be easily collected and carried about, but will vanish from the container (even if extra-dimensional) when the characters use the central plate to exit, returning to its fountain of origin. Note that coins from the Mint rooms (*q.v.*) vanish in the same fashion.

Healing: The drinking of one potion-phial (or 1 pint) cures 1 point of damage.

Magic: Any item immersed in the fluid becomes temporarily magical, gaining a +5% bonus to attacks and damage. The effect ends at sundown or sunrise, whichever comes first. Of special note,



this fluid will also instantly terminate the ill effects of fountain Poison (below) if a few drops are dribbled into the victim's mouth. (It has no effect on poisons of other sorts.)

Poison: The drinking of any amount, even a single drop, can incapacitate the imbiber. The victim must check to avoid poison with a +20% bonus or collapse, comatose. The effect ends at sundown or sunrise, whichever comes first, but as it is a magically poisonous effect, various spells may alleviate the problem (dispel magic, poison antidote, *et al.*), as can a small amount of magic fountain water (above).

Wine: The drinking of one potion-phial (or 1 pint) will relax and entertain the imbiber, causing a 10% boost to courage (morale) but a -5% penalty to dexterity. The effects are cumulative, though they end at sundown or sunrise, whichever comes first. (The central Trees are fond of this wine.)

21. Monster Press NE (89'x79')

The large room contains five evenly spaced pillars, each of which emits a soft light to 20' radius, though this light is dim and shadowy at its extremes. The floor is obviously marked with dozens of holes which seem at first glance to be oddly shaped pits, and there are similar markings on the ceiling (12' high). Closer examination reveals these holes to be intaglio carvings of monsters of various sorts—goblin, hobgoblin, orc, cobold, nole, gargoyle, and more. The locations of the carved holes in the ceiling precisely match those on the floor. A quick search will find 500 sp and 500 gp in the holes.

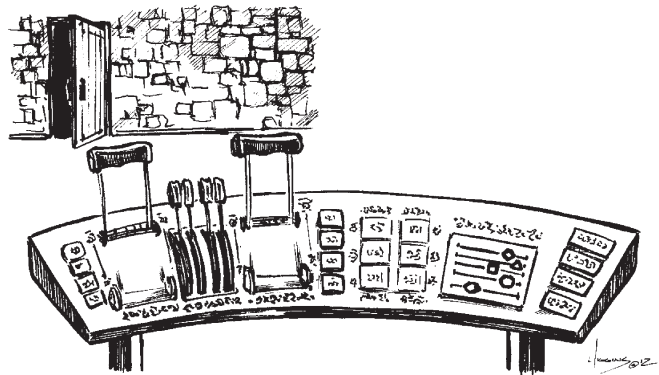
If any pillar is touched or damaged, or if the proper signal is received from the nearest Control Room (#22, below), a loud mechanical noise emanates from the ceiling. This causes all the doors to the room slam shut and lock. The ceiling then makes grinding noises for one minute, though nothing else happens. It pauses for one minute and then makes the horrid same noises for a third. (The device in the ceiling has malfunctioned. Its repair is on the "to-do" list of a DIRT team, but it keeps getting postponed.)

22. Control Room NE (39'x79')

This room can only be accessed via the Standard door in one corner. It is bare and clean, with a large complex console standing in the center.

A Standard pit is in the corner opposite the entrance. If you do not own the complete plans of the dungeon, consider the pit to be 10' deep, containing only old skeletons (which may animate) and assorted coins. If you have Dungeon Level Two, this pit appears bottomless. (It extends to Dungeon Level 12, 550' down.)

The details of the console can only be seen by approaching and walking around it. Upon it are various control levers and buttons, all marked by demonic runes (a language unknown to any character). Being of other-planar origin, these runes resist even magical enhancement to comprehension (such as a spell to read any or all languages). Such tools will, however, give a very general indication of the topics of the controls (*e.g.* "these affect fountains, these do something to transportation, these summon somebody," *etc.*).



Controls here can do any of the following (choose or roll 1d8). In the event of random use, you will have to keep track of changes and activity.

- 1 Scramble the Fountain rooms (20, 33, 48, 62).
- 2 Activate any one Monster Press (rooms 21, 35, or 63, though #21 is broken).
- 3 Deactivate or Reactivate the exit. (The central plate cannot send anyone to the surface while deactivated, though it will still function for travel between dungeon levels.)



- 4 Deactivate or Reactivate the Teleport doors on Dungeon Level One (only), or reset their default target to a new location (select or randomly determine from the 65 rooms).
- 5 Call for a COLD maintenance crew from level 2 (general notes on page 27, stats on page 35).
- 6 Call for a DIRT repair crew from level 7 (stats on page 36).
- 7 Call Chagur Himself (though there is only a 1% chance that the Lich will respond).
- 8 Random result not listed above (Examples: 1000 gp appear, 250 gp vanish, electric shock for fixed or random damage, powerful monster arrives *via* teleport, user changes gender, *etc.*). Each specific effect functions once per hour at most.

23. Copper Mint (39'x89')

This area is accessible only through the secret door from the nearby Control Room (#22), and that portal will automatically close 3 minutes after being opened. (It may be held or blocked by appropriate measures.)

The ceiling of the room is only 8' high. Within and adjacent to the entrance is a scaly winged bipedal humanoid, the Mint Guardian. It attacks anyone entering and automatically does so by surprise (from above or one side, whichever is least watched). It will not leave the Mint for any reason (unless so commanded by the Lich).

Mint Guardian

Power: 20%

Defense: 40%

Health: 30

Move: 12 (flying 24)

Init: -10%

Damage: Claw 1d4+1 (x4: 2 forward, 2 rear)

Special: Attacks forward and backward

simultaneously (can only use 2 per target);
immune to heat & fire, damaged by magic
(weapon/spell) only

Demeanor: very intelligent, focused on its task

Appearance: Winged mansized monstrous
biped with two pairs of arms and extra
eyes on the back of its head

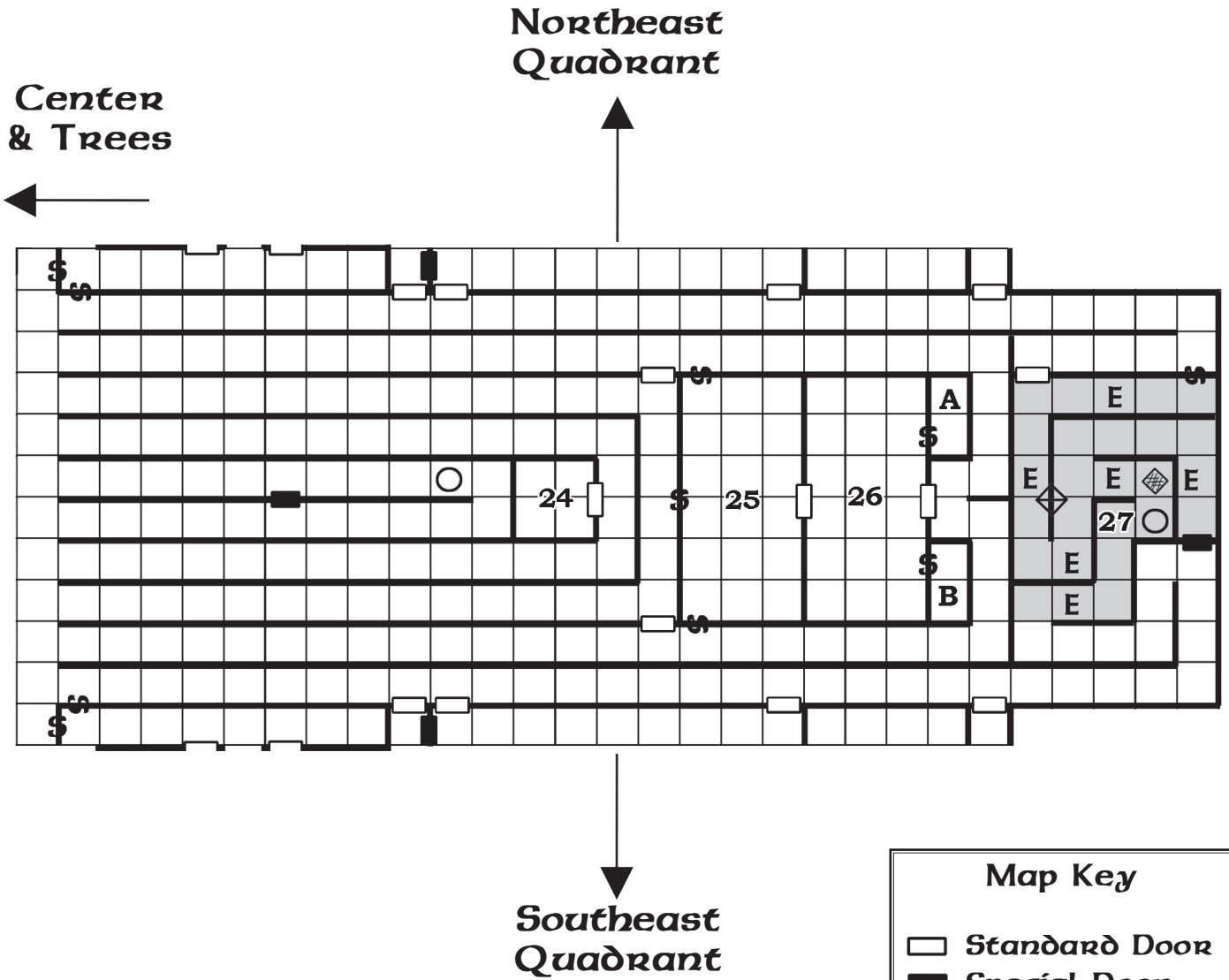
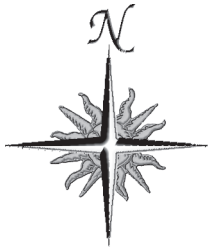
(The Guardian should be a formidable opponent for low-level groups, and is nearly invincible if none of the characters has a magical weapon—though this may be temporarily remedied at the appropriate magical fountain. You may of course increase the guardian's Power and Health, which is recommended if higher level groups stop by.)

The room temperature is a cool 50° F. The north and south ends of the room are entirely stone, but the center area (50'x40') seems encased in copper—the walls, floors, and ceiling all glistening with its distinctive sheen.

Once the guardian is dispatched, one may dig pure copper out of these walls, but it is far simpler to use the mint as it is designed: touch the copper (wall, floor, or ceiling) and say audibly (in any language) "MAKE COINS." The Mint will then respond by producing copper coins, which emanate from the walls and ceiling, falling to the floor at the rate of 100 coins (10 pounds) per minute. The walls become warm during such operation, however, and the room temperature increases by 10° F. per minute. (Heat damage is left to your adjudication, but should commence once the temperature exceeds 120° F., *i.e.* after 7 minutes.) In similar fashion the Mint ceases production when one touches a copper surface and says "STOP MAKING COINS" aloud. Once halted, the Mint will not produce coins for one hour. When halted, the temperature then decreases by 10° F. per minute until it returns to the norm (50° F.). The commands need not come from the same individual, as the Mint has no loyalty, but all commands must be audible.

All the coins produced here are perfect counterfeits of the local currency, with the appropriate weight and bulk. Although their creation is magical, the coins are not. Unfortunately for adventurers they have use only within the dungeon, as they will not accompany the party during their exit. In that event the coins simply vanish, magically merging once again with the source material at their point of origin here in the Mint. (See "Cash", pages 25-26.) Note that the fluid from the Fountains (*q.v.*) vanishes in the same manner.

East Wing



Map Key

- Standard Door
- Special Door
- S Secret Door
- Pit
- ◇ Weak Floor
- ◇ Hole in Wall
(Loot for Brains)

Each grid square is **10** feet across

For full definitions of standard objects (such as Doors and Pits), see pages 22-25. Ignore Weak Floors unless you have Dungeon Level Two.

24. Lounge E (19'x19')

This nicely outfitted chamber is adorned with good (not fine) accoutrements, including sofas and chairs, rugs, and artwork on the walls. A magical 3'x4' portrait on the west wall, opposite the door, depicts a Lich. A viewer with 20% Power or less is struck with Fear (no chance to avoid, lasting 2d6 minutes) and flees.

If the portrait is used within the dungeon (such as to chase off denizens of less than 20% Power), that action comes to the immediate attention of the Lich, who dispatches a team to retrieve it as soon as possible. This DIRT team (*q.v.*, page 32) arrives 1d10+20 minutes after the portrait is first used in this way. The earth mages on the team will handle most of the talking, using the four giants as a threat of force. Unwise characters who refuse to cooperate may be slain, so in fairness you should give ample warning to the players before (preferably instead of) attacking.

The portrait *can* be taken from the dungeon (not vanishing like the Mint coins and Fountain water), but it vanishes 1d8 hours later. In this case it has come to Chagur's personal attention, and he magically retrieves it—while noting the identity of the thieves for later handling.

The comfortable furniture herein is quite safe. The place is even suitable for an emergency rest stop, though other adventurers may eventually arrive.



25. Torture Chamber E (29'x59')

This dismal room is filled with equipment on the floor and hanging from the walls. Amidst the clutter are three clerical figures wearing bright red outfits.

The three figures automatically surprise the characters. They waste their advantage with entertaining dialogue (all having British accents). They gloat about never being expected, and itemize their 'famous' assets (fear, surprise, efficiency, a fanatical devotion to their holy leader, and tasteful red uniforms).

If attacked they will all attempt (ineffectually) to hide amongst the torture implements. They have no ability to fight, being adept only at comedy routines. Their names are Cardinal Monty and his assistants, Cardinals Jones and Gilliam. All will strongly prefer to stay where they are, and if they are seized by intruders (characters) they will produce quite a bit of noise, whining and complaining. (In all this they are far different from their powerful counterparts in the West wing, area 47.)

The freestanding equipment includes an iron maiden, stretching-rack, winch & chains, a headcrusher bracket mounted on a wooden chair, an intestinal crank (the shaft mounted above a long, low table), a dunking stool over a shallow boxed pool, a witch-chair (studded with spikes), a 3' diameter iron fire-dish, and four sturdy wooden tables, one bearing a full set of equipment for playing table tennis. Other equipment on the walls or tables includes 8" diameter iron balls, stones of similar size, thumbscrews & fingerscrews, two-handed saws, clawed pliers, whips (including the famed cat o' nine-tails), a dead parrot, branding irons, manacles & chains, and one small python (which belongs to the leader, the one with 48 Health).

Silly Redbirds

Power: 5%

Defense: 20% (cute outfits)

Health: 4 each

Move: 6

Init: -10% (indecisive)

Damage: Rapier wit or oddball humour

Special: none

Demeanor: Straight-faced silly

Appearance: humans in colorful red clerical robes

26. Empty Room E (29'x59')

This room shows signs of use, food scraps mixed with Dungeon Debris. Two corners have signs of past campfires, and there is graffiti on all four walls, in various colors. Closer examination may reveal the following:

North wall: A simple inscription amongst the gibberish: "push NE corner".

Northeast Corner: An obvious stone 'button', about 2" square, a foot off the floor. If pressed firmly, the northern of the two secret doors grinds open, giving access to chamber 26a.

South wall: A simple inscription amongst the gibberish: "push SE corner".

Southeast Corner: An obvious stone 'button', about 2" square, a foot off the floor. If

pressed firmly, the southern of the two secret doors grinds open, giving access to chamber 26b.

26a. Stash North (9'x19')

Game Master: Insert any minor encounter of your choice, but with very little treasure.

Your notes:

26b. Stash South (9'x19')

Game Master: Insert a secret treasure related to encounter 26a. Your notes:

27. Echoes E (59'x79')

Turns at the corners (NE, SE) access this area, and at that point and beyond, the ceilings are rounded. The architecture amplifies sounds, and this effect will be noticed quickly. The noise may attract monstrous denizens nearby: 2 in 6, check upon entry and once each 5 minutes until the characters depart.

Reminder: A *Loot for Brains* puzzle is in the west section of the Echo area. It is rather difficult to access, however. If approaching from the north, characters must find and pass the Secret door into the Echo area (as the easily-found door should be a Teleporter). From the south, the route passes by a pit (remember to animate the bones!) and a section of Weak Floor (Ignore the latter if you do not yet have Dungeon Level 2.)

