

OLD-SCHOOL ESSENTIALS

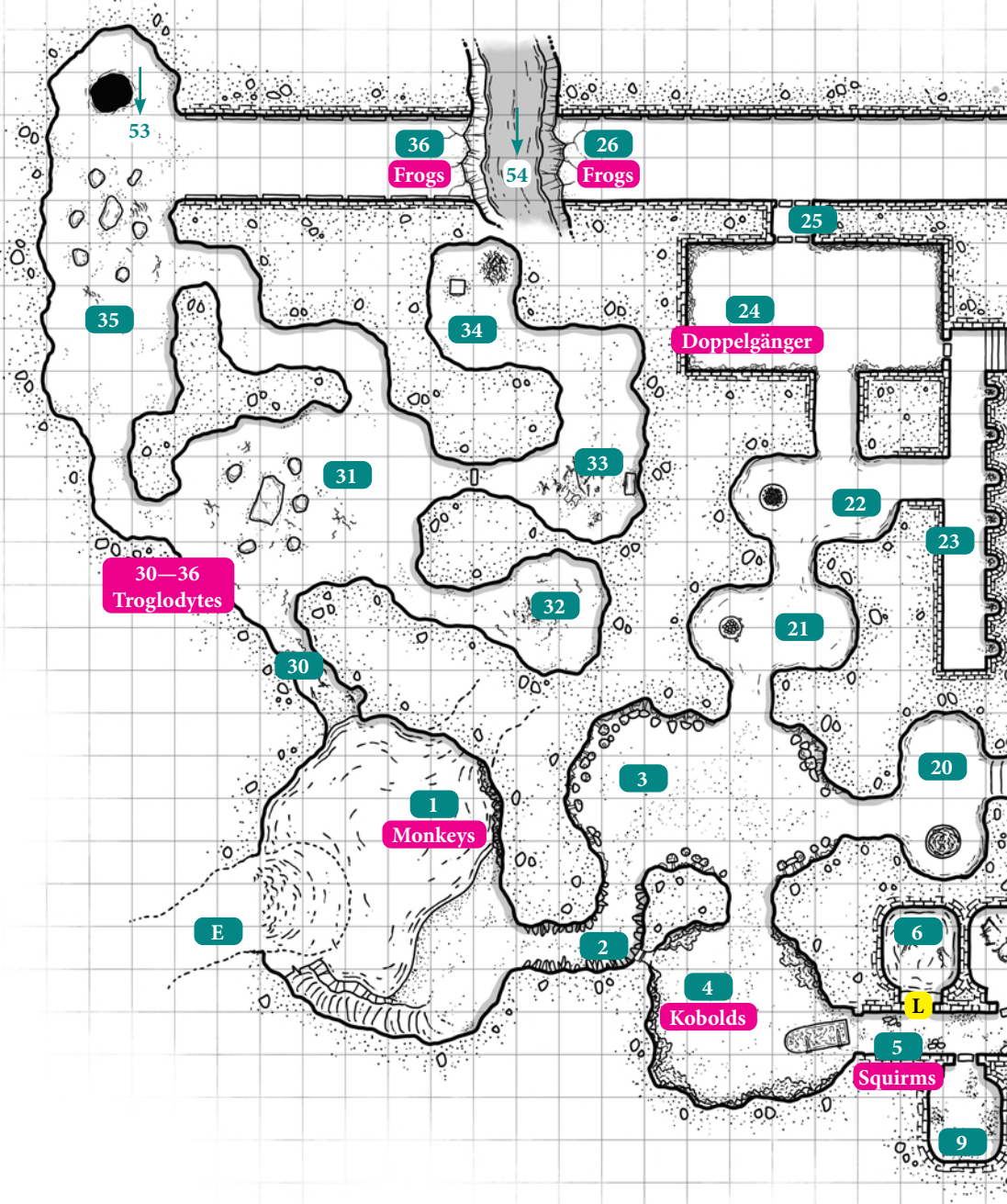
OFFICIAL ADVENTURE SCENARIO



THE INCANDESCENT GROTTOS

by Gavin Norman

Level 1





1 square = 5'

Locked doors

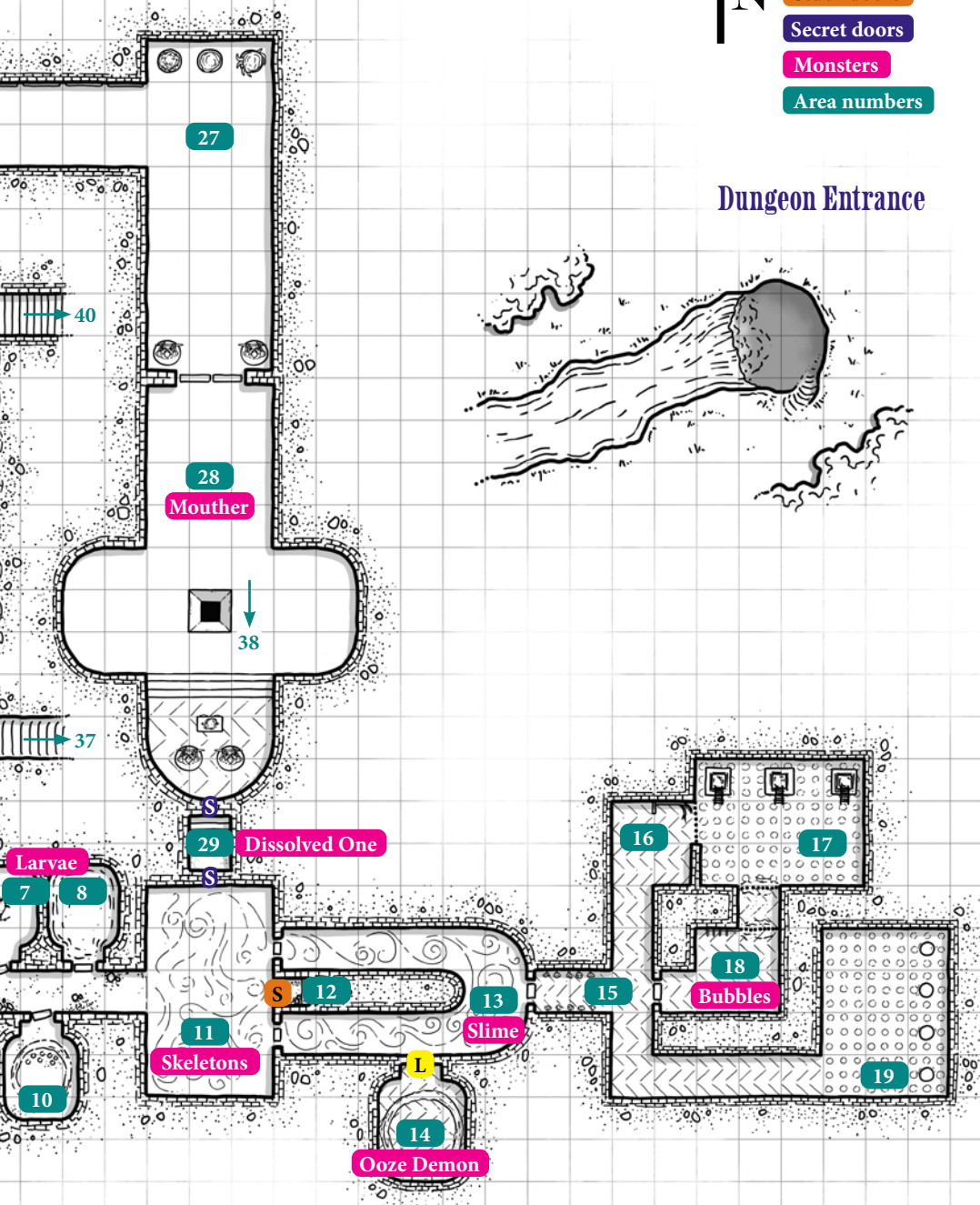
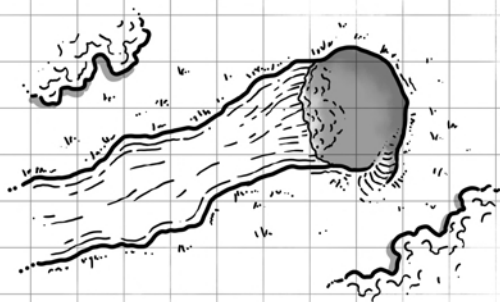
Stuck doors

Secret doors

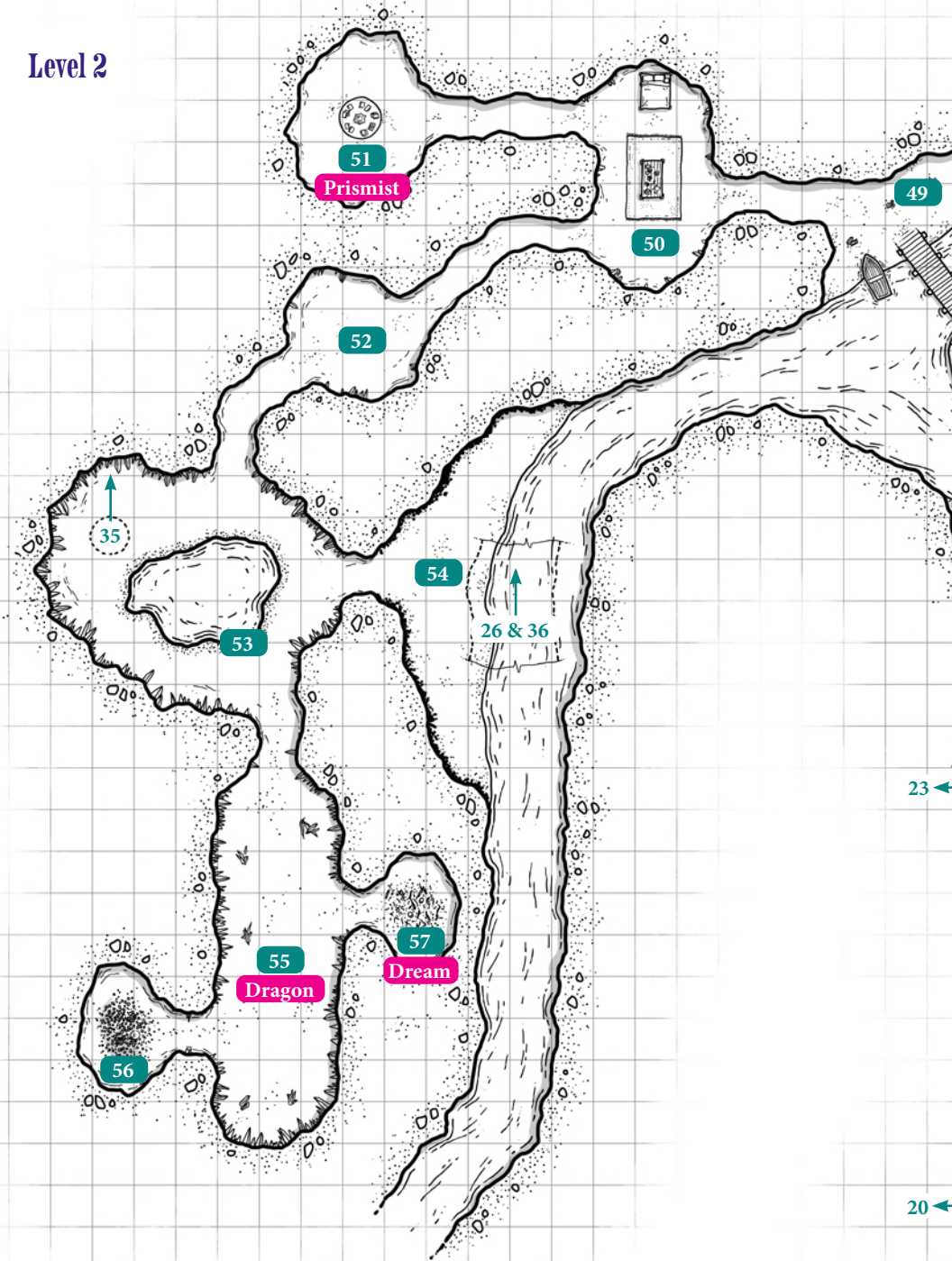
Monsters

Area numbers

Dungeon Entrance



Level 2



23 ←

20 ←

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The Incandescent Grottoes



Writing

Gavin Norman

Editing

Fiona Maeve Geist
and Jarrett Crader (MRC)

Layout

Anna Urbanek

Illustrations

Nate Treme

Cartography

Glynn Seal

Playtesting

John Anthony, Noah Green,
Frederick Münch,
Gavin Norman



**NECROTIC
GNOME**



**EXALTED
FUNERAL**

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Introduction

About This Adventure

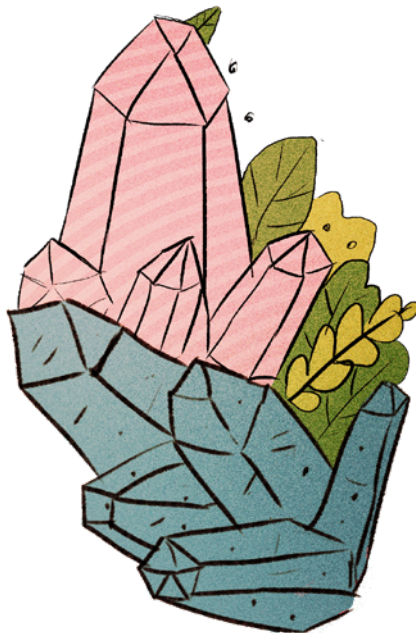
The Incandescent Grottoes presents a low level adventure location in the classic vein—a small section of the Mythic Underworld where the surface world's logic recedes and magic and monsters abound.

Old-School Essentials

Running this adventure, the referee requires a copy of **Old-School Essentials**. The Classic Fantasy and Advanced Fantasy flavours work equally well. Alternatively, use the classic Basic/Expert game or another derived rule set.

Character Levels 1-2

This adventure is suitable for 1st-2nd level PCs. Note: as an “old-school” adventure not all encounters are balanced to the PCs’ capabilities. Encourage judicious use of stealth, parley, and trickery in place of blindly rushing into combat.



The Mythic Underworld

The Mythic Underworld is a generic term for those subterranean realms, beyond the comforts of everyday life, where danger and adventure abound. The Mythic Underworld is not a ‘sensible’ place but a realm of perplexing mystery and dream logic, where PCs can fight weird monsters, uncover lost treasures, and die in horrid—and hopefully entertaining!—ways.

Campaign Setting

This dungeon may be placed in any enchanted, wild forest, referred to as the Magical Forest.

Adventure Overview

History

This portion of the Mythic Underworld has seen many inhabitants, including numerous mortals claiming ownership at one time or another. The dungeon currently lacks an overall owner, having fallen into obscurity these last centuries.

The Cult of the Faceless Lord

A large section of the dungeon consists of a demon worshipping cult's abandoned temple and facilities. The cult's leader was a chaotic magic-user communing with the Faceless Lord—demon prince of oozes and slimes. Eventually his lust for power led him to betray his demon master. The Faceless Lord's vengeance was swift and brutal, bringing about the cult's complete destruction.

Dungeon Factions

A number of intelligent creatures and factions currently dwell in the dungeon:

- ▶ **Troglodytes (Areas 30-36)**
Previously a well-organised cutthroat gang, but now in disarray following the recent murder of their leader by a rebel faction which has since absconded.
- ▶ **Rogue Prismist (Areas 49-52)**
A woman who has fled the ranks of the Imperial Prismists (the Emperor's most trusted servants), presently hiding in the grottoes, conducting research.
- ▶ **Dream Dragon (Areas 55-57)**
A crystal-eating dragon who is not averse to a morsel of flesh.
- ▶ **Ooze Cult (Areas 6-29 and 37-39)**
The cult's remnants remain (guardians and summoned monstrosities).
- ▶ **Necromancer (Areas 40-45)**
A magic-user using the crypts for his nefarious research but who does not dwell within.

Relationships

- ▶ **Troglodytes:** Fear the dragon. Wish to capture the invisible presence they've detected creeping through the dungeon (the Prismist).
- ▶ **Rogue Prismist:** Seeks to avoid being seen by the other factions.
- ▶ **Dream Dragon:** Detests the Troglodytes' stench. Hates whatever blocked access to Areas 50-52 (the Prismist).
- ▶ **Ooze Cult:** Unaware of the other factions.
- ▶ **Necromancer:** Covets the Ooze Cult's arcane secrets but has not dared to venture into the abandoned temple.

Monster Reactions

As PCs explore, they will invariably encounter monsters. The referee must decide how the monsters react—a suggested reaction is provided for some. These are only meant as guidelines—the referee always decides how a monster acts. Monsters without a suggested reaction may behave in any manner—the referee may roll on the **Monster Reaction** table in **Old-School Essentials** (under **Encounters**).

Harvesting Crystals

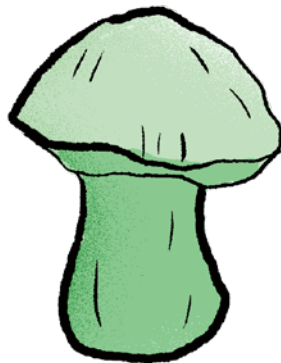
The dungeon features a number of beautiful crystal-lined grottoes. Players may wish to harvest these for sale.

- ▶ **Tools:** Crystals are delicate and can only be harvested (without destroying them!) using proper mining equipment.
- ▶ **Time and yield:** Each hour spent mining yields 4d20gp of crystals. The referee should check for Random Happenings (see rear endpapers) as normal.

The Underground River

A cold river runs from west to east through the dungeon, accessible from bays in Areas 19, 20, 47, and 48 and a bridge in Area 30.

- ▶ **Swimming in the river:** The river is cold and fast-moving, making it dangerous to swim in. Characters have a 1-in-20 chance of drowning per round (1-in-6 if wearing heavy armour). Swimming upstream requires a successful STR check each round.
- ▶ **Boating:** Boats are carried eastwards at 30' per round. Rowing upstream requires a successful STR check each round.



