

Frank Mentzer's

ENT11003

Lich Dungeon Level II

The sequel to
Lich Dungeon
Level I



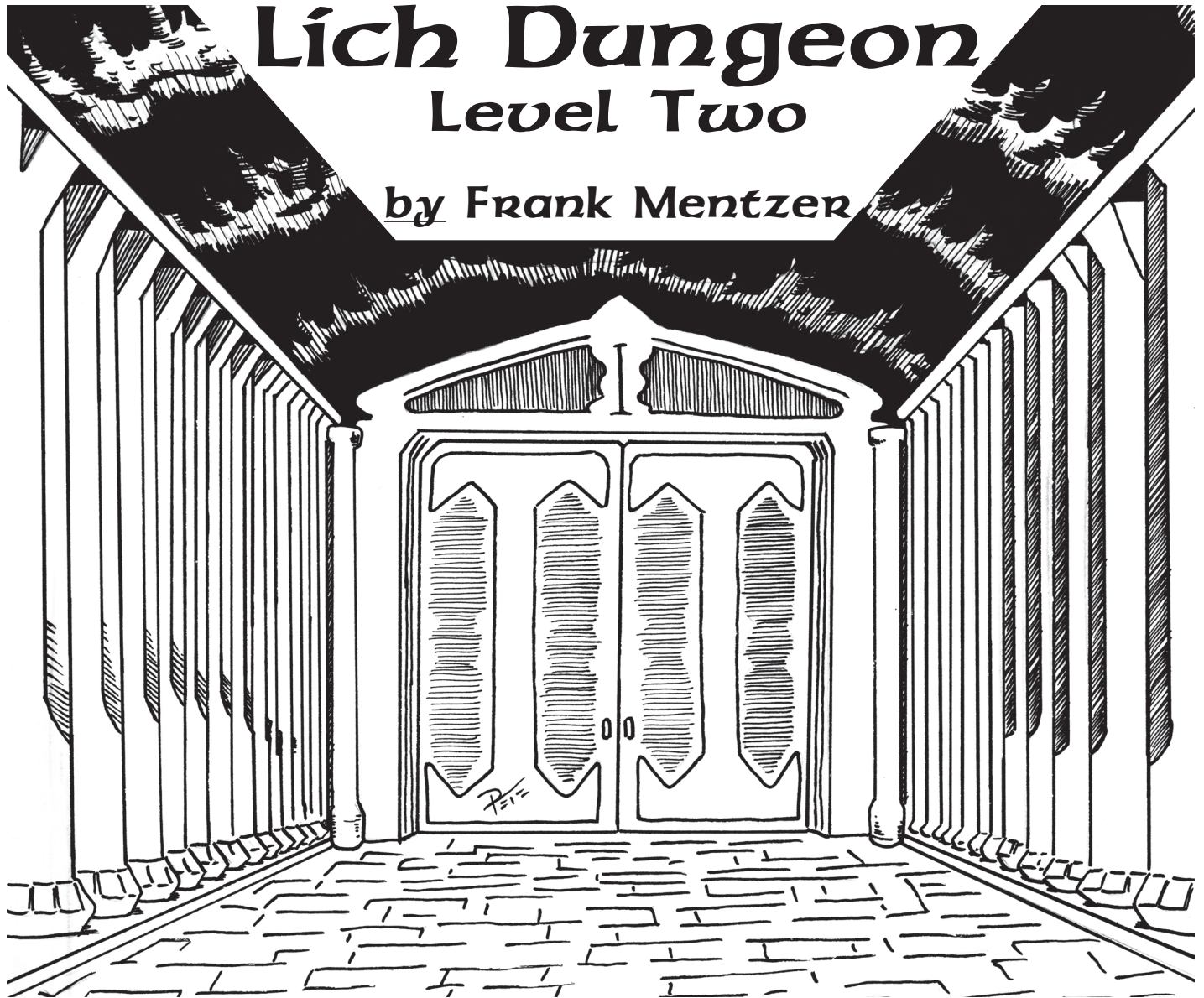
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Lich Dungeon

Level Two

by Frank Mentzer



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Start Here

This product **is usable alone, but only with modification.** It contains the second of many levels of *Lich Dungeon*.

The characters' adventure begins at a point within the dungeon. An Appendix (page 122)

explains the unusual process required to enter the place, and also defines all standard features (such as doors). The dungeon entrance is in a clearing in the woods; all related encounters are described solely in *Lich Dungeon Level One* (sold separately). Those encounters are helpful, but not strictly necessary.



Preface



This sure brings back memories. Lich Dungeon was an active adventuring area in the very beginning of my Aquaria campaign in the 1970s. It was visited by hundreds of player characters from 1977 through 1994, and was then parked for 15 years (its extensive mapping being unsuitable for chatroom roleplaying). It returned to semi-regular use once I resumed face-to-face roleplaying in 2009.

But what you find here is *not* the Lich Dungeon of the 1970s.

As noted in LD1, designs of that period were little more than lists of monsters & treasures and detailed maps of the areas in which they were found. Unified themes and rationales did not apply. The haphazard mess that was the original incarnation might be of slight historical interest to some, but only very briefly I'm sure. Such a "dungeon" is so easily generated that nowadays, any 9-year-old gamer can (and often will) make one.

I was an amateur hobbyist when I created the original. Soon afterward I became a professional designer. So when Eldritch decided to print Lich Dungeon, I decided to tweak the original to reflect what I had learned in the 35 years since its

origins. Although this makes solid business sense, producing a design that is far more commercially viable, the decision bothered me.

Is it proper to call this the "1970s" Lich Dungeon? Probably not... but that vintage setting contained the roots and inspiration for all else that appears here.

Part of the 'new' material is, more accurately, a fleshing-out of the bare-bones notes that appeared originally. In deciding how to develop those notes, I have thought back on the many encounters I created for the dungeon over the years. I can remember when most of these 'new' ideas were used in running the various incarnations of the dungeon, so they all are entirely valid from that perspective. They are authentic LD events, and if those who shared in those game sessions now peruse this product, they will remember those encounters and challenges.

So no, this is not the Lich Dungeon of the 1970s, but it's authentic LD nonetheless. It has been updated to reflect what you and I have learned from decades of fantasy roleplaying. After chewing on my philosophical dilemma, I've decided that I can live with that.

Frank

Dedication

To my wife Debbie... and to **all gamers' Partners**
who, like her, don't play roleplaying games,
but who nevertheless continue to
tolerate and support our remarkable hobby.

Nomenclature used in products from Eldritch Enterprises

You refers to the Game Master, the presumed reader of this work. Some text may be read aloud to players, it then being in a designated section in **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.

A reference to 10'y (or 10'm in the metric version) 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.

Creature Information appears in the following order. **AH** indicates a rating that applies to an **Average Human** (a typical non-combatant), providing a baseline for comparisons.

Appearance is the first impression when a creature is encountered. It may be incomplete (lacking hidden items, for example) but will be sufficient, including general height, garb (if any), and immediately noticeable features.

Demeanor describes the general attitude (and often intelligence) of a creature, which is often helpful in determining its first actions when encountered.

Power is an overall rating describing the comparative degree of challenge that a creature presents. For example, a creature with Power 25% (5) presents about 5 times the challenge as one with Power 5% (1). AH Power is 1-5%.

Defense is a measure of the difficulty of damaging a creature. In most systems, a die roll equal to or greater than the Defense stat indicates that an attack is successful and inflicts Damage (below). AH defense is 1-5%.

Note: In some game systems, the defense rating starts at zero (unarmed) and rises; in others, it starts at a positive number and decreases. If your system decreases, subtract the Defense rating given from the starting number.

For a **Ranged weapon**, the range (in yards or meters) is subdivided into Short/Medium/Long categories, given after the Damage. *Example:* orc spear 1d6 (2/3¹/₂/5).

Percentile statistics are used in some game systems. When divided by five, each percentile rating also applies to systems designed for a 1-20 range. Both figures are given here. *Example:* Power 30% (6).

In most game systems, the **abilities** of player characters in roleplaying games are usually specified in ranges of either 1-100 or 1-20. Common 'personal' stats include the traits of Strength, Agility (Dexterity), Attractiveness, and Mental ability. 'Tests' of such traits are commonly used in variable situations, and each will specify a percentage followed by the 1-20 equivalent. *Example:* Strength to open: 110% (22)

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

Move is how far the creature moves per second, measured in feet. AH is 6-12.

Init (short for Initiative) is a bonus or penalty that may determine the sequence of events in a combat 'round' or other segment of time. Init may also be listed as an absolute: "always first" or "always last". AH Init is zero (no bonus or penalty).

Damage is the amount deducted from an opponent's Health score if an attack roll indicates success when compared to Defense (above). Each attack form is followed by the dice used to determine the damage. Numbers in parentheses indicate multiple attacks of one type. *Example:* "Claw 1d4 (x2)" indicates two claw attacks, each inflicting 1d4 damage. AH (unarmed) Damage is usually 1 or 1-2, or as determined by the weapon.

Special is a brief listing of any abilities not explained previously. AH has none. **Darkvision** (common for monsters) is the ability to see in near-total darkness.

Other provides all details not fully specified above. Certain Special abilities may be abbreviated above and here described in greater detail.



New Monster Race



Norks

A **nork** is a hybrid, bred from select orcs (piggish humanoids) and noles (tall wolf-headed humanoids). Herein are 80 soldiers, 2 commanders, and 16 females. Soldiers are commonly encountered, so you should become very familiar with them before using this adventure setting.

Many of the resident humanoids on Level Two are Norks. The race was created by the lich Chagur in a special breeding experiment and for more than 80 years they have been cultivated for accelerated evolution.

Physical Characteristics

A typical nork stands about 7' tall. Its limbs are lanky and muscular, but the body is rotund and porcine, either muscular (as with soldiers) or flabby from too little exercise. The head is chubby and almost pig-like, with a notable pointed snout, a hybrid combination of a pig and a wolf. The teeth are very wolf-like, and the protruding fangs are often sharpened for cosmetic reasons (not generally used in eating or biting). Norks are sometimes called '**spider pigs**' because of their long, slender arms and legs.

Norks are covered with short but durable and wiry hair, much like a dog or wolf. The least-hairy areas are usually on the lower front torso. They have short vestigial tails, often protruding from their garb, and these may be brightly colored with dyes and/or adorned with small decorations.

In Chagur's breeding program the race did not quickly evolve to bipedal mobility, instead retaining quadrupedal movement until recent times. Their hands and feet are fully prehensile, the latter having three elongated toes and an opposing 'thumb,' much like the hand. When unencumbered, norks still prefer to walk using all four limbs. Most disdain foot (or hand) coverings, donning special 'shoes' only for specific needs. Their speed is notably faster than bipeds of similar size, and they can 'Lope' for impressive speed bursts (base move 15, Loping 45). *A lope is a canter with a long stride, about 15 mph (25 kph); acceleration takes 4-8 seconds.*

In their natural outdoor habitat, norks live in trees. Their arboreal skills are enhanced by their digital architecture (move rate 15). Their movement patterns are similar to those of baboons. Most arboreal norks are also proficient in finding and using hanging vines for travel (enhanced move 30).



Designer's Notes: This hybrid combination of classic orcs and noles always seemed obvious to me, yet I never saw such a race in any official published product. (The name "norker" appeared as early as 1979, but that is a goblinoid elemental creature, entirely different.) My very rough original notes (actually from about 1989) are here developed into a full description.

Mental Characteristics

Norks display the full human range of intelligence and aptitude. They speak their own language (Norkish) that sounds similar to the lupine (wolf) tongue, which is in turn understood and usable by some norks.

In response to their inner animal natures, the nork race has developed a cultural trait of overcompensation. They contain their potential inner chaos with an abundance of rigid order. Norks have schedules, routines, habits, customs, and more. They pride themselves in overcoming their primitive side with these imposed strictures. Religious rituals are also a major part of their lives, though not dominant.

Norks are extremely fond of the music of humans and humanoids, an art that they have never developed. Any form of music, especially vocal (singing or even humming), can attract their attention and temporarily improve their reactions.

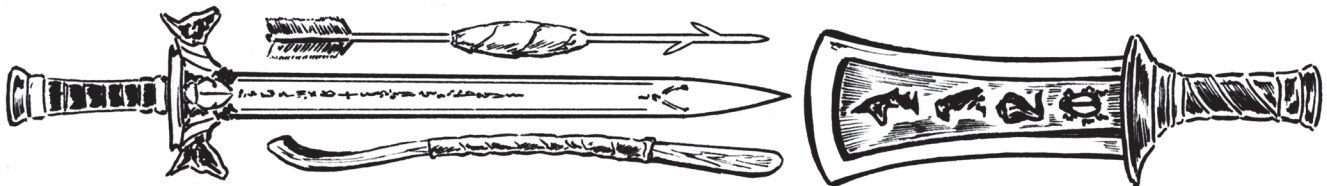


Moral Viewpoint

Nork morals are fairly simple and always pragmatic: the flawed die off (the weak, the less competent, the old), and young arrive regularly, growing to replace the fallen.

Generally, norks would not be categorized as Evil, nor could they be called Good. Some few individuals may fall into either category, but these are exceptions. Norks do not seek to cause harm but are skilled at countering harm directed at them. The spectrum of more subtle ethical bents (affecting friendships, attitudes toward the needy, and so forth) is broad in the race.

You have a very important choice to make before using norks. A paragraph at left portrays a nuanced ethos, a “shade of gray” in moral terms. If you prefer to keep character decisions on a simpler level, feel free to disregard it, ruling instead that the norks (as a race) are irrevocably and irredeemably Evil... mere monsters that can and should be eradicated. Such a simple black-or-white approach (starkly different from the real world, of course) may be more in keeping with the nature of your fantasy game, and certainly enables a more action-adventure approach to hobby gaming, a perfectly reasonable and viable philosophy. If you and your gaming group enjoy the ethical quandaries that often result from a more nuanced approach, however, apply the guidelines given at left.





Norks (new Race)



Nork

Appearance: 7' tall wolf-headed humanoid with a bulging chest and spindly limbs, covered with short wiry hair, no footwear
 Equipment: Small shield, hand-and-a-half sword 1d6+1 (1H; or 2H 1d8+2), dagger (1d4), atlatl and 6-12 darts 1d4 (3/6/9)
 Demeanor: Neutral but orderly; curious but defensive
 Power & Health: By type (see below)
 Defense: 25% (5) or by armor (see below)
 Move: Erect 12 or Quadrupedal 15 (or Lope 45)
 Init: +5% (+1) bonus
 Damage: By weapon (maximum 3 attacks) but -2 damage penalty (minimum 1)
 Special: +20% (+4) bonus to hit with dart; Norking maneuver (supine) for +20% (+4) defense bonus; can use all 4 limbs to Lope
 Other: For 4 hours after each religious service, all attending norks gain a +20% (+4) bonus to morale, defense, and attacks (but not to damage rolls).

Soldier (*rank of Private*)

Power: 11% (2+)
 Defense: armored 50% (10)
 Health: 1d12+5

Sergeant (*minimum leader*)

As Soldier but Health 1d8+9

Corporal (*sub-leader*)

As Soldier but Health 1d8+12

Lieutenant (*leader*)

Power: 16% (3+)
 Defense: armored 55% (11)
 Health: 1d6+20

Captain (*senior commander*)

Power: 20% (4)
 Defense: armored 60% (12)
 Health: 1d8+24

Female (*noncombatant*)

Power: 10% (2)
 Defense: 15% (3)
 Health: 2d8

Combat Notes

Norks are quick to identify and assess threats. Their training leads them to quickly unite to meet common dangers. **Ambidexterity** is the norm. All male norks can fight with weapons in both hands. The trained and talented can easily stand on one foot while attacking effectively with the other three limbs.

Offense: Norks are rarely very strong, as their body structures are instead adapted for agility. They proficiently use all manner of human-style weapons, striking at typical chances, but they incur a penalty of -2 to damage (minimum 1). When throwing darts they gain a +20% (+4) bonus to chances to hit, again due to dexterity. Their hands and feet are ineffective weapons, but in extremes they can bite (damage 1d4).

Weaponry: A nork found herein typically carries a 'hand-and-a-half' sword (*aka* bastard sword: 1-handed damage 1d6+1, or 2-handed 1d8+2), along with a dagger (1d4) and a dart-thrower (similar to an early atlatl). The ammunition for the latter is a weighted *plumbata* dart (damage 1d4, ranges 3/6/9). This item is about 18" long, with sharp barbs (so it sticks to/in the victim) and a padded midsection which is often lit before throwing. To this end the norks will carry lit fire-pots into battle, each burning normal lamp-oil and providing a ready flame for up to an hour. A target thereof may quickly become studded with several flaming darts, the fire spreading to items worn. Each soldier typically carries 6-12 darts.

Defense: Norks have great stamina and can withstand extended battles without becoming fatigued or losing morale. Nork hide is both hairy and extremely tough... bred so. It affords a natural resistance to most physical attacks, and soldiers develop hardened skin through training. The rotund belly is muscular but with a protective fat layer. The net result of these traits gives an undressed nork soldier an overall Defense rating of 25% (5). Well-crafted nork armor (typically bone scales and metal studs attached to leather) can add 25% (5) to that base, and the +20% (+4) norking bonus (*see tactics*) is likewise additive.

Tactics: Trained norks are conversant in basic and intermediate combat tactics, including flanking and pincer maneuvers. All can howl in lupine fashion, a loud and unmistakable call for help, and have a similar call to indicate "Emergency Retreat" (*see next page*).

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A group of norks under serious attack may drop to the ground supine (face-up) and elevate small and very mobile shields for protection. This unique maneuver is oft called 'norking' by those who have witnessed it. Solitary norking is tactically unwise and thus uncommon.

When 'norking', a normal soldier can wield any four items simultaneously (selected from weapons, shield, and miscellany). If one item is the common small shield, it provides a +20% (+4) bonus to defense, for a net defense of 70% (14). Two negative aspects apply to norking: All but one of the nork's attacks suffer a -10% (-2) penalty to hit (only the first swing being unaffected), and the nork is nearly immobile, thus incurring a -20% (-4) penalty on attempts to avoid any area-based effect (such as magical fire or lightning).


To perform an **Emergency Retreat** (signaled by a distinctive bark or howl), a group of norks will suddenly drop or stow all their items (freeing all 4 limbs) and lope away as quickly as possible (Lope rate 45). This is a trained action, invoked pragmatically, and conveys no loss of honor. Some norks will normally return at

a later time to recover any abandoned equipment that remains. In active melee, attackers who are surprised by the sudden maneuver (however that is handled in your game system) will have no chance to attack the fleeing norks, and unsurprised attackers still incur a -20% (-4) penalty to any final attack made before the norks escape.

Ranks: A promising Soldier (equivalent of Private) may be promoted to Corporal by his Lieutenant, and a Sergeant may be promoted by a Captain. Field commissions are fairly common, due to the hazards posed by invaders (adventurers). Sergeants have several grades: Staff Sgt., Master Sgt., and First Sgt.

A sergeant promoted to full Officer status becomes a Third Lieutenant during training (the most junior and supernumerary of all officers, the title primarily bestowed to establish the line of command) before qualifying for Second Lt. and finally (full or first) Lieutenant. Captain is the highest rank found in this dungeon, but in other settings higher ranks are Major, Lt. Colonel, and (full) Colonel.

Norks in Lich Dungeon

Norks can be found many places: in their barracks in each quadrant, near fountains (training), in a temple, or at designated Checkpoints (map symbol ). Timetables of their movements and locations are given for each such area.

Playability: It is not a simple task to account for almost 100 active norks, even when they are obsessively orderly. The two timetables provided give highly accurate information on the locations and activities of every nork at every time of day. However, if this is too much complexity to deal with while running the game, **feel free to simplify the process.** You may ignore the precisely calculated tasks and movements, and simply rule that nork guards are encountered at certain places (notably Checkpoints), and that norks are 'usually' found in their barracks and exercise

areas. However, please do not alter the schedule of Church Services, nor their normal afternoon sleeping time (1 pm to 9 pm).

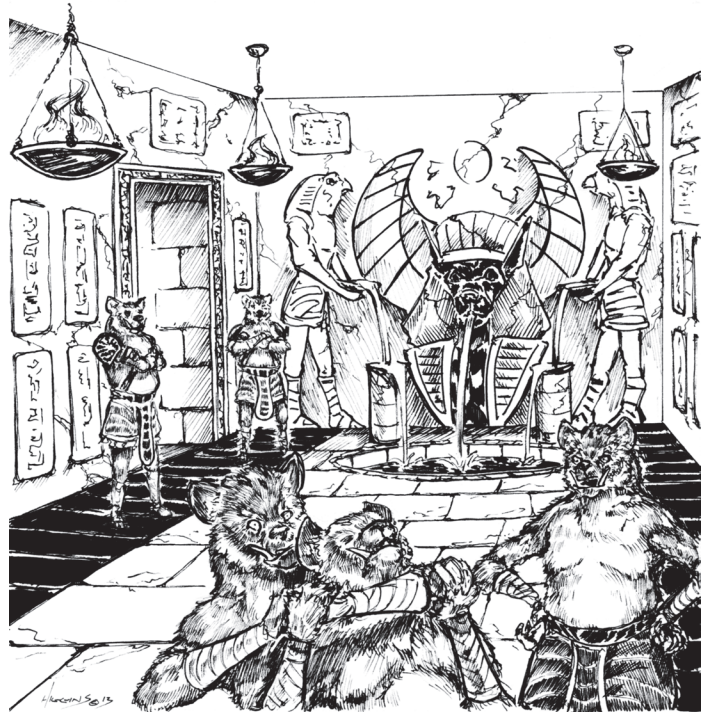
If you don't want to precisely handle Nork locations and activity, **then don't.** These details are provided for those who are so inclined... but Game Masters deserve some fun, and if this is too much 'work' for you, then skip it!

Losses: As this is a dungeon setting, norks are occasionally slain by adventurers. Fully grown adult nork males are transferred from outdoor breeding grounds on a regular basis, generally within a week of reported deaths. Each new arrival is minimally trained.

Norks (new Race)

Nork activities and their locations on Level Two can be easily summarized:

- Standard nork **rest time** is 1 pm to 9 pm. They are fed late in that cycle, at 8:30 pm. Each barracks maintains 2-hour watches of 4 guards each (with 20 in each barracks, 4 get the night off). These patrols move about the area, keeping watch on all four rooms. Female norks visit each barracks once every five days, staying throughout the rest period.
- When not sleeping, there are normally 5 norks in each barracks area (in one or more of the four rooms).
- Some norks are often **training** in the fountain perimeter areas.
- Norks go to **church** twice each day, attending 1-hour services. All attending norks gain a bonus of +20% (+4) to morale, defense, and attacks (but not damage rolls), lasting 4 hours.



When a party is planning to visit Dungeon Level Two, estimate their time of arrival and consult the following two charts to find the exact locations of all the norks. The complexity of the information may be initially daunting, but there are nearly 100 active norks, and the detail is thus required for implementing a realistic result.

Chart 1: Daily Schedules (page 11)

Chart 2: Hourly Movement (page 12)

These two charts present the daily routine that is central to the lives of the norks in the dungeon.

Norks are always busy with one of 6 activities:

Temple **Checkpoint** West (stationary)

Temple **Checkpoint** East (stationary)

Patrolling: NE, SE, NW or SW (confined to one quadrant)

Training: Instead of idling in the barracks, the residents muster to the nearest fountain area and conduct training exercises in the 20' wide 90' long corridors that surround the central fountain room.

When this occurs, 1 or 2 of their number are stationed at a Checkpoint nearby, limiting access to that fountain area.

Barracks: Five residents are normally at rest in their Barracks, using any or all of the 4 rooms available. (Each barracks room has 6 beds, all apparently in use but only 5 actually occupied during rest periods.)

Church: All residents attend Temple services twice per day for services lasting 1 hour each time. Those living in the two Eastern barracks (NE and SE) go to the East temple at 9 (am and pm); those living on the West side (NW and SW) go to the West temple at 12 (midnight and noon). During the services, patrols are handled by those not attending, and are omitted for the side (East or West) holding services.

Norks do *not* wear armor to church, but *do* bring all normal weapons, which they stack neatly inside the doors.

The six priests in each temple conduct visitations, ministering to the troops while they are either in barracks or training areas. These visits (all from 2-8 am) are indicated in the lower right area of Chart 1.

Nork Timetables

When adventurers arrive on *Lich Dungeon Level Two*,
First, make note of the exact time of day.

Second, refer to the charts on the following pages
to determine the positions and activities of the norks.

This will affect the current description of many parts of the dungeon.

Remember: The use of these charts is entirely optional.

Chart 1: Daily Schedules (page 11)

This information is organized in blocks of 1 hour each. Find the time of day (clock time) on the left, and use that line to determine current activities. The residents are occupied with tasks as shown on that line.

Clerics' schedules are given fully in the Temple area descriptions. Only their visitations (to barracks or training areas) are noted here.

Example: Let's take a typical hour for the adventurers' arrival. Chart #1 shows that **from 10-11 am:**

- the West temple checkpoint is manned by a squad (of 5) from the NW barracks
- the East temple checkpoint is manned by a squad from the NE barracks
- the roving patrols (4 squads of 5 each) are composed of 20 norks from the northern barracks (NE and NW)
- groups of 15 each from the southern barracks (SE and SW) are training at their respective fountain areas
- every barracks area contains 5 individuals at rest

Chart 2: Hourly Movements (page 12)

This information lists specific times instead of the 1-hour blocks in chart 1. Find the clock time on the left, and use that line to determine what activities the residents are concluding. The line below that indicates what they'll be doing in the next hour. Compare the two to see how the norks will be moving about at the time specified (generally plus or minus 5 minutes).

Example: At 4 am, 15 of those dwelling in the NE barracks are concluding training drills, and the 5 others have been resting in their barracks. (*Now referring to the 5 am line below that:*) five will now get time off in the barracks, 10 will start patrolling, and 5 will form a squad and take their assigned post at the West Temple Checkpoint.

Schedule Exception

Once each week (a day of your choice), the residents of two barracks (out of the four) are permitted an outdoor excursion with the 18 females (Room 84). The selection of barracks is carefully rotated to encourage fraternization amongst the norks, most of whom have little contact with the nork faction on the opposite side of the dungeon (West or East). On these occasions the group departs the dungeon at about 1:30 am and returns at sunrise. They always confine their excursions to the woods East of the dungeon, that being almost never occupied by the (oft diurnal) bandits. It is customary during such outings for the ladies to freely choose those with whom they wish to spend this time (aka "ladies' choice").





Norks (new Race)



Nork Chart 1: Daily Schedules

Norks are stationed at the following Assignments during these 1-hour time blocks.

Every group contains 1 or more leaders (included in the total).

A Plus + indicates clerical visits (from the Temples); add 1-3 to the total norks present.

Each Temple service involves 40 males as noted plus 8 females (from Room 84) and 6 clerics.

Clock Time	at Temple Checkpoint		On Patrol (5 per group)					in Training Area (Fountain)				relaxing in Barracks Area				in Temple
	W	E	NE	SE	SW	NW	Area of Coverage	40 NE	45 SE	87 SW	92 NW	36-39 NE	48-51 SE	81-84 SW	94-97 NW	
8-9 am	5 SW	5 NW			10	10	All Q	15	15			5	5	5	5	
9-10 am	2 NW 2 SW				5	5	West			8	8			5	5	40 E
10-11 am	5 NW	5 NE	10			10	All Q		15	15		5	5	5	5	
11a-12N	5 SE	5 NE	10	10			All Q			15	15	5	5	5	5	
12N-1 pm		2 NE 2 SE	5	5			East	8	8			5	5			40 W
1-2 pm	2 NW	2 SE	<p>Sleep Time</p> <p>No patrols, No training</p> <p>Minimal Temple checkpoint staffing</p>									20	18	20	18	
2-3 pm	2 NW	2 SE										20	18	20	18	
3-4 pm	2 NW	2 SE										20	18	20	18	
4-5 pm	2 NW	2 SE										20	18	20	18	
5-6 pm	2 SW	2 NE										18	20	18	20	
6-7 pm	2 SW	2 NE										18	20	18	20	
7-8 pm	2 SW	2 NE										18	20	18	20	
8-9 pm	2 SW	2 NE										18	20	18	20	
9-10 pm	2 NE 2 SW				5	5	West			8	8			5	5	40 E
10-11 pm	5 SW	5 SE		10	10		All Q	15			15	5	5	5	5	
11p-12M	5 NE	5 SE			10	10	All Q	10	10			5	5	10	10	
12M-1 am		2 NE 2 SE	5	5			East	8	8			5	5			40 W
1-2 am	5 NE	5 NW	10			10	All Q		15	15		5	5	5	5	
2-3 am	5 NE	5 SE	10	10			All Q			15	15+	5	5	5	5+	
3-4 am	5 SW	5 SE		10	10		All Q	15+			15+	5+	5	5	5+	
4-5 am	5 SW	5 NW			10	10	All Q	15	15+			5	5+	5	5	
5-6 am	5 NE	5 NW	10			10	All Q		15+	15+		5	5+	5+	5	
6-7 am	5 NE	5 SE	10	10			All Q			15+	15	5	5	5+	5	
7-8 am	5 SW	5 SE		10	10		All Q	15+			15	5+	5	5	5	
	W	E	NE	SE	SW	NW	Coverage	NE	SE	SW	NW	NE	SE	SW	NW	

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Nork Chart 2: Hourly Movements

At the time given, the norks in the designated areas are finishing the Assignment noted.

Key: **B** Barracks **T** Training **P** Patrol
E East Temple Checkpoint **W** West Temple Checkpoint
C Church services (in Temple)

Clock Time	Northeast barracks						Southeast barracks						Southwest barracks						Northwest barracks						Clock Time	
	B	T	P	E	W	C	B	T	P	E	W	C	B	T	P	E	W	C	B	T	P	E	W	C		
9a	5	15					5	15					9a	5		10		5		5		10	5			9a
10a						20						20	10a	5	8	5		2		5	8	5		2		10a
11a	5	10		5			5	15					11a	5	15				5		10	5				11a
12N	5		10	5			5		10		5		12N	5	15				5	15						12N
1p	5	8	5	2			18			2			1p					20						20		1p
2p	20						18			2			2p	20					18				2			2p
3p	20						18			2			3p	20					18				2			3p
4p	20						18			2			4p	20					18				2			4p
5p	18			2			20						5p	20					18				2			5p
6p	18			2			20						6p	20					18				2			6p
7p	18			2			20						7p	20					18				2			7p
8p	18			2			20						8p	20					18				2			8p
9p						20	20						9p	18			2		20							9p
10p	5	15										20	10p	5	8	5		2	5	8	5		2			10p
11p	5	10			5		5		10	5			11p	5		10		5	5	15						11p
12M	5	8	5	2				10	5	2			12M	10		10			10		10					12M
1a	5		10		5		5	15					1a					20						20		1a
2a	5		10		5		5	10		5			2a	5	15		5		5		10	5				2a
3a	5	15					5	10		5			3a	5	15				5	15						3a
4a	5	15					5	15					4a	5		10		5	5	15						4a
5a	5		10		5		5	15					5a	5		10		5	5		10	5				5a
6a	5		10		5		5	10		5			6a	5	15				5		10	5				6a
7a	5	15					5	10		5			7a	5	15				5	15						7a
8a	5	15					5	15					8a	5		10		5	5	15						8a

Key: **B** Barracks **T** Training **P** Patrol
E East Temple Checkpoint **W** West Temple Checkpoint
C Church services (in Temple)



Puzzles



Loot for Brains (optional)

These challenging ‘head games’ are for the players, not the characters. They never appear in important locations, nor do they ever prevent passage to an area. As Game Master you should assess the preferences of the group and decide whether the puzzles are appropriate. If you omit the puzzles and treasures, leave the cryptic holes in the walls where the symbols indicate.

At locations near the four Fountains, a diamond 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. On Level Two, the four locations are very easily found on the outer perimeter of a fountain room (near a temple). They are thus reachable either from those fountain areas (normally in use by norks) or from the adjacent corridors.

As the party approaches a *Loot for Brains* site, insert the following statement.

There’s a hole in the wall ahead. It’s about 3 to 4 feet off the floor, a foot tall and two feet wide, and very cleanly cut. You can see through the hole, to the area on the other side of the wall. An object sits on the two-foot-wide shelf within in the wall.

Describe the object next, briefly (whatever item you select from the Treasure list at right). It is clearly visible behind an invisible force field, the surface of which is 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 (the puzzle you select from the list) appears above the hole, and a row of numbers 0 1 2 3 4 5 6 7 8 9 below, all in glowing magical script somehow readable by anyone. (This may be noticed by some who comment aloud; for example, a dwur will see everything in dwurvish,

olve see it in the olven language, and so forth.) Each number or letter is about an inch across, but has no physical form.

The solution to the puzzle is a four-digit number. If the magical numbers 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 returns 10 minutes after it vanishes. To warn of this, the numbers vanish one by one, counting down, the highest remaining indicating the time until the field resumes.

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

Treasures for *Loot for Brains* Level Two (use four)

Potion of Curing: cures all but 1 Health

Potion of Flying: duration 30 minutes, speed up to 24

Wand of Waffling (10 charges): victim cannot make a decision for 10 minutes. Accompanied by a small scrap of parchment with the command word discombulack.

Tiny Dagger (2” long): 1/day becomes normal longsword +1 (+5%) on command, lasts 20 minutes. Accompanied by a small scrap of parchment with the command word elaboratorium.

Ring of Cleansing: cleans wearer on command once per day, even removes disease & poison. Accompanied by a small scrap of parchment with the command word depurgatory

String of Binding: Will secure *anything* once per day; unopenable for up to 1 hour or until command release. Accompanied by a small scrap of parchment with the command words morit and controzee.

Scroll of Protection from COLD (referring to the Cleaning squad): duration 3 turns

Scroll of Protection from DIRT (referring to the Repair squad): duration 3 turns

Puzzles for *Loot for Brains* Level Two (use four)

Select or randomly choose any of the following.
More *Loot for Brains* puzzles are on many of the lower levels.

a:

Answer: 4545
Explanation: Sum (add) the numbers 1-9 (the numbers shown) = 45, entered twice.

b:

Answer: 7412
Explanation: Characters are on dungeon level Two; since A=26, B=25, etc. (Z=1). "Two" translates thereby to 7, 4, 12.

c:

Answer: 9926
Explanation: The answer is the square root of 98525476 (the hint being the digits in pairs).

d:

Answer: 1111
Explanation: A new dating system (JohnsRule, or JR) was instituted, the date of John's crowning being Day 1 of Year 1 JR. A hint may be given to any character with a knowledge of Empyrean history.

e:

Answer: 4321
Explanation: Obviously a binary number (only A's and B's shown) and A=1 (first digit can't be 0); convert to numbers (1000011100001), binary for 4321.

f:

Answer: 1315
Explanation: In the Major Arcana of a standard tarot deck, Death is card #13 and the Devil #15.

g:

Answer: 2012
Explanation: Related to E above but trinary (in which the digits from right to left represent 1, 3, 9, 27, 81, etc.) instead of binary.

h:

Answer: 3648
Explanation: In music, low C is 24 cycles per second, and the frequencies of the ensuing G and C are 36 and 48.

Homework

Alas, this dungeon level is incomplete.

Certain areas have been left unpopulated for you to insert encounters of your own choice. Five in particular are notable:

Page 68	Echo Maze (46)
Page 57	Two secured hallways (42, 43) near the East Temple
Page 97	Two secured hallways (87, 88) near the West Temple

Please note: This edition is 'generic', compatible with all fantasy roleplaying games. You will need to fill in certain system-specific details throughout the adventure to make it fully usable.



Definitions



Special Terms

Common

The language ‘commonly’ used by most or all natives of the realm in which the dungeon is located. If in your game you regularly use multiple languages (and invoke the linguistic burdens thereof), select the one in most widespread use.

Townie

Whether the nearest town is Repple (5 miles away in the Aquaria campaign) or a place of a different name, its residents—*Townies*—wear ‘normal’ clothing, *i.e.*, not the armor and other protective garb common to adventurers. Their attitudes and behaviors will likewise be quite different from those of player characters, and they may in fact look upon such heroic types as suicidal (or at least deranged) in that they risk their lives combating myriad horrors for a small chance of remuneration. Adventurers, in turn, often use the semi-derogatory term *Townie* when referring to such normal folks, referencing their garb, attitudes, and other traits.

Double Enchantments

Nearly all fantasy game systems include enchanted weapons, and most describe increments of that magic. “Doubly” enchanted items are those bearing magical power greater than the minimum found, such as +10% (+2) or +20% (+4) instead of +5% (+1). Note that if a minimal magic weapon is dipped in a Magic Fountain, it becomes doubly enchanted for the duration of that effect (until sunset or sundown, whichever comes first).

Special Items

Be sure you are familiar with Tocsins before continuing, and be aware of the presence of Official Lich Dungeon Souvenirs.

Tocsin

*** Very Important**

Certain guards, staff, and all shopkeepers (in the South hallways) carry a *Tocsin*, a device used to call for help. Each is a simple non-magical piece of wood, 2” long and 1” wide, and about half an inch thick. If a Tocsin is snapped in half (approximately), that occurrence immediately comes to the attention of senior dungeon personnel. At a point 1d4+1 minutes later, everyone within 40’ of the broken Tocsin collapses, both confused and paralyzed, excepting only the individual who broke the Tocsin. No avoidance rolls normally* apply. The effects lapse 15 minutes later.

Permanent and powerful magic enables a senior spellcaster deep in the dungeon to become aware of the broken Tocsin, and that individual soon responds with a similarly powerful spell of immobilization centered on the broken device.

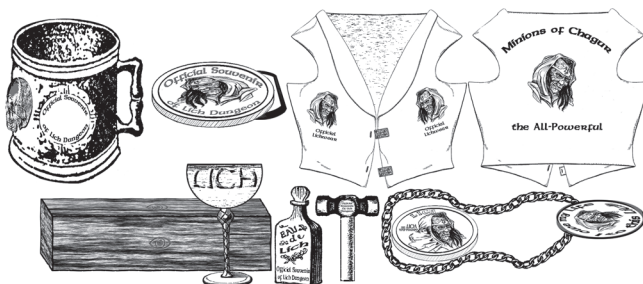
** A very powerful individual may check for avoidance, but should at least have Power 50% (10) to merit any such chance.*

Official Souvenirs

Ever mindful of the value of good Public Relations, Chagur has approved the manufacture and sale of various ‘Official Souvenirs.’ Whether made of metal, leather, textiles, or some other material, each is marked, in small print somewhere on the item:

OFFICIAL SOUVENIR OF LICH DUNGEON

There is no market for these items nearby (such as in the town of Repple 5 miles away), but most Official Souvenirs are worth double their purchase price if sold 50 miles from the dungeon, and have greater value in more distant locales, due to the fame of Chagur and His creation.



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 Center is described first. Thereafter, the order of information provided 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 and Barracks areas). 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.)

Warning: The Nork Temples (areas 44 and 89) are described in great detail, given in full in the East entry (pages 59-66). The West Temple description is notably truncated (referring to the East for most details).

New Map Symbols

- ✓ Checkpoint (See nork schedules and placement)
- ◀ Statue (large)

Wandering Monsters

One chance in 10, check per hour; if yes, roll 1d20.

Results of 18-20 are time-specific; if not applicable, roll again.

- 18-19 Does not apply from 1 pm to 8 pm
- 20 Applies only from 12:45-1 pm or 8-8:15 pm

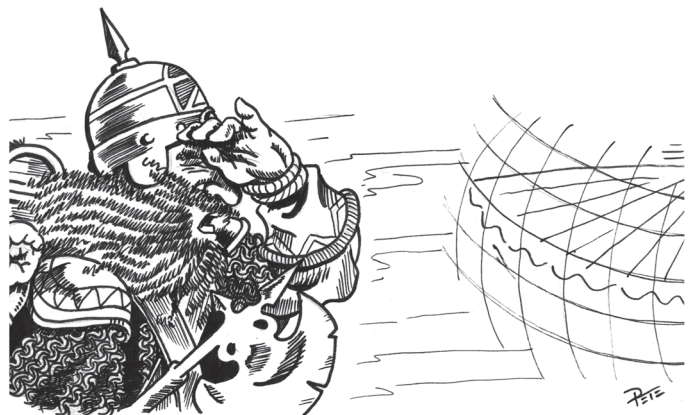
1d20 Result

- | 1d20 | Result |
|-------|--|
| 1-2 | COLD Crew |
| 3 | DEMO Crew |
| 4 | DIRT Crew |
| 5 | 1d4 Butterflies (from either Floral Room, 53 or 81) |
| 6-7 | 1-2 Geeps (from either Temple, 44 or 89) |
| 8-9 | 1d6+1 Seekers, looking for either Office (38 or 80) to get Official Papers |
| 10-12 | Air-being (Oowowouran, from 97) |
| 13-14 | Gunge (clear) |
| 15-16 | 1d4+4 Orcs |
| 17 | Shopkeeper (one of 6, South Wing) |

Time-specific:

- 18-19 5 Nork guards on patrol, possibly investigating noises outside their designated area. (Not from 1-8 pm)
- 20 Large Nork Group: 24 norks (16 female, 8 male) heading to or from any one Barracks area. (See Room 84 for details. Use once per day at most.)

All statistics are given in the Bestiary (pages 112-121). See the following pages for descriptions.





Wandering Monsters



Wandering Monster Descriptions

1-2 **COLD:** This cleanup crew is composed of 6 female hobgoblins. They are pushing 4 large wooden wheeled barrels which contain some dungeon debris. Four 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). *Stats: page 112.*

3 **DEMO:** This survey team of 6 wolf-headed male humanoids (noles) is measuring rooms, compiling a report to be used in future planning. They carry tall sticks with marks on them (10' poles marked in 6-inch increments) and flails hang at their waists. They carry no treasure. *Stats: page 113.*

4 **DIRT:** This is the standard group of 2 human spellcasters, 4 huge giants, and 2 huge spiders riding on giants' shoulders. If attacked, two giants engage while two guard and shield the spellcasters, and the spiders vanish (become ethereal). The first two spells from the casters will be webs aimed at as much of the party as possible, and things will get much worse very quickly. *Stats: page 113.*

5 **Butterflies:** These large but seemingly normal insects (colorful, 6" wingspread, but actually magical) seem inquisitive, and will try to land on characters. If this is permitted, they land automatically; if actively avoided, roll 1d20, a successful touch indicated by a result of 12 or more (regardless of defenses or armor). If not actively avoided, the roll needed is 7 or more. Whenever a butterfly touches a living or undead being with greater than insect intelligence, that individual must roll to avoid the magic, with a -20% (-4) penalty. If this is failed, the victim vanishes, teleported to Room 58. *Stats: page 116.*

6-7 **Geep(s):** This relatively common goat-sheep hybrid is entirely inoffensive. It or they somehow escaped sacrifice at a temple (45 or 91), and is simply wandering about, confused. (The geep is so named to avoid confusion with 'shoat' [sheep-goat], a common name for an unweaned pig.) *Stats: page 116.*

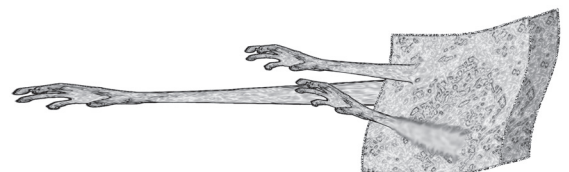
8-9 **Seekers:** This group of 2-7 individuals is seeking one of the Offices (38 or 81) to get their Official Papers. It is probably an adventuring group (GM's

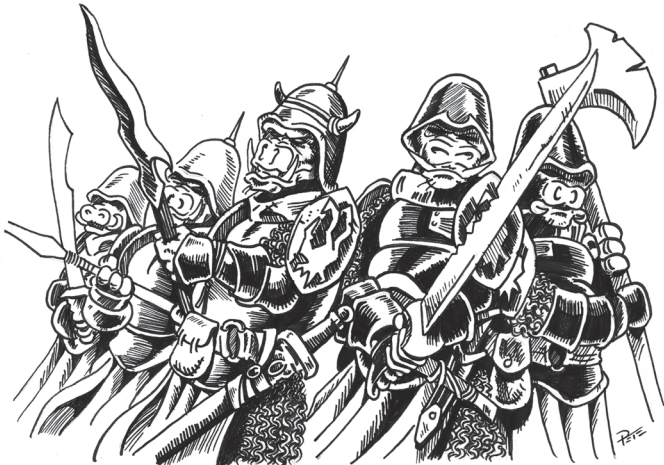


choice of individuals) or may, if numbering 4 or fewer, be noncombatant townies trying to avoid dungeon hazards while they pursue their goals for reasons unknown. (Stats variable and not provided.)

10-12 **Air-Being:** This playful but invisible Oowowouran (from Room 97) creates air currents to distract the party. Characters suddenly note that there is a slight breeze (from a randomly determined direction), which then ceases... and then another breeze comes from a different direction. The air-being may add an illusion to the affair, such as depicting a small hand-fan floating in mid-air nearby and waving to create the breeze (or anything else of the GM's choice). The creature's interference will abruptly end after 5-10 minutes, providing no clue as to the reasons for the breezes or illusions. *Stats: page 116.*

13-14 **Clear Gunge:** Check the party's location and use the maximum possible distance at which this could be seen. A large and barely visible cube of gel is proceeding down a hallway at moderate speed (rate 6). This monstrous creature seeks flesh, and will detect the party if (but only if) it gets within 50' of them, which will cause it to take up the chase. (If evaded it will keep searching for up to an hour.) Once it detects prey, the gunge begins exuding tentacles (arms) of 5' length, and may thereby have up to 8 attacks per round if victims are in melee range. The paralysis caused by the touch of the gunge may be avoided at standard chances. *Stats: page 117.*





15-16 Orcs: This group of 5-8 evil pig-like humanoids has arrived here from Dungeon Level One. They are having second thoughts about the wisdom of such an endeavor. They know the location of the stairway up (South end of the South wing) and do not choose to acquire an Official Paper. The orcs have met and spoken with some nork guards, capitalizing on their distant kinship to avoid termination. It is probable that their luck will not hold, however, as they are belligerent toward adventurers. *Stats: page 120.*

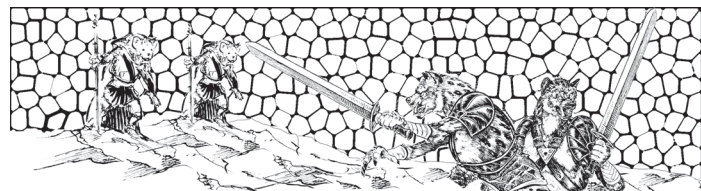
17 Shopkeeper: This solitary human is one of the six who maintain shops in the South wing (roll or select from the list below). He or she is wandering around for some reason, secure in the knowledge that the nork guards will protect them from antagonists. Each also carries a Tocsin (*q.v.*, page 14) to handle unexpected trouble. *Shops pages 76-87; Stats only pages 114-115.*

Time-Specific Encounters

(reroll if outside the time indicated)

18-19 Nork Guard Patrol: No norks are on patrol from 1-8 p.m.; reroll if this is indicated during that time. This will otherwise be one of the groups designated to patrol whichever quadrant that party is in (or nearest to). The guards are not hostile and do not draw weapons unless combat is necessary. One leader demands to see the party's Official Paper; if they can produce one, they party and guards will go their separate ways. If the party inquires as to the acquisition of such, they are directed (but not accompanied) to an Office (38 or 81). If guards are attacked, one will try to Lope away (rate 45) to find and warn his comrades, who will respond in force. *Stats: page 119.*

20 Large Nork Group: At certain times each day, a large group of female norks is escorted to or from one of the four Nork barracks for a 7-8 hour 'companionship' visit. The females dwell in Room 84 (*q.v.*) and are noncombatant. The 8 males are not looking for a fight but will be aggressive in defending their lady friends. *Stats: page 119.*



Shopkeepers

Name	Trade	Room	Appearance
John Smith	Metals	59	short, bald, wiry half-human, dirty blacksmith's leathers but a silky long-sleeve gray shirt
Jane Smith	Leathers	61	short heavy-set half-human, tooled leather garb of notable quality
"Chief" Harvey Hitch	Ropes	63	stocky human of average height, grizzled sunburnt appearance, smoking a small corn cob pipe, nondescript 'townie' garb
Lumen Lambent	Lights	64	very thin human male, full head of long red hair, brightly colored 'townie' garb
Taylor Quick	Textiles	66	slender human female 39" tall, colorful & tasteful garb
Billy Bhang	Herbs	68	nondescript half-olve male, nondescript 'townie' garb



Area Descriptions



Order: Center • N • NE • E • SE • S • SW • W • NW

Arrival: The party may either arrive by the stairway (South Wing), heading toward the center area, or by direct transport using the metal plate (password “snasna two duruch”) and starting at the center. It is also possible to reach level two by accident (weak floor or stairway trap) or by climbing down any of the corner pits.

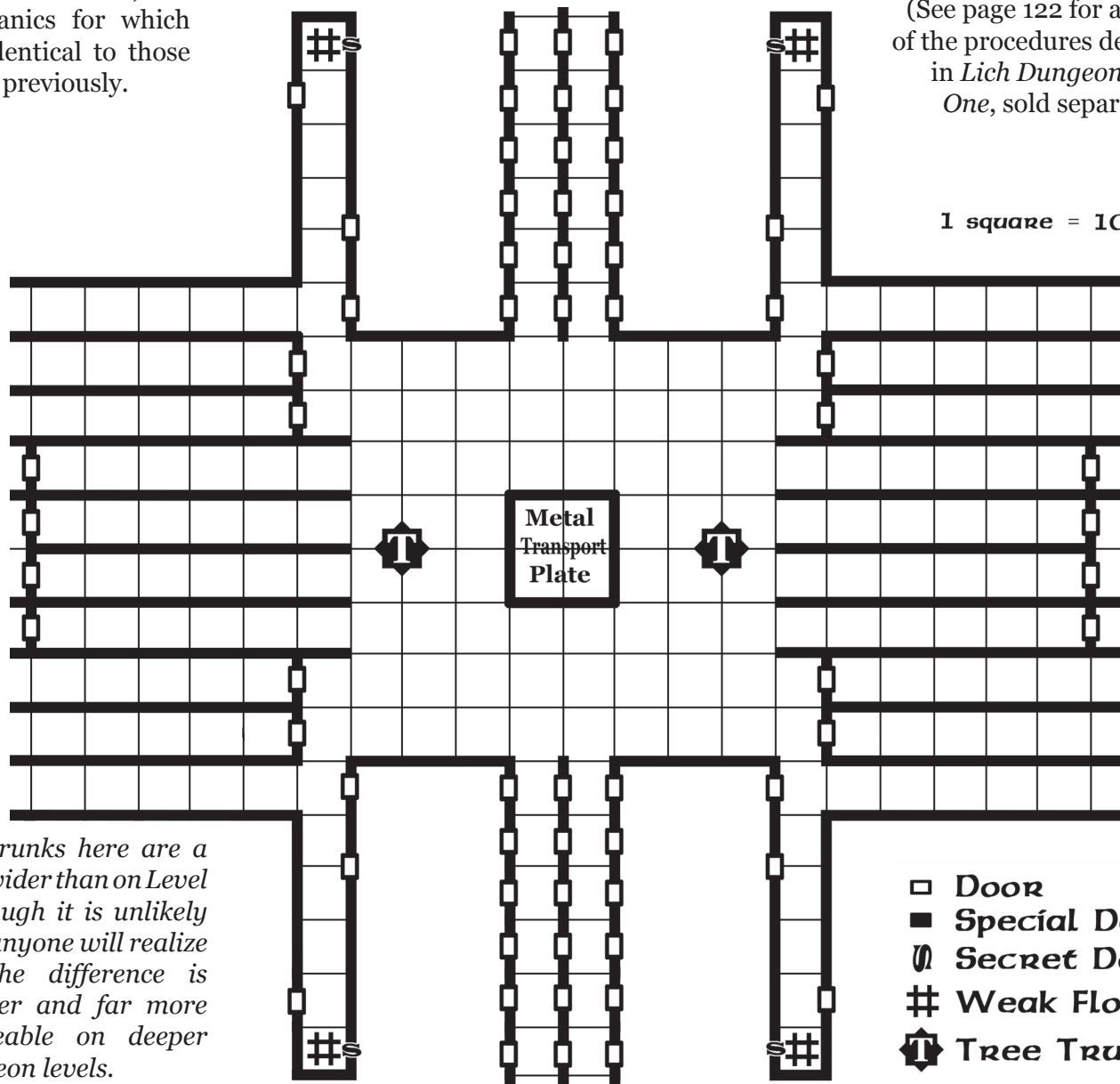
Center

This level can be reached from outside by saying “snasna two duruch”, and in that event everyone wholly or partially upon the outdoor plate vanishes and reappears here.

The normal 20' x 20' metal plate occupies the center of this area, flanked by the 11' diameter trunks of the two great trees. As usual, the local fountain wine can get the attention of both, and the favor of the one helpful tree (which may, also as usual, be on either side at any given time). A direct exit to the outdoors is enabled by saying “duruch snasna”, the mechanics for which are identical to those given previously.

(See page 122 for a recap of the procedures detailed in *Lich Dungeon Level One*, sold separately.)

1 square = 10 feet



The trunks here are a foot wider than on Level 1, though it is unlikely that anyone will realize it. The difference is greater and far more noticeable on deeper dungeon levels.

- Door
- Special Door
- ◻ Secret Door
- ▣ Weak Floor
- ◊ Tree Trunk

North Wing

1. Debris Room (9' square)

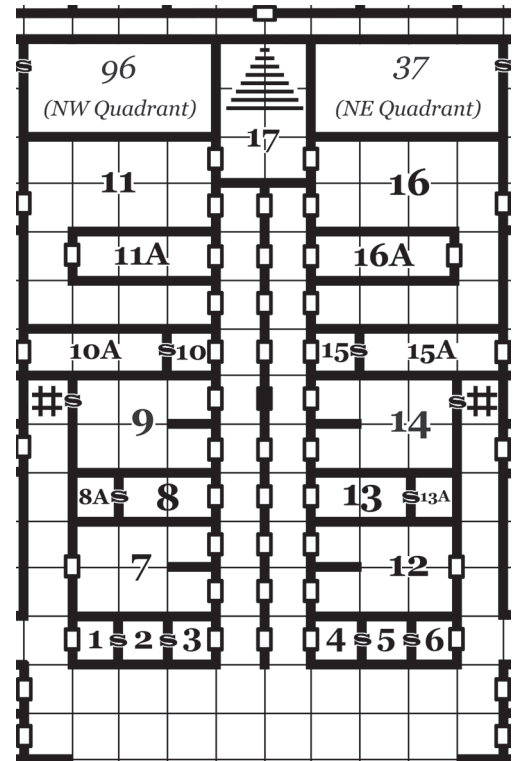
This room contains the usual dungeon debris plus one small chest, which is empty and untrapped. The chest is worth little (5 sp) and weighs 10 pounds, but has a false bottom. Within a thin drawer at its base, which will slide open easily if found, is a thin and delicate wooden 6" square piece of fine parquetry. To avoid transient damage it must be securely transported in a solid container (not a mere sack or backpack), and this very chest, though bulky, will qualify for such. The parquetry can be sold to an art dealer (in town) for 100-200 gp if undamaged, or 20 gp for the damaged fragments (as they can be used as part of a new artwork).

The secret door on the East wall functions automatically for the Humi of Room 2, but even if it is detected, it cannot be manually opened from Room 1.

2. Hidden Room (9' square)

Two undead plant-creatures (Humus, *pl.* Humi) dwell in this room. The Secret doors to either side will automatically open outward to their touch, and may otherwise be opened manually from within this room, with 175% (35) Strength. (See page 5 for details of this mechanic.) The confined area smells quite bad, as the humi emit an odor similar to rotting meat (to attract insects and small carnivores, which become their food). Their arrival will always be heralded by the rotten-meat smell. They move slowly and can easily be evaded under most circumstances. (Though undead, they are distantly related to the Family Rafflesiaceae, lacking stems, leaves, roots, or any photosynthetic tissue.)

Within the room, buried under noxious rotten animal and plant matter upon which the humi feed, are 200 assorted coins (cp through gp), 3 gems (value 10-100 gp each), and a special garment, the magic upon which having prevented its deterioration (details at right).



- Door
- Special Door
- ◌ Secret Door
- 1 square = 10 feet
- # Weak Floor
- ≡ Staircase

Undead Plant, Humus (2)

Appearance: Rotting vegetation
 Demeanor: Instinctive animal intelligence
 Power: 10% (2)
 Defense: 10% (2) and immune to all blows
 Health: 2d6+2
 Move: 3
 Init: -10% (-2) penalty
 Damage: Touch 1d6 per round (rotting)
 Special: Ignore armor when calculating chances to hit. Attaches if successful and climbs to find flesh. Touch causes organic material to rot (8 cubic inches and/or 1d6 damage per round).

Thong of Invisibility: This item is a very skimpy magical undergarment, with leather thongs around the waist and crotch and minimal fabric covering the latter. The wearer becomes completely invisible when he or she stops moving and stands completely still. However, the magic fails (no effect) if the user is wearing pants or anything else that covers the *Thong* from view.



