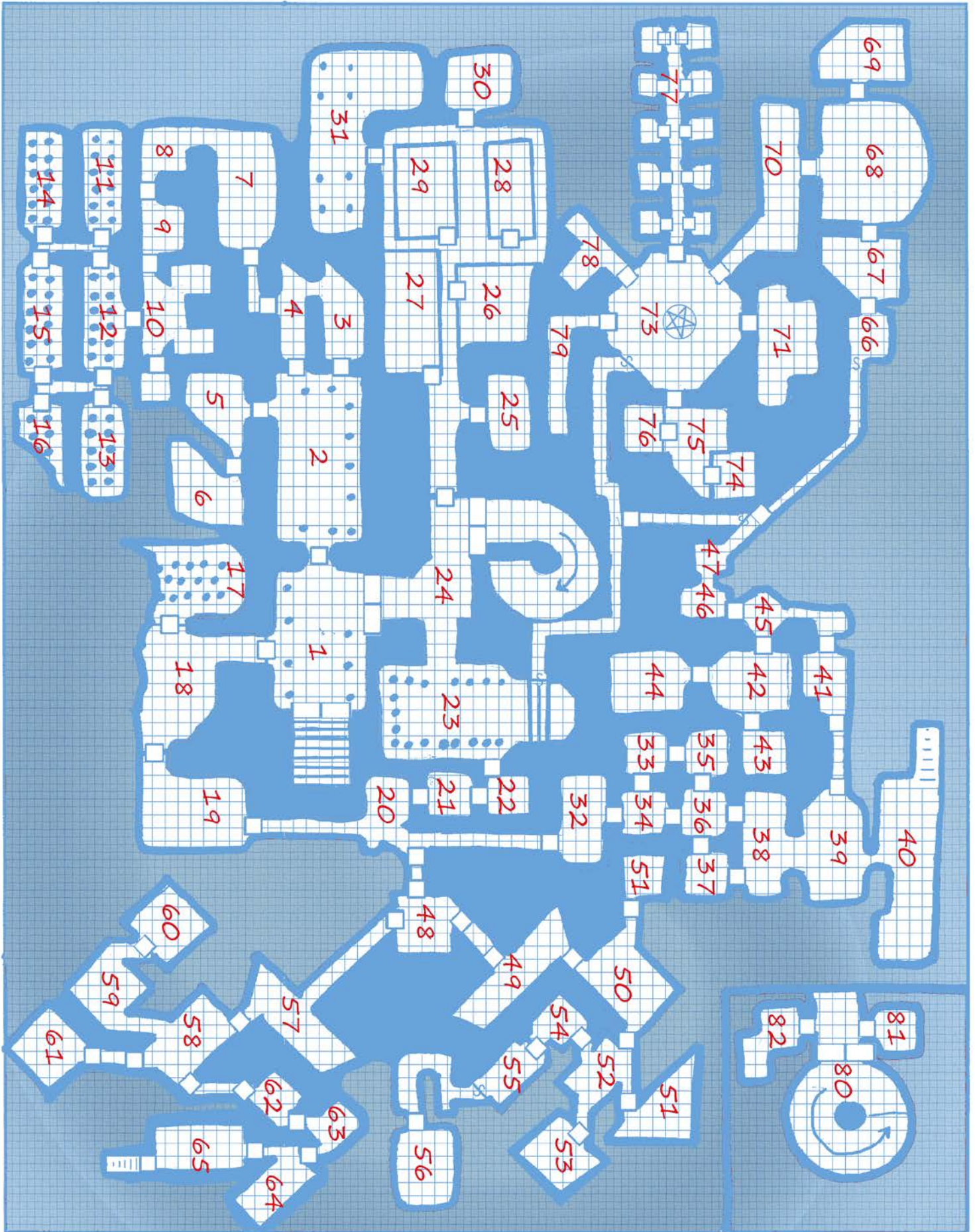


An Overwhelming Sense of Loss.

Or, The Occasion Of a Visit
Into The Underworld By Way of
The Grand Entrance To The
Ancient Dwarven Fortress of
Thrumi`Zud.

Roger E. Burgess, III

THRUMI`ZUD - The Grand Entrance



Forward.

Thrumi`Zud - a huge abandoned Dwarven city, of which this is merely the first Chamber - is a skeleton. That's an apt description in more ways than just the obvious one. In the game world, the meat of the place - the Dwarves living their lives, loving, eating, praying and dying are long gone. As an adventure, it's also missing the 'meat'. This module is a framework upon which you and your players can hang their ideas, fears and triumphs. Most of the current inhabitants are either long dead, or unintelligent scavengers trying to survive. Most. There are some bright sparks of life, both organic and inorganic and this chamber of the city, The Grand Entrance, foreshadows a number of the denizens that can be found in huge numbers deeper into the Underworld. The concerns of the dead are feasting on the living foolhardy enough to approach. The concerns of the living are much more immediate, as you'll see.

Thrumi`Zud and my personal world of Zharillia are a labor of love, a complicated one that strives for simple presentation to my players and now to you. I try to keep as much of the *mechanics* of play as brief as is possible. For instance, in this adventure, you will find that the hit points of all the monsters have already been rolled for you and are placed in a space with (just) enough room for a DM to use that particular page as a damage tracker. Speaking of monsters, every monster in the book is put right up at the front where it's easy to access and find. When the rules call for a saving throw, they merely state 'make a save.' If your system has multiple types, pick one that seems appropriate. The rules are directly presented, not extracted and alienated from the adventure, but placed in the spot where they will be used.

The initial rooms are very spare in their description. Again this is deliberate, the adventure is just starting out, and if I present you with a complete description of the place, you end up playing in my version of Thrumi`Zud. Modules should present the situation and then get the hell out of the way so that players and GM can get on with playing in their worlds, not mine. What does an abandoned Dwarven city look like? To me, it's one thing, to you it can (and maybe even should) look like something else entirely.

World building is a collaborative effort between you and the players, and with this adventure in your hands, between you, me and the players. You'll find that later rooms are more elaborate in their construction - because by this point the atmosphere you desire to establish will have already enveloped the players. You'll find lots of similar touches throughout this document, and some really bad puns.

Furthering the point that Thrumi`Zud is located in your world, not mine, there's no long back-story that you have to memorize, no sweeping set of events that took place ages ago that are vastly important to the average person above-ground.

Thrumi`Zud was invaded several thousand years ago, abandoned and the main entrance collapsed, forgotten until some enterprising young murder-hobos came along and rediscovered it.

There you go, that's the entire history of Thrumi`Zud. Who invaded? Who knows. In my world it was Red Men escaping from horrors further down in the Underworld, but your world probably doesn't have Red Men and may not even have Orcs, which they are based on. Back-story should emerge through *play*, not spring full-formed from the forehead of the people playing the game beforehand - world building should be a shared experience, not a solitary one. Role-Playing Games are a community effort, not a game of Solitaire. Sure, the GM has to put together *something*, but that skeleton should be just - and remain just - that, a skeleton that the GM and the Players can hang their ideas on *together*. Often in this module you'll find things stated as simply being so, with no accompanying explanation of why or how. I've left it up to you and the players to come up with reasons. As an example, the wind rushing up from below in Room 24, The Grand Spiral, induces a catatonic fear that can leave a character with a failed save unable to act until they die of thirst or are eaten by one of the many horrible things that wander around the place. Why? In my world there's an answer, but it may not fit into your world at all.

Thrumi`Zud is also specifically designed to emphasize a several concepts that seem to me to not get a lot of love when it comes to OSR games. The first is Dungeon as 'fantasy fucking Vietnam.' The sense of horror, isolation and loss should be nearly *visible* over the table when adventurers descend into the Underworld. Death should come swiftly and explosively. Healthy paranoia on the part of your players should enable them to, just barely, survive most of the time. The Underworld is an *actively malign* place, where even the everyday rules of a fantasy city filled with Wizards and Paladins need not apply. Denizens of the Underworld have no trouble opening doors - the party does. The Grand Spiral does not induce

catatonia in them - though it probably keeps out the animals and those with no business going down. This isn't candy-bright fantasy where ~~Mary Sue~~ Garion gets the orb and the pretty girl and the awesome sword and the super powers and the happy notice of the Gods at the end. Entering the Underworld should always be a terrible risk, and if you survive, you are a total badass.

The second concept is **Henchmen**. The XP charts use a geometric series up to name level *for a reason*. If you need double the XP to go from one level to the next higher level, then if at any point your character fails to survive, what kind of pickle are you in? Not much of one. Let's say your character was level 5 when he died, if you start a new character right away, by the time the party reaches roughly the same portion of XP into level 6, you'll be **right back where you started - at level 5**. Not such a great loss after all, that's 7 to 10 outings if your GM paces things a bit, during which you'll be leveling like mad, picking up awesome hand-me-downs from the upper level guys and also getting your own loot.

Even better, henchmen with their 50% XP 'penalty', are designed explicitly to keep players in that position of 'one level behind'. A 50% penalty seems like a lot, but each level costs DOUBLE the previous one. Enough XP to get you to level 7 gets your henchman to level 6. Awesome. That, and in fantasy fucking Vietnam, more bodies is sometimes better armor than Full Plate +3.

The third concept is the **Reaction Roll** - everything gets a reaction roll unless the room text specifies an attack. Even the Spine Rats in Room 2. Why? Because if you as GM force a full frontal assault on the PCs in every encounter, they won't make it to Room 5. That doesn't mean that Thrumi`Zud isn't brutal, it is, and the first few rooms especially so. Overconfident PCs are going to die horribly: poisoned, stabbed, diseased and eaten. There are things here they should run away from and come back with more preparation, if they come back at all. You won't find any unfair insta-deaths, I've tried to give clues for everything that can outright kill a PC (and if you find one where that isn't the case, email me, I'll fix it.)

In my personal campaign, the influences of Zharillia are many. The base rule-set is ACKS with no Clerics or Thieves (if you want to be a thief, steal something. If you want to pick a lock, hire a locksmith, and then guard him carefully down to where the treasure chest is!) All magic is arcane, but wizards can only learn so many spells. The magic system itself is from Dungeon Crawl Classic. The lordship and Power Game is mediated by Mr. Crawford's Red Tide rules. Different civilizations use his Stars Without Number 'alien lenses' conceit.

As far as environmental influences, read Glenn Cook and Steven Erikson. Mix liberally with Carcosa and its brightly colored humans, ray guns, dinosaurs, irradiated plains, infamous Sorcerers, robots and space elves; throw in a hefty dose of Dark Sun; mix in Tekumel's theology and cosmology with all its Gods, Cohorts and their aspects and whatnot; finally, toss in a sprinkle of Steampunk and Mr. Crawford's Red Tide. There's room in this gonzo world for Thrumi`Zud, Anomalous Subsurface Environments, Castle of the Mad Archmage and even the mighty Rappan Athuk.

Then, when you've added all that to the bowl, don't mix it - *blow whole planet to smithereens*, let people live on continent-sized shards surrounded by enough air to get from one to the other if you're stupid and foolhardy (the Tide *will* get you), 'disappear' the Elves offworld, kill off most of the Dwarves and all the humanoids and Purple Men, curse the Dwarves to never touch Ale again and finally: start everyone off at a certain keep on some borderlands. Thrumi`Zud's Grand Entrance lies just behind the wall of rocks in the lower left hand corner of the single best map ever drawn...

Roger E. Burgess, III
March 14, 2014

Acknowledgements

I would like to thank the following people for their work and their inspiration. Without them, none of this would be possible. Presented in no particular order.

Courtney C. Campbell,
for
[Steamband](#),
the most fun you can have with a keyboard.
[Treasure](#), [Psionics](#),
& [Tricks, Empty Rooms & Basic Trap Design](#)
All three books get used extensively.
& the blog [Hack & Slash](#).

Andrea 'ABK' Back
for
[Arcanix RPG](#)
& her Patron, [Nektherazzan](#),
the Everburning Flame of the Desert

the venomous pau,
for
the [Demons of Adad Untash](#)
& the blog [Strange Stones](#)

Noisms
for
his [post on poppies](#).
& the blog [Monsters and Manuals](#)

Eldric IV
for
his Patron, [Kizzithixx](#),
the Lord of Chains, the Bound One

Bill Webb & Matt Finch of [Frog God Games](#)
for amazing games and supplements,
& especially the [ToHC](#), [ToAD](#) and [S&W SRD](#)

Alexander Macris, Tavis Allison & Greg Tito of Autarch
for the masterful [ACKS](#).
Nobody does character building better.

[Kevin Crawford](#),
for his [Red Tide](#) supplements.
The endgame is an actual game because of you.

[Joseph Goodman](#),
for [Dungeon Crawl Classics](#)
the magic system is perfect.

Professor M.A.R. Barker,
for [Tekumel](#),
he showed us what world-building could be.

[Zak Smith](#)
for [Vornheim](#),
books as Knowledge Skill rule!

The [NetHack](#) Dev Team
for Elbereth,
everyone needs a portable safe-zone.



Thrumi`Zud: The Grand Entrance (Level 1)

Dungeon Inhabitants

CL A

SPINE RATS

Spine rats are as long as a human's arm, red-eyed, and covered in spiny overlapping scales; they appear to be the product of some sort of crossbreeding between rats and lizards. A ridge of spines along the back runs from neck to tail. Due to the muck and slime of their habitat, the ridge-spines of a spine rat are likely to be tainted with soiled material. Anyone jabbed by a spine must make a saving throw or contract a disease that leaves them bed-ridden and fevered for 3d6 days. The bite of a spine rat is not especially dangerous, and only leads to the risk of infection if the wound is not cleaned.

Rare varieties of spine rats are able to shake spines from their backs like tiny darts; and extremely rare large specimens may be able to walk in semi-bipedal fashion and craft crude tools and weapons. (Author: Scott Wylie Roberts, "Myrystyr") Source:

[Monstrosities](#)

Spine Rat: HD 1d4hp; AC 6[13]; Atk 1 bite (1d3) or spine (1d3 + poison); Move 12; Save 18; CL/XP A/5; Special: Diseased spines; ML 7; HC none; NA 3d8 (3d100).

CL B

FERAL CAT, UNDEAD

Feral undead cats look like they were created by zombie-raising magic, but they are actually things quite unlike normal animated undead such as skeletons or zombies. These undead cats are possessed of an animal cunning akin to that of ghouls (although with less intelligence), and they are not slow moving as zombies are. Like ghouls, they tend to form into packs. If a person is scratched more than three times by undead feral cats (not necessarily the same one), he must make a saving throw or be paralyzed for 1d6 turns. After the first set of three scratches, every subsequent scratch requires a saving throw.

(Author: Matt Finch) Source: [Monstrosities](#)

Feral Undead Cat: HD 1d4hp; AC 8[11]; Atk 2 claws (1hp); Move 12; Save 18; CL/XP B/10; Special Paralyzing scratch (after first 3 hits); ML 12; HC II (K); NA 3d6 (3d6).

RAVEN, ZOMBIE

Zombie Ravens are the rotting, undead bodies of ravens, animated by the strange forces of the underworld. They can be summoned as familiars to Chaotic mages.

(Author: Matt Finch) Source: [Monstrosities](#)

Zombie Raven: HD 1d6hp; AC 8[11]; Atk 1 bite (1d3); Move 1 (Fly 6); Save 18; CL/XP B/10; Special: Immune to sleep and cold; ML 12; HC none; NA 2d8 (2d8).

CL 1

CLOCKWERK SCOUT

Scouts are constructed to resemble animals commonly found in the area that the brain gear operates within. Their inner wood and metal workings are covered by an animal's pelt. Characters have only a 1 in 6 chance to notice the deception (2 in 6 for demi-humans and 3 in 6 for druids and rangers). This camouflage helps them move about unnoticed and gives them the opportunity to strike from ambush. They are designed to serve as the mobile eyes and ears of a clockwerk colony. While still restricted by the 2-mile radius they must remain within to keep contact with a brain gear, scouts serve an important role as reconnaissance, patrol, and pursuit troops. Only if the scouts have a chance to strike from a devastating ambush does the brain gear order them into battle. Source: [Tome of Horrors Complete](#), Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors Mike Mearls and Scott Greene.

Clockwerk Scout: HD 1; AC 2[17]; Atk Slam (1d4); Move 15; Save 17 CL/XP 1/15; Special: None; ML: n/a; HC: none; NA 2d10 (5d20).

FORMIAN

Formians are highly intelligent ant-people, walking on their four hind legs but using their specialized fore-claws to hold objects. Their ant-like heads have deadly mandibles, which they use in combat. Formians have a caste society, like ants. The workers are small (about 75 pounds) and fairly stupid. Warriors are as large as a human being, and no more intelligent than the workers. A noble class, the taskmasters, rules formian society and are normally only found in the cities of this strange and alien race. These formians are as large as a horse, and extremely intelligent.

Formian cities are small, containing no more than 500 workers, 50 warriors, and 10 taskmasters, plus a royal retinue. The royal retinue includes a queen, males equal to half the number of taskmasters, and an additional 1d6 taskmasters, 3d6 warriors, and 6d6 workers. Formians also keep humans and members of other races as slaves or trade-goods. Source: [Monstrosities](#)

Formian Worker: HD 1; AC 3[16]; Atk 1 bite (1d4); Move 15; Save 17; CL/XP 1/15; Special: None ML 9; HC none; NA 2d8 (1d5x100).

Formian Warrior: HD 3; AC 2[17]; Atk 1 bite (1d6), 2 mandibles (1d4), 1 sting (1 + non-lethal poison); Move 12; Save 14; CL/XP 5/240; Special: Non-lethal poison sting (2d4 damage, save for half) ML 10; HC none; NA 1d8 (1d5x10).