Southeast Map



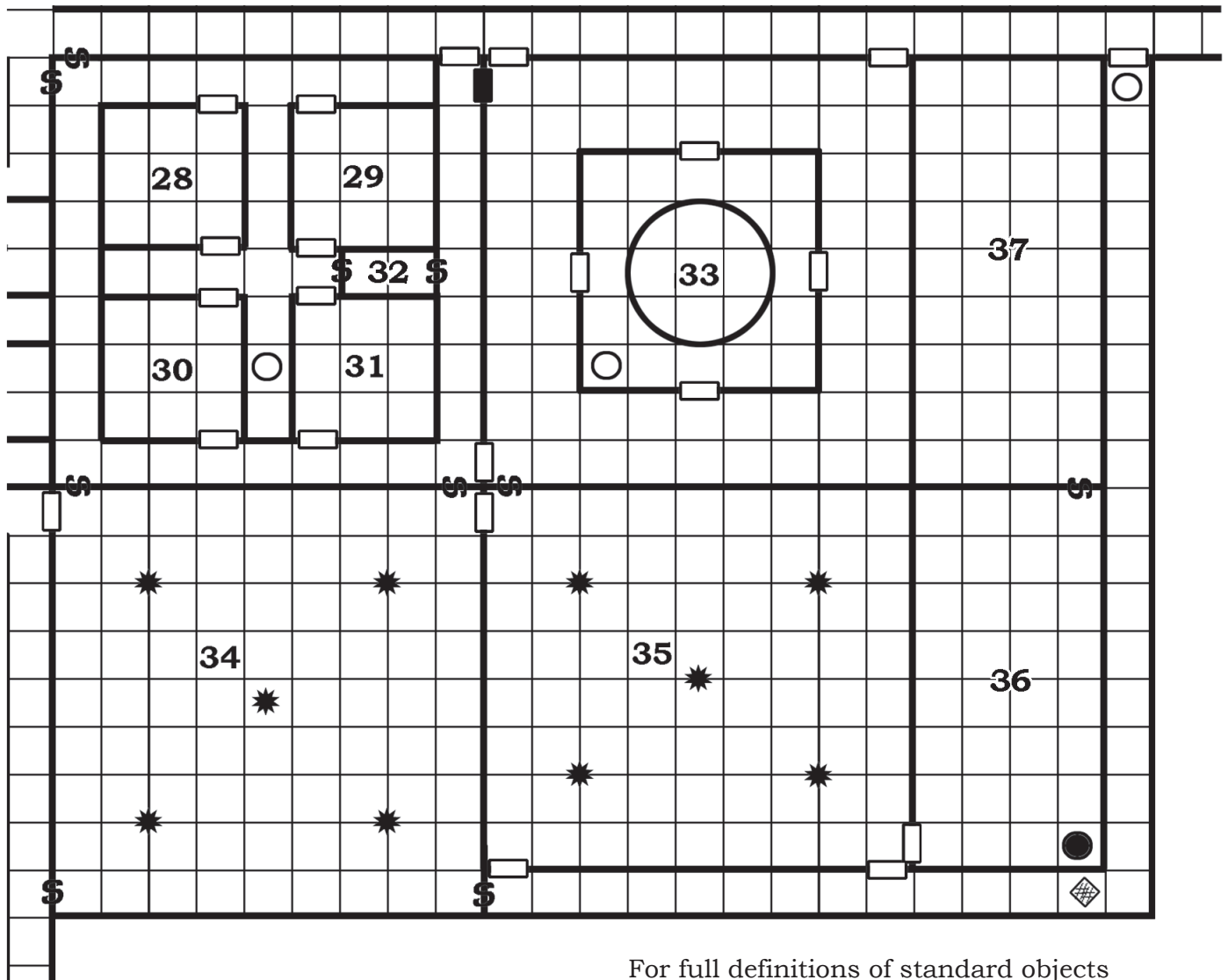
Map Key

<ul style="list-style-type: none"> Standard Door Special Door S Secret Door Weak Floor 	<ul style="list-style-type: none"> Pit Deep Pit * Pillar
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Each grid square is **10** feet across

Center & Trees

East Wing



South Wing

For full definitions of standard objects (such as Doors and Pits), see pages 22-25. Ignore Weak Floors unless you have Dungeon Level Two.

Southeast Quadrant

28-31. Barracks SE

When this area is entered (probably via either of the Standard doors in two corners), determine (select or roll randomly) the locations of the residents. One or two may be at the pit; the rest will be in the four barracks rooms, each of which is 30' square.

The 20 residents of this four-room barracks are goblins. They carry some small amount of treasure (typically 2d6 each of cp and sp), and dump the excess in room 26.

Each barracks room contains arrangements for six (and some beds will seem obviously unused). Each resident has a wooden bed with straw-tick mattress and pillow, two blankets, and a foot locker. Pegs and nails in the walls provide a means of hanging personal items. An armoire stands in the middle of one wall, providing space to hang clothing, though it is often used only for boots and extra weapons.

Goblins (20)

Power: 4%

Defense: 15%

Health: 1d6 each

Move: 12

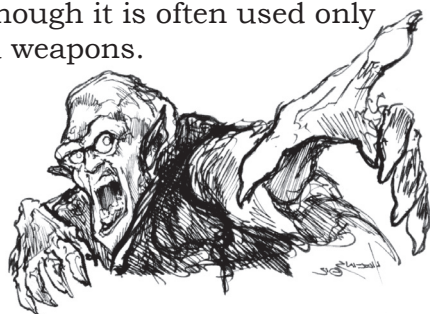
Init: 0

Damage: Shortsword 1d6 or by weapon

Special: none

Demeanor: Evil, spiteful, vengeful, chaotic

Appearance: Skinny bipedal humanoid 4-5' tall, greenish-blue skin, 'Goth' attire



32. Barracks Storage SE (9'x19')

All the resident goblins know how to trigger the inner secret door by pressing a small wall section nearby. That action causes the secret door to open by itself. The outer secret door can be opened by a similar trigger within the storage room, giving access to the outer hallway that accesses the barracks. This route may be used to circle behind invaders (adventurers), cutting off their probable exit, should the opportunity

arise. (The residents may seem to flee and then show up unexpectedly a few rounds thereafter.)

Herein are 251-350 each (d%+250) of cp, sp, and gp lying scattered on the floor, along with 2d8 spare (rusty) longswords and shields. There may also be (your option or 20% chance) 1d4 bodies of recently slain adventurers (any race or class, no magic items, very little treasure). There may also be (at your option or 20% chance) 1 body of a recently slain adventurer (any race or class, no magic items, very little treasure).

33. Fountain SE

A giant-sized walkway 19' wide and 12' tall surrounds a central 49' square area accessed by four simple (and unlocked) doors. In the center of the central room stands a 30' diameter fountain, its fluid shooting up to 10' high, just below the 12' ceiling. The fountain perimeter is a stone ring 2' wide and 3' tall, its top wet in spots from the fountain's fluid. The fluid is odorless and colorless, and appears to be water.

To determine the nature of the fountain, either choose or roll 1d4:

1	Healing	3	Poison
2	Magic	4	Wine

Record-keeping: When you determine the nature of any one Fountain, it will be helpful to note it on the map by its initial. Do so in pencil, however, as this is variable.

The nature of the fluid may change, for reasons unknown (your choice or determine randomly). It only does so when the fountain room contains no beings living or undead, and all four doors are closed. (The occasional wise-guy will try to get the fountains to change by simply opening the same door repeatedly. Try to disappoint him.)

The fluid from the fountains will not leave the dungeon. It can be easily collected and carried about, but will vanish from the container (even if extra-dimensional) when the characters use



Southeast Quadrant



the central plate to exit, returning to its fountain of origin. Note that coins from the Mint rooms (*q.v.*) vanish in the same fashion.

Healing: The drinking of one potion-phial (or 1 pint) cures 1 point of damage.

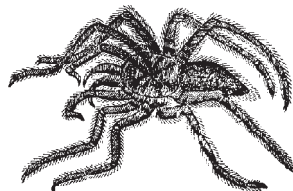
Magic: Any item immersed in the fluid becomes temporarily magical, gaining a +5% bonus to attacks and damage. The effect ends at sundown or sunrise, whichever comes first. Of special note, this fluid will also instantly terminate the ill effects of fountain Poison (below) if a few drops are dribbled into the victim's mouth. (It has no effect on poisons of other sorts.)

Poison: The drinking of any amount, even a single drop, can incapacitate the imbiber. The victim must check to avoid poison with a +20% bonus or collapse, comatose. The effect ends at sundown or sunrise, whichever comes first, but as it is a magically poisonous effect, various spells may alleviate the problem (dispel magic, poison antidote, *et al.*), as can a small amount of magic fountain water (above).

Wine: The drinking of one potion-phial (or 1 pint) will relax and entertain the imbiber, causing a 10% boost to courage (morale) but a -5% penalty to dexterity. The effects are cumulative, though they end at sundown or sunrise, whichever comes first. (The central Trees are fond of this wine.)

34. Meeting Hall SE (89'x89')

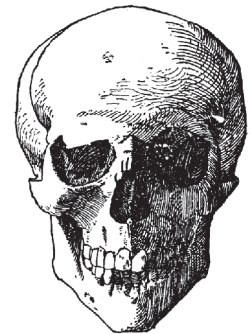
The large room contains five evenly spaced pillars, each of which emits a soft light to 20' radius, though this light is dim and shadowy at its limits. The ceiling (12' high) is covered with cobwebs, tough but not dense. Lurking within those webs are 3d4 giant spiders and 2d8 large spiders, all of which survive by ambushing occasional passers-by. They remain hidden in their webs whenever more than 10 humanoids are present. (For characters attempting to avoid the effects of the poison, apply a 25% bonus to that of the Large spiders, but no modifiers to Giant spiders.)



Spiders, Monstrous

	Very Large (2d8)	Giant (3d4)
Power:	6%	22%
Defense:	10%	30%
Health:	1d4+4 each	21-30 each
Move:	6, climbing 9	3, climbing 6
Web Move:	18	12
Init:	+5%	0
Damage:	1	1d8+1
Special:	Mild poison	Lethal poison
Demeanor:	Insect	Animal Int.
Appearance:	2' arachnid	5-6' arachnid

If there is a meeting in progress (50% chance), it consists of 1d10+10 skeletons and 1d6+6 zombies. All are lined up in motionless ranks, awaiting commands. They will attack almost anyone who enters. However, if a single person enters and behaves confidently, then he or she may be assumed to be an official leader, sent by the Lich. If that is the case, these undead will obey reasonable instructions until a valid leader encounters them and countermands such orders.



Undead Skeletons

(1d10+10)

Power:	5%
Defense:	15%
Health:	1d6 each
Move:	9
Init:	0
Damage:	Sword 1d6 <u>or</u> Clawed hand 1-3
Special:	Undead; immune to mental & cold-based attacks
Demeanor:	Robotic, hostile
Appearance:	Skeletal human or humanoid

Undead Zombies (1d6+6)

Power:	10%
Defense:	10%
Health:	1d10+10 each
Move:	6
Init:	-10%
Damage:	Arm bash 1d8
Special:	Undead; immune to mental & cold-based attacks
Demeanor:	Robotic hostile
Appearance:	Humanoid, dry & tattered

35. Monster Press SE (89'x79')

The large room contains five evenly spaced pillars, each of which emits a soft light to a 20' radius, though this light is dim and shadowy at its extremes. The floor is obviously marked with dozens of holes which seem at first glance to be oddly shaped pits, and there are similar markings on the ceiling (12' high). Closer examination



reveals these holes to be intaglio carvings of monsters of various sorts—goblin, hobgoblin, orc, cobold, nole, gargoyle, and more. The locations of the carved holes in the ceiling precisely match those on the floor.

If any pillar is touched or damaged, or if the proper signal is received from the nearby Control Room (#36 at right), a loud mechanical noise emanates from the ceiling. This causes all the doors to the room slam shut and lock, and the ceiling to descend at the rate of 1' per 5 seconds (reaching the floor 1 minute later), making grinding noises all the while.

When the ceiling reaches the floor, anyone not in one of the holes (molds) is crushed to ¼" thickness or less, slain by the thousands of tons of descending stone. At that point a bright flash also fills the room. Anyone within a hole is undamaged may then be transformed, molded into the form of the monster depicted; roll to avoid magical *shapechange* but with a 25% penalty. This alteration does not affect items carried and also does not affect the mind, merely changing the physical form. It lasts until sundown or sunset (whichever comes first) but, being a magical change, can also be remedied by dispelling or other means, at your discretion.

Immediately after the flash and the transformations, the ceiling starts to rise at the same rate, returning to its 12' height 1 minute later. The 'monster press' is deactivated for 15 minutes after its use, whereupon it is again available for

use (activated by a control room or by touching a column, as above).

Certain special powers can be used to avoid the situation, including a dash for the doors (and a means to open them, as they are securely locked), disintegration or other means of creating a new hole in the ceiling or floor, and so forth.

(Feel free to adjust random encounters to include those *shapechanged* into monstrous forms, even whole parties.)

36. Control Room SE (39'x79')

This room can only be accessed via the Standard door in one corner. It is bare and clean, with a large complex console standing in the center.

A normal pit is in the corner opposite the entrance. If you do not own the complete plans of the dungeon, consider the pit to be 10' deep, containing only old skeletons (which may animate) and assorted coins. If you have Dungeon Level Two, this pit appears bottomless. (It extends to Dungeon Level 12, 550' down.)

The details of the console can only be seen by approaching and walking around it. Upon it are various control levers and buttons, all marked by demonic runes (a language unknown to any character). Being of other-planar origin, these runes resist even magical enhancement to comprehension (such as a spell to read any or all languages). Such tools will, however, give a very general indication of the topics of the controls (*e.g.* "these affect fountains, these do something to transportation, these summon somebody," *etc.*).

Controls here can do any of the following (choose or roll 1d8). In the event of random use, you will have to keep track of changes and activity.

- 1 Scramble the Fountain rooms (20, 33, 48, 62).
- 2 Activate any one Monster Press (rooms 21, 35, or 63, though #21 is broken).
- 3 Deactivate or Reactivate the exit. (The central plate cannot send anyone to the surface while



Southeast Quadrant



- deactivated, though it will still function for travel between dungeon levels.)
- 4 Deactivate or Reactivate the Teleport doors on Dungeon Level One (only), or reset their default target to a new location (select or randomly determine from the 65 rooms).
 - 5 Call for a COLD maintenance crew from level 2 (general notes on page 27, stats on page 35).
 - 6 Call for a DIRT repair crew from level 7 (stats on page 36).
 - 7 Call Chagur Himself (though there is only a 1% chance that the Lich will respond).
 - 8 Random result not listed above (Examples: 1000 gp appear, 250 gp vanish, electric shock for fixed or random damage, powerful monster arrives *via* teleport, user changes gender, *etc.*). Each specific effect functions once per hour at most.

37. Silver Mint (39'x89')

This area is accessible only through the secret door from the nearby Control Room (#36), and that portal will automatically close 3 minutes after being opened. (It may be held or blocked by appropriate measures.)

The ceiling of the room is only 8' high. Within and adjacent to the entrance is a scaly winged bipedal humanoid, the Mint Guardian. It attacks anyone entering and automatically does so by surprise (from above or one side, whichever is least watched). It will not leave the Mint for any reason (unless so commanded by the Lich).

Mint Guardian

Power: 20%

Defense: 40%

Health: 30

Move: 12 (flying 24)

Init: -10%

Damage: Claw 1d4+1 (x4: 2 forward, 2 rear)

Special: Attacks forward and backward simultaneously (can only use 2 per target); immune to heat & fire, damaged by magic (weapon/spell) only

Demeanor: very intelligent, focused on its task

Appearance: Winged mansized monstrous biped with two pairs of arms and extra eyes on the back of its head

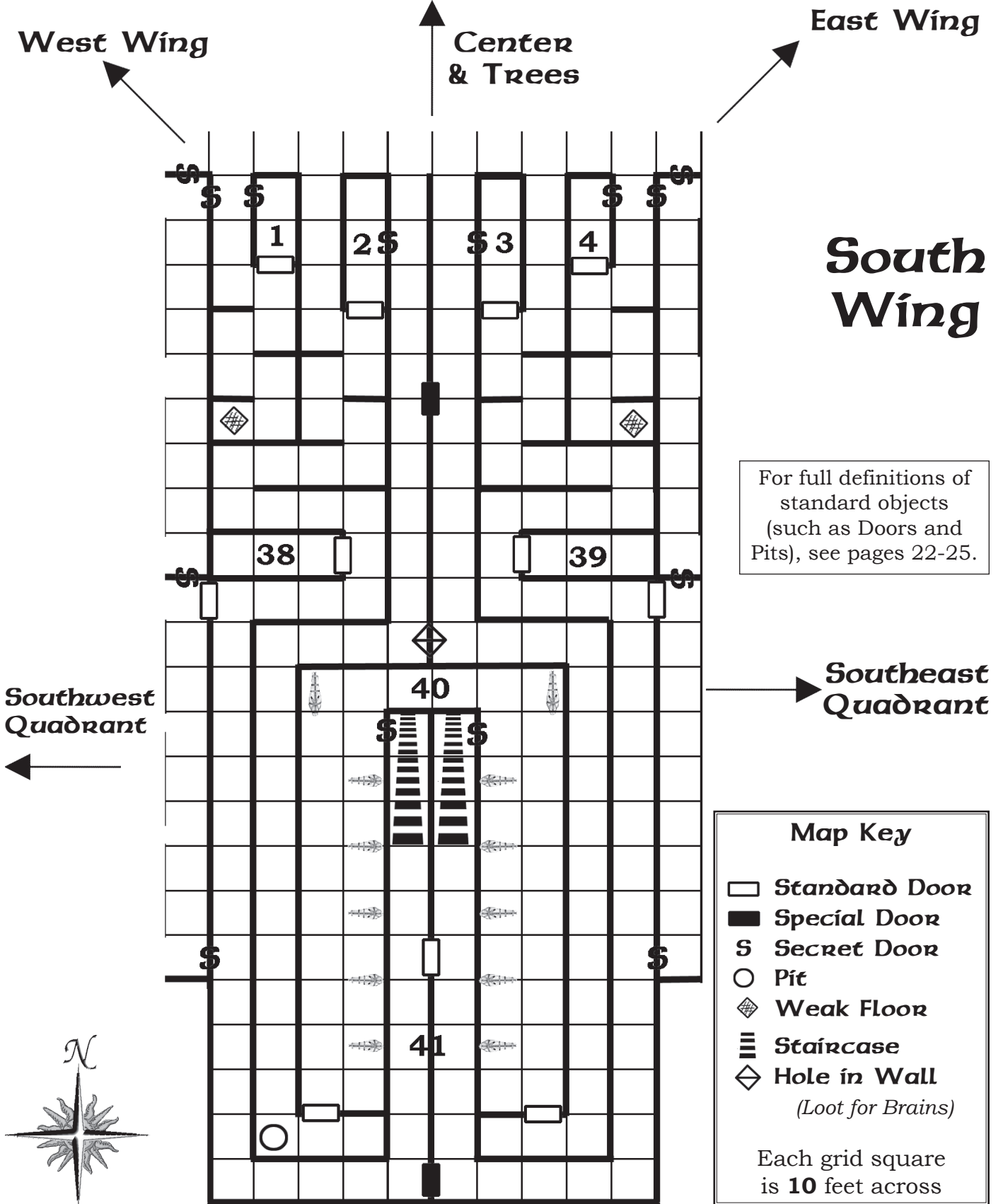
(The Guardian should be a formidable opponent for low-level groups, and is nearly invincible if none of the characters has a magical weapon—though this may be temporarily remedied at the appropriate magical fountain. You may of course increase the guardian's Power and Health, which is recommended if higher level groups stop by.)