North Wing



3. Debris Room (9' square)

This room contains Dungeon Debris plus some scattered coin. Ten minutes of work can result in the collection of up to 150 coins, evenly divided into copper, silver, and electrum.

The secret door on the West wall functions automatically for the Humi of Room 2, but even if it is detected, it cannot be manually opened from within Room 3.

4. Debris Room (9' square)

This room contains Dungeon Debris plus some scattered coin. Ten minutes of work could result in the discovery of 150 coins, 50 each of copper, silver, and electrum. (Some may vanish upon exiting the dungeon.)

The secret door on the inner wall functions automatically for the spiders of Room 5, but even if it is detected, it cannot be manually opened from within this room.

5. Hidden Room (9' square)

This is the lair of six very large spiders. If they hear noises from either side (Rooms 4 or 6), one or two will investigate, initially fearless but immediately willing to retreat if any are damaged. A fast-acting character may prevent the secret door from fully closing in that case. Room 5 is almost filled with webs, enabling very quick movement by spiders if it is invaded.

Only five of the spiders behave normally. One of their number holds back, avoiding combat, and will attempt to communicate if possible; to this end it waves its front legs and utters a very faint whisper (*"Help me! Help me!"*)*.

This odd spider is magical, has reddish hairs (unnoticed until it is closely examined), and has far greater Health (33) than the normal spiders. Its vocal abilities are minimal, and it cannot explain matters until it is no longer a spider (as follows).

* echoing Andre Delambre's 1958 plea

Spiders, Very Large (5 normal, 1 special)

Appearance: Arachnid 2' long

Demeanor: Insect intelligence

Power: 6% (1+)

Defense: 10% (2)

Health: 1d4+4 each (except 1 with 33, below)

Move: 6 (climbing 9, web 18)

Init: +5% (+1) bonus

Damage: Bite 1 + poison (1d6)

Special: Mild Poison; +25% (+5) bonus to chance to avoid, else take 1d6 added poison damage

If the magic is dispelled, the odd spider turns into a cute strawberry-blonde human female, chubby but fetching, and lacking any clothing or equipment. She has been stuck in this form for nearly 2 months, but pragmatically found safety in this room. She will be extremely thankful for any garb, and for her subsequent rescue. This is Angelia, a professional fighter of moderate skill (20% [4]) and Good demeanor, who was changed into spider-form upstairs (in a Monster Press, Level 1 Room 35). The effect failed to wear off as it ought. She once dwelt in the nearby town, and can name a few of her former adventuring comrades, two of whom are still alive somewhere in the realm.

If rescued, Angelia may pay a reward after she returns home, though she is far from rich. She may also be interested in joining the adventuring party at a later date, after she can regain some equipment. (*GM's choice in all such matters, of course.*)

Angelia Parunteaux (human form)

Appearance: Chubby strawberry-blonde human female, approximate age 30

Demeanor: Average intelligence, grateful for rescue

Power: 20% (4), professional fighter

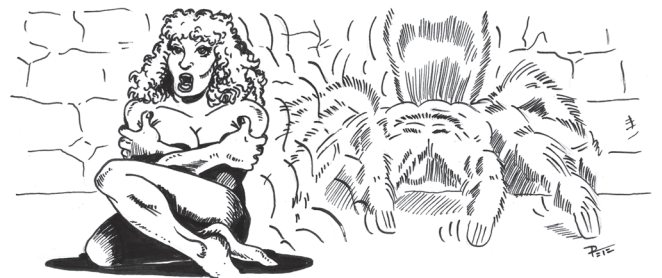
Defense: 0 (or by armor)

Health: 33

Move: 12

Init: 0

Damage: Claw 1d2 or by weapon (+3 strength bonus)



6. Debris Room (9' square)

This room contains dungeon debris plus some scattered coin. Ten minutes of searching results in the collection of 150 coins, 50 each of copper, silver, and electrum. (Some may vanish upon exiting the dungeon.)

The secret door on the inner wall functions automatically for the spiders of Room 5, but even if it is detected, it cannot be manually opened from within this room.

West Hallway (100' long, 9' wide)

7. Jumbled Room

The three standard doors to this room, one on the West wall and two on the East (accessing the hallway), have no locks. The hinges are inside the room, as normal.

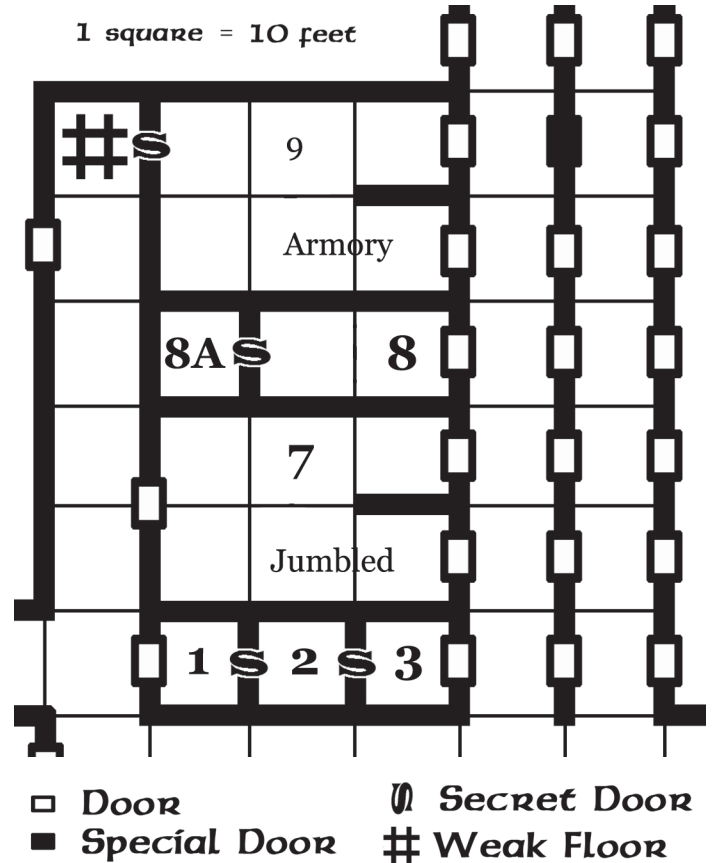
Optional Detail: Use or omit the following paragraph as you see fit.

Before this room is entered, roll 1d8. A result of 1-3 indicates that an illicit tryst is taking place here between a nork guard and a hobgoblin female (a COLD crew member). If so, both are partially clad at best, and positioned atop one of the broken desks. They are located in the West section of the room, visible if the West door is used to enter but otherwise initially unseen by visitors. They have not noticed a nearby corpse nor the scavengers upon it. Both flee if disturbed; he heads for the Northwest barracks (93-96), and she for COLD HQ (40).

This room is filled with debris of all sorts, piled more than 8' tall in spots. Among the piles of junk is a considerable quantity of broken furniture (desks and chairs), along with metal scraps (broken hinges, hasps, and weapons) and old excrement. The room smells somewhat foul, but not overpoweringly so.

The body of an armored dwur fighter lays in the East half of the room, partially covered by debris, though his booted feet will be quickly noticed by anyone who enters by the East doors. (He fell prey to these scavengers about 3 hours previously, and the body is still slightly warm, though nearly emptied.)

If the dwur body or the nearby debris is disturbed, the dwur's slayers become aroused and fly into the air.



They appear to be bats with very long nose-stingers. These **mosquibats** have peculiar tastes, however; they will only attack dwur, olve, or 'niz (hobniz and noniz).

If attacked by others (such as humans) the mosquibats respond, but will only attach (and suck blood from) their preferred targets. Should the mosquibats find no dwur, olve, or 'niz amongst the intruders, they try to fly out of any open doors, heading in a randomly determined direction in search of a new meal. If confined to this room, they return to their previous prey (the dwur), hoping to suck out a last bit of body fluid.



North Wing: West Hallway



Mosquibats (6)

Appearance: Large bat with a long nose like a mosquito

Demeanor: Hungry animal, particular to olve, dwur, noniz, and hobniz

Power: 6% (1+)

Defense: 30% (5) flying, otherwise 10% (2)

Health: 1d6+3 each:

Move: 18 flying (otherwise 1)

Init: +10% (+2) bonus if flying

Damage: Jabbing proboscis 1d4

Special: Attaches and sucks for automatic 1d4 damage each combat round

8. Empty Room (9' x 19')

If the standard door in the East wall of this room is opened, it emits a very loud *CREAK*, and this noise attracts a Wandering Monster, arriving in 1d6+3 minutes. Roll normally for type (page 16).

The room contains a small amount of dungeon debris and nothing more. The secret door in the East wall is quite small, only 2' square, and is high on the wall, its top edge near the 12' ceiling. However, it will open automatically if it is successfully found and pushed slightly, giving access to Room 8A beyond.

8 A. Secret Stash (9' square)

This room is completely empty except for a large sack in the northwest corner. A whining comes from that direction, as if from a very young dog. The top of the sack is tied shut by a typical thin rope.

A previous adventurer left the sack here for safekeeping, along with his special magical pet, but was unable to return. Within the sack is a very small wolf cub, only 8 inches long, atop 1,000 gold coins. If the cub is given water or food (dungeon rations are quite sufficient), it becomes much happier, and starts to grow quite rapidly, becoming a full-sized wolf within 1 minute. It then abruptly attacks anyone who is not its master—*i.e.*, the closest member of the party, very possibly the one who fed it. (The magical wolf will pause if the words “Good wolf!” are uttered, and will return to cub form if its head is patted... though this may be problematic while it is attacking.) If slain it loses its magical properties, and is merely a dead wolf.

Should the party manage to get the wolf cub back to town intact, a local cleric or druid can easily discern the problem and its solution. Magic can cause the wolf to forget its previous owner, and thereafter whoever first gives it food or water takes the role of its new master, who it will generally obey. The cost of the simple abjorative magic involved is only 25 gp (or GM's choice). The magical wolf can remain in full-sized form for up to 1 hour per change, thrice per day. Although it enjoys eating and drinking, being magical it actually needs no food or water to survive.

Wolf, Magical (full-sized form)

Appearance: Large black wolf, 3' tall and 5' long (plus tail)

Demeanor: Trained animal, very loyal to its master

Power: 12% (2+)

Defense: 15% (3)

Health: 15

Move: 18

Init: 0

Damage: Bite 1d4+1

Special: Returns to puppy form if told “Good Wolf!” and petted on the head

Wolf, Magical (cub form)

As above but Appearance as wolf cub, Defense 0, Move 6, Damage 0

9. Armory (19' x 29')

One standard door East of Room 9 is identical to the other doors in this area but is Special. It is not intelligent but it does teleport, sending the user to the center plate.

This room and its contents are magical. The East doors to this room are both of standard type and without locks. The secret door in the West wall can only be opened by force, swiveling West (hinges North), and has no automatic opening device. (Immediately West of that secret portal is a weak floor section, which may dump victims 50' down. Ignore that feature if you do not have dungeon level 3.)

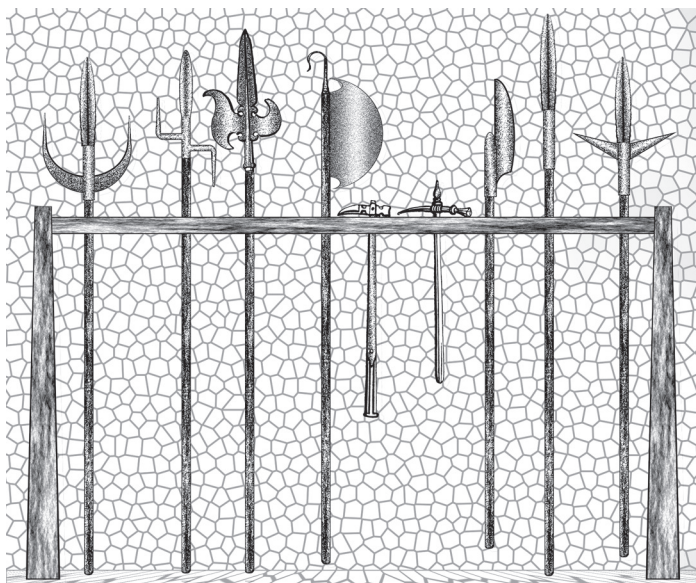
Racks of pole-arms are mounted on all the walls, covering nearly every square foot of space except the doors (thus leaving an obvious gap

in the Northern part of the West wall). Most are arrayed vertically, their points aimed at the ceiling. On the wooden haft of each is the maker's mark, a simple ovoid containing the letters "EGG" created pyrographically (burned into the wood). There are 3-6 each of the following, each 8-12' long: bardiche, bec de corbin, bill-hook, fauchard, glaive, guisarme, halberd, lochaber axe, lucern hammer, military fork, partisan, pole-axe, ranseur, spetum, voulge, and some combinations. In addition, 6 pikes (all 15-20' long) are mounted sideways in the racks.

Each person entering the room must roll to avoid a magical effect. (*Special: You may apply a penalty of 20% [-4] to the avoidance roll if the player reveals any detailed knowledge of pole arms.*) If avoidance is failed, the victim becomes enraptured by the armament, and will choose 1d4 of them to carry about thereafter (doubtless clumsily, given their size), abandoning all other weapons previously carried. (Comrades may of course retrieve such weapons for later use or sale.) The delusion lasts until sunrise or sunset, whichever comes first.

To determine each pole-arm chosen, roll 1d20 (1d4 times). If the result is fauchard, glaive, guisarme or voulge, the player may choose either the usual or a combination type.

As noted, the pole arms are enchanted. Each confers a -10% (-2) penalty to all attack rolls and inflicts 0-7 (1d8-1) damage. If sold, they will bring only 1 sp per foot length due to the adverse magic.



The Armory, Room 9

1	bardiche	12	lucern hammer
2	bec de corbin	13	military fork
3	bill-hook	14	partisan
4-5	fauchard	15	pike
6-8	glaive	16	pole-axe
8-9	guisarme	17	ranseur
10	halberd	18	spetum
11	lochaber axe	19-20	voulge

Combinations: bill-guisarme, fauchard-fork, fauchard-guisarme, glaive-guisarme, and guisarme-voulge

10. Empty Room (9' square)

This simple room has a standard door in the East wall. It contains a very small amount of Dungeon Debris (*q.v.*) and nothing more. The secret door filling much of the East wall will open automatically if it is successfully found and pushed slightly, giving access to area 10A beyond.

10A. Trapped (9' x 19')

The West (standard) door to this area is locked, and a stout bar is mounted before it.

This dirty area entrapped **Aron**, a primitive human fighter, 5 days and 7 hours earlier. He has consumed all his rations and water, and will die soon from the lack thereof. When found, he will weakly try to warn characters not to let the secret door close (which could entrap them as well). He knows that the West door leads into a barracks, but the door is jammed.

If given food, water, and 4 hours to rest and recover, Aron will offer to join the party for a half-share of treasure (and can be bargained down to a quarter-share). He is a capable fighter and will eagerly take the lead if permitted. However, once any fight starts he will be consumed with battle-rage, mercilessly slaying all opponents if possible and, if he survives the encounter, then turning his attacks on the nearest character(s), fighting until dead. Poor Aron.



North Wing: West Hallway



Aron Bonkers (Primitive Human Fighter)

Appearance: Human fighter wearing furs (over ring mail) & horned helmet

Demeanor: Paranoid explosive

Power: 10% (2)

Defense: 25% (5)

Health: 13

Move: 9

Init: +5% (+1) bonus

Damage: Battle axe 1d10 (or by weapon)

Special: When enraged, +20% (+4) to attack and +4 damage

11. Fighters' Haven (irregular 40' x 40')

This entire room is heavily enchanted, providing a sanctuary of sorts for professional fighters. The West doors (two to the East hallway of the North wing, and one to the stairway down) can only be opened by someone who knows how to proficiently use a very large weapon (such as a two-handed sword or battle axe). For such an individual, all the doors will open easily, regardless of his or her strength. Once a door is open, anyone can enter as long as that portal is held open. The West door is a simple one but is included in this enchantment.

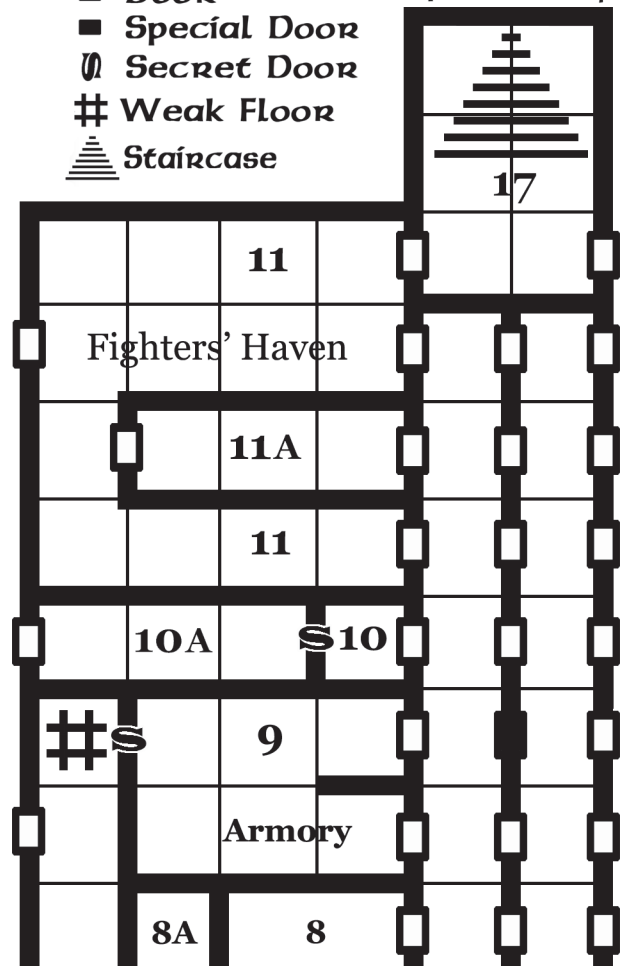
Room 11 is well-outfitted as a residence, containing two fine beds by the North wall, a tall wooden cabinet with doors (armoire for clothing), and a small table with a large ceramic bowl and pitcher full of pure, clear water. A 3' diameter straw target hangs on the Western section of the South wall, and can be readily used for target practice, albeit with a limited 30' range. A short boxy chair with a hole in its seat provides an obvious toilet, and that device is enchanted to lack any odor and to dehydrate all excretions within an hour, leaving only a powdery residue.

A small wooden sign over the bed reads (in the Common language):

Be considerate: Clean up your mess!

(The magic of the room prevents the COLD crew from maintaining it, so its current condition—whether the beds are neat, the pitcher refilled, *etc.*—varies by the conscience of the previous user.)

- Door
 - Special Door
 - ∅ Secret Door
 - # Weak Floor
 - ≡ Staircase
- 1 square = 10 feet



11A. Room of Collecting (9' x 29')

Each standard door in the East and West walls of this room has a built-in lock and keyhole. The room and both doors are magical. The room contains no furnishings.

Enchantment: The doors can be opened normally from outside the room. They tend to drift shut, as do most dungeon doors. However, the doors cannot be opened from inside this room. From within, the doors and stonework are impervious to any form of damage, and the doors cannot be forced open by any means, magical or mundane.

You may here insert one or more beings as you deem appropriate. If so, they inadvertently got stuck here. Victims might be adventurers (even a whole party may have rested here before finding themselves stuck), or might be cobolds or orcs, but will not be norks in any event.

East Hallway (100' long, 9' wide)

12. Splattered Room (19' x 29')

The 3 standard doors accessing this room have no locks. The room is empty and clean except for the southeast corner, in which a recent battle seems to have occurred, as a dull red substance is splashed around the floor and walls.

The red goop is actually a single creature, a red gunge—a bloodsucker, also called “vampire gunge” (though it is not undead) with cunning animal intelligence. It has been trapped here for days, unable to ooze out under the doors, and is quite hungry. When any door opens, the gunge makes an immediate dash for that exit, as it considers freedom more important than food (for the moment). It flows like an amoeba as its goopy fluids coalesce, moving at a rate (6) comparable to a laden human. If any part of it can go through a door, that door will then be prevented from closing, and it can ooze the rest of the way out into the hallway. It starts forming arms (short 3' tentacles) when it first starts to move, and can create 1 each round while moving (or 2 per round if stationary), to a maximum of 6.

If the gunge reaches the hallway, its intentions quickly turn malevolent. All of its arms can attack separate targets within 3', and multiple attacks can be directed at a single target. It can also spit a glob of itself to 8' range (Damage 1). In this case treat the glob as a new red gunge, initially with 1% Power and 1% Health, and as it sucks blood (damage 1 per round) its Power and Health grow by an amount equal to the damage inflicted. (If it reaches 5% Power its damage increases to 1-2 per round, 1-3 at 10%, and the usual 1-4 damage at 15% or greater Power.)

Red gunge can be damaged by any type of weapon (including fire), and has no special immunities. Like most gunges, it is fearless and will fight and feed until slain.

A red gunge of normal size creates crude temporary ‘teeth’ at the end of each arm, each of which bites for 1d4 damage. Once a hit is achieved, no further attack roll is required as it sucks blood for 1d4 damage per round. Its color improves as it feeds, eventually turning from dull to bright red.

Each arm has 6 Health, severed if that amount is inflicted in a single blow from an edged weapon. Arm damage is counted against the creature as well. Until the main body is slain, the gunge is freely able to grow more arms to replace losses.

Gunge, Red

Appearance: Dull red amoeba, 8-10' diameter

Demeanor: Wolf-like intelligence and cunning; seeks freedom first, food shortly thereafter

Power: 15% (3)

Defense: 20% (4)

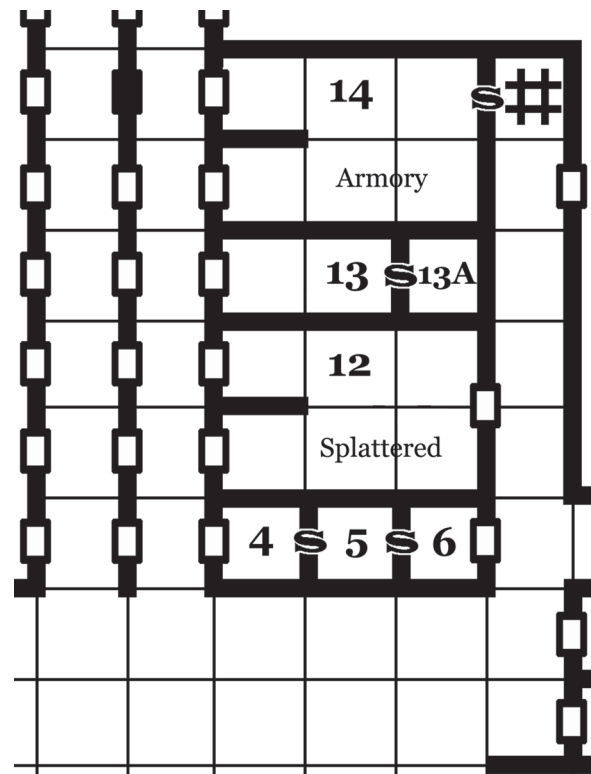
Health: 20

Move: 6

Init: -10% (-2) penalty

Damage: Up to 6 Arms (3' length, 1d4 each) and 1 Spit (to 8', damage 1)

Special: Once an arm hits, automatically sucks blood for 1d4 damage per round



1 square = 10 feet

Door Secret Door
 Special Door Weak Floor



North Wing: East Hallway



13. Secret Stash (9' x 19')

The West door is entirely standard, without a lock. This room is completely empty except for a large sack in the northwest corner. **A whining is coming from that direction**, as if from a very young dog. The top of the sack appears to be tied shut by an ordinary thin rope.

The secret door in the East wall can be opened by pressing a small round button on the wall behind the sack (only 8" from the floor). The sack contains 500 copper pieces, many of which may vanish upon leaving the dungeon.

The whining sound* is being produced by an enchantment on this magical rope (detailed on the next page), and has no purpose but misdirection. The danger here is on the ceiling. The being lurking above is of the same gray color as the native granite, and thus will be initially undetected. Anyone who specifically examines the ceiling has a base 25% chance to see it; add bonuses if the race or profession includes special detection abilities.

A **gray gunge** will drop upon someone in the room, whether or not they are approaching the sack. It chooses a target that has a lot of metal (such as plate or chain mail). It hits its target with a roll of 6 or greater on 1d20, and check to see if the same roll constitutes a successful attack on the character's normal defenses (but possibly adding a +20% [+4] bonus if it surprises its prey). If the gunge misses its initial target it moves about slowly (rate 3) as it grows arms, reaching out and/or spitting at any metal nearby. It will pursue metal (though not flesh), exiting this room if necessary to do so.

The gunge intends to envelop and digest the metal. The digestion process takes 1d4+5 combat rounds to complete, causing proportionate damage each round (a 5-10% reduction in defense value per round until the armor is completely consumed). If the 1d20 roll also indicated a hit on the victim, the gunge also inflicts 1d6 damage, superficially withering the area of skin that it touches. If disturbed by its target creature (who may be attacking the vile thing), it will continue to strike, extruding up to 4 short (3') arms, each able to inflict 1d6 damage.

* compare to room 8A

If other persons attack the gunge it will spit at them, hurling a blob of itself once per round. Calculate the attack in the same manner as before (6 or greater to hit armor, normal chances for skin, damage 1-2). After hitting, the blob is only capable of seeking and digesting metal, and cannot attack further unless it grows larger.

Gray gunge of any size gains 1% Power and 1 Health for each pound of metal it consumes, but obtains no benefit from destroying flesh. (This applies to both the initial creature and to each spit-glob it produces.)

Gray Gunge

Appearance: Small moist (slimy) gray mass, volume about 4 gallons

Demeanor: Low animal intelligence

Power: 15% (3)

Defense: 20% (4)

Health: 20

Move: 3

Init: -10% (-2) penalty

Damage: Up to 4 arms (3' length, 1d6 each) and 1 spit (to 6', damage 1)

Special: Withers flesh, consumes metal in 1d4+5 rounds



Rope of Distraction: This simple 18-inch length of seemingly normal thin rope bears a mild enchantment. Upon command it will create a noise like almost any normal animal—kitten or cat, puppy or dog, badger or bear, *et al.* It will function thus up to 3 times per day, the noise lasting 30 minutes or until commanded to stop. (Unfortunately, no command words are found with the item; *TRATS* and *POTS* are suggested.)

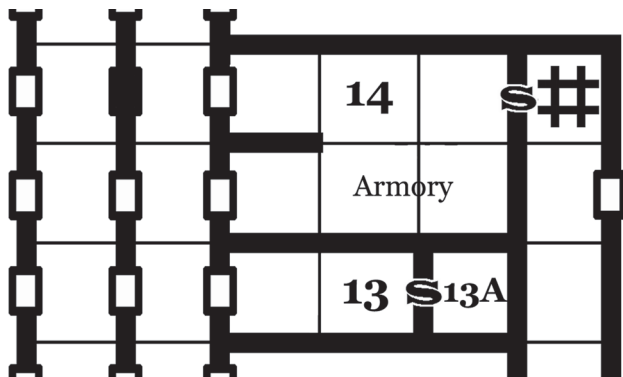
13 A. Secret Nook (9' square)

This forlorn room has remained undisturbed for weeks. It is dusty and dirty, and contains a small amount of Dungeon Debris amongst which 7 animated human zombies perpetually shuffle and jostle, compelled to move eternally or until released from their wretched condition. They will head for the door when it is opened and, being mindless undead, attack whoever has liberated them.

The zombies have no treasure, but hidden amongst the Dungeon Debris are 4 bone figurines (gray with grime but easily washed) hand-carved to represent the four seasons. Each is 3" tall and of moderate artistic quality. If sold intact in a town, the figurines will bring offers of 25-50 gp each, and/or 250 gp for the set.

Zombies (7)

Appearance: Humanoid, dry & tattered
 Demeanor: Robotic hostile
 Power: 10% (2)
 Defense: 10% (2) Damage: Arm bash 1d8
 Health: 1d10+6 Special: Undead; immune
 Move: 6 to mental & cold-based
 Init: -10% (-2) penalty attacks



Door Secret Door
 Special Door Weak Floor

14. Armory (19' x 29')

One standard door West of Room 14 is identical to the other doors hereabouts but is Special. It is not intelligent but does teleport, sending the user to the center plate.

GM: Note that 4 bandits are standing in the northern part of this room.

The West (hallway) doors to this room are both of standard type and without locks. The Secret door on the East wall has no automatic opening device (35 Strength to open), and swivels North. *(Immediately East of that secret portal is a weak floor, which may dump victims 50' down. Ignore that feature if you do not have dungeon level 3.)*

On three walls of the room are racks of ranged weapons and related ammunition. There are long and short bows, heavy and light crossbows, slings, racks of arrows and bolts, and crates of large pebbles (sling stones). None of the bows are strung, though other bushels contain separate bowstrings of all types.

The four humans in the northern part of the room, examining racks of weapons, are immediately seen by anyone using the North door. The group consists of Al, Bob, Chuck, and Dave (all bandits). They will hear (and be forewarned of) anyone using the South door.

Reactions: If they initially detect 4 or fewer characters, the bandits leap to the attack! If outnumbered they are more cautious, interacting before deciding whether to ply their trade. If obviously overwhelmed they will be agreeable and even sycophantic, trying to exit and depart as quickly and safely as possible. (Note that they may make an imprudent decision if temporarily unable to notice some of the characters.)

“Dave Therion” is an imposter, unbeknownst even to his comrades. This lycanthrope joined them within the last week but is trusted, having proven his mettle and cooperation several times. Yet he is quite liable to slay his comrades when he tires of them, for none have the silvered or magical weaponry required to damage him.

Therion is Greek for ‘wild animal’



North Wing: East Hallway



(The lycanthrope appears to incur wounds normally, but they represent no actual damage and 'heal' within minutes. The others thus believe he can regenerate.)

Human Bandits (3: Al, Bob, & Chuck)

Appearance: Lightly armored humans

Demeanor: Covetous but careful

Power: 5% (1)

Defense: 15% (3)

Health: 1d4+2 each

Move: 12

Init: +5% (+1) bonus

Damage: Sword 1d8 or shortbow 1d6 (10/30/60)

Special: Minor stealth

Bandit Lycanthrope

(*"Dave Therion", Were-rat*)

Appearance: Lightly armored human male

Demeanor: Covert, very tricky

Power: 15% (3)

Defense: 20% (4)

Health: 16

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

Init: +5% (+1) bonus

Damage: Sword 1d8 or shortbow 1d6 (10/30/60), or (rat form) Bite 1d4

Special: Stealth; damaged only by silvered or magical weapons; bite may inflict lycanthropy

Weaponry

One wall contains racks of longbows and shortbows, all without strings, and all of moderate to poor quality (possibly goblinoid or orcish). No bow is magical, and each is worth only 1 gp (or 10% of the bow value in your game if you prefer), except for the following.

A quick search here will find 2 odd bows, unusual in that the center 4" of each is a strange U-curve to the left. Fighters proficient in bows will realize that this enables the arrow to move precisely through the arc of the bow, instead of beside it—but this seems nonsensical, having no real effect on arrow firing. Their estimated value as curiosities is 10 gp each.

One wall has rows of crossbows, 12 each of Heavy and Light varieties. They are of mediocre quality but seem serviceable. In actuality, when any such is fired it comes apart, pieces flying in all directions and inflicting damage to the user and those nearby

(1d6 each suggested). If intact they can be sold to an armorer for 1 gp each, and can be mended to be usable.

Eighteen slings hanging from wall-pegs are perfectly normal, though worn from prior use. These simple leather weapons are worth 5 sp each. If used, there is a 1 in 6 chance (per shot) that a strap will break, ruining it until replaced.

Ammunition

Crates of smooth rocks (sling stones) block access to the secret door, each crate weighing 300 pounds.

Part of one wall is a bank of quivers filled with arrows and bolts (20 each), all lying on wooden shelves, fletching showing (tips toward the wall). Closer inspection may reveal that the quivers are arranged by size, shortest on the bottom.

None of the arrows or bolts have any notable quality or value (1 gp per quiver-full). However, a good search here will find 6 quivers of unusual arrows. They are magical (and thus can be quickly found with the right divination), but are otherwise noticed because each has a 4-fin (and helical) fletching instead of the usual 3 feathers. They are found to be of remarkable quality, each being a hand-carved corkscrew (perfectly straight overall) made of fine oak with a long metal spear tip, razor-sharp, having many tiny barbs on its sides. The design would seem to cause problems when used with any normal bow (the corkscrew impacting the bow intermittently, thus ruining the trajectory), and they are thus worth 10 gp per quiver as mere *objets d'art*.

Special Notes

In a water-filled environment, if the unusual U-type bow is used in conjunction with a magical corkscrew arrow, the combination functions as with normal archery, inflicting normal arrow damage (1d6). The arrow spins rapidly as it zips through the water, reaching ranges of 20/40/80 yards. (Nonmagical imitations do not function thus.) Use may cause breakage (1 chance in 6, given its magical nature).

Once the usage of these items in combination is documented, a bow is worth 80 gp and each arrow 5 gp (100 gp per quiver-full) or more, as underwater missile weapons are extraordinarily rare.

15. Empty Room (9' square)

This simple room has a standard door in the West wall. It contains a very small amount of Dungeon Debris and nothing more. The secret door filling much of the East wall will open automatically if it is successfully found and pushed slightly, giving access to area 15 A beyond.



15 A. Garish Desiccator (9' x 29')

The standard door at the East end of this room has a built-in lock and is never opened (as explained in barracks room 37.)

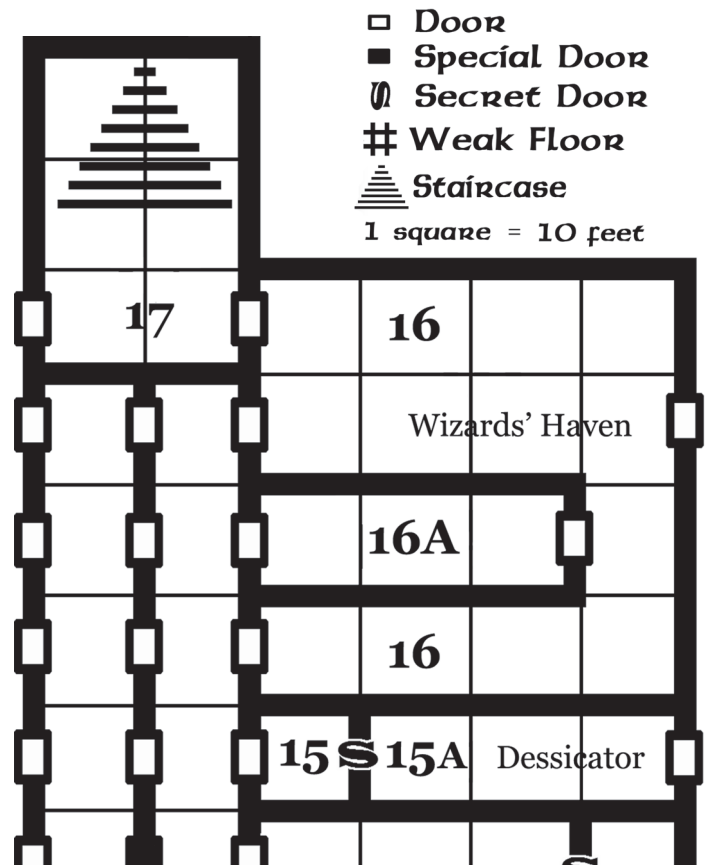
In the central part of this very dry room is a brightly colored mass of goop, forming a large puddle with 8 nodules each a foot across. It cannot leave this room if the door is quickly closed. The color is magenta, probably unfamiliar to adventurers. (Also known as fuchsia, it is sometimes described as pinkish purple or reddish violet).

This **magenta gunge** feeds by absorbing water, and it can do so to 15' range. Anyone entering the room (via the Secret door from Room 15) loses 2d6 health as the water in their body is absorbed by the gunge, which produces a drying and cracking effect on skin, even causing pieces to flake off. This effect is automatically applied every combat round to every water-based life form within range, and it also empties all water from containers within range, at the rate of 1 gallon per combat round.

The gunge can move very slowly (1' per round, in amoeboid fashion), and will start heading toward food (*i.e.*, any visitors) as soon as the door opens. It also immediately starts to grow arms (tentacles), creating 1 per round (4 maximum). Since each arm is only 1-2' long, it can only use these in melee range, but can thereby engage 1 opponent with each arm. The gunge will also spit—hurling a small blob of its substance to 4' distance—at any food source within range. Treat such a blob as an independent small gunge, initially with 1% Power and 1 Health, inflicting 1d4 damage. (It can grow to full size in an hour or more, depending on available moisture.)

A full-sized magenta gunge gains 1% Power and 1 Health for each point of damage it inflicts by absorbing water. When calculating growth from water in nearby containers, each full water-skin is worth 5% and 5 Health. Small blobs inflict damage to a range (in feet) equal to their Power.

If provided with unlimited water, the gunge stops! It refocuses on splitting into two creatures, a process that takes about an hour, and will not chase prey during that time (though it will still attack if approached).





North Wing: East Hallway



This gunge can be slain by blows or fire, and the drying effect ceases (no further effects) when it dies.

Treasure: Beneath the original position of the gunge (and revealed if it moves 10') are 300 mixed coins (sp and gp) and 1d4+1 gems, each worth 10-100 gp (1d10 x10).

Gunge, Magenta

Appearance: Area of magenta-colored goop, 7-8' across and 1-2" deep, with 1' diameter nodules

Demeanor: Plant intelligence

Power: 15% (3)

Defense: 10% (2)

Health: 10

Move: 1

Init: Always Last

Ranged Attacks: Absorbs moisture to 15' range (dry skin cracks and pieces fall off), damage 2d6 from dryness; and

Spit 4' for 1d4 (to 15' range)

Special: Creates 1 arm per combat round (4 maximum, length 2'), damage 1d4 (dryness)

16. Wizards' Haven (irregular 39' x 39')

This entire room is heavily enchanted, providing a sanctuary of sorts for mages and wizards. The West doors (two to the East hallway of the North wing, and one to the stairway down) can only be opened by someone who knows how to cast spells usable by wizards. For such an individual, all the doors will open easily, regardless of strength. Once a door is opened by a wizard, however, anyone can enter as long as that portal is held open. The East door is a Simple one but is included in this enchantment.

The room is well-outfitted as a residence, containing two well-padded beds by the North wall (with sheets and blankets), a tall wooden cabinet with doors (armoire for clothing), and a small table with a large ceramic bowl in which stands a pitcher full of pure, clear water. A short boxy chair with a hole in its seat provides an obvious toilet, and that device is enchanted to lack any odor and to dehydrate all excretions within an hour, leaving only a powdery residue. A small wooden sign over the bed reads (in the Common language) **"Be considerate: Clean up your mess!"**

(The magic of the room prevents the COLD crew from maintaining it, so its current condition—whether the beds are 'made', the pitcher refilled, *etc.*—varies by the conscience of the previous user.) A large comfy padded chair is in the southeast corner (adjacent to area 15 A) with a stout end-table next to it, providing an excellent place to study spells while affording good line-of-sight to watch the door to the hallway and the short access to the bed area.

A secret drawer is under the collection box at the base of the chair-toilet, but this will not be found without a thorough search of the chair. Once found it will easily slide out on the North side, and within are a dozen small leather bags. Two are empty, but the others contain components used to cast an assortment of spells. These components can only be used within this room; if removed they evaporate, returning to their places within the original bags under the commode. (None of the components are of exceptional value, but most are arcane and hard to find, the specifics varying by your chosen game system.)

16A. Room of Collecting (9' x 29')

Each standard door in the East and West walls has a built-in lock and keyhole. The room and both doors are magical. The room contains no furnishings.

Enchantment: The doors can be opened normally from outside the room. They tend to drift shut, as do most dungeon doors. However, the doors cannot be opened from inside Room 16 A. From within, the doors and stonework are impervious to any form of damage, and the doors cannot be forced open by any means, magical or mundane.

You may here insert one or more beings as you deem appropriate. If so, they inadvertently got stuck here. Victims might be adventurers (even a whole party may have rested here before finding themselves stuck), or might be cobolds or orcs, but will not be norks in any event.

Your notes:

17. Stairs Down

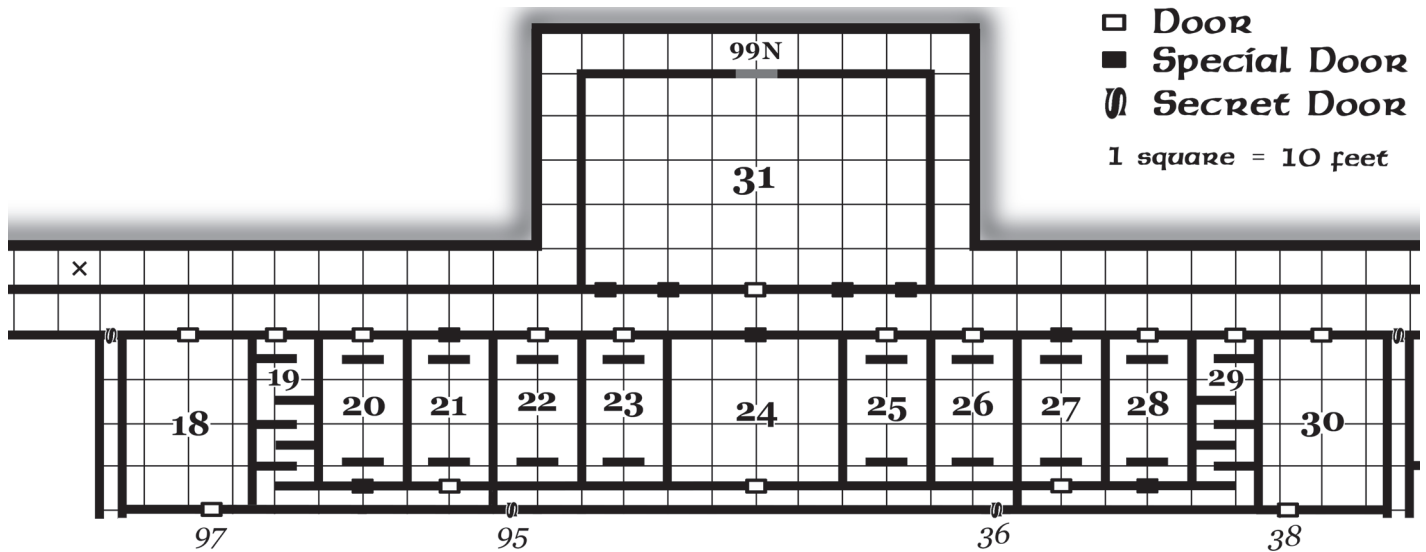
Standard doors access the upper landing of this staircase from the East and West sides, providing entry via the northernmost rooms in the parallel corridors of the North Wing (areas 11 and 16).

This 19' wide landing is of typical unbroken stone construction, but the walls are chiseled with coarse runes that somehow imply dread and destruction. The symbols look downright malevolent. (They are not magical in any way; the effects are entirely produced by the quality of the artwork.) If characters

have visited either temple (areas 44 and 89) and made note of the ornamentation and theme therein, they will realize that these runes are quite similar to others seen in those *sanctoria*.

The broad stairs down (each the usual 15 inches tall and deep) proceed North, descending 50 feet at a 45° angle to Dungeon Level 3. If you are not prepared to continue in that area, the stairs only descend halfway and end, where a message chiseled into the wall states, in the Common language, **“Coming soon!”**

The Strip



Rooms 18-30 are in a row just South of the Palatial Treasure Room (31). Although some extend into the Northeast and Northwest Quadrants, they are described here as a group (left to right), since most are accessible only from the single hallway between areas 39 and 98.

The center room (24) is an exception. Its contents are enticingly visible from the noted hallway but it seems inaccessible, the way blocked by a Special (speaking & teleporting) door. It can be reached only with great difficulty. (For details, see page 36, “Enticing Room.”)



North Wing: The Strip



18. Buggy Room (29' x 39')

Herein are 6 myriapod darters, each 4' to 10' long. This infestation of giant bugs has thrived, feeding upon the remains of several geeps (goat-sheep hybrids) from the Temples.

The room is strewn with old carrion and overrun by bugs. These darters are not aggressive unless disturbed or attacked, and can easily be avoided.

These mindless scavengers are fond of fresh foodstuffs, and adventurers' dry rations usually do not attract them. They are too stupid to flee when damaged. If they are successful at dropping a victim, they immediately stop to feed (inflicting automatic damage each round). The poisonous bite of a Darter inflicts an additional 1d4 damage unless the victim avoids the poison (standard chances).

If bisected by an edged weapon (not uncommon, given the body lengths involved), only the portion retaining a head will continue to function. The remainder will writhe for 1d6 combat rounds before expiring, attacking separately and randomly with a -20% (-4) penalty to attacks, and inflicting 1d4 bludgeoning damage per hit until it dies. (In the event of such bisection, roll 1d6 per foot length to determine the Health of the individual parts.)

The only treasure in the room may be found in the old remains of the geeps, which swallowed random items during their lives (as goats often do). The entrails of two corpses contain one nice gem apiece, worth 100-400 gp each.

Darters (6) (*Myriapods*)

Appearance: 2-10' arthropod*
Demeanor: Passive, insect intelligence
Power: 1% per foot length; 2-10% (1-2)
Defense: 10% (2) due to speed
Health: 4-20 (2 per % Power)
Move: 15
Init: +10% (+2) bonus
Damage: Bite 1 + poison
Special: Poison damage 1d4

* arthropod: An invertebrate insectoid having an exoskeleton, a segmented body, and jointed appendages.

19. Narrow Zig-Zag (14' x 34')

This winding passage is the only route to enter room 21. Amongst the 4' passages, the only larger area (9' square, located immediately South of the first turn) contains 4 Evil bugbears who have wandered up here from Dungeon Level 3. They are not in a good mood.

Bugbears (4)

Appearance: Ursine humanoid 8-9' tall, massive arms and thick dark fur
Demeanor: Paranoid about adventurers, quick to attack
Power: 15% (3)
Defense: 40% (8)
Health: 1d12+8 each
Move: 11
Init: 0
Damage: Spiked Club 1d8 or Claw 1d6

20. This Place Again (A) (19' x 34')

This is one of 8 rooms in 'the Strip' of this exact size. Standard doors are in the North and South walls, though the southern one is special (no speaking, *teleport* to the center plate). The initial view (from either door) is of a blocking wall 10' wide and 12' tall, just 5' from the entrance.

Anyone looking around that North wall sees 4 orcs near the South blocking wall, engaged in target practice, shooting arrows northward at a target. They direct their fire at any intruders seen (2 shots per combat round, damage 1d6 each). If approached they continue to fire with increasingly deadly aim: +20% (+4) bonus to attacks at 20' or shorter range.

If the orcs are slain they change shape, becoming **nork** guards, who arise and try to initiate dialogue. They are (oddly) interested in learning more about humanoid militarism, armor and weapons, and other aspects of combat. Even more oddly, these norks seem to quickly regenerate any damage incurred, all while patiently trying to continue the dialogue.

All of the above is illusion, created by an air-being (Oowowouran) in the central area, who is inquisitive about the topic noted. It does not reveal itself to the characters, and the events of the room may

remain a mystery for quite some time. Damage (and even death) incurred from the illusions vanishes suddenly when victims depart the room, being illusory, though magical cures administered within the room will seem to have normal effect.

In the southeast corner of the room, hidden by another illusion (of unmarked floor), are a number of semi-precious gems, each worth 10-100 gp. If not found by a search, and if characters satisfactorily interact with the phantasmal norks, one gem per active character (none for those who do not speak here) will be revealed when the air-being removes the illusion, thereby offering this small payment for their cooperation.

Elemental, Oowowouran

Appearance: Invisible vaporous cloud (60 cubic feet) or by Illusion

Demeanor: Inquisitive but covert

Power: 30% (6)

Defense: 40% (8)

Health: 30

Move: 24

Init: +10% (+2) bonus

Damage: by tools or weapons (extremely variable)

Special: Naturally invisible; produce Illusions at will; hit only by doubly-enchanted weapons

21. This Place Again (B) (19' x 34')

This is one of 8 rooms in 'the Strip' of this exact size. Standard doors are in the North and South walls, though the northern one is special (no speaking, teleport to the center plate). The initial view (from either door) is of a wall 10' wide (12' tall, floor to ceiling) just 5' from the entrance.

Anyone peering around the South blocking wall sees a large pool of water, 15' diameter and apparently 2-3' deep, containing 6 quimari* (aka mermen and/or mermaids) lounging within. The number of the quimari will precisely match the number in the party, each of opposite gender.

All who see the quimari must roll to avoid their magic, failure indicating that the victims become enraptured and immediately advance to join them in the water.

A victim will strip off all equipment and clothing before jumping in nude. An avoidance roll for this effect must be made each round by anyone viewing the quimari, but does not apply to those who actively avert their eyes. (Note also that the area may seem much larger than it actually is, since it is illusory.)

The quimari in the pool ignore those who resist the temptation. When a creature joins them in the pool, they stroke the skin in sensuous ways... but do not escalate the physical interaction, instead engaging in intense conversation, speaking of the victims' five senses and asking about their function and purpose.

If no characters enter the pool (perhaps prevented from such by their loyal comrades, who may also be forced to collect discarded clothing and items), then the quimari will sadly await other visitors. If characters attack the quimari, they seem to quickly regenerate any damage inflicted.

All of the above is illusion, created by an invisible air-being (Oowowouran) somewhere in the room, who is inquisitive about the topic noted. It does not reveal itself to the characters, and the events of the room may remain a mystery for quite some time.

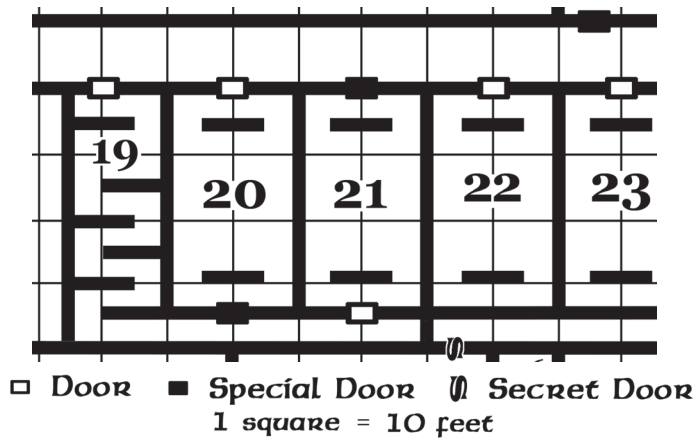
In the middle of the illusory pool are a number of real semi-precious gems, each worth 10-100 gp. If not found by a search, and if characters satisfactorily interact with the phantasmal quimari, the latter produce one gem from the bottom of the pool for each active character (none for those who do not speak here), thereby offering this small payment for their cooperation.



* pronounced KEE-MAH-REE, from the Latin 'qui maris', or 'person[s] of the sea'



North Wing: The Strip



22. This Place Again (C) (19' x 34')

This is one of 8 rooms in 'the Strip' of this exact size. The initial view (from the Standard door to the North) is of a wall 10' wide (12' tall, floor to ceiling) just 5' from the entrance. Another such wall stands near the South end, though there is no door behind it.

At four spots in this room, two along each side wall, are 5' long objects or creatures covered with white fur. They do not react in any way to the arrival of visitors. Closer examination may reveal that between each and the wall (in a narrow 1" space) is an object of some sort, minimally visible due to the fur.

This is **White Gunge**. The fur grows from its hard tubular shell, and this fur is electrically charged. The electrical force discharges if any metal object comes within 1 foot, or if the fur is touched by a grounded non-metallic item (such as a hand). It does not discharge if touched by a less-conductive item (such as a wooden pole).

A fresh gunge carries four electrical charges. The first inflicts 2d12 electrical damage, the second 1d12, the third 1d8, and the fourth 1d4. The gunge regenerates the electrical potential at the rate of one such charge each 10 minutes (first regaining 1d4, then 1d8, etc.). The gunge can be safely handled while its electrical charges are absent, and each creature weighs 50 pounds. If carried while recharging, the gunge discharges as soon as possible (1d4 damage each 10 minutes, to whoever is carrying it).

If white gunge is struck, its current electrical potential discharges simultaneously, damaging the attacker as noted above. Any attacker who hits "unarmored" (Defense 0) touches the charged fur, but must also succeed against the creature's hard tubular body (Defense 50% [10]) to inflict weapon damage.

White Gunge

Appearance: 5' worm-like shape covered with long white fur (4-6" length); under the fur, a hard shell containing white gooeey fluid (no organs)

Demeanor: Plant intelligence

Power: 25% (5)

Defense: 0 or 50% (10)

Health: 30

Move: 1

Init: Always first

Damage: Electrical discharge (2d12, 1d12, 1d8, or 1d4; see bottom left)

Special: Electrical potential accumulates on fur, discharges when touched



If the gunges are moved, the items hidden behind them can be found. Other means of access may succeed, given creative adventurers are involved. These items (one per gunge) are as follows:

Holey Wand (magical): Range 5' only, affects no living material, otherwise creates a 1/2" diameter hole 6 inches long or inflicts 1d6 damage (even to noncorporeals) by making a similar hole. (Charges and command words left to the GM.)

Femur bone: 2' long, apparently from a horse or cow
Gold ingot: 1' long, 2" square, weight 30 pounds, value 300 gp. Made from melting a mix of gold coins, some of which may be from the Mint on Dungeon Level 1. Upon exiting the dungeon it may thus become riddled with tiny holes and thus considerably lighter.

Wooden haft: 30" long 1 1/2" diameter, broken on one end, apparently part of a pole-arm (no maker's mark)

23. This Place Again (D) (19' x 34')

This is one of 8 rooms in 'the Strip' of this exact size. The initial view through the North (standard) door is of a wall 10' wide (12' tall, floor to ceiling) just 5' from the entrance. A similar wall stands near the South end (though with no door beyond).

This room is strewn with assorted Dungeon Debris only. A thorough search may uncover two items:

- A cracked **wooden box** (6" square, 1" deep) containing four magical quills, each enchanted to write without the use of ink (21-40 scrolls' worth before becoming depleted).



- A stained magical **parchment** lies under some old, dried food. If someone has the ability to read magical writings, this is found to contain a spell usable by mages:

Efraim's Expander

Wizard spell, power 15% (3)

When cast, the effects of this spell apply to the *next* spell cast by the same individual. It doubles the effects of that subsequent casting, applying to the range, area of effect, creatures affected, and all other variables. However, if the modified spell normally permits no chance of avoidance, this effect causes one to apply.

24. Enticing Room (34' x 39')

The following is 3 pages long -- complex, dangerous, and rewarding. Be familiar with it before you begin.

The North and South doors of this room are of a standard type and will open easily, each providing an excellent view of the room and its contents. The easily-found North door, however, is an impassable Special door (speaking and teleporting, aimed at the center plate). It will warn against its use, claiming (falsely) that it will send victims to a torture chamber for imprisonment. (It will not otherwise baldly lie, though it can be misleading and is fond of riddles.)

Though easily seen through the North door, this room can be reached only with great difficulty: first by way of an Office or zero-gravity room, then through a troublesome flipping room, then through a secret door to a narrow secret corridor, ultimately reaching the South door of Room 24 to enter. (Whew!)

The View

The following applies even to a view from the impassible North door.

This large area is resplendently decorated and is fully, magically lit. The ceiling is a glaring pure white with ornamental gold trim around the upper edges of the walls, and heavy purple drapes cover most of the wall surfaces.

An ornate inlaid tile floor mosaic depicts scenes of pastoral bliss, an idyllic woodland setting populated by cavorting satyrs and fauns, gossamer sprites, and other fabulous creatures.

In the center of the room stands a huge tapered urn, 9' tall and 4' across at its top and base, the whole made of black onyx ornately decorated with gold trim.

Upon 2-foot tall ornamental tables along the side walls (3 per wall) are treasure chests (3' long, 2' deep and tall), two with their lids open, overflowing with gold and silver coins.



North Wing: Enticing Room



From within the room, detailed examination of the urn may find that two special decorations are on its sides (not visible from either doorway), each about 6” in diameter, depicting intertwined serpents.

An important clue: **in small gold lettering on the South side of the urn’s base are the words “*simulacrum vitae.*”** Characters with language skills (or magical means of translation) will realize that this means “the image is the life” (an important clue). The urn is initially empty.

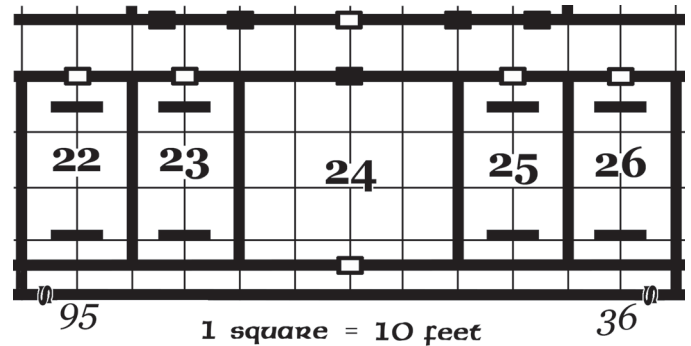
Of the 3 chests by each wall, the middle is open, coins cascading from it. The other four chests are all closed and locked (and trapped). The onyx urn, though obviously quite heavy (2 tons), would be suitable for royalty. It can fit through either door, and thus might be briefly carried and quickly teleported to the center plate by using the North door. If somehow taken to a more civilized environment it will bring a (low) offer of 10,000 gp, and could bring 50,000 from the right buyer... but only if its curse is removed.