Formian Taskmaster: HD 7; AC 1[18]; Atk 1 bite (1d6+1), 1 sting (1d2 + non-lethal poison); Move 12; Save 9; CL/XP 8/800; Special: Non-lethal poison (4d4 damage, save for half) ML 9; HC IX (S); NA 1d2 (1d10).

Formian Male: HD 8; AC 1[18]; Atk 1 bite (1d6+1), 1 sting (1d2 + non-lethal poison); Move 12; Save 8; CL/XP 9/1100; Special: Non-lethal poison (4d4 damage, save for half); ML 8; HC none; NA 1d2 (1d5).

Formian Queen: Noncombatant, HD 10, AC 3[16]; ML n/a; HC XX (C); NA 1.

MUSHROOM-MAN

Standing 4ft in height, mushroom-men resemble humanoid mushrooms endowed with both arms and legs. Mushroom-men are usually found in natural caves, caverns, and underground passages.

Mushroom-men are initially created by magic. Once given life through magic they reproduce by way of spores. When a mushroom-man dies (0 hit points or less) it releases 1d6 spores which rapidly (within 1d4 rounds) grow into mushroom-men of 1 HD lower than the parent (1 HD mushroom-men do not produce spores upon death). The spores have 2 hit points (before becoming fully formed mushroom-men). (Contributed by Skathros). **Source:** [Monstrosities](#)

Mushroom-Men: HD 3, 2, or 1; AC 5[14]; Atk Fist (1d6) or weapon; Move 12; Save 14, 16, or 17; CL/XP 5, 3, or 1/240, 60, or 15; Special: Spores ML 8; HC XVIII (E); NA 2d6 (1d6x10).

RED MEN (Orcs)

Red Men are brutish humans that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a penalty of -1 in sunlight. Occasionally, war-bands or even entire tribes of Red Men issue forth from their caverns to raid and pillage by night. Their leaders are great brutes with additional hit dice, and magic-using shamans may also be found in the larger tribes. Red Men tribes generally hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a sorcerer. **Source:** [Monstrosities](#)

Red Men: HD 1; AC 6[13]; Atk 1 by weapon, usually spear (1d6) or scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None; ML 8; HC XIX (D); NA 2d4 (6d10).

SKELETON

Skeletons are animated bones of the dead, usually under the control of some evil master. **Source:** [Monstrosities](#)

Skeleton: HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None; ML 12; HC none; NA 3d10.

VAPOR RAT

Vapor rats resemble normal rats in all respects. Though more intelligent, they possess a lot of the same traits and conduct themselves in much the same way as normal rats. When slain, their bodies burst in a cloud of grayish green vapors that fill a 10-foot radius and acts as a stinking cloud. Vapor rats can assume gaseous form once per day, and they heal 2 points per round. They are slowed by cold. (Author: Scott Greene) **Source:** [Tome of Horrors Complete](#), Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors Mike Mearls and Scott Greene.

Vapor Rat: HD 1d4; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP 1/15; Special: death throes, gaseous form, slowed by cold, heal 2 points/round, 5% are diseased; ML 7; HC XIII; NA 2d10

CL 2

CENTIPEDE, GIANT (SMALL, LETHAL)

Small (Lethal): Giant lethal centipedes of the small size inflict a lethal bite with a +4 saving throw, but inflict no damage if the saving throw is successful. **Source:** [Monstrosities](#)

Giant Centipede (small, lethal): HD 1d2hp; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; CL/XP 2/30; Special: poison bite (+4 save or die); ML 7; HC none; NA 2d12.

Small (Non-Lethal): The non-lethal variety has larger pincers but its poison is not lethal (though it is deadly). Failing a saving throw (at +4) against the poison of the non-lethal variety causes 1d4 rounds of crippling pain (the victim is helpless, as if asleep). Additionally, the limb (roll 1d4) is temporarily crippled (treat as a disease) for 2d4 days. A crippled leg reduces movement by 50%; a crippled shield arm cannot use weapon or shield; a crippled sword arm can only attack at -4. A second bite on a leg reduces movement to one quarter normal, and a third bite to the legs reduces movement to 1ft per minute (prone, dragging oneself by the arms).

Giant Centipede (small, non-lethal): HD 1d2hp; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; CL/XP 1/15; Special: non-lethal poison bite (+4 save) ML 7; HC none; NA 2d12.

Man-sized: The man-sized giant centipede is a deadly predator with armored segments, a deadly bite, and a lethal (though relatively weak) poison.

Man-sized Giant Centipede (7ft): HD 2; AC 5[14]; Atk 1 bite (1d8 + poison); Move 15; Save 16; CL/XP 4/120; Special: poison bite (+6 save or die); ML 8; HC none; NA 2d8.

Large: A twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom.

Large Giant Centipede (20ft): HD 4; AC 0[19]; Atk 1 bite (3d8); Move 18; Save 13; CL/XP 6/400; Special: poison bite (+4 save or die); ML 8; HC none; NA 2d8.

GIANT ANT

Giant ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 5:1. The poison of a warrior ant does 2d6 points of damage if a saving throw is failed, 1d4 points of damage if the saving throw succeeds. **Source:** [Monstrosities](#)

Giant Worker Ant: HD 2; AC 3[16]; Atk Bite (1d6); Move 18; Save 16; CL/XP 2/30; Special: None; ML 8; HC none; NA 3d6 (10d8).

Giant Warrior Ant: HD 3; AC 3[16]; Atk Bite (1d6+ poison); Move 18; Save 14; CL/XP 4/120; Special: Poison 2d6 (save for 1d4 only); ML 8; HC none; NA 1d8 (2d10).

Giant Queen Ant: HD 10; AC 3[16]; Atk Bite (1d6); Move 3; Save 3; CL/XP 8/800; Special: None; ML 12; HC XI (Q) x3, IX (S); NA 1.

DEMON (MUZGUB ANANG GUL)

(Lower Order Demon)

Muzgub Anang Gul are wretched little demons with the bodies of large rats. Their bizarre countenances resemble crocodile heads. These creatures are very fast, and automatically win initiative on the first round of combat. In subsequent rounds they receive a +1 to their initiative rolls.

Additionally, they possess all of the abilities of a typical Lower Order Demon:

1. Infravision (90')
2. Half damage from cold-based attacks
3. Half damage from electrical-based attacks
4. Half damage from fire-based attacks (all)
5. Half damage from gas-type attacks
6. Telepathy (allows all languages to be understood)

Further, these creatures are:

- Susceptible to damage from "cold iron" weapons – hits from such weapons do an additional 1d4 damage.
- Highly vulnerable to Holy Water, taking 1d8 damage per thrown vial that hits or an additional 1d4 damage from weapons doused in such a fluid.
- Able to be turned (as creatures of 3HD) by Clerics of the Azuric Monodeities.

Muzgub Anang Gul usually plague fields that have not been blessed in the name of Tammuz a rare male aspect of Dilinala, devouring everything in their path.

The Tablets of Adad Untash tell the faithful that Muzgub Anang Gul are the souls of unwise farmers who allowed their crops to wither, bringing hunger to their families.

Source: [the venomous pao](#)

Muzgub Anag Gul: HD 1; AC 4[15]; Atk 1 bite (1d4+1); Move 18 (Fly 6); Save F1; CL/XP 2/31; Special: Demoniatic immunities & vulnerabilities; ML 7; HC none; NA 2d4(2d4).

DEMON (MANES)

The pathetic, damned souls of Roman mythology, manes are no larger than humans, with gray skin and empty eyes. Non-magical weapons inflict only half normal damage on them.

Source: [Monstrosities](#)

Manes Demon: HD 1; AC 5[14]; Atk 2 claws (1d2), 1 bite (1d4); Move 5; Save 18; CL/XP 2/30; Special: Half damage from non-magic weapons ML 5; HC none; NA 4d4.

CRUMBLER

Crumblers are mountain and cavern-dwelling "rock men," who serve as guardians for important things. They are immune to fire, electricity and magical "blasting" attacks. Cutting weapons inflict half damage (and there is a 2 in 6 chance of non-magical weapons breaking against them). Hammers and maces do normal damage. They usually attack in groups, rising up out of the rubble surrounding boulder-laden areas. They cannot pursue, being rooted to the earth. (Contributed by Old Crawler).

Source: [Monstrosities](#)

Crumbler: HD 1; AC 4[15]; Atk 1 thrown rock (1d4) or fist (1d4); Move 0; Save 17; CL/XP 2/30; Special: Immunities; ML 7; HC XI (Q); NA 2d6.

CL 3

DERGENUE

When dungeons and dark temples have bas-reliefs of half-naked women carved into their walls, adventurers should be aware that some of these provocative decorations may be Dergenu, a race of intelligent, mischievous earth elementals. They hide in walls, using their innate ability to phase through earth and stone, and attack by reaching out to grab at unwary passersby (high chance to surprise). Their blows cause 1d6 damage, and they may drag their victims into the wall (to swiftly suffocate and die) if the attack roll succeeds by 4 or more points. Earth-based magic may cause 1d8 damage per spell level to a dergenu, or slay her outright, depending upon the spell. A dergenu takes normal damage from fire, cold, and weapons, but is otherwise immune to almost all other attack forms. If she steps out of a wall, a dergenu must remain in contact with earth or stone or lose 1 HP per turn, and they cannot cross a barrier of fire or water. (Contributed by Scott Wylie Roberts, "Myrystyr").

Source: [Monstrosities](#)

Dergenu: HD 2; AC 4[15]; Atk 1 strike (1d6); Move 12; Save 16; CL/XP 3/60; Special: Drag into stone, immunities; ML 8; HC VI; NA 1d6.

EXPLODING BONES

Nearly identical to skeletons in appearance, Exploding Bones differ in coloring from their more mundane counterparts.

Exploding Bones are a bright pulsating red, their coloring becoming brighter and pulsating faster as they near death and the inevitable explosion which gives them their name.

When these crimson skeletons reach 0 hp their bodies explode sending a shower of jagged bones, which hit all within 20ft. All within this radius suffer 1d6 points of damage from the explosive shower of bony shrapnel. A successful Saving Throw halves this damage. Exploding bones are treated as Type 2 undead for turning purposes. (Contributed by Skathros).

Source: [Monstrosities](#)

Exploding Bones: HD 2; AC 8[11]; Atk 1 weapon (1d8); Move 12; Save 16; CL/XP 3/60; Special: Explode when killed; ML 12; HC none; NA 2d10.

GHOUL

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

Source: [Monstrosities](#)

Ghoul: HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch; ML 7; HC I (J), XXVIII (Z); NA 1d10(3d20).

MECHANISM, BRONZE COBRA

Bronze cobras are similar to iron cobras, built in ancient days by powerful spell casters as mechanical servants using powerful magic. These jointed snakes are the size of a normal cobra, and follow commands given to them or programmed into them by their creators. Bronze cobras are not as lethal as iron cobras, being made of softer metal and having a five-dose supply of

paralysis poison (3d6 turns) rather than a three-dose supply of lethal poison. They are, however, faster than the similar mechanism created from iron. Source: [Monstrosities](#)

Bronze Cobra Mechanism: HD 2; AC 3[16]; Atk 1 bite (1d2 + poison); Move 12; Save 16; CL/XP 3/60; Special: Non-lethal paralysis poison; ML 12; HC none; NA 1d3 .

PYRE ZOMBIE

These undead creatures are weirdly enchanted with some sort of necromancy. When hit by a melee weapon, they burst violently into flame, inflicting 1d6 points of damage to anyone within 5ft. Only the bones remain after this conflagration: the remaining skeleton fights as a skeleton rather than as a zombie (including the lower hit points). The flesh re-grows rapidly, and the creature will fight as a zombie again in 10 combat rounds, including the restored ability to immolate itself. (Contributed by Scott Casper).

Source: [Monstrosities](#)

Pyre Zombie: HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 3/60; Special: Immune to sleep and charm, immolation; ML 12; HC none; NA 1d10.

SHEET FUNGUS

Sheet fungi are flat, sheet-like plant creatures about 6 feet long and 2-1/2 or 3 feet wide. It weighs about 3 pounds. Two small dark circles “sewn” into its design function as eyes. They resemble tapestries or rugs and use this to their advantage when hunting for food. Sheet fungi are fond of blood and flesh, especially that of humans. If a sheet fungus hits an opponent with its pseudopod, it can decide to engulf a victim automatically on its next round. An engulfed opponent is held until it dies or until the sheet fungus takes three-quarters of its hit points at which time it releases its prey and flees. Source: [Tome of Horrors Complete](#), Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors Mike Mearls and Scott Greene.

Sheet Fungus: HD 3; AC 4[15]; Atk 1 pseudopod (1d6); Move 15 (flying); Save 14; CL/XP 3/60; Special: Camouflage, engulf; ML: 6; HC XIII (O); NA 1d3.

SPIDER, GIANT

Giant spiders are aggressive hunters. Only the 6ft diameter giant spiders are web builders. Giant spider webs require a saving throw to avoid becoming stuck. Those making a saving throw can fight in, and move at a rate of 5ft per round through, the webs. Medium-Sized giant spiders surprise on a roll of 1-5, being able to hide well in shadows.

Phase spiders can shift out of phase with their surroundings (can be attacked only by ethereal creatures), coming back into phase to attack. Source: [Monstrosities](#)

Giant Spider (1ft diameter): HD 1+1; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; CL/XP 3/60; Special: lethal poison (+2 saving throw); ML 7; HC XIII (O); NA 1d10 (2d20).

Giant Spider (4ft diameter): HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey; ML 7; HC XII (O); NA 1d8 (2d12).

Giant Spider (6ft diameter): HD 4+2; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; CL/XP 7/600; Special: lethal poison, webs; ML 8; HC XII (O); NA 1d8 (2d10).

Giant Phase Spider: HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 6/400; Special: lethal poison (+1 save or die), dimension phasing; ML 8; HC XII (P); NA 1d4 (2d10).

CI 4

VERY YOUNG BLACK DRAGON (8HD)

The size of a dragon is roughly 5ft of body length per age category, up to the adult size of 20ft. Dragons have double normal treasure (i.e., with a gold piece value of four times the dragon's XP value).

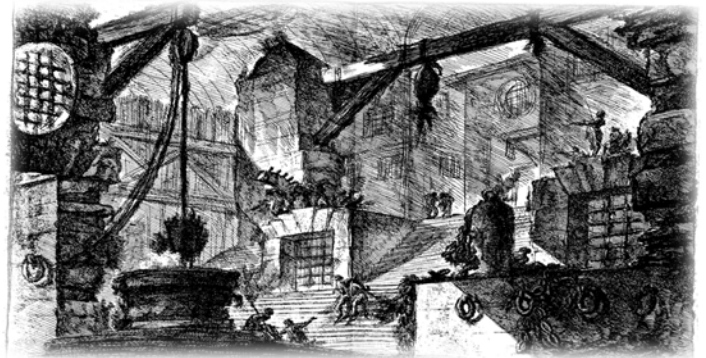
Do not roll hit points for dragons as normal. Instead, determine the age category of the dragon, and that will tell you both the dragon's hit points per die and how many points of damage per hit die the dragon's breath inflicts:

(1) Very young dragon: 1 hit point per hit die, 1 hit point per die inflicted by breath weapon.

Note that dragons, while they are dangerous opponents, are not by any means invincible. In a medieval-type fantasy world, dragons are a common problem rather than a godlike creature of legend – so the statistics for dragons reflect a deadly but not mythical foe. The GM is, of course, free to create stats for a more “mythical” conception of dragons. Since dice aren't rolled for dragon hit points, it is possible for a truly mythical dragon to have more “numbers” per die than it's actually possible to roll on a hit die.

Breath Weapons: All dragons have a breath weapon of some kind, which can be used three times in a day. The GM chooses when a dragon will use the breath weapon, or may roll a 60% chance in any given round. Damage inflicted by a dragon's breath weapon is indicated under the age category. Breath weapons come in three different types: a cloud-shape for gaseous exhalations, a cone shape for fiery-type breath, and a line for spitting dragons. The dimensions of a dragon's breath differ according to the dragon's type.

If a dragon is beaten down by subdual damage (see rules for combat), the dragon will surrender and serve its masters, even to the point of allowing itself to be sold. However, subdued



dragons are only loyal while they are impressed by and frightened of their masters – signs of weakness may cause the dragon to escape or even attack its master.

Standard-colored dragons generally have a challenge level of its (hit points/4) +2.

Black dragons spit a deadly, corrosive acid rather than breathing fire. The acid covers everything in a line 5ft wide and 60ft long. Black dragons have a 45% chance of being able to talk; talking black dragons have a 5% chance of being able to cast 1d4 first level magic-user spells. Black dragons range in size from 6 to 8 hit dice. **Source:** [Monstrosities](#)

Very Young Black Dragon (8HD): HD 8 (8hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: Spits acid; ML 10; HC VII; NA 1d3.

SHADOW

Shadows may or may not be undead creatures: they are immune to sleep and charm, but the GM may decide whether they are undead creatures subject to turning or whether they are some horrible “other” thing, a manifestation perhaps, or a creature from another dimension (or gaps in the dimensions). Shadows are dark and resemble shadows, though they may be darker. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a Strength of 0, he becomes a shadow. Strength points return after 90 minutes (9 turns). **Source:** [Monstrosities](#)

Shadow: HD 3+3; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons; ML 8; HC IV (M); NA 1d6.

CL8+

ARCHER-TREE

Archer-trees are a species of walking pine tree. Some of the tree’s needles are extremely long, although this is not easy to notice from afar. The tree’s animated branches can throw 1d4 of these longer needles per round to a range of 100ft. The needles contain a sedative poison that paralyzes victims for 3d6 turns (saving throw negates). **Source:** [Monstrosities](#)

Archer-Tree: HD 7; AC 6[13]; Atk 1d4 needles (1d6); Move 1; Save 9; CL/XP 8/800; Special Paralysis; ML 10; HC VII; NA 1 (1d6).

