

The Mines of Khunmar 3.29.14 draft

An old school mega-dungeon by Stefan Poag.

When completed, this will be compatible with the core rules of *Swords & Wizardry*. *THIS IS A DRAFT AND IS NOT YET COMPLETELY SWORDS & WIZARDRY COMPLIANT.*

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Table of Contents:

The Mines of Khunmar	5
Introduction:	5
System compatibility:	6
Using Khunmar in your game:	6
Dwarf Characters in Khunmar:	6
Two Histories of the Mines:.....	7
The Common History:	7
The Detailed History:	7
Map notations:.....	9
The original DM’s notes:	9
Monsters:.....	9
Traps, doors and secret doors:	9
Wandering monsters:	10
Death and dying in Khunmar:	10
Entrances and Exits:.....	11
Getting to The Mines:	11
LEVEL 1A: The Secret Mines.....	25
LEVEL 1F-A1: The Ruins of Castle Ortrar.....	39
LEVEL 1F-A2: Castle Ortrar Dungeon Level 2.....	46
LEVEL 2B: The Old Temple and The Watergate.....	70
LEVEL 2B.s.: Sacrifice Tunnel.....	75
LEVEL 2F: Goblin Halls.....	78
2F-B: CYCLOPS’S CAVE	81
LEVEL 3A: The Upper Goblin Caves.....	91
LEVEL 3B: Saurian Village.....	95
LEVEL 3C: “SUPERTOUGH”	99
LEVEL 3D: Black Rock Caverns	103
LEVEL 3f: Under Goblin Halls	109
LEVEL 3h: Tunnels of the Rat King:	112
LEVEL 4: The Cave of The Skull.....	117
LEVEL 4a: Torturer’s Halls	124
LEVEL 4b: Monster Caves:.....	129
LEVEL 4b.b : The Second Temple.....	133
LEVEL 4c : Urlin’s Laboratory	137
LEVEL 4F: Secret Red Dwarf Stronghold	144
LEVEL 4g: Harpies and Gargoyles.....	152
LEVEL 4h: The Maze	155
LEVEL 5: The Gate	159
LEVEL 5s: The Vault	163
LEVEL 5a: The River.....	167
LEVEL 5c: The Grotto of the Lotus Eaters	175

LEVEL 5d: “Long Lost Gold Mine”	181
LEVEL 5e: Underground Lake and Temple	187
LEVEL 5f: The Singing Caverns	190
LEVEL 5f.f: The River Caves	194
LEVEL 5H: The Museum	196
LEVEL 6: The Painted Hall	202
LEVEL 6a: The Tombs	208
LEVEL 6a.z: Ubrus’ Gut.....	214
LEVEL 6e: The Hall of the Bronze Giant	230
LEVEL 6f: Smoke Filled Caves	234
LEVEL 6g: The Deep Gardens	237
LEVEL 6h: Morlock Caves:	242
LEVEL 7: Caves of Fire!	248
LEVEL 7b: Halls of The Sorcerer	258
LEVEL 7c: Manticore Caves	263
LEVEL 7d: Lake of Fire	266
Level 7e: Obsidian Caves and the Bitumen River	271
LEVEL 7f: The Bloodgold Furnace	276
LEVEL 7g: Giant’s Home	284
LEVEL 7h: The Abyss.....	290
LEVEL 8: The Demon Caves.....	296
LEVEL 8a: The Azurite Mines.....	301
LEVEL 8a.s: The Claw Caves	305
LEVEL 8b: Lair of the Vampire Troll.....	309
Level 8b.s: Moldy Sublevel.....	315
LEVEL 8c: The Gargoyle Pits	317
LEVEL 8d: Halls of the Master	321
LEVEL 8f: The Slave Mines	326
LEVEL 8G: The Tomb of Hamurkerl the Ghost	328
LEVEL 8H: “The Gate to the Abyss”	333
LEVEL 9: The Deeper Caves.....	336
LEVEL 9g: level missing ; referenced on 8g map.....	339
LEVEL 9h level; missing referenced on 8h map	339
LEVEL 10 level; ?.....	339
Level 10g.z: The Horrible thing in the Pit.....	339
Appendices:	340
Diseases	340
Dungeon Dressing.....	343
Factions.....	348
Fungus.....	350
Gems:	351
Landscapes:.....	353
Magic Items:.....	355
Metals:	361