A Touch!

When anything within the room is touched (exempting only the doors and their parts), both doors slam shut if open, and both are then magically locked. Simultaneously, a huge snake materializes within the urn and starts to slither out from the top of it, heading for the closest intruder (not specifically the individual who touched something). Another snake will materialize and emerge each 5 minutes thereafter, the process continuing until there is no life left in the room other than snakes, or until the urn is destroyed.

Each snake is a poisonous **Divider** (a fantastic relative of the more common deadly Adder). When initially seen it has one head, and is 12 feet long and 6 inches in diameter. When its 8 Health are depleted it falls, as if dead... but then seconds later its head splits, reforming as two heads on separate necks, and the monster arises again. (The serpent then has greater Power and Health as well, as noted on the table below.)

The process continues. Once a snake has 5 heads, it can then be reduced: damage equal to its current Health causes one head and neck to shrivel and vanish, the divider’s overall size thus dropping accordingly (continuing the 9-step process) until it is finally slain.



□ Door ■ Special Door ◌ Secret Door

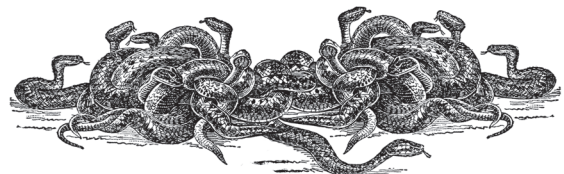
Most stats vary by the size of the snake, as given on the following page.

All the heads are poisonous; standard chances of avoidance apply. If not evaded, the poison immediately causes blurred vision (-20% [-4] penalty to hit) and weakness (lose 5% or 1 Strength per combat round thereafter, to an eventual minimum of 1). The effects of the poison can last for days, though they can be counteracted by magical remedies, certain poison antidotes, or magical wine from a fountain—though the latter inflicts the noted -5% penalty to Dexterity while boosting courage or morale by +10% (+2).

In case of area effects, each Head has a separate chance of Avoidance. Each head can bite once per combat round within range of its neck, and multiple heads may certainly attack a single target.

The divider serpents will not leave this room voluntarily. If the characters flee, the serpents all lick up any traces of a disturbance, even nudging the chests and coins to their approximate original locations, after which they all crawl back up into the urn and vanish, leaving the room in its original condition.

When and if the urn is destroyed, no further snakes appear, and all existing snakes immediately start to shrink at the rate of 1 head per combat round, returning to their initial size. (Each continues attacking at maximum capacity during this time.) They continue to function normally thereafter as 1-headed snakes until slain.



Divider Snake	# of Heads	Power	Health	Damage per bite	Neck Length	Full Body Length	Body Thickness
Stage 1	1	10%	8	1d8	3'	9'	6"
Stage 2	2	20%	16	2d4	4	10	7
Stage 3	3	30%	24	2d6	6	12	8
Stage 4	4	40%	32	2d8	8	14	10
Stage 5	5	50%	40	2d10	10'	16'	12"
Stage 6	4	40%	32	2d8	8	14	10
Stage 7	3	30%	24	2d6	6	12	8
Stage 8	2	20%	16	2d4	4	10	7
Stage 9	1	10%	8	1d8	3'	9'	6"

All: Defense 25% (5), Move 9, Init 0. *Full Body Length includes Neck length.*

Temporary Solutions

- A *Dispel Curse* spell (or like abjuration) from any caster of Power 50% (10) or less temporarily deactivates the urn for 15 minutes (*i.e.*, skip 3 snakes) and unlocks both doors for a like period.

- Damage can be inflicted upon the urn, but only minimally in most cases. The urn has the equivalent of 50 Health, and a full weapon blow inflicts only a scratch or dent (damage 1). If the weapon is magical, the damage increases to 2 (only, regardless of the weapon's enchantment).

Certain attack spells may also inflict damage upon the urn, though any such spells must be appropriate. Even suitable spells inflict only minimum damage (generally 1 per die), and the urn cannot be damaged by fire or cold.

- Fluid can be poured into the urn. If 1 gallon (or more) of any fluid is thus inserted, all subsequent snakes that appear start at half normal size (but will grow in the same progression). If the entire urn is somehow filled to the brim (capacity 70 gallons), it cannot produce snakes at all.

Permanent Solutions

- A *Dispel Curse* spell from a powerful caster (Power 55% [11] or greater) may remove the curse permanently while keeping the urn intact, though this does not loosen the locked doors.

- As hinted at by *simulacrum vitae* (the inscription on the base), the vulnerable spots are the two ornamental serpent designs on the East and West sides of the urn, each about 6" in diameter and at its midpoint.





North Wing: Enticing Room



If either is specifically targeted by a full weapon blow, the attacker rolls to hit Defense 0. A successful blow scrapes off a tiny bit of the gold design while inflicting the usual 1 point of damage. FIVE such hits will destroy a design and cause a small horizontal crack in the urn at that point. Certain magical spells targeted specifically at these designs may have a like effect, at the GM's discretion. *Special Note:* If these designs are thus targeted, all divider serpents will try to direct their attacks at those who are assaulting the urn.

If and when both of the urn's serpent designs are destroyed, the urn cracks horizontally across their locations with a loud noise, its upper half then falling and rolling. If it lands on someone nearby, the heavy upper portion inflicts 5d10 damage (standard chances of avoidance for half damage). While rolling it can still inflict 3d6 damage, eventually slamming against a door or one wall (possibly a table and/or treasure, at the GM's discretion). The magical locks on both doors are dispelled when the urn collapses.

The Rewards

Departure note: If these six chests are carried outside, it is very likely that a group of Raiders (detailed in *Lich Dungeon Level One*, pages 13-17) will seize the opportunity to attack. However, if the treasures are loaded into more covert containers (such as common sacks), leaving only 1-2 such chests visible, the chance of such an attack should not be high. An empty chest would weigh 25 pounds.

The two center (open) chests each contain 1,000 coins. Gold is in the East chest, platinum in the West (1 platinum = 10 gp). These rewards (total 11,000 gp value) are entirely untrapped, free for the taking. (Note that if the teleporting North door is *not* used to exit, a passage out through room 39 or 98—*i.e.*, the Inverter or Precipitator—may take its toll. Note also that some of the gold may vanish upon leaving the dungeon, though the platinum is assuredly real.)

The four remaining chests are all locked and trapped. Select one from each of the following traps and apply wherever you wish. Standard chances of avoidance should apply in each case. The traps should be easily detected (thereby having deterrent value),

though their removal or deactivation should be at normal chances of failure. It is entirely up to the characters whether to brave additional dangers for the chance of more treasures...

Traps:

- Lethal poison gas (10' range)
- Dozens of tiny darts shoot out toward everyone within 10' (apply 4d6 hits to each potential victim in the area, each hit inflicting 1 point of damage)
- Large chunk of ceiling falls, hitting the chest and everyone within 5' (damage 4d10, avoid for half). This may ruin potion bottles or damage jewelry (see chest contents below).
- Lightning (occurring as soon as the chest is touched) rockets out and bounces around the room, hitting everyone in the room! (Roll 6d6 for each target, half damage if the avoidance roll succeeds)

If the characters brave these additional hazards, they may acquire the balance of the loot:

- **Northeast** chest: 8 magical potions (Curing or GM's choice)
- **Southeast** chest: Empty (but magical); this will store up to 1,000 pounds and/or 10,000 coins, but weighs only 25 pounds even when full. Items inserted can be 3½ feet long at most (*i.e.*, no longer than the length of the diagonal of the top of the chest).
- **Northwest** chest: Six scrolls (GM's choice, spells or Protection scrolls), each weighing the same as 4 coins
- **Southwest** chest: Potentially the Big One, worth up to 10,000 gp: Assorted jewelry, 1d100 items worth 10-100 gp each (and each weighing the same as 3-6 coins) plus a magical *Bracelet of Protection* of the same size. Note that the magical bracelet appears very similar to the others herein, and will only be singled out if its magic is detected.

Bracelet of Protection: A female wearer gains +10% (+2) bonuses to both Defense and Avoidance chances of all sorts; a male wearer gains +5% (+1) bonus to Defense only.

(end of Room 24)

25. This Place Again (E) (19' x 34')

This is one of 8 rooms in 'the Strip' of this exact size. The initial view is of a wall 10' wide (12' tall, floor to ceiling) just 5' from the entrance. Another such wall stands near the South end, though there is no door behind it.

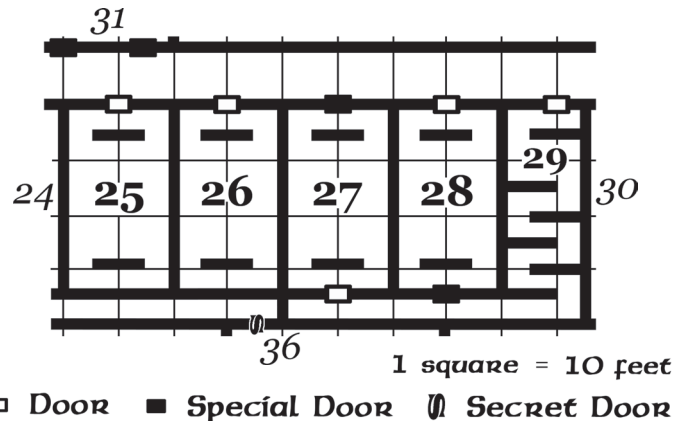
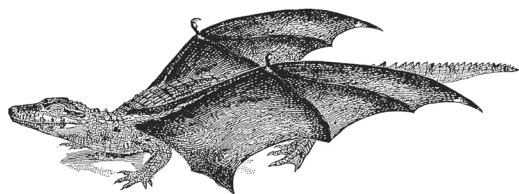
The bodies of four dead orcs lie near the middle of the room, apparently victims of a past combat. The corpses are at least a week old, and all their eyeballs have been removed. Knife cuts on the cheeks and eye sockets reveal the method used. This enigma has no obvious answer, and no treasure remains here.

26. This Place Again (F) (19' x 34')

This is one of 8 rooms in 'the Strip' of this exact size. A standard door is in the North wall. The initial view is of a wall 10' wide (12' tall, floor to ceiling) just 5' from the entrance.

This room is strewn with assorted Dungeon Debris but is otherwise empty. A thorough search may uncover one unusual wooden door lying beneath other debris. This small door is magical. It is only 18 inches wide and 3 feet tall (and a mere quarter of an inch thick), but is otherwise identical to a standard door (with iron reinforcements, an inset lock with keyhole, and iron hinge-pins). Close examination finds two words scribbled in charcoal on the underside, barely readable in the grime (and subject to erasure if the grime is cleaned with water or other fluid): "augmentatious" and "comprestulous".

If the magical door is stood upright and the first magic word uttered, the door expands proportionately to fill the space, in the process becoming securely locked. (If used in a typical hallway nearby, for example, it expands to 12' height and 6' width, nearly filling the 9' corridor, but will not then swivel, having no place to anchor its hinges.) The second magic word causes it to shrink to its original size. Unfortunately, no key is provided for the lock.



□ Door ■ Special Door ∅ Secret Door

27. This Place Again (G) (19' x 34')

This is one of 8 rooms in 'the Strip' of this exact size. Standard doors are in the North and South walls, though the northern one is special (no speaking, teleport to the center plate). The initial view from either door is of a wall 10' wide (12' tall, floor to ceiling) just 5' from the entrance.

Anyone looking around the blocking wall sees a **small black dragon**, apparently trapped here. It is facing South (toward intruders), standing in a room much larger than its actual dimensions (due to its illusory nature). Even if approached peacefully it suddenly inhales and breathes, spewing a noxious acidic fluid that fills a conical volume 30' wide at its maximum, inflicting 30 points of acid damage (standard chances of avoidance, augmented if the blocking wall is quickly used for cover). The dragon does not attack with the usual bite or claws, exclusively using its breath weapon up to two more times. The dragon will (oddly) quickly regenerate any damage inflicted upon it. If and when the characters surrender or otherwise make an attempt at dialogue, it will respond in kind, and wants to know the reasons for humanoid antipathy to draconic life forms.

All of the above is illusion, created by an air-being (Oowowouran) in the central area, who is inquisitive about the topic noted. It does not reveal itself to the characters, and the events of the room may remain a mystery for quite some time. Damage: (and even death) incurred from the illusions vanishes suddenly when victims depart the room, being illusory, though magical cures administered within the room will seem to have normal effect.



North Wing: The Strip



In the southeast corner of the room, hidden by another illusion (of unmarked floor), are a number of semi-precious gems, each worth 10-100 gp. If not found by a search, and if characters satisfactorily interact with the phantasmal dragon, one gem per active character (none for those who do not speak here) are revealed when the air-being removes the illusion, thereby offering this small payment for their cooperation.

Elemental, Oowowouran

Appearance: Invisible vaporous cloud (60 cubic feet) or by Illusion

Demeanor: Inquisitive but covert

Power: 30% (6)

Defense: 40% (8)

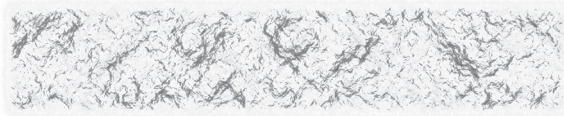
Health: 30

Move: 24

Init: +10% (+2) bonus

Damage: By tools or weapons (extremely variable)

Special: Naturally invisible; produce Illusions at will; hit only by doubly-enchanted weapons



28. This Place Again (H) (19' x 34')

This is one of 8 rooms in 'the Strip' of this exact size. Standard doors are in the North and South walls, though the Southern one is Special (no speaking, Teleport to the Center plate). The initial view (from either door) is of a wall 10' wide (12' tall, floor to ceiling) just 5' from the entrance.

Anyone looking around the blocking wall sees **six cobolds** near the South blocking wall and engaged in target practice, shooting arrows northward at a target. They direct their fire at any intruders seen (2 shots per combat round, damage 1d6 each). If approached they continue to fire with increasingly deadly aim (+10% [+2] bonus to attacks at 20' or shorter range). If the cobolds are slain they change shape, becoming **nork guards**, who arise and try to initiate dialogue. They are (oddly) interested in learning more about the physical composition of humanoids, and specifically how and why they bleed. Even more oddly, these norks seem to quickly regenerate any damage incurred, all while patiently trying to continue the dialogue.

All of the above is illusion, created by an air-being (Oowowouran) in the central area, who is inquisitive about the topic noted. It does not reveal itself to the characters, and the events of the room may remain a mystery for quite some time. Damage (and even death) incurred from the illusions vanishes suddenly when victims depart the room, being illusory, though magical cures administered within the room will seem to have normal effect.

In the southeast corner of the room, hidden by another illusion (of unmarked floor), are a number of real semi-precious gems, each worth 10-100 gp. If not found by a search, and if characters satisfactorily interact with the phantasmal norks, one gem per active character (none for those who do not speak here) will be revealed when the air-being removes the illusion, thereby offering this small payment for their cooperation.

Oowowourans are hit only by doubly-enchanted weapons, so most combat is unproductive. (Statistics, if needed, are on the previous page.)

29. Narrow Zig-Zag (14' x 34')

This winding passage is the only route to enter room 29. Amongst the 4' passages, the only larger area (9' square, located immediately South of the first turn) contains 6 evil goblins who have strayed down here from Dungeon Level 1. They will not last long. Each carries 5 sp and 2 gp (all of which was found on this level).



Goblins (6)

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

Demeanor: Evil, spiteful, vengeful, chaotic

Power: 4% (less than 1)

Defense: 15% (3)

Health: 1d6

Move: 12

Init: 0

Damage: Shortsword 1d6

30. Buggy Room (29' x 39')

An infestation of giant myriapods—specifically 6 pauropods, each 2' long—has thrived here, feeding upon the remains of several geeps (goat-sheep hybrids) from the Temples. The room is strewn with old carrion and overrun by bugs. These pauropods are aggressive and will attack once they sense nearby prey, even exiting the room to give chase.

These brutal and mindless scavengers are fond of fresh foodstuffs; adventurers' dry rations usually do not attract them. They are too stupid to flee when damaged. If they are successful at dropping a victim, they immediately stop to feed (inflicting automatic damage each round). Unlike most other myriapods, pauropods are not poisonous.

The only treasure in the room may be found in the old remains of the geeps, who swallowed random items during their lives (as goats often do). The entrails of two of the corpses contain gems worth a total of 50 gp.

Pauropods (*Myriapods*) (6)

Appearance: 2' arthropod*

Demeanor: Aggressive, insect intelligence

Power: 5% (1)

Defense: 5% (1)

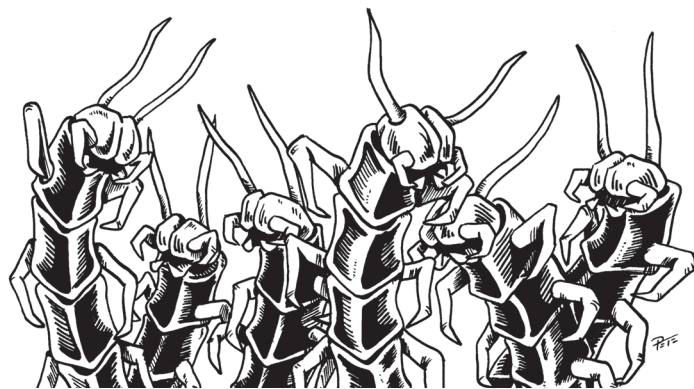
Health: 5

Move: 12

Init: +5% (+1) bonus

Damage: Bite 1

Arthropod: an invertebrate insectoid having an exoskeleton, a segmented body, and jointed appendages.



31. Palatial Treasure Room (49' x 79')

A section of the North wall is empty, enabling viewing from point 99 N. All of the five standard doors on the South wall can be opened easily, giving excellent views of the interior. However, four of those doors are Special, one or two speaking (your option as to which) and all four teleporting, the target locations being the fountain rooms (40, 45, 85, 90).

You should weigh the problems inherent in splitting up the party before implementing the teleports. For convenience, you may decide that all the doors teleport to the same fountain, changing destinations at a later time.

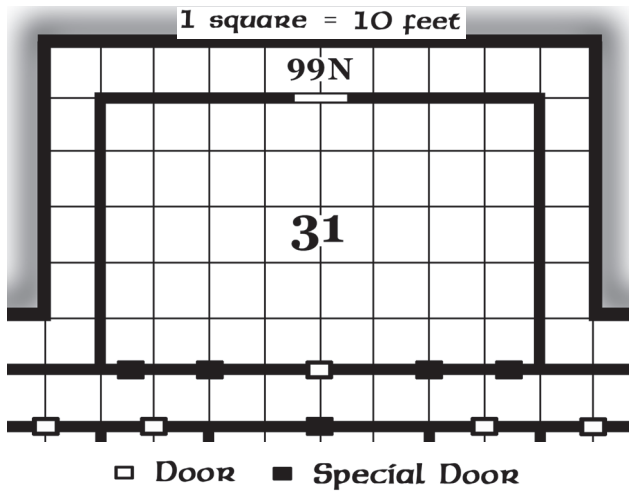
This room is literally palatial and brightly lit by magic. The ceiling is a glaring pure white with ornamental gold trim around the upper edges of the walls, and heavy purple drapes cover most of the wall surface, excepting only large mirrors (10' tall, 6' wide) in the middle of the East and West walls, each in a heavy golden frame, their lower edges a mere 1' from the floor. An ornate inlaid tile floor mosaic depicts scenes of pastoral bliss, an idyllic woodland setting populated by cavorting satyrs and fauns, gossamer sprites, and other fabulous creatures. Yet the details of the inlaid scenes are not immediately apparent, for scattered around the floor are tens of thousands of coins, most of them shining silver or glittering gold... veritably a royal hoard!

Everything seen is an illusion. The room is actually entirely empty except for the mirrors. This is easily discovered if anything is touched, but the illusion will remain indefinitely.

Each mirror is a magical portal to an alternate reality, and it depicts the characters as having accoutrements and equipment appropriate to those places. The West mirror shows everyone wearing odd leather garb, including large (Stetson) hats, and carrying partially sheathed metal objects (though not daggers) at their waists. The East mirror depicts everyone wearing full-body armor of some bizarre type, appearing much



North Wing: The Strip



self-defense (see below). If you permit, characters may easily step into the mirrors (their lower edges are only 1' off the floor) and visit a new world, for a time. Some equally powerful device should be located somewhere nearby, enabling the transfer back to the dungeon or at least the continent. (The search for such a device may be the initial adventure, prompted by a nearby sign found after traversing the mirror, and such a brief jaunt should be easy for you to construct, as a taste of future possibilities.)

Whether or not these portals facilitate trans-reality travel, they are powerfully magical and can withstand attacks. They cannot be damaged by physical force, but anyone even attempting to break, harm, or dislodge (remove) a mirror must roll to avoid their magic, and with a -25% (-5) penalty. This roll should be made for each round of such attempts. If the magic is not avoided, the character vanishes (with all equipment carried), though his or her image remains in the mirror. The character becomes a mirror-image, entrapped, and will appear alongside the images of those who look into it forever after... or until he or she can be released (GM's discretion as to a suitable method thereof).

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bulkier than plate mail, and each person's head is surrounded by a semi-transparent bubble.

The West mirror connects to a setting in the American "Wild West" of 1870-1890, while the East mirror leads to a science fiction setting on a planetoid in deep space (with a vessel nearby, just out of sight of the mirror). An appropriate RPG rules system will apply in both cases, almost certainly different from that being used for your fantasy game. (We suggest the Metamorphosis Alpha® Science Fantasy RPG* for the space setting.) If you are not prepared to continue the game in either setting, then these mirrors have no effect except in

Northeast Quadrant

Patrols

Nork guard patrols will be moving about this area in accordance with the schedule at right. Each patrol consists of 5 individuals. At least two will have weapons out, ready for trouble. If they see or encounter unauthorized personnel (such as characters), most will prepare for battle. *This need not ensue* if the party negotiates, but the characters will be ordered to either leave the Northeast Quadrant or go directly to the nearest Office (38). If necessary, 1-2 guards may Lope off to report and bring reinforcements.

Patrol Schedule

<u>Normal</u>	<u>No Patrol</u> (church service)
8-9 am	9-10 am
10 am-1 pm	2-10 pm
10 pm-8 am	

	<u>Soldier</u>	<u>Sergeant</u>	<u>Lieutenant</u>
Power:	11% (2+)	11% (2+)	16% (3+)
Defense:	25% (5) off-duty, or if armored:		
	50% (10)	50% (10)	55% (11)
Health:	1d12+5	1d8+9	1d6+20

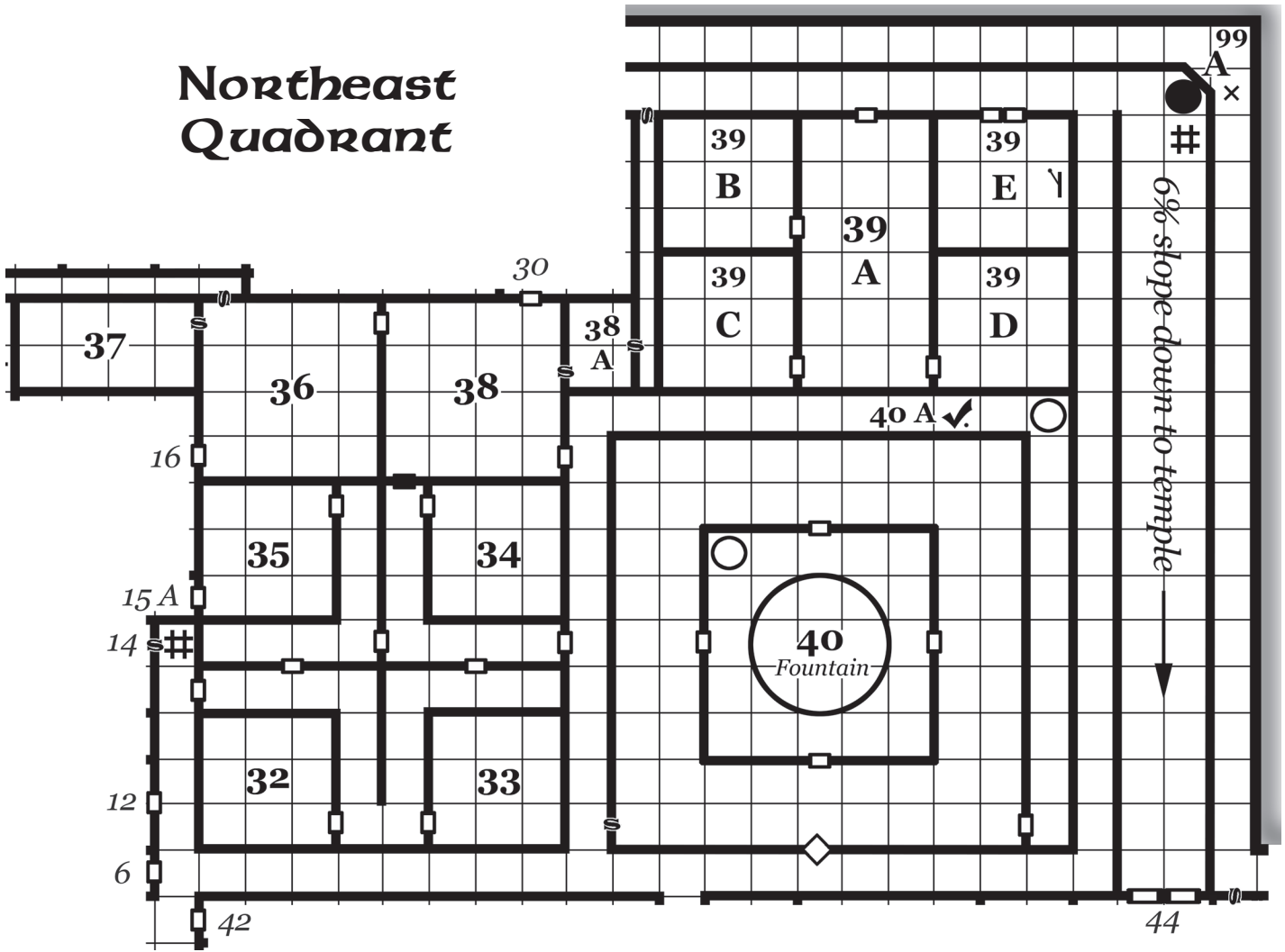
Move: Erect 12 or Quadrupedal 15 (or Lope)

Init: +5% (+1)

Damage: By weapon (maximum 3 attacks) but -2 damage penalty (minimum 1)

(Quadrant map next page)

Northeast Quadrant



- Door
 - Special Door
 - ⌋ Secret Door
 - Pit (Very Deep)
 - Pit (Standard)
 - # Weak Floor
 - × Landing Site*
 - ✓ Check Point
 - ◇ Loot for Brains
- * from weak floor above*



1 square = 10 feet



Northeast Quadrant



32-35. Barracks Northeast

Except for the final paragraph of this description, these areas are identical to the other barracks.

Other Barracks areas on this dungeon level are abbreviated, and they refer to this page for complete details.

Hallways accessing the barracks are 8' wide and the usual 12' tall. Each 30' square barracks room contains arrangements for six norks, and all the beds are in current use. Each nork has a wooden bed with straw-tick mattress and pillow, two blankets, and a locked chest (foot locker). Within each chest are assorted personal items (memorabilia, hygiene utensils, undergarments, etc.), up to 4 flasks of wine and poison (from the fountains), and a personal bankroll of 3d10 electrum coins, 3d8 gold, 2d6 platinum, and 1d6 gems worth 10-100 gp each. In addition, there may also be 1-3 magical potions of *Curing* (1d6+1) and/or *Flame Resistance* (30 minutes' duration, immunity to normal fires, +25% [+5] chance of avoiding magical fires). Three (shared) chamber-pots are stashed under beds.

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, and atop it are five fire-pots, unlit but filled with oil. Another small table on the opposite wall features a simple 8-hour water clock, which is maintained and checked for accuracy thrice each day.

A small shrine-table stands in one corner, with a 2' long kneeling bench before it. Atop that table is a norkish

Norks

	<u>Soldier</u>	<u>Sergeant</u>	<u>Lieutenant</u>
Power:	11% (2+)	11% (2+)	16% (3+)
Defense:	25% (5) off-duty, or if armored: 50% (10) 50% (10) 55% (11)		
Health:	1d12+5	1d8+9	1d6+20
Move:	Erect 12 or Quadrupedal 15 (or Lope 45)		
Init:	+5% (+1) bonus		
Damage:	By weapon (maximum 3 attacks) but -2 damage penalty (minimum 1)		

stone idol of somewhat demonic mien, standing 2' tall, but no other holy symbols or icons. The shrine is not sanctified (and is nonmagical), but provides some nominal comfort for religious norks.

Whenever the norks mobilize for battle they will gather and light their fire-pots, carrying them with their equipment. These will burn oil for up to 1 hour, providing a ready flame for lighting their darts. They do not normally carry their magical potions unless so ordered.

Of the 20 norks living in these rooms only one, a Lieutenant, carries a Tocsin. He will use it quickly if the barracks are invaded, thereafter positioning himself near the center of the area if possible.

In Room 35, the West door is locked and never opened. The residents suspect something amiss therein, and someone discarded the key.

36. The Inverter (39' square)

*Of the four areas of this general type (39, 53, 82, 98), this is the only one filled with metal objects. **Important:** When any door to this area is touched, a timer begins. Count 5 minutes.*

This area can only be reached from the northeast Office (38), the Wizards' Room (16, North Wing—though this door can only be opened by a wizard), or via a secret door from a small corridor to the North. Another secret door leads West, the only access to Room 37.

The room is 40' tall, extending equally above and below the usual rooms elsewhere on this level (i.e., 14' beyond the normal floor and ceiling). Thus, each of the doors is at a point at least 14' distant from all surfaces except the nearest.

The cubical room contains large tables and chairs, dinnerware (plates cups & silverware but no foods), and an assortment of weaponry large and small. But everything is strewn about the South wall of the room! Several (but not all) of the weapons are light sources, emanating to a 10-20' radius.

Frank Mentzer's ~ Lich Dungeon

Simple tests may determine that gravity is somehow altered, and that the South wall is actually the floor. Closer inspection will require entry. It can be quickly discovered that all of the room's contents are entirely metal, a low-grade silver-zinc amalgam of little value. (A fast exit thereafter can avoid any problems... but most adventurers take extra time searching, and naturally focus on the glowing items.)

Changes: As heretofore noted, a timer starts when any door to this area is touched. At five-minute intervals thereafter, the room's gravity abruptly (instantaneously) changes. This cycle ends 30 minutes (6 flips) after initiation, but the timer restarts when any door is touched.

The first change in gravity is automatically the inverse of the current position (possibly resulting in a 40' fall). Thereafter, roll 1d6 to find which is the new 'down.' The floor will be different with each change, so reroll if no change is indicated.

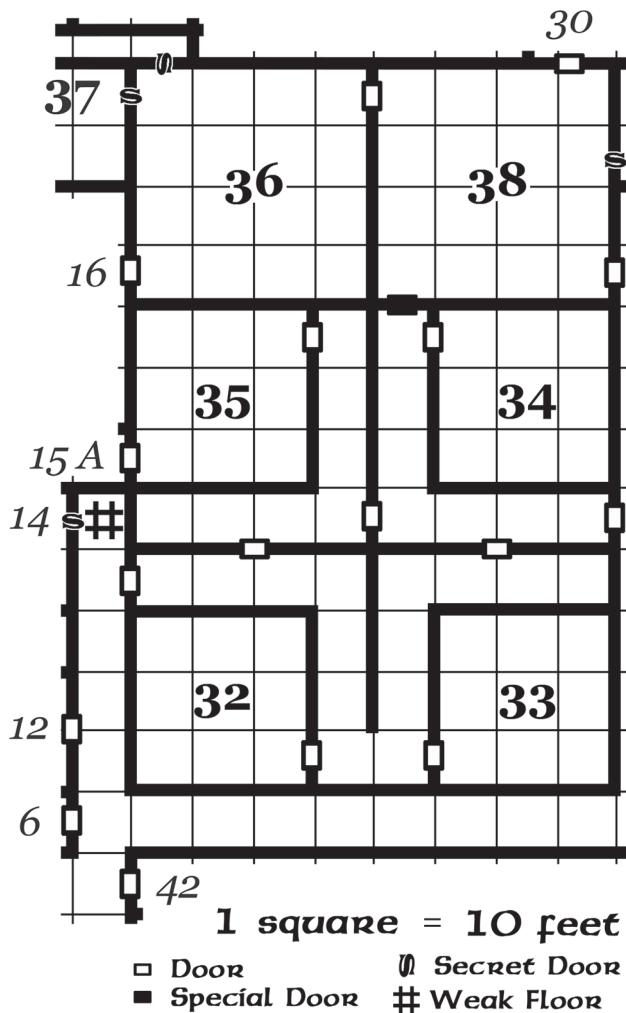
New Orientation: former 'down' is now...

1	North	3	East	5	Up
2	South	4	West	6	Down

Effects: Everyone and everything in the room at the time of the gravity shift falls immediately toward the new floor. Apply falling damage in accordance with your game system, noting that the ability to fly may negate the fall. Unfortunately for victims, the heavy metal chairs and desks in the room, and the scattered weapons and silverware, will probably inflict additional damage.

Roll 4 attacks on each person who falls 40', or 2 attacks if the fall is to an adjacent wall. Assume a base 50% chance of inflicting damage, and modify as needed for personal protections and/or characteristics (armor, dodging, *et al.*). Each successful 'attack' by objects inflicts 1d6 damage (avoidance checks do not apply), for a maximum of 4d6 in addition to the 40' falling damage.

Note that flying characters may still be struck by falling debris. Roll attacks as above, but divide the net damage in half.



37. Secret Puzzle Stash (19' x 39')

This area can only be accessed via the secret door on the West wall of anti-gravity room 36.

Rectangular chests are stacked along the South wall of this large room, forming a wall 12 chests long (East to West) and 6 chests tall. Each chest is 3' long, 2' wide, and 2' tall, made of hardwood with iron reinforcing bands, and each is secured by a hasp with a locked (removable) padlock. The tops of the chests are not rounded, and they thus stack very neatly. One empty chest would weigh 20 pounds; each full chest (as found) weighs 70 pounds.

Although these 72 containers seem typical (if unusually numerous), they are actually old, unstable, and relatively fragile. All their padlocks are secured, and half the chests are trapped. (*GM's discretion on trap types and damage; all should inflict 1-3 dice of damage, but none should immediately kill.*)

Northeast Quadrant

Contents

Each chest contains 50 pounds of one of the following:

- coins of a single type (copper, silver, electrum, or gold)
- mineral chips (raw agate, amethyst, opal, obsidian, topaz, turquoise)
- necklaces (all cheap ‘costume jewelry’)
- glass shards mixed with a very few precious gems (diamonds or rubies)
- iron nuggets (worthless mining scraps)

Values

The chests themselves are worthless (old and fragile).

The padlocks can be sold to a locksmith for 5 gp each, even without keys.

Semi-precious chips (agate, opal, *etc.*) are worth 5 gp per pound, 250 gp per chest-full.

The diamonds or rubies mixed with worthless glass shards have a value of 250 gp per chest-full, though finding them will take considerable time unless appropriate magic is used.

The cheap necklaces (each weighing half a pound) are worth 1 gp each, being mostly costume (“paste”) jewelry.

Iron nuggets can be sold for 1 cp per pound—merely 10% the value of copper coins and probably not worth carrying at all.

A chest falling from the top of the ‘wall’ of chests in this room will crack open upon impact, discharging its trap (if any) and releasing some of its contents. Any chest subjected to a more major fall (such as in Room 36, the Inverter) will shatter, sending a spray of wooden splinters to 10’ range (damage 1d4) and adding its contents to the metal goods in that area.

If someone tries to climb the chests, the added weight may cause problems. The lowest chest in each stack is supporting 5 others (a total of 250 pounds). Small climbers may succeed, but the addition of 100 or more pounds of weight will cause the lowest chest to fracture, sending the entire stack tumbling (all chests cracking open), and may (2 in 6 chance) cause an adjacent stack to similarly collapse.

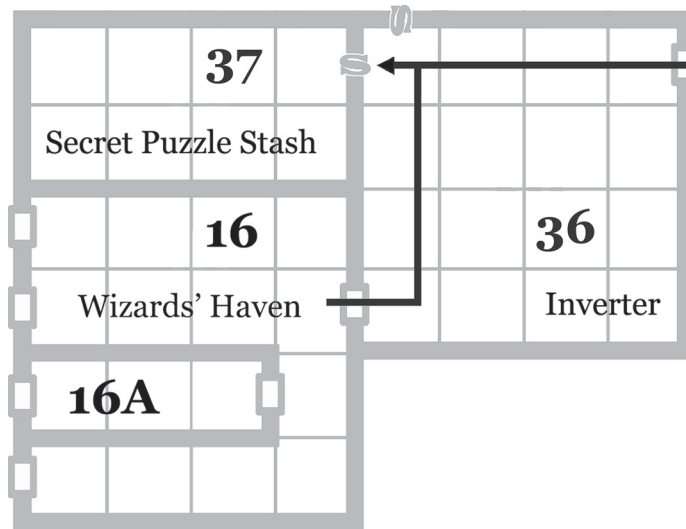


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The chests are arranged as follows:

Stack #:	1	2	3	4	5	6	7	8	9	10	11	12
Row 6 Top	E	S	C	C	C	C	C	C	C	C	S	E
Row 5	C	C	S	I	N	G	C	T1	O1	C	C	C
Row 4	C	C	C	N	O2	R	C	S	C	C	C	C
Row 3	C	C	C	T2	O1	C	G	E	T1	C	C	C
Row 2	C	C	C	A1	C	G	O2	O1	D	C	C	C
Row 1 Bottom	C	C	R	E	A2	C	T2	I	O2	N	C	C

Key	A1	Agate chips	G	Gold coins (50)	R	Rubies (& glass)
	A2	Amethyst chips	I	Iron nuggets	S	Silver coins (50)
	C	Copper coins (50)	N	Necklaces (100)	T1	Topaz chips
	D	Diamonds (& glass)	O1	Opal chips	T2	Turquoise chips
	E	Electrum coins (50)	O2	Obsidian chips		



An unusually enterprising investigator who keeps a diagram of the items found may realize that the first letters spell out a hidden message. Omitting most of the **Copper** and all numbers, the diagram changes as given below. See the detailed description of the norks for its relevance. And award a bonus to the player who solves it!

Stack #:	1	2	3	4	5	6	7	8	9	10	11	12
Row 6 Top	E	S	E	S
Row 5	.	.	S	I	N	G	.	T	O	.	.	.
Row 4	.	.	N	O	R	c	S
Row 3	.	.	.	T	O	.	G	E	T	.	.	.
Row 2	.	.	.	A	.	G	O	O	D	.	.	.
Row 1 Bottom	.	.	R	E	A	c	T	I	O	N	.	.



Northeast Quadrant



38. Office Northeast (39' square)

Be sure to read the entire area description before you continue. The first visit to an office will be a time-consuming, exasperating, trial-and-error process. However, if this is not the party's first visit to an office, you may summarize the process (noting the passage of the hour or more required to acquire their Papers).

The only other Office on Level two is in Room 80. It operates identically to this one. That area description references this one; many of these lengthy procedures are not duplicated in that description.

Adventurers may arrive here by accident, or they may be sent here (typically by guards) to acquire the "proper papers" allowing them access to certain areas of the dungeon. Note that such Papers are needed in lower dungeon levels, but few offices are there, so characters may be referred back to this place at any time.

Doors

The exterior of each of the standard doors on the North and East walls of this room has a large sign in the Common language that reads "OFFICE" in large letters, with a smaller subtext "Apply Here for Papers." From 8 pm to 8 am the doors are locked and the office is unoccupied. (The sole desk is completely emptied at closing and restocked in the morning.)

Three other doors access this room. A standard door in the West wall leads to room 39 (the Tumbler). A Secret door on the East wall (leading to secret room 38A) will open automatically if a hidden button is pushed; this button is on the South wall next to a Simple door, which is actually a special *teleporter* (see below). The ogre staff will object to the use of the button, but the door may be manually pushed open.

Chairs & Occupants

Most of the room is filled with 36 simple wooden chairs, arranged in six rows of six chairs each. All are facing South, toward a pair of ogres and a large metal desk near the southwest corner (next to the simple door). Some of the chairs are occupied. Select

or roll 1d10 to determine the number of individuals or groups, and roll again to find the nature of each:

- 1-3 Adventuring party (5-8 individuals, GM's discretion)
- 4-5 1-2 Nork guards
- 6-10 1d4+1 Townies (noncombatant human civilians)

Some of these folks are trying to write information on sheets of parchment, using small pieces of charcoal or chalk, and success is elusive. Many are using adjacent chairs as writing surfaces. Some in the chairs are simply waiting, having no forms in hand.

If multiple norks or civilians are present, they will be seated together in small groups, but they are otherwise not inclined to socialize. If spoken to (by anyone other than the ogres, that is), they will respond briefly if at all, revealing no personal details. They are all thoroughly cowed by the ogres, and will not engage in combat for any reason.



Desk Area & Staff

As noted, a metal desk is near the southwest corner of the room. A 3' x 4' portrait of Chagur the Lich hangs on the wall behind the desk. One ogre (the Clerk) is seated behind the desk, examining some sheets of parchment, and another (the Guard) sits a few feet away in the southwest corner of the room, his hands upon the hilt of a large spiked club resting on the floor as he carefully watches the visitors.

On one corner of the desk is a large wooden bowl, 2' in diameter, containing dozens of small wooden tiles, each about 2" square and marked with a number written in charcoal. Next to that bowl is a small wooden sign which states (in Common):

**PLEASE TAKE
A NUMBER**

The drawers of the desk contain Official Papers, which are dispersed in accordance with strict regulations. The clerk has a Tocsin handy, but no weapons. Ten additional unused Tocsins are in a small sack in one drawer of the desk.

Procedures

Official Papers may be demanded by guards at checkpoints. The correct procedure for their acquisition is as follows – though this is never explained by anyone (either the ogrish staff or those awaiting service).

- Approach the desk, ask for Papers (and if necessary, insist on being given the proper form to be completed), and take a number.
- Complete the application. (Seating is provided but not required.)
- When your number is called, return the completed Official Application to the desk, and receive in turn the Official Paper with your name filled in, signed by the Official Clerk.

The ogres will usually not respond to adventurers verbally. If approached for information or assistance, the clerk utterly ignores them, but the guard gets up, walks over to the corner of the desk, points at the small sign (“take a nubmer”), and glares at the character(s) before returning to his chair. However,

APPLICATION FOR PAPERS

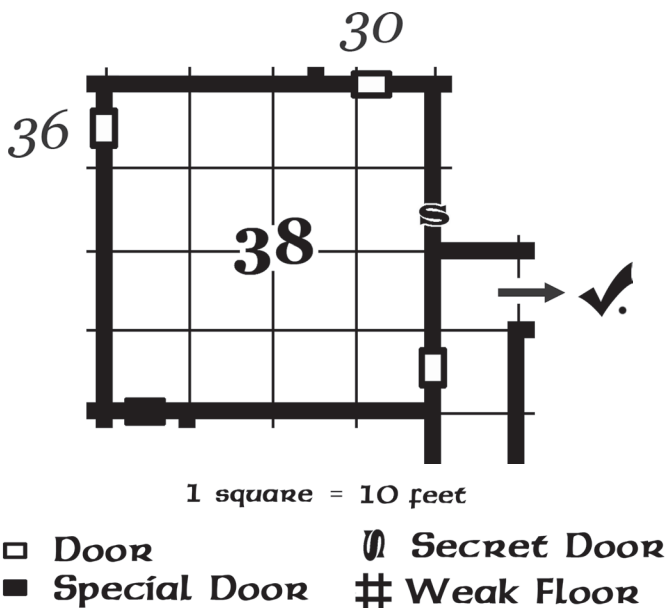
Name(s)
 Race(s)
 Home(s)
 Names of all relatives not living with you
 Number of male relatives over age 18
 Your net worth
 Your bank(s)
 Reason for Applying for Papers
 Reason for visiting Lich Dungeon

if anyone points out the spelling error, *both* ogres become enraged and attack that individual (thereafter responding likewise to any other active attackers).

If a character explains or demands that they need their Official Papers, the Clerk will grudgingly extract one parchment (a questionnaire) from a desk drawer and lay it on the desk; the character may pick it up, take a chair, and complete the form. No writing implements are offered; the character must use whatever he or she has handy (blood is permitted and even common at times). The application has 9 spaces to be completed, as listed above.

It is notable that every space must be completed before papers can be issued, but the answers are not checked for veracity. Any answer will do, as long as it seems reasonable. If one form represents a group, the number of names and their corresponding races must match the number and races in the party.

One member of the party may take one number to represent the entire adventuring group, but if each party member wants a separate number, that is certainly permitted. To randomly determine what number a character draws from the bowl, roll 1d100 (but reroll any result below ten). Characters are free to look through the tiles to find a low number, but all the tiles with single-digit numbers are missing; the lowest they can find is 10. The missing numbers are either held by those waiting in chairs or have been stolen by previous visitors. Characters are free to try to convince those waiting to trade or sell their numbers (though harassment of others will not be tolerated).



Northeast Office



Those who acquire numbers should sit and wait until their number is called. If they do not, the Guard may stand up, walk toward the party with his club at hand, and croak (in Common) “Sit!” (pointing at the chairs), then returning to his own chair. However, he can be freely ignored, and will not attack unless attacked first. Characters are free to wander about the room (though this will incur further glares from the guard), and may freely leave by any standard door. The guard will block the use of the South (simple but teleporting) door.

If the party stays to acquire their Papers, then the following events occur.

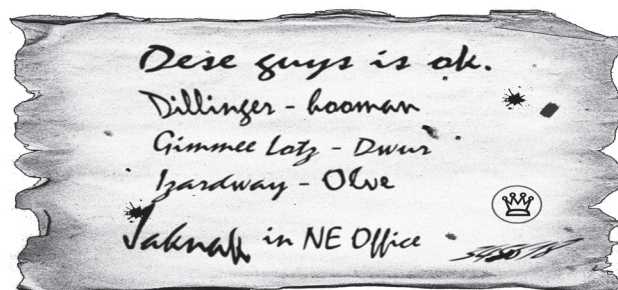
- 10 minutes after their arrival, the Clerk calls out “Eight!” One of the waiting individuals jumps up, elated, waving his tile and his parchment. The Clerk nods at him, and he is permitted to approach and stand before the desk.
- The Clerk accepts the individual’s application and examines it carefully for 5 minutes. He then looks up, scowls, says “Incomplete!” and hands the parchment back. The individual whines and pleads for forgiveness, but the Clerk ignores him. The individual heads back to a chair to try to successfully complete the form.
- The Clerk returns to his task of examining other parchments. After another 5 minutes, he calls out “Nine!” Again one of those in the chairs rises and approaches him, with great trepidation.

d. The Clerk examines the parchment for a full 10 minutes, and then grunts unhappily and scowls. He opens one of the desk drawers, extracts two parchments with writing upon them, and hands one to the waiting individual for signature while he laboriously copies something from the individual’s completed Application onto the other sheet. The Clerk will accept the signed form (examining it briefly) and put it in a drawer. Finally he hands the Official Paper to the waiting individual, who quickly and happily departs.

e. The clerk returns to his task of examining other parchments. Five minutes later, he looks up and announces “Ten!”

At this point the characters have been waiting at least 35 minutes, and may or may not have tile #10. If they do not, nobody does. The ogre will wait 15 minutes for someone to show up with #10 before returning to his parchment-shuffling. Ten minutes later he announces “Eleven!”

Eventually the party’s number will be called, though this may take hours if they have not acquired a low number. One and only one representative of the party is permitted to approach the desk; the whole process grinds to a halt if this rule is violated. The Clerk examines the application for 5 minutes to determine that all the questions have been answered. Any incomplete application is rejected, and the character must wait until his number is called again. But if it is complete, the Clerk produces a form that the character must sign (in which the character affirms that he has received his Papers) as the Clerk fills in a name on the Official Paper (whichever appears first on the application) and then signs it. After receiving the affirmation, the Clerk finally hands over the completed Official Paper. (Cheering by the players, and presumably the characters as well, will cause the ogres to scowl and point, but will not result in retribution.)



Problem Resolution

The guards are aggressively sensitive to the misspelling in the sign ('nubmer'). If anyone encourages combat by this or other means, the Clerk snaps his Tocsin and the Guard engages with his spiked club. Everyone within 40' of the Tocsin (including the guard) collapses 1d4+1 minutes later. Innocent bystanders are ignored, but the clerk throws violent offenders through the simple door on the South wall (whereby they are *teleported* to Room 58). As usual, the effects of the Tocsin wear off in 15 minutes, wherever the victims may be.

Ogres (2)

Appearance: 9-foot tall ape-like humanoids whose arms almost touch the ground; each wears a leather cape (similar to other dungeon employees) marked "Clerk" or "Guard" (as the case may be) in large letters

Demeanor: Civil servants, passive unless attacked

Power: 19% (almost 4)

Defense: 35% (7)

Health: 30 each

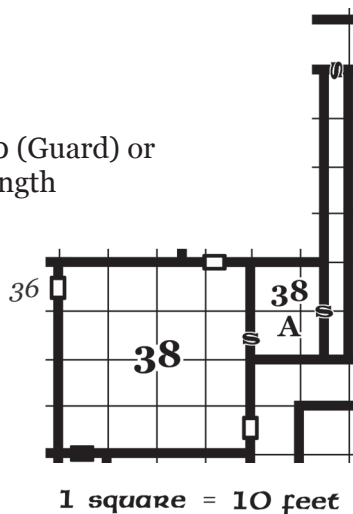
Move: 9

Init: +5% (+1) bonus

Damage: Spiked club 1d10 (Guard) or Fist 1d4; each +6 Strength

Special: Darkvision

Other: clerk carries a Tocsin; each ogre carries 2 keys (to their residence #52 and to a personal foot locker therein) but no treasure



38 A. Forgotten Place (14' x 19')

This small area can only be reached by secret means. To the North, a secret door East of Room 32 leads to a narrow, dusty passage South (4' wide and 10' tall). This outer portal must be operated manually (175% [35] Strength), and in rotating southward will leave very little space (2-3') to pass it.

The narrow passage, apparently a dead end, accesses the secret door in the East wall of 38 A. In the opposite wall, another secret door also connects to an Office (38 above), though its use therein may be problematic (*q.v.*).

Getting there: Each secret door in the walls of this room has two triggers, stone push-buttons disguised as parts of the flanking walls, each about a foot away and 4' from the floor. The tasks of finding and opening such doors are thus treble the usual, for in each case the door must first be found, then one of the buttons (which of course may be wrongly presumed by characters to be the sole trigger), and finally the matching button. If both buttons are pushed simultaneously, the secret portal opens, and each such door then angles out, away from room 38A. Of special note, the door on the room's East wall blocks off the last 10' of the narrow corridor, the portal scraping slightly in the process against the ceiling, floor, and opposite wall. Should this entrap someone it gives rise to a problem, since the door requires the usual 175% [35] Strength to move manually and must somehow be pulled, though all its edges are stuck fast. (Spikes and ropes may resolve the dilemma.)

The room and its contents are as dusty as the eastern passage. Within are two old human corpses, one clad in the rotten remnants of former robes, the other enclosed in rusty chain mail armor of no value. No weapons are seen. The air of the room can be detected as magical, pulsing with latent Evil energy of some sort, as are the corpses, though nothing else in the place is magically charged.

If left undisturbed, the corpses continue to remain motionless. Yet if either is touched, it starts to rise up, taking a full combat round to do so before attacking intruders. (It taps its friend as it rises, both thus awakening.)

Undead, Special Zombies (2)

Appearance: Humanoid, dry & tattered

Demeanor: Robotic hostile

Power: 35% (7)

Defense: 40% (8)

Health: 30, 35 (and regenerate 2 per round)

Move: 9

Init: -10% (-2) penalty

Damage: Arm bash 1d6+4 (x 2)

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

Other: this regeneration does not apply to Fire damage

Northeast Quadrant

These are dangerous zombies, faster and far more powerful than usual. They have no penalty to initiative, strike twice per turn, and regenerate lost Health (even after being ‘destroyed’). They also cannot be damaged or chased away by clerical force as long as they are herein. These special zombies can only be permanently destroyed if they are burnt to a crisp or forced out of the room.

There is no treasure here at the moment. However, the zombies’ bodies remain evil and magical after they are slain (*a clue*). If they are somehow purged of enchantment (requiring the removal of both the magic and the evil force—separate procedures entirely, details of which are left to the GM’s discretion and the game system used), the forces coalesce into small black gems in their skulls, only found with a thorough (and somewhat violent) search. These two small black gems remain powerfully evil and magical, very hard to destroy or damage, and must be carefully handled lest they corrupt those who carry them. If delivered to a religious facility of notably Good focus, clergy therein will handle their destruction, giving the characters up to 1000 gp per gem as a reward.

After the Visit: The secret portals jam and are not easily closed. Note which are left open, and describe accordingly to visitors who arrive subsequently. The room will be empty (though still dusty) if visited again.

39. COLD Headquarters

(main room 29’ x 59’, side rooms 29’ square)

The North door (to room 39 A) is a standard type with a built-in lock. Its North side bears a wooden sign, attached with nails, that clearly states “COLD HQ” in large letters, and “DO NOT ENTER” below that in even larger lettering.

This is the operating headquarters for the 18 staff who clean dungeon levels 1 & 2, members of “Cleanup Operations, Lich Dungeon” (COLD). They work a very busy schedule, so few or none are here at any given time except to sleep. They work in 3 teams of 6. Their schedule is extremely flexible, and they have less work on Level 2 than on Level 1, since the norks are extremely (even obsessively) tidy. COLD crews do not clean any barracks in any event, nor do they clean the quarters of the nork females (room 82) or commanders (83) except for the latrines of both.

The COLD personnel for levels 1 & 2 are remarkably ugly female hobgoblins, all about 6’ tall. (Their visual repulsiveness seems to be a prerequisite for employment.) They wear brightly colored home-made garb (often visually conflicting with their dull green skin) and the usual dungeon worker uniforms, grey leather hooded capes adorned with the word “COLD” in large letters. They are normally not armored or



armed, though they may acquire various weapons in the course of a day (as well as small change found amidst dungeon debris and under seat cushions).

COLD personnel work a very flexible schedule of their own determination, except for matters involving the temples on this level. The norks insist that their East Temple be cleaned from 10-11 am, and the West Temple from 1-2 pm. Other than these fixed routines, the crew wanders about in a random fashion, though they make sure to clean all the upper dungeon areas in the course of 3-4 days. One member of each crew carries a key to room 39 E.

In the course of their rounds, the ladies occasionally consort with nork guards to make a little extra cash 'on the side.' The norks are somewhat ashamed of their carnal weakness, so on these occasions they sneak off to covertly find an unused room (preferably an empty barracks room) for such affairs.

39 A. Equipment Room (29' x 59'): The large room initially entered is the general equipment room. It normally contains 8 large wheeled wooden barrels, 12 push-brooms, 12 mops, 8 metal water-pails, 12 or more small hand brooms ('whisks'), 12 dustpans, and 6 pairs of tongs (for handling dubious small items). Along the East wall are six commodes, each a wooden chair with a hole in the seat and a chamber pot below. The place is fairly clean, for the staff are in the habit of cleaning everywhere they go.

39 B, C, D. Bedrooms (29' square): The ladies' bedrooms house 6 per room. Each contains three wood & metal bunk-beds with ladders, a dressing table with a glass mirror, armoires and chests for storage, shelves mounted to the walls, and chairs & tables. The beds have metal springs (*unusual and expensive*). The furnishings and accoutrements (sheets, blankets,

pillows, and other items) are all of high quality, generally cotton, almost suitable for royalty.

Should the party be reduced to stealing these items, the pillows and linen sheets are worth 5 gp each (12 of each per room), and the assorted tools on the dressing table (quality combs & brushes, small containers, etc.) are worth 100 gp. The furniture is worth 10-100 gp per item.

39 E. Disposal Room (29' square): This is a dumping place for much of the refuse and dirt that the COLD crews collect, accessed by large locked double doors on the North wall. At any given time it may contain almost anything, including body parts. If the barrels accumulate particulate filth, they are simply wheeled in here for storage until disposal time.

Also within this room, on a panel in the floor near the middle of the East wall, is a large metal lever that is normally angled North. To dispose of the trash, one of the staff shifts this lever so that it points toward the South wall. This activates a feature of the nearby "bottomless" pit (about 40' away), activating a disintegrator. All the refuse dumped into this hole is completely vaporized when it descends a mere 6 inches into the pit.