BLACK PUDDING

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by the weapon), chainmail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved. **Source:** [Monstrosities](#)

Black Puddings: HD 10; AC 6[13]; Atk 1 attack (3d8); Move 6; Save 5; CL/XP 11/1700; Special : Acidic surface, immune to cold, divides when hit with lightning; ML 12; HC none; NA 1.

Factions

The faction table is there to give you an overview of who the intelligent inhabitants of Thrumi`Zud are. Factions noted as being able to relate to another faction have a natural affinity for that other faction and dealings between them will be Neutral at worst, unless the PCs interfere.

Faction	Members	Can Relate To
Formians	10 Workers	Giant ants
Giant ants	40 Workers 8 Warriors 1 Queen	Formians
Ghouls and the Shadow	13 Ghouls 1 Shadow	Demons
Demons; Manes and Muzgub Anag Gul	20 Manes 4 Muzgub	Ghouls and the Shadow
Clockwerks	9 Scouts	Nobody
Vermithranaxas and his Red Men	1 Dragon 23 Red Men	Nobody

Monetary Units

A note on treasure: Zharillia uses a silver standard, yours may not, I made the following conversions, which grants much more silver:

D&D Standard	Effect	New Monetary value
Platinum (pp)	x10	Silver
Platinum (alternate)	x5	Electrum
Gold (gp)	==	Silver
Electrum (ep)	/2	Silver
Silver (sp)	==	Bronze (bp)
Copper (cp)	==	Copper

New Monetary Value	Effect	D&D Standard
Silver	/10	Platinum
Silver (alternate)	==	Gold
Silver (alternate)	x2	Electrum
Electrum	/5	Platinum
Bronze	==	Silver
Copper	==	Copper

The values I use are as follows:

Zharillia Coin Values
1 pp = 20gp = 40 ep = 400sp = 4000bp = 8000cp
1 gp = 2ep = 20sp = 200bp = 400cp
1 ep = 1/2gp = 10sp = 100bp = 200cp
1 sp = 10bp = 20cp
1 bp = 2cp
1 cp = 1cp = 1/2bp

Wandering Monsters

(Every other turn, 1 on 1d6)

1d8+1d12 †	Monster
2	1 Black Dragon (Unique) & 1d6 Red Men
3	1 Black Dragon (Unique)
4	1d3 Sheet Fungus
5	1 Bronze Cobra and 1d2 Crumblers
6	1d3 Demons (50% either) & 1d6 Skeletons
7	2d6 Red Men
8	1d2 Ant, Giant (Worker) & 2d6 Spine Rats
9	2d6 Skeletons
10	1d6 Ant, Giant (Worker)
11	1 Spider, Giant
12	1 Dergenu
13	1d6 Centipede, Giant (Small, Lethal)
14	3d8 Spine Rats
15	3d6 Feral Cats, Undead
16	3d6 Zombies, Raven
17	1 Zombie, Pyre & 1d6 Skeletons
18	2d6 Mushroom Men
19	1d3 Giant Ants & 1d6 Formians - Workers
20	1 Ghoul & 1d6 Centipedes (Small, Lethal)*
21	1 Ghoul & 1d2 Demon, Manes*
22	1 Shadow (Unique)

†: add +2 to the roll at night.

* Only 5 Ghouls may be encountered as wandering monsters. For every Ghoul encountered, reduce the number of Ghouls located in Room 65 by one.

Elbereth

Unless otherwise labeled, any given room has a 5% chance of bringing up impenetrable black Force Walls in response to the word *Elbereth*. The walls block all entrances and exits from the Room that the person who said the word is in. Anyone standing in a doorway when the walls go up dies instantly, sliced in half. After 8-10 hours, the walls generally evaporate and cannot be called back for two full days from their last conjuration. Magic related to passage, travel or dismissal will reduce the duration of the walls' existence by one hour per conjuration. No known magic can reduce the amount of time required for the walls of an *Elbereth* room to recharge.

The trader at the Keep and several others in the area know the word, but use it as a folk ward against more bad luck after having had some bad luck come their way.

The first time the players say the word in the dungeon mark the chamber they are as an *Elbereth* room.

This works throughout the Dwarven portion of Thrumi`Zud, but few, if any, inhabitants are aware of this property of the dungeon.

Room Key

Entrance and Armory

1. Grand Entrance Chamber.

The columns are lit by blue glowing runes. The runes gutter like a torch in a gale.

2. Audience Hall [MONSTER]

Stone podium. Greeting notes for some long dead envoy. Broken lanterns litter the floor. Stone columns are stacked by the NW door, partially blocking it.

15 Spine Rat: HD 1d4hp; AC 6[13]; Atk 1 bite (1d3) or spine (1d3 + poison); Move 12; Save 18; CL/XP A/5; Special: Diseased spines; ML 7; HC none; NA 3d8 (3d100).

HP: 2 2 1 2 2 4 3 1 1 3 2 4 2 4 1

3. Preparation Room 1 [MONSTER]

Angular stone benches line the walls below mirrors, some still intact. Skeletons litter the floor, their forms nearly unrecognizable from burning.

14 Skeleton: HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None; ML 12; HC none; NA 3d10.

HP: 8 6 3 7 3 1 2 4 4 3 6 4 6 3

4. Preparation Room 2

Barrel of rancid oil, torches, barricade of columns to the north. Moldering cloth lines the walls. Light, glowing softly blue emanates from the West.

5. Preparation Room 3 [TREASURE]

Barrel of rancid oil, broken torches, sour smell to West.

780 sp. (Barrel - TRAPPED: Blade Scything near Container [1d8+1 damage/attacks as a Lvl 1 Fighter])

- 130 sp. Small ornate box covered in oilcloth. Contains:
- 250 sp. Amber gem
- 400 sp. 4x Hard Silver *Columns*. A *column* is worth 2x its value if used for a Laboratory, Workshop or Library.

6. Diplomat's Upper office

Three stone tables, cracked, shattered screen. Sour, acrid smell emanates from a hole in the floor in the corner.

7. VIP Lounge

Ornately carved chair-bodies extrude from the floor. Pale green and *ulfire* light emanates from the runes in the walls along the floor.

8. Snack Room [TRAP AND TREASURE]

916sp. Scything blade, neck-high (1d8+1 damage/attacks as a Lvl 1 Fighter. On hit, save or be decapitated) (Small Coffin [LOCKED])

1. 902 bp, 1573 cp.
2. 750 sp. Scepter – Wrought iron with copper banding and a white leather grip.

Elbereth room.

9. Empty Room

Rotten smell to the East.

10. Abandoned Temple

An altar of highly polished green marble centers the room. Alcoves are guarded by faded tapestries. A short, low tunnel connects to an adjoining cloak room to the East. No symbols remain to give clue to what gods were worshipped here.

11. Barracks 1

Rotted wooden beds and lockers stand empty. Columns block sight.

12. Barracks 2

Rat bones and worse litter the floor. Stench emanates from the East and the West. A small wooden idol to a forgotten god lies broken on the floor.

13. Barracks 3 [MONSTER]

Broken planks scattered about. Rotten bird corpses everywhere.

14 Feral Undead Cat: HD 1d4hp; AC 8[11]; Atk 2 claws (1hp); Move 12; Save 18; CL/XP B/10; Special Paralyzing scratch (after first 3 hits); ML 12; HC II (K); NA 3d6 (3d6).

HP: 2 4 1 1 1 1 1 3 2 1 2 2 4 Will attack undead ravens on sight.

14. Barracks 4 [MONSTER]

Soggy. Moldy water drips down from above. Weathered stone lines the floor.

8 Zombie Ravens: HD 1d6hp; AC 8[11]; Atk 1 bite (1d3); Move 1 (Fly 6); Save 18; CL/XP B/10; Special: Immune to sleep and cold; ML 12; HC none; NA 2d8 (2d8).

HP: 4 3 3 2 1 1 5 4

15. Barracks 5 [MONSTER AND TREASURE]

Chitinous plates scattered on the ground. There's enough to make a decent set of half-plate. A party of 8 Red Men from the Upper Forge have trapped a scouting party of formians in room 16.

4532sp. (Huge Chest [LOCKED] carved in the style of Wodenstone the Elder. Worth 500 sp by itself)

1. 75 sp. Braided copper torc.
2. 100 sp Zierschiebe of Morellon. Comes apart as a sextant.
3. 700 sp. Pair of ruby cufflinks. (100 sp ea. if separated)

4. 188 sp. Book: Cultivars of the Smallfolk (1mo. of reading grants +1 to any survival related rolls within ruins). Book: Warchants in the Era of Shin (2) ancient history.
5. 4126sp. Large stone carving of three armored dwarves by Cordoughton. One of his best works.
6. Leather Armor made of the hides of the iron goats of Zhevakistan. Grants AC 6, +1 to hide rolls in wooded areas.

A book will give 1d10 answers to questions before being used up. The number of questions is noted in parentheses after the title. The subject the book covers is last.

8 Red Men: HD 1; AC 6[13]; Atk 1 by weapon, usually spear (1d6) or scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None; ML 8; HC XIX (D); NA 2d4 (6d10).

HP: 8 8 5 5 2 2 2 1

16. Barracks 6 [MONSTER]

Trapped formians. Bodies of formian warriors on the ground. They have come through several dozen miles of caverns, searching out new sources of food. Now they are starving and unless food is offered quickly, will attack, seeking to eat anyone they see. Cave-in has destroyed the back wall.

10 Formian Worker: HD 1; AC 3[16]; Atk 1 bite (1d4); Move 15; Save 17; CL/XP 1/15; Special: None ML 9; HC none; NA 2d8 (1d5x100).

HP: 1 8 2 2 4 6 5 4 3 6

Public Spaces

9 Clockwerk Scouts

20 Demons, Manes

17. Hall of Surface Art [SPECIAL]

Columns are rigidly but ornately decorated. The paintings that hang from the walls are worthless due to deterioration.

One painting cannot be moved and is in beautiful, if dusty condition. Over the course of several days, the painting will take on the image of a random PC. That PC is immortal as long as they don't die of wounds or magical disease. A resurrection spell must be performed at the painting or the painting will reset in 10 days after the PC's death.

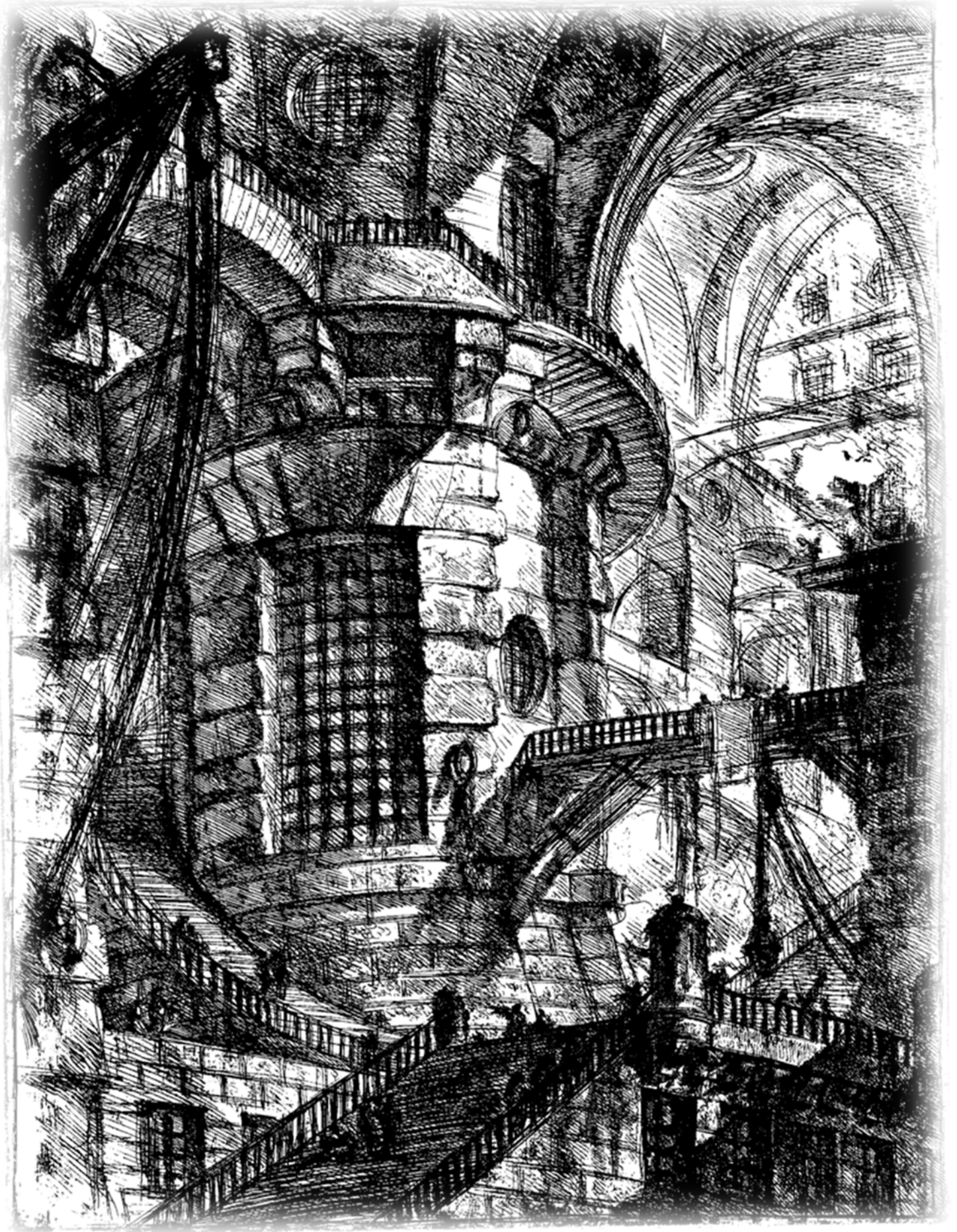
If that 10 days pass, careful inspection will locate the PC's face in the crowd in the background, screaming.

18. The Gallery [MONSTER]

Lining the walls are pedestals and alcoves carved in the distinctive curved Dwarven style. A few stuffed animals lie atop the pedestals.

9 Clockwerk Scouts: HD 1; AC 2[17]; Atk Slam (1d4); Move 15; Save 17; CL/XP 1/15; Special: None; NA 2d10 (5d20).

HP: 3 5 3 2 5 5 4 1 2



19. The Privy [MONSTER]

Holes in the floor with raised platforms on either side line the floor on the East and West sides. Grey, faded tapestries line the walls.

Sheet Fungus: HD 3; AC 4[15]; Atk 1 pseudopod (1d6); Move 15 (flying); Save 14; CL/XP 3/60; Special: Camouflage, engulf; ML: 6; HC XIII (O); NA 1d3.

HP: 12

20. Empty room

21. Demon-stration [MONSTER AND TREASURE]

20 Demons from the 7 Pillars of Albasonde in the 47th Circle are plotting to retrieve more treasure from the temple nearby. There is a small pile of *decrept*, or demon ash, on the floor by a large copper urn. *Decrept* is what is left of the prime-material remains of a Demon when the body it inhabits is destroyed. Each pile is worth 120 sp. (150 sp. if Lawful) towards the value of a Laboratory, Workshop, Library or other such magical research facility.

2272sp. (Metal Urn - TRAPPED: Spears Released from Walls when Container Opened [2d12+1 damage/attacks as a Lvl 1 Fighter].)

1. 4371 bp.
2. 6611 cp.
3. 878 sp.
4. 200 sp. Topaz
5. 430 sp. 20 sq. yd. of magnificent silks from Chule. Virulent Green and *Jale*.
6. 500 sp. Collection of 5 blown glass water pipes in the shapes of mythical animals: Horze, Rebbitce, Owl, Snipe and the hideous Lady Bug, which looks like a voluptuous woman with the head of a fly and the legs of a grasshopper. The first 4 are worth 50 sp. ea. The Lady Bug pipe is worth 300 sp.
7. Treasure map detailing some of Chamber 15, far below.

20 Manes Demon: HD 1; AC 5[14]; Atk 2 claws (1d2), 1 bite (1d4); Move 5; Save 18; CL/XP 2/30; Special: Half damage from non-magic weapons ML 5; HC none; NA 4d4.

HP:5 7 3 3 1 7 4 2 2 4 8 6 2 8 2 3 1 3 3 5

22. Stick Around [SPECIAL]

The walls drip and ooze with a clear, sticky substance. It's edible, tastes different every time a bite is taken but spoils instantly when it leaves the room. The doors will not ever stick shut, but there's a 1 in 10 chance they will seal magically (Knock Spell to open) for 72 hrs. every time a party passes through. Check for wandering monsters every turn until the party is 2 turns worth of movement away from the room – many of them know the qualities of this room.

23. Audience Chamber [TRAP AND TREASURE]

Ornate carvings leave the dusty pillars almost delicate in appearance. A shattered stone throne lies on its side atop the stairs. Electric blue light runes fitfully illuminate the chamber.

400sp. TRAPPED: 50% Pendulum Axe Released from Wall when Secret Door in West Wall Opened [2d12+1 damage/attacks as a Lvl 2 Fighter].) Hidden in a secret compartment in one arm of the throne

1. 400sp. Silver dagger.

Surface Goods Storage

GIANT ANT LAIR

40 Workers

8 Soldiers

1 Queen

Once the Queen is dead, the warriors rampage, the workers are docile. Docile worker ants can be used as mounts by enterprising characters.

Giant Worker Ant: HD 2; AC 3[16]; Atk Bite (1d6); Move 18; Save 16; CL/XP 2/30; Special: None; ML 8; HC none; NA 3d6 (10d8).