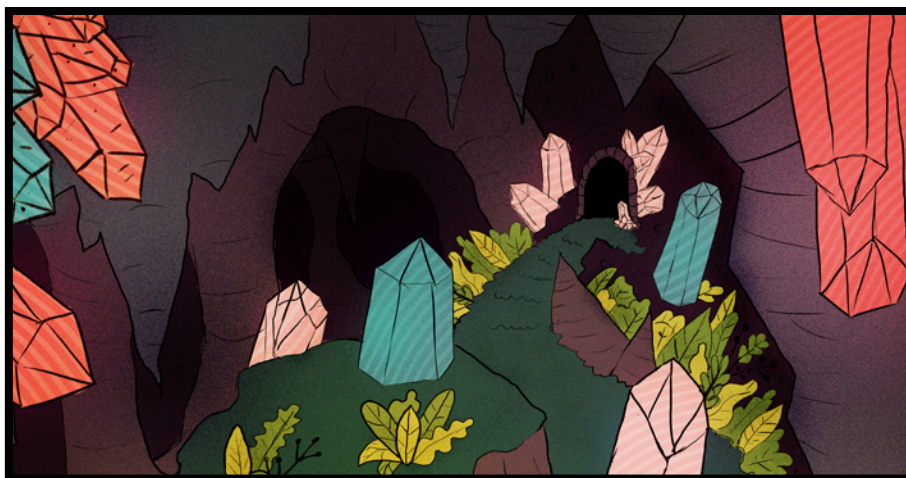
Rumours

The referee may provide players with one or more of the following rumours.

False rumours are appended with (F) and the partially true with (P).

d10 Rumour

- 1 A water dragon lairs in a great submerged cavern. (P)
- 2 A notorious outlaw band uses the caves. Imperial soldiers are heading to flush them out. (P)
- 3 Those caves used to host human sacrifices. Devils still dwell there. (P)
- 4 Mischievous fairies haunt the grottoes. (F)
- 5 Nogfolio's fabled brass hand—with the power to throw lightning bolts—was lost within. (F)
- 6 The local fungi are deadly poisonous! (F)
- 7 The caves may appear beautiful to the eye but stink of Troglodyte.
- 8 An odd fellow clad in black was spotted furtively carting barrows of bones into the caves.
- 9 A ruined accursed temple—filled with great treasure!—lies in the caves.
- 10 An Imperial Prismist entered the grottoes a few months past and never returned.



Treasure in the Dungeon

The following treasure is located in the dungeon. As much of it is hidden, only cunning and thorough parties will find it all!

Level 1

Area	Treasure
4	84sp. <i>Scroll of hold person</i> (clerical).
6	Silver casket (100gp). <i>Scroll of charm monster</i> . <i>Potion of healing</i> . Black pearl (500gp). Silver pendant (250gp).
9	<i>Scroll of cure light wounds</i> .
10	100pp. <i>Scroll of gelatinous transformation</i> .
11	2 jewelled medallions (200gp each).
14	<i>Scroll of cure light wounds</i> . <i>Potion of gaseous form</i> . Obsidian amulet. Ritual dagger (1,500gp).
17	Obsidian amulet. <i>Silver dagger +1</i> . Opal necklace (1,000gp).
21	10 gems (250gp each).
24	100gp. 50pp. Diamond (1,000gp).
26	Platinum ring (200gp).
28	2 chalices (1,000gp each). <i>Shield +2</i> . <i>Ring of plant control</i> . 12 platinum ingots (300gp each).
33	23cp. 12gp. Map.
34	1,200gp. <i>Potion of poison</i> . Malachite bracelet (500gp). Silver jewellery box (200gp). 5 arrows +1, short sword +2.
35	44gp. Gold teeth (60gp). Pearl (50gp). <i>Ring of smell-nullification</i> .

Total monetary treasure: 15,974gp.

Level 2

Area	Treasure
39	48 electrum octagons (20gp each). <i>Scroll of cure light wounds and cure disease</i> . <i>Scroll of blacklight and wraithform</i> . <i>Magic mirror</i> . 5 sling bullets +1.
42	Silver crown (1,200gp).
43	Tin necklace (3gp).
47	3,000gp. 2 gold bracelets (500gp each). Gold amulet (1,500gp).
50	<i>Lamp of fictitious finery</i> .
51	50pp. <i>Ring of protection</i> . <i>Dagger +2</i> . <i>Prism of life trapping</i> .
56	6,000sp. 15,000gp. 3 bracelets (900gp each). Tiara (1,100gp). <i>Potion of invisibility</i> .

Total monetary treasure: 27,313gp.



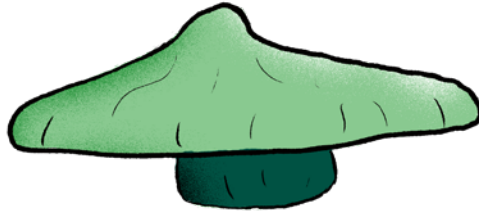
Random Happenings

1-in-6 Chance per Turn

Every turn, roll 1d6. On a 1, roll 1d12 and consult the following table. Encounters with monsters occur 2d6 x 10' apart.

Level 1

d12	Event
1	A rushing gust of wind, accompanied by ghostly voices moaning "Save us from the Faceless One!"
2	A wagging, finger-sized, green mushroom (edible, heals 1d4hp) pops out of a wall.
3	A damp patch on a wall coalesces briefly into a face, whispering "Dissolution."
4	PCs shudder as an aura of freezing cold sweeps through.
5	PCs' light sources flicker violet and tangerine for 1 turn.
6	A cacophony of babbling voices echoes from afar.
7	2d6 Kobolds (see Area 4 for stats) searching for a gang of charlatan moss-peddlers.
8	1d3 Troglodytes (from Area 35) quietly conspiring to murder Pidder.
9	1d3+1 Imperial Soldiers (plate mail, prism-topped helmets) searching for a woman with a crystal-tipped staff (the Rogue Prismist in Area 51). AC 2 [17], HD 1 (4hp), Att 1 x sword (1d8), THACO 19 [0], MV 60' (20'), SV D12 W13 P14 B15 S16 (F1), ML 9, AL Neutral, XP 10.
10	A Carcass Crawler laying eggs in a giant rat's corpse. AC 7 [12], HD 3+1* (14hp), Att 8 x tentacle (paralysis), THACO 16 [+3], MV 120' (40'), SV D12 W13 P14 B15 S16 (2), ML 9, AL Neutral, XP 75.
11	A black-robed Necromancer and 1d6 Guards heading for Area 40 with a sack of bones. Necromancer: AC 8 [11], HD 4* (10hp), Att 1 x dagger (1d4) or 1 x spell, THACO 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15 (MU4), ML 7, AL Neutral, XP 125. Spells <i>charm person</i> , <i>sleep</i> , <i>ESP</i> , <i>web</i> . Guards: AC 2 [17], HD 1 (4hp), Att 1 x spear (1d6), THACO 19 [0], MV 60' (20'), SV D12 W13 P14 B15 S16 (F1), ML 9, AL Neutral, XP 10.
12	2d4 Giant Centipedes scuttling along the walls. AC 9 [10], HD ½* (2hp), Att 1 x bite (poison), THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 7, AL Neutral, XP 6. Poison save or become horribly sick for ten days: no physical activity possible except half speed movement.



Level 2

d12 Event

- 1 A procession of pale, cloaked phantoms drifts towards the tomb (Area 47) before disappearing.
- 2 Prismatic vapour hisses from a crack in a wall. If inhaled, **save versus spells** or fall unconscious for 1 turn. (While unconscious, the PC has a vision of a random unexplored dungeon area).
- 3 Jaunty pipe music and cavorting voices echo through the halls.
- 4 A purple mist rises, filling a 20' cubic area within 3 rounds, evaporating after 1 turn. PCs within are teleported to Area 54.
- 5 A great green eye opens in a wall, momentarily observes PCs, then closes.
- 6 A floating skeletal human hand points towards the nearest treasure before crumbling to dust.
- 7 A lost **Janitor Zombie** (from Area 44) mindlessly sweeps.
- 8 The **Prismatic Shade** (from Area 46) furtively peers into a pulsating crystal.
- 9 The **Rogue Prismist** (from Area 51) heading towards the surface (via the Area 40 stairs).
- 10 1d3 **Tentacled Shadow Masses** (as Shadows – see **Old-School Essentials**) seeking life essence to absorb.
- 11 1d4+1 **Giant Mutant Frogs** engaged in a ritualistic battle for dominance.
AC 7 [12], **HD** 1+4 (8hp), **Att** 2 x talons (1d2), 1 x bite (1d4+1), **THACO** 18 [+1], **MV** 60' (20') / 120' (40') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 15.
- 12 1d4 elixir-addled **Lizard Men** daubed with blue paint, seeking the "sacred caverns beyond the waterfall" (lost and befuddled).
AC 5 [14], **HD** 2+1 (10hp), **Att** 1 x spear (1d6+1), **THACO** 17 [+2], **MV** 60' (20') / 120' (40') in water, **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 25.

Area Descriptions: Level 1

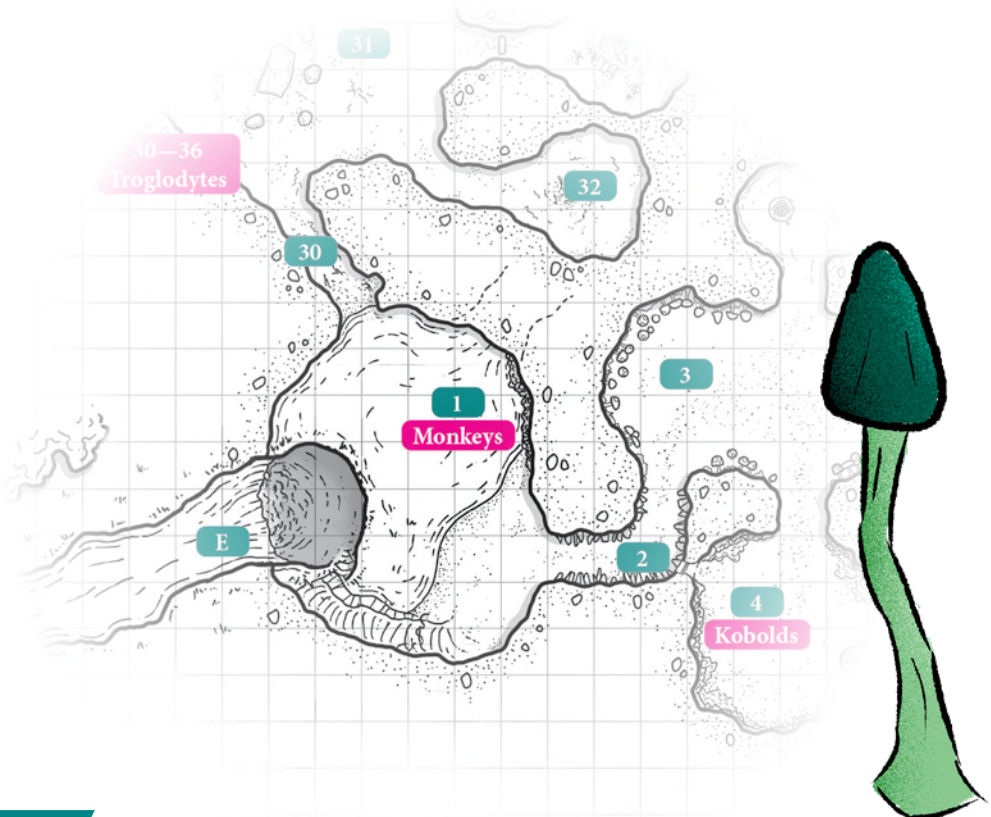
Dungeon Entrance

Airy forest glade (wide and clear). **Dream-like atmosphere** (time seems to dawdle). **Cheery stream** (runs through glade, bubbling over rocks).

Rocky Opening

Gaping hole in the ground (15' across, 20' deep). **Misty waterfall** (stream cascades underground). **Rocky sides** (lush patches of moss and ferns). **Rough stone stairway** (cut into the hole's rocky side, leading down).

- ▶ **Looking in:** 20' down a tranquil pool and a sandy beach are visible (Area 1). Chirruping animals are audible.
- ▶ **Examining the stairway:** Smooth rocks, sandy earth patches scattered with animal droppings (experts may recognise monkey droppings). A web-toed humanoid footprint is spotted (descending).
- ▶ **Descending the stairway:** Leads to the sandy beach (Area 1). No danger traversing unless running.



1 Swimming Simians

Natural cavern (rough stone walls). **Open to the sky** (20' up, forest glade). **Rough stone stairway** (cut into the cave's rocky side, leads to the forest). **Misty waterfall** (cascading from above). **Tranquil pool** (clear, enticing water, 20' deep). **Sandy beach** (soft white sand). **Bubble moss** (patches on eastern wall).

- ▶ **North:** Sinister, pitch dark passageway.
- ▶ **East:** Pulsating purple/orange glow.
- ▶ **Looking into the pool:** An underwater tunnel at the pool's base (10' across) leads from the north-east corner. Monkeys cling to rocks on the bottom, languidly chewing on water weeds.
- ▶ **Swimming:** The falls agitate the cool water, but present no danger to unencumbered swimmers. Skilled swimmers (referee's judgement) can swim down to the underwater tunnel and enter level 2 (south of Area 54).

Troglodyte Spy

There is a 3-in-6 chance of a Troglodyte (from Area 35) lurking in the north passageway's shadows. If the PCs are spotted, it sneaks to Area 35, alerting its companions.

2 Crystal Corridor

Crystal grotto (6' high). **Sandy floor** (soft white sand). **Pulsating crystals** (cover walls and ceiling).

- ▶ **West:** Splashing water and animal chirruping.
- ▶ **Passing through the corridor:** 3-in-6 chance Area 4's kobolds are spying on PCs.
- ▶ **Examining the sand:** A web-toed humanoid footprint is spotted (heading west).

Pulsating Crystals

Prismic growths (6" long). **Pulsating glow** (phasing purple / orange).

Chirruping Monkeys

- ▶ **Cute red-cap monkeys** (18" tall, brown fur, red heads). **Lounging** (laying on the sand). **Swimming** (playfully splashing). **Diving** (to the pool's bottom).
- ▶ **Reaction:** Passively observe PCs. Shriek and flee at loud noise or violence.
- ▶ **Observing the monkeys:** If PCs patiently observe the monkeys' behaviour, they notice the monkeys submerge for a long time eating water weeds (able to breathe water?) and periodically eat the bubbly moss growing on the east wall (Bubble Moss).

RED-CAP MONKEYS

AC 6 [13], **HD** ½ (1hp), **Att** 1 x claws (1 damage), **THACO** 20 [-1], **MV** 120' (40'), **SV** D14
W15 P16 B17 S18 (NH), **ML** 6, **AL** Neutral, **XP** 5

Bubble Moss

Tussocks of lime-green moss (2" clumps). **Tiny spheres on stalks** (seem to float, lighter than air).

- ▶ **Touching:** Burst on contact, releasing a yeasty puff.
- ▶ **Eating:** Syrupy flavour. Swallowing a handful grants 1 hour of underwater breathing.

- ▶ **Examining the crystals:** Giddy feeling of observing an expansive depth within.

- ▶ **Gazing into the crystals:** 1d3 turns slip away unnoticed. Characters with WIS or INT as a prime requisite feel mentally cleansed, healing 1hp. Others feel paranoid and suffer -1 to attacks and saves for 3 turns.

Spy Hole

Square (9" across, 3' long, clearly artificial). **Metal grille** (rusted, 1" gaps). **Crawling with bugs** (spiders and centipedes).

- ▶ **Peering in:** Glimpse Area 4: kobolds gathering moss, purple glow.

3 Crystals and Mushrooms

Crystal grotto (12' high). **Milky glowing crystals** (hang from ceiling, 2' long, dripping slowly). **Sandy floor** (wet white sand). **Red mushrooms** (covering walls, scarlet pimperelles).

- ▶ **South-west:** Pulsating purple / orange glow.
- ▶ **South-east:** Keening sound, purple glow.
- ▶ **Examining the sand:** Several web-toed humanoid footprints are spotted (heading south).

Scarlet Pimperelles

Tall, wide-capped mushrooms (1' long). **Shocking red** (scarlet cap, orange stem). **Growing on walls** (clusters).

- ▶ **Examining:** Strong cinnamon odour. Slimy flesh.
- ▶ **Eating:** Roll 1d6. 1: Faint for 1d6 turns. Unaffected by eating more. 2-3: Heal 1hp. 4-5: CON check or violently vomit. 6: No effect.

4 Fallen Door

Crystal grotto (12' high). **Metallic grey crystals** (hang from ceiling, 2' long, keening gently). **Sandy floor** (wet white sand). **Glowing purple moss** (blanketing walls).

- ▶ **Entering:** The keening crystals emit a deep, rasping voice: "Bow, mortal, before the Faceless Lord!"

7 Kobolds

Snivelling canid humanoids (3' tall). **Scaly skin** (rust coloured). **Harvesting purple moss** (they brew it).

- ▶ **Reaction:** Cowardly, wary of attacks. Avoid combat unless obviously superior. If threatened, trade helpful reconnaissance (mostly fabricated).

KOBOLDS

AC 7 [12], **HD** ½ (2hp), **Att** 1 x spear (1d6 – 1), **THACO** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6, **AL** Chaotic, **XP** 5

- ▶ **Infravision:** 90'.
- ▶ **Hate gnomes:** Attack on sight.
- ▶ **Items:** Backpacks full of purplescent moss. Pouches (12sp). One also has a divine *scroll of hold person* (which it does not know how to use).

Carved Archway (East Passage)

Imposing stone (8' tall). **Decorative carvings** (people writhing in agony, some naked with dissolving flesh, others skeletal).

Fallen Door

Collapsed before the archway (clearly once set in the arch). **Heavy stone** (dark grey, pockmarked).

- ▶ **Lifting the door:** Requires a combined 25 STR. The underside is carved with warped script: "Only the fleshless may proceed".