Monsters	363
New Equipment	384
Random NPCs.....	385
Rumors.....	385
Spells	385
Treasures, Random	387
Village of Hamlet.....	390
Wandering Monster Tables	394
Weapons	394
Open Game Content and License	397

The Mines of Khunmar

WARNING: THIS IS NOT AN 'ADVENTURE.' This is a "dungeon."

If you don't like 'old school dungeons' with endless hallways, a general disregard for monster ecology, a lack of extensive pre-written back story and no 'read aloud' boxed text, put this book down and walk away. If you want a dungeon in the style of Arneson's early Dungeons of Castle Blackmoor or Gygas's Greyhawk, where the Dungeonmeister takes the skeleton provided and creates details to suit his or her own group, where players are less likely to ask, "What's my motivation?" and more likely to ask, "What's behind the next door?" and everyone is ready to dungeon-on like it's 1979, then please read on, my friend... this might be the book for you.

The Mines of Khunmar dungeon originally came to be back in 1980 or so. It is a mega-dungeon in the classic mold. I originally modeled Khunmar on Tolkien's description of The Mines of Moria. My original group of players never explored deeper than the fifth or sixth level, so much of Khunmar can be considered virgin territory.

My original manuscript for Khunmar is a crude effort at best. About half of the maps were drawn on lined notebook paper rather than graph paper so hallways in the original wandered slightly from the norm. Many of the original room descriptions are no more than a one word description of the inhabitants and a list of possible treasure and hit points.

Several years ago, I scanned the maps and wrote a brief synopsis of my old notes which I had retrieved from my parent's attic. I released this as a pdf into the wilds of the internet and lots of enthusiastic students of dungeoncraft were intrigued by the possibilities suggested by the maps and notes. Geoffrey McKinney, author of 'Carcosa' and 'Isle of the Unknown,' convinced me to scan the hand-written notes and email them to him as a PDF; he then painstakingly decoded my chicken-scratch and typed it all up and sent it back to me as an electronic text document somewhere in mid 2009. If anyone deserves credit for this ever seeing the light of day, it is probably Geoffrey. I sat on that document for several years, taking it out to read over, or add to, or edit. Finally, I added revised maps (redrawn for greater clarity and to correct several errors where levels did not match up in the original), I added illustrations and some tables and fun bits to make it a bit more than just a series of descriptions of rooms filled with monsters and random treasures. I tried to rewrite Khunmar without having it lose the flavor that made originally creating it so much fun. It ~~has been~~ *will be* made compatible with 'Swords & Wizardy' from Mythmere Games but could easily be adapted to any fantasy role playing game of your choice.

Introduction:

The levels of Khunmar descend numerically downwards; thus level 1 is closer to the surface, level 2 lies beneath level 1, etc. In addition, there are sublevels that radiate outward from each level. Sublevel 1a, for example, lies directly north of level 1. Each map is marked indicated where it joins other levels; if a path from level 1 leads to sublevel 1a, it will be marked as such on the map. This diagram shows the relationship between levels and sublevels of a given number (in this example, level 7). Note that sublevels are all on the same basic horizontal plane as the main level; they are just located north, south, west, etc, of the main level. Note that not every level will have a full complement of sub-levels; some may only have 1 or 2 sub levels, others will have more.

Level 7e (NW)	Level 7a (North)	Level 7f (NE)
Level 7d (West)	Level 7 (center)	Level 7b (East)
Level 7h (SW)	Level 7c (South)	Level 7g (SE)

If this weren't enough, there are also additional encounter areas including a ruined castle that has a dungeon with connections to the main dungeon and a tower on the surface. In addition, there are some 'mini-levels' between different levels (marked either "s" for "sub" if they are below a level of "a" for above if they are above a level). Thus there are currently 8 main levels in the Mines of Khunmar, and at least three times that number sublevels and a half a dozen other encounter areas in the appendices. In addition, the referee is encouraged to keep filling it out and keep adding to it. "Empty" rooms can be filled, new layers and levels and tunnels might be discovered or created, and, once the adventurers clear out an area, new inhabitants might move in. Suggestions for whom might move in and what might happen if player characters clear a given level are given in the introduction of each level and sublevel.