Giant Warrior Ant: HD 3; AC 3[16]; Atk Bite (1d6+ poison); Move 18; Save 14; CL/XP 4/120; Special: Poison 2d6 (save for 1d4 only); ML 8; HC none; NA 1d8 (2d10).

Giant Queen Ant: HD 10; AC 3[16]; Atk Bite (1d6); Move 3; Save 3; CL/XP 8/800; Special: None; ML 12; HC XI (Q) x3, IX (S); NA 1.

24. The Grand Spiral

A huge spiral ramp at least 30' wide winds down and around in total darkness. Wind howls up from the ramp, obscuring any other sound that might be coming from the passageway. Merely looking down the wide dark hallway causes a fear-based nausea.

With each circumlocution, the dread gets stronger and stronger, until, upon leaving sight of the first landing 400m below, the howling wind requires a save at -4. Those who fail become catatonic with fear, to starve to death unless pulled back by someone unaffected. Once the landing is reached again, the fear subsides over the course of an hour.

The howling wind prevents any communication that requires hearing.

25. The Guard Shack [MONSTER]

A rectangular room, empty of everything except for the droppings of giant ants.

2 Giant Warrior Ant: HD 3; AC 3[16]; Atk Bite (1d6+ poison); Move 18; Save 14; CL/XP 4/120; Special: Poison 2d6 (save for 1d4 only); ML 8; HC none; NA 1d8 (2d10).

HP: 13 17

Elbereth room.

26. The Fungus Room [SPECIAL]

The dry, bitter smell of insect is strong here. The floor is coated with a dark, crumbly substance that appears to be dirt. An enormous variety of meter high mushrooms sprout along the floor, with winding trails running between them.

HALLUCINOGENIC 'SHROOMS:

Color

Roll a d12 to determine the 'shroom's color:

- 1 - Blue
- 2 - Red
- 3 - Purple
- 4 - Yellow
- 5 - Brown
- 6 - Green
- 7 - Black
- 8 - White
- 9 - Jale
- 10 - Ulfire
- 11 - Dolm
- 12 - Roll Twice (every time you roll this, multiply rolls by 2)

Type

Roll a d4 to determine the type of drug which the 'shroom can be used to produce:

- 1 - The 'shroom is a Depressant, i.e. one which diminishes sensation.
- 2 - The 'shroom is a Stimulant, i.e. one which increases alertness or awareness.
- 3 - The 'shroom is a Hallucinogen, i.e. one which causes hallucinations.
- 4 - The 'shroom is a Nootropic, i.e. one which enhances the functioning of the brain.

Means of Ingestion

Roll a d6 to determine the primary means of ingestion:

- 1 - The 'shroom is crushed and then made into tea.
- 2 - The 'shroom is crushed and then smoked in a pipe.
- 3 - The 'shroom is crumbled, wrapped in paper, and smoked like a cigarette.
- 4 - The 'shroom is crushed and snorted.
- 5 - The 'shroom is crushed, mixed with the blood of an animal, made into tablets, and swallowed.
- 6 - The 'shroom is crushed, mixed with the blood of an animal, then taken into the blood stream by smearing it on the sting of a Giant Bee and jabbing the sting into a vein.

Effect

Roll a d4 to determine the specific effects:

For Depressants:

- 1 - The 'shroom deadens fear. The character gains immunity to all forms of *fear*, *spook* and similar for 1d12 hours.
- 2 - The 'shroom deadens pain. The character may keep fighting even when reduced to 0 hit points or lower, to a maximum of -9, whereupon he or she dies instantly. The effects last for 1d12 hours.
- 3 - The 'shroom deadens the mind, and prevents the effects of illusions and other mind-affecting magic for 1d12 hours.

4 - The 'shroom lowers the blood flow and slows the spread of poison. Equivalent to a *slow poison* spell. Lasts for 1d12 hours.

For Stimulants:

- 1 - The 'shroom prevents sleep. The character can stay awake for one night and the next day without suffering ill-effects, but must save vs. poison the following night or collapse from exhaustion for 12 hours.
- 2 - The 'shroom stimulates the senses. The character can hear noise and detect traps as per the relevant thief skills at 40% for 1d12 hours. Thieves gain a +20% bonus to those skills for the same period.
- 3 - The 'shroom boosts energy. The character gains +1 to hit rolls and +1 to damage rolls for d6 hours.
- 4 - The 'shroom boosts the body's natural healing. Hit points are gained at twice the normal rate for the following 2 days.

For Hallucinogens:

Roll on the hallucinogen subtable found [here](#); effects last for 1d12 hours.

For Nootropics:

- 1 - The 'shroom boosts memory. One additional Level 1 spell may be memorized by spellcasters for one day.
- 2 - The 'shroom boosts human perception. The character has a 25% of automatically *knowing alignment* of everybody he meets for d6 hours.
- 3 - The 'shroom boosts judgment. The character has a 25% of automatically *detecting lies* for d6 hours.
- 4 - The 'shroom improves concentration. Missile attacks and spells requiring a 'to hit' roll are at +1 to hit for the next d12 hours.

Addictiveness

Addictiveness is a function of potency. Roll a d20 to determine potency. There is a flat 20% of addiction on first taking a dose of a 'shroom, + potency score. (Thus, there is a 34% chance of becoming addicted to a 'shroom with a potency of 14.) On a successful save vs. poison, this is halved. The second time a dose of the 'shroom is taken 10% is added to the chance of addiction, and for every additional dose thereafter.

An addicted character must have a dose of the 'shroom every day from that point on, or suffer -2 to all stats that day, and -2 cumulatively for each day thereafter. If any stat reaches 0, the character dies. After 2d6 days, if the character is still alive, the addiction breaks. Cost per dosage is generally 1 silver piece per point of potency.

From: [Noisms](#)



27. Refuse to Enter [MONSTER]

The ants stay far away from this room except when they need to get rid of something. The walls are slick with slime, turning the pale grey stone of the fortress black. Secure in its food supply, the Pudding will not leave the chamber unless reduced to 75% HP (49 HP) or less, at which point it will pursue anyone who runs away relentlessly and mindlessly. One could successfully lead it to the meditation room in the Temple of Hron, for instance.

1 Black Pudding: HD 10; AC 6[13]; Atk 1 attack (3d8); Move 6; Save 5; CL/XP 11/1700; Special: Acidic surface, immune to cold, divides when hit with lightning; ML 12; HC none; NA 1.

HP: 65

28. Barrels of Fun [MONSTER]

Stacked floor to ceiling with barrels – mostly empty, none in good condition, nothing valuable. Will take at least 30 turns to clear. Ants have chewed passageways along the barrels.

10 Giant Worker Ant: HD 2; AC 3[16]; Atk Bite (1d6); Move 18; Save 16; CL/XP 2/30; Special: None; ML 8; HC none; NA 3d6 (10d8).

HP:13 14 11 11 15 13 9 9 9 15

29. A Fun Guy [MONSTER]

Huge blocks of stone on one side (well cut, but common granite, worth 4sp ea if somehow removed and brought back to civilization. A Mushroom Man is trapped high above, because the worker ants will not leave. He will be grateful if freed and can provide knowledge of how to get back to his tribe. He can eat the fungus in Room 26 without harm or effect.

10 Giant Worker Ant: HD 2; AC 3[16]; Atk Bite (1d6); Move 18; Save 16; CL/XP 2/30; Special: None; ML 8; HC none; NA 3d6 (10d8).

HP:4 5 13 10 15 13 5 10 8 4

Mushroom-Man: HD 3, 2, or 1; AC 5[14]; Atk Fist (1d6) or weapon; Move 12; Save 14, 16, or 17; CL/XP 5, 3, or 1/240, 60, or 15; Special: Spores ML 8; HC XVIII (E); NA 2d6 (1d6x10).

HP:3

30. Queensguard [MONSTER AND TREASURE]

This chamber's door has been torn from the wall and the doorway crudely widened. A huge purulent mass is partially hidden from view behind a row of barrels.

3100sp. Chest of Stone, concealed behind 3 rows of empty ale tuns. Poisoned needles in lock. Save vs. Poison or -1d6 CHA that takes effect over the next week.

1. 606 sp. Chest, trapped, banded in silver. Carvings of a house surrounded by dead trees. Is a map to the location of the Center for the Study of Mental Prowess.
2. 404 sp. Jeweled hoop earrings in the Dolm Man style. Agate weights at the top.
3. 6060 cp.

4. 404 sp. Circlet of copper and leather with fine dragon-hair windings.
5. 119 sp. 2850 bp.
6. 1212 sp. Ring of ancient dwarven design: geometric inlays of primary colors
7. 40 sp. Caligraphic practice sheets and quill set in the Green Man style.

8 Giant Worker Ant: HD 2; AC 3[16]; Atk Bite (1d6); Move 18; Save 16; CL/XP 2/30; Special: None; ML 8; HC none; NA 3d6 (10d8).

HP:12 8 11 8 7 7 4 9 13 16

2 Giant Warrior Ant: HD 3; AC 3[16]; Atk Bite (1d6+ poison); Move 18; Save 14; CL/XP 4/120; Special: Poison 2d6 (save for 1d4 only); ML 8; HC none; NA 1d8 (2d10).

HP:11 19

1 Giant Queen Ant: HD 10; AC 3[16]; Atk Bite (1d6); Move 3; Save 3; CL/XP 8/800; Special: None; ML 12; HC XI (Q) x3, IX (S); NA 1.

HP: 41

31. EGG-celent [MONSTER]

This pillared room contains a statue of ancient Xagy in the center of the southern pillars. What existed between the northern pillars was long ago destroyed. It also has the ant's entire supply of eggs, about 100.

12 Giant Worker Ant: HD 2; AC 3[16]; Atk Bite (1d6); Move 18; Save 16; CL/XP 2/30; Special: None; ML 8; HC none; NA 3d6 (10d8).

HP: 8 2 5 13 10 4 5 13 14 10 11 7

Craftwerks (Food Preparation)

4 Demons, Muzgub Anag Gul

32. Buffet Room

The walls of this room are painted with heroic frescoes of Dwarves, in the depths of the earth, triumphing over various enemies. One can find what look to be Elves with strange armor and weapons, tall men wearing flowing robes and helms shaped like octopi and weaving great magics, and multitudes of red skinned, fur-wearing savages with stone weapons and bald heads.

30 chairs face the center of the room, perfectly placed as if a banquet table were between them, though no such table exists now.

33. Food Storage 1

Empty, broken barrels, rotten sacks and dried, decayed foodstuffs are all that is to be found in this room.

34. Food Storage 2

Same as 33.

35. Water Well [MONSTER]

Small rusty hooks, ready to fall apart at a touch line the north side of the room. A perfectly round stone cap is in place over a circular ledge of stones. If the cap is removed, 11 centipedes crawl out and attack the closest creatures.

11 Giant Centipedes (small, lethal): HD 1d2hp; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; CL/XP 2/30; Special: poison bite (+4 save or die); ML 7; HC none; NA 2d12.

HP: 11 11 2 2 2 2 11 2

36. Upper Brew-Works [MONSTER]

Large metal-plated containers, connected by tubes, fill this room. Anyone with skill in cooking or alcohol making will recognize the containers as a mash tun, a copper, a hopback and a fermentation tank.

With some effort, the equipment here can be refurbished and under the guidance of a brewmaster, will make quite good beer, even if sub-par ingredients are used. No Dwarf will go near this equipment, neither will they explain why.

The spiders have made a home out of the fermentation tank and will seek to ambush anyone leaving through the northern passageway.

2 Giant Spider (1ft diameter): HD 1+1; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; CL/XP 3/60; Special: lethal poison (+2 saving throw); ML 7; HC XIII; NA 1d10 (2d20).

HP: 7 5

37. Ale Room [MONSTER]

Broken casks and bottles line the floor, destroyed in what looks to be a fight, judging from the remains of Dwarves scattered amongst the debris.

9 Skeleton: HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None; ML 12; HC none; NA 3d10.

HP: 15 13 1 3 7 4 8

2 Exploding Bones: HD 2; AC 8[11]; Atk 1 weapon (1d8); Move 12; Save 16; CL/XP 3/60; Special: Explode when killed; ML 12; HC none; NA 2d10.

HP: 5 7

38. Empty Room.

39. Upper Kitchen

Clean and spotless, as if someone has been taking care of it recently. Smells of fresh bread. Allow the players to find any cooking utensil or apparatus that they desire in here with 2 turns worth of searching.

40. Food Staging Room. [MONSTER AND TREASURE]

The floor is covered by a swarm of tiny Rock Scorpions (1/6 chance to notice); Save vs. Poison or die in 1d3 days, remaining incapacitated the entire time. Long drag marks have fouled the floor leading to the stairwell in the northern wall.

Stairs to Chamber 14.

3020 sp. HIDDEN: Contained in barrels in a secret compartment opposite the stairs.

- 170 sp. Hardened iron mace in the shape of a flame. Faded enamel coloring can be restored easily for 50 sp. Mace will be worth 250 sp. after restoration.
- 400 sp. Scale armor. Made of hydra hide. Scales alternate between black and bronze like the hydrae of the southern riverlands.
- 400 sp. Reading pedestal of bluewood and inlaid with the metal *pordulin*, famous for its *ulfire* highlights.
- 700 sp. Good (+1) Amythest x4
- 450 sp. Idol depicting Thorigant, one-eyed, crippled creator of the Purple Man's religion. Made of soapstone.
- 500 sp. 10 sq. yd. of Purple Worm leather.
- 200 sp. 1000 bp. 2000 cp.

41. Back Ovens [MONSTER]

The east wall is one large oven. A draft breezes down the chimney, bringing the fresh smell of the outside with it. Perhaps a Green Man might fit in the shaft to escape this place. Perhaps.

A sealed door leads to the portion of Room 45 where the log trap can be reset. The door can be opened by anyone who traces the Dwarven runes for open on the door. Any magic related to opening, travelling or passage will also open the door. The demons have been trying to figure it out (they wish to use the log trap as a defense) and, if friendly, will ask the party for help. If neutral, they will just mention that they can't open the door without mentioning anything of their plans.

4 Muzgub Anag Gul: HD 1; AC 4[15]; Atk 1 bite (1d4+1); Move 18 (Fly 6); Save F1; CL/XP 2/31; Special: Demoniatic immunities & vulnerabilities; ML 7; HC none; NA 2d4(2d4).

HP: 2 7 3 7

42. Cook's Quarters 1 [TREASURE]

The stone slabs, floating two feet off the ground that are the beds of Dwarves who belong to one of the Trade Castes, are evenly spaced about the room. Only a few still retain their buoyancy. Attempts to move the beds fail unless the word *Elbereth* is spoken aloud while at the foot or head of the bed. Magic that unlocks doors and other portals will work as well. Searching the room will uncover drawers lining the walls, filled with the (decayed) personal goods of the cooks.

An urn lies in the south east corner, tipped on its side, the remains of some grain spilling from its mouth.

1282 sp. In the urn, in a secret space at the bottom, underneath rotted, desiccated grain.

- 1282 sp. 14 cp

43. Empty Room

44. Cook's Quarters 2

More stone slabs, none floating, their magic dissipated.

45. That Brew Hits Like an Oliphant! [TRAP]

Spiked log trap (2d8+1 damage/attacks as a Lvl 1 Fighter).

Casks of once fine Dwarven spirits line the walls. Those who can read Dwarven runes will find casks labeled *Demon's Breath*, *Mssr. Beam's Lucky No. 7*, *Crownwalker* and more. They are still potable in that they are not poisonous, but really, who'd want to?

Opening the western door triggers the spiked log trap from the chamber to the east.

46. Coal Storage 1

Dozens of sacks of anthracite are here. Moving the sacks will destroy them, but the coal can be used to power the furnace in Room 68. Chilled air comes from small vents holes that line the lower parts of the walls of this room.

47. Coal Storage 2 [MONSTER]

Only a few small piles of coal remain in this room, though otherwise it is the same as Room 46. A Bronze Cobra Mechanism guards the door to the hallway that leads to the Upper Forge. It is hidden in one of the vents near that door. It uses the coal for fuel.

Bronze Cobra Mechanism: HD 2; AC 3[16]; Atk 1 bite (1d2 + poison); Move 12; Save 16; CL/XP 3/60; Special: Non-lethal paralysis poison; ML 12; HC none; NA 1d3 .

HP:12

Temple Complexes

48. Split Decision [MONSTER]

The eastern half of this room is lined in a softly glowing reddish stone. The western half of this room has walls of a pale green, with twenty or more Dwarven runes, gloriously glowing a rich Dwarven blue, in each rectangular stone. The floor by the door in the western wall is scratched. Matching damage can be seen on the outside of the door. 10 skeletal Dwarves line the south wall and will attack unless they see a Dwarf.

Any Lawful mage studying the runes every day for a month will be able to piece together the requirements for making a spyglass that allows the user to also use the glass at night as if it were daytime. Any warrior studying the runes every day for a month will learn the process for crafting a shield that reduces the damage from breath weapons by half (three charges only).

10 Skeleton: HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None; ML 12; HC none; NA 3d10.

HP: 7 8 7 8 5 7 3 6 2 6

The Temple of Hnor Flammbardh, Goblinhammer, Firelord, Shield of the Single Tree

49. The Outer Chapel [MONSTER AND TREASURE]

Here the fiery rites of Hnor Flammbardh, a Dwarven aspect of Vimuhlak are practiced for the common Dwarves like warriors and scullery-Dwarves. A fire-blackened altar, surrounded by the bones of Dwarven and other sacrifices looms at the southwestern end of this trapezoidal room. Tapestries, faded to unintelligible grey cover the red stones of the other walls. A long dead group of armored supplicants kneel before the altar and the smell of charred flesh, disturbingly savory, still lingers in the air after all these centuries.