Spy Hole

Square (9" across, 3' long, clearly artificial). **Metal grille** (rusted, 1" gaps). **Crawling with bugs** (spiders and centipedes).

- ▶ **Peering into the hole:** See pulsating purple/orange crystals (Area 2).

Purplescent Moss

Lustrous, purple moss (1" thick). **Violet glow** (pulses bright then dims). **Crawling** (sways like seaweed).

- ▶ **Examining:** Tiny waving hands tip the fronds.
- ▶ **Touching:** The tiny frond-hands grasp lightly onto whatever touches them.
- ▶ **Eating:** Character's skin emits a pulsing violet glow the next 1d6 turns.

5 The Doors of the Masters

Dark stone blocks (pockmarked, walls, ceiling 8', and floor). **Dank** (dripping from ceiling). **Wet debris** (small piles of sand and fallen broken ceiling stones). **Solid stone doors** (tightly sealed).

- ▶ **West:** Keening sound, purple glow.
- ▶ **Door to 6:** Tarnished brass plaque: "Master of Ooze." Locked. Knocking: sound of solid matter beyond.
- ▶ **Door to 7:** Ajar. Rustling audible within. Tarnished brass plaque: "Master of Dissolution".
- ▶ **Door to 8:** Cobwebbed brass plaque. If cleared: "Master of Slime". Knocking: sound of liquid beyond.
- ▶ **Door to 9:** Holes where (missing) plaque was attached.
- ▶ **Door to 10:** Ajar. Heavily tarnished brass plaque (partly illegible): "Mas... of ... gel...".

2 Gelatinous Squirms

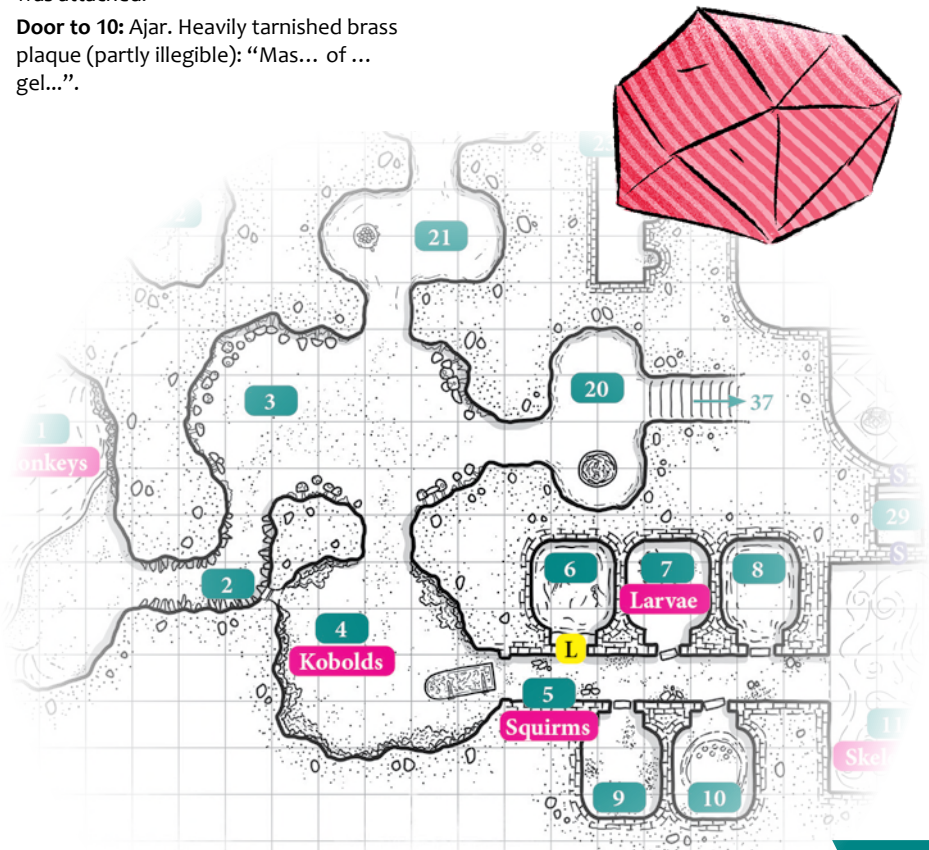
Slug-like (4' long). **Slimy** (leave trails). **Near transparent** (translucent white internal organs). **Lurk silently** (on the ceiling).

- ▶ **Reaction:** Mindless hunger for living flesh, drop on passersby.

GELATINOUS SQUIRMS

AC 8 [11], **HD** 2 (hp 6, 10), **Att** 1 x bite (1d3), **THACO** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Neutral, **XP** 20

- ▶ **Surprise:** On a 1-4, due to near-transparency.
- ▶ **Cling:** Can ooze along walls and ceilings.



6 Ooze-Filled

Dark stone blocks (pockmarked, walls, ceiling 8', and floor). **Ooze-filled** (pale green transparent jelly block).

- ▶ **Opening the door:** Hasty characters may walk into the ooze block filling the room.
- ▶ **Touching the ooze:** Wobbly, sticky. Dissolves organic matter (1 damage to flesh).
- ▶ **Peering in:** Objects are visibly embedded inside (see below).
- ▶ **Digging ooze:** Slicing or shoveling out ooze exposes the embedded objects, taking 1 turn per object.

Embedded in the Ooze

Cast iron bed frame (flame-like embellishments). **Silver casket** (1' square, worth 100gp). **2 black urns** (ceramic, sealed). **Steel box** (1' square, 6" deep). **Crumpled skeleton** (blackened, collapsed in a corner).

- ▶ **Inside the casket:** A tome bound in snake-skin. Written in demonic tongue detailing arcane procedures for commanding oozes. One page is an arcane *scroll of charm monster* that only works on oozes and slimes.
- ▶ **Inside the urns:** One is full of sandalwood charcoal (*potion of healing* at the bottom), the other black glass beads (a thorough search reveals a 500gp black pearl).
- ▶ **Inside the box:** 4 6" wooden cubes.
- ▶ **Searching the skeleton:** Silver pendant set with a carved garnet eye (250gp).

7 Gnawing Larvae

Dark stone blocks (pockmarked, walls, ceiling 8', and floor). **Heap of twisted metal** (rusted, tangled remnants of a bed frame). **Swollen giant rat corpse** (4' round, writhing). **Rustling sounds** (from the corpse).

- ▶ **Moving the corpse:** Disturbs the devouring carcass crawler larvae.

3 Carcass Crawler Larvae

Pale green maggots (2' long, segmented). **Jittery** (writhe erratically). **Devouring giant rat corpse** (inside its guts).

- ▶ **Reaction:** Attack if their meal is disturbed.

CARCASS CRAWLER LARVAE

AC 9 [10], **HD** 1* (hp 2, 4, 5), **Att** 2 x tentacle (paralysis), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 13

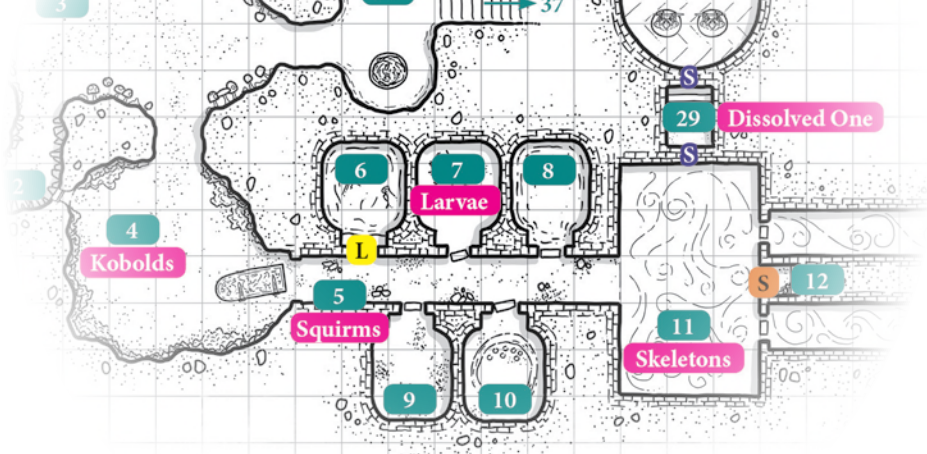
- ▶ **Paralysis:** A hit by a tentacle causes paralysis for 1d4 turns (**save versus paralysis**). Paralyzed victims will be devoured, if the larva is left in peace.

8 Slime-Filled

Dark stone blocks (pockmarked, walls, ceiling 8', and floor). **Slime-filled** (horrid pink).

- ▶ **Opening the door:** Acidic slime rushes out (dissolves metal and flesh—not stone). Characters in front of the door must **save**

versus breath or suffer 1d8 acid damage. Characters to the west must **save versus breath with a +2 bonus** or suffer 1d4 acid damage as slime gushes towards Area 4. Once displaced, it seeps away over 3 turns.



9 Devoured Chamber

Dark stone blocks (pockmarked, walls, ceiling 8', and floor). **Sawdust piles** (gnawed remnants). **Rusted debris** (gnawed remnants).

- ▶ **Searching:** A loose flagstone conceals a divine *scroll of cure light wounds* and a 6" lead square engraved with a jelly-like creature covered in eyes and mouths and the inscription "Final Dissolution Awaits Those Who Plead."

10 Sigil of Gelification

Dark stone blocks (pockmarked, walls, ceiling 8', and floor). **Purple slime ring** (on the floor, almost fills the room—2' gap around the edge). **7 small jelly piles** (6" round, close to the door, just inside the slime ring).

- ▶ **Examining the jelly piles:** Vaguely look like squashed gelatinous rats.
- ▶ **Stepping within the slime ring:** *Save versus spells* or be transformed into a mound of jelly (dead).
- ▶ **Breaking the slime ring:** The (very sticky) slime can be removed by anything acidic (e.g. vinegar, wine). Breaking it disables the magic.
- ▶ **Searching:** In the room's centre (within the slime ring), a loose flagstone conceals a sealed lead tube (*arcane scroll of gelatinous transformation*) and disintegrating leather pouch (100pp).

Gelatinous Transformation

3rd level arcane spell

Duration: 1 turn per level

Range: The caster

The caster's body (not equipment) undergoes a complete transformation into a gelatinous state—like an ooze or pudding.

- ▶ **Abilities:** The caster cannot attack or cast spells but may use psionic or mental abilities.
- ▶ **Movement:** 30' (10)'. The caster can travel up walls, along ceilings, and through small holes and gaps.
- ▶ **Senses:** The caster can see and hear normally with 30' infravision.
- ▶ **Invulnerable:** The caster can only be harmed by magic or fire.

11 Skeletal Wardens

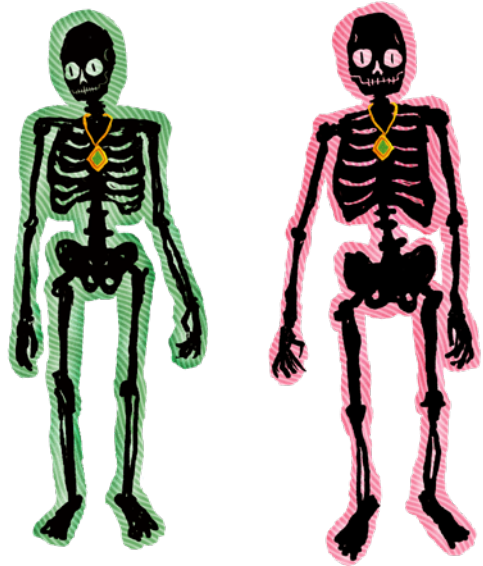
Dark stone blocks (pockmarked, walls, ceiling 12'). **Purple tiled floor** (swirling pattern). **Dark wood doors** (solid, cast iron bands).

- ▶ **Door to 12:** Stuck.
- ▶ **Doors to 13:** Centre: 1'-wide livid eye icon (brass).
- ▶ **Secret door to 29:** Opened by pulling on a small finger-hole in the wall.

2 Jellied Skeletons

Human-sized (5'10"). **Blackened bones** (otherwise normal). **Coated in jelly** (translucent). **Jewelled medallions** (gold chains, 2" green crystals, 200gp each). **Standing motionless** (as if frozen, really just bored).

- ▶ **"The pink warden":** Coated in pink jelly. Contrary and argumentative.
- ▶ **"The green warden":** Coated in lime green jelly. Lonely, eager for company.
- ▶ **Reaction:** Animate when anyone enters. Minds and memories addled with centuries of neglect. Recall their function as wardens of "the master's chambers" (eastern doors), preventing anyone from going that way. However they are easily tricked.
- ▶ **Speech:** Slimy whispers and evil cackles (old-fashioned Common).



JELLIED SKELETONS

AC 8 [11], **HD** 2* (hp 7, 13), **Att** 1 x touch (acid), **THACO** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (2), **ML** 10, **AL** Neutral, **XP** 25

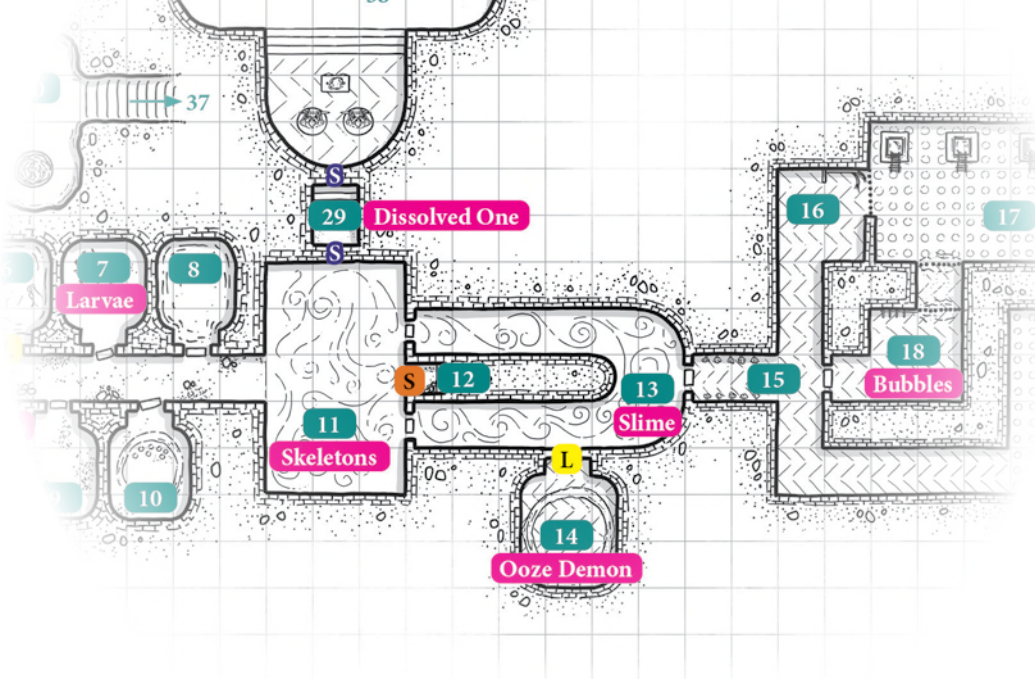
- ▶ **Acid:** Inflicts 1d4 damage to armoured characters (1d6 unarmoured). Each hit additionally reduces armour's protection by 1 (e.g. one hit reduces chainmail to AC 6 [13]).

12 Strobing Eyes

Dark stone blocks (pockmarked, walls, and floor). **Eye motif ceiling** (8', black tiles embossed with a staring eye motif). **Stale and dry** (long sealed). **Cast iron shelves** (dusty, screwed to walls, floor to ceiling, ooze-like embellishments).

- ▶ **Searching:** A black robe lies crumpled in a corner. One shelf has a small, integrated lever.

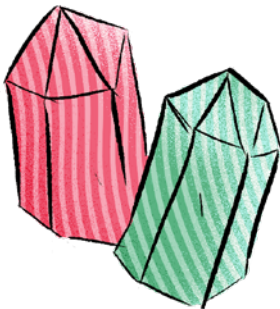
- ▶ **Examining the robe:** Black silk, embroidered with golden runes which read (repeatedly) "Dominion of the Faceless Lord" in magical script.
- ▶ **Pulling the lever:** The eyes on the ceiling emit a burst of strobing white light. All non-Chaotic characters (including those outside looking in) must **save versus spells** or be driven berserk for 1d6 rounds, attacking companions.



13 Slime Guardian

Dark stone blocks (pockmarked, walls, ceiling 10'). **Purple tiled floor** (swirling pattern). **Dark wood doors** (solid, cast iron bands).

- ▶ **Door to 14:** Magically sealed. Centre: 1'-wide fist icon (brass). Inscribed above: "Submit to the Faceless One's will. What remains after utter acquiescence?" Saying "skull" aloud opens the door. (This refers to Area 21's statue.)
- ▶ **Door to 15:** Centre: 1'-wide dissolving skull icon (brass).



Ebony Slime

Jet black slime (6' across, slightly iridescent). **Lurks on the ceiling** (usually around Area 15's door).

- ▶ **Reaction:** Guards against intruders. Attacks anyone not wearing ritual robes (Areas 12 & 15).

EBONY SLIME

AC 8 [11], **HD** 3* (hp 19), **Att** 1 x engulf (2d4) or 1 x pseudopod (1d4), **THACO** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (2), **ML** 10, **AL** Chaotic, **XP** 50

- ▶ **Cling:** Can ooze along walls and ceilings.
- ▶ **Engulf:** The slime drops on a target below, attempting to engulf it. On an attack roll of natural 20, the slime sticks to the target, inflicting 1d6 damage per round. The engulfed target cannot move or attack.
- ▶ **Immunity:** Unharmed by all attacks except cold or fire.

14 Imprisoned Demon

Dark stone blocks (pockmarked, walls, ceiling 10'). **Green tiled floor** (zig-zag pattern). **Pink slime ring** (on floor, 10' radius). **Ooze demon** (magically trapped within the slime ring). **Cabinet** (black wood, gold runes, against the south wall).