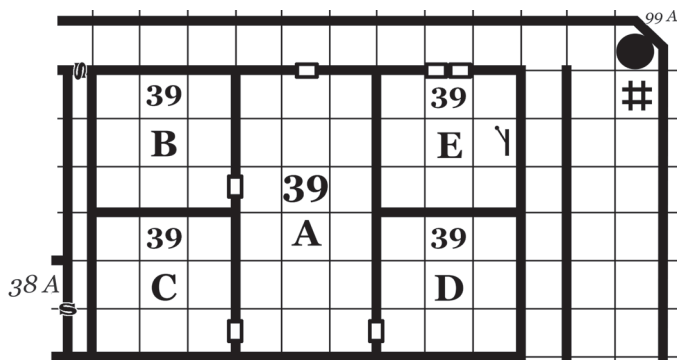
Very soon after this is complete, the lever is returned to its normal position (southward) to deactivate the disintegrator. Unfortunately the ladies sometimes forget this last step (see 99 A).

Hobgoblin Females (18 total, crews of 6)

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

Demeanor: Stalwart, comfortable in their privileged status as employees

Power: 6% (1+)
 Defense: 10% (2)
 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



- 1 square = 10 feet
- Door
- ▢ Double Door
- # Weak Floor
- ∟ Lever
- Pit (Very Deep)
- × Landing Site (weak floor above)



Northeast Quadrant



Fountain Area Northeast

A “Loot for Brains” puzzle (see page 13) is located 30’ South of the fountain ring, in the South wall of the large walkway around the fountain room.

The route to the fountain room is circuitous unless the **secret door** to the outer walkway is found (45’ southwest of the fountain’s ring).

If characters enter via the Secret door while norks are training in the area, they will be observed, but the nork officer will assume that nothing is amiss; adventurers come to the fountains all the time. That officer will curtly dismiss any who try to speak with him, directing them to the doors to the central fountain.

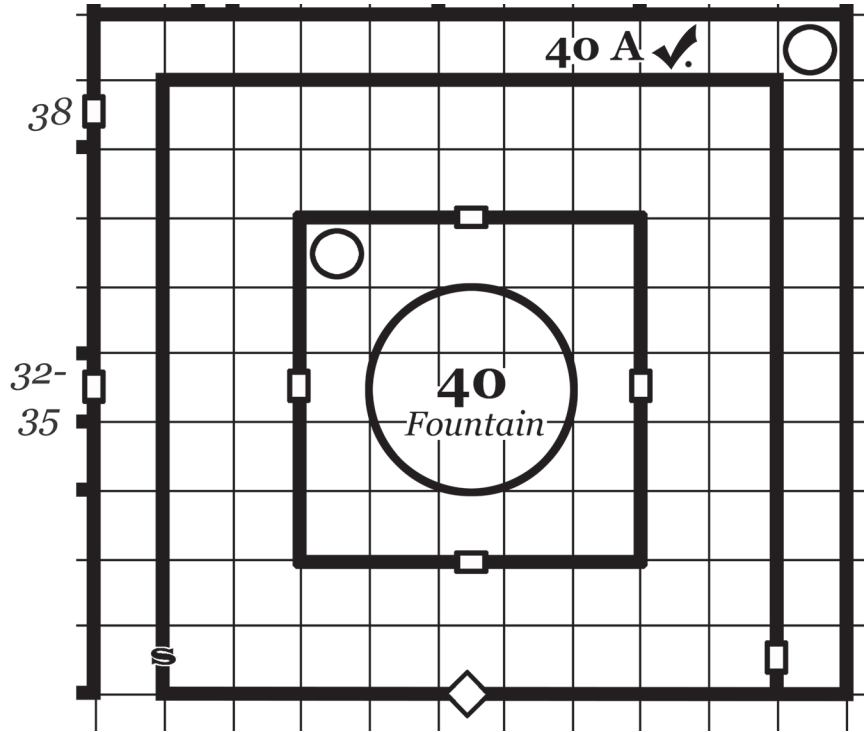
The conventional route to the fountain passes a barracks entrance, an Office, a checkpoint, and finally a pit (with skeletons*) before heading South to the only standard door, leading inward.

**Skeleton Pit*: If anyone looks into the pit, up to 6 skeletons animate and pick up rusty swords. Two form a ladder; others climb out and follow the party with hostile intent. One skeleton is left in the pit.

Usage Schedule

Day(8 am-8 pm)		Night (8 pm-8 am)	
Time	# Norks	Time	# Norks
8-9 am	15	8-10 pm	0
9 am-12N	0	10-11 pm	15
12N-1 pm	8	11pm-12M	10
2-8 pm	0	12M-1 am	8
		1-3 am	0
		3-4 am	15+2
		4-5 am	15
		5-7 am	0
		7-8 am	15+2

Two nork clerics from the East Temple (44) visit the soldiers in training twice each day (3-4 and 7-8 am) to handle personal counseling and morale-building.



- Door
- ⊕ Secret Door
- Pit (Standard)
- ✓ Checkpoint
- ◇ Loot for Brains

A giant-sized walkway 20’ wide and 12’ tall surrounds a central 50’ square area accessed by four simple (and unlocked) doors. This outer area is regularly used for exercise and training by the 20 norks of the northeast barracks (32-35). Arrivals and departures occur in the nearby hallways 3 minutes prior to and following each hour’s use, as norks are rarely tardy.

40 A. Checkpoint ✓ (outer fountain access corridor)

Two nork guards are stationed here, 20’ West of the corner pit, during the scheduled use times at left. They have orders not to draw weapons unless threatened or attacked. They hail unfamiliar visitors (such as the player characters) and order them to “**Approach and Show your Official Papers!**” If the party does not have the proper document, then a guard points West, informing them that “the nearest Office is right over there, and there’s no cost.” They are proficient at identifying forgeries (4 in 6 chance).

To cooperate and pass the checkpoint, the party must produce an Official Paper. In that event one guard reaches out his hand to take it, but if given it, the guard eats it quickly. If however a character holds the Paper carefully to “show” it (the precise order), the guard examines it and (presumably) finds nothing wrong. The party can thereafter pass the checkpoint with impunity, though the guards warn them to go straight to the fountain, and to avoid disturbing the troops.

If the party attacks, one guard will *lope* South to warn his comrades while the other accepts battle and responds appropriately.

40. Fountain Room

The fountains on Level Two are identical in all respects to those found on Lich Dungeon Level One.

Other Fountains on this dungeon level are abbreviated, and **they refer to this page for complete details.**

In the center of the central room stands a 30’ diameter fountain, its fluid shooting up to 10’ high to 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. A standard pit is in the northwest corner of the room, and contains some Dungeon Debris, including bones. (See previous page for the usual pit routine.)

Fountains consist of perfectly normal water enchanted in some fashion. The four varieties are **Healing, Magic, Poison,** and **Wine.** Select or randomly determine (1d4) for each fountain visited. There is one of each type on Level Two.

The nature of the fluid may change (again either by your choice or at random), but does so only when unobserved—in other words, when the central fountain room contains no beings living or undead, and all four doors are closed. The frequency of such a change is left entirely to your whim.

The fluid from the fountains will not leave the dungeon. By a function also affecting locally minted coins (Dungeon Level One, *q.v.*), the fluid can be easily collected and carried about, but will vanish from a container (even if extra-dimensional) when the characters use the central plate to exit. The fluid then returns to its fountain of origin.

Fountain Effects

Use each type once

Healing: The drinking of one potion-phial (or 1 pint) will restore 1 point of damaged Health.

Magic: Any item immersed in the fluid becomes temporarily magical, gaining a +5% (+1) bonus to attacks and damage. The effect ends at sundown or sunrise, whichever comes first. It may be cumulative with existing magical weapon bonuses (GM’s choice, but relevant to *Double Enchantments*, page 15). Of special note, this fluid will also instantly terminate the ill effects of Fountain Poison if a few drops are dribbled into the victim’s mouth (though it has no effect on poisons of other sorts.)

Poison: The drinking of any amount, even a single drop, can incapacitate the imbiber. Roll with +20% (+4) bonus to avoid the spell or collapse, comatose. The effect ends at sundown or sunrise, whichever comes first. It is a *magical* poisonous effect, and various abjorative spells may thus alleviate the problem. This poison is utterly neutralized by 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% (-1) penalty to dexterity attributes. The effects are cumulative, though they end at sundown or sunrise, whichever comes first. (The central trees are fond of this wine.)

The GM may of course create other fountain effects to replace any of the above, but excessive adversity may cause the party to simply avoid *all* the fountains.

Once I determine the natures of the fountains, I typically leave them alone for that game session. Over the years I have found it amusing to flip the fountains on occasion, but only if that helps the game and doesn't needlessly slow things down.
 — F



East Wing



41. Temple Checkpoint ✓

A pair of large brass doors, each 10' wide and 10' tall, completely blocks the end of this hallway. No locks, hinges, or even handles are visible. These are magically opened, closed, and locked by religious power alone, and cannot be opened by physical means. They open automatically four times per day, at the start and conclusion of each church service, *i.e.*, 9 and 10 (am and pm).

In accordance with the schedule below, 4-5 nork guards are usually stationed here, about 15' West of the large temple doors. They have orders not to draw weapons unless threatened or attacked. They hail unfamiliar visitors (such as the player characters) and order them to "Approach and Show your Official Papers!" If the party does not have the proper document, then a guard directs them North to the nearest office (38).

To cooperate and pass the checkpoint, the party must produce an Official Paper. In that event one guard reaches out his hand to take it, but if given it, the guard eats it quickly. If however a character holds the Paper carefully to "show" it (the precise order), the guard examines it and (presumably) finds nothing wrong.

Thus cleared, the party is free to examine the great temple doors... but cannot proceed further. If magic is used to open the doors, the guards will spring into defensive action, exclaiming that:

***"The temple is closed!
You may not enter!"***

The guards will fight to defend their holy sanctuary and clergy, fetching assistance if necessary.

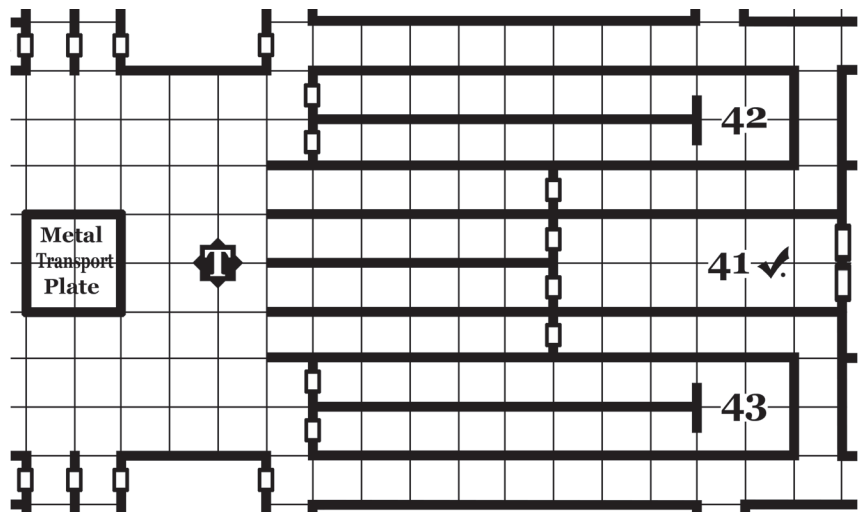
If the party attacks the checkpoint, one guard will Lope either North or South, to a barracks or fountain area, to warn his comrades. The others accept combat and respond appropriately. During the fray, some will try to bang on the temple doors to warn the clerics. The guards do not fight to the death, retreating or fleeing if necessary, even if the party is penetrating the Temple.

Schedule: The "From" column below denotes the residence (barracks) of the guards on duty. Note that during a church service there is no checkpoint. During such times, chants and other noises of the service (involving 40 male nork soldiers, 8 females, and 6 clerics) can be dimly heard from outside the doors throughout the worship hour.

Time	# Guards	From	Notes
8-9 am	5	NW	
9-10 am	—		church service (no checkpoint)
10-Noon	5	NE	
12N-1 pm	4	NE, SE	2 from each barracks
1-5 pm	4	SE	
5-9 pm	4	NE	
9-10 pm	—		church service (no checkpoint)
10- 12M	5	NE	
Mid-1 am	4	NE, SE	2 from each barracks
1-2 am	5	NW	
2-4 am	5	SE	
4-6 am	5	NW	
6-8 am	5	SE	

- Door
- ✓ Checkpoint
- ⬇ Tree Trunk

1 square = 10 feet



42, 43. Empty Areas

(See map previous page)

(9' wide hallways, 99' long)

Creatures:

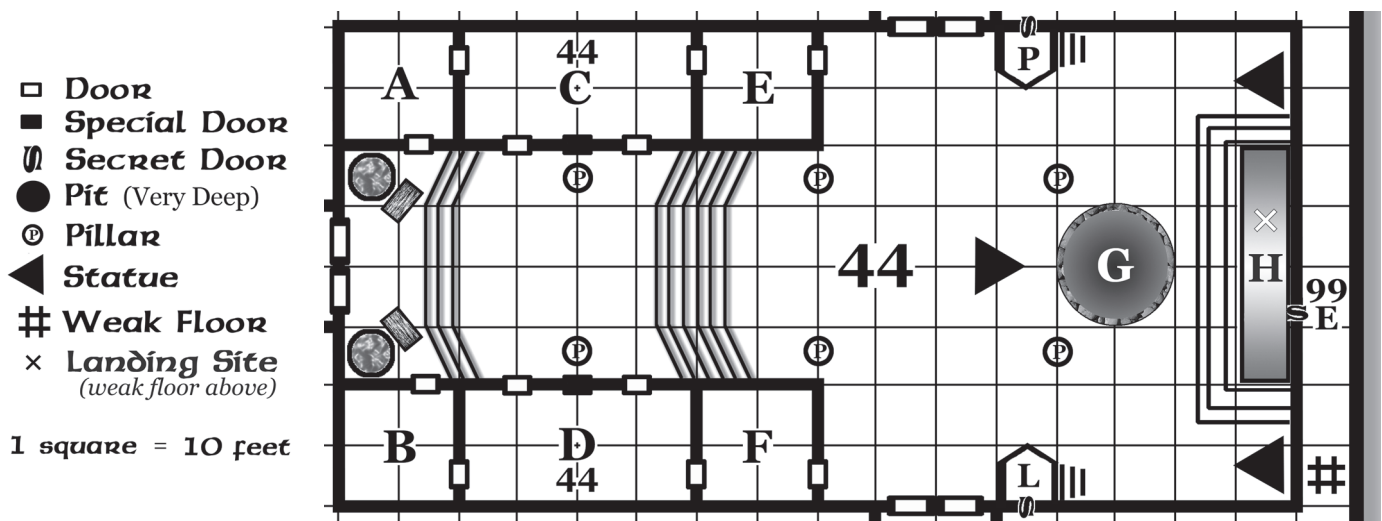
These areas are unused but kept clean by the COLD crew. If you wish you may here add encounters of your choice.

Treasures:

44. East Temple (80' x 160')

This area is extensively detailed over the next seven pages. Be sure you are familiar with all aspects before using it in a game.

Please note that the West Temple (#89, page 98) is essentially identical. That area gives only a summary, referring to the full details given here.



The Temples are the spiritual centers of the nork community. Each houses 6 clerics and provides storage for their equipment and supplies. Décor overall is quite simple, with very few ostentatious features. The walls are all of the usual dungeon granite, and the interior doors are of Simple type (unreinforced), though they have built-in locks.

Deity: Norok, a norkish warrior-priest

Holy Symbol: The primary icon of this faith is a point-down triangle with an all-seeing eye in the center. When depicted in greater detail the eye is surrounded by flames, the upper crossbar of the

triangle is expanded into a rectangular object (a stylized depiction of the atlatl dart-thrower), and the lower arms are simple outlines of nork throwing darts, points downward.

The symbol appears at several locations within the temple and is worn (in amulet form) by all clerics. Its use outside holy areas or by non-clerics is generally discouraged, and the symbol is thus not found within the nork barracks areas. In nork belief, their deity Norok bestowed unto them the gifts of fire and 'long reach' (ranged combat ability), both being crucial factors in their racial progress and survival.

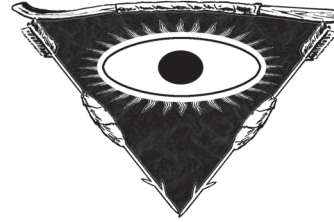


East Temple



Scheduled Activity

The schedule of temple activity is regimented and rigidly maintained (archetypically norkish):



Day (8 am to 8 pm)

Night (8 pm to 8 am)

Time	Activity	Time	Activity	Time	Activity
8-9 am	Prep	8-9 pm	Prep	3-4 am	NE
9-10 am	Services	9-10 pm	Services	4-6 am	SE
10-11 am	Wrapup	10-11 pm	Wrapup	6-7 am	unassigned
11 am-8 pm	Sleep & Prayers	11pm-3 am	unassigned	7-8 am	NE

Prep (1 hour): Junior clerics set up and prepare for the service while elder clerics pray.

Service (1 hour): Twenty male norks from the northeast barracks arrive at the North double doors, while 20 males from the southeast barracks arrive at the western doors, and 8 females arrive at the southern doors (coming from Room 84 to the southwest). The service commences with the opening (and closing & locking) of all the doors. Congregants exit an hour later by the same routes, as the doors are opened, then closed and locked.

Wrapup (1 hour): The two elder clerics assisted by one junior cleric perform concluding prayers and other religious rites, while 2-3 junior clerics stow paraphernalia and tidy things up.

Other Activity:

NE or SE (between 3 and 8 am): Pairs of clerics visit the noted areas (both barracks and exercise/training areas).

Unassigned times are for the handling of any & all other tasks or special needs that may arise.

Areas

The two principal parts of the temple are the nave and apse. (There is no vestibule.) A slight magic can be detected throughout. That (holy) magic offers protection and enhances the powers of the resident clerics.

Nave (West): This area is 80' long but only 40' wide. The ceiling is slightly arched, from 12' to 15' tall. At the West end, a fire-pit 10' across and 5' deep is in each corner, with a small altar-table and a door nearby. (These are for small animal sacrifices, a common but ancillary function rather than part of a worship service.) A short set of stairs 40' wide then descends five feet, east of which is a trio of doors on each side (though each center door is mostly blocked by a pillar). Another broad set of steps commences thereafter, descending another 10' into the Apse.

Apse (East): The flat ceiling of this broader and taller center area is 15' higher than that in the nave, and the whole is 30' tall (15' gained from the descending steps). The apse is nearly square, 80' x 70' overall. No furniture (chairs or pews) is present.

Light Sources

All temple areas are normally dark. Three magical commands can be used by the clerical staff to add illumination, each causing light to shine from the ceilings. One produces a very low level of light, primarily used in the smaller rooms (A-E) and for other areas when they are inactive. A second command causes the ceiling of the nave to emit a light similar to daylight, and a third command produces similarly bright light in the apse.

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The apse and nave are fully illuminated for the entrance of the congregants. The nave is darkened for the service but relit briefly after the benediction, and darkened again when the doors are closed.

On occasion the staff rooms are lit while the other areas are dark, and in these cases their lights can clearly be seen from a distance, emanating from the spaces at the tops and bottoms of the doors, providing dim and shadowy lighting in the nave.

Temple Features

Big Double Doors: Pairs of metal double doors on the North and South walls lead directly to the apse, and similar West doors access the nave. Each pair of doors is 20' wide and 10' tall. The metal is a shiny brass, obviously heavy, but just as obviously not of great metal value. Hinges and handles are within the temple in every case. The design of their casting is abstract and ornamental, not depicting anything notable. The doors are usually moved by clerical power alone.

The main entrance to the temple is ostensibly the West doors (though only 20 males arrive for services by this route). Long, broad corridors to the North and South descend slowly at a 6% slope from the corner pits (near areas 100 A and B) toward the North and South double doors. The floors there are 15' below the usual floor of the dungeon level.

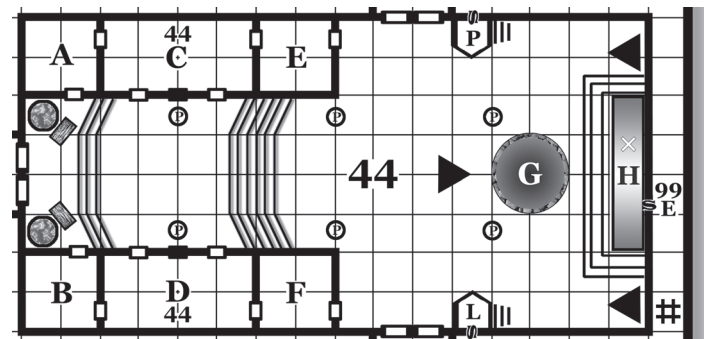
The double doors are magically locked most of the time. At the start of each service, an initial rite causes them to swing open, admitting the faithful, who are (by then) lined up outside. Once all worshippers have entered, the doors swing shut on ritual command, then locking for the balance of the service. They are similarly opened for departures (and then closed and magically relocked) about an hour later. Characters may be able to open these portals by magical means; there are no keyholes or physical locks upon them. Pull-handles (for safety) are on the inside only.

Small doors: For each trio of rooms (North or South), 4 doors provide exterior access, and two interior doors connect to the middle room. Each of these is a Simple door, but each also has a built-in lock with keyhole. The 2 clerics dwelling in each row have sets of keys for their room triad, along with smaller

keys for the cabinets within the storage rooms. The most senior cleric (High Priest) has a full set of keys for the entire temple.

6 Pillars: Untapered stone pillars, each 5' in diameter, stand 30' apart along the sides of the nave, 40' from the West wall. More are spaced each 40' thereafter, the third pair at the sides of a great pit in the center of the Apse, wherein each stands 25' from the North or South wall. All the pillars are smooth and unadorned.

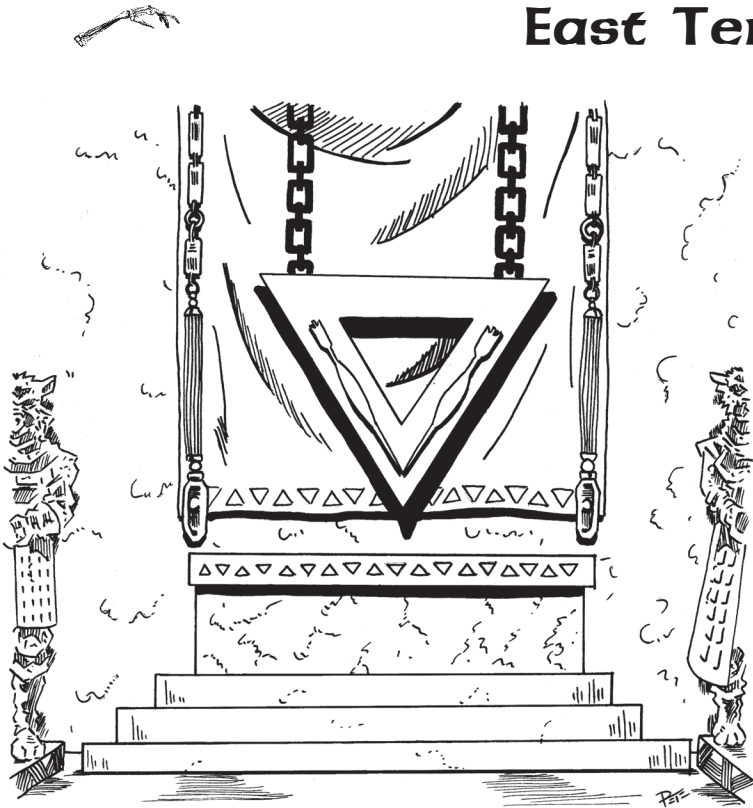
Pit (G): The central feature of the Apse is a great pit, 20' in diameter and descending into darkness. It actually extends down through several dungeon levels. Should anyone descend herein, a magical abjuration (initiating 5 feet below the floor) unflinchingly removes all temporary magical effects, including all active spells; permanent items are then deactivated while they remain within the cylindrical volume outlined by the pit (still magical but any effects thereof being negated). (Also see *Specific Area Notes*, page 63.)



2 Podiums (P and L): Along the North and South walls flanking the great pit, small steps lead 5' up into structures from which priests may speak to the congregation. Each is made of wood, the exterior painted with a simple black background upon which are myriad small red runes. Each structure is about 10' across with a similarly decorated croscombe (roof or cover) supported above it, its flat top 14' above the floor of the Apse. (The supports for the croscombes can be used as ladders, enabling the priests to easily scale them to access secret exits; see page 63.)

The two podia appear identical, though technically the northern is the Pulpit (for sermons only), the southern the Lectern (for scripture readings and all other dialogue). Each is marked on the map with the appropriate initial.

East Temple



A large holy symbol hangs on the wall behind the altar. It is 15' across, the pieces made of thick wood (some more than a foot across) and supported by large wooden pegs inserted into holes in the wall. Most of it is painted starkly black and white, though the bulging centers of the stylized darts (the lower arms of the triangle, their tips converging on the lowest point) are bright red. The central eye is a separate wooden carving 2' wide, painted in realistic colors and surrounded by flames. The pupil of the Eye, 4" across and jet black, is a single faceted gemstone of black onyx (a chalcedony quartz) worth 5,000 gp for its quality and size.

Of special note, a weak floor in the East wing of Level One may deposit victims directly upon the altar, at the point marked "X". Should this occur it will be a messy and noisy affair. Check the temple schedule carefully to assess the situation herein when that occurs.

3 Statues: Standing before the great pit and facing the altar is a 21' tall stone statue, unpainted but well-carved. Its hands are slightly outstretched, palms up. It portrays a well-muscled male nork with beautiful features (as norks go), unarmed, muscled and entirely unclothed, gently smiling.

To either side of the altar (though not on the steps) is a 14' statue of a mortal nork (thus double normal size). The left (North) statue is male, the right female, and both are clad in simple robes, eyes closed, with their heads bowed and their hands clasped reverently across their chests.

The base of each statue is a 6-inch tall triangular block of stone, echoing the form of the holy symbol.

Altar (H): Standing against the East wall (10' beyond the pit) is a 40' long altar, with a large holy symbol on the wall behind it. A triad of carpeted steps rises up to the altar on three sides, reaching the stone platform (*predella*) upon which the altar stands. The steps and predella are carpeted, that having a black background adorned by many tiny red runes (echoing the design upon the *podia*). The altar itself is 5' tall and 10' broad, minimally carved, made of a single huge block of dungeon granite. It has a very simple appearance, with rectangular designs carved in its front and on both ends.

See keyed notes for secret details of the altar, page 66.

Specific Area Notes

A, B, E, F. Clerical residences (each 19' square): Each room contains a good bed with cotton-stuffed mattress and pillows, outfitted with fine linen sheets and blankets of quality. Chests and cabinets provide storage for personal clothing and goods. Other furniture includes a large table with accompanying chairs, a chair-toilet with chamber pot, and smaller tables (one supporting a pitcher and large bowl).

A & B. (West end) for 2 junior clerics each
E. & F. (East end) for 1 senior cleric each

C. Sacristy (North side, 19' x 39'): Vestments are stored here, as are liturgical vessels and implements (all itemized next page). The religious garb is hanging on open racks, while locked cabinets hold the items and tools used by the priests during their services. All of this equipment is brought out for use during services, and secured afterward in their proper locations in the sacristy.

A Special door is located in the sacristy, by the pillar in the nave. It does not speak, but will *teleport* the user to a point within the Sacristy of the West Temple (89C).

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Vestments: All are of fine black linen adorned with small blood-red embroidered runes. There are six of each type. Each is worth 5-10 gp at most (with exceptions as noted), and interested buyers are rare, as these are unique to this specific faith.

Alb: Full-length robe

Chaucible: Sleeveless outer garment worn over the upper alb

Stole: Scarf worn around the neck, hanging down both sides of the chest. (The two stoles worn by the senior clerics are adorned with a few onyx gems, those on either stole being worth 50 gp.)

Cincture: Rough cord of humble quality (typically jute), a reminder of primitive origins; worn around the waist, securing the alb. Those for the senior clerics have golden tips (each of the 4 tips worth 20 gp if removed and sold separately).

Liturgical Vessels (6 types): All but the cruet set are made of gold, painted black with small dull-red runes. Most can be sold for their gold content or jewelry value, though any resale should involve the removal of the painted designs.

Aspersory: This large container, essentially a covered vase, contains extra holy water. Not used during most services. Value 100 gp.

Chalice (cup): placed to one side on the altar, used during a ritual drinking. Value 50 gp.

Cruets (2) (made of crystal, painted black) with gold tray: containers for holy water & wine. Value (of the set) 75 gp.

Ostensory: An ornamental stand displaying a 3" holy symbol on top, used during processional & benediction; placed behind the thurible for the service. Studded with onyx gems; value 250 gp.

Patens (2 plates): used with the chalice, placed on the altar, used for a ritual feeding. Value 50 gp each.

Thurible (incense burner): This is placed at the center of the altar and lit as the faithful are called to worship. Value 150 gp.

Holy symbols (8 amulets on silver neck-chains): Six of these are in regular use, two being spares in case of loss. The 8 silver chains are heavy, and are worth 20 gp each if sold separately. Two of the amulets are notably more ornate than the others, being used by the two senior clerics, and have inset onyx gems; their value is 150 gp each. The six lesser symbols have no gems and are of little commercial value (2-5 gp each).

Supplies: In addition to the holy water in the aspersory, more mundane containers hold small pieces of raw meat (all cut fresh for services), normal water and wine, and blocks of incense for the thurible. Small wooden containers hold red and black paints (for retouching as needed), with two camel-hair brushes near them. None of these mundane supplies has any notable value.

Tomes (thick, each 2' x 1'): Three such artifacts may be found, two of them holy (and magical) and all in a special locked cabinet. They have no commercial value in this realm, though scholars across the sea may find them of interest (value in that case 150-200 gp each). Each has a finely tooled heavy leather binding and cover, containing pages of vellum (very thin leather). The text in the holy books is written in dull blood-red ink, with occasional decorative ornaments in many colors (thus being an "illuminated" manuscript), having decorated initial letters, borders and other marginalia, and small illustrations.

Norok'hal Holy Book of Scripture

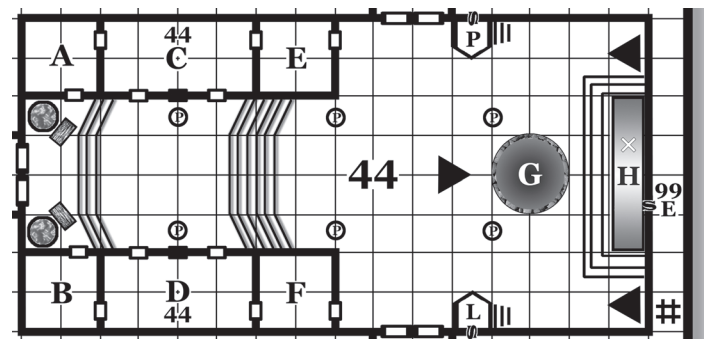
The Words of Norok as dictated to His early disciples, plus reinterpretations and elaborations on the Words written by early apostles.

Norok'tookh Holy Book of Order

This prescribes rules of the faith, including the rites to be performed in all types of services; also rules for general nork life.

Lectionary & Priests' Manual (not a holy tome)

Collection of recommended sermon topics for the liturgical year, plus general guidelines for ministering to others, both believers and non-.



East Temple

D. General

Supply room

(South side, 19' x 39'): This room holds mundane supplies, including some foodstuffs and skins full of water and wine. Most of the room is filled by an animal pen where geeps (goat-sheep hybrids) are kept.

The youngest animals are used regularly as sacrifices, while many of the oldest are kept to breed more. Small bits of raw geep meat are part of most services, and it is also occasionally served in greater quantities at special religious celebration feasts. (The meat also secretly augments the diets of the clerical staff.)

A Special door is located in the storage room, by the pillar in the nave. It does not speak, but will *teleport* the user to the plate at the center of the dungeon.

E, F: See Clerical Residences, page 61.

G. Pit: As heretofore noted, the pit is deep. It ends on dungeon level 12, thus being 500' deep overall, passing through another temple on each level (3-11). That tubular passage is enchanted to obliterate all magical effects within it (thus removing any magical powers of flight, for example), the effect beginning 5' below the floor of the apse. The room at the terminus of the drop is smaller than this temple, utterly secure, and contains horrible monsters which would challenge even those of epic power.

On occasion, the pit serves as a means of entrance by a powerful being (one of several, actually) who may decide to visit a temple service, masquerading as the deity Norok. Such an event is uncommon but not rare, occurring about once each month (one per 50-60 services). In this case the being takes a form like the great statue (21' tall), rises up from the pit at an appropriate time, demands a few sacrifices, bestows a few boons and blessings, and then returns whence it came (somewhere among dungeon levels 8-11). Only the senior priests know that the imposter is not the true



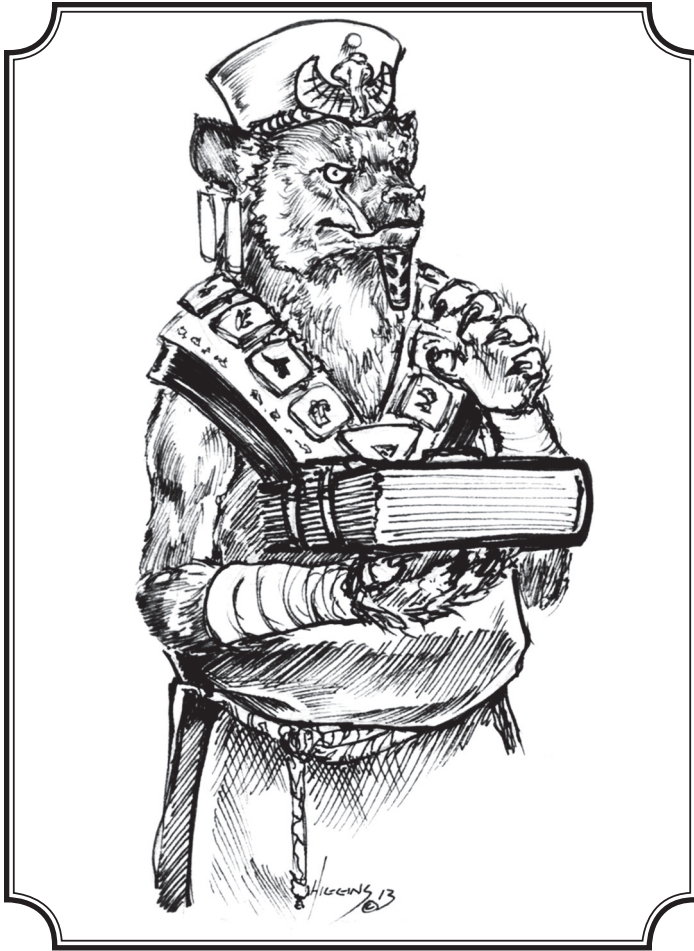
Norok, but they tolerate the guise and cooperate for the net effect on believers. (The true Norok seems not to care about such poseurs.)

If a powerful party invades the temple during a service, and if you decide that such

a being is present, its exact powers are left to your choice. It should, however, be a notable threat to a group having an average Power of 45% (9).

H. Altar: A small secret door may be found in the outer perimeter corridor at point 99 E, and a trigger (button or sliding block) is nearby in that area. That tiny portal is but 3' tall and 2' wide, opening outward into the corridor. It accesses a rough-cut tunnel within the altar which leads North and South, ending at two more secret doors of the same size, located at the ends of the altar. Each of these doors can be pushed open fairly easily from within. (The simple rectangular designs on the ends of the altar are known to the Temple staff, but they do not know that these are doors.) Characters can enter the temple with relative ease by this route. If such activity is timed to occur while the clerics are asleep, and if the party is exceedingly quiet and has no light sources, extensive unauthorized exploration can be performed without interruption! (This may, however, prove to be a one-time event, as the clerics—assuming they survive the experience—will successfully entreat Norok for the power to control the secret portals just as they control the other temple doors.)

P & L (podia): Just above the croscombe of each structure is a secret door accessing the outer perimeter corridor (99). Each opens outward into that corridor above the croscombe, but the only means of activation is a button in the wall over the podium. These portals thus cannot be opened from outside (*i.e.*, the Perimeter) by nonmagical means. These are primarily intended as escape routes for the clerics in case of trouble (invasion/assault by outsiders).



Clerics

Since the specific powers of the nork clerics will vary by the game system used, they are minimally described here.

Power: Each of the 4 junior clerics has a Power of 10-15% (2-3). They can cast a limited number of holy spells. Each senior cleric has a Power of 25-35% (5-7) or greater, and can of course cast more and better spells. Most of the spells will be beneficial to the norks—healing, blessings, and such—though some will be of more miscellaneous nature. Few in any event will be solely for combating adversaries.

Temple Effects on Power: When they are within the walls of their temple, all the clerics' spells function with maximum efficiency, simplifying all random factors. Furthermore, at the conclusion of each church service, all the clerics gain extra spells of low power, bolstering their ability to minister to the needy.

Equipment: Only the two senior clerics have magical equipment, primarily weapons, and no cleric has magical armor. Being norks, however, they have an unarmored Defense of 25% (5) and keep standard military armor (50% [10]) in their quarters, to be donned when needed. **n.b.:** They do always wear such armor when visiting the barracks areas and for most other jaunts outside the temple proper.

The High Priest (most senior cleric) may, at your discretion, have a magical **Rod** or **Staff** of notable power. It will be of distinctly Norkish design and with few charges, being rechargeable only through Norkish ritual. (Remember that characters may acquire the item, so keep its long-term power quite limited.)

For each trio of rooms (such as A-C-E), the senior cleric and his junior cleric aide each have a set of keys to fit all the locks in the doors and cabinets. The High Priest has a master set, with keys for all the locks everywhere within the temple.

Light & Doors: Each cleric knows the commands to change the lighting in the rooms, nave, and apse (see *Light Sources*, page 59). Either senior cleric (though not their juniors) may command any of the double doors to open or close at any time, individually or en masse.

Emergency Assistance: Of arguably greatest import, the High Priest may at any time call upon Norok Himself, given good reason (such as defending the temple from invaders). Such an entreaty has a base 50% chance of success (modifiable for circumstances and validity), then attracting one of the powerful entities from below (see *G. Pit*, previous page), which will arrive in 1d6+4 minutes to assist the temple clergy in their sacred tasks. If it succeeds, this will be followed by special demands, of course...

There is only a 5% chance for the true Norok to heed their call, and in that case He typically responds with benefits to the clergy. He would only arrive 'in person' (in a mortal body created for that purpose) if the situation were truly momentous, affecting more than just this one small temple (a typically deific viewpoint).

East Temple

The Service (1 hour)

(44. Temple, Concluded)

A call to worship is announced as the congregation arrives. The males gather near the pit, remaining at least 10' away on the North and West sides, and the females gather on the pit's South side. Their positions thus match those of the statues flanking the altar.

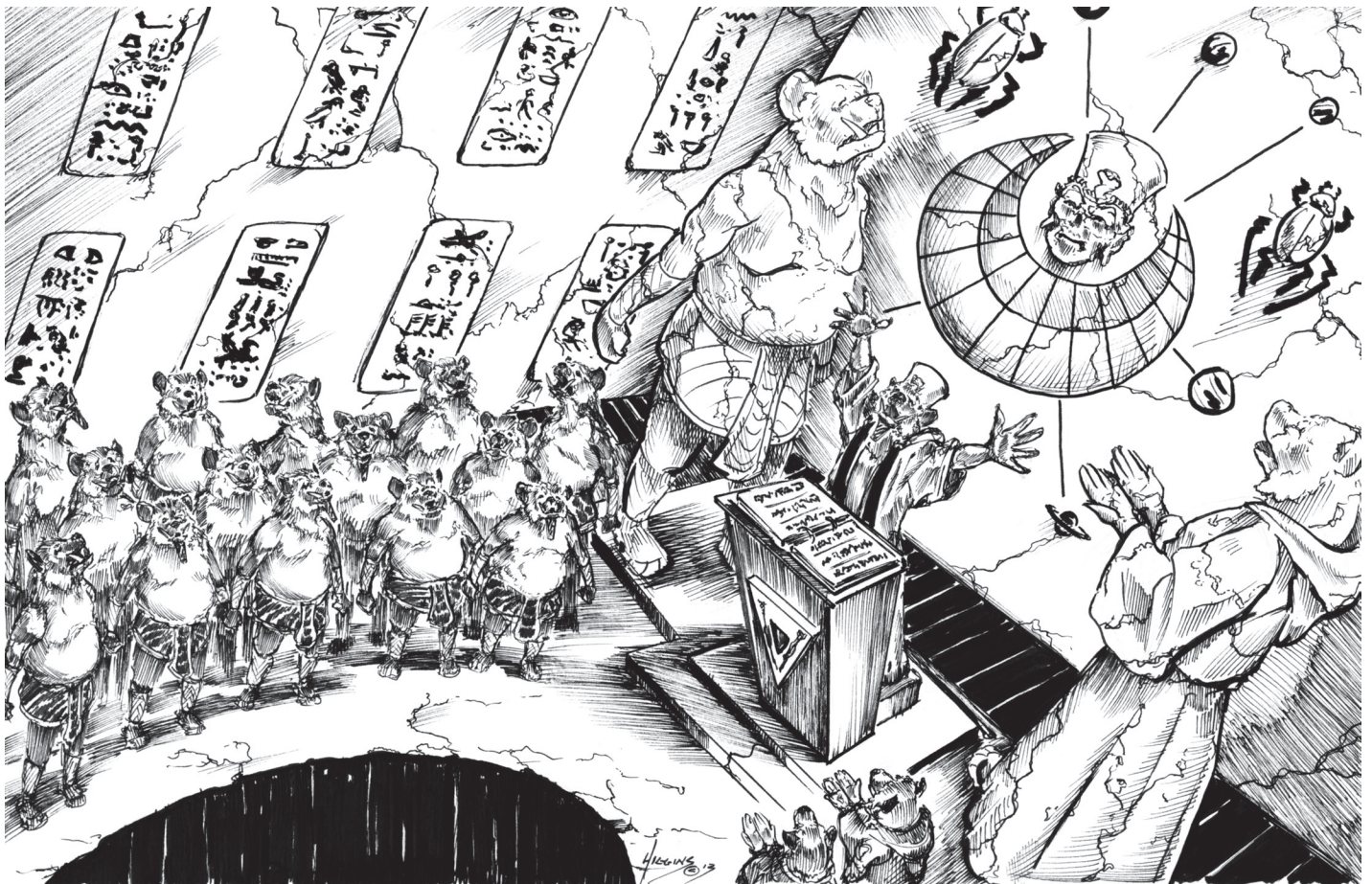
Periods of group chanting and howling are precisely scheduled, interspersed between orations by clerics, the first being scriptural readings (from the Lectern on the South side) and later a brief homily from the Pulpit (left side), usually based on the scripture passages selected. The principal topics throughout are (a) adulation of the deity Norok, (b) admonition to lead a proper and orderly life, and (c) mortal welfare, *i.e.*, the mundane concerns of the membership.

During a brief interactive phase congregants may express specific concerns to be addressed by their

priests and comrades. Specific rites within the service direct the group's attention toward the large statue nearby (the deity), the altar (bridge between deity and mortal), and the pit (the route to either perdition or heaven, as Norok chooses).

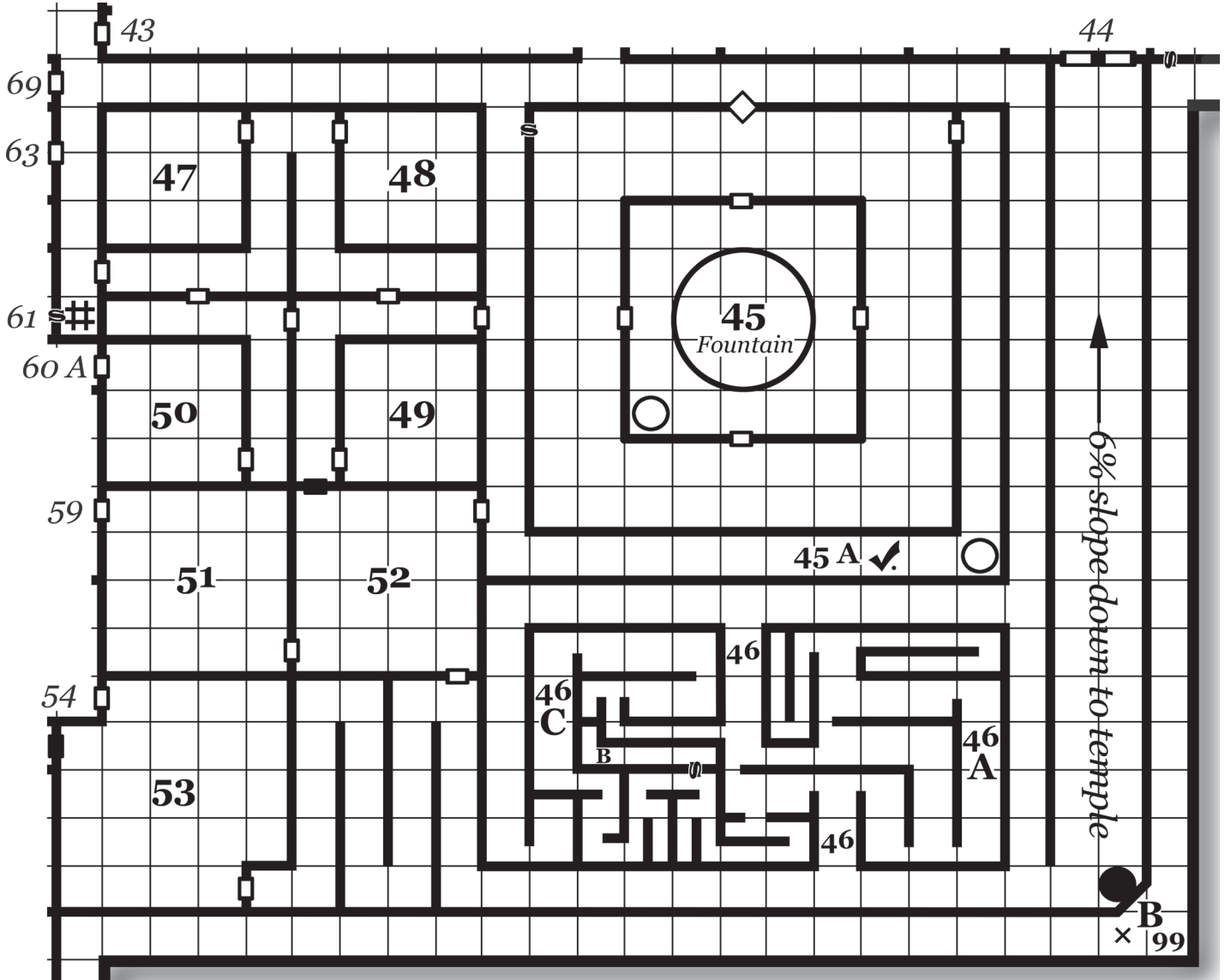
The service concludes with a Benediction and dismissal. Females depart first, with escort (to their domicile, Room 82).

Benefits: Everyone attending a full temple service gains specific benefits which last for 8 hours afterward. For most of the congregation, this involves a +20% (+4) bonus to morale, defense, and attacks (but not damage rolls). Clerics gain additional power, as noted in their descriptions above. The effects are magically bestowed during the concluding benediction, and do not apply at any earlier point during the service.



Southeast Quadrant

1 square = 10 feet



- | | |
|-------------------|--------------------------------|
| □ Door | # Weak Floor |
| ■ Special Door | × Landing Site* |
| ⌚ Secret Door | ✓ Check Point |
| ● Pit (Very Deep) | ◇ Loot for Brains |
| ○ Pit (Standard) | <i>* from weak floor above</i> |





Southeast Quadrant



Patrols

Nork guard patrols will be moving about this area in accordance with the following schedule. Each patrol consists of 5 individuals. At least two will have weapons out, ready for trouble. If they see or encounter unauthorized personnel (such as characters), most will prepare for battle. This need not ensue if the party negotiates, but the characters will be ordered to either leave the Southeast Quadrant or go directly to the nearest Office (38 or 80). If necessary, 1-2 guards may Lope off to report and bring reinforcements.

Time frame	Patrol of
8-9 am	5
9-10 am	— (no patrol)
10 am-1 pm	5
1 pm-10 pm	— (no patrol)
10 pm-8 am	5

Fountain Area Southeast

A *Loot for Brains* puzzle (see page 13) is located 30' North of the fountain ring, in the North wall of the large walkway around the fountain room.

This area is essentially identical to that in the Northeast (page 55). Refer to that page for full details, which are abbreviated here.

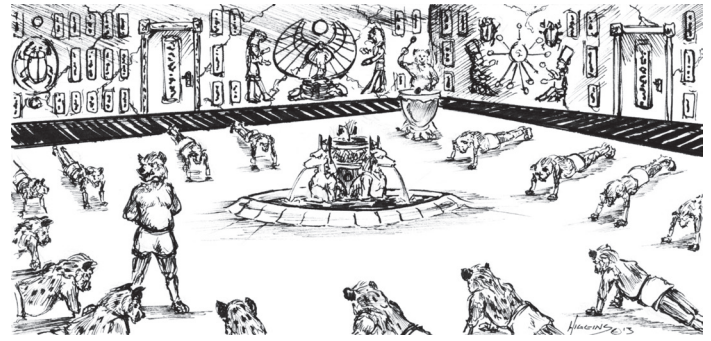
The route to the fountain room is circuitous unless the secret door to the outer walkway is found (45' northwest of the fountain's ring).

The conventional route to the fountain passes a barracks entrance, a locked door (to the ogres' room, 52), and a pit (with skeletons) before heading North to the only standard door leading inward.

A giant-sized walkway 20' wide and 12' tall surrounds a central 50' square area accessed by four simple (and unlocked) doors. This outer area is regularly used for exercise and training by the 20 norks of the southeast barracks (47-50).

45 A. Checkpoint (outer access corridor) ✓

During the scheduled use times below (and only then), two nork guards are stationed 20' West of the corner pit. They have orders not to draw weapons unless



threatened or attacked. They hail unfamiliar visitors (such as the player characters) and order them (in Common) to...

“Approach and Show your Official Papers!”

To pass the checkpoint by cooperating, the party must produce an Official Paper. Apply the standard procedure (pages 55-56).

If the party attacks, one guard will *lope* North to warn his comrades while the other accepts battle and responds appropriately.

Usage Schedule

Days 8 am-8 pm		Nights 8 pm-8 am	
Time	# Norks	Time	# Norks
8-9 am	15	8-11 pm	0
9-10 am	0	11p-12M	10
10-11 am	15	Mid-1 am	8
11 am-12N	0	1-2 am	15
Noon-1 pm	8	2-4 am	0
2-8 pm	0	4-6 am	15+2
		6-8 am	0

From 4-6 am, 2 nork clerics from the East Temple (area 44) visit the soldiers in training to handle personal counseling and morale-building.

45. Fountain Room

In the center of the central room stands a 30' diameter fountain, its fluid shooting up to 10' high to 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. A standard pit (with skeletons) is in the southwest corner of the room, and contains some standard Dungeon Debris.

Fountain Effects *(use each type once)*

Select or randomly determine the nature of the fountain in the usual manner (page 56).

- All effects end at sundown or sunrise, whichever comes first
- The fluid from the fountains will not leave the dungeon

Healing: The drinking of one potion-phial (or 1 pint) will restore 1 point of damaged Health.

Magic: (a) This neutralizes fountain Poison. (b) Any item immersed in this fluid becomes temporarily magical, gaining a +5% (+1) bonus to attacks and damage. The effect may be cumulative with existing magical weapon bonuses.

Poison: The drinking of any amount can incapacitate the imbiber. Roll with +20% (+4) bonus to avoid the magic or collapse, comatose. This can be remedied with Magic Fountain fluid or other means.

Wine: The drinking of one potion-phial (or 1 pint) will relax and entertain the imbiber, causing a +10% (+2) boost to courage/morale but a -5% (-1) penalty to dexterity. The effects are cumulative. (The central trees like this wine.)

GM Customize!

46. Echo maze (49' x 109')

This area can only be reached from the East or South 9' corridors that lead into it. These broader areas are clean, but the COLD crews have been skipping service to the narrow 4' wide corridors, which thus bear notable amounts of dirt and dust. If the characters later complain about the filth at either Office (38 or 81) they will be sincerely thanked and offered an expedited Official Paper if they so desire (after which the COLD crews will be reprimanded for their failure).

Entry into the dirty 4'-wide areas immediately produces loud echoes. The amplified noise attracts wandering monsters at treble normal chances and frequency (30%).

Two broad areas should contain creatures, at A and C, and a suitable treasure is hidden in a narrow dead-end (47B). Insert your choices here (any suitable monster, but no norks or ogres).

A. Creatures:

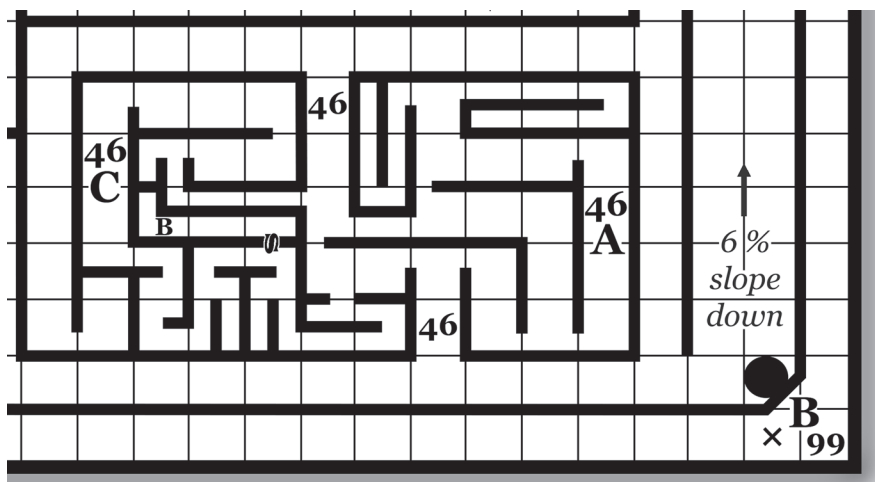
B. Treasure:

C. Creatures:

Other Notes:

- Secret Door** × **Landing Site** *(weak floor above)*
- Pit** (Very Deep)

One Square Equals 10'





Southeast Quadrant



47-50. Barracks Southeast

See page 45 for full details on the generic contents of the barracks.

This description is identical to those of other barracks areas, except for the final paragraph.

Hallways accessing the barracks are 8' wide and the usual 12' tall. Each 30' square barracks room contains arrangements for six norks, and all the beds are in current use. The bed features are typical, and by each bed is a locked chest (foot locker). Within each are personal goods, a bankroll (3d10 ep, 3d8 gp, 2d6 pp, 1d6 gems) and 0-2 magical potions (*Curing* or *Flame Resistance*).

Five fire-pots are atop an armoire in the middle of one wall. A small shrine-table stands in one corner. Another small table on the opposite wall features a simple 8-hour water clock.

Of the 20 norks living in these rooms only one, a Lieutenant (stats page 45), carries a Tocsin (*q.v.*, page 15).

The West (standard) door in room 50 is locked, and the Lieutenant has the key. He has heard odd rustling sounds therein and suspects a problem, though he has yet to report it.

51. The Tumbler (40' cube)

Of the four areas of this general type (39, 53, 82, 98), this is the only one filled with rocks. **Important:** When any door to this area is touched, a timer begins. Count to 5 minutes.

This area can only be reached from Mike's Metals (#59, South wing) or the Ogres' Lair (52). The room is 40' tall, extending equally above and below the usual rooms elsewhere on this level (*i.e.*, 14' beyond the normal floor and ceiling). Thus, each of the doors is at a point at least 14' distant from all surfaces except the nearest.

This cubical room contains thousands of rocks, from large boulders to small throwable types and even mere pea-gravel. But they are all strewn about the ceiling of the room!

There are no light sources here, so the characters' view may be limited. Simple tests may determine that gravity is reversed, and that the ceiling is actually the floor.

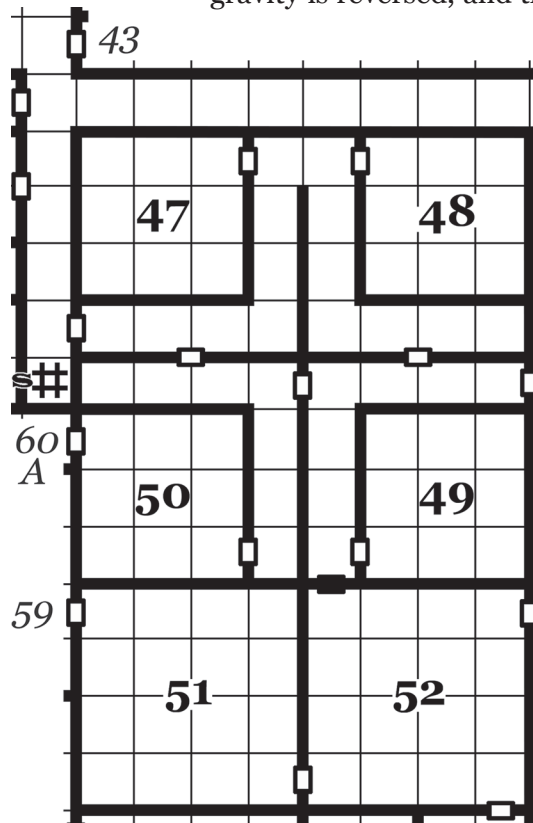
Changes: As heretofore noted, a timer starts when any door to this area is touched. At five-minute intervals thereafter, the room's gravity abruptly (and instantaneously) changes. This cycle ends 30 minutes (6 flips) after initiation, but the timer restarts when any door is touched.