The supplicants will attack anyone not wearing the robes of the priesthood of Hnor.

6538 sp. HIDDEN: Concealed in a large niche, behind a rotted tapestry. It is blocked by an opaque Force Wall requiring a password or to be hit by a Jale-bladed weapon. The password is *Elbereth*.

1. 2020 cp. 2020 bp.
2. 30 ep.
3. 303 sp. Chair, made of *bluewood*, upholstered in Polar Tiger fur.
4. 900 sp. Sapphire Large (+1), Good (+1)
5. 400 sp. Dolmsteel bastard-sword, cross-guard in the shape of an insect with outstretched wings. Cut into the blade is the word *Talan'e*, which means 'Beauty' or 'Frost' in Dwarven.
6. 303 sp.
7. 4130 sp. A carving of dolm marble and rare orange basalt depicting Mount ThrumAk rising above the mists. Carved by the recently deceased Dwarven artist Reeth AkirOd in his naturalistic period. Widely considered his best work, with delicate clouds and tiny climbers near the summit, it looks to be in good condition. How it got here is anyone's guess. Art: Local Subject (0), Nationally Known (+1), Above Average (+1), Contemporary (0), Brilliant (+4), Large (+1), Good Condition (+1) [total: +8]

9 Pyre Zombie: HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 3/60; Special: Immune to sleep and charm, immolation; ML 12; HC none; NA 1d10.

HP:14 13 16 7 10 9 16 9 15

50. Chapel [SPECIAL]

Here are practiced the Inner Rites, reserved for high status Dwarves like cooks, masons and smiths. The room is empty. It smells of dust and abandonment. A broken altar lies below the shattered *bas relief* of a fire consuming screaming sacrifices. The *relief* seems to shimmer just when it enters anyone's peripheral vision.

The items in Room 51 will lose the patina of age when brought into the Chapel. They will crumble to dust if they cross the threshold of the southern or northwestern archways.

If the accoutrements are placed about the room as if to restore

the Chapel the flames behind the altar will flare to stony life and the shattered altar will glow a brilliant ruby for a moment and repair itself. The flames seem in all ways like fire but are hard, like the stone walls they manifest from.

A mage who sacrifices a being or beings (living or undead) totaling at least 4HD on the altar and dedicating the sacrifice to Hnor will be granted a manifestation allowing them to take Hnor as a Patron. These beings must have at some point in the past been Friendly with the mage.

51. Inner Sanctum [SPECIAL]

The room is filled with the trappings of religious worship, gone grey with time. One can find tapestries, robes, bowls, sacrificial blades and more.

Taking the trappings out of the room and into the Chapel causes them to lose the decay imparted by age and shimmer and shine as if new.

52. Scriptorium [MONSTER AND TREASURE]

Writing desks fill out the available space in this room. Small clay jars filled with dried, useless ink sit on most of the desks. The dusty remains of quills pattern the floor. A larger jar sits in one of two corners not taken up by doorways, its cork rotted away by time. Large grey rats will scatter, then attack if anyone enters the room

2550 sp. Jar, invisible. Trapped by poisonous vermin (mechanical scarabs, -2d8 Str, save nullifies)

1. 400 sp. 1 Platinum Sovereign commemorating the inception of the Reign of Emperor Shalook of the Purple Men over 11,000 years ago.
2. 450 sp. Small sealed cask of **real** Dwarven ale, tainted like all such ales are, but valuable to the right people.
3. 8476 cp.
4. 4247 bp.
5. 100 sp. Necklace of tiny opals.
6. 100 sp. Bracelet of tiny opals. If kept as a pair, they're worth 500 sp.
7. 400 sp. Large circular chunk of jade, ready to be carved.

9 Vapor Rats: HD 1d4; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP 1/15; Special: death throes, gaseous form, slowed by cold, heal 2 points/round, 5% are diseased; ML 7; HC XIII; NA 2d10

HP: 111222344

53. Bed Room [MONSTER AND TREASURE]

The bedroom of the on-duty priest of the temple. The floating sleeping slab lies on the ground, broken. The skeleton of a Dwarf lies here, a crossbow bolt splitting its sternum. The stink of felines is almost overwhelming.

The cat in this room generally lies on the broken slab and if anyone not wearing the robes of Hnor enters, hisses, spits and causes 8 copies of itself to appear, each attacking a different target, if possible. The copies appear in a shimmering, hazy manner and disappear leaving a small pile *decept* on the floor

when killed. Killing the 'original' has no effect on the copies – they manifest from the cats' lives and are in some mysterious way all the 'original' cat.

2666 sp. TRAPPED: Metal Chest [LOCKED] Stone Block Dropping in Front of Container [4d6+1 damage; save nullifies]

1. 100 sp. One dozen Dwarven doublets displaying the heraldry of the Gaping Maw sept of the Handchewer Lineage.
2. 100 sp. 1 hard silver *Column*.

A *Column* is worth 2x its value if used for a Laboratory, Workshop or Library.

3. 400 sp. Crown of the Goblin King.
4. 66 sp. Small Moonstone.
5. 400 sp. Spiderweed, +1 Dex, -4 Wis. 1 in 6 chance of addiction per use. 10 doses.
6. 600 sp. Small Emerald

9 Feral Undead Cats: HD 1d4hp; AC 8[11]; Atk 2 claws (1hp); Move 12; Save 18; CL/XP B/10; Special Paralyzing scratch (after first 3 hits); ML 12; HC II (K); NA 3d6 (3d6).

HP: 111123444

54. Meditation Chamber [TREASURE]

The walls of this room are carved in the same flame pattern as the area behind the altar in Room 50. If the Chapel has been restored, the carvings manifest as solid flames in the same manner. The desiccated body of a Dwarf wearing blue and yellow robes lies by the western door, equipment scattered about its body. (Note: this is the body of Kellrock, the Shadow in Room 60 in the Temple of Morellon. After Morellon abandoned him, he ran to find his friend the Flamekeep, leader of the temple of Hron. He never made it. Hron caused him to be struck down before he could find his friend.)

The flames are as hot as a normal fire but they do not heat the room up above a slightly uncomfortable temperature unless a mental command given by a meditator within the room is issued. A maximum temperature causing 1d4 hits of damage per round to every living or unliving thing in the room can be attained. Objects are not harmed or heated by this (one exception, see below). The temperature slowly declines over the course of a day to its normal slightly uncomfortable temperature if the meditator leaves.

If the flames are active, no magic with a cold or water effect will work, spells are simply lost. Spellbooks containing such entries start to warp and crack as if heated, destroying the spellbook after an hour of exposure to the room.

Allowing a spellbook to be destroyed like this grants the meditator a re-roll on the next action requiring a roll, taking the best of the two rolls.

995 sp. Sack

1. 75 sp. Avg (0), Minor Inclusions (-1) Turquoise x3.
2. 20 ep.
3. 200 sp. Silver and Onyx candelabra.

4. **Short Sword “Delver”** -2. INT: 10 + PSY:2 = WILL 12; Verbal, speaks 3 languages; Lawful, can detect Metal 60', Moving Walls and Rooms 10', Sloping Passages 10'. Glows weakly with a flickering amber light. Delver is missing part of its soul, which was ripped out by a horrible thing in the Aviary. Killing this thing will return Delver to its normal +1 status and give it a further +2 against incorporeal undead (+3 total) though it will be at -3 during this battle. Once restored Delver glows with a soft golden light (20'), transitioning to a brilliant ulfire hue (60') as incorporeal undead approach.
5. 10 gp.
6. 120 sp. 17 lbs (170 cn) of cured mammoth hide.
7. 4000 bp.

55. Trophy Room

Here can be found relics of famous sacrifices, their names long forgotten. Each relic sits within a small, ornately carved alcove cut into the living rock. Dwarven runes glow from hidden recesses in the alcoves, giving the skeletal parts a sinister cast. The alcove in the far southwestern corner is empty and unlit. The room smells faintly of incense.

A secret door in the southwestern wall opens if a relic is placed within the empty alcove concealing the door. This destroys the relic.

A chaotic being could recoup 300 sp. towards the cost of a Workshop or Laboratory if they were to collect all the relics.

56. Secret Library [TREASURE]

A brazier of *Jale Iron* warms the book lined chamber. A comfortable looking cloth travel chair sits folded against the wall near the brazier. The heady scent of perfumed wood fills the room. A wooden chest centers the room, surrounded by arcane runes, all dark, their magic spent. (The runes were a ward against time, for anyone who might have a background in such esoteric knowledge, e.g. an expert in planar cartography or an A.I.)

Most of the books will collapse if touched even gently, but three have survived the ages.

1320 sp. (Wooden Chest - TRAPPED: Explosive Runes - when they are read, the resulting explosion causes 6d4+6 points of damage [half with a successful saving throw] to all within a 10 ft radius. The reader of the runes does not receive a saving throw. A dispelling magic, or similar enchantment, will remove the runes.)

1. 230 sp. [IN CHEST] Banner, displaying a coat of arms: Roundel and Motto (“Building Strong” in Old High Dwarven) Field *vert per bend flory* with *argent*, covered by a *charge fess gules*, displaying a flail-tortoise *rampant regardant or*.
2. 230 sp. [IN CHEST] Another banner, same as 1. above.
3. 120 sp. [IN CHEST] Seal of the Chisleborn sept of the Hammerhand lineage. The Hammerhands (*Klangdrok* in Old High Dwarven; *Kandrot* in more modern variants) famously replace the left hand of leaders with a hammer made of hard silver and black iron. Hammerhands were

passed down from generation to generation and the secrets of combining hard silver with black iron are now lost.

4. 100 sp. Books – Fulligence and Its Application to Padic Equations (7) Math; The Sublime Wisdom of Amel Farnosh (4) Military Strategy; The Craftering ov Wodenn Puppits (6) Puppetry.

These books are worth 500sp as components of a Library.

5. 240 sp. [IN CHEST] Brooch: black sapphire and diamond chip in a yellow steel setting.
6. 200 sp. Camping stool. Seal fur over a blackwood frame. The initials “JR” inlaid on one leg in bronze.
7. 200 sp. Brazier of demoniac *Jale Iron*.

The Brazier is worth 900 sp. to the Workshop or Library of a Chaotic being

A book will give 1d10 answers to questions before being used up. The number of questions is noted in parentheses after the title. The subject the book covers is last.

The Temple of Morellon, the Finder, the Knower of Things, Guardian of the 16 Secrets

1 Shadow, 13 Ghouls

57. The Outer Chapel [TRAP]

Poison gas jets (1d6x2 damage to Int., 1d4 damage to Cha.; save nullifies).

This room is empty, stripped of all its contents, a rough spot on the floor indicates where the altar once sat. The carvings on the walls have been crudely chiseled away. A feeling of loss flows from the room. It once held the lay altar for Morellon, a Dwarven aspect of Thumisk. The space has been irreparably desecrated.

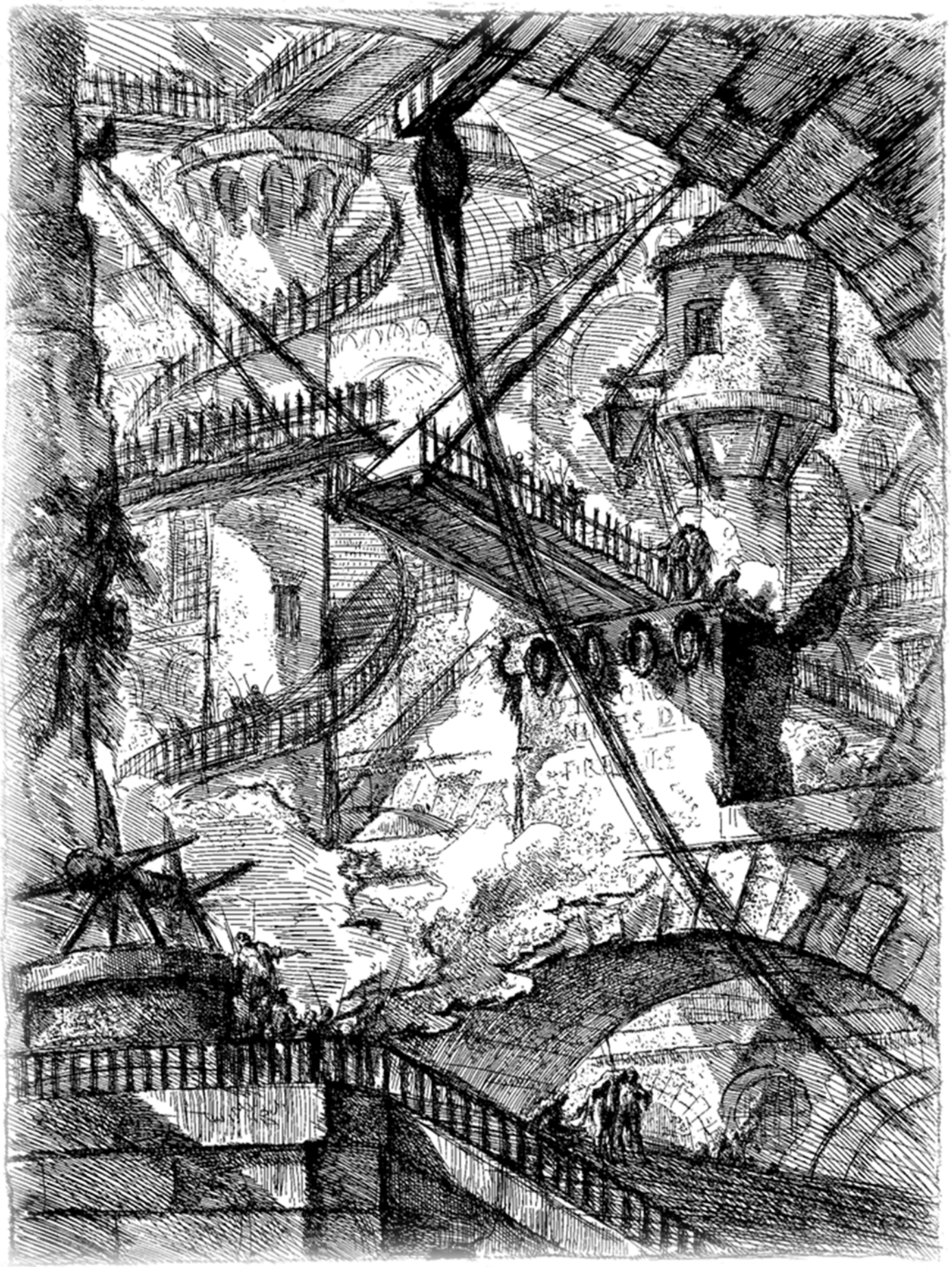
Attempting to open the door in the southwestern wall fills the room with Air of Forgetfulness, a poison that damages the intellect while leaving weeping sores on its victims. If the party has spiked open the door in the northeast wall, the gas dissipates harmlessly before it concentrates enough to do damage.

58. The Chapel [TREASURE]

The Chapel is dominated by three objects, a large fountain in the northern corner, an enormous stone chest wrapped in rusted links of chain in the center of the room (the chains are so fragile that a dissipated Green Man could break the links easily) and the altar along the southwestern wall.

Praying at the altar will grant a visitation by Morellon, allowing a mage to take him as their patron, provided they sacrifice 1250 sp. worth of books on the altar, in honor of the secrets kept by him.

15000sp. Huge Chest [LOCKED] - TRAPPED: A Rune of Insanity is painted onto a piece of cloth that covers the contents of the chest. It is not visible while the chest is closed. Any creature that passes by, over, or under the rune; touches it; or reads it will be affected by this Symbol of Insanity: Creatures with total hit



points of not more than 120 are affected by lunacy, acting per the random actions described in the confusion spell. The effect is permanent [or until removed by magical means].

1. 387 sp. 84 bp. Obsidian Idol of the Trickster Gods.
2. 400 sp. 4 hard silver *Columns*.

A *Column* is worth 2x its value if used for a Laboratory, Workshop or Library.

3. 1212 sp. Ring of purest gold.
4. 11,000 sp. Large, Excellent Quality (+3) Black Pearl
5. 303 sp. Marble Fountain: Ulfire and Green marble of a pointed cylindrical object rising on a column of flame. Water trickles from its base. **This item is in the non-secret portion of the room.**
6. 2000 sp. Emerald
7. 600 sp. **Chain Mail, +1 Comfortable**, does not feel like wearing armor and has no armor check penalties. Crafted by the smiths of the Handchewer Lineage.

59. Meditation Chamber

This room is walled over in bamboo. The northwestern wall is covered in a black, greasy fungus. A small box alongside one wall contains chalk and an eraser.

60. The Head Monk's Cell [MONSTER]

The cell has a small pallet of gravel in one corner and a small strip of glow-runes around the perimeter at waist height - for a Dwarf.

The monk, a Dwarf named Kallrock, haunts this room, unable to escape. He's been cursed by Morellon for cowardice and abandonment of his duties. Only his Shadow Self remains on this plane of existence. His Spirit Soul has been cast into Thumins' *Temple of Wasted Thought*, a hell where the spirit souls of those who displease the Lord of Wisdom gaze upon his form, gifted with just enough intellect to know that they will never comprehend their tormentor. His *Baktek*, his bodily remains can be found in Room 54. He would like his remains hidden because burning them will destroy him, but as he is incorporeal, he has not managed to succeed. The Ghouls in Rooms 64 and 65 will not help him as they blame him in their animalistic way for their tortured existence.

Kallrock gets a Reaction Roll if the PCs encounter him in his cell. If Friendly, he can be a source of information about the history of Thrumi`Zud if the PCs will help him hide his body - they can have his belongings, including his sword, Delver. He will also tell the fantastic tale of the horrible thing that came up from the depths through to the Aviary and cost Delver part of its soul self and Kallrock his standing with his Aspect.