- ▶ **Stepping into the slime ring:** Disperses the magic, releasing the ooze demon.
- ▶ **Breaking the slime ring:** The (very sticky) slime can be removed by anything acidic (e.g. vinegar, wine). Breaking it disables the magic.
- ▶ **Examining the cabinet:** The gold runes are in magical script: “For the entrapment of denizens of the subworld of ooze and uncertain form”.
- ▶ **Inside the cabinet:** A jar of pink slime (for magical rituals creating entrapment circles). A divine *scroll of cure light wounds*. A *potion of gaseous form* (see **Old-School Essentials**). A disc-shaped obsidian amulet (grants immunity to ooze demons’ mental powers). A curved, black metal ritual dagger set with 17 garnets (1,500gp).

Ooze Demon

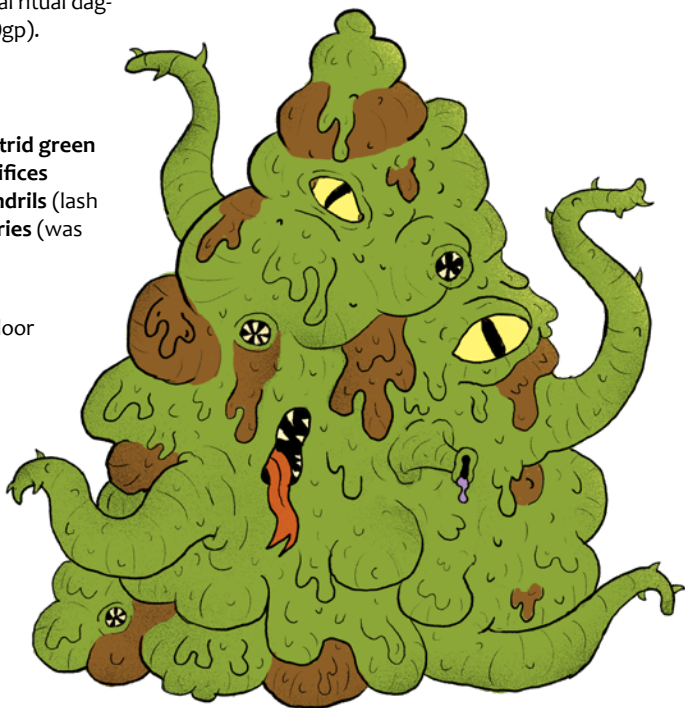
Conical ooze mound (6' tall). **Putrid green** (with brown blobs). **Slurping orifices** (uncertain function). **Barbed tendrils** (lash relentlessly). **Trapped for centuries** (was already depraved).

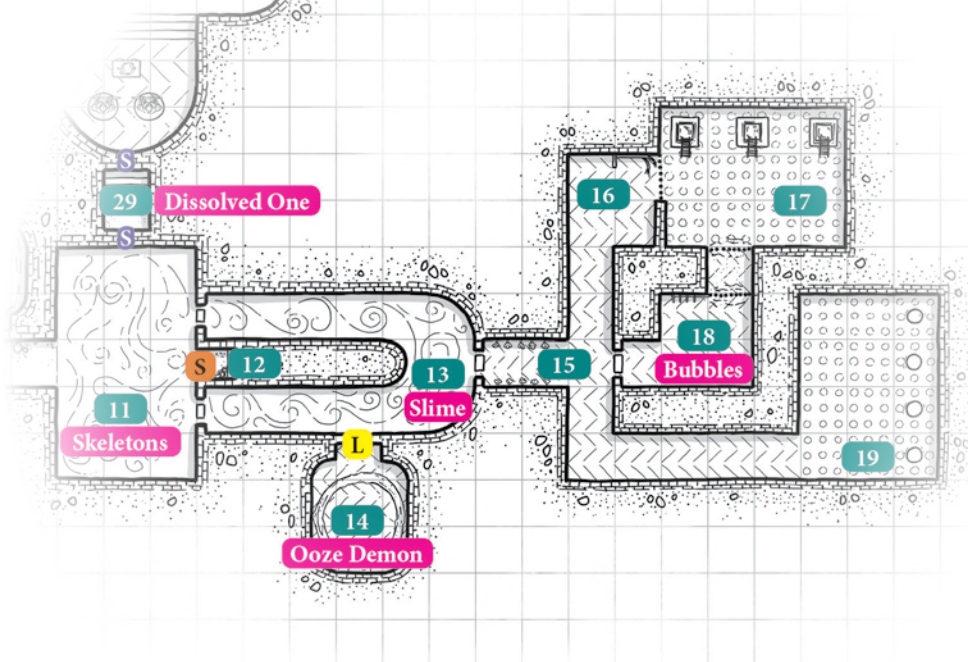
- ▶ **Reaction:** Attempts to mind control anyone opening the door into breaking the slime ring. If unsuccessful, pleads for release, promising 101 days’ service—most likely a lie and, if freed, attacks or flees).
- ▶ **Speech:** Gurgling. Common, demonic tongue.

OOZE DEMON

AC 5 [14], **HD** 4** (hp 22), **Att** 2 x tendril (1d6) or 1 x mental power (see below), **THACO** 16 [+3], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Chaotic, **XP** 175

- ▶ **Mental powers:** May use each of the following powers twice per day:
- ▶ **Mind control:** A target within 30' must **save versus paralysis** or come under the demon’s mental control for 1d6 rounds. Forced acts that are self-destructive or opposing the victim’s alignment permit another save.
- ▶ **Thermokinesis:** A creature or object within sight is subjected to a scorching heat for 3 rounds. Paper or cloth ignite, liquids boil, and metals glow. Applied to flesh or metal in contact with it (e.g. armour), the heat inflicts 1d4 damage per round.





15 Ritual Robes

Dark stone blocks (pockmarked, walls, ceiling 10'). **Green tiled floor** (zig-zag pattern). **Black robes** (flank the corridor, hanging from hooks).

- ▶ **North (from Area 16):** Intermittent crackles and blue flashes.

- ▶ **Door to 18:** Solid, dark wood with cast iron bands. Centre: 1'-wide dissolving skull icon (brass).
- ▶ **Examining the robes:** Black silk, embroidered with golden runes which read (repeatedly) "Dominion of the Faceless Lord" in magical script.

16 Defective Containment

Dark stone blocks (pockmarked, walls, ceiling 10'). **Green tiled floor** (zig-zag pattern). **Cast iron bars** (to Area 17). **Cast iron lever** (centre of north wall). **2 frayed copper cables** (run along walls, leading from the lever to the top of the bars). **Intermittent crackles and flashes** (blue light, from the bars).

- ▶ **Peering through the bars:** Area 17's three large glass tanks are visible. Suspended above the easternmost is a cage.

- ▶ **Examining the lever:** Marked with a lightning rune.
- ▶ **Pulling the lever:** Roll 1d6. 1-3: Activates (or deactivates, if active) a shimmering blue force field across the bars. 4-5: Electric shock, 1d4 damage. 6: Electrical explosion, all present suffer 2d4 damage (**save versus breath** for half). Renders the lever and force field inoperable.

17 Gel Tanks

Dark stone blocks (pockmarked, walls, ceiling 15'). **Red tiled floor** (rings pattern). **3 glass tanks** (3' across, 7' tall, open tops, cast iron frames, filled with coloured gel). **3 wooden ladders** (lean against the tanks, granting access to the tops). **Iron cage** (person-sized, suspended by chains above the easternmost tank).

Yellow Gel Tank (West)

- ▶ **Examining:** A man wearing black robes and a black amulet is suspended upside-down within.
- ▶ **Gel effects:** Indefinitely preserves suspended biological matter.
- ▶ **Extracting the body:** Perfectly preserved despite being drowned in the gel.
- ▶ **Searching the body:** Black silk robes, embroidered with gold runes (magical script reading “Dominion of the Faceless Lord,” repeated many times).

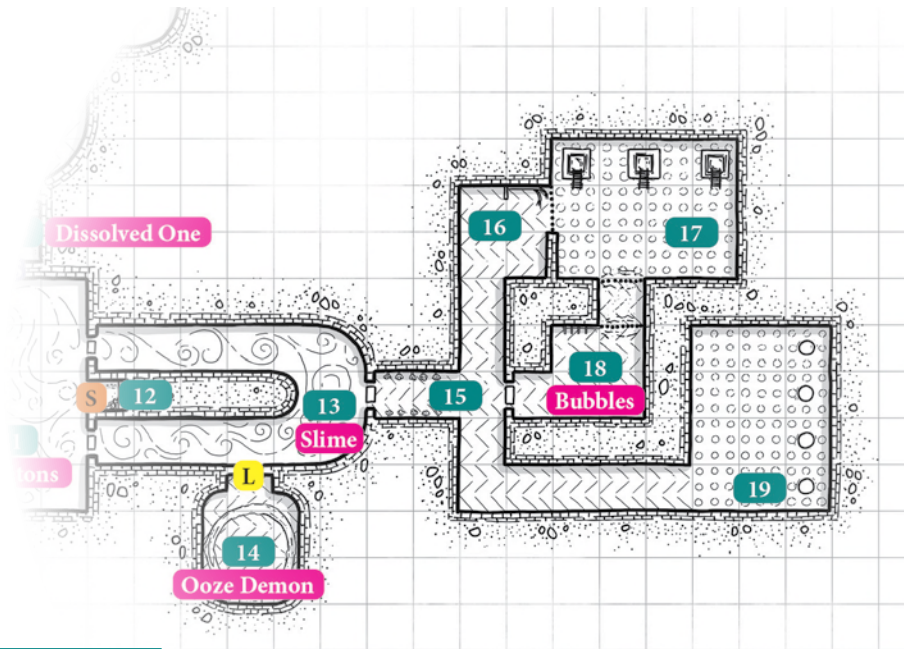
In a pocket: iron key (Area 6). Disc-shaped obsidian amulet (grants immunity to ooze demons’ mental powers). Slender *silver dagger* +1. Opal bead necklace (1,000gp).

Orange Gel Tank (Centre)

- ▶ **Examining:** The frame is warped as if something heavy smashed into it.
- ▶ **Touching:** Unstable. 2-in-6 chance the tank collapses. All present **save versus breath** or suffer 1d6 damage and be coated in gel.
- ▶ **Gel effects:** Warps biological matter, turning flesh permanently lumpy and discoloured.

Red Gel Tank (East)

- ▶ **Examining:** A skull rests at the bottom.
- ▶ **Gel effects:** Dissolves flesh (but not bone) in 1 round.



18 Control Room

Dark stone blocks (pockmarked, walls, ceiling 10'). **Green tiled floor** (zig-zag pattern). **2 cast iron portcullises** (to Area 17). **2 force fields** (across each portcullis, shimmering blue). **Floating mass of pink bubbles** (trapped between the force fields). **4 cast iron levers** (north wall). **2 copper cables** (run along walls, leading from the levers to the top of the portcullis).

- ▶ **Peering through the force fields:** Beyond the floating bubbles, Area 17's three large glass tanks are visible. Something is suspended above the easternmost.
- ▶ **Examining the levers:** Marked with runes (from west to east): 1. lightning, 2 + 3. an open door, 4. a vat.
- ▶ **Pulling lever 1 (west):** Deactivates (or re-activates if deactivated) the portcullises' force fields. The floating bubbles immediately move, escaping confinement.
- ▶ **Pulling lever 2 (centre west):** Raises/lowers the first (southernmost) portcullis.
- ▶ **Pulling lever 3 (centre east):** Raises/lowers the second (northernmost) portcullis.
- ▶ **Pulling lever 4 (east):** Lowers the cage into Area 17's red gel tank.

Floating Bubbles

Mass of floating bubbles (5' across). **Bright pink** (opaque). **Rotating slowly** (frothing from the centre to the surface). **Ammonia smell** (potent).

- ▶ **Reaction:** Mindless. Seeks to destroy life.

FLOATING BUBBLES

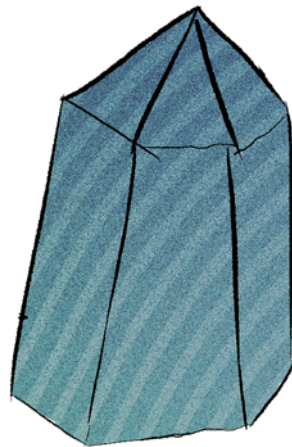
AC 3 [16], **HD** 3* (hp 19), **Att** 2 x bubble stream (1d3 + anti-magic), **THACO** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 10, **AL** Chaotic, **XP** 50

- ▶ **Seep:** Can seep through small spaces.
- ▶ **Bubble stream:** Can attack targets up to 20' away. May attack two different targets each round.
- ▶ **Anti-magic:** If the target is carrying a magic item, they must **save versus death** or a random magic item explodes, causing 1d6 damage.

19 Teleport Discs

Dark stone blocks (pockmarked, walls, ceiling 10'). **Red tiled floor** (rings pattern). **4 silver discs** (2' across, laid into the floor by east wall).

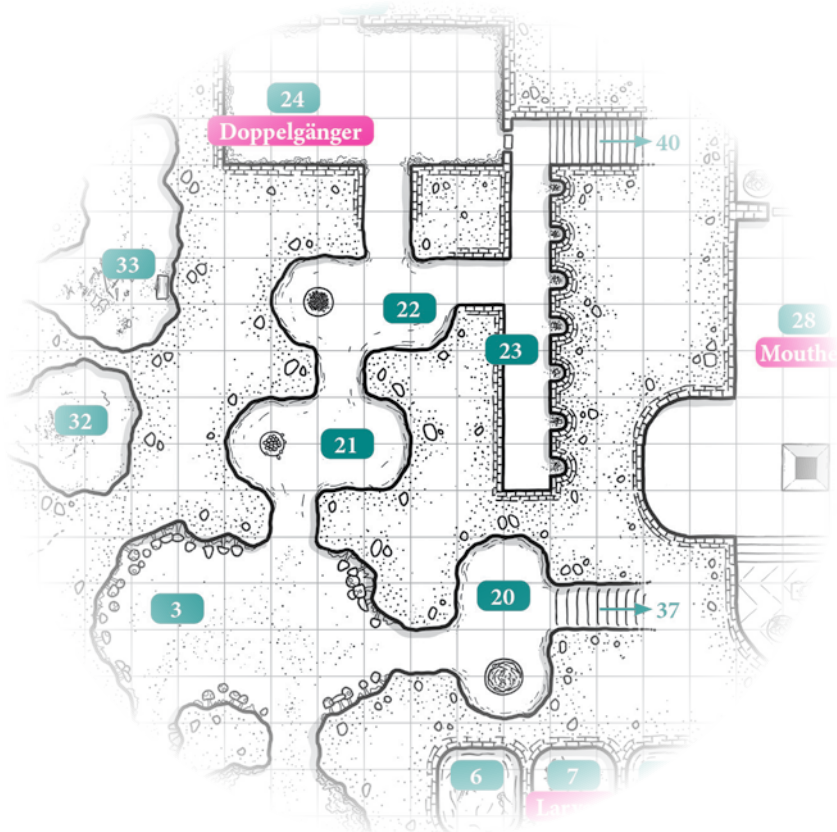
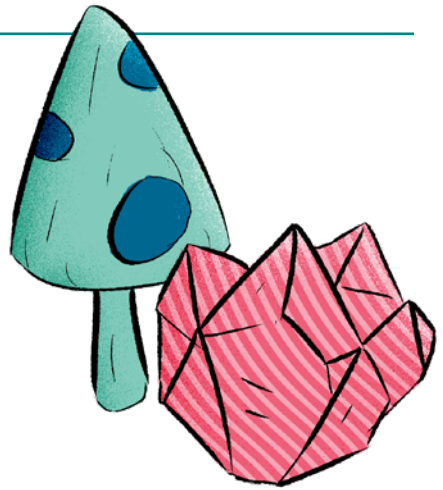
- ▶ **Examining the silver discs:** Engraved all over with tiny magical glyphs and an inscription in magical script (north to south): 1. "Overworld," 2. "Altar," 3. "Sacrificial Bridge," 4. "Crypt."
- ▶ **Putting things on the silver discs:** Anything placed is teleported (north to south): 1. The forest (dungeon entrance), 2. Between Area 28's statues, 3. Above the chasm between Areas 26 and 36 (fall into the river at Area 54), 4. Area 47.



20 Limbs Statue

Rough rock walls and floor (carved from solid rock). **Scintillating crystalline ceiling** (white and pale pink, carved from a naturally occurring crystal vein). **Limbs statue** (orange stone with green striations, mass of melted human limbs, rough sphere 5' around). **Black marble plinth** (beneath statue).

- ▶ **West:** Soft, milky glow.
- ▶ **Stairs down to 37:** Curved arch rimmed with green tiles. Curved roof. Black tiles.
- ▶ **Examining the plinth:** Engraved “The Most Elevated One.”
- ▶ **Examining the statue:** The PC momentarily glimpses their own face among the weird melted rock formations.



21 Skulls Statue

Rough rock walls and floor (carved from solid rock). **Scintillating crystalline ceiling** (white and aquamarine, carved from a naturally occurring crystal vein). **Skulls statue** (grey stone with pink striations, human skulls stacked in a rough 8' high column). **Loose skulls** (randomly positioned around the statue). **Plinth of black marble** (beneath statue). **Scrawled writing** (beside the statue, purple paint).

- ▶ **Examining loose skulls:** Real (bone, not stone) skulls of which one is non-human (troglodyte).

- ▶ **Examining the writing:** Written in the **troglodyte tongue**: “DO NOT TOUCH!”
- ▶ **Examining the plinth:** Engraved “The Acquiescent.”
- ▶ **Examining the statue:** Dark gems glint inside 5 skulls’ eye sockets (10 gems total).
- ▶ **Touching the statue:** **Save versus death** or be disintegrated, except the skull.
- ▶ **Removing the gems:** The gems are cemented in place (250gp each).

22 Eyes Statue

Rough rock walls and floor (carved from solid rock). **Scintillating crystalline ceiling** (white and aquamarine, carved from a naturally occurring crystal vein). **Eyes statue** (black stone with purple striations, mass of 1' eyeballs, rough sphere 5' around). **Black marble plinth** (beneath statue). **Tiny stone figures** (1" tall, south-east corner).