The first change in gravity is automatically the inverse of the current position (possibly resulting in a 40' fall). Thereafter, roll 1d6 to find which is the new 'down.' The floor will be different with each change, so reroll if no change is indicated.

1	North	4	West
2	South	5	Up
3	East	6	Down

Effects: Everyone and everything in the room at the time of the gravity shift falls immediately toward the new floor. Apply falling damage in accordance with your chosen game system, noting that the ability to fly may negate the fall. Unfortunately for victims, the rocks will probably inflict additional damage.

Roll 4 attacks on each person who falls 40', or 2 attacks if the fall is to an adjacent wall. Assume a base 50% chance of inflicting damage, and modify as needed for personal protections and/or characteristics (armor,



- Door
- Special Door
- ⊕ Secret Door
- # Weak Floor

dodging, *et al.*). Each successful 'attack' by a rock inflicts 1d6 damage (avoidance checks do not apply), for a maximum of 4d6 in addition to the 40' falling damage.

Note that flying characters not falling may still be struck by falling debris. Roll attacks as above, but divide the net damage in half.

Each time the rocks fall, 1d4 of the larger ones will break open. Each such event may reveal a long-hidden gem of variable value. Roll 1d10 per fractured rock:

1d10	Gem Value
1-3	10 gp
4-5	50 gp
6-7	100 gp
8	250 gp
9-10	None (normal rock)

In the event that characters have a magical way of locating gems, they find 5d12 in all. Use 1d8 on the above table to determine values. The rocks must be broken up to acquire the treasures. The rocks and gems are never replenished.

52. Ogres' Residence (39' square)

Eight ogres live here—the four who work in the two Offices (areas 38 and 80) and the four Nerve Stimulation Specialists (NSS) working in the Torture Chamber (#58, page 74).

The standard doors on the East and South walls have inset locks (actually identical, and almost always secured), and all the ogres have keys. Another standard door leads West to Room 51 (the Tumbler, previous page), but it has no lock. A Special but simple door on the North wall is a *teleporter*, sending beings and objects to the Torture Chamber.

Four ogres are here at most times. The four who work in the offices are not present from 7:45 am to 8:15 pm but are found here during other times, either awake (until midnight, roughly) or asleep (from 12 to 7 am). The four from the Torture Chamber sleep here during the day while the others are absent, and do their work from 9 pm to 9 am. Unlike norks, the ogres are occasionally late to work, or even early. Nobody seems to care.

Ogres

Appearance: 9-foot tall ape-like humanoids, whose arms almost touch the ground; each wears a leather cape (similar to other dungeon employees) marked with its title (Clerk, Guard, or NSS) in large letters

Demeanor: Civil servants, passive and uncooperative unless attacked

Power: 19%

Defense: 35%

Health: 30 each

Move: 9

Init: +5% (+1) bonus

Damage: Spiked club 1d10 or Fist 1d4, both +6 bonus due to Strength

Special: Darkvision, and 6 (two Clerks and 4 NSS) carry Tocsins

In the middle of each of the four walls is a simple wooden bed with straw tick mattress, each with two large locked chests nearby (foot lockers). Tall armoires stand along the East and West walls. A large table and four matching chairs are in the middle of the room.

Optional Feature (*omit if too distasteful*)

One special cabinet is lined with metal (zinc) and enchanted so that its interior remains cool, about 40° F (5° C). Within can be found body parts of humans and humanoids, kept fresh for snacks during poker games. These are remnants of victims of the Torture Chamber, retrieved by the SS staff. The cabinet is 4' square and 2' deep, weighs 100 pounds empty, and can be sold for 2,000 gp.

Drawers in the armoires contain plates, cups, and eating utensils. Above those are minimal ogrish clothing and, when not in use, their uniforms (standard grey cloaks, 2 marked "Clerk" in large letters, 2 marked "Guard," and 4 marked "NSS").

The East armoire also contains a wooden 2' cube, the top of which is hinged; this is a humidor containing a dozen ogre-sized cigars.





Southeast Quadrant



The West armoire contains two large (6"x10") hand-made decks of tarot cards (*minor arcana only*). In their spare time, 4-8 ogres sit around the table smoking and playing poker. If characters arrive between 8:30 pm and midnight, they will find some ogres here engaged in that pastime.

Foot Lockers (8): Each such container is locked and trapped. The traps vary in type (GM's discretion) but each inflicts 3d6 damage (from darts, scythe, spear, or other force) and is also poisonous (check avoidance with +10% [+2] bonus). In addition to various minor personal effects, each of the 4 foot lockers contains the ogres' life savings. The ogres are quite rich, all carefully saving their salaries for a future time when they can retire peacefully in the hills North of the dungeon. None has any noted skill at poker, and thus all their fortunes remain relatively constant (though occasional winning streaks produces quarrels). In addition to various minor personal effects, each of the 8 foot lockers contains the following. (Note that only the gold can evaporate when leaving the dungeon.)

100-500 gold	1d10 x 50
50-200 platinum	1d4 x 50
1d6+4 gems	1d10 x 10 gp value each

53. Floral Room (irregular 40' square)

This room can only be reached by the Standard doors in the northwest and southeast corners, both of which are unlocked. A third door in the West wall is of simple type and very Special nature (talking & teleporting). It will advise strongly against its use, and *teleports* users directly into the Torture Chamber (58), where they arrive secured in a device (of the GM's choice), but with full normal equipment carried.

The ceiling here emits a magical light of unusual nature, much like warm, friendly sunlight. Most of this large and humid area is filled with potted plants, all bearing bright flowers. The larger of the 60 plants are on the floor, but most stand on wooden racks, with 5' walkways between them.

A few large and colorful butterflies (6-inch wingspread) are immediately visible in the air near the flowers, and hundreds more are resting on the stems or blossoms. (The butterflies are magical; the plants are not. Each small plant bears 3-4 butterflies, the larger ones 6-12.)

If anyone approaches the flowers, dozens of disturbed butterflies fly up into the air. They are inoffensive, though some will try to gently land upon characters. If this is permitted, they land automatically; if actively avoided, roll 1d20, a successful touch indicated by a result of 12 or more (regardless of defenses or armor). If a middle course (neither actively avoided nor expressly permitted), the roll needed is 7 or more.

Whenever a butterfly touches any other being with greater than insect intelligence, living or undead, that individual must roll to avoid the magic, applying a -20% (-4) penalty. If this fails the victim vanishes, *teleported* to the Anteroom (57). The victim arrives naked in one of the many nasty devices therein, and all of his or her carried equipment arrives separately in one of the lockers provided therefor (*page 73*).

Area Damage: Fire or area effect magic can obliterate the butterflies, and the potted plants are easily damaged. Extensive destruction here will be repaired (by specialists) in a week or two.

Butterfly, Magical (240, 4+ per plant)

Appearance: Brightly colored butterfly with 6" wingspread

Demeanor: Insectoid

Power: 1/10 % (almost zero)

Defense: 0

Health: 1/10 each

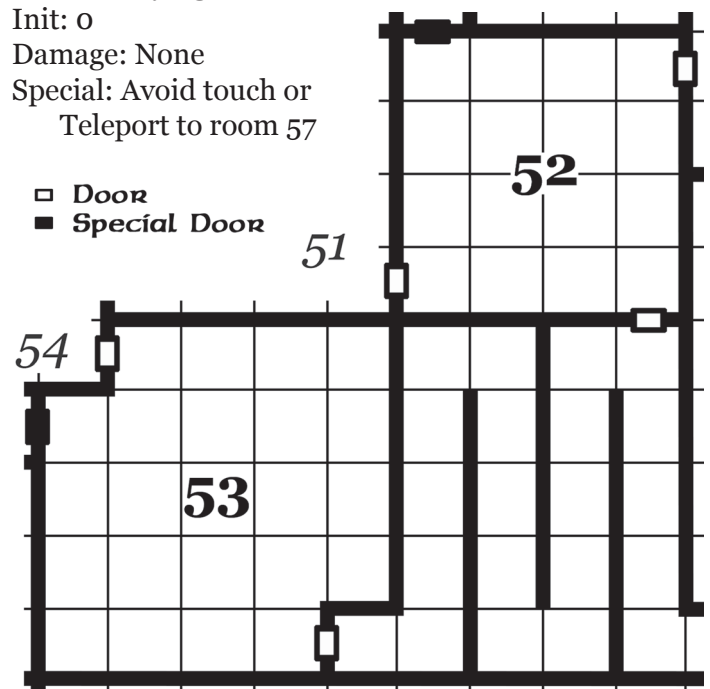
Move: 6 (flying)

Init: 0

Damage: None

Special: Avoid touch or Teleport to room 57

□ Door
■ Special Door



South Central

(Special area)

54 & 55. Rooms of Fear (29' x 39')

These rooms are identical, and the description below applies to each.

The room is empty, with a standard door in the southern portion of the East and West walls, hinges visible herein. The walls and ceiling are painted black, and adorned by hundreds of tiny blood-red markings, each about an inch tall, each an arcane rune (identical to those in the temples). The air of the room is magical, though not the surfaces. Anyone entering the room must roll to avoid mental magic, and with a -20% (-4) penalty. If this is successful, the victim is apprehensive but otherwise unimpaired; failure indicates outright (magical) fear, lasting 1 hour.

This fear initially has no immediate game effect, but anyone thus Fearful must roll again during any time of crisis, such as when attacked or confronted. Failure in that subsequent roll indicates flight: the victim

must flee at maximum rate for 1d4 minutes (though in any direction of the player's choosing) and may not attack or cast spells during that time. Even after the flight ends, additional similar checks may apply for the balance of the duration of the magical Fear.

56. Room of Cheer (9' x 19')

Note that this room produces magical elation, as detailed below.

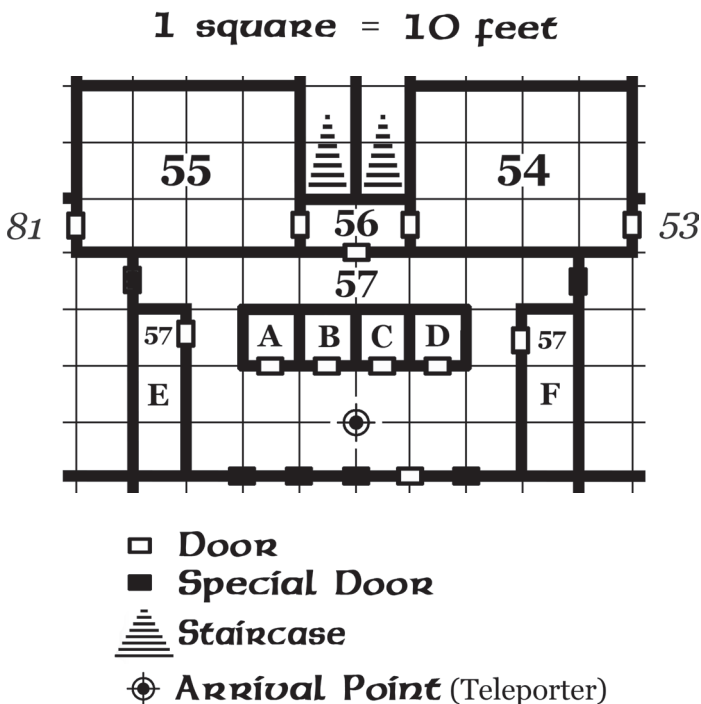
This cozy room is marked by three standard doors without locks, connecting to rooms 54 and 55 (at left) and 57 (Anteroom, next page). All the hinges are within the adjacent rooms.

The room is painted in bright and cheerful colors, with a blue ceiling and walls of yellow, green, red, and orange. Each wall is also adorned with crude childish pictures on its lower third, such as would be drawn by humans under the age of 7 or so.

All three doors in room 56 can be easily opened, but words are painted on each:

West Door	Greenhouse
East Door	Butterflies
South Door	Teddy Bear Room (NOISY FUN!)

Anyone entering this room who is not under the influence of magical Fear (*e.g.*, from room 54 or 55) must roll to avoid mental magic, and with a penalty of -20% (-4). If this is successful, the victim becomes a bit more cheerful (though this has no actual game effect); failure indicates both elation and magical *Recklessness*. If a *Reckless* individual encounters creatures or situations in nearby rooms (such as butterflies, bugbears, or ogres), he or she will behave in reckless fashion, without the usual precautions (willing to enjoy the butterflies, insulting or taunting the monsters before even drawing a weapon, and so forth). Note that the magical *Recklessness* has a short duration of 15 minutes, and if a creature being taunted responds by attacking, that also dispels the magical *Recklessness*.






South Central



57. Torture Chamber Anteroom (39' x 79')

This area can be reached by teleportation (the most common means), by the standard door in the North wall, or from the Torture Chamber to the South. One other unusual entrance is in the ceiling, its outline easily visible from below. A huge 'door' 10' wide and nearly 30' long is the pivoting trap below the eastern staircase down to this dungeon level (see *Lich Dungeon Level One*, page 58). If triggered it descends, hinged on its North edge, and its South end lands atop storage locker C (below), dumping those who were on the steps, after which it folds back up into the ceiling (counterweighted). (Note that the earlier description was simplified for your convenience; consider this an update, accurate and more detailed.)



Important: Anyone *teleported* here appears at the point marked  in the South area between rows of standard doors, and his or her equipment arrives simultaneously in one of the four storage lockers (ABCD). Many such victims are immobile at the time, under the influence of someone's Tocsin (*q.v.*).

Four staff members are here during all hours, and one supervisor (a member of the ogre NSS) can be found here from 9 pm to 9 am. The staff are all bugbears (effectively imprisoned here with no means of escape), who dwell in the side rooms, E and F.

The ceiling of the room is 18' high, 6' taller than the usual. The room is only lit by torches in sconces, two flanking the North door and two on the walls flanking the teleport arrival site. Typically only one or two are lit at any given time, as the residents need little light, all possessing Darkvision. Spare torches are kept in the bugbears' residences.

A, B, C, D. Storage Lockers: Each of these is a 10' cube, their tops thus being 8' below the ceiling of room 57. Each is accessed by a standard door secured by a large padlock. It is breakable with weapons, or otherwise apply a -25% (-5) penalty to chances of lockpicking;; assign 20 "health" points to each, with Defense 20% (5).

The lockers contain the myriad equipment carried by those who were teleported here or otherwise captured, all mixed together in a jumble. When a victim is teleported to this room, all equipment arrives within one of these. Occasionally the resident bugbears or ogres sift through the mess, taking what few items they find attractive, but most of it is ignored until the lockers are emptied (about once every 3-6 months).

Some few magic items may thus be found here, but only rarely. The bulk of the equipment is serviceable, however, and may be recovered and sold elsewhere if characters are ingenious in its bulk acquisition. (GM's option as to items and prices, of course.)

E, F. Bugbear residences: Each of these rooms is sparsely furnished, containing only the minimum necessary for the bugbears' survival. However, each is also piled with assorted junk, all of it "interesting" to the bugbears (*i.e.*, atypical), and much of it magical. As above, the specifics are left to the Game Master. Excessive magical treasures should not be too easily obtained, but consider the difficulty of success in this whole area when deciding the number and type of items present.

The bugbears have spiked clubs similar to their masters'. (See page 75 for details on the ogres.)

Staff Bugbear (4)

Appearance: Ursine humanoid 8-9'

tall, with massive arms

and thick dark fur

Demeanor: Paranoid

about adventurers,

hateful but cautious;

invariably

subservient to ogres

Power: 12% (2+)

Defense: 40% (8)

Health: 1d12+8 each

Move: 11

Init: 0

Damage: Spiked Club 1d8

or Claw 1d6

Special: Darkvision



58. Torture Chamber (49' x 79')

As the topic of torture can be sensitive and involves cultural standards, the Game Master should feel free to either decrease or increase the level of detail (and brutality) in accordance with the preferences of the gaming group. In any event, this is a fantasy game portrayal and does not endorse or condone torture outside that context.

This large and (magically) lit area is filled with nasty-looking equipment, and most is regularly used to torture hapless victims. Herein may be found various unlucky folks alive and dead, many of them having arrived by way of *teleporters*. (At your discretion, some may be former player characters lost during the last month, though nobody lasts longer than that, and many die within days.) This area often has spectators as well, those in the perimeter corridor who find the Overlook (99S), though there is no entry from that direction.

Most of the room is filled with stretching racks, iron maidens, and tables with attached manacles, and it is within or upon such devices that living victims can be found. Leather straps of various sizes and widths are scattered about, some in use. A very small amount of food and water is kept here, both for the staff and to temporarily address the needs of victims nearing expiration (merely to prolong their life and agony). The many pieces of equipment here are similar to those found in the torture rooms of *Lich Dungeon Level One* (see list next page).

Quite a lot of blood has been spilled here, and it accumulates and dries under the devices and along the walls, never really cleaned. The 1d8+2 victims imprisoned here at any given time can be heard moaning and groaning while at rest. Those being actively subjected to torture produce louder and more unsavory noises.

The staff (the only free & active occupants) are 4 ogres, all trained *Neural Stimulation Specialists* (NSS). Their work hours are generally 9 pm to 9 am, but they are rather chaotic and rarely prompt. Up to 3 may be found here; one works in the Anteroom (57).

The ogres' orders are to maximize pain without inflicting death too quickly, and they often succeed in keeping a prisoner alive for 1-2 weeks. They ply their trade with vigor, and follow their instructions gleefully. (Much like the original *Schutzstaffel*, advancement for a Stimulation Specialist is based on commitment, effectiveness, and political reliability.) The ogres usually consume the victims who expire.

In the event of trouble, one ogre will rush to the northeast corner of the room to access the iron maiden (see below), opening it and pushing button #1 at least once (so that the West door will *not* aim at his residence, that being the only current exit from the place).

Doors: A row of five standard doors is in the North wall. None has a lock, and none speaks, but all of them are potential teleporters. The normal (default) arrangement keeps the second door from the East unmodified, enabling access between the Anteroom and this chamber. The others (numbering West to East) are typically aimed at:

- | | |
|---|--|
| 1 | Room 52 (Ogres' Residence) |
| 2 | Room 54 |
| 3 | Room 58 (<i>i.e.</i> back to this room) |
| 4 | (no teleport; normal door) |
| 5 | Room 55 |

Teleporter Control: Within one Iron Maiden standing in the northeast corner (one of several in the room but only this one being affixed to the floor) is a row of five buttons, located on the inside of its front cover and thus found only if the device is opened. These can be pressed to change the orientation of the teleporters as follows.

The buttons correspond to the five Special doors on the North wall of the room (left to right in each case). Each button clicks when pressed, signaling a change in its door's orientation. Each time a button is pushed, it moves the target number up by one step on the list below (52 becomes 54, 55 to 58, *etc.*). Five clicks will thus restore a button's current setting. Duplicate destinations are certainly possible.

(0 = non-teleporting door.)

Target rooms 0 52 54 55 58

Example: The middle button is pushed once. The middle door now *teleports* the user to Room 55.



South Central



Ogres (3 Staff)

Appearance: 9-foot tall ape-like humanoids, whose arms almost touch the ground; each wears a leather cape (similar to other dungeon employees) marked "NSS" (Nerve Stimulation Specialist) in large letters
 Demeanor: Aggressive, brutal, remarkably evil
 Power: 19% (almost 4)
 Defense: 35% (7)
 Health: 30 each
 Move: 9
 Init: +10% (+2) bonus (better than usual)
 Damage: Spiked club 1d10 or Fist 1d4 (both +6 bonus due to Strength)
 Special: Darkvision, great strength

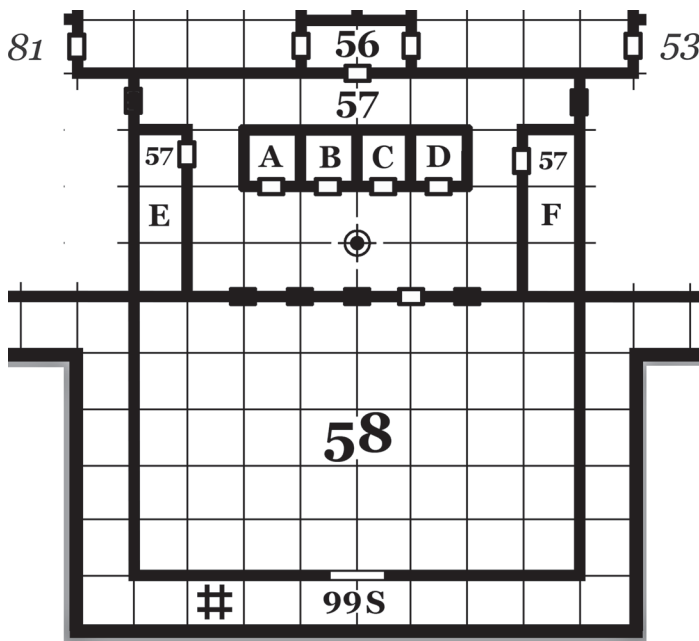
Ogre Leader "Rimhelm"

As above but Power 25% (5), Health 40; carries a Tocsin

Freestanding equipment

Dunking stool over a shallow boxed pool
 Fire dish (iron, 3' diameter)
 Headcrusher bracket mounted on a wooden chair
 Intestinal crank (the shaft mounted above a long, low table)
 Winch & chains
 Witch-chair (studded with spikes)

- Door ⊕ Arrival Point (Teleporter)
- Special Door
- # Weak Floor 1 square = 10 feet



Other equipment on the walls or tables

Balls, iron (8" diameter) and stones of similar size
 Branding irons
 Manacles & chains
 Pliers (viciously clawed)
 Saws (One- and two-handed)
 Thumbscrews & Fingerscrews
 Whips, assorted (including the famed cat o' nine-tails)

In addition to living victims (number and type of the GM's choice), an **Undead** creature may be found here in one Iron Maiden, and a poisonous woman on one Stretching Rack (among several of both devices):

Iron Maiden

A magical experiment on a normal human captive produced this monster some time ago. None of the ogre staff dare release it, though they occasionally torment it further.

The moaning victim imprisoned within this device cannot speak intelligently, nor can it move (or attack) unless released. This is a **Draugur**, a powerful and intensely evil undead being that can drain life by touch. Note that the draugur is only problematic for characters if it is released. Should that occur, opponents will need either fire or a clerically *blessed* magical weapon to effect its demise, as it is immune to some magic and most blows.

(Adjust the life-drain effect in accordance with your game system. The monster should not slay with a single touch, except when confronting a low-Power noncombatant. See page 120 for additional notes on this and other draugur.)

Draugur Walker

Appearance: Very pale and well-muscled naked humanoid
 Demeanor: Average human intelligence; hates all life
 Power: 25% (5)
 Defense: 25% (5)
 Health: 32
 Move: 12
 Init: -10% (-2) penalty if freed (see above)
 Damage: Claw 1d4 + life drain
 Special: Undead, immune to cold and mental attacks; immune to blows (except for beheading with a blessed magical weapon); can be slain by fire or nonmagical sunlight

(58. *Torture Chamber, concluded:*)

Stretching Rack

The apparently normal human female “**Oleander**” being worked on this device is entirely naked (as are most victims). She was subjected to a magical experiment which left her poisonous to others. She is unaware of the effect, nor does it affect her, but the ogres are aware of it and avoid all physical contact. Anyone touching her must roll to avoid the poison, with modifications ranging from +10% (+2) bonus (incidental contact) to -10% (-2) penalty. If she shares a beverage (if she is given water, for example), anyone else using that container thereafter must similarly roll, at normal chances of avoidance, until the container is purified.

Before her capture, Oleander was a cleric of minimal Power. *Note: The toxicity of the poison is left to the GM, but should not be instantly lethal. Clue for players: Oleander is a known evergreen shrub, toxic in all its parts.*

Oleander Korban (Human Female Prisoner)

Appearance: Curvaceous helpless human female
 Demeanor: Grateful and affectionate to her rescuers, generally Good
 Power: 5% (1) cleric
 Defense: 0
 Health: 1 (5 maximum)
 Move: 12
 Init: Always last
 Damage: 0 (but poison touch)
 Special: Poisonous skin

East & West Hallways South: The Shops

The following information applies to 3 rooms in the East hallway (59, 61, 63) and 3 in the West (64, 66, and 68). Each of these rooms contains a shop of some sort, maintained by a proprietor.

Hours & Security: From 8 am to 8 pm the doors are open and the rooms are staffed. Each is closed and locked during the night. Each of the two hallways doors is of standard type with an inset lock and keyhole, and each proprietor carries a key (which fits both). If a third door is present it is of like design (though two have Secret doors, separately described).

Sales: Each shop will sell wares on request. Purchasers must tender the exact amount (or more), for none ‘make change’. They accept coinage only (no gems or jewels), but will accept coins of any sort. All such payments are collected in sacks, carefully hidden in the shop, and are collected when the shops close. Nobody has ever discovered the homes of the proprietors, but they travel by means of the central plate, so it is presumably somewhere within the dungeon...

Defenses: Each proprietor carries a Tocsin (see page 15), a magical *Wand of Paralysis* (range 60’, duration 15 minutes, standard chance of avoidance), and possibly weapons if so noted. All such items could

conceivably be stolen by characters, though the only notable asset is the Wand. The magic word for its operation is known to the proprietor (different in each case), but may be overheard if the wand is used in the presence of others. Should this occur, assume that the device has 1d8+2 charges.

Problems: If visitors are less than cooperative, the proprietor will firmly suggest they depart. Each will defend if attacked, using the wand or a weapon. A proprietor will break a Tocsin if seriously threatened, and it produces its effect 1d4+1 minutes later. (Actions at that point may vary based on nearby resources; note that rooms 59A and 64A are convenient nearby ‘jails.’) If the Tocsin is stolen, the proprietor will wait until alone and then report the problem to nork guards. (Stolen Tocsins do work normally but may be problematic when carried within a group of adventurers.)

East Hallway View

When viewing this hallway from the South with adequate light (such as when arriving by stair after avoiding the stair trap), one can see three signs ahead, each hanging from a bracket mounted above a door, perpendicular to the wall. Each sign is two-sided and made of a material appropriate to the individual



South Wing Shops



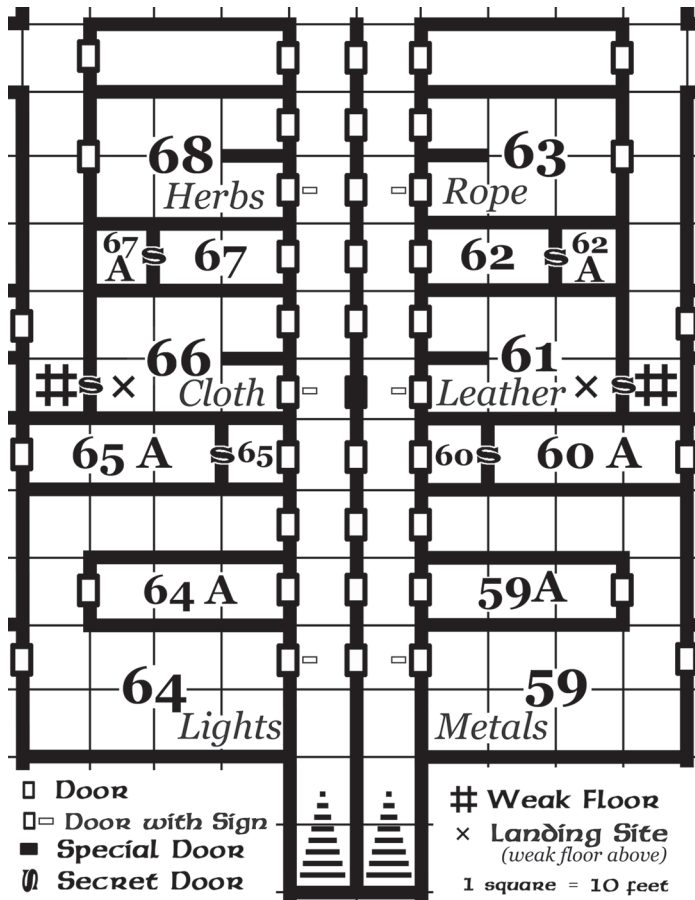
shop, and the words of each sign are in the Common language. Reverse the order when the hallway is viewed from the North (center area).

Summary:

- Room **59** Mike's Metals
- Room **61** Leather Lady
- Room **63** Chief's Ropes

The northern sign, 30' North of the leather shop (located over the southwest door to Room 63), is a clean white rope apparently illustrating various sailors' knots, forming an ornamental oval. Within that figure are the easily readable words "**Chief's Ropes**" spelled in black rope, contrasting sharply with the white.

Other doors are present between the shops. Some of the doors may have inset locks; see the room descriptions for more details.



59. Metal Shop (irregular 39' x 39')

A metal two-sided sign, etched with decorations around the words "Mike's Metals", hangs in the corridor over the southern door (the first encountered by those arriving via staircase).

The proprietor, Mr. John Smith, is a short, bald, wiry half-human. The exact nonhuman racial component is not obvious (nor will he reveal any details), but from the shoulders and ears, may be orc or ogre (despite his short stature). He wears tough, dirty blacksmith's leathers (pants and boots) with a clean silky long-sleeve gray shirt, but no jewelry. He keeps his Tocsin, wand, and a whip handy at his belt. His spouse operates the Leather Shop immediately to the North. (If asked about the sign, he reveals that he bought the place from "Mike" some time ago.)

Mr. Smith (Blacksmith)

Appearance: 5' tall bald humanoid male
Demeanor: Brusque and businesslike, somewhat suspicious but confident

Power: 20% (4)
Defense: 30% (6)
Health: 22 (regenerates 1 per combat round)
Move: 12
Init: 0

Damage: Whip 1-2 +strangulation

Special: Regenerates

Other: Whip—roll to avoid strangulation or be immobilized and expire from asphyxiation in 1d4+1 rounds; *Wand of Paralysis* (duration 15 minutes, standard chance of avoidance)

Details:

The southern sign, located over the Southwest door of Room 59 (15-20' from the base of the East stairway), is an ornately etched metal circle with an abstract motif (perhaps orcish, but certainly jagged and fierce) around the words "**Mike's Metals**".

The middle sign, 40' North of the metal shop (located over the southwest door of Room 61), is a hand-tooled leather rectangle in several bright colors, with an abstract motif (perhaps Celtic) around the words "**Leather Lady**".

For Sale

59. Mike's Metals

The inventory is all around the room on wooden shelves, in boxes, and upon tables. You may add minor items as desired.

Item	Cost	Notes
Arrowhead	1 sp	
Locksmith tool	10 gp	+5% (+1) bonus to lockpicking
Spearhead	5-10 sp	
Spike, iron	1 sp	
Weapon part, other small	5 sp to 10 gp	no whole weapons
Belt buckle	1 sp	
Belt buckle souvenir	1 gp	LD Souvenir (cast, 2 words stacked)
Buckle souvenir, custom	5-25 gp	by customer preference; allow 1 week
Belt hook	1 sp	for hanging pouches
Cloak clasp	5 sp to 5 gp	variable by quality and ornamentation
Crowbar, 4'	5 sp	
Foodwares	1-5 sp each	spoon, fork, plate, cup, ladle
Foodwares kit	1 gp	all 5 wares
Grappling hook, small	1 gp	the size of a human hand
Hammer, miniature	1 gp	LD Souvenir
Holy symbol, generic	5-10 sp	unsuitable for professional clerics
"Holy symbol", Lich	1 gp	LD Souvenir, no other use
Mirror (all metal)	5 gp	highly polished 1 side, unframed
Ornaments & conchos	10 sp to 10 gp	used in leatherwork, various sizes & designs
Tankard, pewter	3 gp	LD Souvenir
Tongs, 1-foot	3 sp	
Trivet, iron	10 sp	LD Souvenir

See page 15 for more notes on Official Lich Dungeon Souvenirs.

59 A. Room of Collecting (9' x 29')

Each door in the East and West walls is Standard, with a built-in lock and keyhole. The room, walls, and both doors are all extremely magical. The room contains no furnishings. Barrels and wooden cases (filled with metal spikes and nails, tool heads, and other inventory) line the longer walls. Mr. Smith (room 59) uses this area to store objects and imprison beings.

Enchantment: These Standard doors can be opened normally from outside the room. They tend to drift shut, as do most dungeon doors. However, the doors cannot be opened from inside room 60a. From within, the doors and stonework are impervious to any form of damage, even resisting low-power magick. The doors cannot be forced open by any means, magical or mundane. (As usual, extreme use of either may supersede the above, at the GM's discretion.)

At the moment, the West door (to the hallway) is barred on the inside, and that bar is secured by two metal brackets, one of them securely padlocked shut.

You may here insert one or more beings as you deem appropriate. If so, these would be those who caused trouble for *any* shop proprietor (they cooperate) at some point in the previous week. Victims will almost certainly be adventurers, might be cobolds or orcs, but will not be norks.

60. Empty Room (9' square)

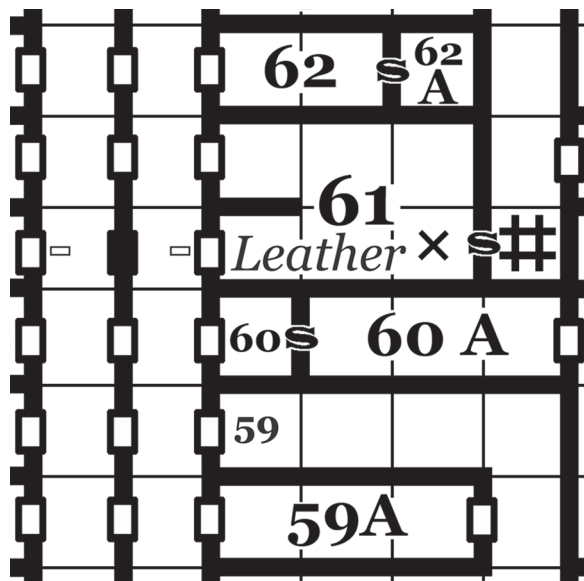
Nothing is here but patches of dust, indicating recent but haphazard cleaning.



South Wing Shops



- Door
- Special Door
- ∅ Secret Door
- # Weak Floor
- × Landing Site
(weak floor above)
- 1 square = 10 feet



60 A. Hidden Room (9' x 29')

The secret door entrance to this room has no automated feature, and must be manually opened (175% [35] Strength). Once opened it will not automatically close.

A group of 6 wayward goblins once became trapped herein, died, and were reanimated as undead zombies. They immediately attack anyone who opens the portal. Their treasure in life lies nearby, now ignored and in old, rotting sacks, totaling 42 cp, 30 sp, and 6 gp. Sadly, the rot on the sacks will inflict disease (the specific type at the GM's discretion) upon anyone handling them.

Undead, Goblin Zombies (6)

Appearance: Dry & tattered
 Demeanor: Robotic, hostile
 Power: 10% (2)
 Defense: 10% (2)
 Health: 1d6+2 each
 Move: 6
 Init: -10% (-2) penalty
 Damage: Arm bash 1d8
 Special: Undead; immune to mental & cold-based attacks

61. Leather Shop (19 x 29')

Each of the two West doors to this room is of Standard type with an inset lock and keyhole. A rectangular leather sign in bright colors, with an abstract motif (perhaps Celtic) around the words "Leather Lady," hangs in the corridor over the southern door.

One standard door West of Room 61 is identical to the other doors hereabouts but is Special (q.v.). It is not intelligent, but will teleport the user to the center plate.

The proprietrix, Mrs. Jane Smith, is a short, heavy-set half-human, whose spouse is the proprietor of Mike's Metals. All her visible garb is tooled leather of notable quality, underneath which are more typical (textile) clothes. Her wand and Tocsin are usually at her belt, easily accessed, but she carries no weapons.

If necessary Mrs. Smith can flee through the secret door East (a trigger for which is hidden behind some goods), though she knows the floor there may be unsafe and thus stays near to the walls. *(Immediately East of that secret portal is indeed a weak floor section, which may dump victims 50' down. Ignore that feature if you do not have dungeon level 3.)*

A weak floor on *Lich Dungeon Level One* may deposit victims within the Leather shop at the point marked "X". Should that occur, Mrs. Smith will offer to help, though she may ask for compensation for the damage to her ceiling and goods.

Mrs. Smith

(Leatherworker)

Appearance: 5' tall dumpy humanoid female
 Demeanor: Brusque and businesslike, somewhat suspicious but confident
 Power: 20% (4)
 Defense: 30% (6)
 Health: 22 (regenerates 1 per round)
 Move: 12
 Init: 0
 Damage: 0
 Special: Regenerates
 Other: *Wand of Paralysis* (duration 15 minutes, standard chance of avoidance)

Frank Mentzer's ~ Lich Dungeon

For Sale

61. Leather Lady

The inventory is all around the room on wooden shelves, in boxes, and upon tables.
You may add minor items as desired.

Item	Cost	Notes
Apron, heavy	2-20 gp	
Armor straps (assorted)	10 sp	installation 5 sp
Belt, decorated	1-5 gp	no buckles (see metal shop)
Boot & shoe repair	1-5 sp	by commission only
Bowl, folding	2 gp	
Cap	1-10 sp	plain
Cap	1-5 gp	LD Souvenir
Case, small	1-2 gp	maximum dimension 6"
Coaster set (4)	1 gp	LD Souvenir
Dipper	3-5 sp	all leather, foldable
Pouch, large	1 gp	
Pouch, small	10 sp	
Pouch, special small	2 gp	LD Souvenir (tooled design)
Purse or bag	3-10 gp	with strap
Sandals, pair	1-5 gp	
Scroll case	15 sp	
Straps	2-20 sp	various lengths & widths
Tunic, large	10-20 gp	shoulder to hips
Tunic, small	5-10 gp	upper chest only
Wallet	1-5 gp	
Waterskin	1 gp	
Whips	5-30 gp	cost based on length



See page 15 for more notes on Official Lich Dungeon Souvenirs.





South Wing Shops



62. Protected Room (9' x 19')

The standard door to this room has no lock, but is magical. Anyone who touches any metal part of the door must roll to avoid the magic. If successful, the victim experiences only a tingle while jerking away; if failed, the victim holds on and takes 2d6 electrical damage.

The room contains Dungeon Debris (as it has not been cleaned for a long time), under which is a scattering of assorted coin (GM's discretion). The secret door (to 62 A) on the East wall will open automatically if a small button in a nearby corner (at the base of the South wall) is pushed.

62 A. Dirty Room (9' square)

Herein lie the headless bodies of three cobolds. The corpses are old and dry, stripped of valuables. A normal search produces nothing more, but an intensive search finds a large polished bloodstone (jasper) in the heel of one boot. Although this appears to be of minimal value (5-10 gp at most places), a professional jeweler who perceives its true quality will offer 50 gp for it.

63. Rope Shop (19' x 29')

The northern sign, located over the southwest door to room 64 (30' North of the Leather Lady), is a twisty hemp rope illustrating various sailors' knots, forming an ornamental oval surrounding the words "Chief's Ropes".

The proprietor, "Chief" (Harvey) Hitch, is a stocky human of average height and grizzled sunburnt appearance. He often smokes tobacco (from the nearby herbalist) in a small corncob pipe. He tends to squint (oft memorably) with his right eye, thereby affixing his gaze on any given target.

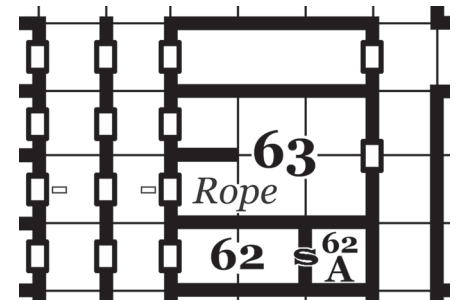
Chief's typical townie garb gives no hint of a maritime career. Three objects are usually at his belt, easily accessed: his wand and Tocsin, and a cylindrical wooden stick with a short handle (a belaying pin for large ropes, usable as a club). A former sailor, the "Chief" walks with his legs distinctively spread and braced, as if accustomed to an unstable deck.

Mr. Hitch prefers to be called "Chief." If anyone dares to mention his squint, he becomes agitated. He may then become irate, and if so he will demand that everyone leave, and he closes his shop temporarily while he 'cools off.'

"Chief" Hitch (Ropemaker)

Appearance: 6' tall middle-aged human
Demeanor: Brusque and businesslike, somewhat suspicious but confident
Power: 25% (5)
Defense: 20% (4)
Health: 20 (but regenerates 1 per combat round)
Move: 12
Init: 0
Damage: Belaying Pin 2d4 + stun
Special: Regenerates
Other: Tocsin; Belaying Pin (roll to avoid being stunned for 1d4+1 minutes); *Wand of Paralysis* (duration 15 minutes, standard chance of avoidance)

- Door
- Special Door
- ⓪ Secret Door



For Sale

63. Chief's Ropes

The shop contains spools of various ropes, standing and hanging about the place. Most is 3-strand (hawser-laid) twisted rope, in thicknesses from 1/4" to 1", in either right- or left-laid twists. He has a small quantity of 4-strand (shroud-laid) rope as well, for greater weights. He will quickly "whip" the ends (bind them with twine) after cutting the length desired. No Lich Dungeon Souvenir ropes are available.

The standard ropes are made of flax, hemp, or reed. Some jute (baling) rope is available, though it is quite coarse. A thin twine can also be had here, made of coir (coconut husks). Characters may purchase lengths of rope up to 100' long at a cost of 1 sp for each 5 feet or portion thereof. Samples of thicker cables are kept handy (each made from 3-5 woven ropes and more typically used for nautical purposes), and such can be ordered in up to 250' lengths.

Chief Hitch always advises his customers on the proper care of his rope. Whipping is necessary to prevent unraveling, and the ends of any cut rope will unravel unless they are soon bound. Coil ropes to prevent kinking and store in a cool, dry place. Replace them every 5 years or when they start to fray or kink.

Price for rope starts at double that found 'in town', with proportional cost increases for size and quality.

West Hallway View

When viewing this hallway from the South (such as when arriving by the stairway), one can see three signs ahead, each hanging from a bracket mounted above a door, perpendicular to the wall. Each sign is two-sided and made of a material appropriate to the individual shop, and the words of each sign are in the Common language. Reverse the order when the hallway is viewed from the North (center).

The southern sign, located over the southeast door of Room 64 (15' from the base of the East stairway), is a simple hooded lantern suspended from a 2' long horizontal wooden support shaped like a torch, its end surrounded by a wooden 'flame'. The support is carved with the words "**Lumen Lights**".

The middle sign, located over the southeast door of Room 66 (40' North of the Light shop), is a colorful cloth rectangle in a simple wooden frame. The fabric is embroidered with the words "**Quick Weaves**".

The northern sign, located over the southeast door to room 68 (30' North of the leather shop), is a complex weaving of various plant stems and buds with an overall oval shape. Some of the plants are dyed a bright red color, spelling out the words "**Cabin Billy's Herbs**".

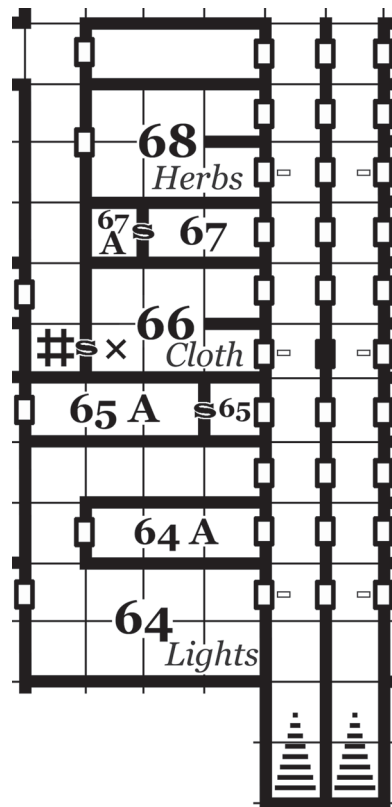
64. Light Shop (irregular 39' x 39')

A two-sided sign over the southeast door (15-20' from the base of the East stairway) looks like a simple hooded lantern suspended from a horizontal wooden support shaped like a torch. The support is carved with the words "Lumen Lights".

Two wooden signs are prominent within the shop, mounted on the North and South walls. The northern says "The utmost darkness is under the Lamp" (an old proverb), and the southern, "Who will, may have this Light; Who hath it, sees" (a religious quotation* from across the sea, actually the land of Lambent's birth).

The proprietor, Mr. Lumen Lambent, is a very thin human male with a full head of long, bright red hair and a volatile disposition. He is liable to become very excited at any time, but will cool off just as quickly. He wears unusual "townie" clothing of bright colors (often yellow or orange) and keeps his Tocsin, wand, and a conspicuous pouch handy on his belt. He is unaffected by fire of any sort, even magical. Should Lambent be slain, his body and attire all catch fire, quickly burning down to a small pile of ash. Within 10 minutes he reanimates fully intact, regrowing from the ashes, for his ancestry includes the blood of the phoenix.

* from the Hindu Bhagavad-Gita, with respect



- **Special Door**
- ⊕ **Secret Door**
- # **Weak Floor**
- × **Landing Site**
(weak floor above)
- 1 square = 10 feet

Lumen Lambent (Lantern maker)

Appearance: 6'6" tall thin male, long red hair

Demeanor: Excitable but businesslike, somewhat suspicious but confident

Power: 25% (5)

Defense: 15% (3)

Health: 18 (but see below)

Move: 12

Init: 0

Damage: Flash powder 2d6 + ignite

Special: has Phoenix blood (body incinerates if slain, reanimates & regrows from the ashes within 10 minutes), is immune to fire

Other: Tocsin, *Wand of Paralysis* (duration 15 minutes, standard chance of avoidance); Flash powder in pouch (range 15', roll to avoid catching fire)



South Wing Shops



For Sale

64. Lumen Lights

The inventory is all around the room on wooden shelves, in boxes, and upon tables. A very few sample flasks of fuel are stacked along one wall, with the bulk (including all casks) stored in 64A.

Item	Cost	Notes
Tinder box, small, wooden	1 gp	hinged lid; contains flint, steel, and tinder
Lamp wick, cotton	1 sp	various widths & lengths, cut to order
Lamp wick, flax or hemp	5 sp	various widths & lengths, cut to order
Candle-snuffer	1 gp	silver
Candlestick, single	1 gp	silver
Candlestick, double	5 gp	LD Souvenir, silver; holds 2 candles
Oil Flask, empty (ceramic)	1 sp	
Oil Cask, empty (wood)	1 gp	1 Cask holds 10 flasks' quantity
Candle (wax)	1 sp	
Lantern, aimed	15 gp	aka "bullseye" lantern
Lantern, pole	15 gp	standard lantern on a short chain at the end of a 7' wooden pole
Lantern, standard	10 gp	aka "hooded" lantern
Lantern, windproof	20 gp	glass sides
Lamp, earthenware (ceramic)	5 sp	simple and primitive, open flame
Lamp, terra-cotta (ceramic)	10 sp	simple and primitive, open flame
Lamp, bronze	5-10 gp	LD Souvenir; decorated, with hanging-chain
Lamp, mining	3 gp	uses vegetable or fish oil, shielded; best for use in flammable atmospheres
Torch	1 sp	
Torch, fast-burning (flare)	1 gp	treated to be consumed within 5 minutes, produces light to triple normal radius

See page 15 for more notes on Official Lich Dungeon Souvenirs.

Fuels: Crude petroleum oil produces the standard light (radius) per your game system.
Whale oil is better by 50% in brightness and reliability; others are proportionately worse.

Fuel	Price per flask	Notes
Ghee	1 sp	clarified cow-milk butter
Olive or Peanut oil	2 sp	common vegetable oils
Fish oil	5 sp	
Petroleum oil (crude)	1 gp	
Whale oil	5 gp	

Oddities (all producing minimal light but without flame)

Fireflies in glass bottle	5 sp	mix of glowing females & non-glowing males (all die within 8 hours)
Foxfire	1 gp	2' tree branch covered with fungus, green bioluminescent, lasts 1d8 days
Yellow powder (1 oz)	10 gp	phosphorescent, natural: absorbs light, then glows dimly in the dark; reusable for 1d4 months; sold loose (customer must supply a container)

64 A. Room of Collecting (9' x 29')

Each standard door to this room has a built-in lock and keyhole. The room and both doors are extremely magical. The room contains no furnishings. Barrels and crates line the longer walls, the former mostly full of fuels (see previous page). Lambent (#64) uses this area for storing objects and imprisoning beings.

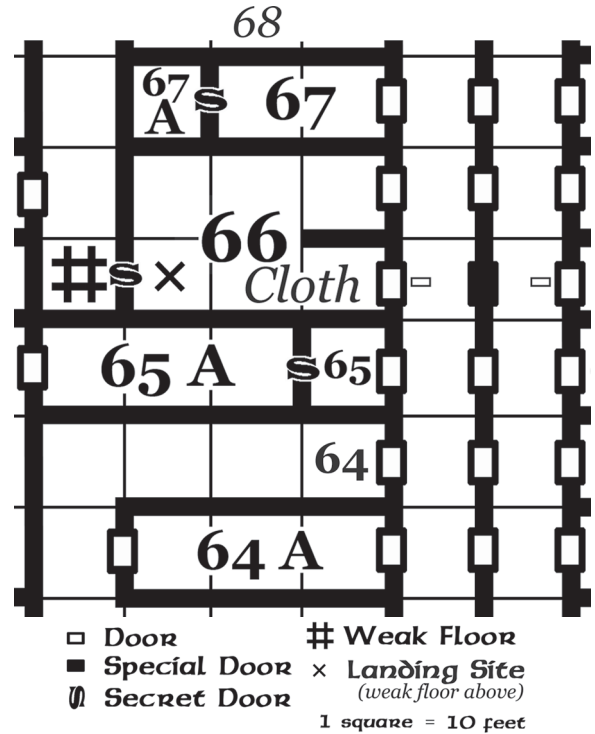
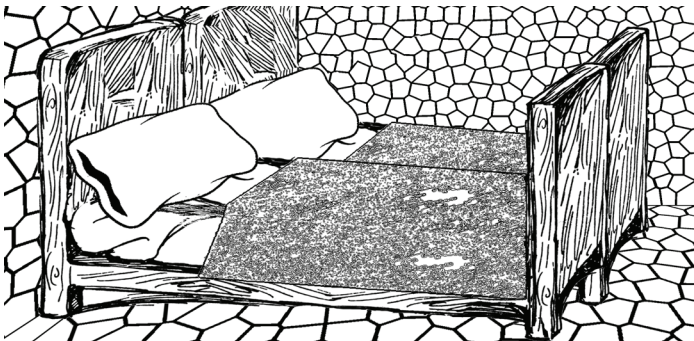
Enchantment: The doors can be opened normally from outside the room. They tend to drift shut, as do most dungeon doors. However, the doors cannot be opened from inside room 66A. From within, the doors and stonework are impervious to any form of damage, and the doors cannot be forced open by any means, magical or mundane.

At the moment, the West door (to the hallway) is barred on the inside, and that bar is secured by two metal brackets, one of them padlocked shut.

You may here insert one or more beings as you deem appropriate. If so, these would be those who caused trouble for Lambent (or one of his allies) at some point in the previous week. Victims will almost certainly be adventurers, might be cobolds or orcs, but will not be norks in any event.

65. Bedroom (9' square)

The standard door to this room has no lock and is easily opened, revealing two small beds fit for hobniz, noniz, or other short folk. Each is minimal, having a wooden frame with rope supports, a straw tick mattress and straw pillow, and one blanket. The head ends of the beds block access to the secret door to the West. The secret portal has no mechanism (175% [35] strength to push open).



65 A. Secret Stash (9' x 29')

Nork guards dwelling in Room 78 have been using this room to store assorted loot and other items they have found. The room is clean and tidy. Most of the equipment noted below came from humanoid residents of a nearby town. It is nearly new and of standard make, generally worth "book value" if sold. Herein are:

- Boots, leather (9, but 3 not matching others)
- Hats, pointy wizard types (5)
- Longswords (6)
- Flails, Footman's (2)
- Crossbow (1, heavy, broken)
- Wooden poles (4, each 3'-7' long, each part of a former 10' pole)
- Large Sacks (5) containing:
 - Holy symbols (8, various non-evil denominations)
 - Belt pouches (22)
 - Belladonna (12 sprigs, now dried out and useless)
 - Garlic (smelly, 17 buds, all still usable)
 - Incense (smelly clerical supplies, 25 whole sticks and substantial powder)
- Small sacks (8):
 - 4 containing 50 sp each
 - 4 with 50 ep each



South Wing Shops



66. Textile Shop (19 x 29')

Note: One standard door East of Room 66 is identical to the other doors hereabouts but is special. It is not intelligent but does teleport, sending the user to the center plate.

A colorful two-sided sign over the southwest door (40' North of the Light shop) is a cloth rectangle in a thin wooden frame. The fabric is simply embroidered with the words "Quick Weaves."

The proprietrix, Miss (Taylor) Quick, is a short human, normally proportioned (and rather pretty) but only 39" tall. She wears tasteful and colorful garb accentuating her apparent fragility. (*A close look may detect a gossamer kerchief on the back of her neck, blending into the blouse.*) She keeps her Tocsin and wand handy at her sides. If threatened she will don her *Veil of Escape* (becoming invisible and gaining the ability to climb anything, effortlessly and unflinching) and scurry up to the ceiling to break her Tocsin and await developments. Being less than strong, she may call upon nearby shopkeepers to help imprison miscreants in room 64A (within the Light shop to the South). If necessary she may also escape by using the secret door (West), a button-trigger for which is hidden nearby in the shop. (Immediately West of that secret portal is a weak floor section, which may dump heavier victims 50' downwards. Ignore that feature if you do not have dungeon level 3.)

A weak floor on Level One may deposit victims within this shop, at the point marked "X". Should that occur, Miss Quick will offer to help, though she may sweetly ask for compensation for the damage to her ceiling and goods.

Miss Taylor Quick, Seamstress

Appearance: 39" tall pretty human female

Demeanor: Always friendly, puts customers at ease

Power: 15% (3)

Defense: 10% (2)

Health: 16

Move: 12

Init: 0

Damage: 0

Special: Tocsin

Other: *Wand of Paralysis* (duration 15 minutes, standard chance of avoidance), *Veil of Escape* (invisibility and spider-climb ability)

For Sale

A variety of woven goods lie about the room on wooden shelves and upon tables. A normal spinning wheel stands in one corner with a simple chair, along with 3 wooden paddles covered with thin (and sharp) metal spikes (used for carding, or straightening, the wool before spinning). The fabrics are in folded piles or rolled in bolts, and several pairs of metal shears are available, used to cut off the amounts desired. The materials are made of animal or plant fibers, the former from sheep, goats, and camels and the latter mostly cotton or flax, though some few (coarse) jute blankets are available for livestock. A wide variety of colors and patterns (notably plaids) can be had. Prices vary widely, ranging from 5 sp to 5 gp per square foot.

One Lich Dungeon Souvenir is available for 20 gp, a tastefully embroidered and framed sign saying "Lair Sweet Lair" (in Common), with the usual "Souvenir of Lich Dungeon" phrase (also embroidered) in small letters at the bottom. (See page 15 for more notes on Official Lich Dungeon Souvenirs.)

In one corner is a small stack of pieces of pressed & matted wool (felt), most of it green. (Green felt is said to be coveted by woodland beings, especially leprechauns and sprites. Ms. Swift will pointedly mention this if you decide it applies in your game.) The felt sells for 10 gp per square foot. A wooden hat-tree sports an assortment of woven or felt hats and caps, all for (approximately) human-sized heads, at prices from 1-20 gp each.

67. Armory (9' x 19')

The standard door on the East wall is easily opened, revealing a small armory with racks of lances on both side walls, all mounted horizontally, all 11-16' long, and all pointing West. They can be quickly found to be fakes, carved out of a single large slab of softwood (one for each wall) and appropriately painted. No reason for this oddity is apparent.

The secret door on the West wall is locked and will not open manually. A good search may find that the tip of one lance will swivel downwards, causing the secret door to open automatically, swiveling into room 67A. (However, you may wish to leave this unopened, as explained on the next page.)

67 A. Secret Room (9' square)

If you find this item not suited to your campaign, simply say that the secret door cannot be opened.

A human-sized suit of heavy plate mail armor stands by the West wall of this room. As the secret door opens it knocks the suit over, denting it and also producing a metallic jangling sound from within. The armor has been altered so that its pieces are fastened together, and the head visor will not open. The whole would thus seem to be worth only partial normal value (100 gp) if taken to an armory in town. It weighs 70 pounds.

A thorough search may find that a small locked chest-piece will swivel open, though no contents are immediately apparent; the suit appears empty. However, the helmet contains some strange moving parts, and a few small metal gears and shafts (broken off from within the helmet mechanism) lie in the feet of the armor. The former is very difficult to see into, though the latter can be found by their noise when the armor is moved, and can be shaken out if the suit is manipulated.