System compatibility:

This adventure *is will be* written for compatibility with the core rules of *Swords & Wizardry*. *Swords & Wizardry*, *S&W*, and *Mythmere Games* are trademarks of Matthew J. Finch. The author of *Mines of Khunmar* is not affiliated with Matthew J. Finch, *Mythmere Games™*, or *Frog God Games*. In most cases, adapting *Mines of Khunmar* to most other fantasy role playing game systems should present no problem for the imaginative dungeon master. Each creature described has a listed hit dice (HD), armor class (AC), attack(s) (ATK), saving throw (ST), special (SP), movement rate (MV), alignment (AL) and challenge level/experience points (CL/XP).

Using Khunmar in your game:

Khunmar is intended as an 'adventure location' that players can return to time and again on different missions, to gain fame (and treasure and experience) or just for the fun of an old-fashioned dungeon delve. There is no over-arching plot (although you could incorporate one if you wanted) and no 'right way' to use the adventure. The author has written some suggestions for using each level in the introduction; the DM should feel free to employ those or not as they see fit.

Dwarf Characters in Khunmar:

"*Mines of Khunmar*" is an ancient dwarven mine which has been overrun with numerous other monsters and undead. The dwarves who originally owned the mine were the Clan Garagur. It is believed that all of the full blooded Garagurs are dead (that is not 100% true, but unless the players find out otherwise, that will be their common belief). The DM should give a base 25% chance that any dwarven PC or NPC will have a few drops of Garagur blood in his or her veins, and, if they do, roll a d20; if the result of this roll is equal to or less than the dwarf's wisdom score, he or she will know that they are distantly related to the Garagurs. Certain artifacts and other features within the dungeon will perform

differently for dwarfs with Garagur ancestry than for others, so the DM should be sure to note which dwarf player characters have Garagur ancestry.

Two Histories of the Mines:

There are two histories of the mines provided. The first history is 'The Common History.' If players know the history, discuss the mines with locals or read the available sourcebooks on the mines, they will probably know most or all of the 'common history.' The 'Detailed History' of the mines is intended for the DM's eyes only. Players may get glimpses of some of these facts if they sort through rumors, find clues or documents within the mines, etc.

The Common History:

The Mines were originally founded over 1800 years ago by the Garagur Clan --- a group of Dwarves who came up from the Gray Mountains to the south in search of precious metals and gems. The Silverlake area was, at that time, a wilderness. The Garagurs and their chieftain, Glom "Ironfist" Garagur, were fierce and determined --- they killed uncounted numbers of orcs and goblins while they delved more and more tunnels in the area, eventually building up a tangled warren of mines, caves, underground fortresses and the like.

Since dwarves seldom liked to farm or raise flocks, humans moved into the area cleared of goblins in order to trade food, cloth, leather and other needed supplies to the dwarves for silver, gold, gemstones and quality metal tools and weapons. "Old Ironfist" and his clan prospered and traders came from far and wide.

Greed proved to be the undoing. Some say that the great prosperity made for great enemies --- others say that the dwarves dug too deeply and disturbed something *better left alone*. In any case, after almost 1000 years of prosperity, war returned to the area. Goblins, orcs and worse came down from the mountains. Some say the goblin wars were instigated by the horrible Red Dwarves who hated the Garagur Clan. Others claim the Witchking was behind the attacks. The Orc and Goblins cut the dwarf supply lines and slaughtered the human inhabitants. The Garagur Clan holed up in their tunnels and caves and prepared for a long siege but the orcs and goblins dug their way in and their greater numbers eventually carried the day. It is assumed that they slaughtered the Garagurs to the last dwarf and plundered the caverns.