- ▶ **North:** Soft, milky glow.
- ▶ **Examining the plinth:** Engraved “The Honoured Servant.”

- ▶ **Examining the tiny figures:** 25 total: 7 creeping troglodytes, 2 identical women in wizard robes with prism-topped staves, 5 kobolds with spears and nets, 1 ogre carrying a large chest, 3 dwarf warriors with mining equipment, 2 knights, 1 female elf warrior, 1 hooded figure, 3 soldiers.
- ▶ **While looking at the figures:** New figures emerge, grinding, from the stone floor, depicting the PCs in miniature. (Any person passing through is replicated this way.)

23 Smashed Icons

Dark stone blocks (pockmarked, walls, ceiling 8', and floor). **Narrow alcoves** (2' wide, 5' tall). **Penetrating cold** (unknown source).

- ▶ **Door to 24:** Solid, dark wood with cast iron bands. Curved arch rimmed with green tiles.

- ▶ **Stairs down to 40:** Curved arch rimmed with green tiles. Curved roof. Black tiles.
- ▶ **Examining the alcoves:** Each contains a pile of smashed bone and twisted wooden fragments (some kind of smashed frame?), splattered with a brown residue (dried blood).

24 Skulking Doppelgänger

Dark stone blocks (pockmarked, walls, ceiling 12', and floor). **Rainbow-hued mould** (patches all over walls). **Moon-like puffballs** (growing on ceiling, mycelia hanging down).

- ▶ **Door to 23:** Solid, dark wood with cast iron bands. Curved arch rimmed with green tiles.
- ▶ **Double doors to 25:** Grey sandstone, each door carved with a 2' wide three pupilled eye.

Doppelgänger

In a **middle-aged woman's form** (5'3", plump, long grizzled hair). **Purple robes** (embroidered with fine swirling golden patterns). **Prism-topped staff** (crystal glows pale orange). **Wicker basket** (forest roots and berries). **Examining Area 23's door** (about to open it).

- ▶ **Reaction:** Lusts after magic. Impersonates an adventurer seeking her lost companion ("Meg," a warrior). If PCs look weak or carry magical items, attempts to kill someone and steal their form.
- ▶ **PCs who have seen the Prismist (Area 50):** The doppelgänger adopted her form (is attempting to find and kill her).

DOPPELGÄNGER

AC 5 [14], **HD** 4* (19hp), **Att** 1 x bite (1d12), **THACO** 16 [+3], **MV** 90' (30'), **SV** D6 W7 P8 B8 S10 (10), **ML** 10, **AL** Chaotic, **XP** 125

- ▶ **Shape stealing:** Can adopt the form of any human-like creature (7' tall or less) observed. Then proceed to attack the person mimicked.
- ▶ **Trickery:** Will attempt to kill a PC, take on their role, then attack the party by surprise (e.g. during a battle).
- ▶ **Reversion:** If killed, reverts to its original form.
- ▶ **Spell immunity:** Unaffected by *sleep* and *charm* spells.
- ▶ **Items:** Hidden pouch containing 100gp, 50pp, and a diamond (1,000gp).

Floating Puffballs

Moon-like orbs (cratered, 8" across). **Lambent glow** (creamy white). **Floating** (bump against the ceiling).

- ▶ **Touching:** If disturbed, burst in a puff of spores dropping onto all in a 5' area below.
- ▶ **Breathing spores: Save versus breath** to avoid. Otherwise, suffer 1 damage (choking) and become lighter than air for 2d6 turns.
- ▶ **Floating characters:** Can push along ceilings to move ($\frac{1}{2}$ movement, -2 to AC and attack rolls). Can be roped or weighted to the ground.

25 Putrid Antechamber

Dark stone blocks (pockmarked, walls, ceiling 10', and floor). **Putrid stench** (stale air). **Grey sandstone doors** (carved with 2' wide eye).

- ▶ **Double doors to 24:** Eye has three pupils.
- ▶ **Double doors to 26:** Closed eye in each door.
- ▶ **PCs who have encountered troglodytes:** Recognise their stench.

26 Murals and Mutant Frogs

Dark stone blocks (pockmarked, walls, ceiling 15', and floor). **Series of 14 carved murals** (along north wall, 8' high). **Rushing water audible** (from the chasm). **Chasm** (10' wide, floor collapsed).

- ▶ **West:** Putrid stench (troglodytes).
- ▶ **East:** Wafts of rotting flesh.
- ▶ **Double doors to 25:** Grey sandstone, each carved with a 2' wide eye, closed.
- ▶ **Archway to 27:** Curved arch rimmed with red tiles.
- ▶ **Examining the murals:** A series, showing a naked man (westernmost image) becoming increasingly ooze-like climaxing (easternmost image) as a formless blob.
- ▶ **Entering the chasm:** 20' down to the river at Area 54.

5 Giant Mutant Frogs

Carnivorous giant frogs (2' long, vicious talons and teeth). **Warty green skin** (purple nodules). **Dripping wet** (crawling up from the chasm). **Croaking** (belch-like).

- ▶ **Reaction:** Highly aggressive, voraciously carnivorous.

GIANT MUTANT FROGS

AC 7 [12], **HD** 1+4 (8hp), **Att** 2 x talons (1d2), 1 x bite (1d4+1), **THACO** 18 [+1], **MV** 60' (20') / 120' (40') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 15

- ▶ **Treasure:** One's stomach contains a partially digested human hand with a platinum ring (200gp).



27 Temple Entrance

Dark stone blocks (pockmarked, walls, ceiling 15', and floor). **3 ooze statues** (6' tall, along the north wall). **Penetrating cold** (unknown source). **Stench of rotting flesh** (corpse near south wall).

- ▶ **West:** Rushing water and belch-like croaking.
- ▶ **Archway to 26:** Curved arch rimmed with red tiles.
- ▶ **Examining the ooze statues:** West: dripping ooze (pink rock), centre: mounded ooze (green rock), east: tentacled ooze (blue rock).

Temple Gate (Doors to 28)

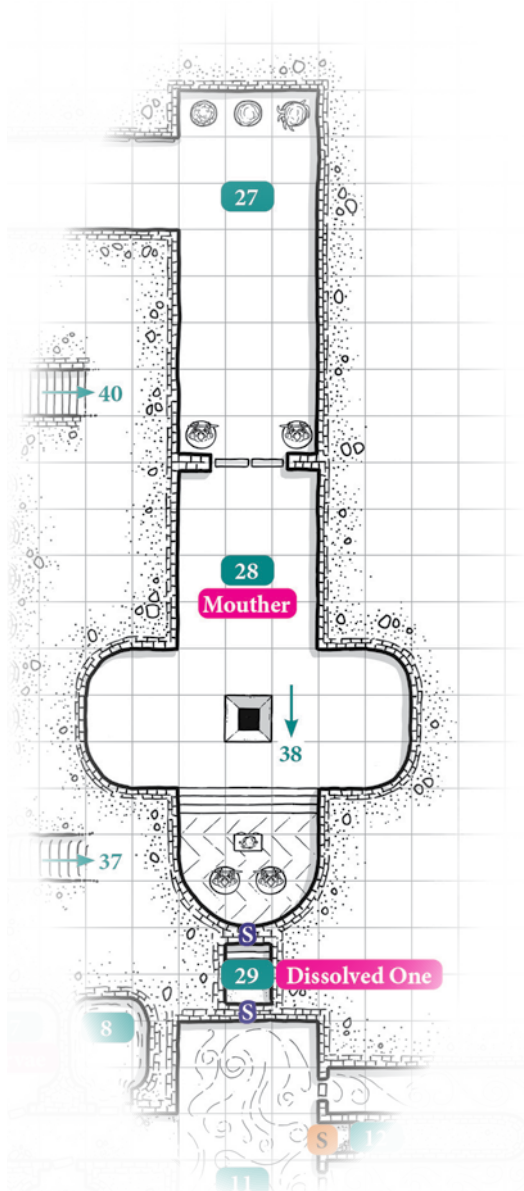
Glittering obsidian double doors (12' tall). **Brass ring handles** (1" thick, 1' across). **Inscription above gate** (“Final Dissolution Awaits Those Who Plead”). **2 skeleton statues with swords** (10' tall, on plinths, flanking the gate).

- ▶ **Smashing off obsidian chunks:** Noisy process (roll for a random happening), 1d6x10gp per chunk.
- ▶ **Opening the doors:** Very heavy, hard work. Doors close automatically after 30 seconds.

Rotting Corpse

Lying near Area 28's doors (face down, apparently fleeing). **Killed by an arrow** (stuck in back). **Decomposing stench** (seems about a week old).

- ▶ **Examining:** Female elf warrior, face is frozen in intense maddening horror, apparently fleeing Area 28.
- ▶ **Looting the body:** Chainmail, sword, polished bronze shield, backpack with 10 iron spikes and a coil of rope, belt pouch (20gp), silver necklace with a pearl (150gp, grants +1 bonus to saves against magic).



28 Temple of the Faceless Lord

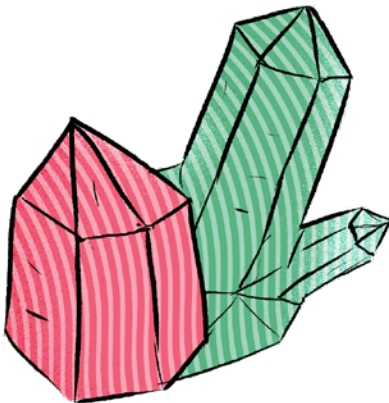
Dark stone blocks (pockmarked, walls, ceiling 15'). **Black tiled floor** (screaming faces). **Open pit** (5' wide).

- ▶ **Entering the pit:** 20' down to Area 38. An acrid, nostril-burning stench wafts up.

Altar Area

Raised above temple (steps 5' up). **Red tiled floor** (zig-zag pattern). **Glittering obsidian altar** (carved with screaming faces). **2 gold chalices** (encrusted with rubies, atop the altar). **Mound of earth** (atop the altar, actually motionless gibbering moulder). **2 skeleton statues with swords** (10' tall, on plinths, standing behind altar).

- ▶ **Secret door to 29:** Opened by pulling on a small finger-hole in the wall.
- ▶ **Smashing off obsidian chunks:** Noisy process (roll for a random happening), 1d6x10gp per chunk.
- ▶ **Looting the chalices:** Each worth 1,000gp. One is magical: once daily, a character drinking blood from it heals 1d6+1 hp.
- ▶ **Searching the statues:** The western statue's plinth has a secret compartment containing a *shield +2* (bent, twisted, acid-scarred black metal slab), a *ring of plant control* (silver engraved with ivy, see **Old-School Essentials**), and 12 platinum ingots (300gp each).



Gibbering Moulder

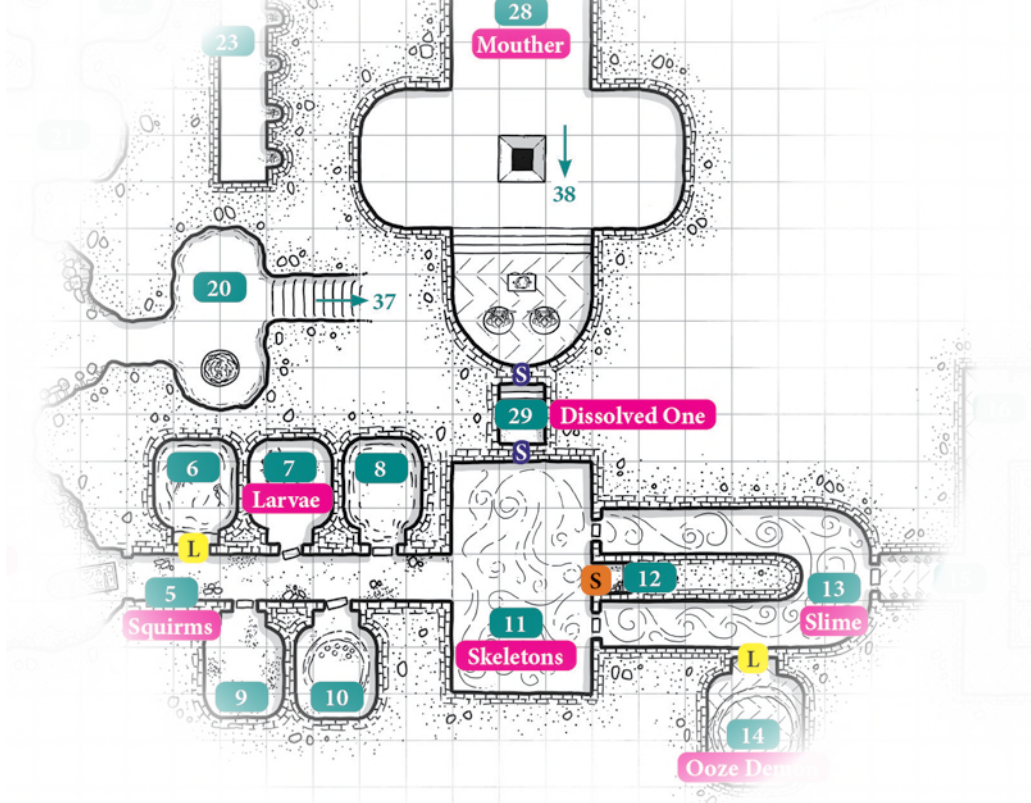
Mound of rubbery jelly (5' high). **Deranged eyes and mouths** (hundreds, covering whole form). **Motionless** (looks like an earthen mound, eyes and mouths closed).

- ▶ **Reaction:** Hungry for mortal souls. Awaits PCs approaching within 60' (room's centre) before gibbering.

GIBBERING Moulder

AC 0 [19], **HD** 4+3*** (21hp), **Att** 6 x bite (1hp + attach + slip) or gibbering, **THACO** 15 [+4], **MV** 30' (10'), **SV** D12 W13 P14 B15 S16 (2), **ML** 10, **AL** Chaotic, **XP** 350

- ▶ **Surprise:** On a 1–5, if moulder remains motionless with eyes and mouths closed. Appears like a mound of earth.
- ▶ **Attaching:** On a successful bite attack, the mouth locks onto the victim and inflicts 1 damage in subsequent rounds.
- ▶ **Detach:** If moulder or victim dies.
- ▶ **Slip:** 1-in-6 chance of victim falling to the ground. The moulder then immediately oozes on top of the victim and attacks with 6 more mouths.
- ▶ **Gibbering:** All within 60' who hear the babbling of dozens of mouths must **save versus spells** or be maddened. Victims behave randomly as long as the gibbering continues; roll 1d8 each round:
 - 1: move randomly,
 - 2–5: no action,
 - 6–7: attack nearest creature,
 - 8: flee.



29 Dissolved One

Dark stone blocks (pockmarked, walls, ceiling 15', and floor). **Steps down** (5'). **Stale, dry air** (long sealed).

- **Secret doors to 28 and 11:** Opened by pulling on a small finger-hole in the wall.

Dissolved One

Green humanoid jelly (6' tall, scrawny). **Human skull** (embedded in head, glowing yellow eyes).

- **Reaction:** Slumped against wall. Rises to disintegrate intruders.

DISSOLVED ONE

AC 7 [12], **HD** 2* (21hp), **Att** 1 x touch (1d4 + disintegration), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 25

- **Disintegration:** Anyone reduced to 0hp is disintegrated leaving only their skull and equipment. Unless properly buried, the skull reanimates as a Dissolved One in a week.

Troglodytes

A ragtag troglodyte band lurks in Areas 30–36. Previously a well-organised cutthroat gang, but now in disarray following the recent murder of their leader by a rebel faction which has since absconded.

6 Troglodytes

Slimy pink reptilian humanoids (lanky, naked, 6' tall). **Nauseating stench** (sickens other humanoids). **Spiky combs** (on heads and arms). **Stubby tails** (squirm when speaking).

- ▶ **Leader:** Rebels recently murdered the “Boss Trog” and no clear replacement has emerged.
- ▶ **Reaction:** Disorganised, due to their leader’s death, each reacts differently to PCs. May offer a reward for information

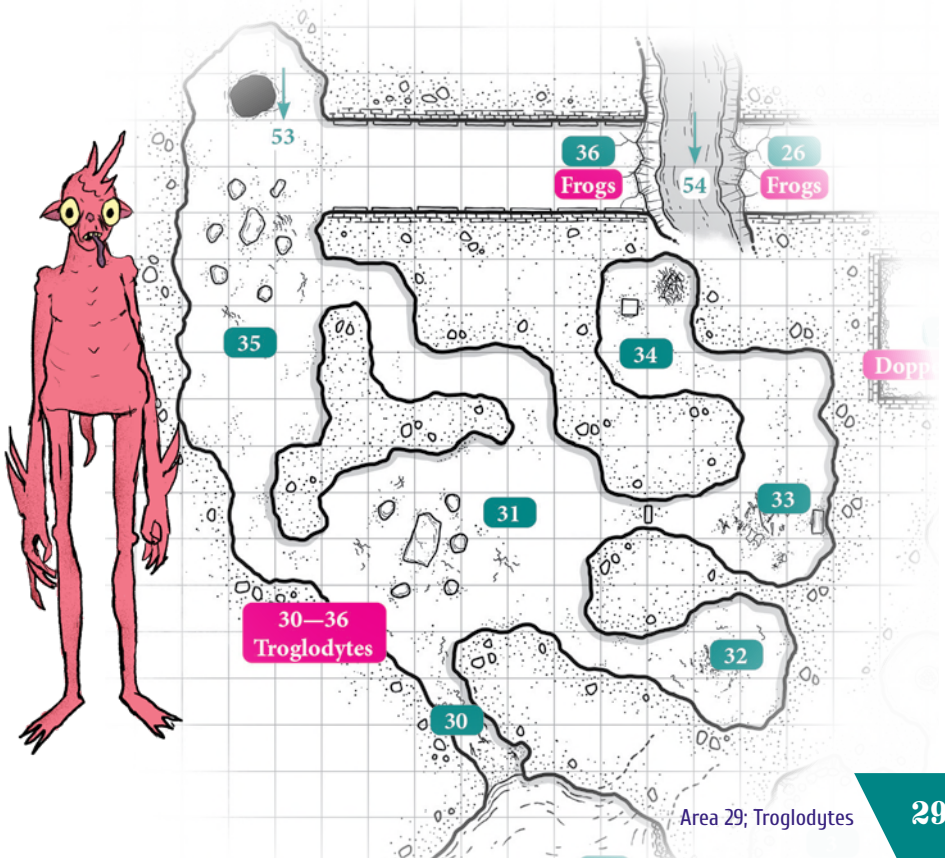
concerning the rebels’ location (Old Gregg, Nancy Fingers, Tomfool) or for killing them.