There is a 2 in 6 chance that Kallrock is not in his room. If so, do not roll for reaction as he is hunting the PCs and will attack them by surprise as they recover from some other battle.

If Kallrock is hunting the PCs, do not roll on the Wandering Monster table - the denizens of Thrumi`Zud can sense his presence and will stay away.

1 Shadow: HD 3+3; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons; ML 8; HC IV (M); NA 1d6..

HP: 17

61. Laboratory

A fully stocked laboratory. Alembics, beakers and cauldrons cover a low floating table. Sealed jars of ingredients line shelves. The contents of the room fill two carts and are worth 750 sp towards outfitting a laboratory.

62. Geology Room

Rocks! Thousands of rocks, carefully collected into containers. The ceiling is painted to show a geological mapping of the entire mountain. It shows the location of ore veins and precious gem deposits. Of note are two huge mythral veins far below the surface.

Treat like a book, can answer 7 geology related questions.

If kept together, the rock collection is worth 500 sp. towards a Laboratory or Workshop.

63. Map Room

A large circular depression in this room is inlaid with semiprecious stones, forming an intricate map of the surrounding area. A small bronze barrier fence, only about 10cm high encircles the map. The detail of the map goes far beyond the level depicted by the stones. Closer and closer inspection reveals more and more detail, possibly even down to individual trees, faintly visible in the depths of the stones inlaid on the floor.

A console on the northern corner of the room allows a person at the controls to zoom the map in and out, and in the cardinal directions.

The mechanism beneath the floor grinds loudly. And being so old, it is fragile:

After any use, roll 1d6, on a 1, the mechanism breaks, rendering it useless as if a stone had been removed.

Roll for wandering monsters immediately upon any use.

Removal of a single stone destroys the map completely, revealing that it is composed of common stone underlain by an intricate mechanism that has been balanced so carefully that the slightest disturbance of its workings undoes the masterful craftsmanship. It leaves only a tarnished maze of worthless rock.

Treat like a book, can answer 15 cartography related questions.

64. Sleeping Quarters [MONSTER]

The dried-out remains of eight sleeping cots fill this room. Their collapsed frames no longer keeping the yellow-robed bodies that occupy them above the stony ground. No Dwarf can sleep well when not laying on comforting stone. Only truly committed

ascetics and prisoners sleep on anything but rock or dirt.

Cursed with unlife by Morellon for joining their leader in barring the doors instead of fighting, these Dwarves are but shells, animated by need. Now they must fight anyone who would invade their final resting place in order that they may slake their eternal hunger for warm flesh.

8 Ghoul: HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch; ML 7; HC B, T; NA 1d10(2d20).

HP: 7 13 9 12 11 13 10 5 2 10

65. Divination Room [MONSTER]

The stone walls in this room have a remarkable geometric inlay consisting of nothing but a two arrowhead shapes. They are so finely polished that you can see your reflection even in in the kite shape, which is made of pumice. The floor is a seemingly simple pattern of a fat diamond shape and a thin one. Neither pattern ever repeats, though both the walls and floor are completely covered in their respective forms.

A simple grey stoneware bowl sits atop an unrefined pillar of granite in the center of the room.

The 5 blue-robed figures that inhabit this room are never surprised by the approach of anyone. Indeed, they have been following the party with salivating interest and some may have even been overcome by their hunger already – reduce the number of Ghouls in this room by the number of Ghouls encountered as wandering monsters.

Divination type spells cast within this room have 2x the range and 2x the duration.

Stairs to Chamber 8 in the western wall.

5 Ghoul: HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch; ML 7; HC B, T; NA 1d10(2d20).

HP: 6 10 13 13 3

The Upper Forge

1 Dragon, 23 Red Men

66. Scrap Heap [MONSTER]

Piles of rusted iron and verdigris encrusted copper lie carelessly about the floor. Strenuous activity not directly involving the scrap heap (fighting, say) forces a Save at +1 every round to avoid taking 1d4 damage from the rusted scrap. There is a 5% chance that is cumulative per point of damage from the scrap that a person will need to make a save at -1 or contract Valmortian Lockjaw.

Valmortian Lockjaw is a horrible disease that causes the afflicted to clench their teeth so hard that they shatter their jaw and teeth. The clenching starts immediately and within 3 days of contracting the disease, their jaw shatters into pulverized bone

powder. Unable to eat solids, the victim's Con is reduced by 2D6 over the course of the next two weeks. Permanently. Their Cha is immediately reduced by 1d6+2 as well. The disease runs its course quickly, completely dissipating within a day of the victim's jaw shattering.

The Red Men, being denizens of the Underworld, do not suffer from having to save to avoid the metallic objects in this room, having learned how dangerous they are by virtue of their master's example.

7 Red Men: HD 1; AC 6[13]; Atk 1 by weapon, usually spear (1d6) or scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None; ML 8; HC XIX (D); NA 2d4 (6d10).

HP: 3 1 6 7 6 3 1

67. Treasury [TREASURE]

A broom stands in the corner. Otherwise, this room is empty, swept clean of dust and debris.

5472 sp. (Huge Chest [LOCKED] - HIDDEN: Under a loose stone in the floor. Easily detectable by anyone looking for loose stones.)

- 706 sp. **Chain mail made with rimefire steel**, gives off a soft blue glow in sub-zero weather, reduces cold damage by 1.
- 16160 cp.
- 40 gp., 1 ep.
- 750 sp. Dwarf-child sized bunk-beds. Carved from a single bluewood tree.
- 800 sp. Painting. Picture in the Volvovich style (which is best seen with three eyes or vision that extends into the UV spectrum) of an underground complex saturated with details like mutant animals on spits and statues and frescoes coming to life to slay the citizens depicted within. Studying this painting for 3 weeks will grant the individual the ability to navigate Room 10, the Great Bilges without a map. Obscure (-2), Huge (+3), Worn (-1).
- 800 sp. 8 hard silver *columns*.

A *column* is worth 2x its value if used for a Laboratory, Workshop or Library.

- 819 sp. Cloak made from the Purple-spotted Mountain Lion common to the Shamkhasa mountain range to the North.

68. Upper Forge

The forge is a piece of art. Smooth, flowing lines, inlay of gold and even a few touches of Mythril here and there. It is enormous and takes up the entire eastern wall. The western wall is lined with steel pegs and hooks, from which tools in pristine condition hang.

The forge itself is self aware, though its thoughts are slow and patient, like the stone it is made from. Anyone finding a way to communicate with the forge will find it quite chatty as far as forges made out of stone go, though they may discover that they have unexpectedly expired of old age before getting to the good bits of the gossip the forge has to dish.

Anyone working at this forge adds a +2 bonus to any die roll they have to make in relation to crafting objects of metal. Moving or disassembling the forge destroys this effect and snuffs the nascent intelligence within. In another 100 years, the forge will provide a bonus of +3. Worth 2500 sp as a workshop.

69. Coal Storage 3 [MONSTER]

What used to hold vast quantities of fuel for the forge has been turned into a throne room for the group of Red Men that inhabit this portion of the dungeon. The vents that cool the room have been blocked with crudely cut and ill fitting stone blocks, causing the room to be filled with the whistling of wind.

5 Red Men: HD 1; AC 6[13]; Atk 1 by weapon, usually spear (1d6) or scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None; ML 8; HC XIX (D); NA 2d4 (6d10).

HP: 11257

70. Display Room [TRAP]

Poisoned bolt, crossbow (1d6+1 damage/attacks as a Lvl 1 Fighter/1 rounds; save at +3 for 15hp or fail for 30hp damage). Though nothing remains on display, the room's high arches and the lines of spidery glow runes that follow the curves of the ceiling give this room a dramatic appeal.

71. Lounge and Meeting Room

A long table bisects this room lengthwise, crude chairs and a splintery bench complete the 'décor' of this room. A map of the Temple of Honor lies on the table.

72. There is no Seventy-Two.

No, really, there isn't.

73. Statue [SPECIAL]

This ornate octagonal room has doors in every wall but the southeastern and southwestern ones. The floor is polished lavender marble from deeper within the mountain and the arched ceiling is made from gold and silver ore-bearing rock. The center of the room contains a statue of a Dwarf in full armor, holding a shield almost as large as he is, with a sword hilt in his right gauntlet. If there ever was a blade mated to the hilt, it's gone now.. The glow runes that encircle the short pedestal the statue is on glow a brilliant yellow. The name Gorolod is engraved on the pedestal facing the door to the Display Room (Room 70). Two small pools of blood have coagulated near the southeastern wall. A trail of red drops heads north. A pile of small bones sits nearby, looking gnawed on. A pile of shirts near the door in the south wall give the place an odor of unwashed man. Characters will recognize the bones as finger bones, there are two hand's worth in the pile, though the right thumb is missing.

Grolod, known as the Comforting Darkness of Basalt, was the last **King Under the Mountain, Over the Dwarves** before the fall of Thrumi'Zud. A childhood accident left him with only the thumb of his right hand and took his left completely. Using gauntlets that had his sword *Dunari'ak* permanently gripped and not needing his left hand to securely strap a shield on, Grolod was a

mighty warrior and a middling strategist.

Once a week, anyone addressing the statue by name may command that nine digits be removed from the hand of a target within the room. The target gets a save to nullify.

74. Chief Smith's Quarters [TRAP]

Spear, ballista (2d12+1 damage/attacks as a Lvl 1 Fighter). Unless otherwise engaged, Vermithranaxas can usually be found here, brooding in human form over the design of a new dragon-shaped jaw.

The young dragon lost his jaw to a lockjaw infection last year and has spent the interceding months in human form building up a small force of lackeys and learning to smelt iron and smith steel. His design is complete, but he hasn't figured out the correct ratio of carbon to iron to produce a steel that can withstand the force of a dragon-bite.

He currently has crude iron prosthetics for both forms, but they take at least a round to put on. His bite attack is at -3/-3 due to the poor quality.

Due to the sheer amount of time Vermithranaxas has spent in human form, he can shift easily from one form to the other, taking almost no time to do so. The dragon loses neither his move nor his attack sequence on any round he changes form.

When threatened, he will quickly shift to Dragon form, breathe acid at his most threatening attackers and run towards the trained archer tree he has planted in his foyer (Room 75). The next round he will change back to human form to benefit from the extra running speed.

If the party subdues Vermithranaxas, he can be asked to serve as a Henchman to any warrior in the party, which he will gladly do under the following conditions:

1. His employer must procure a new jaw for both his Dragon and human forms. The jaw must be made of (at least) high grade steel. A new, better jaw must be supplied every year on the anniversary of his hiring.
2. His Red Man companions go free.
3. He gains a full share of treasure, not a half share.
4. He receives 50% of his employer's share of monetary remuneration.

These are his minimum requirements.

If tricked into surrendering he will offer his services to the one who fooled him with the same conditions as above. If offered a replacement jaw, he will offer his services to the one doing the offering (not a Charismatic proxy, but the one who actually comes up with the offer). He will only demand that conditions 2 through 4 be met in that case.

He will advance as a Fighter and Mage but can only play one role in an adventure. Keep separate experience tracks for each class.. Though he can never have fewer than 8 hit points when fully

healthy, his current hit points will be rolled at the beginning of every adventure, using the appropriate die type for the class he has chosen to advance. He keeps his rolled hit points when switching to draconic form, which he can do at any time. His current levels are Fighter 2, Mage 1.

In draconic form, his breath weapon will do 8+CL points of acid damage. In 10 years he will advance an age category to Young and have a breath weapon that does 16+CL points of acid damage (save for half). If he ever falls below 8 hp (or 16 when he reaches young), reduce the damage his breath weapon does by a like amount. He may use his breath weapon once a day, and may attempt to use it one more time with a successful save. No second use of his breath weapon can be closer than three rounds than the first. The inborn magic that allows him to change form limits his ability to conjure the bile that is his species' trademark.

Healing magic that restores hit points simply does not work on him. His natural rate of healing is 1d4+2 points per day. A skilled chirurgeon comfortable working on dragons (a six month process, at least) can improve that to 1d6+1 points per day, but no more, and he risks getting less healing. Likewise, he cannot be resurrected; if Dragons have a spirit soul, the Gods have not seen fit to show humanity how to contact it.

Because of the nature of his injury and the nature of his current replacement, Vermithranaxas' bite attack is at -3 to hit and damage. Every 1500 sp. spent on a replacement prosthetic will reduce the penalty by 1.

Very Young Black Dragon (8HD): HD 8 (8hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: Spits acid; ML 9; HC VII; NA 1d3.

75. Foyer [MONSTER]

A large evergreen bush completely dominates an otherwise unremarkable room. The archer bush (called 'Buddy' by the Dragon's lieutenant) has been successfully trained not to attack either Vermithranaxas any (mostly) red colored humans. The large stoneware pot it is in keeps it immobile.

Archer-Tree: HD 7; AC 6[13]; Atk 1d4 needles (1d6); Move 1; Save 9; CL/XP 8/800; Special Paralysis.

HP: 24

76. Maid's Room [MONSTER]

Vermithranaxas' favorites sleep here. The room is cluttered and messy as the occupants haven't successfully bullied any of the others to clean up after them.

5 Red Men: HD 1; AC 6[13]; Atk 1 by weapon, usually spear (1d6) or scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None; ML 8; HC XIX (D); NA 2d4 (6d10).

HP: 2 1 2 2 4

77. Cellblock

Any Red Man not in good with the boss sleeps here, with at least two to a room. Pallets made of straw like fungus are strewn about carelessly and clothes and rusty bits of equipment lie here and there. The place is filthy and stinks of an open sewer.

78. Trash Heap [MONSTER AND TREASURE]

This room serves as the rubbish bin for the group. Strangely, it is heavily guarded. This room is never left empty, per the orders of Vermithranaxas. Two of the Red Men are consistently subjected to guard duty here and they resent it quite a bit, the room stinks. **1825 sp.** (Large pottery Jar - HIDDEN: Under a heap of trash near the back of the room.)

1. 350 sp. Painting depicting three helmeted beings firing lasers at a monstrosity.
2. 400 sp. 10 sable hats, with earflaps like in Moku.
3. 75 sp. Onyx
4. 5 pp. The platinum pieces show a baby on one side, a diadem on the other.
5. 200 sp. Jet
6. Scroll of two spells.
 - a. Knock (Dungeon Crawl Classics p.175)
 - b. Ward Portal (DCC p.160)
7. 400 sp. 4 hard silver columns.

A column is worth 2x its value if used for a Laboratory, Workshop or Library.

6 Red Men: HD 1; AC 6[13]; Atk 1 by weapon, usually spear (1d6) or scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None; ML 8; HC XIX (D); NA 2d4 (6d10).

HP: 5 4 7 1 8 4

79. Blocked Hallway

It is just that... a hallway that descends 3m for every 12m of distance. A cave-in has blocked further exploration and will require 250 man-years to clear.

The Upper Landing

80. Landing

Situated 400' below the start of the spiral, this is the last safe stop (and indeed, the only stop at all) before descendents must start to make saves to overcome catatonia inducing fear

The sense of dread builds and builds as an individual approaches the landing.

81. Art Room Cum Food Storage [MONSTER]

The walls block the feeling of dread. Two statues stand unmoving in the far corners of the room, which is lined with open crates that once held fruit from the surface. The fruit has turned to dust.

2 Crumbler: HD 1; AC 4[15]; Atk 1 thrown rock (1d4) or fist (1d4); Move 0; Save 17; CL/XP 2/30; Special: Immunities; ML 7; HC XI (Q); NA 2d6.

HP: 5 5

82. Guard Shack

A stone weapons rack is lovingly carved straight from the wall matching the rest of the structure of the room perfectly. It stands empty, The floors of this room are clean and the heels of boots echo sharply in the room.

There is be a peep-hole that grants a viewer access to the spiral, but there's no matching hole on the wall of the spiral where there should be.

Neither the sense of dread nor the buffeting sound penetrate this room, even with the door open, though other sounds from beyond the room can be heard clearly.

Elbereth room.

Patrons

Hnor Flammbardh, Dwarven Aspect of Vimuhlak; Goblinhammer, Firelord, Shield of the Single Tree

A whimsical and unpredictable being, Hnor is an aspect of Vimuhlak and resides in a dimension consumed and eroded by fire, flames and dusty winds. He sometimes tears the veil of reality between his world and this one, producing unexpected fires and, more rarely, sandstorms. He demands that his servant do his bidding no matter what that may be; he demands that the servant upon completing the soul-binding ceremony holds with his bare hands a piece of searing metal; he also demands that his servant sets to fire sacrifices to him; every enemy of Dwarvenkind who dies burnt in a fire has a good chance of ending up in Hnor's realm and becoming more fine, hot sand

Roll	Invoke Patron Results:
12-13	Hnor is worried for his servant. He engulfs in flames the body of the caster (these flames do not hurt him), giving him a complete (100%) fire immunity for 2d4 rounds. Moreover, these flames give him +1 to AC and deal 1d3 damage to anyone nearby every round.
14-17	The aspect sends a powerful wind of hot, blinding dust against the caster's enemies. This deals 1d6 fire damage to every creature in a 6m cone, and blinds those who fail a Fortitude Save for 1d6 rounds.
18-19	Flames engulf one of the caster's enemies for 2d6 damage but they can attempt a Reflex Save to take only half damage. If the Reflex Save is failed the target takes an additional 1d6 damage at the end of the next combat round, unless he/she wastes one action to roll on the ground to put off the fire.
20-23	Any weapon in the wizard's hands becomes surrounded by magical flames. Any attack with that weapon is treated as if magical, and deals +1d6 fire damage. This effect lasts for 3d6 rounds.
24-27	Hnor sends an Incubus to help the wizard. The beast has the following stats : HP 4d6, AC 14, att +4, fire hoof: 1d6+2 dmg; Act 2d20; MV 50', also flying; Saves Ref +2/Fort +1/ Will +1; The incubus remains for 1 minute per Caster Level.
28-29	Hnor is angered agaisnt the wizard's foes. Gouts of flames erupt from the caster body, engulfing everyone in a 20ft radius. Those affected take 4d6 damage (Reflex Save for half damage), then if they failed the Save they will take another 2d6 damage at the end of the next combat round, then another 1d6 at the end of the combat round after that. These flames cannot be extinguished by normal means (water, rolling no... holy water, water spell yes)
30-31	The Everburning Flame of the Desert restores completely the consumed energies of the caster or one of his allies, renewing his life force so that it burns stronger than ever. The target is healed 6d6 HPs and is imbued with supernatural fire : +4 to STR, AGI, STA, every attack he makes rolls the damage two times and chooses the best result. This effect lasts only for 2d6 rounds. The target will be permanently tainted by Hnor.
32+	As above, but works on 1d4 targets, who are also engulfed in flames as in the result 12-13 for the duration of the effect.