Further investigation through armories or fighters' guilds may uncover rumors of a Reclusive Tinker living 150-200 miles distant (*a separate adventure*).

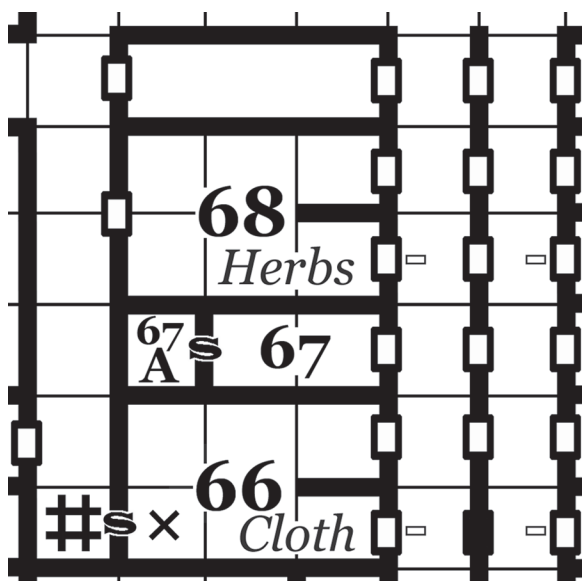
If he is found and the suit presented for repair, and if a high fee is paid or a special quest performed, the Tinker can repair the suit, producing a jousting automaton and a long list of commands that it will obey. This curiosity may be sold to someone of high royal rank and wealth (value 10,000 gp or more when fully operational) or may be instead kept to accompany the party. When repaired it can ride a warhorse and use a lance as if a powerful and proficient fighter. (Its exact abilities, commands, and Health-equivalent are left for you to specify.)

68. Herbal Shop (19 x 29')

A two-sided sign over the southwest door to Room 68 (30' North of the leather shop) is a complex weaving of various plant stems and buds with an overall oval shape. Some of the plants are dyed a bright red color, spelling out the words "Cabin Billy's Herbs".

The proprietor, "Cabin Billy" Bhang, is a half-olve of average mien and stature. He is reasonably pleasant, though with a certain air of mystery about him. Nevertheless, everything about him seems unremarkable (perhaps deliberately so). Unseen under his townie shirt are a pair of thin leather strips worn just above his elbows, which magically provide the same defense as heavy armor. He does not bother to keep his wand on his person (leaving it in a locked box with the commercial cash, trusting his spellcraft instead) but carries his Tocsin in one pocket. (*Other shopkeepers call Billy "the Wiz," as he is actually a practitioner of arcane magicks and collector of herbs used in spells, peddling the extra as a semi-lucrative tangent.*)

Should "The Wiz" be inconvenienced or attacked, he knows exactly which herbs are useful in spellcasting, and there are always several such within easy reach. A variety of spells are available thereby, most with nearly instant effects. The process of casting typically involves tossing or blowing a small quantity of powdered herbs in the direction of adversaries, and many of the incantations allow no chance of avoidance (being balanced by very short durations), producing paralysis, stunning, and fear effects lasting 1d4+1 minutes. The specifics are left to the GM's discretion, noting however that as they involve Herbal magic, there may be no precise analogues in your game system's canon.



- Door
- Special Door
- U Secret Door
- # Weak Floor
- X Landing Site
(weak floor above)



South Wing Shops



“Cabin Billy” Bhang (Herbalist)

Appearance: Common half-olven male in nondescript “townie” garb
 Demeanor: Average; cooperative but cautious; never excited or belligerent
 Power: 25% (5), professional herbal spellcaster
 Defense: 80% (16) due to hidden magical leather bands above elbows
 Health: 20
 Move: 12
 Init: 0
 Damage: 0
 Special: herbal spells
 Other: Tocsin, *Wand of Paralysis* (duration 15 minutes, standard chance of avoidance)



herbs for Billy to peddle (alleging reasonable effects but having little) and/or add some with measurable benefits and liabilities within your game’s mechanics. This listing presents ideas, but you must decide the specific effects for your game.

Herbal Special

An herbal perfume “*Eau de Liche*” is available in limited quantity. A mere 1 teaspoon (5 grams, 50 usable drops) costs 50 gp, and is packaged in a tiny glass bottle, the bottom of which is subtly etched “Souvenir of Lich Dungeon.” The aroma is odd, somehow both sweet and sour. If one drop is placed on an object, it produces an effect lasting 1 hour in a 5’ radius; anyone entering that area must roll to avoid poison or find the aroma significantly repellant for 10 minutes thereafter (primarily a role-playing nuance, though you may apply slight game effects). If the drop of fluid is placed on a creature, that recipient is affected for only 2 minutes, unable to notice the smell thereafter (though others nearby may still be affected). The odor has no effect on any creature lacking an olfactory organ, nor on Billy (as he is accustomed to it).

For Sale

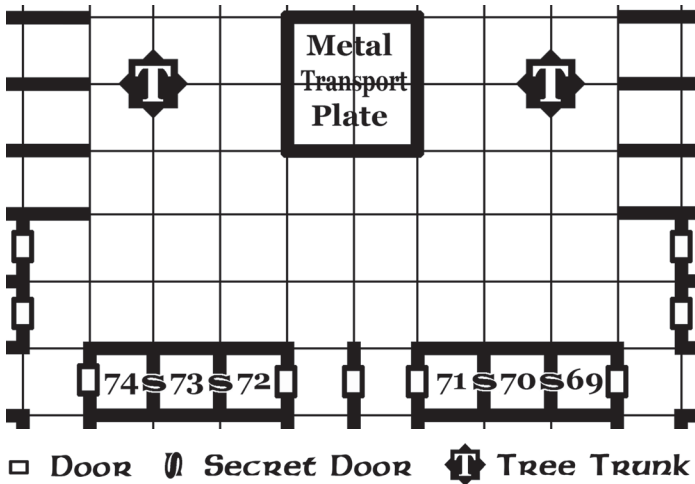
The inventory is all around the room on wooden shelves, all of it being in small labeled glass bottles or packets. Several hundred herbal preparations are here, carefully arranged in alphabetical order. Included are oils, extracts, powders, and dried leaves, ranging from mere spices to various medicinal substances, and similarly widely ranging in price from a mere 1 cp to 10 gp per package.

The items with the most immediate in-game uses are listed below. You may certainly include other

Cabin Billy’s Herbs

Room 68

Item	Cost	Notes
Belladonna sprig	5 sp	deadens pain (may facilitate flying)
Garlic clove	1 cp	repels vampires
Garlic bulb	1 sp	10-15 (1d6+9) cloves
Wolfsbane sprig	10 sp	repels lycanthropes
Acacia	1 sp	binds wounds (possible recovery of 1 Health)
Aloe	5 sp	repels some insects (normal, possibly giant)
Fennel	3 sp	improves vision (searches, long-range, etc.)
Larkspur	5 sp	repels parasites (leeches and more)
Mistletoe	1 sp	calms fear (possibly including magical)
Wound-wort	1 sp	cleanses wounds (reduces chance of disease)
<i>Eau de Liche</i>	50 gp	50 drops (1 tsp) in tiny glass bottle; see below for details



Lod Fledur (Human Fighter)

Appearance: Standard professional fighter adventurer wearing chain mail armor (and shield) carrying typical weapons (longsword, dagger, shortbow) and other typical equipment
 Demeanor: As above; annoyingly friendly, focused on one player character
 Power: 15% (3)
 Defense: 30% (6) from chain mail & shield
 Health: 23
 Move: 9
 Init: 0
 Damage: By weapon +1 strength bonus; longsword 1d8+1, dagger 1d4+1, arrow 1d6 (10/30/60)

69. & 71. Debris Rooms (9' square)

(This applies to both rooms.) This room contains dungeon debris with a smattering of coins (GM's discretion as to quantity; some may vanish upon leaving the dungeon). Some faint banging sounds may be heard by the inner wall, indicating a possible secret door and someone or something behind it.

70. Hidden Room (9' square)

The secret entrances to this hidden area may be either manual-only (175% [35] Strength to open) or operated by hidden buttons in Rooms 69 or 71 (at your discretion).

Lod Fledur, the sole occupant herein (stats top right), has been trapped here for hours but cannot find a way to exit. This human fighter will be very grateful for rescue. If this occurs, he becomes (platonicly) enthralled with one of his saviors (pick at random or as appropriate for the character personalities present), and thereafter follows and speaks with his new idol almost exclusively. This behavior continues to an annoying extent as he prods his champion for tales of past heroism, often at awkward times (such as when the party is trying to stay quiet).

Lod is competent and will generally cooperate with the party's wishes, except for this annoying trait.

72. & 74. Debris Rooms (9' square)

(This applies to both rooms.) This room contains Dungeon Debris and nothing of value.

73. Hiding Place (9' square)

The secret doors on each side of this small room are blocked by items and occupants, and will be held shut (by those within) if they are tried. The net effect is that 250% [50] Strength (instead of the usual 175% [35]) must be applied to open either one.

The survivors of an adventuring party have chosen to hide and rest here after suffering notable casualties. The present trio includes 2 fighters and 1 cleric, all of a level of ability comparable to the player characters, and all of typical mien (good or neutral). Their equipment and supplies are low, and they are fearful and distrustful of anyone (they carry a moderate amount of treasure). All are wounded, and they plan to stay here for another 12-18 hours before sneaking out by way of the nearby central plate. Their former comrades were 1 fighter, 1 cleric, and 2 mages, all now deceased or otherwise missing. You may elaborate, revealing a specific source of their misfortunes selected from any encounter area, or have them refer only to generic 'monsters' as the cause.

The trio may offer valuable details about dungeon levels 1 & 2 (an opportunity to reveal details of areas the player characters have not yet visited). At your option, the player characters might be able to convince the trio to join them if assistance is offered, that necessarily involving curing of some sort. In no circumstances will the trio share their treasures, however, and they will fight to keep them if necessary.

The GM has full freedom in specifying all aspects of this trio. No stats are given here.

Patrols

Nork guard patrols will be moving about this area in accordance with the following schedule. Each patrol consists of 5 individuals. At least two will have weapons out, ready for trouble. If they see or encounter unauthorized personnel (such as characters), most will prepare for battle. *This need not ensue* if the party negotiates or has papers, but if papers are lacking, the characters will be ordered to either leave the Northeast Quadrant or go directly to the nearest Office (81). If necessary, 1-2 guards may Lope off to report and bring reinforcements .

<u>Time frame</u>	<u>Patrol of</u>	
8 am-12N	5	
12N-9 pm	—	(no patrol)
9 pm-12M	5	
12M-1 am	—	(no patrol)
1-8 am	5	

75-78. Barracks Southwest

This description is identical to those of other barracks areas, except for the final paragraph.

Hallways accessing the barracks are 8' wide and the usual 12' tall. Each 30' square barracks room contains arrangements for six norks, and all the (typical) beds are in current use. By each bed is a locked chest (foot locker). Within each are personal goods, a bankroll (3d10 ep, 3d8 gp, 2d6 pp, 1d6 gems) and 0-2 magical potions (*Curing* or *Flame Resistance*).

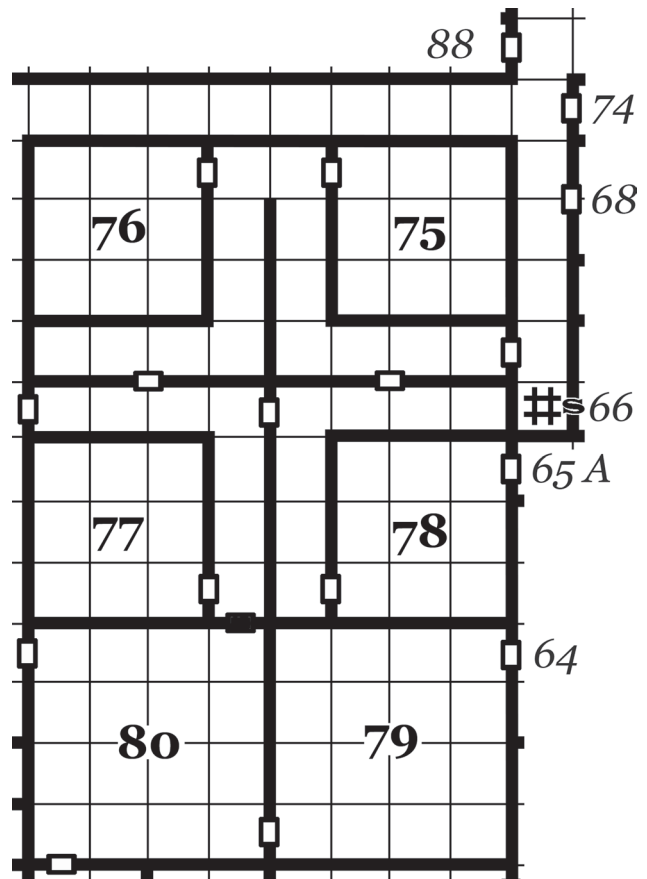
Five fire-pots are atop an armoire in the middle of one wall. A small shrine-table stands in one corner. Another small table on the opposite wall features a simple 8-hour water clock.

Of the 20 norks living in these rooms only one, a Lieutenant, carries a Tocsin.

In Room 78, the (standard) East door is locked. The area beyond (65 A) is used by these norks as a store-room for extra loot and other items they have found and saved (which is permitted by their regulations, though such a practice is uncommon).

Norks

	<u>Soldier</u>	<u>Sergeant</u>	<u>Lieutenant</u>
Power:	11% (2+)	11% (2+)	16% (3+)
Defense:	25% (5) off-duty, or if armored: 50% (10) 50% (10) 55% (11)		
Health:	1d12+5	1d8+9	1d6+20
Move:	Erect 12 or Quadrupedal 15 (or Lope)		
Init:	+5% (+1) bonus		
Damage:	By weapon (maximum 3 attacks) but 2 damage penalty (minimum 1)		
Special:	+20% (+4) bonus to hit with dart; Norking maneuver (supine) for +20% defense bonus; Lope on 4 limbs (Mv 45)		
Weapons:	dagger 1d4; sword 1H 1d6+1 or 2H 1d8+2; atlatl (3/6/9) and 1d6+6 darts (1d4 each)		



1 square = 10 feet

- Door
- Special Door
- # Weak Floor



Southwest Quadrant



79. The Flipflop (39' square)

Of the four areas of this general type (36, 51, 79, 95), this is the only one filled with sandals.

Important: *When any door to this area is touched, a timer begins. Count to 5 minutes.*

This area can only be reached from the Light Shop (64, South Wing) or the nearby Office (80). Note that each of these doors opens into one wall of the room at a point at least 10' from a nearby floor, wall, or ceiling (as explained on the next page).

The room is 40' tall, extending equally above and below the usual rooms elsewhere on this level (*i.e.*, 14' beyond the normal floor and ceiling). Thus, each of the doors is at a point at least 14' distant from all surfaces except the one that it penetrates.

This cubical room contains more than a thousand sandals, piled and strewn about the floor in disorderly fashion. Several of the sandals, bearing large jewelry-type adornments, glow to 5' radius. But they are all strewn about the North wall of the room!

Simple tests may determine that gravity is somehow altered, and that the North wall is actually the floor.

Changes: As heretofore noted, a timer starts when any door to this area is touched. At five-minute intervals thereafter, the room's gravity abruptly (instantaneously) changes. This cycle ends 30 minutes (6 flips) after initiation, but the timer restarts when any door is touched.

The first change in gravity is automatically the inverse of the current position (possibly resulting in a 40' fall). Thereafter, roll 1d6 to find which is the new 'down.' The floor will be different with each change, so reroll if no change is indicated.

- | | | | | | |
|---|-------|---|------|---|------|
| 1 | North | 3 | East | 5 | Up |
| 2 | South | 4 | West | 6 | Down |

Effects: Everyone and everything in the room at the time of the gravity shift falls immediately toward the new floor. Apply falling damage in accordance with your chosen game system, noting that the ability to fly

may negate the fall. The sandals will probably inflict additional damage, though minor.

Roll 4 attacks on each person who falls 40', or 2 attacks if the fall is to an adjacent wall. Assume a base 50% chance of inflicting damage, and modify as needed for personal protections and/or characteristics (armor, dodging, *et al.*). Each successful 'attack' by the rain of shoes inflicts 1 point of damage (avoidance checks do not apply) in addition to the falling damage.

Note that flying characters not falling may still be struck by falling debris. Roll attacks as above, but divide the net damage in half (minimum 1).

Everyone surviving the rain of shoes will be notably dirtied and scuffed by the footwear. Aside from the minor damage, this visual indicator is the only notable effect. Each sandal is worth only 1 cp.

80. Office Southwest (39' square)

Be sure you are familiar with standard Office procedures, fully detailed on pages 49-52 (Office Northeast). This area is essentially identical to that one, except for the locations of nearby features.

Adventurers may arrive here by accident, or they may be sent here (typically by guards) to acquire the "proper papers" allowing them access to certain areas of the dungeon. Note that such Papers are needed in lower dungeon levels, but few offices are there, so characters may be referred back to this place at any time.

Doors

The exterior of each of the standard doors on the South and West walls of this room has a large sign in the Common language that reads "OFFICE" in large letters, with a smaller subtext:

Apply Here for Papers

From 8 pm to 8 am the doors are locked and the office is unoccupied. (The sole desk is completely emptied at closing and restocked in the morning, all papers kept in the ogres' lair.)

(80. Office Southwest, continued:)

Another standard door is in the East wall (leading to the Flipflop, Room 79), and a simple door (actually a special teleporter) is in the North wall behind a desk.

Chairs & Occupants

Most of the room is filled with simple wooden chairs, arranged in six rows of six chairs each. All are facing North, toward a pair of ogres and a large metal desk near the northeast corner (next to the simple door). Some of the chairs are occupied.

Desk Area & Staff

A metal desk (and staff) are near the northeast corner of the room. A 3' x 4' portrait of Chagur the Lich hangs on the wall behind the desk. One ogre (the Clerk) is seated behind the desk, examining some sheets of parchment, and one (the Guard) sits a few feet away in the southwest corner of the room, his hands upon the hilt of a large spiked club resting on the floor as he carefully watches the visitors.

Office Procedures: Many come to the Office to get Official Papers. See page 50 for the lengthy procedure.

Problem Resolution

If anyone initiates combat, the clerk snaps his Tocsin and the guard engages with his spiked club. Everyone within 40' of the Tocsin (including the guard) collapses 1d4+1 minutes later. Innocent bystanders are ignored, but the clerk throws violent offenders through the simple door on the South wall (whereby they are *teleported* to the Torture Chamber, Room 58). As usual, the effects of the Tocsin wear off in 15 minutes.



Ogres (2)

Appearance: 9 foot tall ape-like humanoids, whose arms almost touch the ground; each wears a leather cape (similar to other dungeon employees) marked "Clerk" or "Guard" in large letters

Demeanor: Civil servants, passive and uncooperative unless attacked

Power: 19% (almost 4)

Defense: 35% (7)

Health: 30 each

Move: 9

Init: +5% (+1) bonus

Damage: Spiked club 1d10 (guard only) or Fist 1d4, each +6 Strength

Special: Darkvision

Other: the desk ogre carries a Tocsin; each ogre carries 2 keys (to their residence #52 and to a personal foot locker therein) but no treasure

81. Floral Room (irregular 49' square)

This room can only be reached by the standard doors in the southwest and northeast corners, both of which are unlocked. A third door in the East wall is of simple type and very Special nature (talking & teleporting). It will advise strongly against its use, and *teleports* users directly into the Torture Chamber (58), where they arrive secured in a device (of the GM's choice), but with full normal equipment carried.

The ceiling emits a magical light of unusual nature, much like warm, friendly sunlight. Most of this large and humid area is filled with potted flowering plants. Some of the 60 plants are on the floor, but most stand on wooden shelves and racks, with 5' wide walkways between them. A few large colorful butterflies (6-inch wingspread) are immediately visible in the air near the flowers, and hundreds more are resting on the stems or blossoms. (The butterflies are magical.)

When anyone approaches the flowers, dozens of disturbed butterflies fly up into the air. They seem inoffensive, and some will try to land on characters. If this is permitted, they land automatically; if actively avoided, roll 1d20, a successful touch indicated by a result of 12 or more (regardless of defenses or armor). If a middle course (neither actively avoided nor expressly permitted), the roll needed is 7 or more.

Whenever a butterfly touches any other being with greater than insect intelligence, living or undead, that



Southwest Quadrant



individual must roll to avoid the magic, with a -20% (-4) penalty. If this is failed, the victim vanishes, teleported to Room 57 (Torture Chamber Anteroom, page 73). The victim arrives naked, and all of his or her equipment carried arrives separately in one of the lockers provided therefor (*q.v.*).

Butterfly, Magical

Appearance: Brightly colored butterfly with 6" wingspread
 Demeanor: Insect
 Power: 0.1% (almost zero)
 Defense: 0
 Health: 1 each
 Move: 6 (flying)
 Init: 0
 Damage: None + Teleport effect
 Special: Avoid touch or Teleport to Room 57

82. Consorts' Dormitory (39' x 49')

Herein dwell 16 female norks, whose primary purpose is to provide carnal companionship, ministering to the males' physical needs just as the clerics handle their spiritual.

The main room is outfitted similarly to the soldiers' barracks, though more cluttered. It contains 8 wooden bunk-beds (each with 2 straw-tick mattresses and 4 blankets) with adjacent pairs of foot-lockers. Armoires for clothing (packed full) stand by the East and West walls, and occasional tables and chairs are scattered about. Atop two smaller cabinets are earthenware water jugs and bowls, the cabinets primarily used to store small towels. One table by a wall has 4 drawers and supports a large and fine mirror (blown glass with silver backing). Within these drawers are the only real treasures in the room, an assortment of packaged substances for female decoration ('makeup'), weighing a total of 4 pounds and worth 100 gp per pound due to its exotic imported nature.

Room L (North edge) is a 6-seat latrine, accessed and cleaned by COLD crews using only the North door.

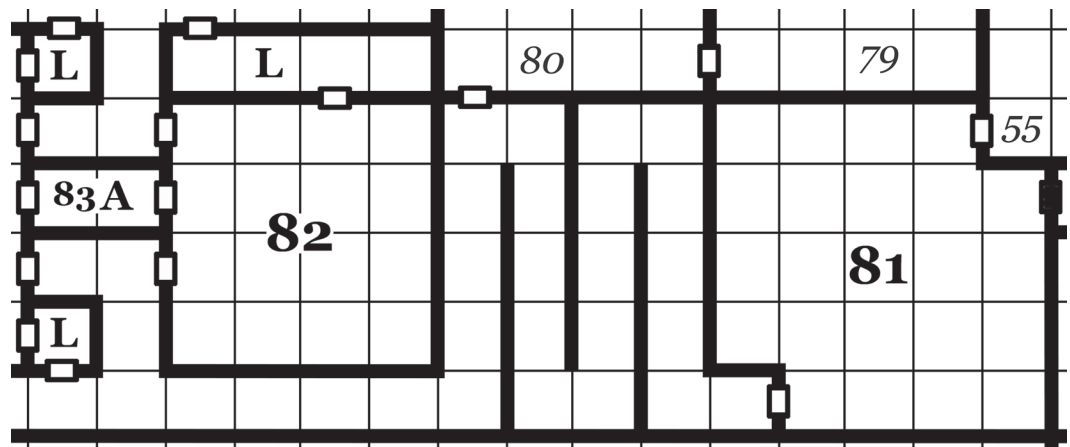
The entire group of females visits every barracks once each week, staying there from 1-8 pm ('rest' time). For their journey to and from the barracks, the group is escorted by 8 residents of that barracks. Thus, during these travel times (12:45-1 pm and 8-8:15 pm), the group of 24 norks may be seen or encountered in transit. If attacked, the females will flee while the 8 males fight, and the latter gain a +20% (+4) bonus to their attack rolls while protecting the ladies. (*This group appears in the Wandering Monster list for this dungeon level.*)

Nork Female (noncombatant)

Appearance: 7' tall wolf-headed humanoid with six large, droopy (and hairy) breasts, the body almost entirely covered with short hair
 Demeanor: Neutral but orderly; curious but defensive
 Power: 10% (2)
 Defense: 20% (4)
 Health: 2d8 each
 Init: +5% (+1) bonus
 Move: 12 erect or 15 quad (45 Lope)
 Damage: Claw 1-2 (x 2)

All the females attend church services twice daily, in groups of 8, with similar escort. They stay to one side of the congregation, segregated so as not to distract the concentration of the males.

The ladies also accompany the males during their weekly "day off" when they all exit the dungeon to visit the nearby woods. This recreational time is traditionally a "ladies' choice" affair, during which



the females have the privilege of choosing to spend their time with whichever male(s) they wish, doing whatever they wish (and which only occasionally involves coition). The males are generally urged to bathe in streams early in the day (this being their weekly chance to do so).

Woe to anyone who chooses to slay female norks. The entire contingent of 82 males will soon be in full battle regalia for the sole purpose of hunting down and destroying the offenders.

83. Nork Commanders' Suite

All the doors in this area are of standard type, with keyholes, and the built-in locks are of superior grade. Anyone attempting to pick these superior locks must do so at half normal chances. The locks are all different (*i.e.*, no master key). The residents have keys for all these, of course, but COLD staff have keys only to the exterior doors to the toilets; all other cleaning of this area is handled by others. The interior doors between the toilets and the residences are always locked when the commanders are absent.

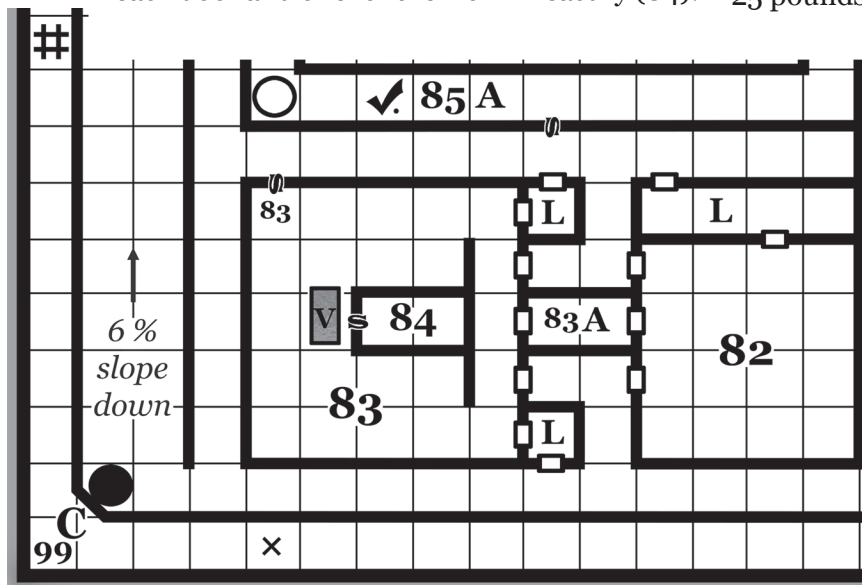
The two nork commanders reside in this luxurious suite. Both are Captains, though one is the undisputed senior. Each side is a general living quarters with nearby private latrine (L, accessed by COLD crews via the outside door). A hallway (A) connects to the ladies' dormitory, its doors again of standard type but normally locked only on the commanders' end. Each commander carries a ring of 6 keys, one for each door and one for the Nork Treasury (84).

In a connecting hallway between the rooms (West side) is a stone vat (V) 5' wide, 10' long, and 4' tall, used for (cold-water) bathing, the use of which the residents of course alternate. Females (from 82) provide related personal services, including bringing and removing the water and soaps. The females also maintain the commanders' residences. A secret door next to the vat leads to Room 84, and the hidden trigger to open it is on the South end of the vat itself.

Unlike the barracks rooms, all the furnishings in this suite are of notably high quality. The usual furniture (cabinets, tables, and beds) are made of fine hardwoods, ornately carved and very bulky (value 50-100 gp each). The bedding is of fine cotton linen (5 gp per set), and the water service (jug and bowl) are silver (30 gp per set) instead of common ceramics, as are all utensils and accessories (total value 80 gp). In a locked trunk under each bed are personal goods, small gold and silver trinkets (120 gp value per set), and personal savings (up to 1,500 gp value in assorted coins and gems).

84. Nork Treasury (19' square)

The hidden trigger to open the secret access to this room is on the South end of the bathing-vat in the commanders' suite. The riches herein are used to pay and reward the entire nork force of 82 soldiers and officers. Gold and silver coinage is kept in 12 padlocked chests, all trapped, 500 coins per chest. One key fits all the padlocks, and each commander has a specially marked key for that purpose. An empty chest weighs 25 pounds.



All the traps on the chests are magical, created by the senior clerics of the temples. A special password must be spoken aloud when touching any portion of a chest's exterior surface or padlock. If that word is not spoken, the trap

- Door
 - ⊗ Secret Door
 - Pit (Standard)
 - Pit (Very Deep)
 - ✓ Checkpoint
 - Ⓥ Bath-Vat
- 1 square = 10 feet



Southwest Quadrant



detonates, inflicting 16 points of magical electrical damage. A penalty of -20% (-4) applies to the chance of avoidance, success indicating half damage. The same password applies to all the chests. Neither commander will voluntarily reveal the password, preferring death to dishonor.

One of the chests contains a leather-bound book of parchments, showing a record of the disbursements over the last few months and the current total cash on hand. Related thereto, as GM you will decide how much of the treasure is gold or silver (and how much of it will vanish upon removal from the dungeon).

Fountain Area Southwest

A *Loot for Brains* puzzle (see page 13) is located 30' North of the fountain ring, in the North wall of the large walkway around the fountain room.

This area is essentially identical to that in the Northeast (page 55). Refer to that page for full details, which are abbreviated here.

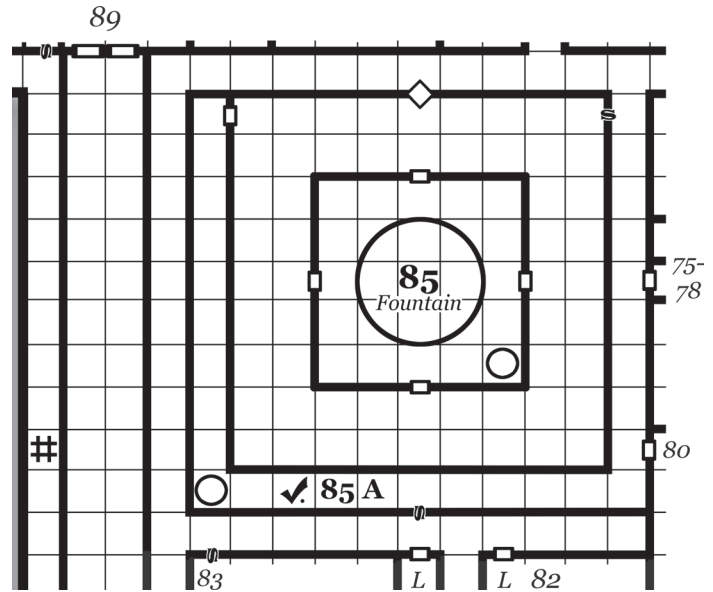
The route to the fountain room is circuitous unless the secret door to the outer walkway is found (45' northeast of the fountain's ring).

The conventional route to the fountain passes a barracks entrance, the Southwest Office (80), and a pit (with skeletons), before heading North to the only standard door leading inward.

A giant-sized walkway 20' wide and 12' tall surrounds a central 50' square area accessed by four simple (and unlocked) doors. This outer area is regularly used for exercise and training by the 20 norks of the southwest barracks (75-78) plus commanders (83) on occasion.

85 A. Checkpoint ✓ (outer access corridor)

During the scheduled use times above (and only then), 2 nork guards are stationed 20' East of the corner pit. They have orders not to draw weapons unless threatened or attacked. They hail unfamiliar visitors (such as the player characters) and order them (in Common) to "**Approach and Show your Official Papers!**" To pass the checkpoint by cooperating, the party must produce an Official Paper. Apply the standard procedure (page 55).



- Door
- ◇ *Loot for Brains*
- ⌘ Secret Door
- ✓ Check Point
- Pit (Standard)
- # Weak Floor

Usage Schedule

Days 8 am to 8 pm		Nights 8 pm to 8 am	
Time	# Norks	Time	# Norks
8-9 am	0	8-9 pm	0
9-10 am	8	9-10 pm	8
10 am-Noon	15	10 pm-1 am	0
12N-8 pm	0	1-3 am	15
		3-5 am	0
		5-7 am	15+2
		7-8 am	0

From 5 to 7 am, 2 nork clerics from the West Temple (89) visit the soldiers in training to handle personal counseling and morale-building.

If the party attacks, one guard will *lope* North to warn his comrades while the other accepts battle and responds appropriately.

A secret portal East of the checkpoint, used by the nork commanders for direct access, is not easily openable from here. The only trigger for its operation is on the wall of a latrine (83 L), about 15' South of the secret door.

85. Fountain Room

In the center of the central room stands a 30' diameter fountain, its fluid shooting up to 10' high to 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. A standard pit (with skeletons) is in the southwest corner of the room, and contains some standard Dungeon Debris.

Fountain Effects (use each type once)

Select or randomly determine the nature of the fountain in the usual manner (page 56).

- All effects end at sundown or sunrise, whichever comes first
- The fluid from the fountains will not leave the dungeon

Healing: The drinking of one potion-phial (or 1 pint) will restore 1 point of damaged Health.

Magic: (a) This neutralizes fountain Poison. (b) Any item immersed in this fluid becomes temporarily magical, gaining a +5% (+1) bonus to attacks and damage. The effect may be cumulative with existing magical weapon bonuses.

Poison: The drinking of any amount can incapacitate the imbiber. Roll with +20% (+4) bonus to avoid the magic or collapse, comatose. This can be remedied with Magic Fountain fluid or other means.

Wine: The drinking of one potion-phial (or 1 pint) will relax and entertain the imbiber, causing a +10% (+2) boost to courage/morale but a -5% (-1) penalty to dexterity. The effects are cumulative. (The central trees like this wine.)

- Door
- ◊ Secret Door
- ✓ Checkpoint
- ⬇ Tree Trunk

86. West Temple Checkpoint ✓

Two large brass doors, each 10' wide and 10' tall, completely block the end of this hallway. No locks, hinges, or even handles are visible. These are magically opened, closed, and locked by religious power alone, and cannot be opened by physical means. They open automatically four times per day, at the start and conclusion of each church service, *i.e.*, noon and midnight.

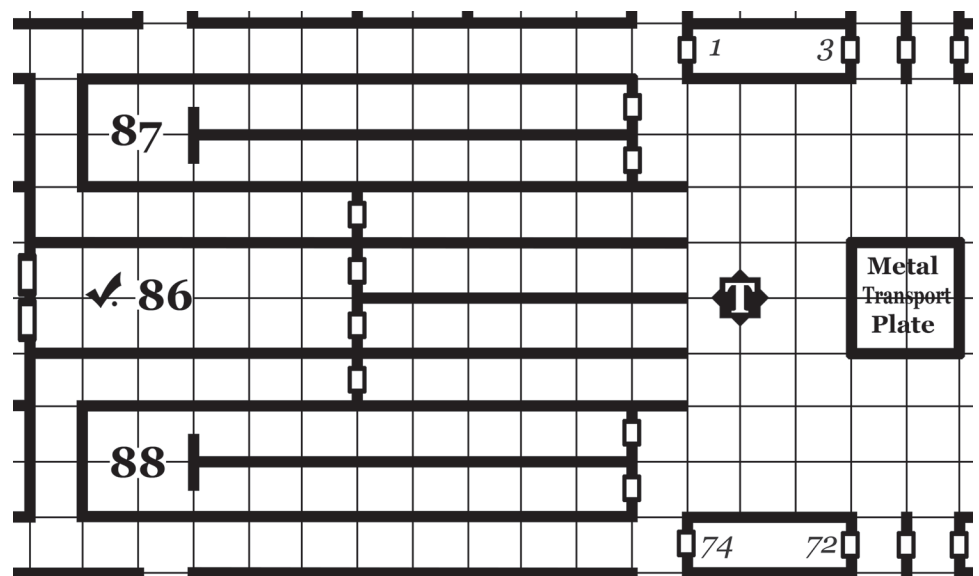
In accordance with the schedule below, 4-5 nork guards are usually stationed here, about 15' West of the large temple doors. They have orders not to draw weapons unless threatened or attacked. They hail unfamiliar visitors (such as the player characters) and order them to

Approach and Show your Official Papers!

If the party does not have the proper document, then a guard directs them South to the nearest Office (80).

To cooperate and pass the checkpoint, the party must produce an Official Paper. In that event one guard reaches out his hand to take it, but if given it, the guard eats it quickly. If however a character holds the Paper carefully to "show" it (the precise order), the guard examines it and (presumably) finds nothing wrong.

Thus cleared, the party is free to examine the great temple doors... but cannot proceed further. If magic





West Wing



is used to open the doors, the guards will spring into defensive action, exclaiming that:

The temple is closed! You may not enter!

The guards will fight to defend their holy sanctuary and clergy, fetching assistance if necessary.

If the party attacks the checkpoint, one guard will Lope either North or South, to a barracks or fountain area, to warn his comrades. The others accept combat and respond appropriately. During the fray, some will try to bang on the temple doors to warn the clerics. The guards do not fight to the death, retreating or fleeing if necessary, even if the party is successfully penetrating the Temple.

If in possession of Official Papers, the party can pass the checkpoint with impunity **except during the hours of 2 to 11 pm** (the period in which the nork clerics are asleep or resting). During this period the characters are told only that “the temple is closed,” with no specific details provided.

If the party attacks the checkpoint, one guard will hurry into the Temple to warn the clerics, while another *lopes* either North or South, to a barracks or fountain area, to warn his comrades. The 2-3 others accept combat and respond appropriately. They do not fight to the death, retreating or fleeing if necessary.

If the party does successfully pass the checkpoint and enters the Temple (89), they will be greeted by the resident clerics, who will be friendly and accommodating! One cleric will offer a tour of the public area (the temple proper but not rooms A-F), attempting to recruit the party to their religious beliefs in the process.

The “From” column at left denotes the residence (barracks) of the guards on duty.

Note that during a church service there is no checkpoint. During such times, chants and other noises of the service (involving 40 male nork soldiers, 8 females, and 6 clerics) can be dimly heard from outside the doors throughout the worship hour.

Checkpoint Schedule, West Temple

Time	# guards	From	Notes
8-9 am	5	SW	
9-10 am	4	NW, SW	2 from each barracks
10-11 am	5	NW	
11a-12N	5	SE	
Noon-1 pm	-	no checkpoint	40 in temple for services
1-5 pm	4	NW	
5-9 pm	4	SW	
9-10 pm	4	NW, SW	2 from each barracks
10-11 pm	5	SW	
11p-12M	5	NE	
Mid-1 am	-	no checkpoint	40 in temple for services
1-3 am	5	NE	
3-5 am	5	SW	
5-7 am	5	NE	
7-8 am	5	SW	

87-88. Empty Areas (9' hallways, 89' long; rooms 19' square)

These areas are unused but kept clean by the COLD crew.

If you wish **you may here add encounters of your choice.**

Monster(s):

Treasure(s):

Area 87

Area 88

89. West Temple (80' x 160')

The Temples are the spiritual centers of the nork community. Each houses 6 clerics (4 junior and 2 senior) and provides storage for their equipment and supplies. Décor overall is quite simple, with little or no ostentatious ornamentation. The walls are all of the usual dungeon granite, and the interior doors are of simple (unreinforced) type, though they have built-in locks.

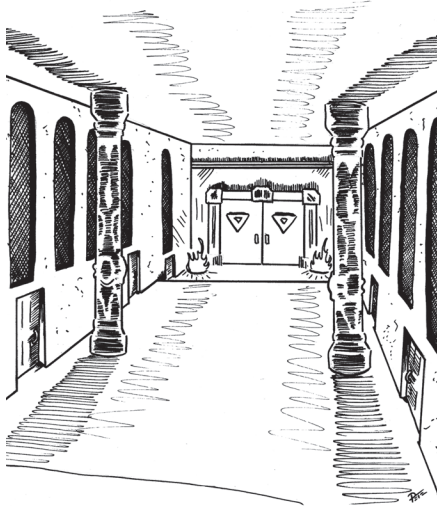
Features

Areas: Nave (principal entrance) and Apse (sanctuary). The floor of the nave is level with the dungeon level, while the floor of the apse is 15' lower, with stairs down between the two.

Light Sources: All temple areas are normally dark. Three magical commands can be used by the clerical staff to add illumination, each causing light to shine from the ceilings.

Big Double Doors: Pairs of metal double doors on the North and South walls lead directly to the apse, and similar East doors access the nave. Each pair of doors is 20' wide and 10' tall.

Small doors: For each trio of rooms (North or South), 4 doors provide exterior access, and two interior doors also connect to the middle room. Each of these is a simple door, without iron reinforcements, with a built-in lock and keyhole.



The full description of both Temples is given on **pages 58-65** (for the East Temple).

Refer to that description for most details.

Note that the daily schedule (below) is unique to this facility.

6 Pillars: Untapered stone pillars, each 5' in diameter

Pit (G): The central feature of the apse is a great pit, 20' in diameter and descending into darkness. It extends down through several dungeon levels.

2 Podiums (P and L): Along the North and South walls flanking the great pit, small steps lead 5' up into structures from which priests may speak to the congregation.

3 Statues: Largest (21') standing before the great pit and facing the altar, and to either side of the altar is a 14' statue of a mortal nork (thus double normal size).

Altar (H): Standing against the West wall (10' beyond the pit) is a 40' long altar, with a large holy symbol on the wall behind it. A large holy symbol (triangle) hangs on the wall behind the altar.

West Temple: Scheduled Activity

The schedule of temple activity is regimented and rigidly maintained (archetypically norkish).
Note that this differs from the schedule of the East Temple.

Day (8 am to 8 pm)		Night (8 pm to 8 am)	
Time	Activity	Time	Activity
8-11 am	unassigned	8-11 pm	Sleep & Prayers
11a-Noon	Prep	11p-Mid	Prep
12N-1 pm	Service	12M-1 am	Service
1-2 pm	Wrapup	1-2 am	Wrapup
2-8 pm	Sleep & Prayers	2-4 am	NW
		4-5 am	unassigned
		5-7 am	SW
		7-8 am	unassigned



West Wing



Prep (1 hour): Junior clerics set up and prepare for the service while elder clerics pray.

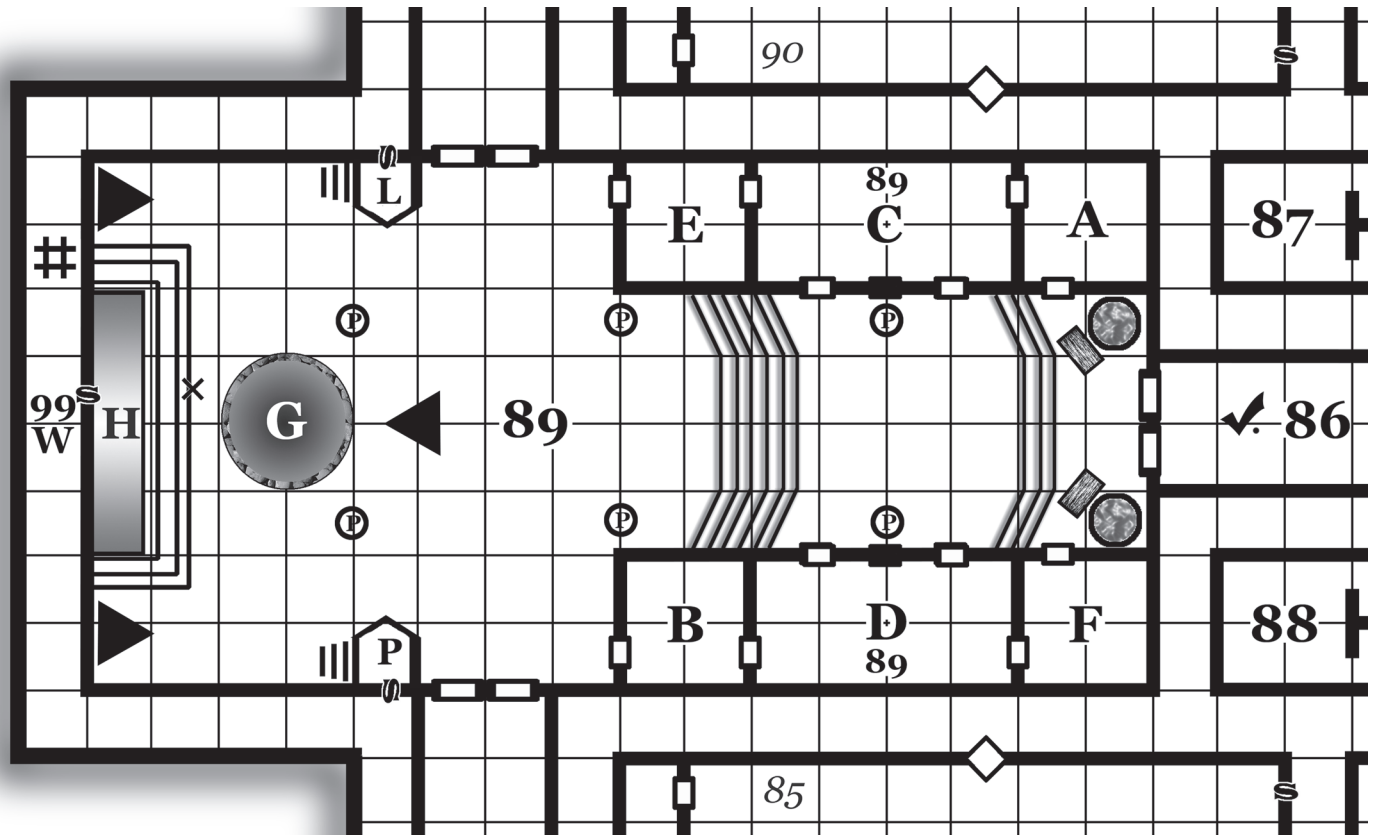
Service (1 hour): Twenty male monks from the northwest barracks arrive at the North double doors, while 20 males from the southwest barracks arrive at the eastern doors, and 8 females arrive at the southern doors (coming from area 84). The service commences with the opening (and closing & locking) of all the doors. The congregants exit an hour later by the same routes, when the doors are again opened, then closed and locked.

Wrapup (1 hour): The two elder clerics perform concluding prayers and other religious rites, assisted by one junior cleric, while 2-3 other junior clerics stow the paraphernalia and tidy things up.

Other activities

NW or SW (between 2 and 7 am): Pairs of clerics visit the noted areas (both barracks and exercise/training areas).

Unassigned times are for the handling of any & all other tasks or special needs that may arise.



One Square Equals 10'

- | | | |
|----------------|-------------------|----------------|
| □ Door | ○ Pit (Standard) | Stairs |
| ■ Special Door | ● Pit (Very Deep) | # Weak Floor |
| ⌋ Secret Door | ⊙ Pillar | × Landing Site |
| ◄ Statue | | |

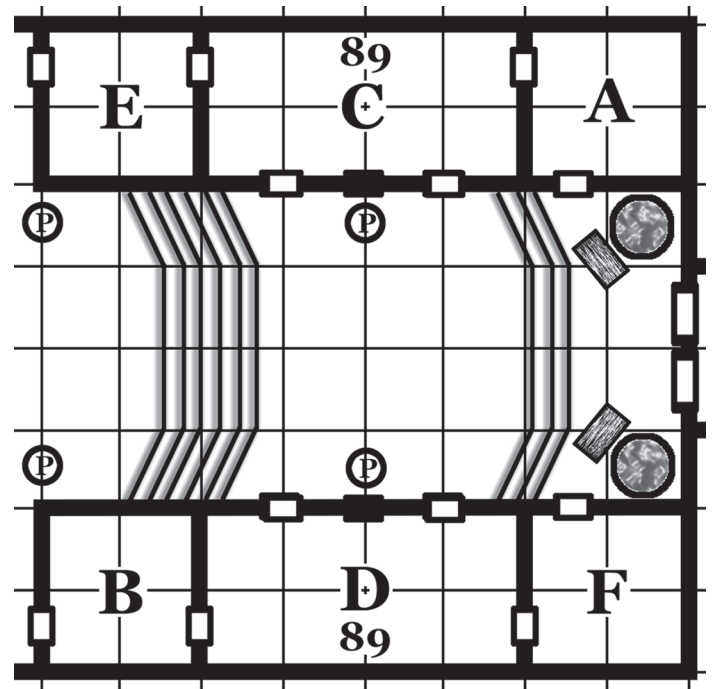
Specific Temple Areas

A, B, E, F. Clerical Residences (each 19' square): Each room contains a good bed with cotton-stuffed mattress and pillows, outfitted with fine linen sheets and blankets of quality. Chests and cabinets provide storage for personal clothing and goods. Other furniture includes a large table with accompanying chairs, a chair-toilet with chamber pot, and smaller tables (one supporting a pitcher and large bowl).

A & B. (West end) for 2 junior clerics each
 E. & F. (East end) for 1 senior cleric each

C. Sacristy (North side, 19' x 39'): Vestments are stored here, as are liturgical vessels and implements. The religious garb is hanging on open racks, while locked cabinets hold the items and tools used by the priests during their services. A Special door by the pillar in the nave does not speak, but will *teleport* the user to the Sacristy of the East temple (area 44 C). The contents here (Vestments, Liturgical Vessels, and Tomes) are itemized on page 62.

Clerics: Since the specific powers of the nork clerics will vary by the game system used, they are only minimally described herein. Refer to the East Temple (page 64) for details.

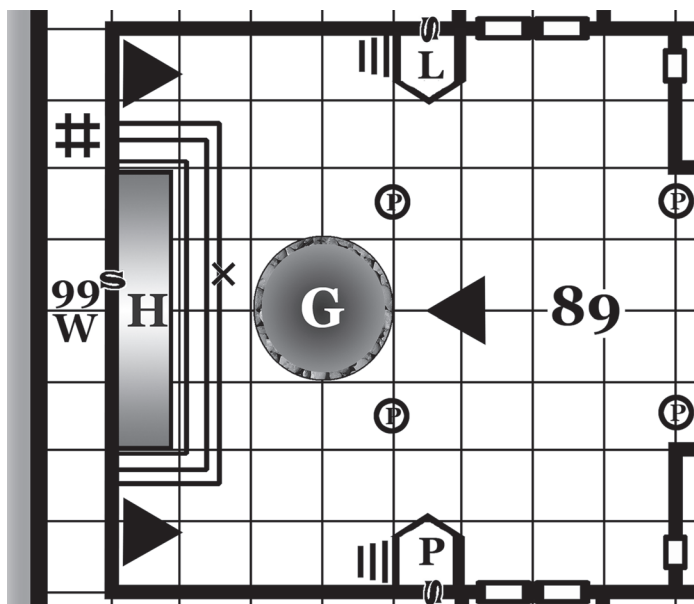


D. General Supply Room (South side, 19' x 39'): This room holds mundane supplies, including some foodstuffs and skins full of water and wine. Most of the room is filled by an animal pen where geeps (goat-sheep hybrids) are kept. A special door is located in the storage room, by the pillar in the nave. It does not speak, but will teleport the user to the plate at the center of the dungeon.

G. Pit: As heretofore noted, the pit is deep. It ends on dungeon level 12, thus being 500' deep overall, passing through another temple on each level (3-11). That tubular passage obliterates all magical effects within it (thus removing any magical powers of flight, for example), that effect beginning 6 inches below the floor of the apse.

H. Altar: A small secret door may be found in the outer perimeter corridor at point 99 W, and a trigger (button or sliding block) is nearby in that area. The details are identical to that given for the East Temple.

P & L (podia): Just above the croscombe of each structure is a Secret door. Each opens outward into that corridor (99) above the croscombe. The only means of activation is a button in the wall over the podium.



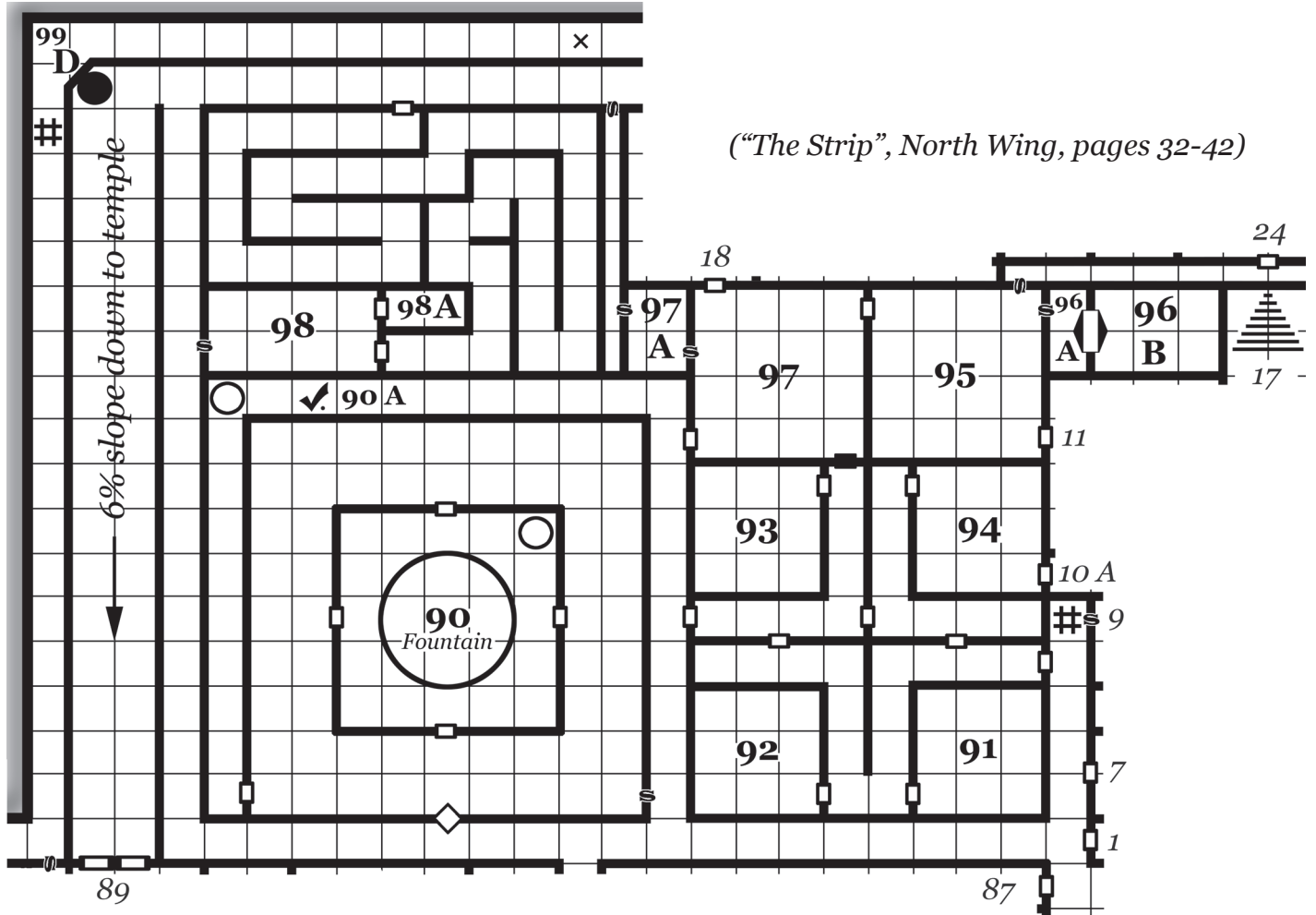


Northwest Quadrant



One Square Equals 10'

("The Strip", North Wing, pages 32-42)



- Door
- Special Door
- ⊔ Secret Door
- Pit (Very Deep)
- Pit (Standard)
- ✓ Check Point

- ⊓ Waterlock Door
- # Weak Floor
- × Landing Site*
- ◇ Loot for Brains
- ≡ Staircase

* from weak floor above



Northwest Patrols

Nork guard patrols will be moving about this area in accordance with the following schedule. Each patrol consists of 5 individuals. At least two will have weapons out, ready for trouble. If they see or encounter unauthorized personnel (such as characters), most will prepare for battle. *This need not ensue* if the party negotiates, but the characters will be ordered to either leave the Northwest Quadrant or go directly to the nearest office (38 or 80). If necessary, 1-2 guards may Lope off to report and bring reinforcements .

Quadrant Patrols

Time	# norks	
8 am-12N	5	
12N-9 pm	—	(no patrol)
9 pm-12M	5	
12M-1 am	—	(no patrol)
1-8 am	5	

Fountain Area Northwest

A *Loot for Brains* puzzle (see page 13) is located 30' South of the fountain ring, in the South wall of the large walkway around the fountain room.

This area is essentially identical to that in the Northeast (page 56). Refer to that page for full details, which are abbreviated here.

The route to the fountain room is circuitous unless the secret door to the outer walkway is found (45' southeast of the fountain's ring).

The conventional route to the fountain passes a barracks entrance, a locked door (to the Airy room, 97), the Checkpoint, and a pit (with skeletons) before heading South to the only door leading inward.