The room temperature is a cool 50° F. The north and south ends of the room are entirely stone, but the center area (50'x40') seems encased in silver—the walls, floors, and ceiling all glistening with its distinctive sheen.

Once the guardian is dispatched, one may dig pure silver out of these walls, but it is far simpler to use the mint as it is designed: touch the silver (wall, floor, or ceiling) and say audibly (in any language) "MAKE COINS." The Mint will then respond by producing silver coins, which emanate from the walls and ceiling, falling to the floor at the rate of 100 coins (10 pounds) per minute. The walls become warm during such operation, however, and the room temperature increases by 10° F. per minute. (Heat damage is left to your adjudication, but should commence once the temperature exceeds 120° F., *i.e.* after 7 minutes.) In similar fashion the Mint ceases production when one touches a silver surface and says "STOP MAKING COINS" aloud. Once halted, the Mint will not produce coins for one hour. When halted, the temperature then decreases by 10° F. per minute until it returns to the norm (50° F.). The commands need not come from the same individual, as the Mint has no loyalty, but all commands must be audible.

All the coins produced here are perfect counterfeits of the local currency, with the appropriate weight and bulk. Although their creation is magical, the coins are not. Unfortunately for adventurers they have use only within the dungeon, as they will not accompany the party during their exit. In that event the coins simply vanish, magically merging once again with the source material at their point of origin here in the Mint. (See "Cash", pages 25-26.) Note that the fluid from the Fountains (*q.v.*) vanishes in the same manner.

Frank Mentzer's ~ Lich Dungeon





South Wing



(Note: Rooms 1-4 are identical to those in the North Wing, except that the treasure varies slightly. They thus have the same numbers.)

1. Debris room (9x19')

Dungeon Debris plus one small chest. If the chest is opened, a scythe-trap swings out, inflicting 2d4 dmg. The chest is empty, but if retrieved intact can be sold to a Thieves' Guild for 250 gp (100 if the lock or trap is damaged, 50 if both).

2. Armory (9x29')

Racks line the walls, and on them are 24 low-quality swords, daggers, and pole-arms. All are rusty, worth 10% of normal ('town') value. A rustic human fighter (wearing furs and a horned helmet, carrying a battle axe) is examining the wares. If the party surprises him he becomes enraged, attacking (when he can) with a +20% bonus to both attacks and damage. If not surprised, he claims the armory as 'his treasure' and threatens to fight to defend it. He will not join the PCs, and has no actual treasure.

Human Fighter, Primitive

Power: 10%

Defense: 15-20%

Health: 12

Move: 9

Init: +5%

Damage: Battle axe 1d10 or by weapon

Special: +20% to attack, +20% damage

Demeanor: Paranoid explosive

Appearance: Human fighter wearing furs & horned helmet

3. Armory (9x29')

Racks line the walls, and on them are 24 low-quality swords, daggers, and bows (long and short). All are rusty and/or damaged, worth 10% of normal ('town') value. One shortbow is magically cursed (make an avoidance roll or insist on carrying it for the day, and your option regarding other details).

4. Debris room (9x19')

Dungeon Debris plus a small broken chest wherein sits an intact bottle (cork stopper) containing a magical potion. Anyone sniffing or tasting the potion will turn ruddy red (as if deeply embarrassed) and immediately fall asleep for 1d6 rounds (no chance of avoidance). This Potion of Healing will cure 2d4 damage if consumed.

5. Error

Area 5 isn't in the south wing (nor are areas 6-37). Better check your map again.

38. Long Room West (9'x29')

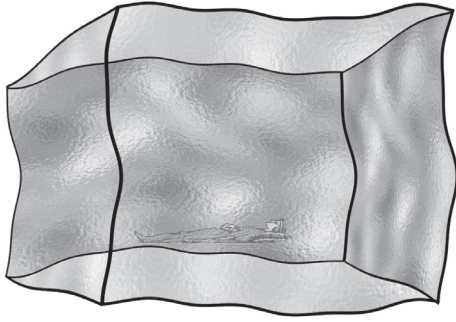
The body of a fallen cleric appears to lie supine near and parallel to the far wall. He is clad in plate mail, and his hammer and mace lie nearby. The view seems slightly unreal in some way, dim and blurred.

The view traverses a transparent mass which fills the eastern 10' of the room, by the door. Any unfortunate who touches it (or walks into it) must roll to avoid paralysis or lose all voluntary nerve function and collapse, that effect lasting 1d6+6 turns. The contact also inflicts 1d4 acidic damage.

This mass does not attack *per se*. If struck by a blunt weapon (including a mace, hammer, or club), 1d4+1 bits of the mass will splash in the direction of the attacker (though others in that area may also be hit). Roll for each as an attack by a monster of 20% Power; each may inflict 1-2 acidic damage per round until washed off (by any fluid). The gooey mass adheres (similar to other jelly and slime monsters) and may thus damage equipment and objects as well.

Edged weapons can be easily used (+20% to hit) to carve chunks from the mass, and they produce no splashes. However, touching any chunk can inflict 1d6 acid damage.

The entire gelatinous mass remains cohesive until it has been cut by edged weapons 8 times (no matter what the damage for each blow),



whereupon it collapses into a runny mess, filling much of the room to 4" depth and oozing into the nearby corridor if the door is open. This adversely affects the corpse at the west end of the room and the boots or feet of anyone in the area (1-2 acid damage per round once again). Luckily this mess is not adhesive in any way.

The fallen cleric died by acid burns from the gelatinous mass. A coin purse may be found on his body, containing 4d20 each of cp, sp, and gp, plus four small garnets worth 25 gp each. At his waist are two intact ceramic potion bottles containing potions of Curing (1d6+1) and Levitation (duration 1d4+1 turns, Move rate 6). Two items may be severely damaged by the oozing gel, but if somehow obtained, are a magical mace +5% (visible) and shield +5% (hidden behind him). If damaged by the runny mess, both become nonmagical.

39. Long Room East (9'x29')

When the simple door to this room is opened, an illusion is triggered. Viewers see a lit room containing a long wooden table with chairs, set for a modest dinner. Three figures are at the far end of the table. The central one is a tall humanoid wearing a distinctive black helm and a full-figure black cloak. Flanking are a pair of shorter humanoids wearing white armor and carrying elongated technological-looking devices (futuristic guns).

The menacing figure in black gestures in the direction of the door (the viewer), and in a deep, resonant, and suspiciously familiar voice, bids "Welcome... you are expected!" Within

a few seconds he starts to stride forward, going past one side of the table and the guards (who are noisily shooting by then; see below). He waits when he reaches the corner by the door (out of line-of-sight), assumes a menacing pose (should anyone peer in), and waits there.

As soon as the black figure starts his movement, the white fighters crouch behind chairs, aim their devices at the door, and start firing. Their guns shoot bolts of energy which splatter noisily on the nearby floor and the walls flanking the door, narrowly missing anyone in the doorway. (With relief we eagerly leave the whole problematic topic of illusory damage to your wise adjudication.)

The illusion continues with similar activity until it ends 5 minutes after the door is opened. It then remains deactivated for 55 minutes, at which time the door-trigger resets. The actual contents (below) may be discovered by touch while the illusion is running. Once the illusion deactivates, all the true contents are easily seen and dealt with.



Within the bare room, hidden by the illusion, is a wealth of cash (8,000 coins in all, with some cp and sp but mostly electrum and gold) and a moderate amount of Dungeon Debris, the latter including a rotting small pouch containing three semi-precious gems worth a total of 400 gp. (The table initially seen is entirely illusory. Remember what happens to Cash; see pages 25-26.)

Reminder: A *Loot for Brains* puzzle is between the hallways immediately north of area 40 (next page), and must be passed to get to the Crypt.

South Wing & Stairs to Level Two

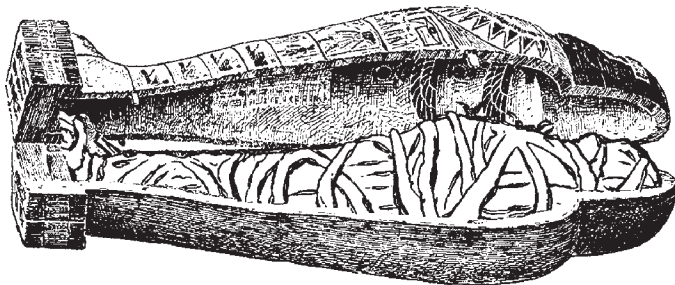
40. The Crypt

As the door to the west side of this area is approached, travelers will spot the obvious Standard Pit in the corner, where the corridor turns. This pit holds some small amount of Dungeon Debris but nothing more. (There is no pit along the eastern approach.) The following descriptions apply to both rooms of the area.

The hinges on the Standard (locked) door to the crypt are obvious on the left edge. The door has a keyhole (and is locked), and is also visibly barred, which is quite unusual. The oaken bar is 1' square and 8' long, and weighs 175 pounds. On the door's surface, various hand-drawn markings are equally obvious, being some sort of religious runes of the type used to seal an unholy place (that detail probably being known to any professional cleric). All in all, this portal seems built to keep something inside, rather than to deter visitors.

The 100' length of the crypt is not immediately obvious, intruders being limited by their light sources, but is seen to be 20' wide and with an arched ceiling, 10' tall at the walls but 15' tall in the center. Wispy cobwebs are at the edges of the ceiling, and dozens of normal (tiny) spiders dart about, fleeing from the light. The place smells musty and slightly foul. Evil is present, radiating mildly from the contents of the tombs ahead.

Fifteen feet from the door is one black wooden sarcophagus, ornately carved, lying on a stone bier (a block 3' tall, 2' wide, and 9' long) by one side of the room, centered 15' from the south wall of the crypt. The sarcophagus is 2' deep, 3' broad, and 8' long, its foot-end being 9" from the wall. The pathway past it, leading to the rest of the crypt, is thus more than 10' wide, and the way is clear.



Four more similar sarcophagi (visible once light permits) are located along the same wall of the crypt. One last sarcophagus lies on its stone bier in a north corner, opposite a 10' wide passage connecting the two rooms of the crypt.

Each sarcophagus can be easily opened. The lid is not hinged and weighs 40 pounds. Within each sarcophagus is a mummy, a corpse encased in wrappings, which has held up quite well over time. There are no holes in the face wrappings.

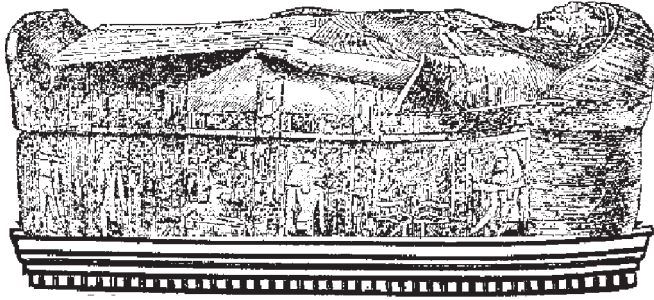
This mummy animates one minute after its sarcophagus is opened. Until that time, no clerical power to repel undead can have any effect (though this functions normally once the creature is animated, and will cause it to return to its sarcophagus if possible). Once animated, a mummy will attempt to climb out of its sarcophagus and attack intruders.

These are indeed undead, but not true mummies. Most are merely skeletons wrapped to appear in this fashion—but are so heavily wrapped that each inflicts only 1-2 dmg with a (padded) claw. However, one of their number (choose or determine randomly) is a powerful zombie.



Industrious intruders may detect a magical dagger hidden in the last (northernmost) sarcophagus underneath the 'mummy.' This is a cursed magical dagger, the use of which causes the attacker to be 10% less effective. (You should of course allude to the magic as being indeterminate, never revealing the actual nature of the weapon.) It is ornately decorated with gems, and they alone are worth 1,000 gp.

Secret Exit: If the northern of the five sarcophagi along one wall is removed from its stone bier, a hidden portal will open automatically, swinging into the crypt area. The two opposing secret doors open 15' above each staircase (area 41 at right) descending to Dungeon Level Two, and some climbing may thus be required if either portal is used. (The eastern one does bypass



41. Double Stairway Down

The corridors flanking the crypt area come together and turn north. In this section are two Standard doors: the southern is a Teleporter (see Special Doors, page 25), but the northern permits access between the parallel hallways. Just 25' beyond the latter door, two separate stairways begin their 50' descent to Dungeon Level Two. A wall separates the two staircases along their entire length.

the stair trap, however.) Two special notes apply here: (a) once the mechanism in the bier is exposed, the secret door can be triggered at will by pushing that mechanism; (b) a slight flow of cool air can be detected coming from the hole around that mechanism (it's a draft bier).

Undead Skeletons, Wrapped

(10, 5 per room)

- Power: 5%
- Defense: 30%
- Health: 1d6+1
- Move: 3
- Init: -10%
- Damage: Padded claw 1-2 (x2)
- Special: Undead; immune to mental & cold-based attacks
- Demeanor: Robotic hostile
- Appearance: Wrapped humanoid skeletal

Undead Zombies, Wrapped

(2, 1 per room)

- Power: 10%
- Defense: 30%
- Health: 1d12+8
- Move: 3
- Init: -20%
- Damage: Arm bash 1d8+1
- Special: Undead; immune to mental and cold-based attacks
- Demeanor: Robotic, hostile
- Appearance: Wrapped humanoid, dry and tattered

A trap is on the right staircase. If anyone treads on the 23rd stairstep, the upper section of that staircase pivots downward (hinged on its north end) to a completely vertical orientation, causing all upon the nearest 20 stairs (all but the first 3') to fall 30'. The destination is a 40'x80' room with a 20' ceiling. The stair-section pivots back upward into place (due to a counter-weighting apparatus) when there is no weight upon it.

If you have Dungeon Level Two:

Left staircase: The characters arrive in a long corridor lined with doors. (This eventually reaches the center area with trees and plate.)

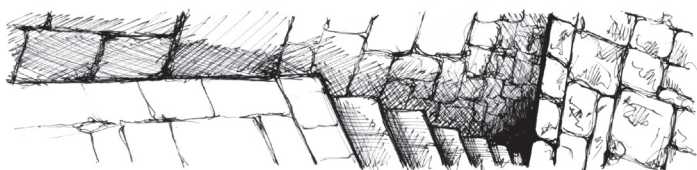
Right staircase: Refer to the Torture Chamber Anteroom (South Wing) for destination of the victims of the trap described above. There are five doors in the south wall and one on each side.

If you do not have Dungeon Level Two:

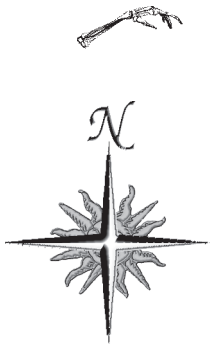
a. Left staircase: The descent ends in a locked Standard door bearing a sign that reads "Closed for Maintenance" in the Common tongue.

A bit of levity may alleviate the players' disappointment temporarily, but be sure to acquire Level Two as soon as possible.

b. Right staircase: The trap activates as above. The destination room is completely bare with no exits, but 5,000 coins (mostly electrum and gold) are scattered on the floor. (See "Cash," pages 25-26.) Considerable ingenuity must be displayed to reach the ceiling, attach ropes (possible with spikes), and pull the trap open again to regain access to the staircase.