Hnor Flammbardh grants 2 unique spells:

Roll	Level 2 : Scorching Sandstorm
--	The caster fills the area of blinding, searing dust that hurts and blinds enemies and friends alike. Scorching sands burst from the caster hands / mouth, dealing 1d4+CL damage to those in a 6m cone and blinding them for 1 round. They must take a Reflex Save vs Spellcheck to take only half the damage and not being blinded.
14-15	As above, but damage is 1d10+CL and the area of effect is a sphere of 9 m radius centered on the caster. The caster is immune to the effects of the spell (but not his allies) and the spell moves with him.
16-19	As above, but deals 1d6+CL damage.
20-21	As above, but the cone is 9m long.
22-25	As above, but the cone deals 1d8+CL damage and blinds for 1d4 rounds; those who successfully pass the Reflex Save are blinded for 1 round.
26-29	As above, but the sandstorm keeps raging as long as the caster keeps his concentration, up to 1d6 rounds.
30-31	As above, but the sandstorm deals 2d6+CL damage per round. Everyone inside the area of effect is blinded for as long as they remain in the storm and for 1d6 rounds after that.
32-33	The caster can move the sandstorm as he likes, for as long as he's concentrating on it. The sandstorm moves up to 9m per round. Maximum duration is increased to 2d6 rounds.
34+	

Roll	Level 4 : Immolation
--	This spell ignites the body of a nearby creature; the more the wizard sacrifices his body to this spell, the stronger the effect.
18-19	The touched creature takes 2d6 fire damage, as its body spontaneously ignites. For every ability point spent in Spellburn, the spell does +1d6 extra damage. The fire burns for 1d6 damage per round for 1 minute.
20-23	As above, but damage is 2d6+CL.
24-25	As above, but additional Spellburn damage is +1d8.
26-29	As above, but the caster doesn't need to touch the creature. He just has to be within 3m from his target when he casts the spell.
30-33	Every creature within 3m from the caster suffers the effects of the spell, as per result 20-23.
34-35	As above or as 26-29, but the fire cannot be extinguished by normal means.
36-37	As above but the creatures that take more than 30 damage from the initial burst need to pass a Fortitude Save or die instantly.
38+	As above, but the spell burns the very souls of his victims. The creatures that are slain by this spell are beyond every hope of resurrection or reanimation. Only a major God of Death or Life might resurrect someone killed by Immolation.



Roll Patron Taints for Honor

Wisps of smoke and sparks are emitted with each spell the wizard casts. They neither do any harm nor create any notable light. If the result is rolled again, in addition to the first effect, the wizard emits smoke from his mouth every time he speaks for an hour after any spell cast. If the result is rolled a third time, the wizard's eyes become fiery embers; his hair is set aflame (without actually burning) every time he casts a spell.

1

The wizard's face is covered in complex ritual markings that cannot be erased in anyway but can be concealed. If the result is rolled again, his whole body is covered by those markings. If the result is rolled a third time, such markings burn intensely when the wizard feels a strong emotion: his clothes burn to ashes in 1d4 rounds.

2

The wizard's face takes on an androgynous appearance: he develops slightly pointed ears, his eyes and eyebrows bend slightly to an acute angle. If this result is rolled a second time, the complexion of the wizard darkens like those who live in the desert and his hair becomes either dark red or black. If this result is rolled three times, the wizard can't be clearly defined as male or female : his voice becomes not clearly masculine nor feminine and his body shape changes so that it's difficult for others to guess the wizard's sexuality.

3

The wizard develops a strange connection with fire: torches, candles and campfires burn twice as fast when he's within 30 m. If this result is rolled again, any flame or fire bends towards the wizard as if magnetically attracted: depending on the size of the fire, the wizard might catch fire if he's too close (candle-size: 30 cm; Torch-size: 1,5 m; Campfire-size : 3 m). If this result is rolled 3 times, every fire damage the wizard takes is increased by 1d6, as fire feasts on his flesh.

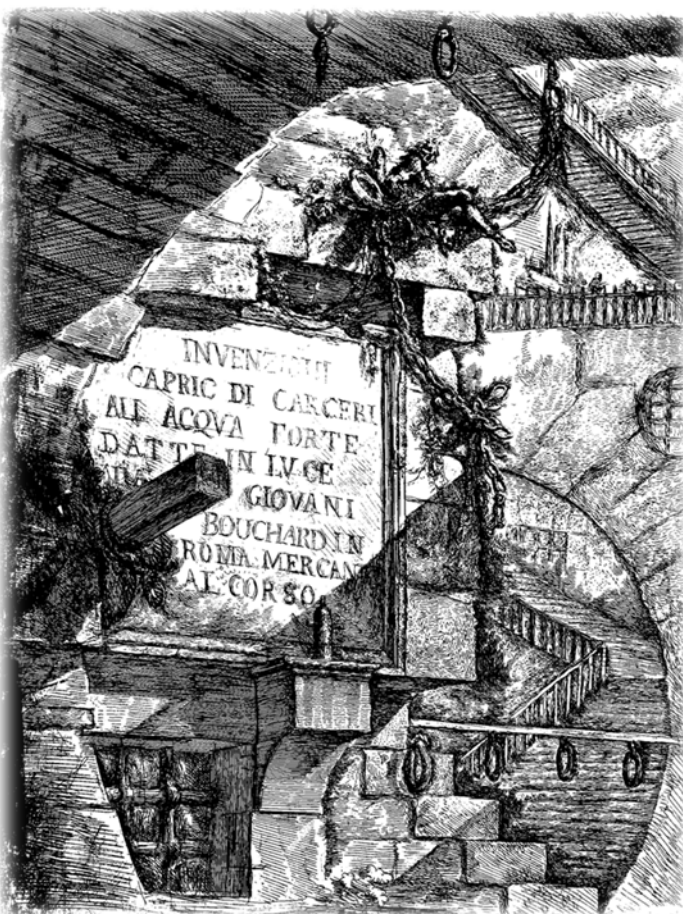
4

When the wizard casts a spell, humidity in a 3m area around him is dried up: grass becomes yellow and dies, puddles dry up, earth cracks as if in a desert. If this result is rolled again, the dry area risks affecting any stored liquid (such as potions, flasks of water, vials of poison) with a 50% chance. If this result is rolled three times, the wizard's mere touch dries small quantities of water (0,1 l per round); it can make flowers wither and deals 1 damage to living creatures.

5

The wizard smells strongly of exotic incense and spices and his nails grow stronger. If this result is rolled again, the wizard's supernatural perfume becomes so enthralling that it grants him a +1 to Personality, but animals fear him and might flee or attack him on sight (depending on the animal): he can't mount horses, nor caress dogs, for example. If this result is rolled a third time, the wizard's nails become hard as steel, and he can attack with them for 1d5 damage.

6



From: [Andrea "ABK" Back](#)

Morellon, Dwarven Aspect of Thumis; the Bound One, Keeper of the Sixteen Secret Stones

Morellon is an aspect of Thumisk. It is said that his Realm is composed of thousands of chains of all sizes and metals that drape above as a ceiling and stretch below as a floor, clinking, rattling, and offering only the most unsure footing. Massive chains thick as trees stand taut like columns, suspending the floor. And in the midst of this realm sits Morellon, Lord of Chains, upon his throne. Wickedly barbed chains adorn his lean figure, and gaps in the bindings reveal deathly pale flesh etched with jagged scars. Two points of red light stare dispassionately out from behind a veil of fine links. The Bound One breaks those he must bind, but rewards those who would bind themselves to him.

Roll	Invoke Patron Results:
12-13	Hooked and barbed chains erupt from the wizard's chest, shoulders, and back, whipping and lashing at his enemies of their own accord. 1D3+1/2 CL chains (round down), which reach 10', atk +0 for 1d4 damage each, Act 1d20. The chains attack enemies at random and do not interfere with the wizard's actions. This effect lasts 1d6+CL rounds.
14-17	Morellon embraces his servant and protects him from harm. Chains wrap and coil around the wizard's body, covering him from head to toe for 1d6+CL rounds. This grants the wizard +4 AC (replacing any protection afforded by armor already worn) and, unlike normal armor, does not interfere with his spellcasting. However, the wizard's movement is reduced to half. When this effect ends, the chains drop to the ground and dissipate into a puff of purple-black smoke.
18-19	Lengths of chain spill from the caster's mouth, arms, and belly. They coil and twist together to form 1d6 snake-like constructs with whirring, barbed chains for teeth. These chainsnakes have HP 2, AC 12, atk +2 for 1d3 damage + Constrict, Act 1d20, Move 20'. Those bitten must succeed at a Reflex save (DC 10) or find the chainsnake coiled about its arms and legs (-2 penalty to any actions involving the arms; movement is halved). Once so coiled, the chainsnake ceases its attacks. It can be removed with a Strength or Agility check (DC 10; this check suffers the -2). The chainsnakes become inanimate and dissipate into trails of purple-black smoke after 2d6 rounds.
20-23	As 14-17 above, but the armor also halves damage dealt by non-magical weapons that strike the wizard (round down).
24-27	A ring of ghostly visages encircle the wizard's head, wailing in anguish. These faces take on the countenances of his enemies and their loved ones, disheartening them. All foes within sight of the wizard must make a Will save (DC = Spellcheck - 10) or become demoralized and fearful (as failing a Morale check, but enemies may be more reckless in their attempts to escape).

28-29	Lengths of chain spill from the caster's mouth, arms, and belly and join with chains that crawl up from beneath the earth. They coil and twist together to form a humanoid construct with tentacles of whirring, barbed chains. This chainthulhu has HP 32, AC 18, atk +5 for 2d4 damage, Act 3d20, Move 20'. The chainthulhu remains for 1 hour, at which time it dissociates and spills back beneath the earth.
30-31	As 28-29 above, but the chains continue and wrap around the caster, granting him a +4 AC and reduced damage by weapons by half. The chain armor of Morellon does not interfere with spellcasting but does reduce the caster's to half its normal value. This effect lasts for one hour.
32+	As 30-31 above, but Morellon also grants the caster temporary use of his famous chain-sword <i>A Peaceful Somnifacient for the Plains of Arode</i> . The sword is made of a thousand whirling chains, never stopping, never assuming quite the same form from instant to instant. The sword grants the caster a +4 bonus to attack and does 2d8 damage on a hit. Creatures killed by the sword cannot be resurrected by any means – their souls have been consumed to power the weapon.

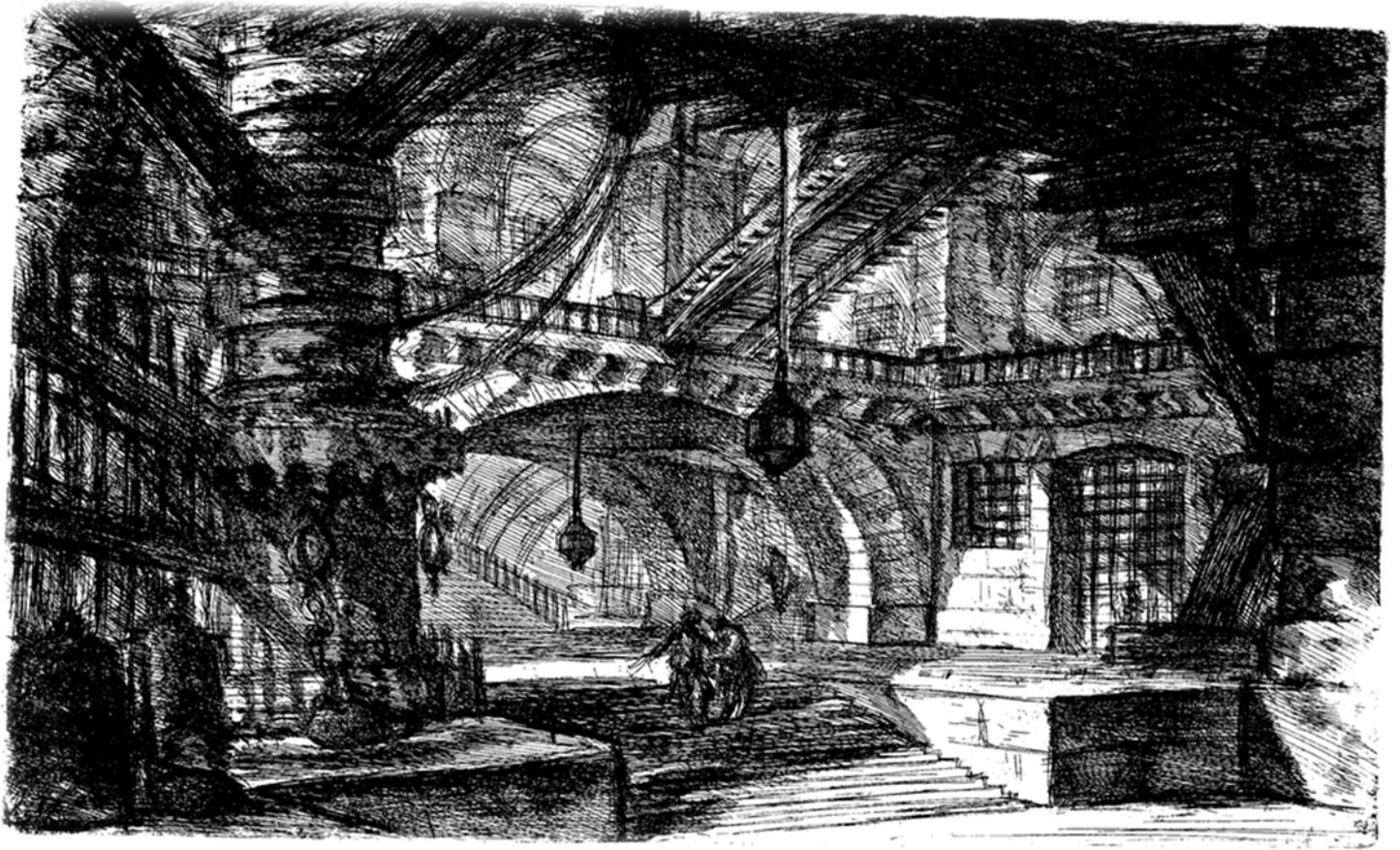


Morellon provides one unique spell.

Roll	Level 1: Chains of Perdition
--	The caster causes spiked chains to burst from the ground to destroy, harass and confine his enemies.
12-13	A single chain emerges from the floor to attack a target within 20' of the caster. The target takes 1d4 damage and must make a save or be knocked prone.
14-17	As above but the chain is coated with a black ichor, forcing another save. Success means the target takes +1d4 additional damage as the foul substance burns his skin. Failure causes the target to attack and do damage at -2 or -1 die. This effect lasts for 1d6+CL rounds.
18-19	A wall of chains CLx10' long appears within 40' of the caster. Any creature, friend or foe, within 10' of the chains suffers 1d6 attacks of 1d6 damage each. Save for half. Targets who fail their saves are knocked prone and stunned. Larger creatures become entangled in the chains and must spend a round freeing themselves.
20-23	A cage made of enormous links of red steel entraps any creature within 50' of the wizard. If the target fails a save, the cage is permanent until opened by the key, which appears in the wizard's hand. A successful save means that the cage will disappear after 1d6 rounds.
24-27	As 18-19 above, but the chains are made of burning chrome and do 1d8 points of damage instead of 1d6. Creatures of any size must save or be knocked prone.
28-29	3d10 Chain Rats appear before the caster and do his bidding for 1d10+CL rounds. Treat as spine rats with AC 2[17]. The Chain Rats will obey any command, even suicidal ones.
30-31	An enormous Chain Spider with a 15' leg-span appears before the caster and will do his bidding for 1d10+CL rounds in combat. It is fully equipped with tack and harness. If summoned outside of combat the spider will stay manifest on this plane of existence for 1+1/2CL days. The spider will willingly enter combat but will disappear after a single round. Treat as a Giant Phase Spider with AC 2[17].
32+	The caster becomes the Avatar of Chain in an instantaneous and bloody transformation as the wizard's body is torn apart from within. His body becomes living chains for 1d4+1/2CL rounds. Any creature within 20' takes 1d6 damage per round, no save. Once per round the wizard may, as a free action, trip a single target, knocking them prone (save nullifies). The wizard's AC improves by +4. Neither spellcasting nor movement is impaired by the caster's grisly transformation. At the end of the manifestation, the living chain slowly morphs back into flesh. This process takes one hour and the caster loses 1 point of AC bonus every 10 minutes. The caster's clothing is destroyed the instant he manifests as the Avatar of Chain.