A giant-sized walkway 20' wide and 12' tall surrounds a central 50' square area accessed by four simple (and unlocked) doors. This outer area is regularly used for exercise and training by the 20 norks of the northwest barracks (91-94).

Fountain Usage Schedule

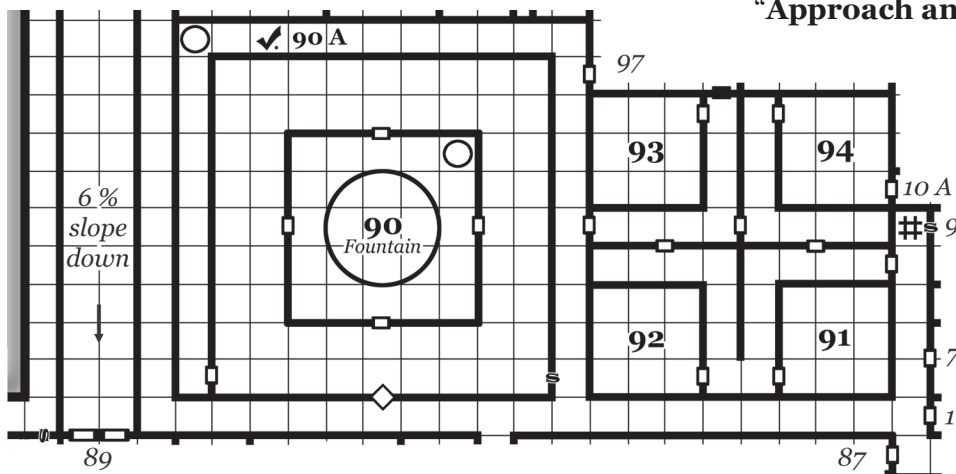
Days 8 pm-8 am		Nights 8 pm-8 am	
Time	# Norks	Time	# Norks
8-9 am	0	8-9 pm	0
9-10 am	8	9-10 pm	8
10-11 am	0	10-11 pm	15
11a-Noon	15	11 pm-2 am	0
12n-8 pm	0	2-4 am	15+2
		4-6 am	0
		6-8 am	15

From 2-4 am, 2 nork clerics from the West Temple (89) are visiting the soldiers in training to offer personal counseling and morale-building.

90 A. Checkpoint ✓ (outer access corridor)

During the scheduled use times above (and only then), 2 nork guards are stationed 20' East of the corner pit. They have orders not to draw weapons unless threatened or attacked. They hail unfamiliar visitors (such as the player characters) and order them (in Common) to...

“Approach and Show your Official Papers!”



- Door
- Special Door
- ⊗ Secret Door
- Pit (Standard)
- ⊞ Weak Floor
- ✓ Checkpoint
- ◇ *Loot for Brains*



Northwest Quadrant



To pass the checkpoint by cooperating, the party must produce an Official Paper. Apply the standard procedure (pages 55-56).

If the party attacks, one guard will *lope* South to warn his comrades while the other accepts battle and responds appropriately.

90. Fountain Room

In the center of the central room stands a 30' diameter fountain, its fluid shooting up to 10' high to 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. A standard pit is in the southeast corner of the room, and contains some standard Dungeon Debris (with bones).

Fountain Effects (use each type once)

Select or randomly determine the nature of the fountain in the usual manner (page 56).

- All effects end at sundown or sunrise, whichever comes first
- The fluid from the fountains will not leave the dungeon

Healing: The drinking of one potion-phial (or 1 pint) will restore 1 point of damaged Health.

Magic: (a) This neutralizes fountain Poison. (b) Any item immersed in this fluid becomes temporarily magical, gaining a +5% (+1) bonus to attacks and damage. The effect may be cumulative with existing magical weapon bonuses.

Poison: The drinking of any amount can incapacitate the imbiber. Roll with +20% (+4) bonus to avoid the magic or collapse, comatose. This can be remedied with Magic Fountain fluid or other means.

Wine: The drinking of one potion-phial (or 1 pint) will relax and entertain the imbiber, causing a +10% (+2) boost to courage/morale but a -5% (-1) penalty to dexterity. The effects are cumulative. (The central trees like this wine.)

91-94. Barracks Northwest

See page 45 for full details on the generic contents of the barracks.

This description is identical to those of other barracks areas, except for the final paragraph.

Hallways accessing the barracks are 8' wide and the usual 12' tall. Each 30' square barracks room contains arrangements for six norks, and all the beds are in current use. The bed features are typical, and by each bed is a locked chest (foot locker). Within each are personal goods, a bankroll (3d10 ep, 3d8 gp, 2d6 pp, 1d6 gems) and 0-2 magical potions (*Curing* or *Flame Resistance*).

Five fire-pots are atop an armoire in the middle of one wall. A small shrine-table stands in one corner. Another small table on the opposite wall features a simple 8-hour water clock.

Of the 20 norks living in these rooms only one, a Lieutenant, carries a Tocsin.

In Room 94, the East (standard) door is locked and jammed, and its hinges are on the far side (in room 10A). The norks heard sounds therein in the past, but have not for several days.

Norks

	<u>Soldier</u>	<u>Sergeant</u>	<u>Lieutenant</u>
Power:	11% (2+)	11% (2+)	16% (3+)
Defense:	25% (5) off-duty, or if armored:		
	50% (10)	50% (10)	55% (11)
Health:	1d12+5	1d8+9	1d6+20

Move: Erect 12 or Quadrupedal 15 (or Lope)

Init: +5% (+1) bonus

Damage: By weapon (maximum 3 attacks) but 2 damage penalty (minimum 1)

Special: +20% (+4) bonus to hit with dart; Norking maneuver (supine) for +20% (+4) defense bonus; Lope on 4 limbs (Mv 45)

Weapons: dagger 1d4;

sword 1H 1d6+1 or 2H 1d8+2;

atlatl (3/6/9) and 1d6+6 darts (1d4 each)

95. The Precipitator (39' cube)

Of the four areas of this general type (36, 51, 79, 95), this is the only one that is entirely empty.

Important: *When any door to this area is touched, a timer begins. Count to 5 minutes.*

This area can only be reached from the Fighters' Room (11, North Wing), the northwest 'No-Gravity' room (97, Airy Room), or a secret door from a secret corridor to the North. Yet another secret door leads East, the only access to Room 96 A. Note that each of these doors opens into one wall of the room at a point at least 10' from most other walls, floor, or ceiling.

The room is 40' tall, extending equally above and below the usual rooms elsewhere on this level (*i.e.* 14' beyond the normal floor and ceiling). Thus, each of the doors is at a point at least 14' distant from all surfaces except the nearest.

The large cubical room appears utterly empty and featureless. Its walls actually bear thousands of tiny dents from falling objects, but this is only apparent upon close inspection.

Changes: As heretofore noted, a timer starts when any door to this area is touched. At five-minute intervals thereafter, the room's gravity abruptly (and instantaneously) changes. This cycle ends 30 minutes (6 flips) after initiation, but the timer restarts when any door is touched.

The first change in gravity is automatically the inverse of the current position (possibly resulting in a 40' fall). Thereafter, roll 1d6 to find which is the new 'down.' The floor will be different with each change, so reroll if no change is indicated.

1	North	3	East	5	Up
2	South	4	West	6	Down

Effects: Everyone and everything in the room at the time of the gravity shift falls immediately toward the new floor. Apply falling damage in accordance with your chosen game system, noting that the ability to fly may negate the fall.

During the fall, everything comes loose. Unfortunately for victims, this secondary effect causes

every fastener of every type to become undone—buttons, knots (even if securely tied), straps, lashes, and more. The contents of magical containers may remain in place (depending on the specifics of your game system), but all others start their fall unfastened and open.

As most items will flutter away during the brief tumble, the victims may lack some clothing or equipment when they land. The recovery of the scattered items should be a minor affair, merely annoying and time-consuming (and possibly embarrassing, depending on the items shed). However, you should address the problem of breakage, rolling to determine the effect on fragile items (such as flasks or vials) or fluid containers that fall onto hard stone (waterskins may rupture, for example).

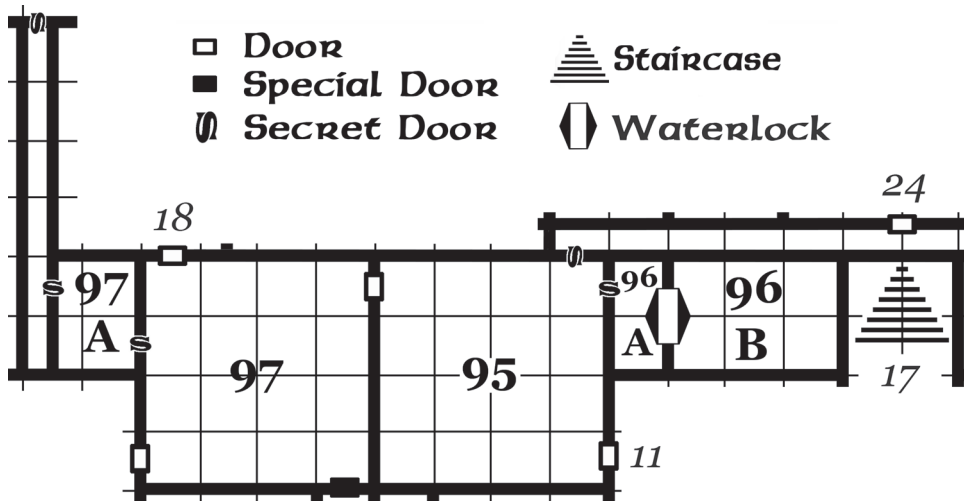
96. Aquaculture

96 A. Anteroom (9' x 19'): This can only be accessed via the secret door on the East wall of room 95. Dominating the opposite wall of this storage room, and immediately visible upon entry, is a large hexagonal portal with visible hinges on the South side and a large brass lever in its center. The base of the portal is 1' above the floor, and its diameter is 10'. It is of similar construction to a Standard door, with heavy iron reinforcements, made of hardwood.

Eight unusual 'barrels' are stacked at the South end of this anteroom. Each is a 3' tall cylinder 1' in diameter, its walls made of a smooth tan substance and reinforced with silvery metal bands. A cursory inspection reveals that each has a hinged end-cap. A small scrap of parchment lying partially underneath one cylinder reads, in Common, "water ratio 3 : 1". (*The smooth substance is worked coral, appearing deceptively simple for its notable value of 300 gp per cylinder including the platinum bands. The cylinders are empty, though their interiors are slightly moist.*)

Portal: Although heavy (over 3,000 pounds), the hex-portal is unlocked and can be swung open with a reasonable effort. Beyond is an oddly small hex-shaped chamber, a mere 8' deep (but 10' tall and wide, equal to the great door), large enough for 2 human-sized beings at most. Another hex-shaped door fills the far side, again with a large brass lever in the center, but showing no visible hinges.

Northwest Quadrant



or chew-tobacco). This will prove unwise, as the resulting indigestion leads to notable gastrointestinal distress (GM's discretion on applicable game mechanics).

A well-packed coral cylinder with 75% fluid and 25% airweed by volume (a key factor for longevity and indicated by the parchment note in the anteroom) can support 50 man-hours of freshly picked airweed for about 7 days. Overpacked airweed will wither more quickly. Each filled

That inner door will not open by force if the outer door is open (though magical means may circumvent this elementary safety feature).

96 B. Water Room (19' x 29'): Assuming that the (outer) hex-shaped door is closed, the similar inner door will open easily, and the water quickly floods the small chamber. The unprepared may incur 1d4 buffeting damage in the process, though heavy armor/encumbrance may prevent this.

Beyond the inner door, this area is filled with pink salt water. Drifting within the fluid (a nutrient bath) are many small globs of purplish *flora*. Some can easily be collected into the cylindrical containers found in the outer room. If kept in the pink water, the plants will remain vital for up to a week. If collected here with no cylinder handy, they will be damaged by the collecting, lasting only for 4 hours.

This is a variety of seaweed called **Airweed**, well-known to alchemists and other specialists. The purple globs initially appear disgusting but have a surprisingly sweet taste. If a small clump is held in the mouth, its presence conveys the ability to breathe water. A minimum amount has an hour's effect without interfering with verbal skills. (Larger amounts in the mouth do last longer but may bring a related penalty, such as a chance of error in magical castings.)

A daring adventurer may hazard a bite or taste of the weed in desperation while holding his breath. It has immediate beneficial effect. *Note that some players may thereafter decide that characters must eat the weed, instead of holding or chewing it (like gum*

cylinder weighs 50 pounds, primarily due to the fluid. A strong and industrious party of adventurers may thus here acquire 8 cylinders of airweed (400 man-hours, 400 pounds weight).

Stolen airweed will replenish itself in the pink nutrient bath. The cylinders are created by denizens of Lich Lake (its surface found on Level 4) and, despite their value, freely distributed. They are occasionally replenished (3d4 per delivery) by a COLD Crew, though only with special escort, due to the difficulties in both supply and delivery methods.

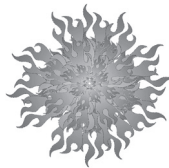
97. Airy Room (39' square)

The standard doors on the West and North walls have inset locks. Another standard door leads East to Room 98 (the Precipitator, previous page) but it has no lock. A simple door on the South wall is a special *teleporter*, sending beings and objects to Room 58 (Torture Chamber).

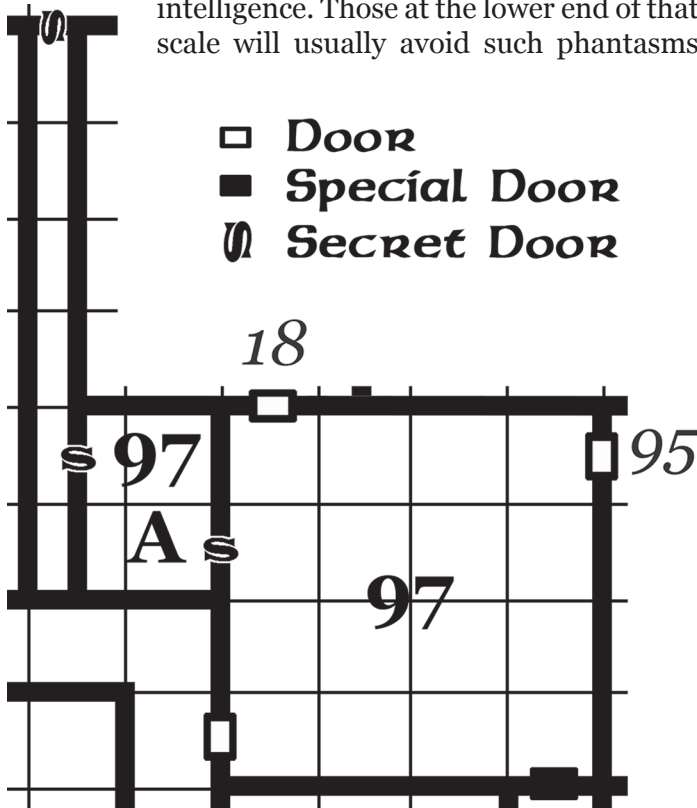
This large area appears entirely empty and clean. No gravity applies in this place; visitors may only move within the room by flying or by 'pushing off' from a surface, then drifting in the direction (and at the speed) chosen thereby. (Chagur has graciously acceded to a request from the room's occasional residents, and thus there is no 'up or down' in this area.) Note that the movement of any loose fluid in this environment is affected by its cohesion, and normal fires are smaller, limited by the amount of nearby oxygen (though elemental and magical fires may be unaffected).

The room contains 1-3 air-beings at the time the characters enter. This is the temporary home of these creatures, who are native to the Elemental Plane of Air. They have entered this plane of existence by using the Gateways from that plane (99 B & D, at the southeast and northwest corners of dungeon level 2). They occasionally return home by similar means (99 A & C). Although this specific race has a name (*Oowowouran*) that word is not generally known, nor can it be correctly pronounced by a being not made of air. Since most of the Plane of Air has no matter (and thus none of matter's incidental side effect known as gravity), this room has been altered to conform to the Oowowourans' native habitat.

These air-beings are playful and inquisitive, exploring both the dungeon and the area outside for a time (months or even years should the whim take them). They are normally invisible and cannot be damaged by any force of less than double enchantment (+10% [+2] bonus at minimum), and are thus quite confident about their relative invulnerability in this realm. They are neither Good nor Evil in nature.



Oowowourans can, at will, produce illusions that affect most creatures of animal or greater intelligence. Those at the lower end of that scale will usually avoid such phantasms



or accept them as unremarkable parts of the visual landscape. Creatures of higher intelligence may react to the illusions in various more intelligent ways.

Other air-beings are active in much of "the Strip", rooms 20-32.

Elemental, Oowowouran

Appearance: Invisible vaporous cloud (60 cubic feet) or by Illusion

Demeanor: Aloof and indifferent unless harmed

Power: 30% (6)

Defense: 40% (8)

Health: 1d20+20 each

Move: 24

Init: +10% (+2) bonus

Damage: By tools or weapons (extremely variable)

Special: Naturally invisible; produce Illusions at will; hit only by doubly-enchanted weapons

97 A. Forgotten Place (14' x 19')

This small area can only be reached by secret means. To the North, a Secret door West of Room 18 leads to a narrow, dusty passage South (4' wide and 10' tall). This outer portal must be operated manually (175% [35] strength to open), and in rotating southward will leave very little space (2-3') to pass it. The narrow passage, apparently a dead end, accesses the Secret door in the West wall of this small room. A Secret door in the opposite wall also leads to 97 A from the Airy Room (97), and the Oowowourans will not object to the use of the door.

Each secret door in the walls of this room has two triggers, stone push-buttons disguised as parts of the flanking walls, each about a foot away and 4' above the floor. The tasks of finding and opening such doors are thus treble the usual difficulty, for in each case the door must first be found, then one of the buttons (which may be wrongly presumed by characters to be the sole trigger), and finally the matching button. If both buttons are pushed simultaneously, the secret portal opens, and each such door then angles out, away from this room.

Of special note, the door in the West wall of 97 A blocks the last 14' of the narrow corridor, the portal scraping slightly in the process against the ceiling, floor, and opposite wall. Should this entrap someone it gives



Northwest Quadrant



rise to a problem, since the door requires the usual 175% [35] strength to move manually but must somehow be pulled, though all its edges are stuck fast. (Spikes and ropes may resolve the dilemma.)

The room and its contents are as dusty as the passage. Within are two old human skeletons, one draped with rotten remnants of former robes, the other enclosed in rusty chain mail armor of no value. Under the armor are 2 daggers and a longsword, all (again) rusted and worthless. Rotted sacks only partially conceal a few hundred silver and gold coins (GM's discretion as to quantity and permanence).

The rotting fabrics of one corpse conceal a magical dagger (still in its scabbard), the only item here of any major value, but an excellent find it is:

Wizard's Dagger +5% (+1): When carried by anyone able to cast wizard spells, that bonus also applies to Defense and to all avoidance attempts, plus a bonus ability to cast one extra spell each day. (GM's choice as to other details; the bonus spell should be of lowest power.)

After the Visit: The secret portals are not easily closed. Make note of those left open, and describe accordingly to any subsequent visitors. The room will be empty (though still dusty) if visited again... unless some gunge or other indiscriminate monster chooses to adopt this remote location.

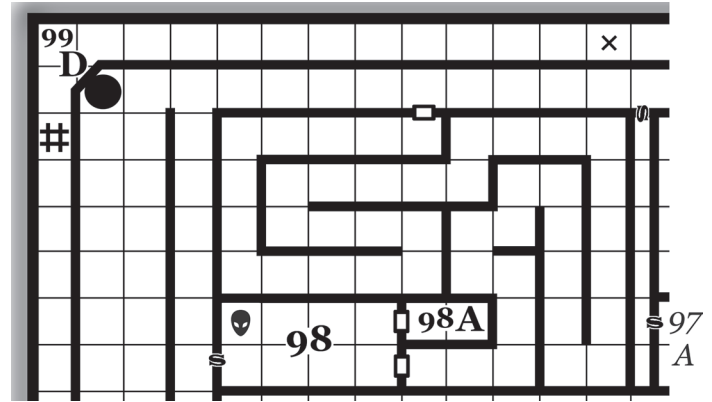
98. Lich's Lair (19' x 39')

The secret entrance on the West wall of this room only opens outward into the corridor, and thus cannot be opened from the outside except by magical means.

Extending from the North door (standard and lacking a lock), the winding 'maze' leading to this room (all corridors 9' wide, 12' tall) is featureless and of little consequence. It ends in a standard door with built-in keyhole, its lock of superior grade (pick at half normal chances). Carved into the door's surface is a large chiseled warning (in the Common language):

Chagur the Lich

LEVEL TWO OFFICE



□ Door ● Pit (Very Deep)
 U Secret Door ♠ Lich

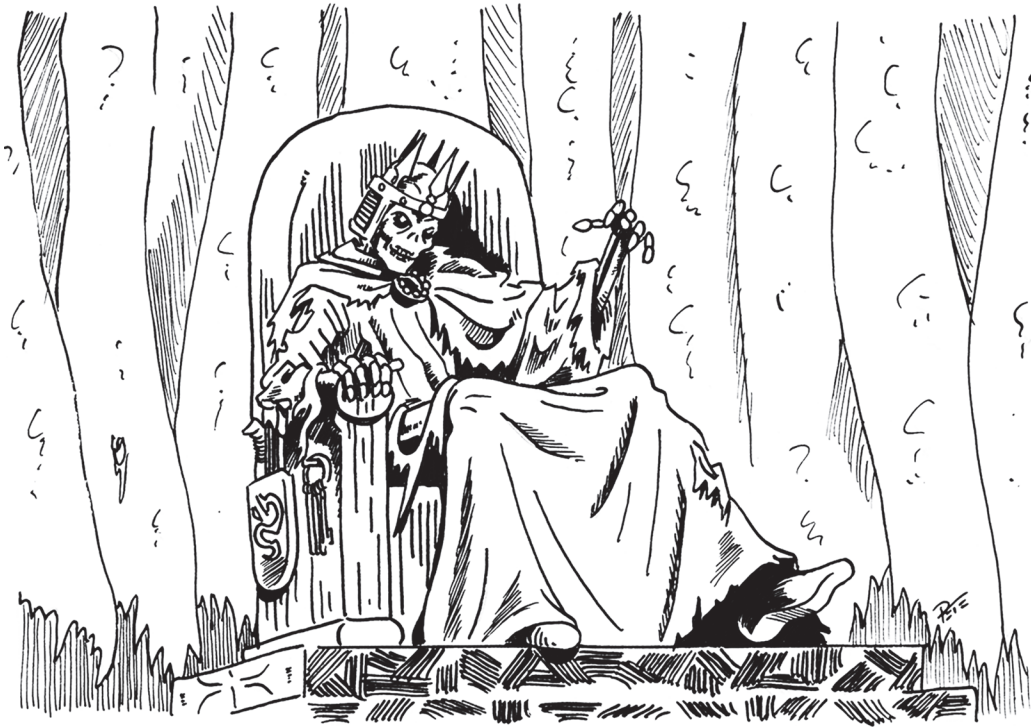
The entire room is magical. Anyone entering this place must roll to avoid powerful mental magic, applying a major penalty of -40% (-8). Success indicates notable apprehension (a roleplaying effect only), but if the roll is failed, the individual will absolutely refuse to enter the room at all. That effect lasts for 1 hour.

Read or summarize the **bold-faced text** following. *Comments in italics are for the GM only.*

The room is dimly lit by ornate silver lanterns hanging from glittering silver ceiling mounts at the centers of the North and South walls. Royal purple curtains depend from golden curtain-rods, covering all walls but the East. A large stone throne stands atop a square block (6 inches tall) by the middle of the West wall. Three beautifully carved 4' stone pedestals stand near the North and South walls, evenly spaced about 10' apart, and atop each is a life-sized bust of a monstrous being, all 6 of master quality. Enumerated* clockwise, they are of a bugbear, ogre, and troll, and (North wall) a human male, hobniz, and olven female. Another standard and locked door is just to the North of the room's entrance.

** If you carefully emphasize the details of the busts, players may leap to invalid conclusions about their mystical powers... of which there are actually none. The humanoid nature of the northern trio, facing the monstrous southern busts, is another false lead. The locked door leads to Room 99A.*

Frank Mentzer's ~ Lich Dungeon



The usual clerical powers against the undead have no effect as long as it remains on the throne, so it is not easily dismissed. The creature does nothing more, even if approached. It is in fact a mere skeleton, not a true Supreme draugur (aka *liche*). It can thus be easily attacked, collapsing into a pile of inanimate bones quite quickly thereafter. (Its 'voice' was a minor magical effect, and its gesturing was merely that, not actual spellcasting.)

Special Notes

Seated upon the throne is a skeletal being wearing regal robes and an ornate bejeweled crown, obviously a lich. At its side are 3 magic wands and a large key-ring with more than a dozen keys. When the door opens, it begins moving its mouth and hands, apparently casting a magical spell.

Anyone looking at the creature must roll to avoid mental magic, and with a penalty of -40% (-8). Similar to the check upon entering, success brings more apprehension, while failure in this case indicates flight: the individual exits the room, heading East, as quickly as possible. (The apprehension eases notably after the individual passes the East doorway; continued flight is *not* mandated.)

The creature on the throne stops making spellcasting motions after 1 combat round, and fixes its baleful gaze upon the intruders. If characters initiate dialogue, it interrupts them, gestures for their dismissal, and its surprisingly deep bass voice says, in the Common tongue,

“SILENCE... DEPART OR DIE!”

The magic of the throne merely negates the powers of clerics as noted above, and offers no other protection. It is stonework, extremely heavy and difficult to move, and has no notable market value. Of the rest of the room's contents, no item has any real value, as explained hereafter.

The skeleton's robe is infested with parasitic insects and will also infect anyone touching it with a disease. (If someone searches it, no chance of avoidance applies to either misfortune.) Its crown is but painted iron, the 'jewels' mere glass, and it may be worth 1-2 gp to a costumer, though it will easily break. The 'magic wands' are merely painted sticks of no value. The 20 keys on the key-ring will, however, fit the padlocks in room 99A.

The wall hangings are all infested with lice and threadbare on their obverse, and the curtain-rods are cheap and corroded brass. The ornate pedestals are actually low-grade plaster, as are the busts, and all will break and start crumbling if moved. The 'silver' lanterns and their mounts are actually polished tin, worth 5-10 sp each at best, and the lanterns are empty (magically producing flame only within this enchanted room) and are so leaky they will not even hold oil.



Northwest Quadrant



Undead, “Lich”

Appearance: Humanoid skeleton clad in royal robe & crown

Demeanor: Automaton (see text)

Power: 5% (1)

Defense: 10% (2)

Health: 3

Move: 9

Init: 0

Damage: Clawed hand 1-3

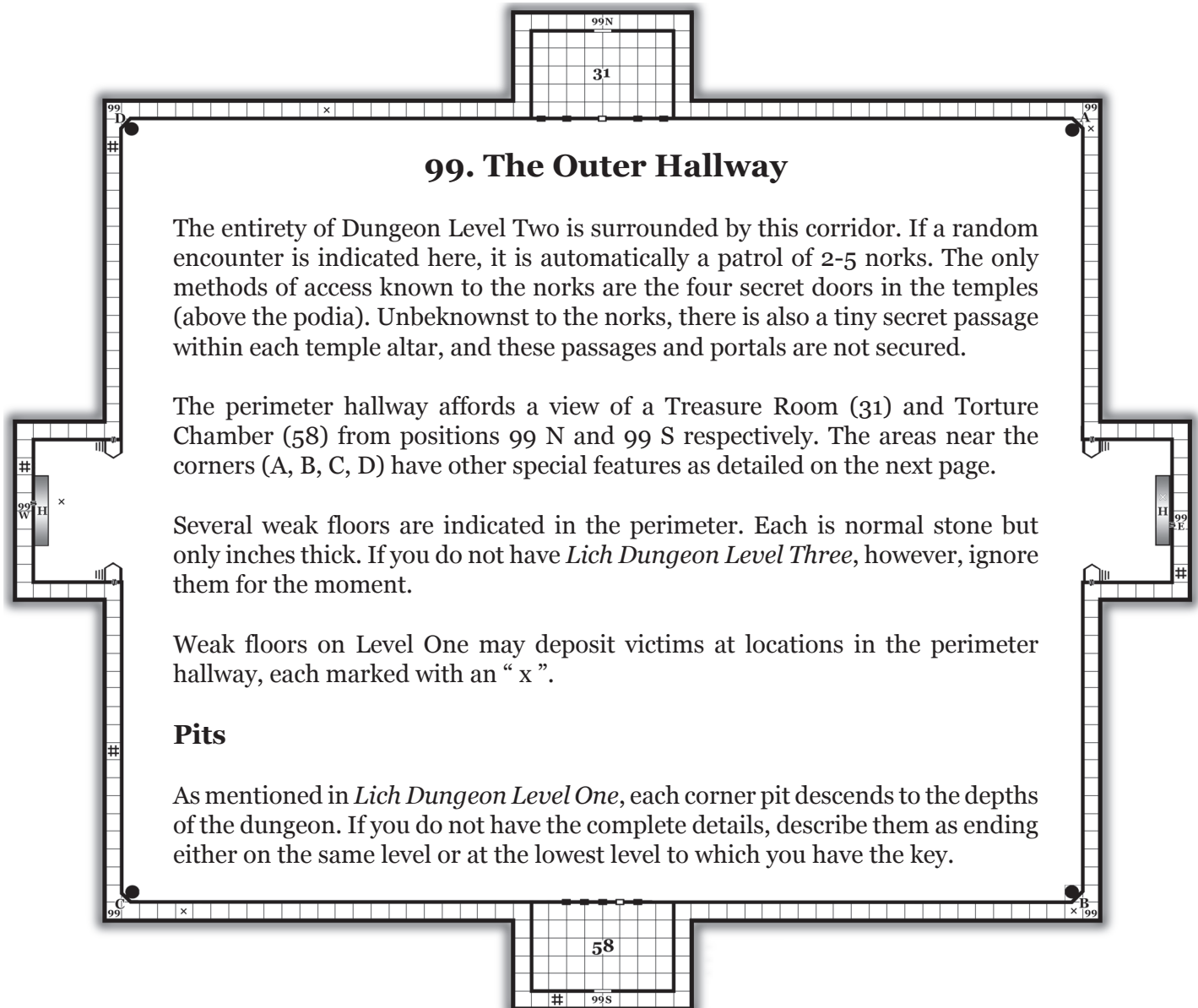
Special: Undead skeleton; immune to mental & cold-based attacks; protected by throne

98 A. Lich’s Treasure Room (9’ x 19’)

The lock on the standard door to this room is of superior quality (pick at half normal chances). Herein are stacked 20 great ornate treasure chests, all padlocked and trapped.

The traps are real, and if they are not deactivated or removed, each chest will emit a cloud of deadly poisonous gas in a 10’ cube around the chest when opened (standard chances of avoidance). This gas is all that is in each chest, for there is no treasure.

In keeping with the theme of room 98, all these containers are rotted, their decorations fake (painted iron or tin), and each will fall apart if moved, triggering its trap. Even the padlocks are of poor quality, worth only 1 sp each.



99. The Outer Hallway

The entirety of Dungeon Level Two is surrounded by this corridor. If a random encounter is indicated here, it is automatically a patrol of 2-5 norks. The only methods of access known to the norks are the four secret doors in the temples (above the podia). Unbeknownst to the norks, there is also a tiny secret passage within each temple altar, and these passages and portals are not secured.

The perimeter hallway affords a view of a Treasure Room (31) and Torture Chamber (58) from positions 99 N and 99 S respectively. The areas near the corners (A, B, C, D) have other special features as detailed on the next page.

Several weak floors are indicated in the perimeter. Each is normal stone but only inches thick. If you do not have *Lich Dungeon Level Three*, however, ignore them for the moment.

Weak floors on Level One may deposit victims at locations in the perimeter hallway, each marked with an “x”.

Pits

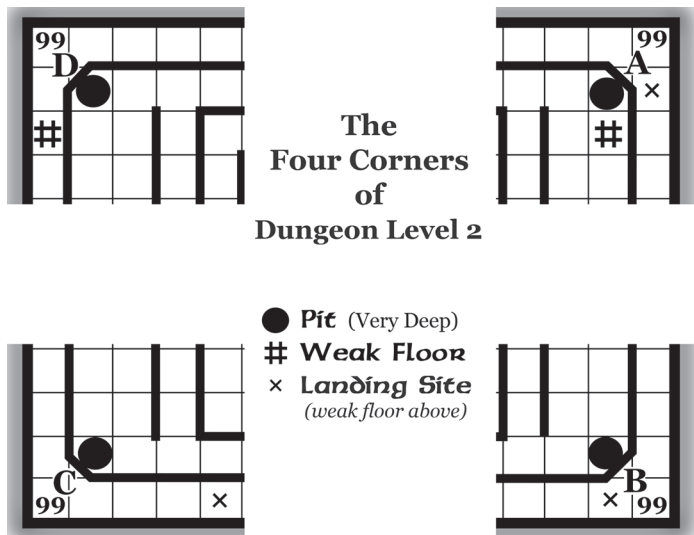
As mentioned in *Lich Dungeon Level One*, each corner pit descends to the depths of the dungeon. If you do not have the complete details, describe them as ending either on the same level or at the lowest level to which you have the key.

Of special note, the northeast pit (near 99 A) has a disintegration function used and controlled by the COLD crews (area 40, control lever in room 39 E). It is normally deactivated after fulfilling its function, but this is not guaranteed. It can be active, its surface still able to disintegrate anything touching it, at any time you wish. Characters may discover this and use it to their advantage (disposing of slain enemies or cursed items, for example), but beware, for it can just as easily irrevocably destroy player characters.

Angled Walls

At each of the four corners of the dungeon (adjacent to the multi-level corner pits) is a diagonal wall 7' wide, and at the top of that wall is a tiny white circle 1 inch in diameter. The circles can be seen from either side, i.e., the perimeter and the large adjacent temple hallway, though they are minimally visible, being pale white on grey granite.

Each tiny circle is a powerful and magical **Gateway** to or from **the Elemental Plane of Air**. Those at points A (northeast) and C (southwest) are outflow gates; air is constantly sucked into them and returned to the elemental plane. Those at points B (southeast) and D (northwest) are inflow gates, where fresh air enters the dungeon. In all cases the flow is modest, a mere 10 cubic feet per second, enough to cause a slight breeze toward or away from these points, detectable within 50' of the corners but undetectable at greater distance. Such breezes occur both in the perimeter and in the temple hallways, but do not mention them unless characters specifically ask about air movements.



A Short Plane Trip

If anyone touches an **outflow gate** (A or C), the character must roll to avoid the magic (standard chances). Failure indicates that he or she is sucked through to the Elemental Plane of Air. Although the connection appears only an inch in diameter, its magical nature accommodates creatures of any size and nature, inflicting no damage to those traversing the interplanar portal. If such an event occurs, other characters may choose either to do the same or to await developments. If the group abandons the missing character, he or she may later be found after returning from the elemental plane, though the return will occur at a different location (99 B or D). *It is likely that characters will follow the first, not wishing to divide their group and trusting that the Game Master will not simply annihilate everyone. If that is the case, continue as detailed below. Fear not; they find an easy way back.*

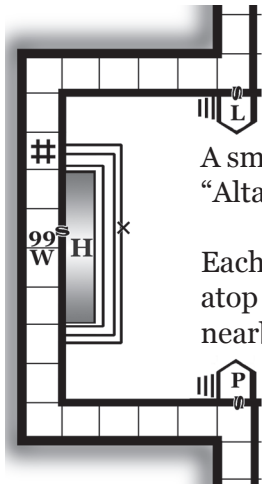
Upon their arrival on the Elemental Plane, the characters find themselves sailing along through the air and occasional clouds at a speed of about 20 miles per hour, with no gravitational forces and no ground in sight. The Gateway that took them here is invisible and behind them. If you are prepared to continue the adventure on this basis, assume that their momentum will take them to an inhabited area within 12 hours.

If you have no preparations for an adventure on the Plane of Air, then 30-60 minutes after their arrival (allowing plenty of time for the characters to panic and/or discuss their situation), they are suddenly sucked into an invisible **outflow gate**, which returns them to their native Plane. They all emerge from the Gateway at either point B or D (on this level), and (unless they have magical means to counter this) immediately fall 12' to the floor of the perimeter hallway, there to resume their eventful jaunt.

You may wish to rule that there is a 50% chance of arriving on the inside of the Gateway instead of the perimeter hallway, thus falling into a corner pit. If so, add 10' (or 60' if on the next lower level) to the distance fallen. (If you have the complete *Lich Dungeon*, however, the victim proceeds downward another 500 feet, all magic dispelled en route, and splatters on the floor of dungeon level 12.)

Perimeter Hallway

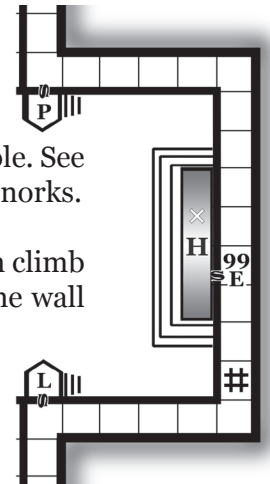
99 E and 99 W Temple Passages



A small secret door leads into a secret passage within the altar of the Temple. See “Altar,” East page 63, or West page 100. This passage is not known to the norks.

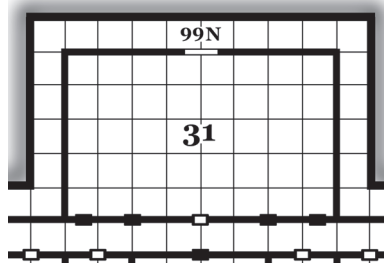
Each temple podium (L and P) is an escape route for nork clerics, who can climb atop the croscombe to the nork-sized secret door above it. A button in the wall nearby causes the door to open outwards, toward the nearest wall.

- Door
- Special Door
- ∅ Secret Door
- Pit (Very Deep)
- Weak Floor
- × Landing Site (weak floor above)



99 N North Overlook

At this point there appears to be a large hole in the wall, 10’ long and 4’ tall, its lower edge 3’ from the floor. The wall is the usual 1’ thick. In actuality, that section of stone has magically been rendered transparent. Passers-by using the perimeter hallway can here gaze into the **Palatial Treasure Room** (31) and see a vast treasure hoard of thousands of silver and gold coins.

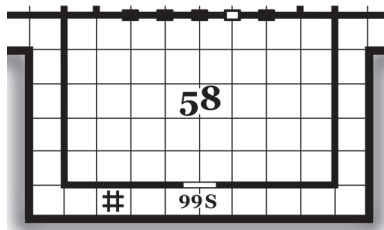


Upon seeing the vandals, one guard will depart to report in detail while the others confront the party, ordering them to cease their destructive actions.

If the party complies they will be unmolested, although the guards will stand by until they receive orders to return (1d4 hours later). In any event a Work Order will soon be generated, mandating the repair of any damage done, and a DIRT team will handle the job 1d4 days later, restoring the wall to its original pristine condition.

The only way to penetrate area 31 from the perimeter is by digging through the stone, a difficult task to say the least. The base digging rate when using the proper tools is 1 cubic foot per hour; modify accordingly for other factors. (Digging *anywhere* in the dungeon will be investigated; see page 124.)

Norks arrive 1d20+20 minutes after the digging begins. Any damage to the wall in this area is immediately noticed by magical means. Word thereof is sent to the guards, and 4 norks are dispatched to investigate. To access the outer perimeter, the guards use one of the secret doors in either temple (above a podium) with the permission and assistance of their clerics.



99 S South Overlook

At this point there appears to be a large hole in the wall, 10’ long and 4’ tall, its lower edge 3’ from the floor. In actuality, that section of stone has magically been rendered transparent. Those in the perimeter hallway can here gaze into Room 58 (*q.v.*) and see the large and active Torture Chamber, its equipment, several victims alive and deceased, and the Ogre NSS attendants.

The only way to reach Room 58 from the perimeter is by creating a hole, typically by digging. Note that norks arrive 1d20+20 minutes after the digging begins. The ensuing events are as detailed for 99 N above.

**Here Ends
Lich Dungeon Level Two**

Appendix A: Bestiary

Employee Groups

COLD crew
DEMO Team
DIRT Squad

Characters & Shopkeepers

Angelia Parunteaux, Female Fighter
Aron, Primitive Fighter
Cabin Billy "Wiz" Bhang (Herbalist)
"Chief" Harvey Hitch (Ropemaker)
Jane Smith (Leatherworker)
John Smith (Blacksmith)
Lod Fladder, Male Fighter
Lumen Lambent (Lantern maker)
Oleander, Female Cleric (Prisoner)
Taylor Quick (Seamstress)

Monsters

Bandit
Human
Lycanthrope
Bugbear
Butterfly, Magical
Goblin
Gunge
Clear
Gray
Magenta
Red
White
Mosquibat
Myriapod, giant
Centipede
Darter X
Pauropod X

Nork
Soldier
Sergeant
Lieutenant
Captain
Female
Ogre
Orc
Snake, Divider
Spider, Very Large
Undead
Draugur Walker
Goblin Zombie
Plant, Humus
Skeleton
Zombie
Wolf, Magical

Stat Summary

Power (%): summary skill rating,
AH 1-5%
Health: damage it can withstand,
AH 6
Move: in feet per second,
AH 8-12
Defense (%): protection,
AH 0-5%
Init (%): action/reaction
comparative, AH 0

Damage: amount per attack;
multiple attacks in
parentheses;
AH (weaponless) 1-2
AH: Average Human rating

Conversion: When using a
1-20 range to resolve game
mechanics, the percentage is
divided by 5 (as given).

For Defense: When using a
descending protection rating
system, subtract conversion
from base "unarmored" value.
For ascending ratings, add
conversion to base.
Range: abbreviated as 'y when
altered by scale (*i.e.* yards
outdoor, feet indoor)

Employee Groups

COLD Crew: Hobgoblin Females (6)



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

Demeanor: Stalwart, comfortable in their privileged status as employees

Power: 6% (1+)
Defense: 10% (2)
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



Appendix A: Bestiary



DEMO Team: Nole Males (6)

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.

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

Power: 10% (2)

Defense: 20% (4)

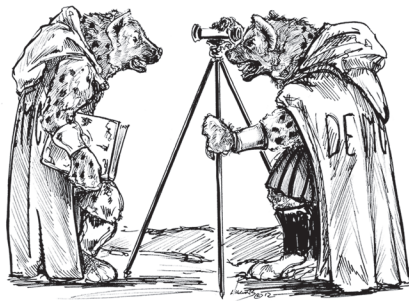
Health: 1d8+8 each

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



DIRT Squad

This is the standard group: 2 'ogres' (actually human spellcasters), 4 huge giants, and 2 huge ether spiders riding on giants' shoulders. See *Lich Dungeon Level One* (page 28) for extensive background details.

"Ogre" (2)

Appearance: 9-foot tall ape-like humanoid whose arms almost touch the ground; wears a leather cape (similar to other dungeon employees) marked DIRT.

Demeanor: Responsible guardians, never attack hastily, do not respect life

Power: 40% (8)

Defense: 25% (5)

Health: 44, 49

Move: 12

Init: +15%

Damage: By magic (spell or item) or magic dagger 1d4+3

Special: Actually a human shape-changed to appear as an ogre, 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)

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 much of the party, and things will get much worse very quickly.

Rock Giants (4)

Appearance: Giant humanoid 12' tall, rock-hard skin the color of granite

Demeanor: Low intelligence, provides brute force as needed

Power: 55% (11)

Defense: 60% (12)

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



Ether Spiders (2)

Appearance: Jet-black spiders about 2' across, normally riding on the shoulders of two giants

Demeanor: Human intelligence; prefers to surprise attack from the rear (entering from the ether)

Power: 37% (7+)

Defense: 30% (6)

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, trap-making, and trap removal

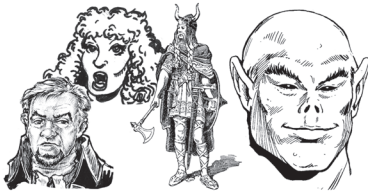
Characters & Shopkeepers

Angelia Parunteaux

Female Human Fighter

Appearance: Chubby strawberry-blond human female, approximate age 30
 Demeanor: Average intelligence, grateful for rescue
 Power: 20% (4)
 Defense: 0 (or by armor)
 Health: 33
 Move: 12
 Init: 0
 Damage: Claw 1d2 or by weapon (+3 strength bonus)

(originally in spider form; see page 12)



Aron Bonkers

Primitive Human Fighter

Appearance: Human fighter wearing furs (over ring mail) & horned helmet
 Demeanor: Paranoid explosive
 Power: 10% (2)
 Defense: 25% (5)
 Health: 13
 Move: 9
 Init: +5% (+1) bonus
 Damage: Battle axe 1d10 (or by weapon)
 Special: When enraged, +20% (+4) bonus to attack and +4 damage



Cabin Billy "Wiz" Bhang

Herbalist

Appearance: Common half-olven male in nondescript "townie" garb
 Demeanor: Average; cooperative but cautious; never excited or belligerent
 Power: 25% (5)
 Defense: 80% (16)
 Health: 18
 Move: 12
 Init: 0
 Damage: 0
 Special: Herbal spells; exceptional Defense due to hidden magical leather bands on arms
 Other: Tocsin, *Wand of Paralysis* (duration 15 minutes, standard chance of avoidance)

"Chief" Harvey Hitch

Ropemaker

Appearance: 6' tall middle-aged human
 Demeanor: Brusque and businesslike, somewhat suspicious but confident
 Power: 25% (5)
 Defense: 20% (4)
 Health: 24 (regenerates 1 per combat round)
 Move: 12
 Init: 0
 Damage: Belaying Pin 2d4 + stun
 Special: Regenerates
 Other: Tocsin, Belaying Pin (roll to avoid stun for 1d4+1 minutes), *Wand of Paralysis* (duration 15 minutes, standard chance of avoidance)

John Smith

Blacksmith

Appearance: 5' tall bald humanoid male
 Demeanor: Brusque and businesslike, somewhat suspicious but confident
 Power: 20% (4)
 Defense: 30% (6)
 Health: 22 (regenerates 1 per combat round)
 Move: 12
 Init: 0
 Damage: Whip 1-2 + strangulation
 Special: Regenerates
 Other: Tocsin, Whip (roll to avoid strangulation or be immobilized and expire from asphyxiation in 1d4+1 rounds), *Wand of Paralysis* (duration 15 minutes, standard chance of avoidance)

Jane Smith

Leatherworker

Appearance: 5' tall dumpy humanoid female
 Demeanor: Brusque and businesslike, somewhat suspicious but confident
 Power: 20% (4)
 Defense: 30% (6)
 Health: 20 (regenerates 1 per combat round)
 Move: 12
 Init: 0
 Damage: 0
 Special: Regenerates
 Other: Tocsin, *Wand of Paralysis* (duration 15 minutes, standard chance of avoidance)



Bestiary



Lod Fledur

Human Fighter

Appearance: Standard professional fighter adventurer wearing chain mail armor (and shield) carrying typical weapons (longsword, dagger, shortbow) and other equipment
 Demeanor: Annoyingly friendly, focused on one player character
 Power: 15% (3)
 Defense: 30% (6) due to chain mail & shield
 Health: 23
 Move: 9
 Init: 0
 Damage: By weapon +1 Strength bonus; longsword 1d8+1, dagger 1d4+1, arrow 1d6

Lumen Lambent

Lantern-maker

Appearance: 6'6" tall thin male, long red hair
 Demeanor: Excitable but businesslike, somewhat suspicious but confident
 Power: 25% (5)
 Defense: 15% (3) and immune to fire
 Health: 17 (but see below)
 Move: 12
 Init: +10% (+2) bonus
 Damage: Flash powder 2d6 + ignite
 Special: Immune to fire; has Phoenix blood— body incinerates if slain, reanimates & regrows from the ashes within 10 minutes)
 Items: Tocsin, Flash powder (range 15', roll to avoid catching fire), *Wand of Paralysis* (duration 15 minutes, standard chance of avoidance)



Oleander Korban

Female Human Cleric (Prisoner)

Appearance: Curvaceous helpless female
 Demeanor: Grateful and affectionate to her rescuers, generally Good
 Power: 5% (1)
 Defense: 0
 Health: 1 (current), 5 maximum
 Move: 12
 Init: Always last
 Damage: 0 (but poison touch)
 Special: Poisonous skin

Taylor Quick

Seamstress

Appearance: Tiny but pretty human female (39" tall)
 Demeanor: Always friendly, puts customers at ease
 Power: 15% (3)
 Defense: 10% (2)
 Health: 16
 Move: 12
 Init: +10% (+2) bonus
 Damage: 0
 Items: Tocsin, *Veil of Escape* (invisibility and spider-climb ability), *Wand of Paralysis* (duration 15 minutes, standard chance of avoidance)

Monsters

Air-Being ("Oowowouran")

Appearance: Invisible vaporous cloud (60 cubic feet) or by Illusion
 Demeanor: Inquisitive but covert
 Power: 30% (6)
 Defense: 40% (8)
 Health: 30
 Move: 24
 Init: +10% (+2) bonus
 Damage: By tools or weapons (extremely variable)
 Special: Naturally invisible; produce Illusions at will; damaged only by doubly-enchanted weapons

Bandit, Human (3)

(Al, Bob, and Chuck)

Appearance: Lightly armored human
 Demeanor: Covetous but careful
 Power: 5% (1)
 Defense: 15% (3)
 Health: 1d4+2
 Move: 12
 Init: +5% (+1) bonus
 Damage: Sword 1d8 or shortbow 1d6 (10/30/60'y)
 Special: Minor stealth

Bandit, Lycanthrope (Dave)

Appearance: Lightly armored human male
 Demeanor: Covert, very tricky
 Power: 15%
 Defense: 20%
 Health: 16
 Move: 12 (and 6 climbing when in rat form)
 Init: +5% (+1) bonus
 Damage: Sword 1d8 or shortbow 1d6 (range 60'y), or (rat form) Bite 1d4
 Special: Stealth, Silvered or magical weapon to hit; bites may inflict lycanthropy

Bugbear

Appearance: Ursine humanoid 8-9' tall, with massive arms and thick dark fur
 Demeanor: Paranoid about adventurers, hateful but cautious; invariably subservient to ogres
 Power: 12-15% (up to 3)
 Defense: 40% (8)
 Health: 1d12+8 each
 Move: 11
 Init: 0
 Damage: Spiked Club 1d8 or Claw 1d6
 Special: Darkvision

Butterfly, Magical

Appearance: Brightly colored butterfly with 6" wingspread
 Demeanor: Insect
 Power: 0.1%
 Defense: 0
 Health: 1 each
 Move: 6 (flying)
 Init: 0
 Damage: None
 Special: Teleport effect to Torture Chamber Anteroom (57)

Cobold

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

Geep

Appearance: Goat-sheep hybrid
 Demeanor: Animal
 Power: 3% (1/2)
 Defense: 5% (1)
 Health: 1d4
 Move: 9
 Init: 0
 Damage: Kick 1-2

Goblin

Appearance: Skinny humanoid 4-5' tall, blue-green, 'Goth'
 Demeanor: Evil, vengeful, chaotic
 Power: 4% (1-)
 Defense: 15% (3)
 Health: 1d6
 Move: 12
 Init: 0
 Damage: Shortsword 1d6





Bestiary



Gunge

The common Gunge is familiar to adventurers worldwide. The stuff just adapts and grows, somehow thriving in the typical cool, damp 'dungeon' environment. The odd effects it produces (generally memorable by color) cover the range of adverse dungeon experiences.

The consistency or solidity of a gunge varies. Some are mere puddles, some mold-like growths, and the more ambitious can ooze along slowly. Clear gunge transcends this impediment by rippling, a benefit related to both its jelly-like consistency and greater mass.

A gunge attack usually involves spitting or bubbling, with limited (melee) range.

Although a full dozen species are described here (alphabetical by color), other unreported varieties are certainly possible.

Clear "Paralyzing Gunge"

Appearance: Large cube of clear substance (nearly invisible)
Demeanor: Hungry, low animal intelligence
Attacks: Acidic substance, avoid or be paralyzed 1d6+1 combat rounds (take automatic damage each round)
Special: Creates 2 arms per round (maximum 8 arms, length 5' each)

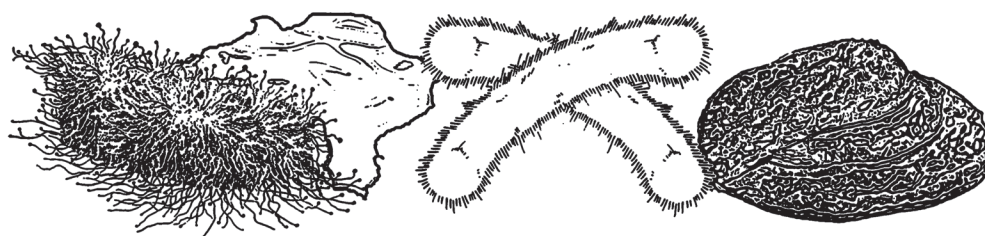
Gray "Metal-eating Gunge"

Appearance: Moist slimy gray mass, about 1 quart per Power
Demeanor: Low animal intelligence; may drip onto something or someone
Attacks: Up to 4 arms (3' length, damage 1d6 each) and 1 spit (to 6', damage 1)
Special: Withers flesh; converts metal to gunge in 6-10 combat rounds, and organic material more slowly (up to 3 hours); immune to fire, cold, and lightning

Magenta "Water-eating Gunge"

Appearance: Area of magenta-colored goop, 7-8' across and 1-2" deep, with 1' diameter nodules
Demeanor: Plant intelligence
Ranged Attacks: Absorbs moisture to 15' range (dry skin cracks and pieces fall off), damage 2d6 from dryness; and Spit 4' for 1d4 (to 15' range)
Special: Creates 1 arm per combat round (4 maximum, length 2'), damage 1d4 (dryness)

	Clear	Gray	Magenta	Red	White
Power:	20-30% (4-6)	15-25% (3-5)	10-20% (2-4)	10-25% (2-5)	25-40% (5-8)
Defense:	30% (6)	20% (4)	10% (2)	20% (4)	0 or 50% (10)
Health:	4-6d8	3-5d8	1d6+6	2-3 per Power	5-8d8
Move:	6	3	1	3	0 or 1
Init:	-10% (-2)	-10% (-2)	always last	-10% (-2)	always first
Damage & Effect:	1d6 acid + paralysis	2d6 + convert metal	Absorb water; 2d6 + spit / arm (1d4)	1d4 bite + 1d6 bloodsuck	2d12 electric (decreases)



Look for the rest of the Gunge family in *Lich Dungeon Level 3*:

Black, Blue, Brown, Green, Orange, Purple, and Yellow

Red *"Blood-sucking Gunge"*

White *"Electric Gunge"*

Appearance: Dull red amoeboid mass, about 1 foot diameter per 5 Power
 Demeanor: Wolf-like intelligence and cunning
 Attacks: Up to 6 arms (3' length, damage 1d4 each) and 1 spit (to 8', damage 1)
 Special: Once an arm hits, automatically sucks blood for 1d4 damage (per round)

Appearance: 5' worm-like shape covered with long white fur (4-6" length); under the fur, a hard shell containing white gooey fluid (no organs)
 Demeanor: Plant intelligence
 Attacks: Electrical discharge (2d12, 1d12, 1d8, or 1d4)

Special: Electrical discharge accumulates on fur, discharges when touched. Damage 2d12 on first touch, 1d12 second, 1d6 third, 1-3 fourth, none on fifth (thus 5 'steps'). It "recharges" one 'step' each 10 minutes spent without grounding.

Mosquibat

Appearance: Large bat with a long nose like a mosquito
 Demeanor: Hungry animal
 Power: 6% (1+)
 Defense: 30% (6) flying, otherwise 10% (2)
 Health: 1d6+3 each
 Move: 18 flying, otherwise 1
 Init: +10% (+2) bonus if flying
 Damage: Jabbing proboscis 1d4
 Special: Attaches and sucks for automatic 1d4 damage each combat round; this specific variety is particular to olve, dwur, noniz, and hobniz

Myriapods, Giant

insects with 'myriad' legs

These arthropods are brutal and mindless scavengers. They are all fond of fresh foodstuffs (dry rations usually do not attract them), and pauropods & centipedes also eat flesh. They are too stupid to flee when damaged. If successful at dropping a victim, they immediately stop to feed (automatic damage each round).

 If bisected by an edged weapon (not uncommon, given the body lengths involved), only the portion retaining a head will continue to function; the remainder will writhe for 1d6 combat rounds before

expiring, attacking separately and inflicting 1d4 bludgeoning damage per hit until it dies. In the event of such bisection, you should prorate Health to the individual parts, assigning 1d6 per foot length.

The bite of a poisonous myriapod (Darter or Centipede) inflicts additional damage unless the victim avoids the poison (standard chances).

The first Number Appearing (top line in the table below) is for an outdoor nest or lair, the second for an indoor colony (typically found amongst rich organic debris).