- ▶ **Speech:** Gurgling, rasping. Troglodyte tongue, basic Common.

TROGLODYTES

AC 5 [14], **HD** 2*, **Att** 2 x claw (1d4), 1 x bite (1d4), **THACO** 18 [+1], **MV** 120' (40'), **SV** D12
W13 P14 B15 S16 (2), ML 9, **AL** Chaotic, **XP** 25

- ▶ **Hateful:** Hate other creatures.
- ▶ **Surprise:** On a 1–4, due to the ability to change colour to match their surroundings. Lurk by rock walls and await victims.
- ▶ **Nauseating stench:** Oils on the skin have a smell that sickens humans and demihumans: **save versus poison** or suffer –2 to hit while in melee with troglodytes.



30 Troglodyte Hidey Hole

Natural cavern (rough stone walls). **Sandy floor** (soft white sand). **Hidey hole** (nook in the rock, perfect for spying on Area 1).

- ▶ **South:** Mist, splashing water, animal chirruping.
- ▶ **North:** Soft pink glow, vile rotting stench.
- ▶ **Examining the sand:** Web-toed humanoid footprints are spotted.

Troglodyte Spy

There is a 3-in-6 chance a troglodyte from Area 35 lurks in the hidey hole, observing Area 1.

31 The Boss Trog is Dead

Crystal grotto (12' high). **Pale pink crystals** (hang from ceiling, 2' long, soft glow). **Sandy floor** (filthy, debris-strewn sand). **Seating boulders** (slimy pond weeds). **Central slab** (table-like). **Troglodyte corpse** (rotting, buzzing with flies, atop slab).

- ▶ **South:** Splashing water.
- ▶ **South-east:** Rotting fish stench.
- ▶ **West:** Soft blue glow, bickering voices.
- ▶ **East (from Area 33):** Sounds of coarse arguing (in troglodytes' tongue).
- ▶ **Door to 33:** Shoddily constructed from mostly driftwood and old rope.

- ▶ **Vile stench:** Dead troglodytes smell even worse than living ones! PCs must **save versus poison** or suffer -2 to hit while in this area.
- ▶ **Examining the corpse:** Daubed with glowing green paint, apparently throttled to death.

Troglodytes

There is a 3-in-6 chance 1d3 troglodytes from Area 35 are here, either painting the corpse or crouched in a corner chewing on fish bones.

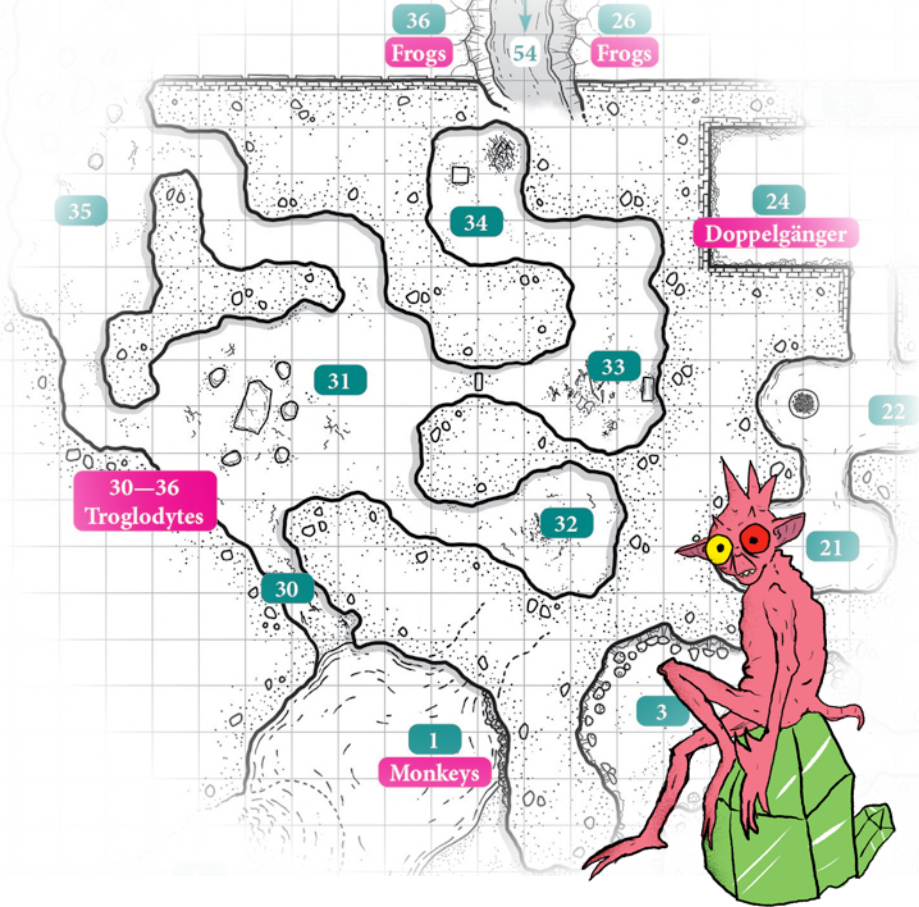
32 Flesh Store

Natural cavern (8' high). **Sandy floor** (blood-stained). **Rusty chains hanging** (from ceiling). **Decomposing fish and meat** (hooked on chains). **Bones** (piled on the floor).

- ▶ **Examining the meat:** A large toad is still (barely) alive. It speaks Common and may address approaching PCs. It claims to be the prince of all toads in the Magical Forest, promising riches for aid. (The referee should decide whether this is true.)
- ▶ **Examining the bones:** Mostly fish, some humanoid bones.

Troglodyte

There is a 2-in-6 chance a troglodyte from Area 35 is here, either hanging a fresh fish or cutting slices off a rotten one.



33 Battle for Supremacy

Natural cavern (8' high). **Sandy floor** (filthy, debris-strewn sand). **Pile of trash** (shredded clothes, scraps of leather, rusted blades). **Rickety cabinet** (against east wall).

- ▶ **In the cabinet:** Rows of troglodyte skulls, each labelled with their name (troglodyte tongue). Rolls of snake skin. A mummified human child.
- ▶ **Searching in the trash:** Uncovers a slimy leather pouch (23cp, 12gp), a rough regional map, a raggedy stuffed cat which yowls when touched.

2 Battling Troglodytes

Wrestling and biting (dirty fighters). **Arguing and spitting** (panting between bouts).

- ▶ **“Slank Pidder”:** Deranged cackling. One red eye, one yellow. 12hp.
- ▶ **“Bloody Mary”:** Sly, taunting voice. Purple blotches. 13hp.
- ▶ **Reaction:** Distracted, will not notice quiet PCs.
- ▶ **If PCs can understand troglodyte:** The two are prospective leaders battling for control of the group. Pidder wishes to instigate a strict militaristic regime, while Mary wishes to abandon the grottoes, founding a new lair in the spider woods.

34 Boss Trog's Lair

Natural cavern (8' high). **Sandy floor** (filthy, debris-strewn sand). **Stinking mound of bedding** (dried pondweed, animal skins, rancid eiderdowns). **Metal cube** (2', leering jester face engraved on each side).

- ▶ **Moving the cube:** Heavy, requires a combined 25+ STR to carry.
- ▶ **Examining the cube:** Around the top rim, inscribed in Common: "Mountain's might, Army's blight, King's conceit, Nobles' meet." Speaking "castle" aloud at the cube causes a face to click open.
- ▶ **Inside the cube:** 1,200gp, a *potion of poison* (see **Old-School Essentials**), a malachite bracelet (intertwined serpents, 500gp), a silver jewellery box (200gp), a bundle of 5 *arrows* +1 (iridescent feather fletching).

- ▶ **Searching the bedding:** A jagged-bladed short sword is hidden deep in the layers—a magic weapon granting the wielder a +2 bonus to attack and damage rolls in rounds where they win initiative and, otherwise, a +2 AC bonus. The wielder is also afflicted with an insatiable love of gambling.

Puzzled Troglodyte

Sitting by cube (scratching head). **Uttering random words** (in rudimentary Common, trying to unlock cube).

- ▶ **"Waggle":** Scrawny. Tongue lolls when speaking. Long, prehensile tail. 5hp.
- ▶ **Reaction:** May ask PCs for help decoding the riddle. Willing to share the contents before fleeing.

35 Troglodytes' Lair

Crystal grotto (12' high). **Pale blue crystals** (hang from ceiling, 2' long, soft glow). **Sandy floor** (filthy, debris-strewn sand). **Seating boulders** (slimy pond weeds). **Central slab** (table-like). **Heaps of stinking bedding** (dried pondweed, animal skins, piled by the walls).

- ▶ **North-east:** Rushing water.
- ▶ **South:** Soft pink glow, vile rotting stench.
- ▶ **Searching the bedding:** Uncovers a fishskin pouch (19gp and a small pearl [50gp]), a plain iron ring (nullifies the wearer's olfactory sense), a threadbare sock (25gp inside).

3 Troglodytes

Relaxing (lounging on boulders, guzzling rotten fish).

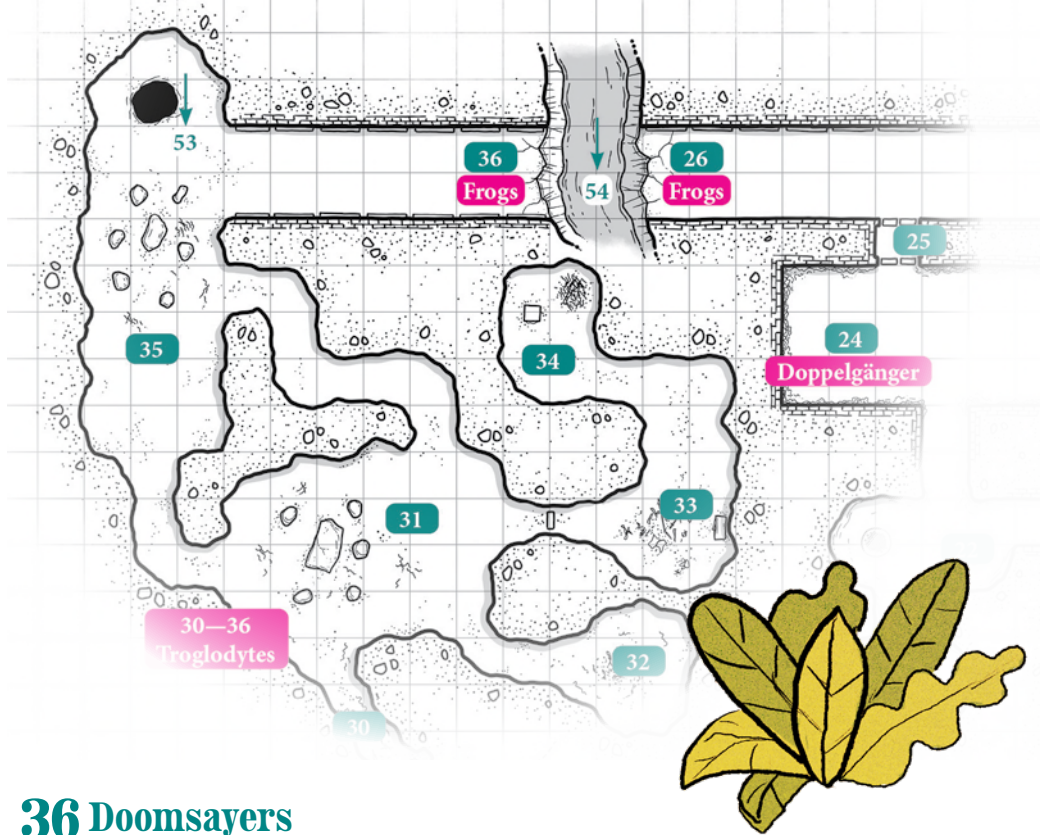
- ▶ **"Eyeballs":** Nervous tics and giggling. Froggy bulging eyes. 9hp.
- ▶ **"Captain Hog":** Mouldy pirate's hat. Six gold teeth (10gp each). 9hp.

- ▶ **"Fraggle":** Drunkard. Iridescent scales. 10hp.
- ▶ **Reaction:** May ask PCs to share any food/booze. May turn on guests at the drop of a hat.

Pit and Prisoner

Natural hole in floor (5' wide, leads 20' down to Area 53). **Wooden frame** (above pit, old tree trunks). **Delirious dwarf** (strung up, semi-naked, greasy dangling beard, drunk, belching and mumbling). **Sturdy wooden plank** (12' long, resting against wall behind pit, used to cross the chasm in 36).

- ▶ **Reaction:** If addressed in a loud tone, the dwarf grumbles "leave me in peace you fool." Persistent PCs may discover his name (Ogwallow of Stony Vale) and story (lost in the Magical Forest after a wedding party, kidnapped by troglodytes).



36 Doomsayers

Dark stone blocks (pockmarked, walls, ceiling 15', and floor). **Series of 7 carved murals** (along north & south walls, 8' high). **Rushing water audible** (from the chasm). **Chasm** (10' wide, floor collapsed).

- ▶ **East:** Belch-like croaking.
- ▶ **Examining the murals:** A carved series of screaming/horrified faces daubed with crude writing (Troglodyte tongue): "SHUT UP!" "YOU'RE DOOMED!" "HOG WOS 'ERE."
- ▶ **Passing down the hall:** Whispering voices note PCs' actions, interjected with prophecies of gory doom.
- ▶ **Entering the chasm:** Leads 20' down to the river at Area 54.

Giant Mutant Frogs

Mutant frogs are crawling up from the chasm into Area 26. They may jump across to attack.

Carnivorous giant frogs (2' long, vicious talons and teeth). **Warty green skin** (purple nodules). **Dripping wet** (crawling up from the chasm). **Croaking** (belch-like).

- ▶ **Reaction:** Highly aggressive, voraciously carnivorous.

GIANT MUTANT FROGS

AC 7 [12], **HD** 1+4 (8hp), **Att** 2 x talons (1d2), 1 x bite (1d4+1), **THACO** 18 [+1], **MV** 60' (20') / 120' (40') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 15

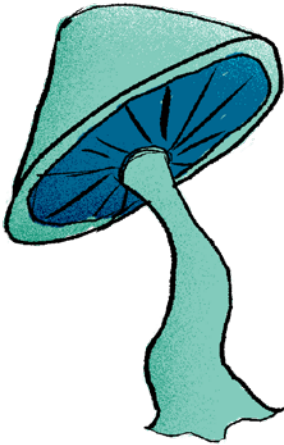
- ▶ **Treasure:** One's stomach contains a partially digested human hand with a platinum ring (200gp).

Area Descriptions: Level 2

37 Slugbabies

Dark stone blocks (pockmarked, walls, ceiling 8', and floor). **4 alcoves** (2' deep).

- ▶ **East:** Acrid, nostril-burning stench.
- ▶ **Examining the alcoves:** Each contains a copper urn whose lid is pushed aside.
- ▶ **Inside the urns:** Slugbabies quietly devour rotten incense. Slither out if disturbed.



7 Slugbabies

1' slugs (white, slightly transparent). **Human faces** (like demented babies, retractable eye tentacles). **Grumbling and whining** (when slithering about).

- ▶ **Reaction:** Hungry for fresh meat.

SLUGBABIES

AC 8 [11], **HD** 1* (hp 1, 2, 2, 2, 3, 4, 4), **Att** 1 x bite (1d4), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** Chaotic, **XP** 13

- ▶ **If killed:** Explode in a burst of acidic goo. Causes 1d2 damage to any in melee.

38 Acid Bath

Walls of skulls and bones (mortared together). **Acrid stench** (nostril-burning). **Dark stone ceiling** (pockmarked, 12'). **Metal grille floor** (rusty, 2" squares). **6 black stone pillars** (hundreds of candle sconces). **Hole in ceiling** (5' wide).

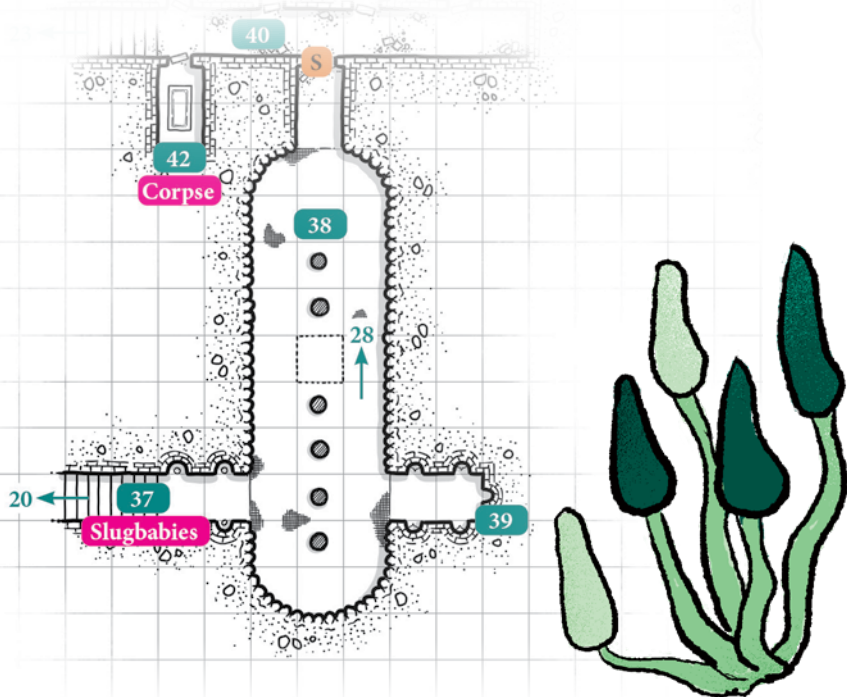
- ▶ **Door to 40:** Solid, dark wood with cast iron bands. Stuck.
- ▶ **Examining the floor:** 2' below the grille, a pool of liquid (10' deep, acid) is visible.
- ▶ **Stepping into the crypt:** The grille floor is suspended on a finely balanced system of rails and weights (below floor level). Stepping into the crypt, the entire metal grille floor drops 10', plunging the entire chamber into the flesh-dissolving acid pool below. Anyone within when it drops suffers 1d6 damage per round. When no weight remains on the floor, it springs back up.
- ▶ **Climbing up the hole:** Leads 8' to Area 28.