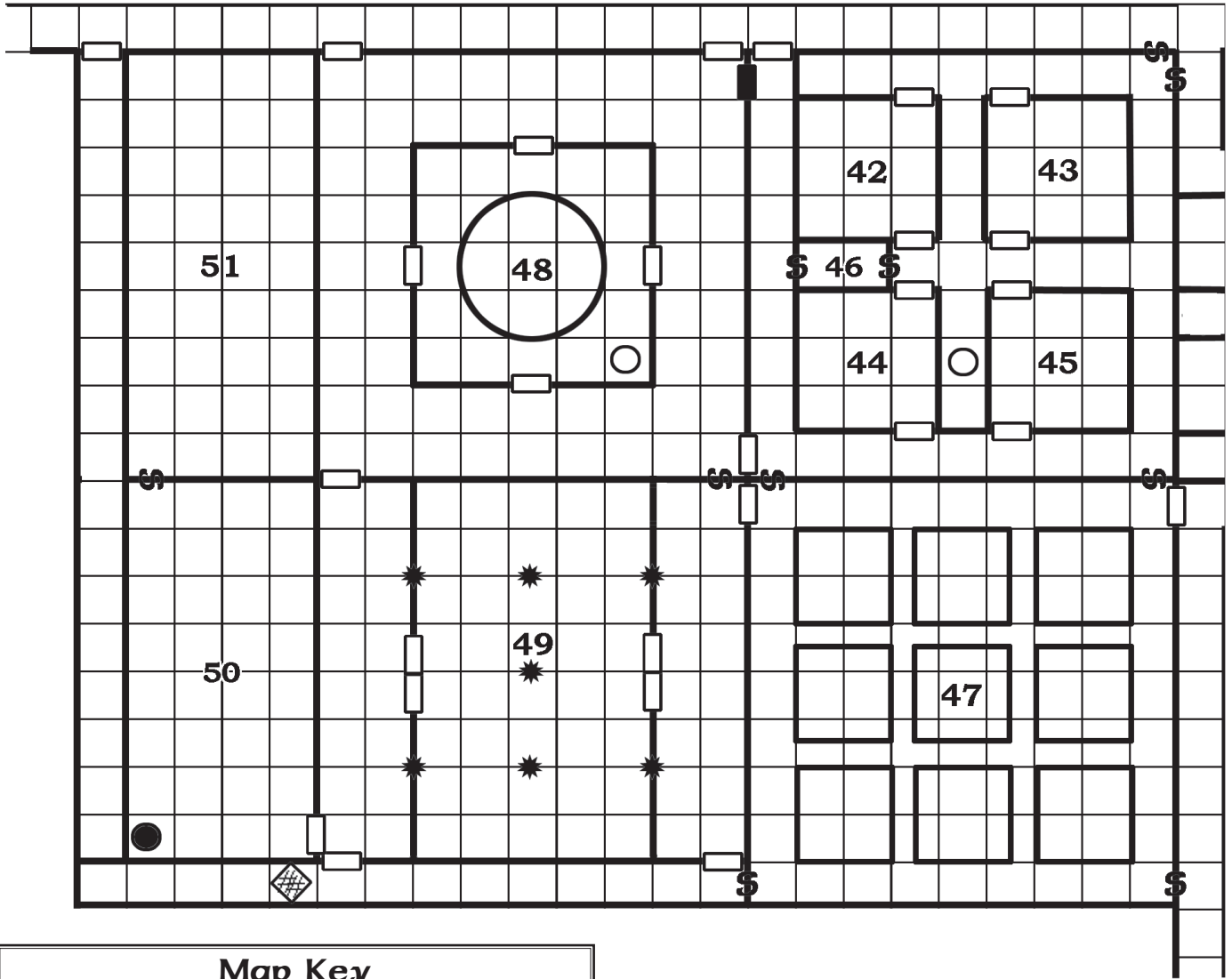
Southwest



West Wing



Center & Trees



Map Key

- | | |
|---------------|----------|
| Standard Door | Pit |
| Special Door | Deep Pit |
| Secret Door | Pillar |
| Weak Floor | |

Each grid square is **10** feet across

South Wing →

For full definitions of standard objects (such as Doors and Pits), see pages 22-25. Ignore Weak Floors unless you have Dungeon Level Two.

42-45. Barracks SW (89'x89')

When this area is entered (probably by either of the Standard doors in two corners), determine (select or roll randomly) the locations of the residents. One or two may be at the pit; the rest will be in the four barracks rooms, each of which is 30' square.

The 17 residents of this four-room barracks are orcs. They carry some small amount of treasure (typically 1d8 each of cp and sp), and dump the excess in room 46.

Each barracks room contains arrangements for six (and some beds will seem obviously unused). Each resident has a wooden bed with straw-tick mattress and pillow, two blankets, and a foot locker. Pegs and nails in the walls provide a means of hanging personal items. An armoire stands in the middle of one wall, providing space to hang clothing, though it is often used only for boots and extra weapons.

Orcs (17)

Power: 5%

Defense: 20% or by armor

Health: 1d6+1 each

Move: 9

Init: 0

Damage: Sword 1d8 or Spear 1d8 or Talon 1-2 (x2)

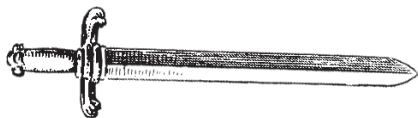
Special: Darkvision

Demeanor: Boaring & surly

Appearance: Porcine humanoid 4-5' tall, green-brown leathery skin, tusks and talons

46. Barracks Storage SW (9'x19')

All the resident orcs know how to trigger the inner secret door by pressing a small wall section nearby. That action causes the secret door to open by itself. The outer secret door can be opened by a similar trigger within the storage room, giving access to the outer hallway that



accesses the barracks. This route may be used to circle behind invaders (adventurers), cutting off their probable exit, should the opportunity arise. (The residents may seem to flee and then show up unexpectedly a few rounds thereafter.)

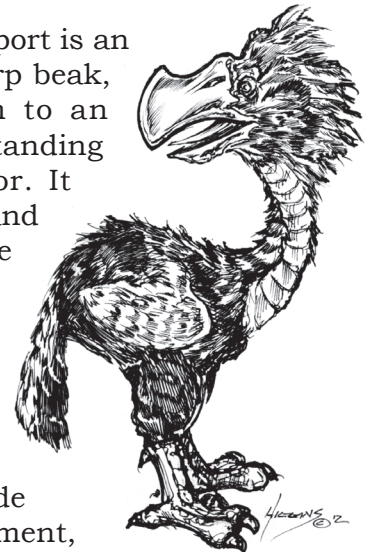
Herein are d%+425 each of cp, sp, and gp lying scattered on the floor, along with 3d6 spare (rusty) longswords and shields. There may also be (your option or 20% chance) 1d6 bodies of recently slain adventurers (any race or class, no magic items, very little treasure).

47. Puzzling Room (89'x89')

This large room is also tall, the ceiling 30' high. Within stand nine colorful 20' cubes, each side bearing a different color (white, green, yellow, red, blue, orange, all such being only 3" deep from dyes). Each has a different color on top. They stand close together, with only a 5' gap between them.

Of perhaps greater import is an 8' tall bird with a sharp beak, very similar in form to an overweight ostrich, standing within 20' of the door. It eyes intruders wryly, and addresses them in the Common tongue as soon as they enter. It starts with "Oh, hello. *My* you're ugly. You can leave now."

If the conversation continues, it adds rude insults to every statement, but otherwise conversing normally. The bird will not talk about the colorful cubes. It will not physically engage intruders unless attacked.



The cubes are actually gelatinous, which is easily discerned by poking them. They do not move from their locations unless a living being enters any 5' gap between them. In that case both of the cubes flanking the intruder move to close the gap (each automatically hitting once), and then return to their usual positions.



Southwest Quadrant



If the cubes are somehow rearranged so that all the colors are aligned (same color on all tops, same on all north sides, *etc.*), a magical +5% sword appears, resting atop the center cube. If examined it seems to have a very fine hilt and ornate runes on the blade, but these are purely decorative, adding only 100 gp to its base value.

Bird, Giant (“Rude Beak”)

Power: 15%

Defense: 25%

Health: 20

Move: 6 or flying 18

Init: 0

Damage: Beak 2d4

Special: Sarcasm & insult

Demeanor: Irritated but peaceful

Appearance: Tall but massive stork-like bird with large sharp beak

Cube of Gel (9)

Power: 20%

Defense: 10%

Health: 25

Move: 6

Init: -20%

Damage: 2d4

Special: Paralysis (3d6+2 minutes)

Demeanor: Insect-level intelligence

Appearance: Gelatinous mass (any one of several bright primary colors)

48. Fountain SW

A giant-sized walkway 19’ wide and 12’ tall surrounds a central 49’ square area accessed by four simple (and unlocked) doors. In the center of the central room stands a 30’ diameter fountain, its fluid shooting up to 10’ high, just below the 12’ ceiling. The fountain perimeter is a stone ring 2’ wide and 3’ tall, its top wet in spots from the fountain’s fluid. The fluid is odorless and colorless, and appears to be water.

To determine the nature of the fountain, either choose or roll 1d4:

1	Healing	3	Poison
2	Magic	4	Wine

Record-keeping: When you determine the nature of any one Fountain, it will be helpful to note it on the map by its initial. Do so in pencil, however, as this is variable.

The nature of the fluid may change, for reasons unknown (your choice or determine randomly). It only does so when the fountain room contains no beings living or undead, and all four doors are closed. (The occasional wise-guy will try to get the fountains to change by simply opening the same door repeatedly. Try to disappoint him.)

The fluid from the fountains will not leave the dungeon. It can be easily collected and carried about, but will vanish from the container (even if extra-dimensional) when the characters use the central plate to exit, returning to its fountain of origin. Note that coins from the Mint rooms (*q.v.*) vanish in the same fashion.

Healing: The drinking of one potion-phial (or 1 pint) cures 1 point of damage.

Magic: Any item immersed in the fluid becomes temporarily magical, gaining a +5% bonus to attacks and damage. The effect ends at sundown or sunrise, whichever comes first. Of special note, this fluid will also instantly terminate the ill effects of fountain Poison (below) if a few drops are dribbled into the victim’s mouth. (It has no effect on poisons of other sorts.)

Poison: The drinking of any amount, even a single drop, can incapacitate the imbiber. The victim must check to avoid poison with a +20% bonus or collapse, comatose. The effect ends at sundown or sunrise, whichever comes first, but as it is a magically poisonous effect, various spells may alleviate the problem (dispel magic, poison antidote, *et al.*), as can a small amount of magic fountain water (above).

Wine: The drinking of one potion-phial (or 1 pint) will relax and entertain the imbiber, causing a 10% boost to courage (morale) but a -5% penalty to dexterity. The effects are cumulative, though they end at sundown or sunrise, whichever comes first. (The central Trees are fond of this wine.)

49. Grand Hall

The 20' wide hallway to either side of the central room is entirely featureless, except that half-columns seem built into the walls. (The area is a former meeting hall, converted for this use, and the pillars remain, though they produce no light.) The ceiling is taller than normal, being 20' high. Huge pairs of doors offer access to the central area from either side. Each set of doors is an elaborate metal sculpture reaching nearly to the ceiling, depicting the horrors of souls in hell, writhing in their agony and torture (see



The Gates of Hell by Auguste Rodin), standing over 19' tall, 13' wide, and over 3' deep with figures from 8 inches to 3 feet in size. (Rodin's portrayal is a favorite of Chagur the Lich, so He duplicated it.)

The doors are extremely heavy (several tons) and hard to open (40 strength points total). They are also slightly warm, foreshadowing the center room. Some small figures may be hacked off (not pried, as they are part of the whole casting), but are only worth 50-100 gp each in that damaged condition.

The central room is mostly fire, emanating from seven pillars in billowing gusts. (Four of the pillars are the other halves of those visible from the flanking areas.) This conflagration inflicts 5

points of magical fire damage per minute to all within the room (resistances apply).

A forbidding (but very bored) 9' tall demon wanders about the room, and is mostly likely at one end (north or south) when a door is opened. It is unlikely (1 in 6 chance) to be seen from the open door. Should anyone dare enter and approach him in a friendly fashion, he will seize the chance to converse about his favorite topic (fire), waxing lyrical about fire's lovely fluid forms and colors, among other aspects. If the conversation lasts for at least 3 minutes, he pauses to gesture, materializing an iron spear and handing it to the visitor, mentioning the two command words (noted below), then continuing his discourse. The demon will not (and cannot) leave the room unless slain, but if that occurs he will return to his home plane of existence, finally freed from this prison. He will remember and reward his liberator at a later date in a surprisingly honorable but predictably demonic fashion.

The spear is a gift, and can erupt into magical fire (or cease that effect) on command. This inflicts 1d6 magical fire damage on the wielder during each round that the effect is in operation, and emanates to 10' radius, inflicting similar damage to all within. (Resistances apply as usual.) This fire also inflicts 5 points of magical fire damage to any target hit, in addition to normal spear damage (1d6 unless specified otherwise in your game system of choice).

Demon (Special Undead)

Power: 100%

Defense: 75%

Health: 80

Move: 12 or flying 36, or infinite (teleport)

Init: +10%

Damage: Tail sting 2d6 + poison, and Claw 1d4+1 (x2) or by Weapon

Special: Magical ability of extreme variety & power; immune to most blows (extreme magic weapon to hit)

Demeanor: Extremely high intelligence, cruel nature; often bored; special immortal Undead status

Appearance: Bipedal red humanoid 9' tall with horns and talons, 4' tail with stinger



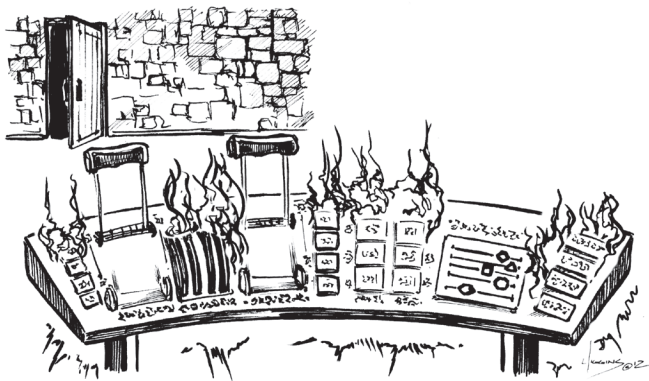
50. Control Room SW

This room can only be accessed via the Standard door in one corner. It is bare and clean, with a large complex console standing in the center.

A normal pit is in the corner opposite the entrance. If you do not own the complete plans of the dungeon, consider the pit to be 10' deep, containing only old skeletons (which may animate) and assorted coins. If you have Dungeon Level Two, this pit appears bottomless. (It extends to Dungeon Level 12, 550' down.)

The details of the console can only be seen by approaching and walking around it. Upon it are various control levers and buttons, all marked by demonic runes (a language unknown to any character). Being of other-planar origin, these runes resist even magical enhancement to comprehension (such as a spell to read any or all languages). Such tools will, however, give a very general indication of the topics of the controls (e.g. "these affect fountains, these do something to transportation, these summon somebody," etc.).

Controls here can do any of the following (choose or roll 1d8). In the event of random use, you will have to keep track of changes and activity.



- 1 Scramble the Fountain rooms (20, 33, 48, 62).
- 2 Activate any one Monster Press (rooms 21, 35, or 63, though #21 is broken).
- 3 Deactivate or Reactivate the exit. (The central plate cannot send anyone to the surface while deactivated, though it will still function for travel between dungeon levels.)

- 4 Deactivate or Reactivate the Teleport doors on Dungeon Level One (only), or reset their default target to a new location (select or randomly determine from the 65 rooms).
- 5 Call for a COLD maintenance crew from level 2 (general notes on page 27, stats on page 35).
- 6 Call for a DIRT repair crew from level 7 (stats on page 36).
- 7 Call Chagur Himself (though there is only a 1% chance that the Lich will respond).
- 8 Random result not listed above (Examples: 1000 gp appear, 250 gp vanish, electric shock for fixed or random damage, powerful monster arrives *via* teleport, user changes gender, etc.). Each specific effect functions once per hour at most.

51. Gold Mint (39'x89')

This area is accessible only through the secret door from the nearby Control Room (#50), and that portal will automatically close 3 minutes after being opened. (It may be held or blocked by appropriate measures.)

The ceiling of the room is only 8' high. Within and adjacent to the entrance is a scaly winged bipedal humanoid, the Mint Guardian. It attacks anyone entering and automatically does so by surprise (from above or one side, whichever is least watched). It will not leave the Mint for any reason (unless so commanded by the Lich).

Mint Guardian

- Power: 20%
- Defense: 40%
- Health: 30
- Move: 12 (flying 24)
- Init: -10%
- Damage: Claw 1d4+1 (x4: 2 forward, 2 rear)
- Special: Attacks forward and backward simultaneously (can only use 2 per target); immune to heat & fire, damaged by magic (weapon/spell) only
- Demeanor: very intelligent, focused on its task
- Appearance: Winged mansized monstrous biped with two pairs of arms and extra eyes on the back of its head

Frank Mentzer's ~ Lich Dungeon

(The Guardian should be a formidable opponent for low-level groups, and is nearly invincible if none of the characters has a magical weapon—though this may be temporarily remedied at the appropriate magical fountain. You may of course increase the guardian's Power and Health, which is recommended if higher level groups stop by.)