Roll	Patron Taints for Morellon, Lord of Chains
	Whenever the wizard casts a spell, a lick of hellfire flashes forth from the ground with a faint air of sulfur and brimstone. If this result is rolled a second time, the crack grows larger and exhales a gout of flame. The heat sears anyone adjacent to the wizard (DC 8 Reflex save or 1 fire damage; the wizard is immune). If this result is rolled a third time, the earth is rent asunder with a sound like thunder and a column of hellfire bursts from the ground, as though desperate to escape. The heat is scorching and burns with an oily, black flame (DC 8 Reflex save or 1d4 fire damage; the wizard is immune).
1	The wizard's hair loses its natural color and takes on a metallic hue (roll 1d6: (1) copper; (2) bronze; (3) iron; (4) chrome; (5) rust; (6) patina). If this result is rolled a second time, the wizard's hair becomes hard as metal, yet grows normally. This makes it impossible to style and next to impossible to cut. If this result is rolled a third time, the wizard's hair transforms into fine links of chain.
2	The wizard's fingers become double-jointed and can bend back on themselves. If this result is rolled a second time, all the wizard's joints become double. He can slip through spaces or escape bonds more easily than normal(+2). If this result is rolled a third time, the wizard's limbs and spine may bend and twist with a serpentine freedom. Any portal large enough for his head may be traversed (it takes up to a turn to pass through the smallest hole possible for the wizard).
3	Whenever the wizard casts a spell, the sounds of rattling chains and tortured moans of agony rise up from somewhere deep below. Rolled a second time, the sounds are heard not just when the wizard casts a spell, but also 1d4 times randomly each day. Rolled a third time, the sounds become a permanent accompaniment to the wizard.
4	1d4 times a day, the wizard's eyes flash red, betraying his infernal patronage to those who catch it. This may be concealed behind a low hood or smoked glasses. Rolled a second time, the wizard's entire face appears as someone known to the onlooker, perhaps drawing unwanted attention (1d4 times per day). Rolled a third time, both effects are permanent. Morellon has claimed his visage.
5	A scar shaped like a chain burns across the wizard's body, snaking around the arms, face, and torso. It radiates a faint hellish aura. Rolled a second time, the scar undulates as an actual chain wends its way beneath the wizard's skin. The lumps produce a dull ache and can easily be concealed by a hooded robe or cloak. Rolled a third time, the chain becomes animate and continually crawls beneath and above the wizard's skin. The caster finds it difficult to rest.
6	

From [Eldric IV](#)



Fin.

Open Game Content

Open Game Content may only be Used under and in terms of the Open Game License (OGL).

This entire work is designated as Open Game Content under the OGL, with the exception of trademarks and with the exception of all artwork. These artworks, and the Trade Dress of this work (font, layout, style of artwork, etc.) are reserved as Product Identity.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

Definitions:

"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;

"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;

"Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;

"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.

"Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;

"Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor

"Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.

"You" or "Your" means the licensee in terms of this agreement.

The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

Monstrosities, Copyright 2012, Matthew J. Finch

Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games (Please see individual monster entries for complete and proper OGL referencing.)

Demon (Muzgub Anang Gul) Copyright 2010, the venomous pau Never Turn Your Back on a Drug, Copyright 2009, Noisms Nektherazzan, Copyright 2011, Andrea 'ABK' Back Kizzithixx, Copyright 2011, Eldric IV

All Trade Dress of this work, except artwork is hereby released under the Creative Commons 4.0 CC-BY license.

Excepting artwork, all creative work not covered by the Open Game License v1.0a OR attributed to the copyright of someone else is hereby released under the Creative Commons 4.0 CC-BY License.

All artwork is in the Public Domain.

Creative Commons Attribution 4.0 International Public License

By exercising the Licensed Rights (defined below), You accept and agree to be bound by the terms and conditions of this Creative Commons Attribution 4.0 International Public License ("Public License"). To the extent this Public License may be interpreted as a contract, You are granted the Licensed Rights in consideration of Your acceptance of these terms and conditions, and the Licensor grants You such rights in consideration of benefits the Licensor receives from making the Licensed Material available under these terms and conditions.

Section 1 – Definitions.

Adapted Material means material subject to Copyright and Similar Rights that is derived from or based upon the Licensed Material and in which the Licensed Material is translated, altered, arranged, transformed, or otherwise modified in a manner requiring permission under the Copyright and Similar Rights held

by the Licensor. For purposes of this Public License, where the Licensed Material is a musical work, performance, or sound recording, Adapted Material is always produced where the Licensed Material is synched in timed relation with a moving image.

Adapter's License means the license You apply to Your Copyright and Similar Rights in Your contributions to Adapted Material in accordance with the terms and conditions of this Public License.

Copyright and Similar Rights means copyright and/or similar rights closely related to copyright including, without limitation, performance, broadcast, sound recording, and Sui Generis Database Rights, without regard to how the rights are labeled or categorized. For purposes of this Public License, the rights specified in Section 2(b)(1)-(2) are not Copyright and Similar Rights.

Effective Technological Measures means those measures that, in the absence of proper authority, may not be circumvented under laws fulfilling obligations under Article 11 of the WIPO Copyright Treaty adopted on December 20, 1996, and/or similar international agreements.

Exceptions and Limitations means fair use, fair dealing, and/or any other exception or limitation to Copyright and Similar Rights that applies to Your use of the Licensed Material.

Licensed Material means the artistic or literary work, database, or other material to which the Licensor applied this Public License.

Licensed Rights means the rights granted to You subject to the terms and conditions of this Public License, which are limited to all Copyright and Similar Rights that apply to Your use of the Licensed Material and that the Licensor has authority to license.

Licensor means the individual(s) or entity(ies) granting rights under this Public License.

Share means to provide material to the public by any means or process that requires permission under the Licensed Rights, such as reproduction, public display, public performance, distribution, dissemination, communication, or importation, and to make material available to the public including in ways that members of the public may access the material from a place and at a time individually chosen by them.

Sui Generis Database Rights means rights other than copyright resulting from Directive 96/9/EC of the European Parliament and of the Council of 11 March 1996 on the legal protection of databases, as amended and/or succeeded, as well as other essentially equivalent rights anywhere in the world.

You means the individual or entity exercising the Licensed Rights under this Public License. Your has a corresponding meaning.

Section 2 – Scope.

License grant.

Subject to the terms and conditions of this Public License, the Licensor hereby grants You a worldwide, royalty-free, non-sublicensable, non-exclusive, irrevocable license to exercise the Licensed Rights in the Licensed Material to:

reproduce and Share the Licensed Material, in whole or in part; and

produce, reproduce, and Share Adapted Material.

Exceptions and Limitations. For the avoidance of doubt, where Exceptions and Limitations apply to Your use, this Public License does not apply, and You do not need to comply with its terms and conditions.

Term. The term of this Public License is specified in Section 6(a).

Media and formats; technical modifications allowed. The Licensor authorizes You to exercise the Licensed Rights in all media and formats whether now known or hereafter created, and to make technical modifications necessary to do so. The Licensor waives and/or agrees not to assert any right or authority to forbid You from making technical modifications necessary to exercise the Licensed Rights, including technical modifications necessary to circumvent Effective Technological Measures. For purposes of this Public License, simply making modifications authorized by this Section 2(a)(4) never produces Adapted Material.

Downstream recipients.

Offer from the Licensor – Licensed Material. Every recipient of the Licensed Material automatically receives an offer from the Licensor to exercise the Licensed Rights under the terms and conditions of this Public License.

No downstream restrictions. You may not offer or impose any additional or different terms or conditions on, or apply any Effective Technological Measures to, the Licensed Material if doing so restricts exercise of the Licensed Rights by any recipient of the Licensed Material.

No endorsement. Nothing in this Public License constitutes or may be construed as permission to assert or imply that You are, or that Your use of the Licensed Material is, connected with, or sponsored, endorsed, or granted official status by, the Licensor or others designated to receive attribution as provided in Section 3(a)(1)(A)(i).

Other rights.

Moral rights, such as the right of integrity, are not licensed under this Public License, nor are publicity, privacy, and/or other similar personality rights; however, to the extent possible, the Licensor waives and/or agrees not to assert any such rights held by the Licensor to the limited extent necessary to allow You to exercise the Licensed Rights, but not otherwise.

Patent and trademark rights are not licensed under this Public License.

To the extent possible, the Licensor waives any right to collect royalties from You for the exercise of the Licensed Rights, whether directly or through a collecting society under any voluntary or waivable statutory or compulsory licensing scheme. In all other cases the Licensor expressly reserves any right to collect such royalties.

Section 3 – License Conditions.

Your exercise of the Licensed Rights is expressly made subject to the following conditions.

Attribution.

If You Share the Licensed Material (including in modified form), You must:

retain the following if it is supplied by the Licensor with the Licensed Material:

identification of the creator(s) of the Licensed Material and any others designated to receive attribution, in any reasonable manner requested by the Licensor (including by pseudonym if designated);

a copyright notice;

a notice that refers to this Public License;

a notice that refers to the disclaimer of warranties;

a URI or hyperlink to the Licensed Material to the extent reasonably practicable;

indicate if You modified the Licensed Material and retain an indication of any previous modifications; and

indicate the Licensed Material is licensed under this Public License, and include the text of, or the URI or hyperlink to, this Public License.

You may satisfy the conditions in Section 3(a)(1) in any reasonable manner based on the medium, means, and context in which You Share the Licensed Material. For example, it may be reasonable to satisfy the conditions by providing a URI or hyperlink to a resource that includes the required information.

If requested by the Licensor, You must remove any of the information required by Section 3(a)(1)(A) to the extent reasonably practicable.

If You Share Adapted Material You produce, the Adapter's License You apply must not prevent recipients of the Adapted Material from complying with this Public License.

Section 4 – Sui Generis Database Rights.

Where the Licensed Rights include Sui Generis Database Rights that apply to Your use of the Licensed Material:

for the avoidance of doubt, Section 2(a)(1) grants You the right to extract, reuse, reproduce, and Share all or a substantial portion of the contents of the database;

if You include all or a substantial portion of the database contents in a database in which You have Sui Generis Database Rights, then the database in which You have Sui Generis Database Rights (but not its individual contents) is Adapted Material; and

You must comply with the conditions in Section 3(a) if You Share all or a substantial portion of the contents of the database.

For the avoidance of doubt, this Section 4 supplements and does not replace Your obligations under this Public License where the Licensed Rights include other Copyright and Similar Rights.

Section 5 – Disclaimer of Warranties and Limitation of Liability.

Unless otherwise separately undertaken by the Licensor, to the extent possible, the Licensor offers the Licensed Material as-is and as-available, and makes no representations or warranties of any kind concerning the Licensed Material, whether express, implied, statutory, or other. This includes, without limitation, warranties of title, merchantability, fitness for a particular purpose, non-infringement, absence of latent or other defects, accuracy, or the presence or absence of errors, whether or not known or discoverable. Where disclaimers of warranties are not allowed in full or in part, this disclaimer may not apply to You.

To the extent possible, in no event will the Licensor be liable to You on any legal theory (including, without limitation, negligence) or otherwise for any direct, special, indirect, incidental, consequential, punitive, exemplary, or other losses, costs, expenses, or damages arising out of this Public License or use of the Licensed Material, even if the Licensor has been advised of the possibility of such losses, costs, expenses, or damages. Where a limitation of liability is not allowed in full or in part, this limitation may not apply to You.

The disclaimer of warranties and limitation of liability provided above shall be interpreted in a manner that, to the extent possible, most closely approximates an absolute disclaimer and waiver of all liability.

Section 6 – Term and Termination.

This Public License applies for the term of the Copyright and Similar Rights licensed here. However, if You fail to comply with this Public License, then Your rights under this Public License terminate automatically.

Where Your right to use the Licensed Material has terminated under Section 6(a), it reinstates:

automatically as of the date the violation is cured, provided it is cured within 30 days of Your discovery of the violation; or

upon express reinstatement by the Licensor.

For the avoidance of doubt, this Section 6(b) does not affect any right the Licensor may have to seek remedies for Your violations of this Public License.

For the avoidance of doubt, the Licensor may also offer the Licensed Material under separate terms or conditions or stop distributing the Licensed Material at any time; however, doing so will not terminate this Public License.

Sections 1, 5, 6, 7, and 8 survive termination of this Public License.

Section 7 – Other Terms and Conditions.

The Licensor shall not be bound by any additional or different terms or conditions communicated by You unless expressly agreed.

Any arrangements, understandings, or agreements regarding the Licensed Material not stated herein are separate from and independent of the terms and conditions of this Public License.

Section 8 – Interpretation.

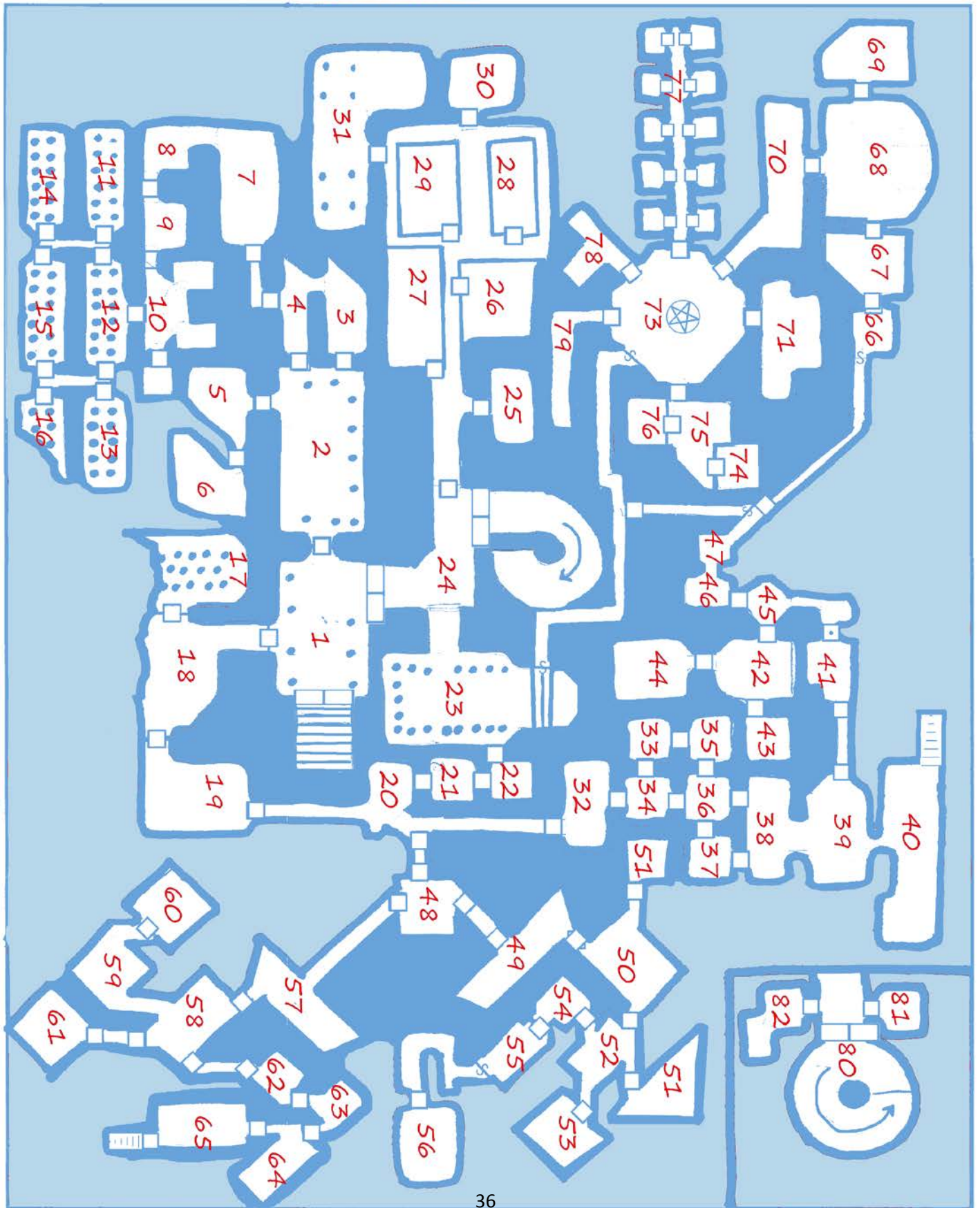
For the avoidance of doubt, this Public License does not, and shall not be interpreted to, reduce, limit, restrict, or impose conditions on any use of the Licensed Material that could lawfully be made without permission under this Public License.

To the extent possible, if any provision of this Public License is deemed unenforceable, it shall be automatically reformed to the minimum extent necessary to make it enforceable. If the provision cannot be reformed, it shall be severed from this Public License without affecting the enforceability of the remaining terms and conditions.

No term or condition of this Public License will be waived and no failure to comply consented to unless expressly agreed to by the Licensor.

Nothing in this Public License constitutes or may be interpreted as a limitation upon, or waiver of, any privileges and immunities that apply to the Licensor or You, including from the legal processes of any jurisdiction or authority.

THRUMI`ZUD - The Grand Entrance



ZH-01 - *An Overwhelming Sense of Loss* is an adventure module for a party of five 1st through 3rd level adventurers and their henchmen.

It has been exactly designed to fit within almost any campaign milieu and to make running your players through it easy, providing just enough detail to spark your and your player's imaginations into a wildfire of creative, *collaborative*, world-building.

An abandoned Dwarven fortress the size of a city!

SOMETHING brought down the mighty civilization. The sages say it was desperate invaders from below, escaping something even more horrible. Whatever it was, Thrumi`Zud was quickly overwhelmed and sealed, forgotten except in the stories of the old.

The vast riches of the fabled Dwarves must surely be hidden within its depths. Perhaps you will be the one to rediscover them.

Perhaps there are secrets better left unearthened. Horror lies within. You have been warned.