39 Poison Gas Trap

Dark stone blocks (pockmarked, walls, ceiling 8', and floor). 5 **alcoves** (2' deep).

- ▶ **West:** Acrid nostril-burning stench.
- ▶ **Examining the side alcoves (north and south):** Carved at the back of each is a grotesque face with a toothy, gaping mouth (1' deep, 6" across). Searching reveals the mouths are hinged and closable and the eyes' pupils are small holes.
- ▶ **Examining the end alcove (east):** A 2' square stone door at chest height.
- ▶ **Opening the door:** Locked. If unlocked and opened, a mechanism whirs for 1 round, the mouths of the faces in the side alcoves hinge closed as gas billows from their eyes.
- ▶ **During the one round:** PCs may act as they wish but each must decide what to do without conferring!

- ▶ **The gas:** Fills the area from floor to ceiling. PCs inside must **save versus poison** or die.
- ▶ **Disarming the trap:** If the faces' mouths are blocked open, the gas is not released.
- ▶ **Behind the door:** A 2' cubic space containing: 48 4" electrum octagons (20gp each), a *divine scroll of cure light wounds* and *cure disease*, an *arcane scroll of blacklight* and *wraithform* (if not using illusionist spells, replace with magic-user spells: *infravision* and *lightning bolt*), an ebony-framed hand mirror which shows the face of the last person the viewer killed (emptiness, if the viewer has never killed), 5 *lead sling bullets* +1 engraved with sinister eyes.



40 Tomb Doors

Crumbling sandstone blocks (walls, ceiling 7', and floor). **Debris** (strewn along corridor).

- ▶ **Examining the debris:** Chunks of fallen ceiling, human bones, shredded cloth (grey). A leather pouch with a brass key (to Area 39's door).

- ▶ **Door to 38:** Solid, dark wood with cast iron bands. Stuck.
- ▶ **Other doors:** Worm-eaten wood, hanging from creaky hinges. Ajar.

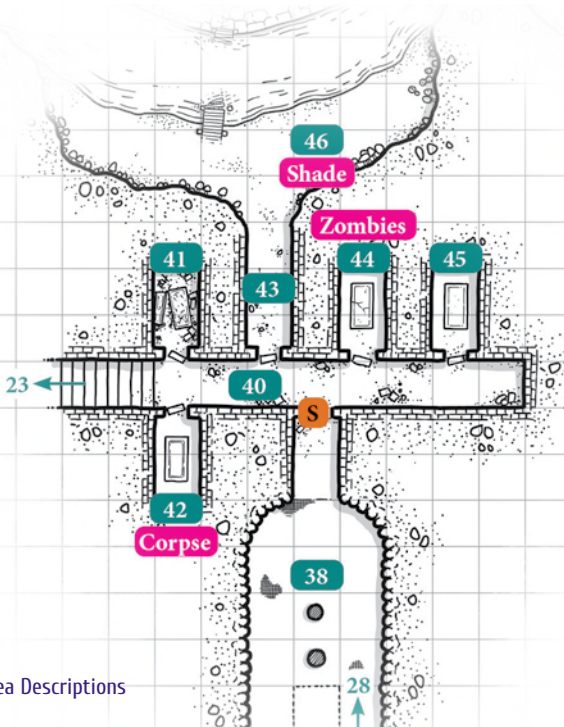
41 Collapsing Tomb

Crumbling sandstone blocks (walls, ceiling 7', and floor). **Rubble** (pile of sandstone blocks).

Buckled floor (slabs cracked by rubble).

Stone coffer (tipped on its side, lid fallen off).

- ▶ **Entering:** Whenever someone enters, there is a 2-in-6 chance the ceiling collapses dealing 1d6 damage to all within (**save versus breath** for half).
- ▶ **Inside the coffer:** Incomplete human skeleton. Shredded burial shroud (grey).



42 Coffer Corpse

Crumbling sandstone blocks (walls, ceiling 7', and floor). **Fastidiously clean** (no debris). **Stone coffer** (sealed).

- ▶ **Inside the coffer:** A coffer corpse wearing a silver crown bejewelled with smoky quartz (1,200gp).

Coffer Corpse

Mummified corpse (emaciated, bandage wrapped). **Glowing green eyes** (malevolent luminescence).

COFFER CORPSE

AC 7 [12], **HD** 2** (11hp), **Att** 1 x grasp (1d6 + throttle), **THACO** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 30

- ▶ **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm, hold, sleep*).
- ▶ **Turning:** Treated as a 4 HD monster.
- ▶ **Throttle:** On a successful grasp attack, the corpse's hands lock around the victim's throat, inflicting 1d6 automatic damage each subsequent round.
- ▶ **Mundane weapons:** Seem to damage but do not. (Can only be harmed by magical attacks.) A mundane attack with "damage" of 4 or more causes the coffer corpse to drop to the ground as if dead, rising again next round. Any characters who were in melee with it must **save versus spells** or flee.
- ▶ **Fleeing characters:** Run away at maximum speed for 4 rounds. There is also a 50% chance of dropping held items.

43 Prismatic Spy

Crumbling sandstone blocks (walls, ceiling 7', and floor). **Debris** (strewn along corridor).

- ▶ **Examining the debris:** Chunks of fallen ceiling, human bones, shredded cloth (grey), a tin necklace with a frog's head pendant (3gp).
- ▶ **Passing through:** 4-in-6 chance the prismatic shade in Area 46 spots PCs and drifts to Area 50, informing the prismist.



44 Janitor Zombies

Crumbling sandstone blocks (walls, ceiling 7', and floor). **Fastidiously clean** (no debris). **Stone coffer** (sealed).

- ▶ **Inside the coffer:** Dismembered human female legs (3), arms (7), heads (2), and a torso. Tattooed with magical preservation sigils.

2 Zombies

Lurking in the corner (leaning listlessly against the wall). **Dressed like waiters** (awkwardly fitted black velvet suits). **Brooms** (propped up beside).

- ▶ **Reaction:** Animate when anyone enters, grabbing their brooms and awaiting instruction. Understand commands to clean and tidy. Only attack if they witness PCs disturbing anything in Areas 42, 44, or 45.



ZOMBIE JANITORS

AC 8 [11], **HD** 2 (9hp), **Att** 1 x broom (1d4), **THACO** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 20

- ▶ **Initiative:** Always lose (no roll).
- ▶ **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

45 Necromantic Store

Crumbling sandstone blocks (walls, ceiling 7', and floor). **Fastidiously clean** (no debris). **Stone coffer** (sealed).

- ▶ **Inside the coffer:** Filled to the brim with neatly stacked human skulls, mummified human hands and black candles. Scrap of parchment: "Could even the wight of the priestess be forced into submission?"

46 Fungal Beach

Natural cavern (rough stone walls, ceiling 15'). **Sandy beach** (soft white sand). **Black fungus** (coating walls, night horns). **Underground lake** (cool, sparkling water). **Collapsed bridge** (anchored to stone posts, drifting in the current). **Raised island** (north, Area 47, 10' from shore, 5' high stone sides).

- ▶ **Examining the sand:** Signs of a boat landing and boot prints.
- ▶ **Examining the bridge:** Posts are covered in blue algae. Beneath is engraved: "She Who Adored the Faceless One".

Prismatic Shade

Incorporeal humanoid (formed of light). **Shifting rainbow colours** (bright then dim). **Two-dimensional** (always facing viewer). **Lurks in corners** (spying on PCs).

- ▶ **Reaction:** The shade was created by the prismist (Area 50). It tries to remain unnoticed. If PCs attempt to cross the river, the shade slips away to inform its mistress.
- ▶ **Speech:** Near-silent whispers. Basic Common.

PRISMATIC SHADE

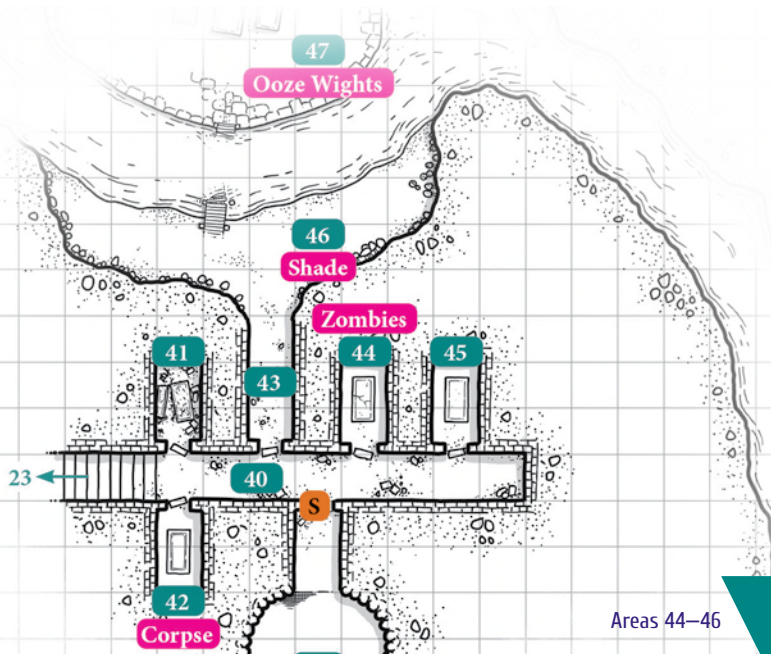
AC 7 [12], **HD** 1 (hp 4), **Att** 1 x touch (paralysis), **THACO** 19 [0], **MV** 90' (30') floating, **SV** D12
W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 13

- ▶ **Surprise:** On a 1-4, due to incorporeality.
- ▶ **Paralysis: Save versus paralysis** or be frozen for 1 turn.
- ▶ **Two-dimensional:** Can slip through small spaces (e.g. door frames).
- ▶ **Mundane damage immunity:** Only harmed by magical attacks.

Night Horns

Long branching fronds (like antlers, up to 2' long). **Jet black** (glistening). **Growing on walls** (clusters).

- ▶ **Examining:** Slimy with crystalline scale patches.
- ▶ **Eating:** Roll 1d6. 1-3: Gain infravision 30' (or increase existing range by 20') for 6 turns. 4-5: Blurred vision for 6 turns (-2 to attack rolls). 6: Blindness for 6 turns.



47 Tomb of the Ooze Priestess

Island in subterranean lake (stone paving, 5' above water). **Natural cavern** (ceiling 20'). **3 stone coffers** (central one larger). **Wooden bridge** (spans 15' to Area 49, looks secure).

- ▶ **Setting foot on the island:** Lawful or Neutral characters awaken the ooze wights, which emerge from their coffers.
- ▶ **Beneath the central coffer:** Dragging the coffer aside requires a combined 30+ STR. Beneath is a 2' square stone trapdoor.
- ▶ **Beneath the trapdoor:** A small space containing 3,000gp (stamped with an evil eye). Anyone spending these coins (even a single one!) is cursed. (The referee may decide the curse's nature and how to dispel it).

Ooze Wight (High Priestess)

Bloated corpse (pallid flesh). **Three eyes** (milky blind human eyes, large red central eye). **Oozing pustules** (fluorescent green slime). **Purple robes** (silk, embroidered with golden runes). **Gold jewellery** (2 bracelets: 500gp each, evil eye amulet: 1,500gp).

- ▶ **Reaction:** Hateful of the living. Vain – may listen to flattery relating to the ooze cult's former glories.
- ▶ **Speech:** Bombastic, promises eternal damnation in the ooze hells. Old-fashioned Common.

HIGH PRIESTESS

AC 5 [14], **HD** 3* (13hp), **Att** 1 x touch (1d4 + necrosis), **THACO** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Chaotic, **XP** 50

- ▶ **Undead:** Makes no noise, until she attacks. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- ▶ **Mundane weapon immunity:** Only harmed by silver weapons or magic.
- ▶ **Necrosis:** Victim's flesh necrotises into black ooze, inflicting permanent hp loss.



2 Ooze Wights (Acolyte)

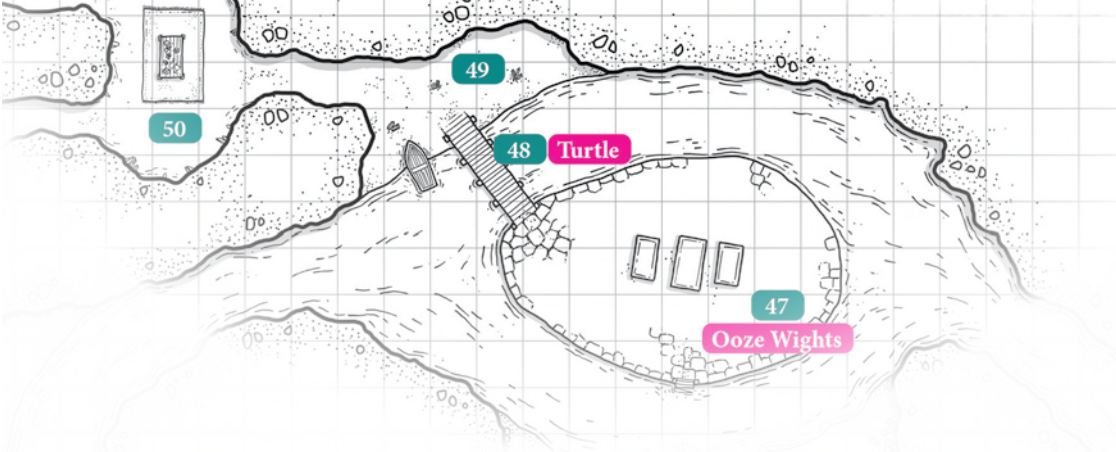
Bloated corpses (blackened flesh). **Slime oozing from eye sockets** (purple). **Ritual swords** (long black blades).

- ▶ **Reaction:** Hateful of the living. Obey the high priestess.

ACOLYTE

AC 7 [12], **HD** 2* (hp 7, 10), **Att** 1 x sword (1d8), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 25

- ▶ **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- ▶ **If killed:** Explode in a burst of purple ooze. Causes 1d6 damage to any in melee.



48 Turtle Bridge

Natural cavern (rough stone walls, ceiling 15'). **Underground lake** (cool, sparkling water). **Crystal bay** (north, Area 49). **Raised island** (south, Area 47, 15' from shore, 5' high stone sides). **Wooden bridge** (spans between bay and island, looks secure).

- ▶ **Stepping onto the bridge:** It sways but seems stable.
- ▶ **Peering into the water:** Spot a pale, 5' round shape (the cave turtle).
- ▶ **Crossing:** As each person reaches the middle, there is a 2-in-6 chance the cave turtle attacks from the water below.

Cave Turtle

Bulky (5' round). **Pale white** (ghostly shape in the water). **Violet eyes** (pupiless). **Hiding beneath bridge** (waiting for crossing prey).

- ▶ **Reaction:** Aims to snatch a PC from the bridge and swim off to devour them in peace. Easily scared off if PCs attack without crossing the bridge.

CAVE TURTLE

AC 4 [15], **HD** 3* (14hp), **Att** 1 x bite (1d6 + submerge), **THACO** 17 [+2], **MV** 120' (40' swimming), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 50

- ▶ **Submerge:** A target on land (or on the bridge) must **save versus paralysis** or fall into the water.

49 Crystal Wards

Natural cavern (rough stone walls, ceiling 15'). **Sandy beach** (soft white sand). **Quartz crystals** (6" chunks, dotted around in the sand). **Underground lake** (cool, sparkling water). **Rowing boat** (beached). **Raised island** (south, Area 47, 15' from shore, 5' high stone sides). **Wooden bridge** (spans between bay and island, looks secure, see Area 48).

- ▶ **West:** Scintillating prismatic light.
- ▶ **Examining the sand:** Boot prints lead west.

- ▶ **Examining the crystals:** Form a hexagonal grid.
- ▶ **Stepping onto the sand:** Crystals flare with intense white light. Witnesses must **save versus spells** or be unable to perceive the passageway leading west to Area 50. (The phantasm wears off after 24 hours.)
- ▶ **Disabling the crystal wards:** Disturbing the crystal grid without setting foot on the beach disables the ward.

50 Phantasmal Bedchamber

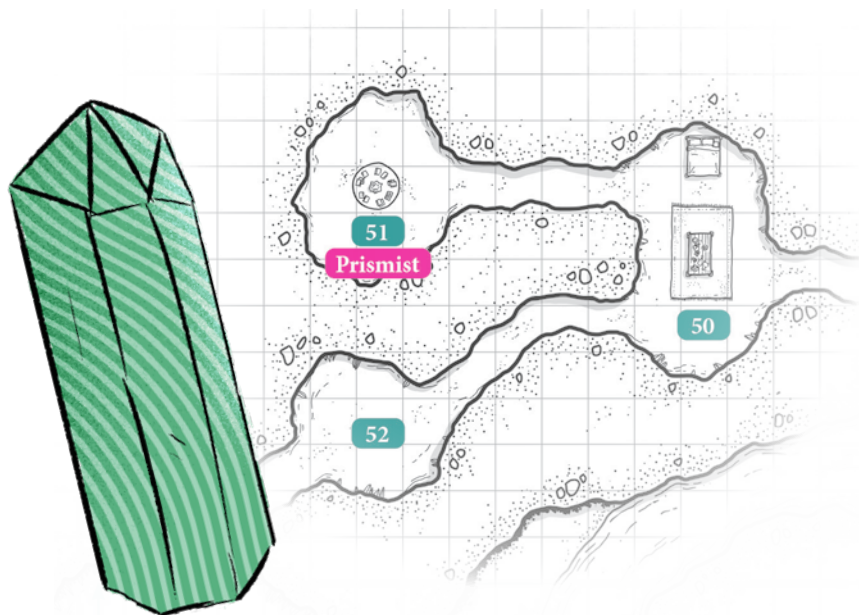
Crystal grotto (12' high, rough stone walls and floor). **Rainbow-hued crystals** (hang from ceiling, 1' long, soft glow). **Luxurious bed** (plump feather pillows, woollen blankets, silk throws). **Plush red rug** (deep pile). **Finely bedecked table** (laden with fine food and drink).