The room temperature is a cool 50° F. The north and south ends of the room are entirely stone, but the center area (50'x40') seems encased in gold—the walls, floors, and ceiling all glistening with its unique and appealing glory.

Once the guardian is dispatched, one may dig pure gold out of these walls, but it is far simpler to use the mint as it is designed: touch the gold (wall, floor or ceiling) and say audibly (in any language) "MAKE COINS." The Mint will then respond by producing golden coins, which emanate from the walls and ceiling, falling to the floor at the rate of 100 coins (10 pounds) per minute. The walls become warm during such operation, however, and the room temperature

increases by 10° F. per minute. (Heat damage is left to your adjudication, but should commence once the temperature exceeds 120° F., *i.e.* after 7 minutes.) In similar fashion the Mint ceases production when one touches any golden surface and says "STOP MAKING COINS" aloud. Once halted, the Mint will not produce coins for one hour. When halted, the temperature then decreases by 10° F. per minute until it returns to the norm (50° F.). The commands need not come from the same individual, as the Mint has no loyalty, but all commands must be audible.

All the coins produced here are perfect counterfeits of the local currency, with the appropriate weight and bulk. Although their creation is magical, the coins are not. Unfortunately for adventurers they have use only within the dungeon, as they will not accompany the party during their exit. In that event the coins simply vanish, magically merging once again with the source material at their point of origin here in the Mint. (See "Cash", pages 25-26.) Note that the fluid from the Fountains (*q.v.*) vanishes in the same manner.





West Wing

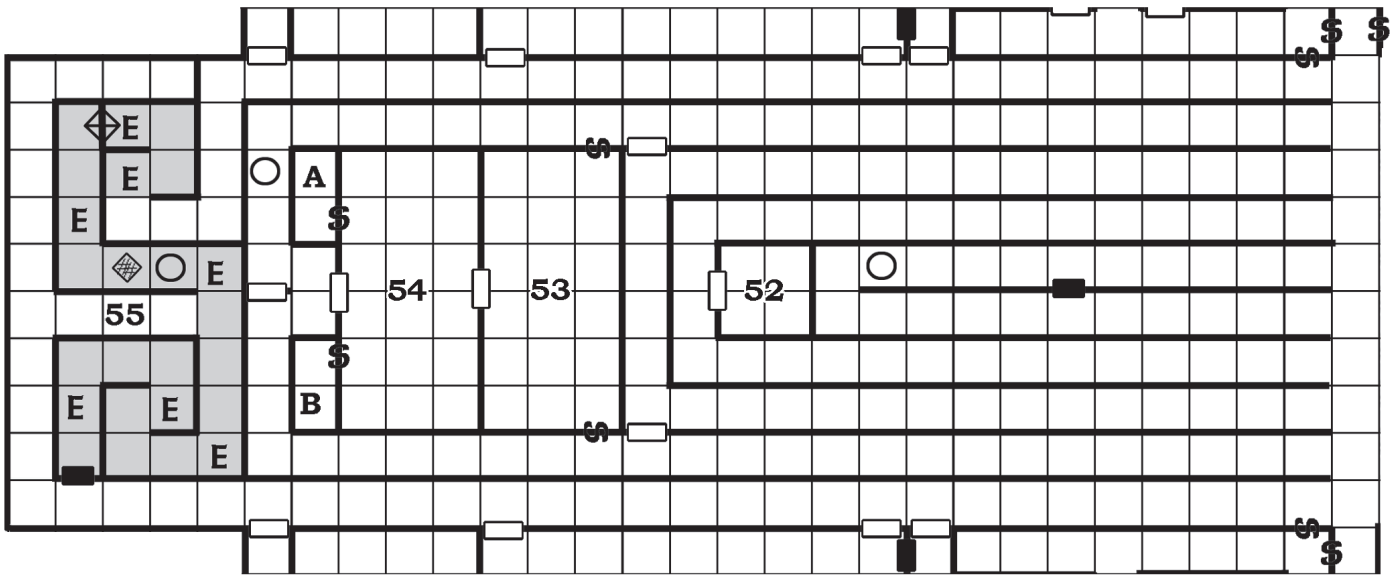


For full definitions of standard objects
(such as Doors and Pits), see pages 22-25.
Ignore Weak Floors unless you have Dungeon Level Two.

Northwest
Quadrant



Center
& Trees



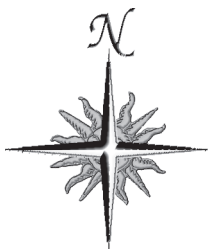
Southwest
Quadrant



Map Key

- Standard Door
- Special Door
- Secret Door
- Pit
- Weak Floor
- Hole in Wall
(Loot for Brains)

Each grid square
is **10** feet across



52. Lounge W (19'x19')

This nicely outfitted chamber is adorned with good (not fine) accoutrements, including sofas and chairs, rugs, and artwork on the walls. A magical 3'x4' portrait on the west wall, opposite the door, depicts a Lich. A viewer with 20% Power or less is struck with Fear (no chance to avoid, lasting 2d6 minutes) and flees.

If the portrait is used within the dungeon (such as to chase off denizens of less than 20% Power), that action comes to the immediate attention of the Lich, who dispatches a team to retrieve it as soon as possible. This DIRT team (*q.v.*, page 32) arrives 1d10+20 minutes after the portrait is first used in this way. The earth mages on the team will handle most of the talking, using the four giants as a threat of force. Unwise characters who refuse to cooperate may be slain, so in fairness you should give ample warning to the players before (preferably instead of) attacking.

The portrait *can* be taken from the dungeon (not vanishing like the Mint coins and Fountain water), but it vanishes 1d8 hours later. In this case it has come to Chagur's personal attention, and he magically retrieves it—while noting the identity of the thieves for later handling.

The comfortable furniture herein is quite safe. The place is even suitable for an emergency rest stop, though other adventurers may eventually arrive.

53. Torture Chamber W (29'x59')

This dismal room is filled with equipment standing on the floor and hanging from the walls. Amidst the clutter are three clerical figures wearing bright red outfits.

The three figures automatically surprise the party. They waste their advantage with entertaining dialogue (all having British accents). They gloat about never being expected, and itemize their 'famous' assets (fear, surprise, efficiency, a fanatical devotion to their holy leader, and tasteful red uniforms).

Unlike their counterparts in the East wing (room 25), this trio is rather powerful. Each is a cleric of notable Power, equipped with magical armor and arms under their garb. If attacked, they will first quaff Potions of invisibility, hide amongst their equipment, and cast devastating spells by surprise.

Dangerous Redbirds

Power: 35-40%

Defense: 50% (magical red outfits)

Health: 40, 43, leader 48

Move: 12

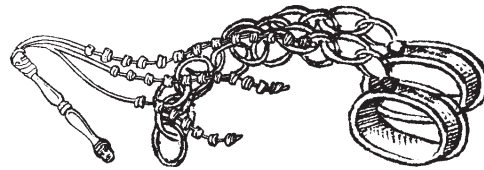
Init: 0

Damage: By spell or weapon (Mace 1d8 or Flail 2d6) or magic item (*e.g.* wand, staff, *et al.*)

Special: Cast powerful clerical spells, use assorted potions & scrolls

Demeanor: Humorous, masking evil and power

Appearance: Silly humans in colorful red clerical robes



The freestanding equipment includes an iron maiden, stretching-rack, winch & chains, a headcrusher bracket mounted on a wooden chair, an intestinal crank (the shaft mounted above a long, low table), a dunking stool over a shallow boxed pool, a witch-chair (studded with spikes), a 3' diameter iron fire-dish, four sturdy wooden tables, and a snooker table. Other equipment on the walls or tables includes 8" diameter iron balls, stones of similar size, thumbscrews & fingerscrews, two-handed saws, clawed pliers, whips (including the famed cat o' nine-tails), a dead parrot, branding irons, manacles & chains, and one small python (which belongs to the leader, the one with 48 Health).

54. Empty Room W (29'x59')

This room shows signs of use, food scraps mixed with Dungeon Debris. Two corners have signs of past campfires, and there is graffiti on all four walls, in various colors. Closer examination may reveal the following:

West Side Story

North wall: A simple inscription amongst the gibberish: “push NW corner”.

Northwest Corner: An obvious stone ‘button’, about 2 inches square, a foot off the floor. If pressed firmly, the northern of the two secret doors grinds open, giving access to chamber 54a.

South wall: a simple inscription amongst the gibberish: “push SW corner”.

Southwest Corner: An obvious stone ‘button’, about 2 inches square, a foot off the floor. If pressed firmly, the southern of the two secret doors grinds open, giving access to chamber 54b.

54a. Stash North (9’x19’)

Game Master: Insert any minor encounter of your choice, but with very little treasure.
Your notes here:

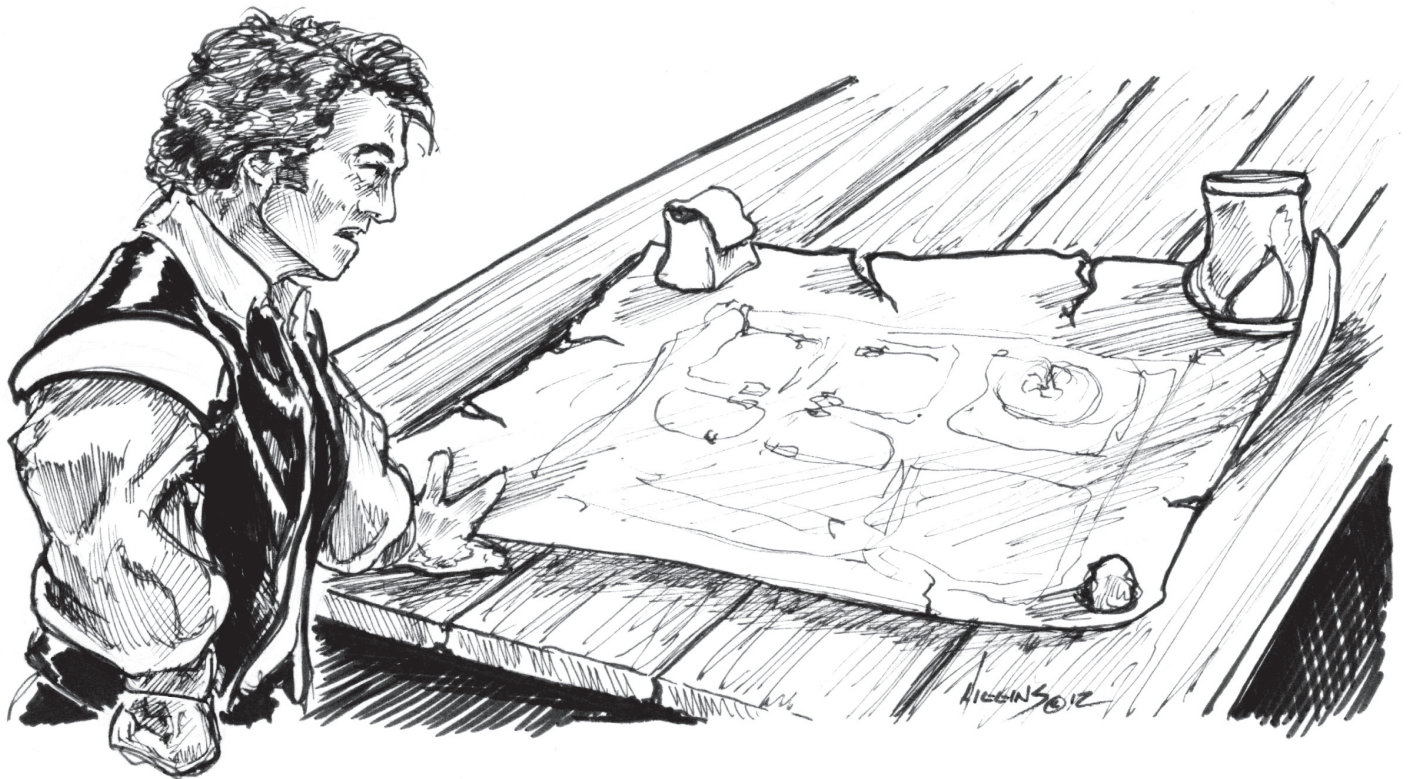
54b. Stash South (9’x19’)

Game Master: Insert a secret treasure related to encounter 54a (above).
Your notes here:

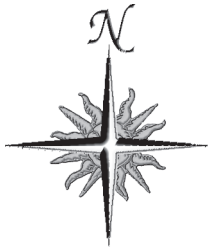
55. Echoes W (59’x79’)

Turns at the corners (NE and center) access this area, and at that point and beyond, the ceilings are rounded. The architecture amplifies sounds, and this effect will be noticed quickly. The noise may attract monstrous denizens nearby: 2 in 6, check upon entry and once each 5 minutes until the characters depart.

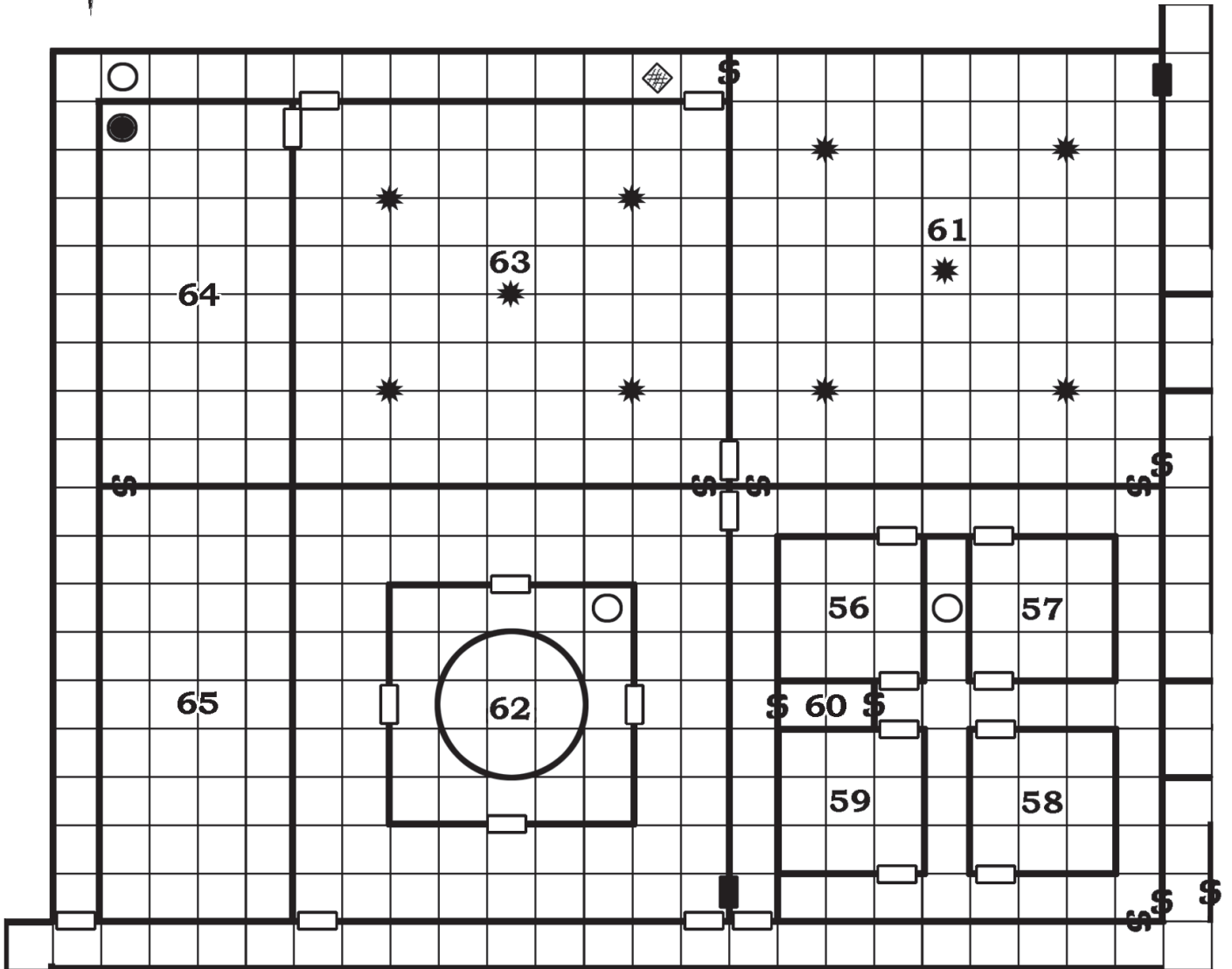
Reminder: A *Loot for Brains* puzzle is in the north section of the Echo area. It is easily approached from the north, but far less so from the south. The latter route passes a Standard pit (remember to animate the bones!) and then a section of Weak Floor (but ignore the latter if you do not yet have Dungeon Level Two).



Northwest



North Wing



Map Key

- | | |
|---------------|----------|
| Standard Door | Pit |
| Special Door | Deep Pit |
| Secret Door | Pillar |
| Weak Floor | |

Each grid square is **10** feet across

West Wing

Center
& Trees

For full definitions of standard objects (such as Doors and Pits), see pages 22-25. Ignore Weak Floors unless you have Dungeon Level Two.