Myriapods:	Pauropod	Darter	Centipede
Outdoor:	4d6	3d6	2d6
Indoor:	1d6	1d8	1d4
Appearance:	1-2' arthropod	2-10' arthropod	10-100' arthropod
Demeanor:	Insect, aggressive	Insect, passive	Insect, aggressive
Power:	1% or 2% (less than 1)	2-10% (1 to 2)	10-100% (2-10)
	<i>Power is 1% per foot length (all types)</i>		
Defense:	5% (1)	10% (2) from speed	5% (1)
Health:	<i>2 Health per foot length (all types)</i>		
Move:	12	15	9
Init:	+5%	+10%	0
Damage:	1	1 + mild poison	1d4 + poison
Special:	None	Poison 1d4	Poison 1d8



Bestiary



Myriapods, continued

Pauropod: These smallest of the giant myriapods are soft and cylindrical, almost always pale or white in color. They have 8-10 pairs of legs and branching antennae.

Darter: These symphylans (closely related to garden centipedes, which are 2-10 mm long) are colorless and translucent, distinctive for their long unbranched whip-like antennae. They rarely attack

living prey, instead preferring dead and rotting organic material. Nevertheless, they will respond to attacks by biting in return. Their size ranges from 2-10' long (1' per Power).

The following members of the Myriapod family do not appear in this product:

Centipede: These are the most aggressive myriapods. Those most commonly seen are 9-15' long,

with one pair of legs on each foot-long body segment. Huge outdoor deepwood varieties can reach 100' in length.

Millipede: Although these monsters can grow even larger than centipedes (up to 300+ pairs of legs, i.e., 300 feet long), they are not aggressive, and will curl up if damaged. Treat as non-poisonous centipedes with a harder exoskeleton, Defense 20% (4).

Nork

See pages 5-10 for extensive details on nork habits and customs, as well as their function in *Lich Dungeon Level Two*.

Appearance: 7' tall wolf-headed humanoid with a bulging chest and spindly limbs, covered with short wiry hair, no footwear

Demeanor: Neutral but orderly; curious but defensive

Power, Defense, Health: varies by type (see below)

Move: Erect 12 or Quadrupedal 15 (or Lope)

Init: +5%

Damage: By weapon (maximum 3 attacks) but 2 damage penalty (minimum 1)

Special: +20% (+4) bonus to hit with dart; Norking maneuver (supine) for +20% defense bonus; Lope on 4 limbs (Move rate 45)

Equipment: Small shield, hand-and-a-half sword (1H 1d6+1, or 2H 1d8+2), dagger (1d4), atlatl and 6-12 darts 1d4 each (3/6/9)

Soldier (Private)

Power: 11% (2+)

Defense: casual 25% (5), armored 50% (10)

Health: 1d12+5 each

Sergeant (lesser leader)

As above but Health 1d8+9

Lieutenant (greater leader)

Power: 16% (3+)

Defense: casual 30% (6) or armored 55% (11)

Health: 1d6+20 each

Captain (senior commander)

Power: 20%

Defense: casual 30% (6) or armored 60% (12)

Health: 1d8+24 each

Female (noncombatant)

Power: 10%

Defense: 20%

Health: 2d8 each

Temple Bonus: For 4 hours after each Temple service, all attending norks gain a +20% (+4) bonus to morale, defense, and attacks (though not to damage).

Ogre (Guard, Clerk, or NSS)

Appearance: 9-foot tall ape-like humanoid whose arms almost touch the ground; wears a leather cape (similar to other dungeon employees) marked "Clerk", "Guard", or "NSS" (as the case may be) in large letters
Demeanor: Civil servants, passive unless attacked

Power: 19% (almost 4)

Defense: 35% (7)

Health: 30 each

Move: 9

Init: +5% (+1) or greater bonus

Damage: Spiked club 1d10

or Fist 1d4;

both +6 Strength

Special: Darkvision; Clerk carries a Tocsin

Other: Each carries 2 keys (to the residence #52 and to a personal foot locker therein) but no treasure

Ogre Leader (Rimhelm)

As above, but:

Power: 25% (5)

Health: 40

Other: Carries a Tocsin.

Orc

Appearance: Porcine humanoids
 4-5' tall, green-brown leathery skin, tusks and talons
 Demeanor: Boaring & surly
 Power: 5% (1)
 Defense: 20% (4)
 Health: 1d6+1
 Move: 9
 Init: 0
 Damage: Sword 1d8 or dagger 1d4

Snake, Divider (magical)

Appearance: Large snake, potentially with many heads
 Demeanor: Aggressive magical guardian of a given area or object.
 Power: *see chart below*
 Defense: 25% (5)
 Health: *see chart below*
 Move: 9
 Init: 0
 Damage (per bite): varies by size; see chart below

Special (poison): All the heads are poisonous; standard chances of avoidance apply. If not evaded, the poison immediately causes blurred vision (-20% [-4] penalty to hit) and weakness (lose 5% or 1 Strength per combat round thereafter, to an eventual minimum of 1). The effects of the poison may last for days, though it can be counteracted by magic and certain poison antidotes.

Other: Each head can bite once per combat round within range of its neck, and multiple heads may certainly attack a single target. Area effects may affect multiple snakes, of course, each head having its own separate chance of Avoidance.

Divider Snake	Body						
	Heads	Pwr	Dmg	Hlth	Necks	Length	Thickness
Stage 1	1	10%	1d8	8	3'	9'	6"
Stage 2	2	20%	2d4	16	4	10	7
Stage 3	3	30%	2d6	24	6	12	8
Stage 4	4	40%	2d8	32	8	14	10
Stage 5	5	50%	2d10	40	10'	16'	12"
Stage 6	4	40%	2d8	32	8	14	10
Stage 7	3	30%	2d6	24	6	12	8
Stage 8	2	20%	2d4	16	4	10	7
Stage 9	1	10%	1d8	8	3'	9'	6"

Spider, Very Large

Appearance: Arachnid 2' long
 Demeanor: Insect intelligence
 Power: 6% (1+)
 Defense: 10% (2)
 Health: 1d4+4
 Move: 6 (climbing 9, web 18)
 Init: +5% (+1) bonus
 Damage: Bite 1 + poison 1d6
 Special: Mild Poison; +25% (+5) bonus to chance to avoid, else take 1d6 added poison damage



Undead, Draugur

Draugur (*pl. draugar*) is from Norse legend, meaning "after-walker" or "one who walks after death". There are four principal forms of draugur:

- Walker** (also Old English *wiht* or *wight*, the creature portrayed here)
- Flier** (aka Wraith, mentioned in *Lich Dungeon Level One*)
- Greater** (aka *Specter* or *Spectre*, a more powerful flier)
- Royal** (often *Konge* or *Kongelig*, various powers); some powerful vampires are Royal Draugur
- Supreme** (*Keiser*), a Lich (*Liche*)

The form of a draugur is somewhat material, differing from the more ethereal types of undead (phantoms, phantasms, ghosts *et alii*).

Draugur eat souls. Their life-draining effects are commensurate with their power. The Walker and Flier have normal effect, the Greater has double, and the Royal triple. Technically a Lich (or Liche) could be categorized as a Supreme (Keiser) Draugur, though it typically has only a normal life-draining power.

Draugur Walker stats on next page



Bestiary



Undead, Draugur Walker

Appearance: Very pale well-muscled naked humanoid.
 Demeanor: Average human intelligence; hates all life.
 Power: 25% (5)
 Defense: 25% (5)
 Health: 32
 Move: 12
 Init: -10% (-2) penalty
 Damage: Claw 1d4 + life drain
 Special: Undead, immune to cold, and mental attacks; immune to blows (except for beheading with a blessed magical weapon); slain by fire or true (nonmagical) sunlight



Undead Plant ("Humus")

Appearance: Rotting vegetation
 Demeanor: Instinctive animal intelligence; gives way to blows but takes no damage; flees fire
 Power: 10% (2)
 Defense: 10% (2) and immune to blows
 Health: 2d6+2
 Move: 3
 Init: -10% (-2) penalty
 Damage: Touch 1d6 per round (Rot)
 Special: Ignore armor when calculating its attacks. Attaches if successful and climbs to find flesh. Touch causes organic material to rot (8 cubic inches and/or 1d6 damage per combat round). Being undead, it *can be* chased away by clerics.

Undead, Skeleton

Appearance: Animated humanoid skeleton
 Demeanor: None (obeys previous commands)
 Power: 5% (1)
 Defense: 10% (2)
 Health: 3
 Move: 9
 Init: 0
 Damage: Clawed hand 1-3
 Special: Undead; immune to mental & cold-based attacks

Undead, Zombie

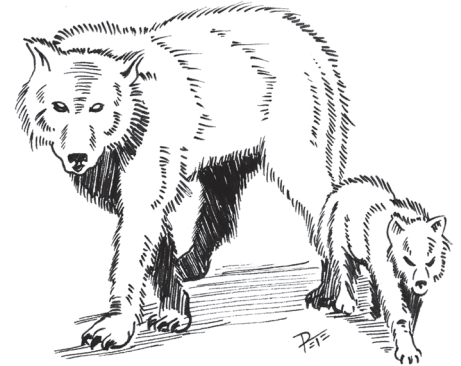
Appearance: Humanoid, dry & tattered
 Demeanor: Robotic hostile
 Power: 10% (2)
 Defense: 10% (2)
 Health: 1d10+6
 Move: 6
 Init: -10% (-2) penalty
 Damage: Arm bash 1d8
 Special: Undead; immune to mental & cold-based attacks

Undead, Zombie (special) *Enhanced in Room 38A only*

Appearance: Humanoid, dry & tattered
 Demeanor: Robotic hostile
 Power: 35% (7)
 Defense: 40% (8)
 Health: 30, 35 (and regenerates)
 Move: 9
 Init: 0
 Damage: Arm bash 1d6+4 (x2)
 Special: Undead, immune to mental & cold-based attacks
 Other: Regeneration (2 Health per round within Room 38A) does not apply to Fire damage

Undead, Zombie Goblin

Appearance: Goblin form, dry & tattered
 Demeanor: Robotic, hostile
 Power: 10% (2)
 Defense: 10% (2)
 Health: 1d6+2 each
 Move: 6
 Init: -10% (-2) penalty
 Damage: Arm bash 1d8
 Special: Undead; immune to mental & cold-based attacks



Wolf, Magical *(full-sized form)*

Appearance: Large black wolf, 3' tall and 5' long (plus tail)
 Demeanor: Trained animal, very loyal to its master
 Power: 12% (2+)
 Defense: 15% (3)
 Health: 15
 Move: 18
 Init: 0
 Damage: Bite 1d4+1
 Special: Returns to puppy form if told "Good Wolf!" and petted on the head

Wolf, Magical *(puppy form)*

As above except:
 Defense: 0
 Move: 6
 Damage: 0

Appendix B. Dungeon Exterior

The Clearing

A simple but well-worn dirt path leads off the main road. This heads off through light woods, rising slightly as it winds northward. The path soon opens into a clearing, and an obvious trail made by previous visitors leads through the grasses, toward a tall pair of old oak trees atop a rise about 120 yards ahead.

The clearing is round and 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 feet tall in patches. A straight and battered-down path 15-20' wide leads to the center of the clearing.

Two trees at that point stand atop a slight rise, 5 feet higher than the edge of the clearing. There are no other trees, not even saplings, in the balance of the clearing. The robust treetops reach to 75', their lowest branches 30' above the ground. A full 50' of space lies between the trunks, each of which is massive, easily 10' in diameter (32' around).

Upon closer approach one may spot a dirty metal plate on the ground between the oaks. It is steel or silver, large (20' square), and shows various scratches and

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 20' x 20' metal plate (*i.e.*, after speaking to or with the trees) 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 a proverbial 10' pole) is transported intact and unharmed, along with all equipment carried, to the

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. Either tree will Activate the metal plate automatically if it addressed verbally in any way.

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.

identical plate below, at the center of *Lich Dungeon Level One*. All remain in the same positions relative to one another, and in the same posture.

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 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 pets, mages' familiars, 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.)



Appendix B. Dungeon Exterior



Setting and Entry Procedure

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).

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 (somewhere among Rooms 40, 45, 85, or 90).

Appendix C. Dungeon Interior

The following details apply throughout the entire dungeon unless exceptions are noted.

Ceiling: 12’ above the floor, completely smooth

Wall: 1’ thick solid rock, completely smooth (except when defaced by adventurers)

Staircase: Each stair 15 inches tall and deep, carved from the basic grey granite rock, very smooth (potentially slippery); stairway length between dungeon levels 50’ (floor to floor).

Floor: 38’ thick (floor surface to the ceiling of the area below), once completely smooth but showing wear in spots from extensive use

Weak Floor: Thin rock floor 2-4” thick, undetectable from above (not a Trap *per se*). Marked by a cross-hatching on the map. Chance of collapse 1 in 3, fall 50’ down to next dungeon level

(avoidance chances apply). Damage is repaired by a DIRT team in 1-20 weeks.

Pit: Often obvious, typically 10’ across and deep, perfectly smooth walls.

Dungeon Debris: Flotsam produced by the residents the dungeon, including broken items (weapons, furniture, dinnerware, *etc.*), culinary leftovers, bones, and other discarded items. Periodically collected by COLD crews.

Materials

Stone: The dungeon is one 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),

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and is of uniform density with no obvious mineral crystals (aphantic, indicating that it cooled quickly).

Digging Stone: With the use of appropriate tools (mining picks and such), the irritatingly dense granite can be excavated at a maximum rate of 1 man-hour per cubic foot. Specific skill and/or knowledge of mining operations can reduce this by half, and of course appropriate magical spells or like devices may reduce the time significantly. However, the senior dungeon management will (magically) know about such damage the instant it occurs, and will dispatch local residents to assess the situation and report back posthaste.

Wood: Doors, furniture, and other wooden objects are all made of local woods. Softwoods (white pine and other evergreens) are common for standard doors; Simple doors and other objects are typically of stronger and denser hardwoods, usually Poplar or Elm and occasionally the preferred hardwoods.

Density: Characters will try to pick up *anything*. Here are a few useful weights, in pounds per cubic foot (#cf).

Pine	25	Iron/Steel	490
Elm	35	Copper	560
*Hardwoods	50	Silver	655
Granite	170	Gold	1200

* Ash, Hickory, Oak

Doors

Standard: Typically soft wood with iron reinforcement, 250 pounds (half from the iron mountings); 5' wide and 8' tall, 1/4" to 1/2" gaps top and bottom; 1" thick, enclosed within an iron frame and crosspieces (on both sides), with iron hinge-pins in sheathed hinges. Has a hasp.

Simple: Hardwood door with no metal frame, 5' by 8' and 1" thick, weight 125 pounds; with hasp and two or three iron hinge-pin brackets; often with gaps of up to 1" at top and bottom.

Secret: Magically cut from the local rock, precisely cut (all edge gaps 0.05" or less) and mounted on an inaccessible stone hinge within the wall. Thick as a wall (1 foot), weight 6,800 pounds. Opening may be automated by hidden counterweighting (a nonmagical mechanism within the wall). If not automated, requires 175% (35)* Strength to move, and 100% (20)* Strength to continue in motion. * see page 4

Special (represented by a blackened-in door symbol): A Special door appears to be a Simple Door, but it may be a **Creature**, a **Teleporter**, or both. Nearby residents will be aware of its nature and general powers (fleeing creatures may use a teleport door to escape).

If a **Creature**, it sees by forming eyes in its wooden surface, and speaks by similarly creating a large mouth.

It speaks in whatever language it is addressed (magical empathy, 30' range), is immune to fire and mental attacks, and is able to open and close itself.

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 or object that touches the Active Area is immediately teleported. (*Note that the door must be opened before the Active Area can be accessed.*) Any creature touching the Active Area with an object is likewise teleported, along with all items carried. The effect is not transferred from one creature to another, but a creature wholly carried is likewise affected.

Hasp: Each door has an iron hasp which extends through a hole in the door. Typically worked by grasping a handle and pressing on a small lever, which lifts a simple bar mounted on the opposite side of the door. Often noisy.

Lock: A U-shaped iron bracket secured by an attached padlock to another such bracket in the nearby wall. May alternately refer to a more elaborate built-in lock, indicated by a keyhole.



Dungeon Interior



Appendix D. The Dynamic Dungeon

This section from the *Level One* booklet is briefly summarized here for convenience of reference.

Food, Water, Air

The residents of a huge dungeon eat a lot of food. The lich's senior staff personally handles food creation, and other luminaries of the depths take care of distribution. All of this is done by magical means.

Every midnight, a minimum of 1 day's rations of food & water appear in the residences of each and every dungeon denizen. The rations are minimally edible, and the various 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.

Fresh air is more easily handled. Some monsters need none, but to provide for the others there is an air intake and outflow on each even-numbered level. Four Gateways to the Plane of Air are present on this level (perimeter hallway #99, corner areas); Gates A (northeast) and C (southwest) suck air out, and Gates B (southeast) and D (northwest) bring air in from that plane.

Vanishing Coins

Four coin-making rooms (Mints) can be found on Level One. Each can produce unlimited amounts of copper, silver, electrum, or gold, and their output is indistinguishable from the coins used outside the dungeon. These coins are not 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.

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).

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 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.

Workers

Certain groups (COLD, DEMO, and DIRT) wander the dungeon for specific purposes. They have access to most secure areas, and can automatically pass all checkpoints. Their members must be wearing their uniforms to gain these and other special privileges.

The standard 'uniform' worn by all crews is a short cape or shawl. It 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.

Worker Access

Visitors cannot use the plate to travel between dungeon levels; they use it only to enter and exit. For authorized staff, the plate can indeed accommodate intradungeon travel. The method and command are precisely the same as at the entrance: one user says 'snasna' {number} 'duruch' audibly, and everyone touching the plate vanishes (if the trees permit it).

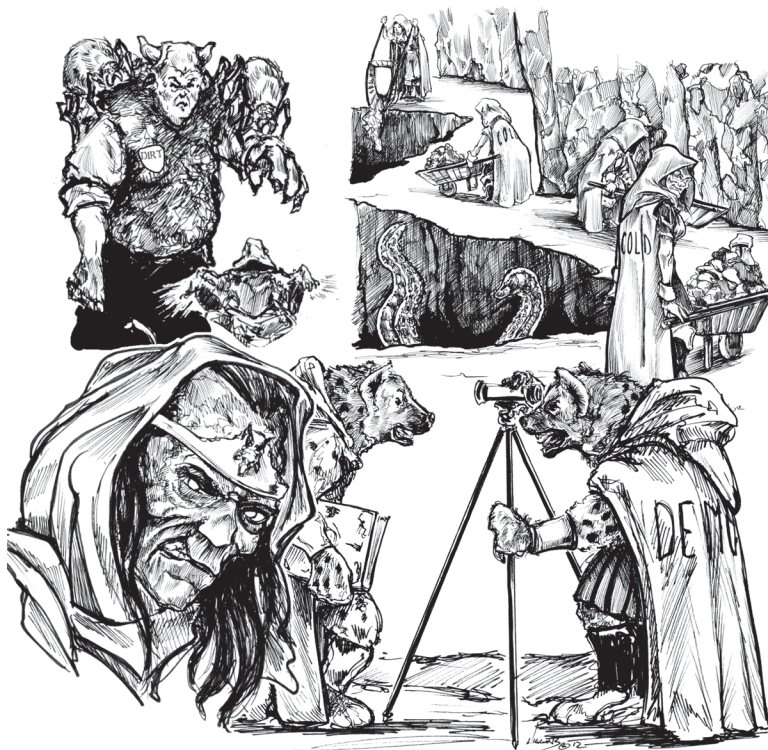
Worker Interaction

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, but may indulge in minor fracas with DEMO, and 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 rarely comply with a request not submitted in writing. They are thus quite likely to use force with almost anyone, and carry the appropriate weapons. Their reaction to visitors is usually hostile if impeded, but they will otherwise ignore them unless engaged.

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



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. COLD crews collect Dungeon Debris (*q.v.*) and sweep or even mop on occasion (mostly blood spills). All such subcontractors are members of Cleanup Operations—Lich Dungeon, and wear appropriate uniforms.

Each crew handles the cleaning for that level and the one above it; for example, the COLD HQ in this area (room 40) cleans levels 1 & 2. Their HQ stores carts & wagons and cleanup tools, and has some accommodation for personnel. There is a COLD HQ on each even-numbered level.

Modifications: DEMO

HQ: Level 5

Teams from the Dungeon Excavation & Modification Organization fulfill 'work orders' to make changes to the dungeon. Work Orders must be submitted in triplicate on proper yellow parchment forms. One copy goes to the Team, one to an office file, and one is immediately burned for security reasons. The individual submitting it must witness the destruction.

A DEMO team can be almost any composition and level of power, from 3 to 15 or even more. One or two Earth Mages will be present. If stonework is involved, though a small and simple excavation (such as cutting a doorway or expanding a pit) may be handled by evil humanoids of any sort. Ogres trained in woodworking handle most such work, including the making and carrying of doors. DEMO teams never handle repairs.

Repairs: DIRT

HQ: Level 7

A Dungeon Internal Repair Team repairs the physical structure of the dungeon on a part-time basis. This is a tough bunch, with plenty of magical power. Every dungeon dweller learns to keep clear of the DIRT; a mere glimpse is enough to cause any & all wandering monsters to proceed in the opposite direction, often with haste. A standard DIRT team includes 2 Earth Mages, 2 Ether Spiders, and 4 Rock Giants.

Map Scraps and Duplicate Maps

Dungeon Maps

All the maps of the wings and quadrants of *Lich Dungeon Level Two* are replicated here for your easy reference.

Remove or photocopy these pages and keep them handy as you refer to text descriptions.

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 the next page. You may also give out one or two before the characters ever enter *Lich Dungeon!* (Say that they were found in a previous adventure.)

Notes for the GM only (do not let players see this!): Eight mapscraps are on the next page. Clockwise from top right:

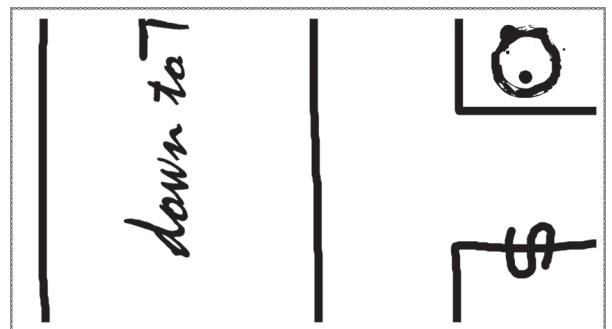
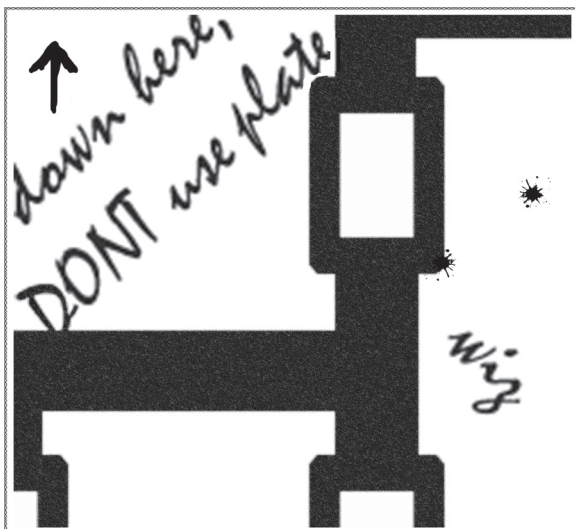
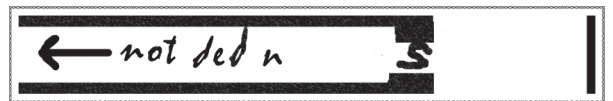
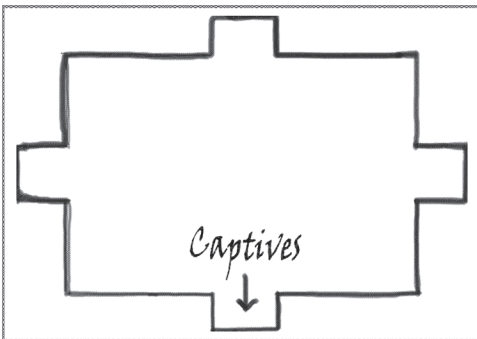
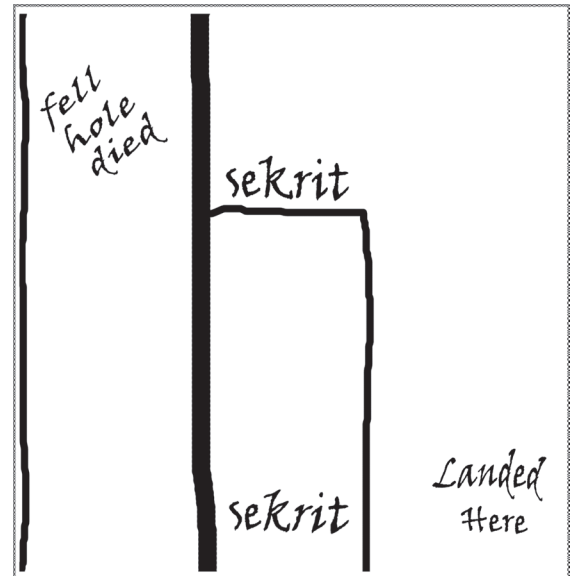
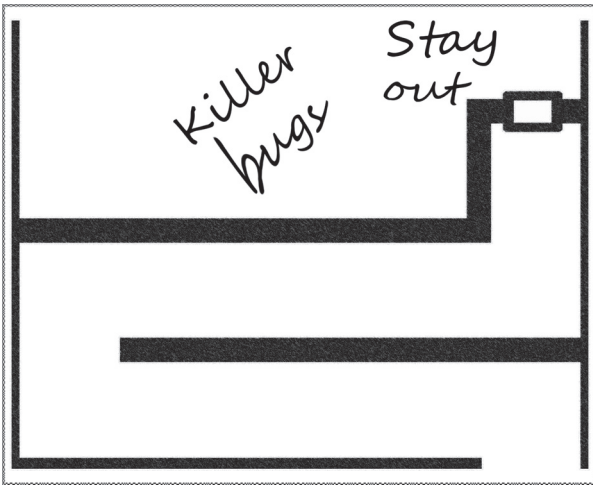
1. West temple (altar & perimeter), 2. Narrow corridor to 37 A or 97 A with Secret Door hint ("not ded (e)n(d)"), 3. Mrs. Smith's (or Weaves, reversed), 4. Nork C. Suite, 5. Stairs down (advising these instead of the plate; see Level Three for reasons), 6. Helpful dungeon outline (with torture chamber noted), 7. Floral SW (SE if reversed), 8. All 4 areas closest to the dungeon Center. The most important is, of course, this extra text inserted to try to divert unauthorized snoopers into reading the last part first.

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.

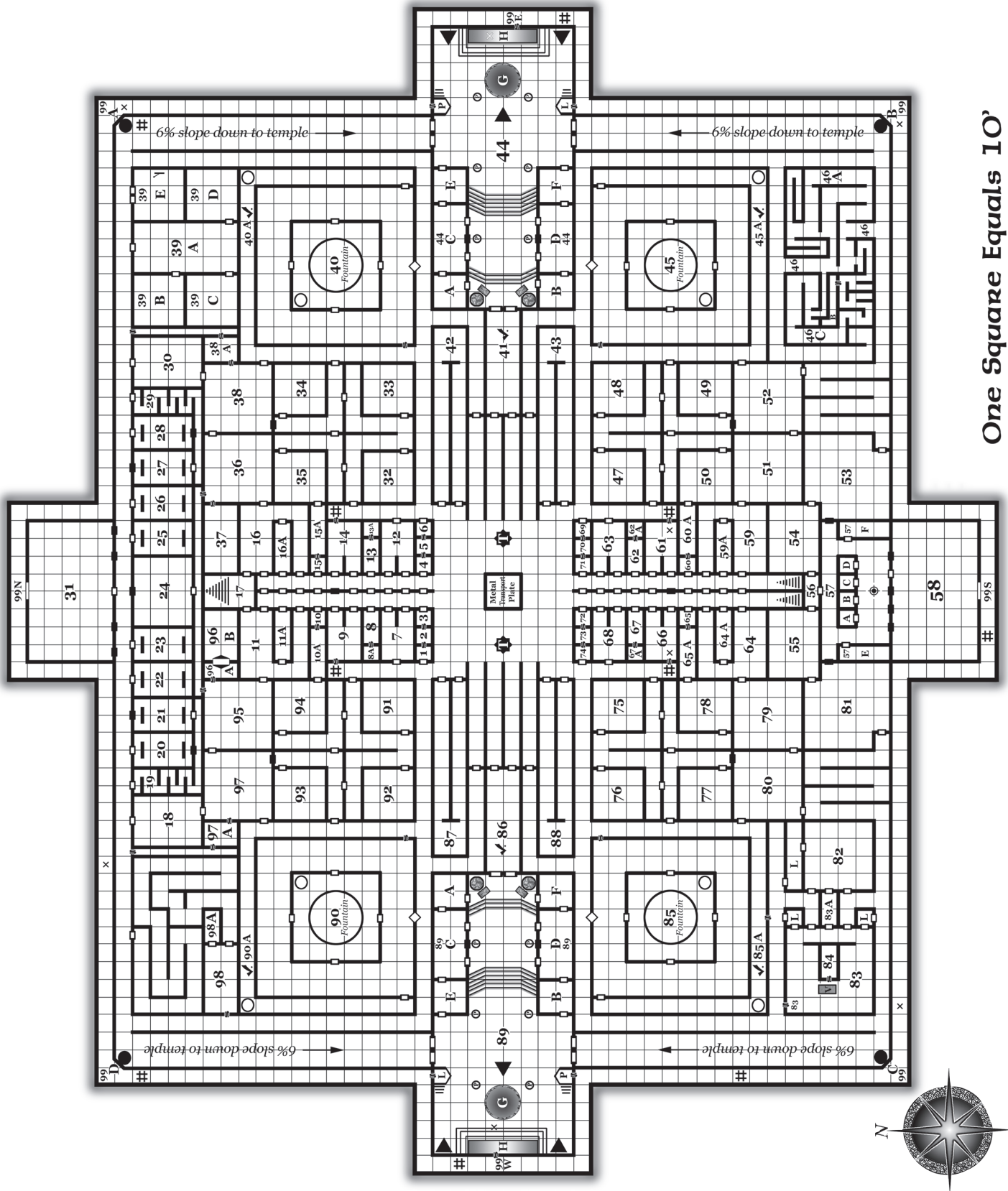
After MapScraps are handed out, save them in a standard envelope (easily clipped to a character sheet). It is best for one player of a regular gaming group to be responsible for keeping all the MapScraps, although their details should be available to all the players and characters.

MapScraps

Copy this page, then cut or tear along the edges, so they appear as if parts of a larger map.



Complete Dungeon Level Two

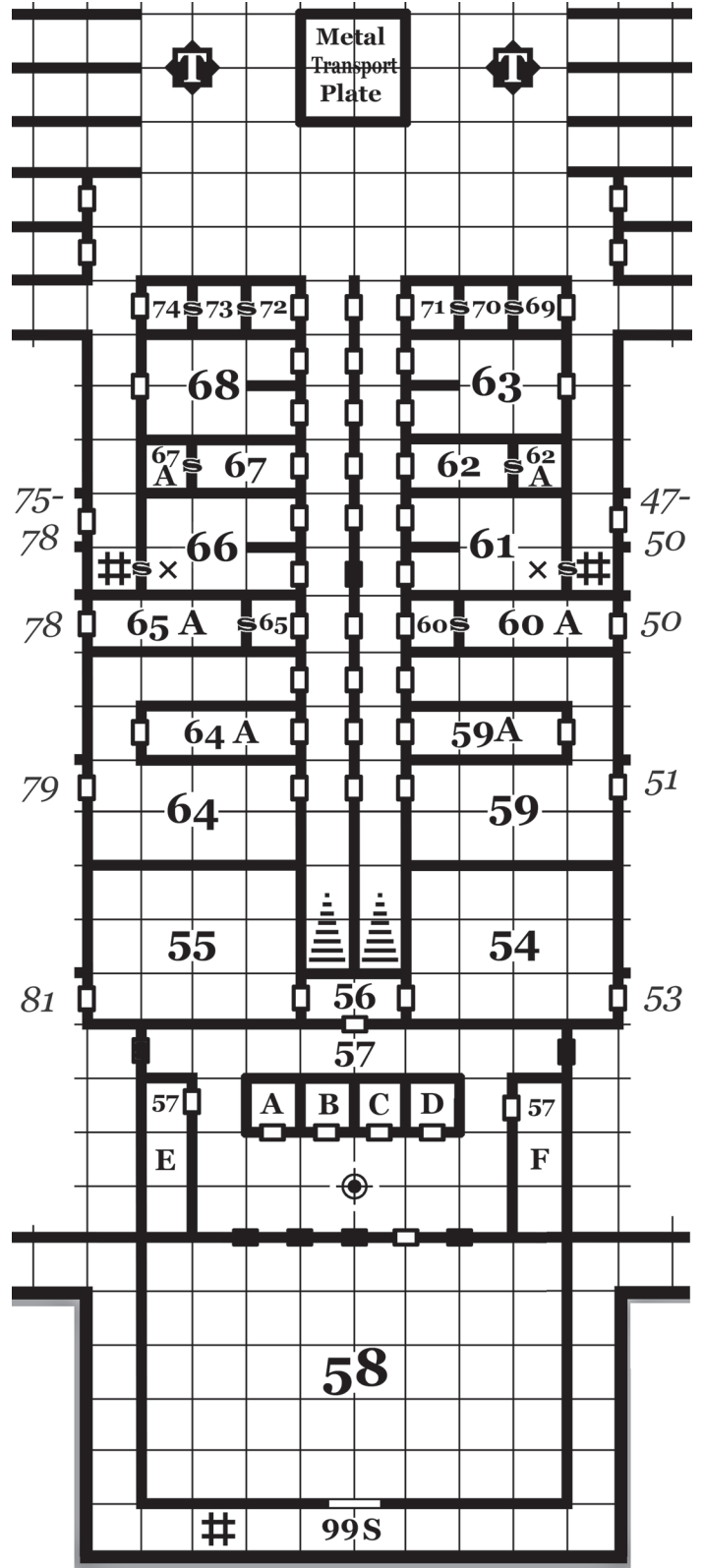
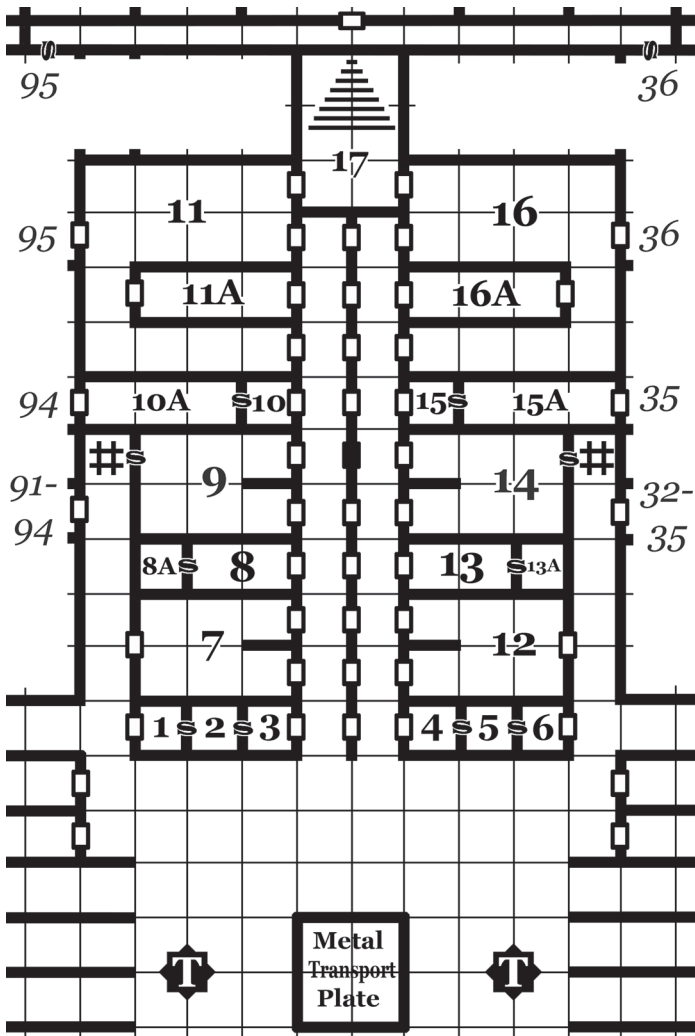


One Square Equals 10'

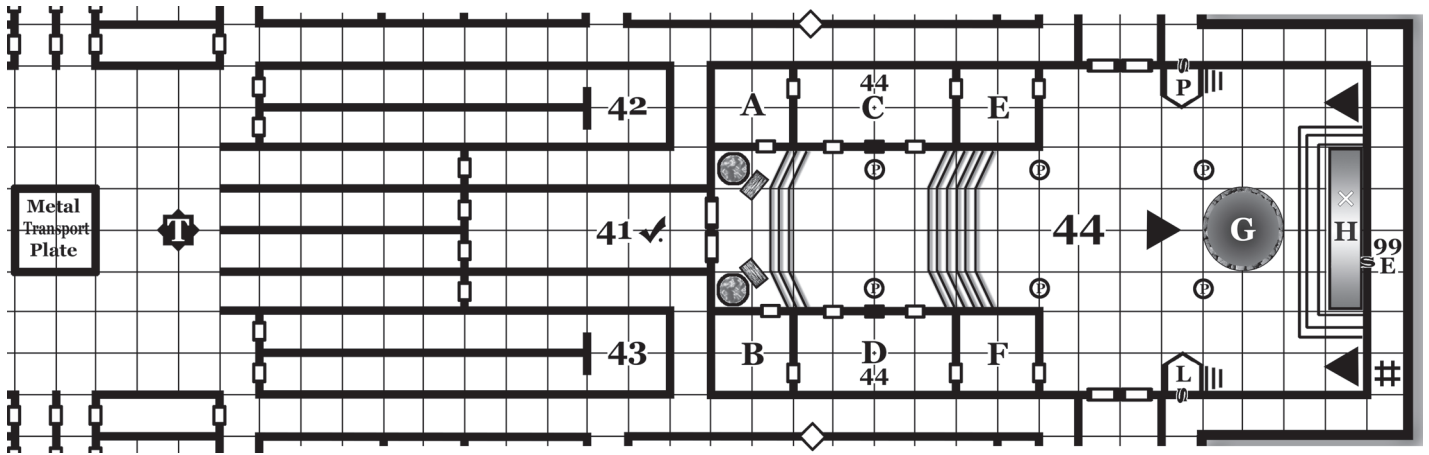
North Wing

South Wing

*"The Strip" is just north of this;
shown on next page*

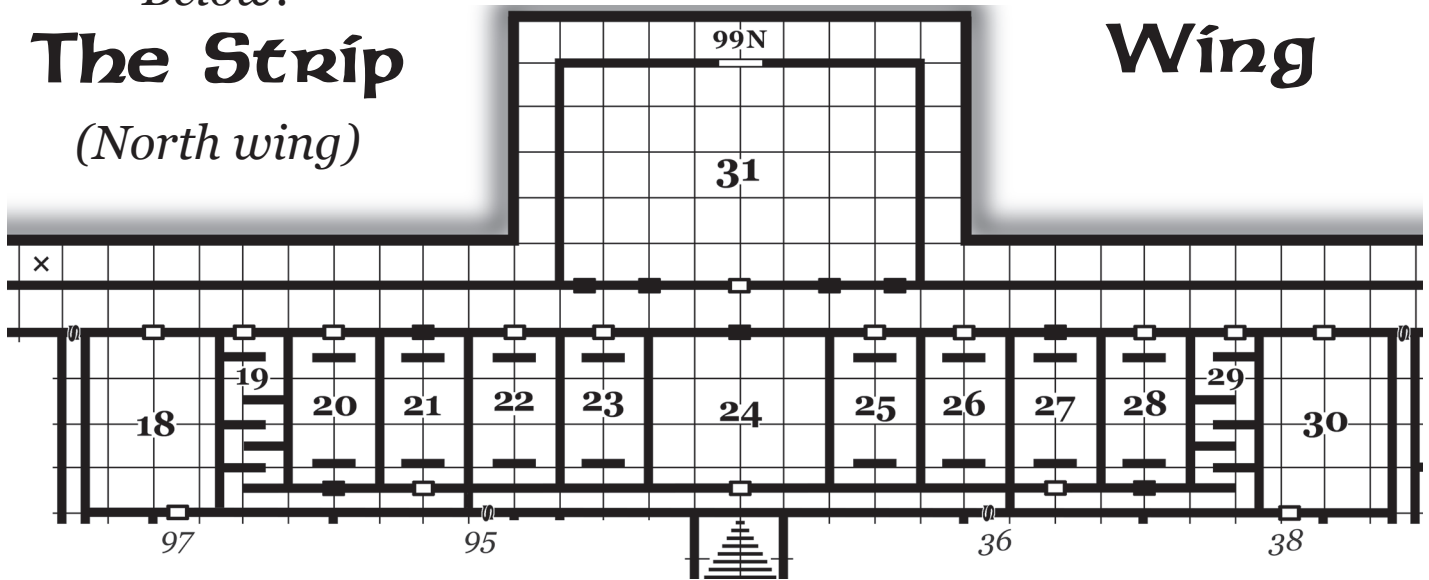


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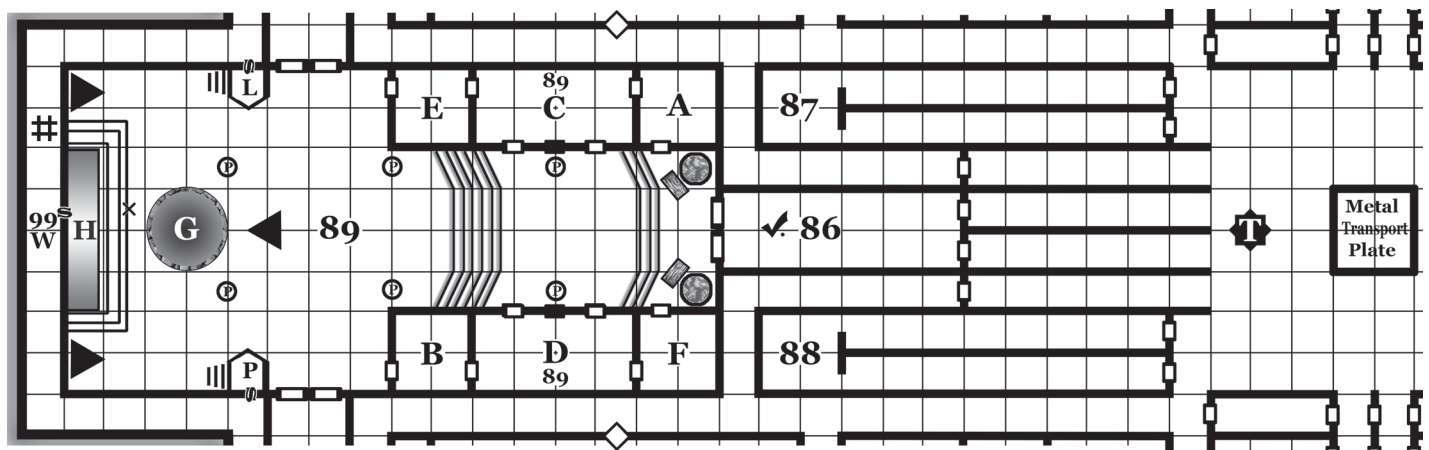


Above:
East Wing

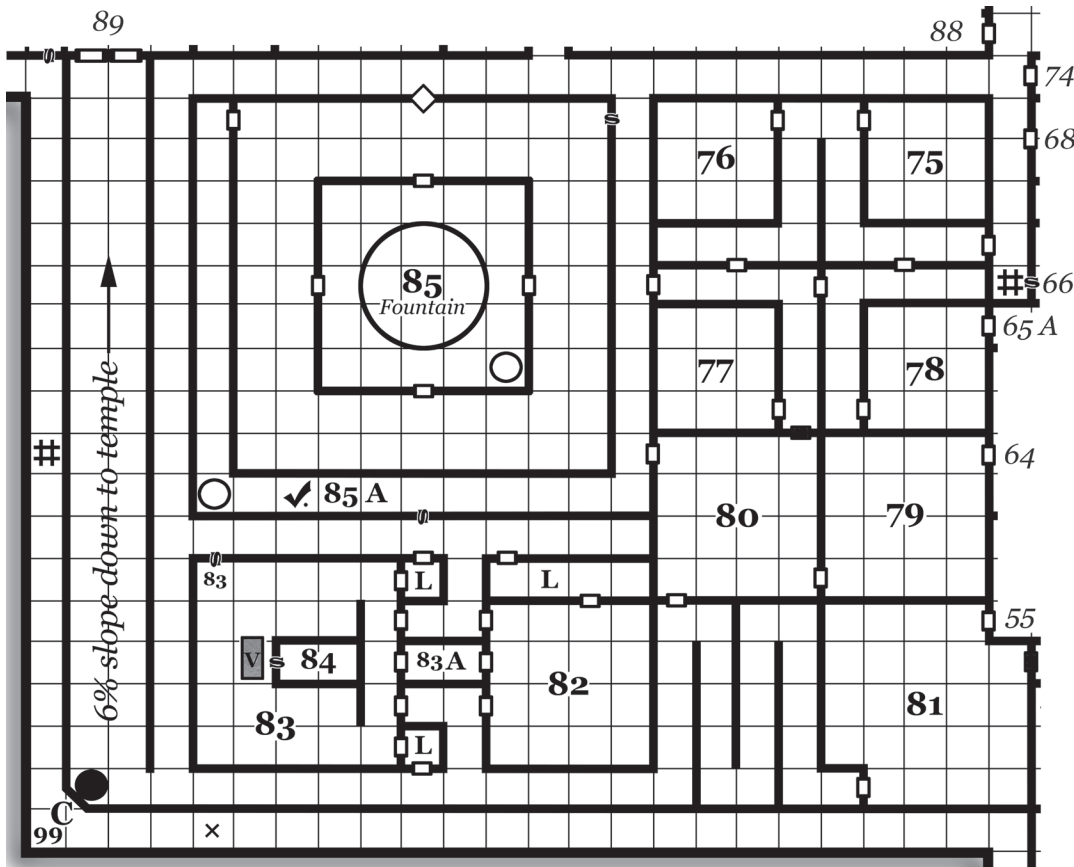
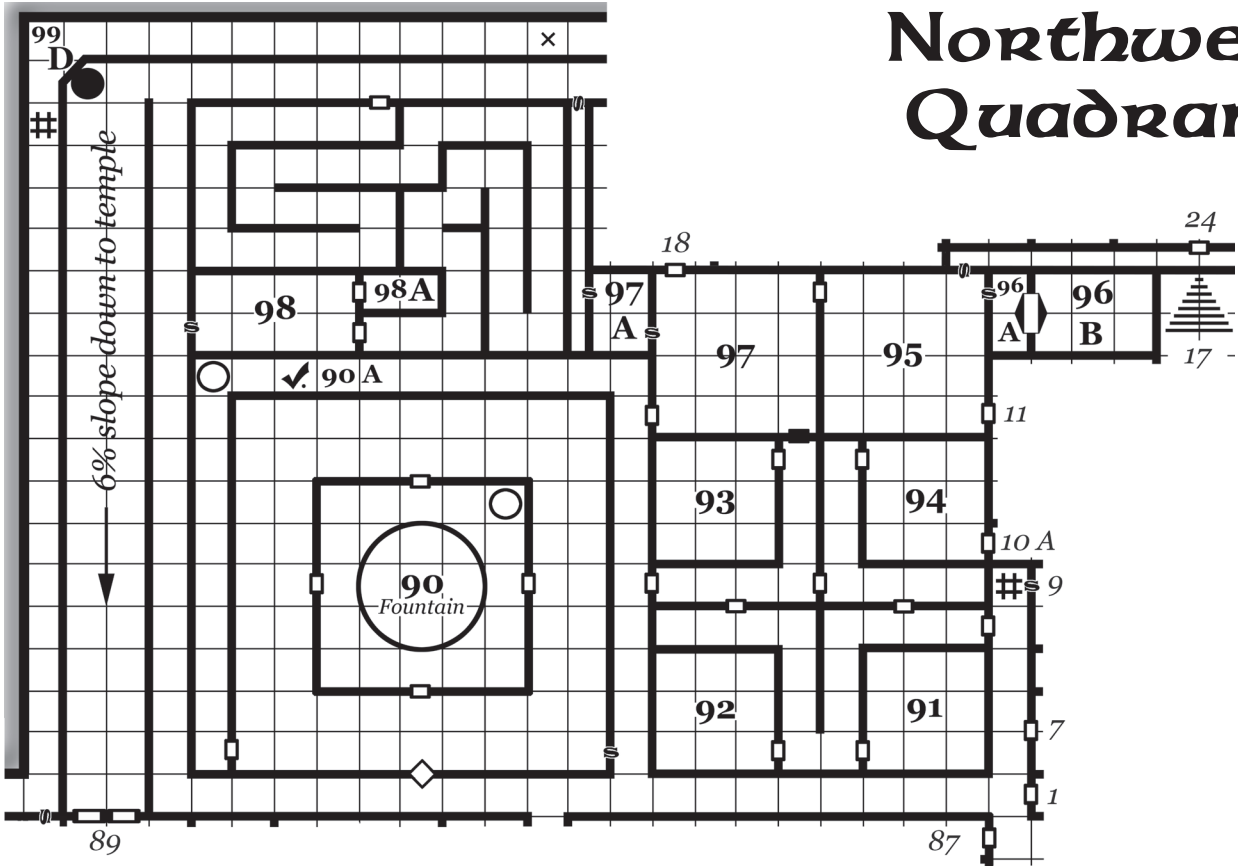
Below:
The Strip
(North wing)



Below: **West Wing**

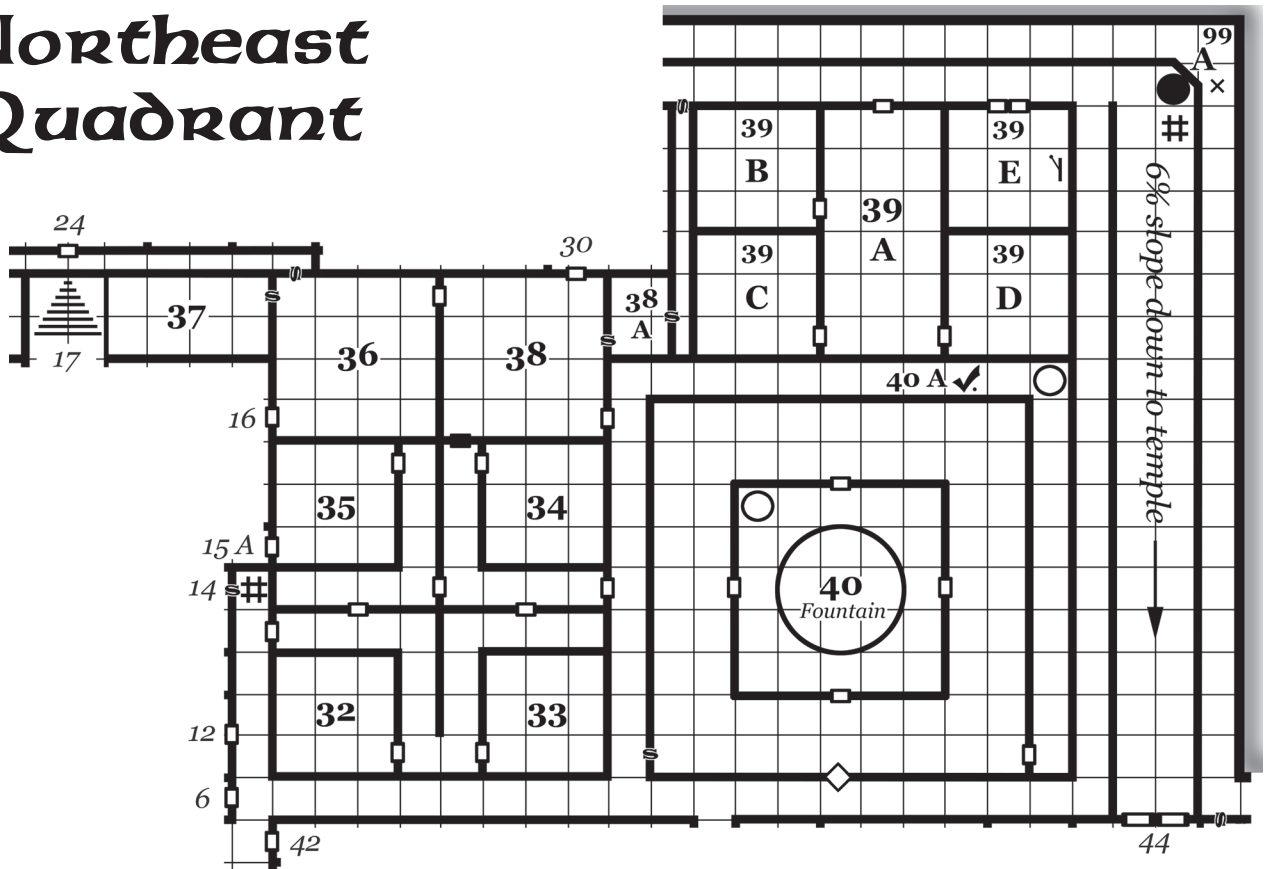


Northwest Quadrant

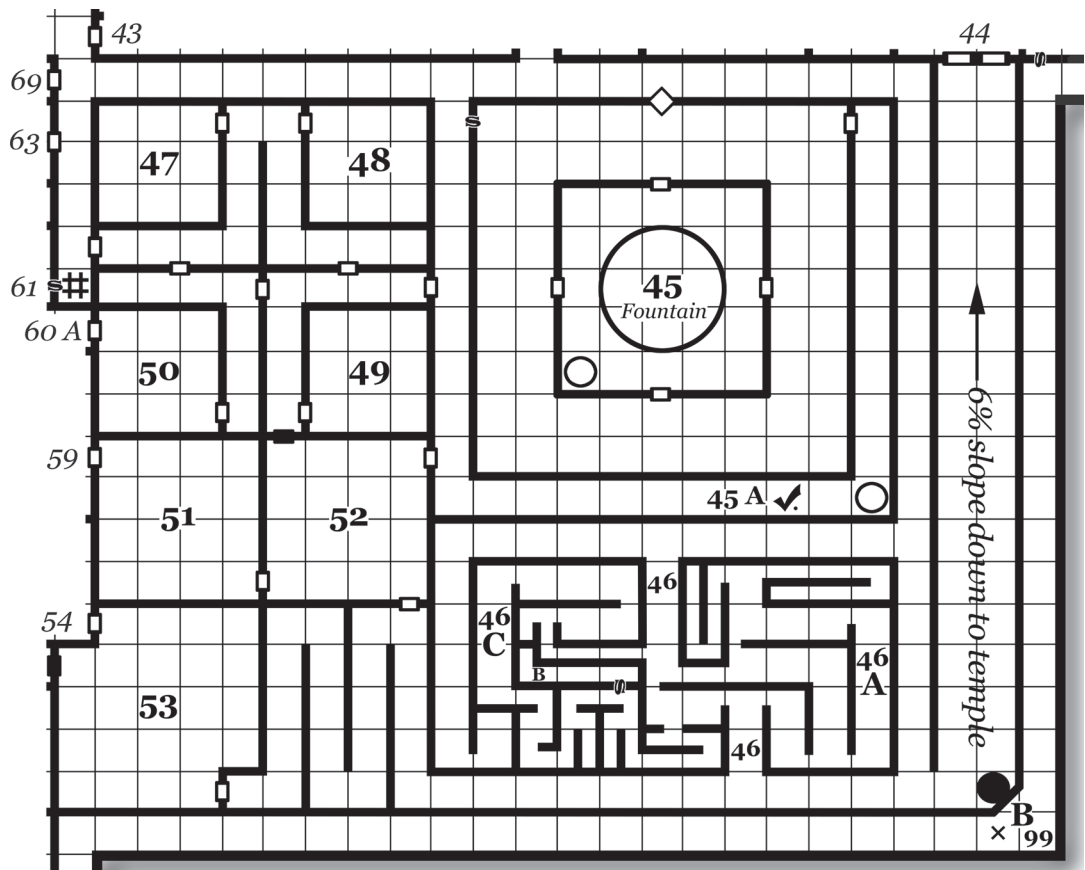


Southwest Quadrant

Northeast Quadrant



Southeast Quadrant



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for 5-7 players of moderate level
role playing systems

Once upon a time, a Lich bought a dungeon.

You've seen the top of it, if you have Lich Dungeon Level One.
This is Level Two. Please don't try to use it without its predecessor.

Got Level One? Fine. As you can see, this is bigger.
Level One was simple, just enough to introduce the place.
The challenge starts here.

Watch out for Norks, those tricky ore-nole hybrids.
Watch out for Gunges, the dangerous goops and blobs
that lurk everywhere and eat anything.
Watch out for air-things,
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With apartments & shops,
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while keeping its Old School roots.

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Hope to survive. Have a good game.



Fatality Rating: 50%

Lich Dungeon is designed for use with most fantasy roleplaying game systems.
Its is suitable for parties of three or more characters of moderate experience.