- ▶ **East:** Running water.
- ▶ **West:** Bright white light.
- ▶ **Making noise:** Alerts the prismist (Area 51) to intruders' presence.
- ▶ **Examining the crystals:** Not noticeable at first, a rainbow-hued lamp may be spotted, hung among the crystals in the grotto's centre.
- ▶ **Food and drink:** All manner of delights: pastries, roast game, candied fruits, sparkling wines and spiced teas.
- ▶ **Illusions:** The bed, rug, table, and provender are all illusions projected by the magical ceiling lamp (see below).

Lamp of Fictitious Finery

A small, finely-wrought lamp with rainbow-hued glass shutters. When lit, projects illusory luxury.

- ▶ **Area:** The illusion fills a 30' radius around the lamp.
- ▶ **Illusion:** Luxurious objects of the character's choosing, including furnishings, textiles, food, and drink.
- ▶ **Interaction:** Within the affected area, all illusory objects are quite real (affect all senses). Foods and drinks may be consumed without nutritive effect. Objects taken out cease to exist.
- ▶ **Duration:** The illusion lasts until the lamp is snuffed out. Since the lamp does not burn fuel, it may remain lit indefinitely.
- ▶ **Moving the lamp:** The illusion moves with it. (Disorienting for anyone within the affected area.)



51 Prismist's Retreat

Crystal grotto (10' high, rough stone walls and floor). **Rainbow-hued crystals** (hang from ceiling, 1' long, soft glow). **Black cloth** (circular, laid on floor). **Object draped in black velvet** (prism-shaped, 2' tall, on cloth – see prism of life trapping). **12 tomes** (strewn on cloth, treatises on illusionist magic + prismist's spell book). **Glowing pebble** (in a corner, *continual light* cast on it).

Marjoram Gryver – Imperial Prismist of the 2nd Order

Middle-aged woman (5'3", plump, long grizzled hair). **Purple robes** (embroidered with fine swirling gold patterns). **Prism-topped staff** (crystal glows pale orange). **Engrossed in study** (searching tomes).

- ▶ **Reaction:** Afraid strangers may betray her location to the authorities. Will resort to magic use to repel those of unfriendly intent (in extreme circumstances uncovering the prism of life trapping).
- ▶ **History:** Her husband (also a prismist) uncovered a plot to conceal the Emperor's death and replacement with an illusory double. He was apprehended and trapped inside the *prism of life trapping*. Marjoram stole the prism and fled to the Magical Forest, hiding in the crystal grottoes.
- ▶ **Wants:** To release her husband from the prism of life trapping (but fears breaking it, knowing it contains dangerous guardians). To prove to the world the Emperor is dead and the Arch-Prismists now rule via their illusory emperor.

IMPERIAL PRISMIST

AC 4 [15], **HD** 5** (10hp), **Att** 1 x dagger +2 (1d4+2) or spells, **THACO** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (Illusionist 5), **ML** 7, **AL** Neutral, **XP** 425

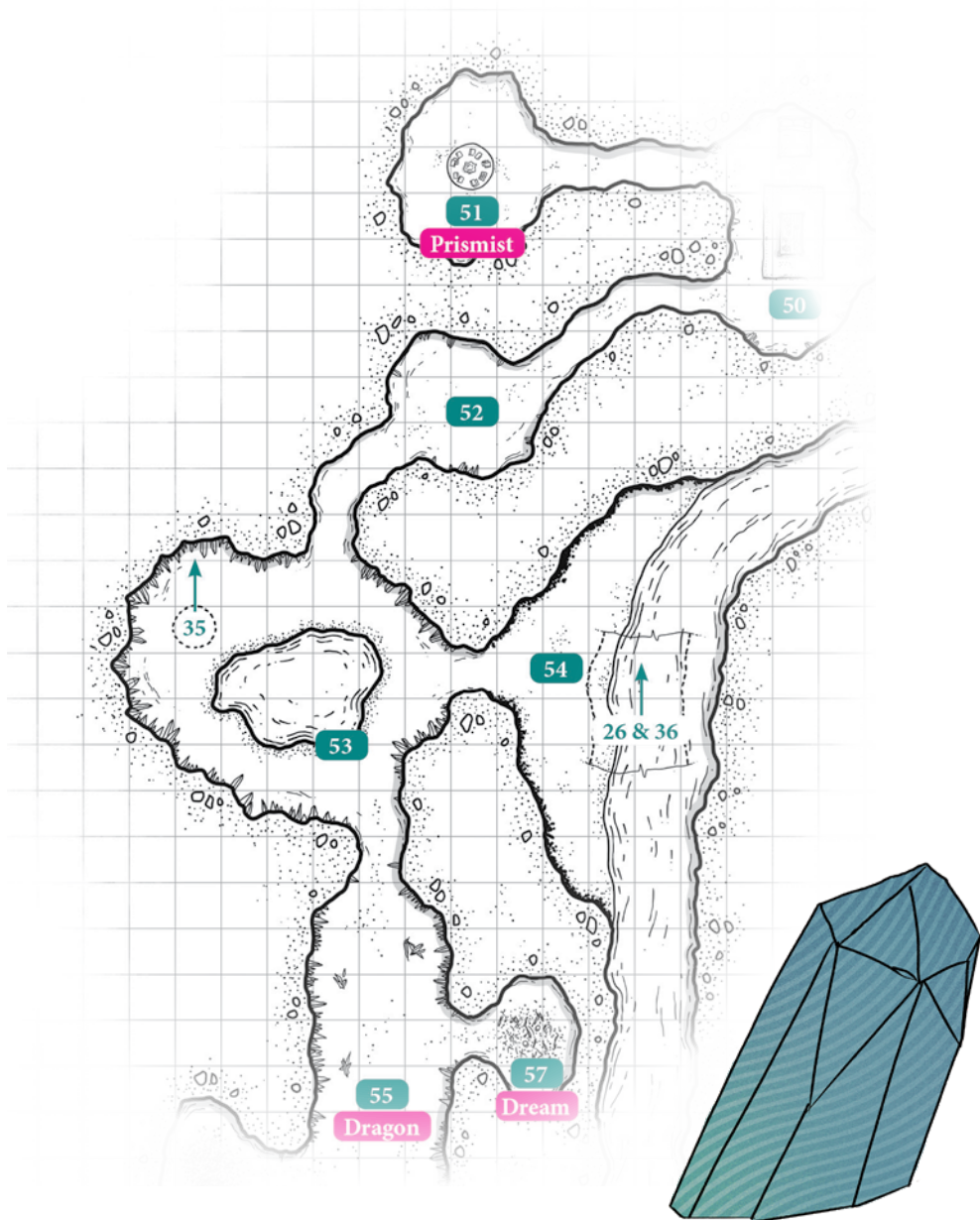


- ▶ **Spells:** *Colour spray*, *hypnotism*, *invisibility*, *mirror image*, *spectral force*. (If not using illusionist spells, substitute *charm person*, *magic missile*, and *hold person*.)
- ▶ **Items:** Ring (platinum, black pearls, grants AC 5 [14]). Dagger +2 (rainbow glass blade, cast iron hilt). Belt pouch (50pp).

Prism of Life Trapping

2' tall prism (violet glass). **Velvet cover** (black, prevents accidentally looking into prism).

- ▶ **Magic:** Functions as a mirror of life trapping (see **Old-School Essentials**).
- ▶ **Trapped inside:** Marjoram's husband (Merriband Gryver—also a prismist) and 12 predatory werephasms. Merriband can speak from within.
- ▶ **Breaking the prism:** Releases those trapped inside. Treat the werephasms as shadows (see **Old-School Essentials**).



52 Flashing Bead

Crystal grotto (10' high, rough stone walls and floor). **Rainbow-hued crystals** (hang from ceiling, 1' long, soft glow).

- ▶ **Entering:** A tiny bead in the cave's centre emits a blinding flash. **Save versus spells** or blinded for 1d6 turns. The prismist (Area 51) placed the bead to prevent intruders from coming this way.

53 Mineral Baths

Crystal grotto (15' high, rough stone walls and floor). **Pulsating crystals** (cover walls and ceiling). **Hole in ceiling** (5' wide). **Mineral-encrusted bones** (humanoid, scattered near Area 55's entrance).

- ▶ **East:** Sounds of rushing water.
- ▶ **South:** 3-in-6 chance of crunching sounds (the dragon in 55 feeding).
- ▶ **Climbing up the hole:** Leads 5' to Area 35.

Mineral Pool

Steaming yellow/orange waters (hot bath temperature, prismatic smoke rising from surface). **Rim of crystals** (grainy white deposits around edge).

- ▶ **Drinking the water: Save versus poison** or fall unconscious for 1d12 hours, dreaming of a great treasure hoard. (2-in-6 chance afterwards of knowing a real hoard's hidden location).
- ▶ **Entering the pool:** Very relaxing. If naked, recover 1 hp per turn spent bathing (max 6 hp per day).

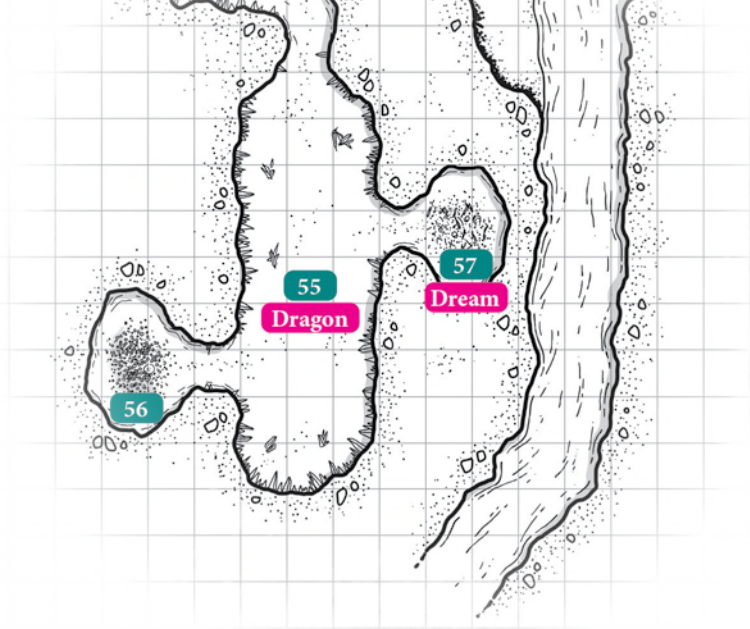
Pulsating Crystals

- ▶ **Prismic growths** (6" long). **Pulsating glow** (phasing violet / aquamarine).
- ▶ **Examining the crystals:** Drifting ghostly humanoid faces moan inside.
- ▶ **Touching the crystals:** Faint voices chuckle "Try the waters!".

54 Crystal Beach

Crystal grotto (8' high). **Tiny white crystals** (encrust walls and ceiling). **Sandy beach** (soft white sand). **Rushing river** (flowing north). **Rift in ceiling above river** (10' x 15').

- ▶ **Climbing up the rift:** Leads 12' to the chasm between Area 26 and 36.
- ▶ **West:** Phasing violet / orange glow.
- ▶ **Examining the sand:** Signs of a large creature dragging through, plus a great clawed footprint (18" across).



55 Dragon's Larder

Crystal grotto (12' high, rough stone walls and floor). **Rainbow-hued crystals** (6" long, cover walls and ceiling).

- ▶ **Dragon's mealtime:** 3-in-6 chance the dream dragon is here, munching on crystal growths. (It is otherwise asleep, snoring, in Area 56.)
- ▶ **Dragon's dreams:** If sleeping, the dragon's dream manifestations fill this area. It primarily dreams about things it wants to eat (plump halflings, cavorting elves, tasty giant frogs) or things it covets (mounds of gold).
- ▶ **Interacting with the dreams:** They seem completely real, but vanish if touched, awakening the dragon.

Dream Dragon

Crystal-studded wyrm (15' long, pearlescent scales, pink and green crystals). **Crystalvore** (subsists primarily on minerals, not averse to fresh meat). **Prismatic fumes** (stream from nostrils).

- ▶ **Wants:** To regain access to Areas 49-52, presently warded by blinding magic.
- ▶ **Speech:** Hissing and fuming. Rudimentary Common. (Cannot cast spells.)

DREAM DRAGON

AC 3 [16], **HD** 6** (20hp), **Att** [2 x claw (1d4), 1 x bite (2d8)] or breath, **THACO** 14 [+5], **MV** 90' (30') / 240' (80') flying, **SV** D10 W11 P12 B13 S14 (6), **ML** 8, **AL** Neutral, **XP** 725

- ▶ **Breath weapon:** Cloud of sleep gas (50' long, 40' wide, 20' high, **save versus breath** or fall asleep for 4d4 turns). Can be used up to three times per day.
- ▶ **Attack pattern:** A dragon always attacks first with its breath weapon, then either breathes again or makes melee attacks (equal chance of either).
- ▶ **Sleeping:** If asleep, may be attacked for one round with a +2 bonus to hit.
- ▶ **See Old-School Essentials:** For further information on dragons.



56 Dragon's Lair

Crystal grotto (8' high, rough stone walls and floor). **Scintillating crystalline ceiling** (white and pale pink, naturally occurring vein of crystal). **Mound of treasure** (dragon's bed).

- ▶ **Sleeping dragon:** If the dragon is sleeping (Area 55), it is laying atop its treasure mound.
- ▶ **Treasure:** 6,000sp, 15,000gp, a trio of bejewelled bracelets (platinum, emerald, 900gp each), a diamond tiara (1,100gp), a crystal decanter containing a *potion of invisibility* (see *Old-School Essentials*).

57 Lurking Dream

Natural cavern (rough stone walls and floor, ceiling 8'). **Bones and debris** (blanketing the floor).

- ▶ **Examining the debris:** Composed of cleanly picked bones (mostly humanoid) and shredded clothing / armour.

Sentient Dream

Humanoid shadow (bent over, distorted). **Lurking in a corner** (incoherent mumbling).

- ▶ **Wants:** To kill the dream dragon, enabling its return to the world of dreams.
- ▶ **Speech:** Pervasive whisper.

SENTIENT DREAM

AC 7 [12], **HD** 2+2* (7hp), **Att** 1 x touch (1d4 + wisdom drain), **THACO** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 35

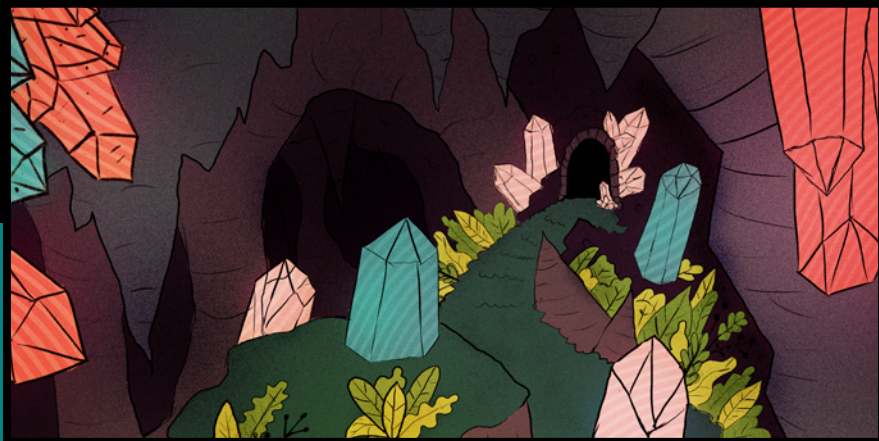
- ▶ **Surprise:** On a 1–5.
- ▶ **Wisdom drain:** Victims lose 1 WIS per hit. Recovers after 8 turns. If reduced to 0 WIS, the victim's soul is lost in the dream world.
- ▶ **Mundane damage immunity:** Can only be harmed by magical attacks.
- ▶ **Spell immunity:** Unaffected by *charm* and *sleep* spells.

Expanding the Dungeon

Two dungeon levels beyond the forest waterfall are described herein. If the referee wishes for continuing adventures here, the dungeon is easily expanded by adding extra levels. Some suggestions

- ▶ **Magical laboratories:** The ooze cult's halls could be extended by adding a second magically sealed or secret door in Area 13's northern portion. These additional chambers could contain the cult leader's magical laboratories or prisons—perhaps including still-animated magical constructs.
- ▶ **The subterranean river:** The river in the 2nd level continues eastwards past Area 47's island to further caves. If the referee has the adventure *The Hole in the Oak*, the subterranean river enters that dungeon at the north-west.
- ▶ **Extended crypts:** The crypts (Areas 40–45) may just be the beginning of a larger complex, potentially expanded eastwards by adding a doorway or stairway at Area 40's eastern end. These additional areas could be populated with undead monsters and possibly a necromancer's lair.

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The Incandescent Grottoes

A bubbling stream cascades into a hole in the earth, leading to a series of underground watercourses and scintillating grottoes. Adventurers who delve within may discover odd mosses and fungi, a ruined temple complex, and the lair of a crystal-eating dream dragon.

*A classic dungeon adventure
for characters of 1st to 2nd level.*

Requires Old-School Essentials
Classic Fantasy or Advanced Fantasy.



ISBN: 978-3-96657-051-0