Northwest Quadrant

56-59. Barracks NW

When this area is entered (probably by either of the Standard doors in two corners), determine (select or roll randomly) the locations of the residents. One or two may be at the pit; the rest will be in the four barracks rooms, each of which is 30' square.

The 18 residents of this four-room barracks are cobolds. They carry some small amount of treasure (typically 3d6 each of sp and ep), and dump the excess in room 26.

Each barracks room contains arrangements for six (and some beds will seem obviously unused). Each resident has a wooden bed with straw-tick mattress and pillow, two blankets, and a foot locker. Pegs and nails in the walls provide a means of hanging personal items. An armoire stands in the middle of one wall, providing space to hang clothing, though it is often used only for boots and extra weapons.

Cobolds (18)

Power: 2-3%

Defense: 15-20% (by armor)

Health: 1d4 each

Move: 9

Init: 0

Damage: Shortsword 1d4+1

Special: Cunning, clever tactics

Demeanor: Orderly, disciplined, pragmatic

Appearance: Short (3') dog-men in moderate armor

60. Barracks Storage NW (9'x19')

All the resident cobolds know how to trigger the inner secret door by pressing a small wall section nearby. That action causes the secret door to open by itself. The outer secret door can be opened by a similar trigger within the storage room, giving access to the outer hallway that accesses the barracks. This route may be used to circle behind invaders (adventurers), cutting off their probable exit, should the opportunity arise. (The residents may seem to flee and then show up unexpectedly a few rounds thereafter.)

Herein are d%+150 each of cp, sp, and gp lying scattered on the floor, along with 1d6 spare (rusty) shortswords and shields. There may also be (at your option, or 20% chance) the body of a recently slain adventurer (any race or class, no magic items, very little treasure).

61. Meeting Hall NW (89'x89')

The large room contains five evenly spaced pillars, each of which emits a soft light to 20' radius, though this light is dim and shadowy at its limits. The ceiling (12' high) is covered with cobwebs, tough but not dense. Lurking within those webs are 3d4 giant spiders and 2d8 large spiders, all of which survive by ambushing occasional passers-by. They remain hidden in their webs whenever more than 10 humanoids are present. (For characters attempting to avoid the effects of the poison, apply a 25% bonus to that of the Large spiders, but no modifiers to Giant spiders.) Stats are given on the next page.

If there is a meeting in progress (50% chance), it consists of 1d10+4 orcs and 1d6+6 cobolds. All are milling about, sharpening weapons, telling dirty jokes, and generally awaiting a leader to address and command them.

If a single person enters and behaves confidently, then he or she may be assumed to be an official



leader, sent by the Lich. If that is the case, those found here will obey reasonable instructions until a valid leader encounters them and countermands such orders.

Spiders, Monstrous

	Large (2d8)	Giant (3d4)
Power:	6%	22%
Health:	3-8 each	21-30 each
Move:	6	3
Web Move:	18	12
Defense:	10%	30%
Init:	+5%	0
Damage:	1	1d8+1
Special:	mild poison	lethal poison
Demeanor:	insect	sentient insect
Appearance:	2' arachnid	5-6' arachnid

Orcs (1d10+4)

Power: 5%
 Defense: 20% or by armor
 Health: 1d6+1 each
 Move: 9
 Init: 0
 Damage: Sword 1d8 or Spear 1d8 or Talon 1-2 (x2)
 Special: Darkvision
 Demeanor: Boaring & surly
 Appearance: Porcine humanoid 4-5' tall, green-brown leathery skin, tusks and talons

Cobolds (1d6+6)

Power: 2-3%
 Defense: 15-20% (by armor)
 Health: 1d4 each
 Move: 9
 Init: 0
 Damage: Shortsword 1d4+1
 Special: Cunning, clever tactics
 Demeanor: Orderly, disciplined, pragmatic
 Appearance: Short (3') dog-men in moderate armor



62. Fountain NW

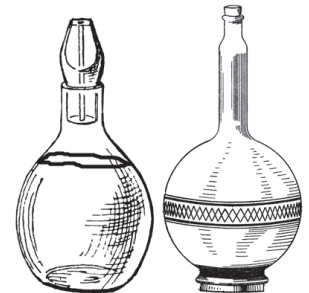
A giant-sized walkway 19' wide and 12' tall surrounds a central 49' square area accessed by four simple (and unlocked) doors. In the center of the central room stands a 30' diameter fountain, its fluid shooting up to 10' high, just below the 12' ceiling. The fountain perimeter is a stone ring 2' wide and 3' tall, its top wet in spots from the fountain's fluid. The fluid is odorless and colorless, and appears to be water.

To determine the nature of the fountain, either choose or roll 1d4:

1	Healing	3	Poison
2	Magic	4	Wine

Record-keeping: When you determine the nature of any one Fountain, it will be helpful to note it on the map by its initial. Do so in pencil, however, as this is variable.

The nature of the fluid may change, for reasons unknown (your choice or determine randomly). It only does so when the fountain room contains no beings living or undead, and all four doors are closed. (The occasional wise-guy will try to get the fountains to change by simply opening the same door repeatedly. Try to disappoint him.)



The fluid from the fountains will not leave the dungeon. It can be easily collected and carried about, but will vanish from the container (even if extra-dimensional) when the characters use the central plate to exit, returning to its fountain of origin. Note that coins from the Mint rooms (*q.v.*) vanish in the same fashion.

Healing: The drinking of one potion-phial (or 1 pint) cures 1 point of damage.

Magic: Any item immersed in the fluid becomes temporarily magical, gaining a +5% bonus to attacks and damage. The effect ends at sundown or sunrise, whichever comes first. Of special note, this fluid will also instantly



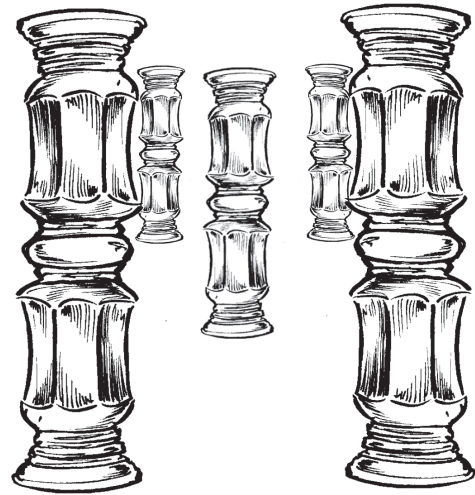
Northwest



terminate the ill effects of fountain Poison (below) if a few drops are dribbled into the victim's mouth. (It has no effect on poisons of other sorts.)

Poison: The drinking of any amount, even a single drop, can incapacitate the imbiber. The victim must check to avoid poison with a +20% bonus or collapse, comatose. The effect ends at sundown or sunrise, whichever comes first, but as it is a magically poisonous effect, various spells may alleviate the problem (dispel magic, poison antidote, *et al.*), as can a small amount of magic fountain water (above).

Wine: The drinking of one potion-phial (or 1 pint) will relax and entertain the imbiber, causing a 10% boost to courage (morale) but a -5% penalty to dexterity. The effects are cumulative, though they end at sundown or sunrise, whichever comes first. (The central Trees are fond of this wine.)



63. Monster Press NW (89'x79')

The large room contains five evenly spaced pillars, each of which emits a soft light to a 20' radius, though this light is dim and shadowy at its extremes. The floor is obviously marked with dozens of holes which seem at first glance to be oddly shaped pits, and there are similar markings on the ceiling (12' high). Closer examination reveals these holes to be intaglio carvings of monsters of various sorts—goblin, hobgoblin, orc, cobold, nole, gargoyle, and more. The locations of the carved holes in the ceiling precisely match those on the floor.

If any pillar is touched or damaged, or if the proper signal is received from the nearby Control Room (#36 at right), a loud mechanical noise emanates from the ceiling. This causes all the doors to the room slam shut and lock, and the ceiling to descend at the rate of 1' per 5 seconds (reaching the floor 1 minute later), making grinding noises all the while.

When the ceiling reaches the floor, anyone not in one of the holes (molds) is crushed to ¼" thickness or less, slain by the thousands of tons of descending stone. At that point a

bright flash also fills the room. Anyone within a hole is undamaged may then be transformed, molded into the form of the monster depicted; roll to avoid magical *shapechange* but with a 25% penalty. This alteration does not affect items carried and also does not affect the mind, merely changing the physical form. It lasts until sundown or sunset (whichever comes first) but, being a magical change, can also be remedied by dispelling or other means, at your discretion.

Immediately after the flash and the transformations, the ceiling starts to rise at the same rate, returning to its 12' height 1 minute later. The 'monster press' is deactivated for 15 minutes after its use, whereupon it is again available for use (activated by a control room or by touching a column, as above).

Certain special powers can be used to avoid the situation, including a dash for the doors (and a means to open them, as they are securely locked), disintegration or other means of creating a new hole in the ceiling or floor, and so forth.

(Feel free to adjust random encounters to include those *shapechanged* into monstrous forms, even whole parties.)

64. Control Room NW (39'x79')

This room can only be accessed via the Standard door in one corner. It is bare and clean, with a large complex console standing in the center.

A Standard pit is in the corner opposite the entrance. If you do not own the complete plans of the dungeon, consider the pit to be 10' deep, containing only old skeletons (which may animate) and assorted coins. If you have Dungeon Level Two, this pit appears bottomless. (It extends to Dungeon Level 12, 550' down.)

The details of the console can only be seen by approaching and walking around it. Upon it are various control levers and buttons, all marked by demonic runes (a language unknown to any character). Being of other-planar origin, these runes resist even magical enhancement to comprehension (such as a spell to read any or all languages). Such tools will, however, give a very general indication of the topics of the controls (e.g. "these affect fountains, these do something to transportation, these summon somebody," etc.).

Controls here can do any of the following (choose or roll 1d8). In the event of random use, you will have to keep track of changes and activity.

- 1 Scramble the Fountain rooms (20, 33, 48, 62).
- 2 Activate any one Monster Press (rooms 21, 35, or 63, though #21 is broken).
- 3 Deactivate or Reactivate the exit. (The central plate cannot send anyone to the surface while deactivated, though it will still function for travel between dungeon levels.)
- 4 Deactivate or Reactivate the Teleport doors on Dungeon Level One (only), or reset their default target to a new location (select or randomly determine from the 65 rooms).
- 5 Call for a COLD maintenance crew from level 2 (general notes on page 27, stats on page 35).
- 6 Call for a DIRT repair crew from level 7 (stats on page 36).
- 7 Call Chagur Himself (though there is only a 1% chance that the Lich will respond).
- 8 Random result not listed above (Examples: 1000 gp appear, 250 gp vanish, electric shock for fixed or random damage, powerful monster arrives *via* teleport, user changes gender, etc.). Each specific effect functions once per hour at most.



65. Electrum Mint (39'x89')

This area is accessible only through the secret door from the nearby Control Room (#36), and that portal will automatically close 3 minutes after being opened. (It may be held or blocked by appropriate measures.)

The ceiling of the room is only 8' high. Within and adjacent to the entrance is a scaly winged bipedal humanoid, the Mint Guardian. It attacks anyone entering and automatically does so by surprise (from above or one side, whichever is least watched). It will not leave the Mint for any reason (unless so commanded by the Lich).

Mint Guardian

Power: 20%

Defense: 40%

Health: 30

Move: 12 (flying 24)

Init: -10%

Damage: Claw 1d4+1 (x4: 2 forward, 2 rear)

Special: Attacks forward and backward

simultaneously (can only use 2 per target); immune to heat & fire, damaged by magic (weapon/spell) only

Demeanor: very intelligent, focused on its task

Appearance: Winged mansized monstrous

biped with two pairs of arms and extra eyes on the back of its head

(The Guardian should be a formidable opponent for low-level groups, and is nearly invincible if none of the characters has a magical weapon—though this may be temporarily remedied at the appropriate magical fountain. You may of course increase the guardian's Power and Health, which is recommended if higher level groups stop by.)

The room temperature is a cool 50° F. The north and south ends of the room are entirely stone, but the center area (49'x40') seems encased in a silvery metal—the walls, floors, and ceiling all glistening with its distinctive sheen. (This is electrum, the common alloy combining gold and silver, called "white gold" in ancient Greece. If it is not known in your setting or campaign, change these references to silver, as found in Mint area 37.)



Northwest



Once the guardian is dispatched, one may dig pure electrum out of these walls, but it is far simpler to use the mint as it is designed: touch the electrum (wall, floor, or ceiling) and say audibly (in any language) "MAKE COINS." The Mint will then respond by producing electrum coins, which emanate from the walls and ceiling, falling to the floor at the rate of 100 coins (10 pounds) per minute. The walls become warm during such operation, however, and the room temperature increases by 10° F. per minute. (Heat damage is left to your adjudication, but should commence once the temperature exceeds 120° F., *i.e.* after 7 minutes.) In similar fashion the Mint ceases production when one touches an electrum surface and says "STOP MAKING COINS" aloud. Once halted, the Mint will not produce coins for one hour. When halted, the temperature then decreases by 10° F. per minute until it returns to the norm (50° F.). The commands need not come from the same individual, as the Mint has no loyalty, but all commands must be audible.

All the coins produced here are perfect counterfeits of the local currency, with the appropriate weight and bulk. Although their creation is magical,

the coins are not. Unfortunately for adventurers they have use only within the dungeon, as they will not accompany the party during their exit. In that event the coins simply vanish, magically merging once again with the source material at their point of origin here in the Mint. (See "Cash", pages 25-26.) Note that the fluid from the Fountains (*q.v.*) vanishes in the same manner.

66. Phantom

There is no room 66. Try a different dungeon level. If you insist, create a pair of wandering monsters who are dressed as the number 66 for some nefarious purpose (probably looking for a third so they can foreshadow an apocalypse).

Here Ends the Encounter Key to Lich Dungeon Level One

Thank you for visiting. Please leave corpses in accessible areas for the convenience of the cleaning crews. Items belonging to the dungeon owner will be confiscated as you depart. Watch for cross-traffic and bandits. Come back soon!

Chagur demanded the last word. (You know how Liches are.) Thus:

**You have overcome these trivial incidents
(too minor to be called Challenges)
as detailed for the uppermost level of My dungeon.
You see? That was easy. Your fears were unrealized.**

**So return, if you will.
The second and subsequent levels of this large complex
—a dozen levels in all—will soon be available
from my sniveling scribe Frank,
and published by Eldritch Enterprises.
They have no choice, you see, for I have magically
compelled them to make these revelations a priority.**

**Keep succeeding in your endeavors.
I need the best of you for My experiments,
and you must endure many trials before we meet.**

I will be watching.



Bestiary of Lich Dungeon



Ant, Giant	Hobgoblins	Orcs
Basilisk	Male, Female, Witch,	Indoor, Outdoor Raider,
Beetle, Giant	Leader (Male)	Outdoor Leader
Behemoth, Spider	Humans	Pegasus
Bird, Giant	Bandits	Rat, Giant
Bugbear	(Indoor, Outdoor,	Roc
Cobold	Archer, Leader)	Spiders
Cube of Gel	Earth Mage	Very Large, Giant, Ether
Dragon	Fighter, Primitive	Undead
Dragon Leader	Lizard, Giant Wild	Ghoul
Dragonfly, Giant	Lizard, Giant Domesticated	Shade
Fly, Giant	Lycanthrope: Were-rat	Skeleton
Giant Raider	Manticore	Skeleton, Wrapped
Giant, Rock	Mint Guardian	Wraith
Goblin	Mosquibat	Zombie
Gryphon	Nole	Zombie, Wrapped
Hippogriff	Ogre	Zombie Lizard-person
		Special: Demon
		Wasp, Giant
		Wyvern

Stat Summary

Power (%): summary skill rating, AH 1-5%	Damage: amount per attack; multiple attacks in parentheses; AH (weaponless) 1-2	For Defense: When using a descending protection rating system, subtract conversion from base "unarmored" value. For ascending ratings, add conversion to base.
Health: damage it can withstand, AH 6	AH: Average Human rating	Range: abbreviated as 'y when altered by scale (<i>i.e.</i> yards outdoor, feet indoor)
Move: in feet per second, AH 8-12	Conversion: When using a 1-20 range to resolve game mechanics, divide percentage by 5.	
Defense (%): protection, AH 0-5%		
Init (%): action/reaction comparative, AH 0		

Optional Rule: Insect poisons

Apply to both normal and giant versions of all poisonous insect stings and in other instances as appropriate. Parameters of 1 giant insect can be applied to a group of 10 of the normal sort.

of each combat round. Double the chance for unintelligent creatures, and victims with greater than animal intelligence deduct their Power rating from the base chance.

will mindlessly bolt. Smarter creatures maintain relative control but still cannot initiate attacks, spellcasting, or other actions requiring concentration.

The number of stings on a victim is the percentage chance of pain overriding intentions. Each victim checks at the end

When overcome by pain (indicated by a failed check), unintelligent victims and those of animal intelligence

The pain dissipates naturally, but this takes 10 minutes per sting. Recheck pain dominance at the same interval.

Bestiary



Ant, Giant

Power: 18%
Defense: 30%
Health: 4d6+8
Move: 12
Init: 0
Damage: Bite 1d10 and Sting 1d12
Special: Acidic sting
Demeanor: Insectoid; will only attack if attacked, will fight to the death
Appearance: As normal ants but 3' long and 1' tall

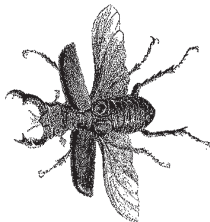


Basilisk

Power: 30%
Defense: 40%
Health: 40
Move: 6'
Init: 0
Damage: Bite 1d10 and Gaze
Special: Petrifying gaze
Demeanor: Animal, often hungry
Appearance: Multi-legged brown lizard, 10' long and 3' tall at the crest

Beetle, Giant

Power: 19%
Defense: 25%
Health: 1d8+12
Move: 9
Init: 0
Damage: Pincer Bite 1d10
Special: None
Demeanor: Will not attack unless disturbed; after any successful bite, will ignore the opponent and return to feeding
Appearance: As a normal carapaced beetle but 3' long and 18" tall



Behemoth, Spider

Power: 1,500% (not a typo!)
Defense: 50%
Health: 750
Move: 50'
Init: -20% (if motionless) or +25% (if moving)
Damage: Crushing Foot 10d10
Special: Huge mass (myriad ramifications)
Demeanor: Does not take notice of anything smaller than 20' height unless strongly provoked
Appearance: Huge black spider, nearly 100 feet tall

Bird, Giant ("Rude Beak")

Power: 15%
Defense: 25%
Health: 20
Move: 6 or flying 18
Init: 0
Damage: Beak 2d4
Special: Sarcasm & insult
Demeanor: Irritated but peaceful
Appearance: Tall but massive stork-like bird with large sharp beak



Bugbear

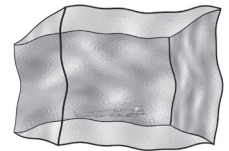
Power: 12%
Defense: 39%
Health: 1d12+8
Move: 11
Init: 0
Damage: Burning Oil Flask 1d6 (range 40'y) or Spiked Club 1d8 or Claw 1d6
Special: Darkvision
Demeanor: Paranoid about adventurers; will throw burning oil flasks if attacked
Appearance: Ursine humanoid 8-9' tall, with massive arms and thick dark fur

Cobold

Power: 2-3%
Defense: 15-20% (by armor)
Health: 1d4 each
Move: 9
Init: 0
Damage: Shortsword 1d4+1
Special: Cunning, clever tactics
Demeanor: Orderly, disciplined, pragmatic
Appearance: Short (3') dog-men in moderate armor

Cube of Gel

Power: 20%
Defense: 10%
Health: 25
Move: 6
Init: -20%
Damage: 2d4
Special: Paralysis (3d6+2 minutes)
Demeanor: Insect-level intelligence
Appearance: Gelatinous mass (any one of several bright primary colors)



Dragon

Power: 40-75%
Defense: 50%
Health: 1-2 per Power
Move: 9, flying 28
Init: +10%
Damage: Bite 1d10 and Talon 1d8 (x2) and Wing whack 1d10 and Tail smack 1d10 and Breath weapon (Dmg = Power)
Special: Average intelligence (speaks), multiple attacks options (above)
Demeanor: Variable
Appearance: Draconic of a distinctive color; height = half length, wingspan = double length



Frank Mentzer's ~ Lich Dungeon

Dragon Leader (Bandits)

Power: 70%
 Defense: 50%
 Health: 120
 Move: 25, flying 40
 Init: +10%
 Damage: Bite 2d6 and Talon 1d4 (x2) and Wing whack 1d8 and Tail smack 1d10 and Breath 11d6
 Special: Caustic gas breath weapon, Spell abilities, immune to acid and gases
 Demeanor: Cunning; quick to assess tactical situations and deploy resources
 Appearance: Shiny green scales, 15 feet tall and 30 feet long, wingspan 60 feet



Dragonfly, Giant

Power: 18%
 Defense: 5%
 Health: 1d10+10
 Move: 10, or 15 flying
 Init: +20%
 Damage: Bite 1d12
 Special: None
 Demeanor: Focus on chasing prey; will only attack others if attacked
 Appearance: As normal insect except for size; 2' long, 5' wingspan

Fly, Giant

Power: 5%
 Defense: 15%
 Health: 1d6+1
 Move: 2 or 13 flying
 Init: +30%
 Damage: Bite 1-2
 Special: Speed (can easily flee attacks)
 Demeanor: Hungry insect; only attacks if disturbed
 Appearance: As normal flies but each 6 inches long, often swarming (flying or not)

Giant Raider

Power: 38%
 Defense: 40%
 Health: 1d20+50
 Move: 9
 Init: 0
 Damage: Spiked Club 2d10 or Fist 1d8 (x2)
 Special: Throws rocks 3d6 (range 90'y)
 Demeanor: Dim-witted and aggressive; will throw rocks until forced to melee
 Appearance: Humanoid giants with massively muscled arms & legs, dressed in greasy bear furs



Giant, Rock

Power: 55%
 Defense: 60%
 Health: 100
 Move: 15
 Init: -5%
 Damage: Blackthorn Cudgel 2d8+8 or Fist 1d12
 Special: Immune to edged weapons, 50% resistant to most magic (except earth magic); can seem to vanish when standing motionless near a wall
 Demeanor: Low intelligence, provides brute force as needed
 Appearance: Giant humanoid 12' tall, rock-hard skin the color of granite



Goblin

Power: 4%
 Defense: 15%
 Health: 1d6
 Move: 12
 Init: 0
 Damage: Shortsword 1d6 or by weapon
 Special: none
 Demeanor: Evil, spiteful, vengeful, chaotic
 Appearance: Skinny bipedal humanoid 4-5' tall, blue-green skin, 'Goth' attire



Gryphon

Power: 30%
 Defense: 25%
 Health: 2d20+20
 Move: 10, flying 40
 Init: +10%
 Damage: Claw 1d4+1 and Bite 1d8+1
 Special: All attacks will focus on horses, will evade all others; often do not land and thus avoid melee
 Demeanor: Hungry and predatory; wants one horse
 Appearance: Horse-sized beast with the head and wings of an eagle and the body and tail of a lion

Hippogriff

Power: 15%
 Defense: 10%
 Health: 1d10+15
 Move: 28%, flying 35%
 Init: +10%
 Damage: Claw 1d6+1 and Bite 1d10+1
 Special: None
 Demeanor: Evasive; usually will not initiate attacks
 Appearance: Horse with an eagle's head, wings, and talons (similar to the gryphon)



Bestiary



Hobgoblins: Male, Elite
Male, Female, Witch,
Leader

Hobgoblin Male

Power: 7%
Defense: 25%
Health: 1d8+2
Move: 11
Init: 0
Damage: Battle Axe 1d12
Special: Darkvision
Demeanor: Cowardly; if
confronted will flee to
allies/reinforcements
Appearance: Muscular green-
skinned humanoid, 6' tall



Hobgoblin Elite Troops

As normal males (above)
except for:
Power: 14%
Health: 2d8+3
Demeanor: Normal (*i.e.* not
cowardly like typical
males)

Hobgoblin Female

Power: 6%
Defense: 10%
Health: 1d6+2
Move: 12
Init: 0
Damage: Claw 1d4 (x2) or
Bite 1d4 or by weapon
Special: none
Demeanor: Stalwart,
dominant-abusive to
mates but less militant/
combative
Appearance: Muscular green-
skinned humanoids, 6'
tall, bright home-made
garb

Hobgoblin Female Employee (COLD crew)

As above except:
Damage: Broom 1d4 or
random weapon found
(1d6 or 1d8)
Demeanor: Usually
subservient but
comfortable in their
generally inviolate status
Appearance: Remarkably
ugly, with long gowns
and grey capes (the word
COLD visible on each)

Hobgoblin Witch

Power: 12%
Defense: 25%
Health: 2d6+8
Move: 12
Init: +10%
Damage: By spell or Dagger
1d4
Special: Magic spells &
scrolls, Darkvision
Demeanor: Maternal; will
fearlessly protect their
group
Appearance: Female, thinner
and taller (7') than the
normal hobgoblin, wearing
various decorated skulls;
may carry a staff adorned
with bones

Hobgoblin Leader (Male)

Power: 14-19%
Defense: 30%
Health: 1-2
per Power
Move: 12
Init: +15%
Damage: Shillelagh 3d6
Special: Darkvision
Demeanor: Cruel & selfish,
will flee to save themselves
Appearance: More muscled
than average, wearing
black fur and black plate
mail armor



Humans

Bandits (Indoor, Outdoor,
Archer, Leader), Earth
Mage, Primitive Fighter

Human Bandit (Indoor)

Power: 5%
Defense: 10% or 15%
Health: 1d4+2 each
Move: 12
Init: +5%
Damage: Sword 1d8 or either
Shortbow 1d6 (range 60'y)
or Sling 1d6 (range 30'y)
Special: Minor stealth
Demeanor: Any, always
covetous
Appearance: Lightly armored
humans

Human Bandit (Outdoor)

Power: 8%
Defense: 10%
Health: 1d4+3 each
Move: 8
Init: +5%
Damage: Shortsword 1d6
Special: None
Demeanor: Greedy cowards;
will flee if seriously
attacked
Appearance: Scruffy-looking
humans wearing spotty
pieces of light armor

Human Bandit Elite Troops (Archers)

Power: 10%
Defense: 15%
Health: 1d8+7 each
Move: 8
Init: +10%
Damage: Longsword 1d8 or
Longbow 1d6 (range 100'y)
Special: None
Demeanor: Competent,
obedient, loyal
Appearance: Humans in well-
made green leather armor

**Human Bandit Leader
(Outdoor)**

Power: 20-30%
 Defense: 25%
 Health: 1d20+30
 Move: 9
 Init: +20%
 Damage: Spells, Dagger 1d4
 Special: Magic wands, mid- to high-level magical spells
 Demeanor: Shrewd, evasive, cautious; uses wands tactically; deploys others for protection, leads from behind to survive
 Appearance: Human dressed in wizard robes, various mage accessories (wands, potions, *et al.*)

Human Earth Mage

Power: 40-50%
 Defense: 25-50%
 Health: 1d20+30
 Move: 12
 Init: +15%
 Damage: By magic (spell or item) or magic dagger 1d4+3
 Special: Several different types of attack magics, from fire wands to versatile staves; can create rock and use various earth-based attack forms (including elemental summoning) and defenses (rockskin)
 Demeanor: Responsible guardians, never attack hastily, do not respect life
 Appearance: Unremarkable humans; usually shape-change to appear as ogres

Human Fighter, Primitive

Power: 10%
 Defense: 15-20%
 Health: 1d10+10
 Move: 9
 Init: +5%
 Damage: Battle axe 1d10 or by weapon
 Special: +20% to attack, +20% damage
 Demeanor: Paranoid explosive
 Appearance: Human fighter wearing furs & horned helmet

Lizard, Giant Domesticated

Power: 16%
 Defense: 30%
 Health: 1d12+15
 Move: 9'
 Init: 0
 Damage: Bite 1d8 and claw 1d4
 Special: Well-trained, with saddle & reins
 Demeanor: Obedient to owner/trainer
 Appearance: Normal iguana but 8-12' long and 5' tall



Lizard, Giant Wild

Power: 14-19%
 Defense: 30%
 Health: 3d10+4
 Move: 9
 Init: 0
 Damage: varying by size; Bite (1d4, 1d6, or 1d8) and Claw (1-2, 1d4, or 1d6)
 Special: none
 Demeanor: Wild animal; largest specimens impossible to fully train
 Appearance: Normal iguana but 6-10' long and 3-4' tall

Lycanthrope: Were-rat

Power: 15%
 Defense: 20%
 Health: 3d6+4 each
 Move: 12 (and 6 climbing when in rat form)
 Init: +5%
 Damage: By weapon (varies) or Bite 1d4
 Special: Silvered or magical weapon to hit; bites may inflict lycanthropy
 Demeanor: Any (but very tricky)
 Appearance: Lightly armored human male (identical to a human bandit)

Manticore

Power: 35%
 Defense: 40%
 Health: 2d20+20
 Move: 10, or 25 flying
 Init: 0
 Damage: Claw 1d4 (x2) and Bite 1d8+2 and Tail Spike(s) 1d6 (x10, range 60'y)
 Special: Ten sharp spikes at the end of the tail can be thrown individually or in groups (range and damage as spear)
 Demeanor: Any, but of below humanoid intelligence, poor tactician
 Appearance: Body like a normal lion but twice that size, huge bat-like wings, and a humanoid head the size of a giant's



Bestiary



Mint Guardian

Power: 20%
 Defense: 40%
 Health: 30
 Move: 12 (flying 24)
 Init: -10%
 Damage: Claw 1d4+1 (x4: 2 forward, 2 rear)
 Special: Attacks forward and backward simultaneously (can only use 2 per target); immune to heat & fire, damaged by magic (weapon/spell) only
 Demeanor: very intelligent, focused on its task
 Appearance: Winged mansized monstrous biped with two pairs of arms and extra eyes on the back of its head

Mosquibat

Power: 6%
 Defense: 30% flying, otherwise 10%
 Health: 1d4+4
 Move: 18 flying or 1 crawling
 Init: +10% if flying
 Damage: Proboscis jab 1d4
 Special: Attaches and sucks each combat round for automatic damage
 Demeanor: Hungry animal
 Appearance: Large bat with a long nose like a mosquito



Nole

Power: 10%
 Defense: 20%
 Health: 2d8
 Move: 12'
 Init: 0
 Damage: Flail 1d8 or Bite 1d3
 Special: none
 Demeanor: Bossy and pushy, courageous but cruel, no respect for life
 Appearance: 7' tall canine-headed hirsute humanoid



Ogre

Power: 19%
 Defense: 35%
 Health: 1d12+20
 Move: 11
 Init: +20% (first attack only)
 Damage: Warstone 2d4 (range 60'y) or Cudgel 1d10+3 or Punch 1d4+3
 Special: Darkvision
 Demeanor: Dim-witted but aggressive; will throw warstones and then engage with cudgels
 Appearance: Ape-like humanoid 9' tall, arms almost touch the ground; often wears thick bear hides



Orc (Indoor)

Power: 5%
 Defense: 20% or by armor
 Health: 1d6+1
 Move: 9
 Init: 0
 Damage: Sword 1d8 or Spear 1d8 or Talon 1-2 (x2)
 Special: Darkvision
 Demeanor: Boaring & surly
 Appearance: Porcine humanoid 4-5' tall, green-brown leathery skin, tusks and talons



Orc Raider (Outdoor)

Power: 6%
 Defense: 15%
 Health: 1d8+1
 Move: 9
 Init: 0
 Damage: Battleaxe 1d8 or Shortbow 1d6 (range 90'y) or Talon 1-2 (x2)
 Special: Darkvision
 Demeanor: Cowardly, will flee if approached
 Appearance: Porcine humanoid 4-5' tall, green-brown leathery skin, tusks and talons



Orc Leader (Outdoor)

Power: 10-15%
 Defense: 20%
 Health: 2d8+1
 Move: 10
 Init: 0
 Damage: Axe 1d10+2 or Shortbow 1d6 (range 90'y) or Talon 1-3 (x2)
 Special: Darkvision
 Demeanor: Often cowardly but loyal to troops
 Appearance: Larger by a foot and much more massively muscled than their troops; easily identified in the group



Pegasus

Power: 23%
 Defense: 20%
 Health: 1d20+20
 Move: 20, flying 48
 Init: +15%
 Damage: Hoof 1d6 (x2) and Bite 1-2
 Special: Darkvision, Twilight vision
 Demeanor: Pleasant, enjoys aesthetics; avoids close contact with humanoids
 Appearance: A lovely winged horse of pearly color, oft seen nibbling on field-grasses



Rat, Giant

Power: 3%
 Defense: 15%
 Health: 1d4 each
 Move: 12, or 6 if climbing
 Init: 0
 Damage: Bite 1-2
 Special: Possible minor disease (5% per bite; select specific effects)
 Demeanor: Cowardly animal
 Appearance: Verminous, murine, unkempt

Roc

Power: 75%
 Defense: 45%
 Health: 3d20+100
 Move: 12, flying 45
 Init: -10%
 Damage: Talon 3d6 (x2) and
 Beak 4d6
 Special: Can carry very large
 objects
 Demeanor: Very intelligent,
 often aggressive; may
 capture for food or to
 demand service
 Appearance: Brown hawk
 of incredible size (200'
 wingspan)



Spiders

Very Large, Giant, Ether

Spider, Very Large

Power: 6%
 Defense: 10%
 Health: 1d4+4 each
 Move: 6, climbing 9,
 Web move 18
 Init: +5%
 Damage: 1
 Special: Mild poison
 Demeanor: insect
 Appearance: Arachnid 2' long

Spider, Giant

Power: 22%
 Defense: 30%
 Health: 21-30 each
 Move: 3, climbing 6,
 Web move 12
 Init: 0
 Damage: 1d8+1
 Special: Lethal poison
 Demeanor: Animal
 intelligence
 Appearance: Arachnid 5-6'
 long



Spider, Ether

Power: 37%
 Defense: 30%
 Health: 1d10+30
 Move: 12 (all modes)
 Init: +20%
 Damage: Bite 1d6 + poison or
 webbing attack
 Special: Poison paralyzes for
 1d8 hours, web immobilizes
 (strength check to free);
 can move into the ether
 and view the normal world;
 expert at Locksmithing and
 trap-making & removal
 Demeanor: Human
 intelligence; prefers to
 surprise attack from the
 rear (entering from the
 ether)
 Appearance: Jet-black spider
 about 2' across, oft seen
 riding on the shoulder of a
 giant ally

Undead

Ghoul, Shade, Skeleton,
 Wraith, Zombie; Demon

Undead: Ghoul

Power: 10%
 Defense: 20%
 Health: 1d10+10
 Move: 15
 Init: 0
 Damage: Claw 1d3 (x2) and
 Bite 1d6 (bite may cause
 paralysis for 1d6 hours)
 Special: Undead; silver or
 magic to hit, immune to
 cold & mental attacks;
 paralytic bite
 Demeanor: Hateful, cunning
 Appearance: Slippery naked
 humanoid, grey skin

Undead: Shade

Power: 18%
 Defense: 20%
 Health: 3d6+9
 Move: 15
 Init: 0 (or +25% if not noticed)
 Damage: Touch 1d4+1 + life
 drain
 Special: Undead; silver or
 magic to hit, immune to
 cold & mental attacks
 Demeanor: Hateful but
 obedient to superior
 undead
 Appearance: Same as a
 humanoid's shadow

Undead: Skeleton

Power: 5%
 Defense: 15%
 Health: 1d6
 Move: 9
 Init: 0
 Damage: Sword 1d6 or
 Clawed hand 1-3
 Special: Undead; immune
 to mental & cold-based
 attacks
 Demeanor: Robotic, hostile
 Appearance: Skeletal human
 or humanoid



**Undead: Skeleton,
 Wrapped**

Power: 5%
 Defense: 30%
 Health: 1d6+1
 Move: 3
 Init: -10%
 Damage: Padded claw 1-2 (x2)
 Special: Undead; immune
 to mental & cold-based
 attacks
 Demeanor: Robotic hostile
 Appearance: Wrapped
 humanoid skeletal





Bestiary



Undead: Wraith

Power: 33%
 Defense: 50%
 Health: 3d20+20
 Move: 9, flying 25
 Init: 0
 Damage: Touch 1d6 + life drain
 Special: Spawn creation, unnatural aura; powerless in sunlight
 Demeanor: Highly intelligent, hateful
 Appearance: Shapeless ghostly forms 6-7' tall

Undead: Zombie

Power: 10%
 Defense: 10%
 Health: 1d20
 Move: 6
 Init: -10%
 Damage: Arm bash 1d8
 Special: Undead; immune to mental & cold-based attacks
 Demeanor: Robotic hostile
 Appearance: Humanoid, dry & tattered



Undead: Zombie, Wrapped

Power: 10%
 Defense: 30%
 Health: 1d12+8
 Move: 3
 Init: -20%
 Damage: Arm bash 1d8+1
 Special: Undead; immune to mental & cold-based attacks
 Demeanor: Robotic, hostile
 Appearance: Wrapped humanoid, dry & tattered

Undead: Zombie

Lizard-Person (UZLiP)

Power: 12%
 Defense: 10%
 Health: 1d6+6
 Move: 6
 Init: -10%
 Damage: Arm-blow 1d8
 Special: Undead; immune to mental & cold-based attacks
 Demeanor: Robotic, hostile
 Appearance: Lizard-human hybrid, dry & tattered



Undead (Special): Demon

Power: 100%
 Defense: 75%
 Health: 80
 Move: 12 or flying 36, or infinite (teleport)
 Init: +10%
 Damage: Tail sting 2d6 + poison, and Claw 1d4+1 (x2) or by Weapon
 Special: Magical ability of extreme variety & power; immune to most blows (extreme magic weapon to hit)
 Demeanor: Extremely high intelligence, cruel nature; often bored; special immortal Undead status
 Appearance: Bipedal red humanoid 9' tall with horns and talons, 4' tail with stinger

Wasp, Giant

Power: 3%
 Defense: 5%
 Health: 1d6
 Move: 2, or 18 flying
 Init: +5%
 Damage: Sting 1d8 + poison
 Special: Mild poison (see below)
 Demeanor: Insect, prefers horsemeat but may attack others once (each) before evading
 Appearance: As normal wasp but 2' long, 4' wingspan



Wyvern

Power: 50%
 Defense: 45%
 Health: 2d20+40
 Move: 9, flying 25
 Init: +15%
 Damage: Claw 1d4 (x2) and Bite 2d8 (and optional sting 1d6 + deadly poison)
 Special: Immune to sleep and paralysis
 Demeanor: Aggressive animal, constantly hungry, fearless
 Appearance: Similar to a dragon but without forelegs (and a poisonous tail stinger in some settings)





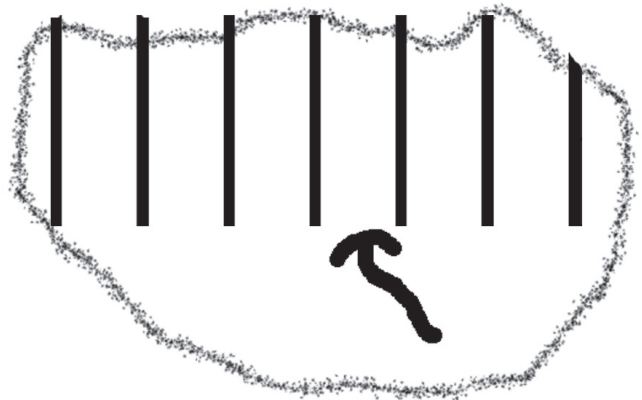
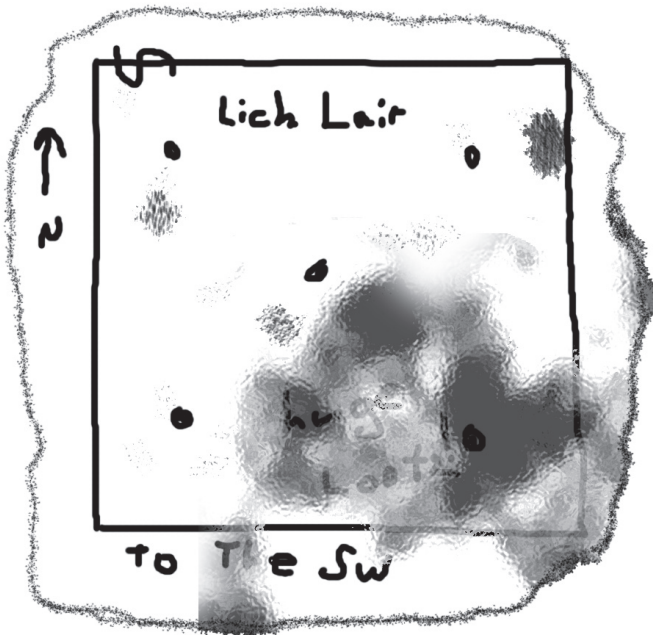
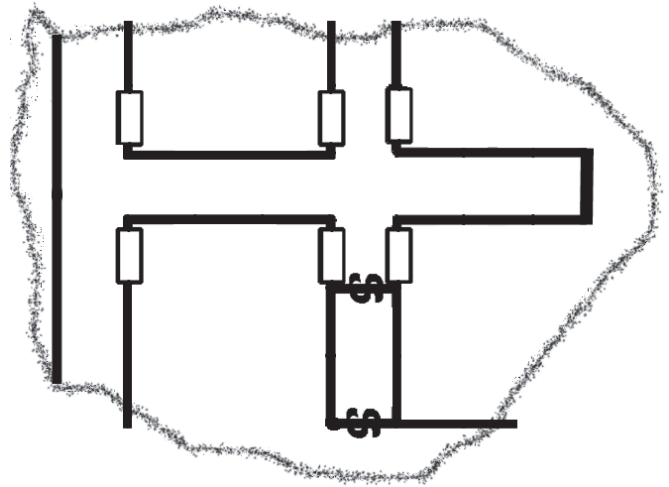
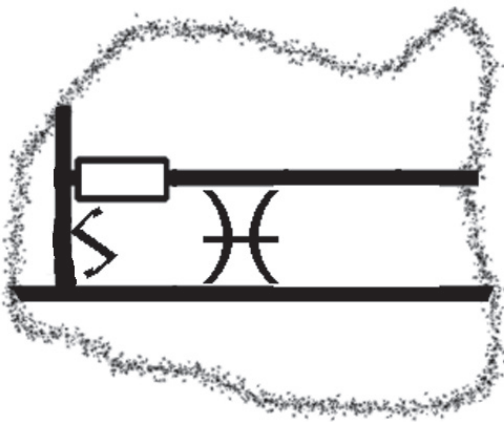
MapScraps



In addition to the treasures noted in area descriptions, you may at any time add one or more of the partial map pieces depicted on these two pages. You may also give out one or two before the characters ever enter *Lich Dungeon*! (Say that they were found in a previous adventure.)

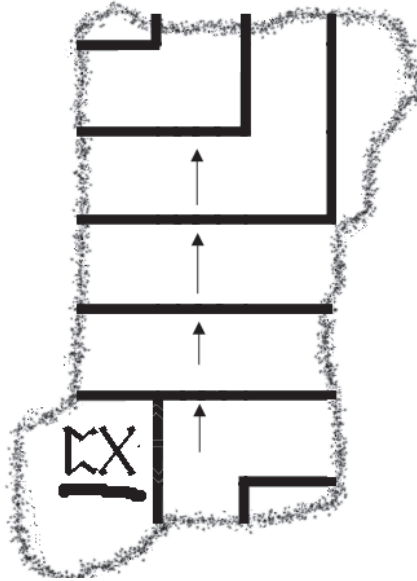
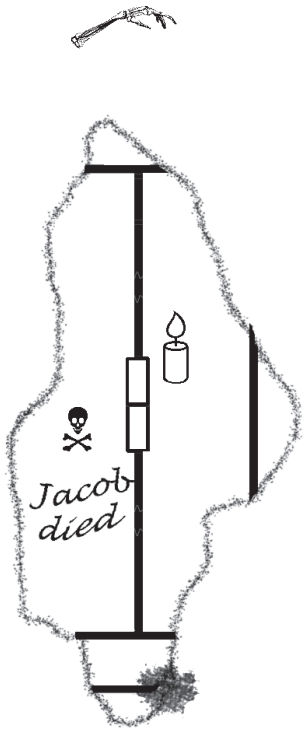
To prepare a MapScrap for use, tear along the edges so it appears to have been part of a larger map. (The tearing need not be exact, but try not to remove important bits.) When the characters reap some treasure, mention this bonus and hand a MapScrap of your choice to the players.

After MapScraps are handed out, save them in a standard envelope (easily clipped to a character sheet). It is best for one player of a regular gaming group to be responsible for keeping all the MapScraps, although their details should be available to all the players and characters.

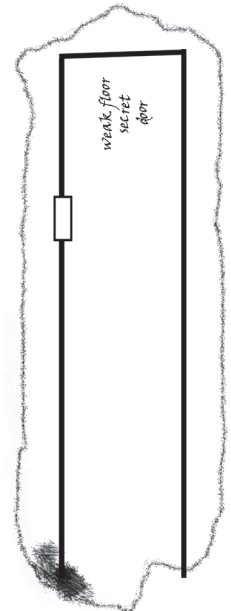
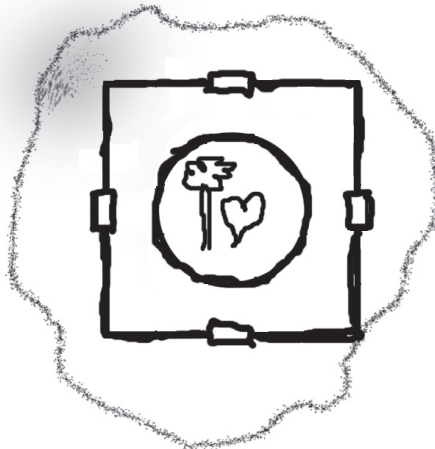
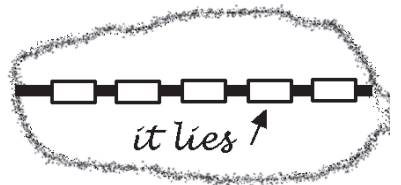
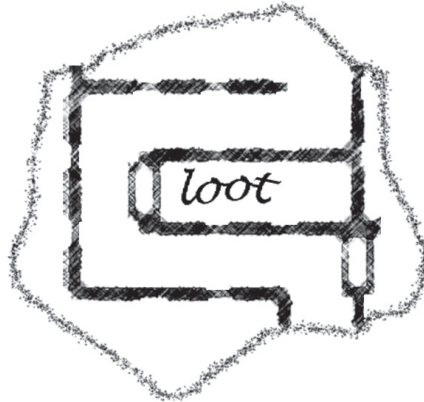


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MapScraps



Game Master note: The three Mapscraps along this side indicate areas from Dungeon Level Two. Do distribute them; the players should eventually realize that they don't match any place in Level One.



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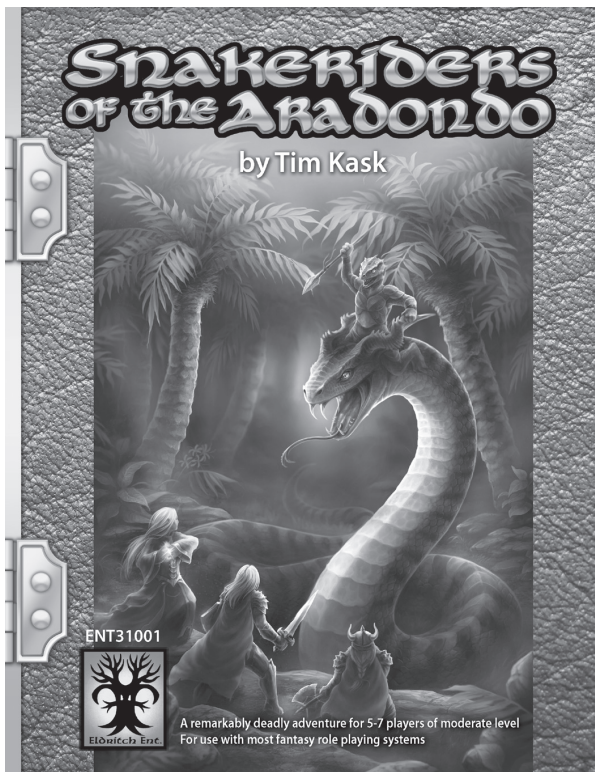
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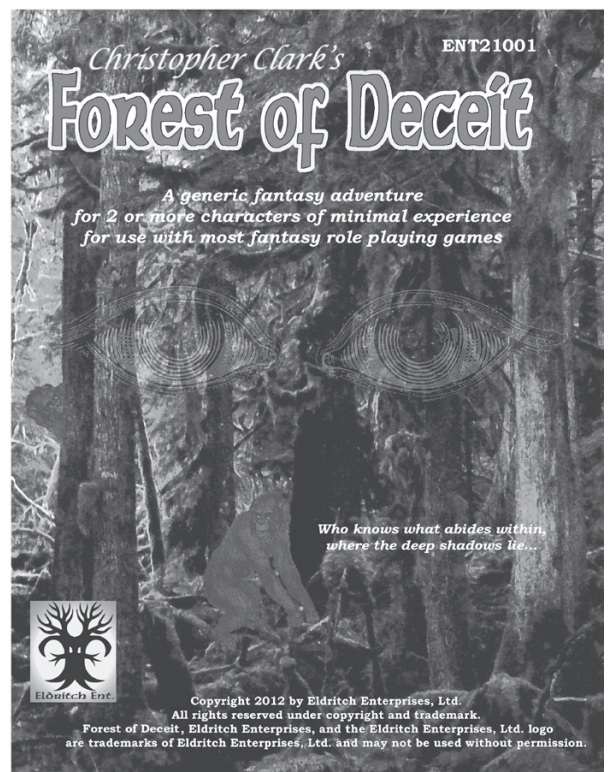
James M. Ward's Dark Outpost



Tim Kask's Snakeriders of the Aradondo



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Once upon a time, Chagur the Lich bought a dungeon.

**This archetypical Old School setting was born in 1977.
But after a decade, role-playing passed it by,
evolving to embrace continental campaigns,
interwoven ecologies, and lots more.
It all got very complicated.**

**Then the game abruptly changed. New School arrived.
And many were reminded of the old days and old ways,
and the simplicity of the Original fantasy role playing game.**

**In this new world, Lich Dungeon has returned!
Chagur has risen from the grave of history.
But what is his hidden objective,
the secret reason for the existence of Lich Dungeon?**

**Author Frank Mentzer worked for the publisher
of the original fantasy role playing game.
The edition of that game that he wrote
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**Lich Dungeon is a fantasy adventure
designed for use with most fantasy role playing systems.
This is Old School. Characters may die suddenly.**

**This adventure is suitable for exploration
by parties of three or more characters
of novice experience.**



Fatality Rating: 40%

**ISBN 978-1-62123-002-1
Recommended for ages 12 and up**