Civilization has slowly returned and the warriors of the local ruler who has claimed this area as his own patrol the area, keeping the road safe as can be expected for the re-established town of Hamlet. Treasure hunters and adventurers use Hamlet as a base to explore the mines; a few come back claiming to have found fabulous treasures --- many more fail to return at all.

The Detailed History:

Everything in the common history is basically correct. There are many details, however, that have been lost or were never shared outside of the mines. Players exploring the mines will discover some of these things the hard way. This 'detailed' history is included so the DM can have all the facts at their fingertips. Feel free to add to or alter this information to make it fit your own campaign.

The Garagurs originally started digging in the Khunmar region because of the large deposits of precious metals and gemstones that could be found here. As they dug deeper, they also discovered deposits of starsteel, glassteel, silversteel and elludium --- magical metals with many special properties. Gemstones (many of which also had special properties) were also found. Unfortunately, the high concentration of mineral wealth in one area was a consequence of Khunmar sitting on the location of what some scholars term a 'mystical node point.' Exactly how these node points work is not well understood, but such areas

are typified by a higher than average number of unexplained magical phenomena. Some describe these 'node points' as places where the fabric between the prime material plane, the positive and negative planes and the elemental planes are worn thin --- aspects of these other planes are likely to seep through, so occasional instances of magic spells functioning in unpredictable ways, gateways between worlds, hauntings and other unexplained phenomena are not uncommon. Unfortunately for the adventurer, nodes also attract all sorts of other creatures attracted by power, wealth or arcane forces.

During the Garagur's reign, what was originally intended to be 'just a mine' which would be abandoned when the valuable minerals had all been extracted continued to grow as the dwarves became more aware of the immense wealth that Khunmar could provide. In order to protect their claim, the dwarves added fortifications, barracks, housing, armories, etc. Instead of hauling the ore to other sites for refining, the dwarves built forges, furnaces and workshops where they could smelt the metal from the ore and fashion it into whatever they wanted or needed. A trading relationship was established with the humans at Hamlet and goods unavailable underground were packed into barrels and floated into Khunmar from Hamlet via an underground stream. The dwarves were also motivated by a strong desire to put Khunmar on the map --- they built underground galleries, living spaces, libraries and museums.

As the dwarves continued to dig, they found unexpected things --- caverns and caves, a river of lava, ancient ruins from former civilizations that had also been attracted to the node and magical gateways to other planes. The dwarves also found their way to deeper caverns where debased creatures called 'morlocks' lived, having forsaken life on the surface eons before.

The success of the dwarves of Khunmar earned them many enemies. While digging deep, the dwarves discovered several buried menaces that eventually proved their undoing. At one point, deep underground, the dwarves found a deep vault. Hoping for treasure, they unsealed the vault and released a powerful demon who called himself (itself?) 'The Master.' The Master summoned goblins, orcs and other creatures to assault Khunmar and Hamlet. As the humanoids attacked from above, the master, his allies and the morlocks attacked from below. Soon the dwarves were trapped in different caves and vaults, fighting for their lives. Low on food and driven mad with hunger, some of the dwarves resorted to eating their own dead.

Unfortunately, a little known fact is that cannibalism can lead to the dreaded disease known as 'Donner's Hunger.' Those infected begin to crave the taste of their own species, often resorting to murder in order to satisfy themselves. Dwarves are particularly susceptible to 'Donner's Hunger,' and dwarves in the advanced state of the disease become 'red dwarves.' Since the 'red dwarves' were first encountered by outsiders during the siege of Khunmar, it was assumed that they had come to Khunmar from other places in order to join in the attack. In reality, each red dwarf is a direct descendant of the much admired Garagurs or is a dwarf subsequently infected with the disease. All of the red dwarves in Khunmar are direct descendants of the famous Garagurs who originally built the place, although the Garagur's degenerate cannibal offspring have probably all been driven too insane by disease and inbreeding to realize this fact. The red dwarves have migrated outward from Khunmar over the past five hundred years, killing and devouring everyone who stands in their way.

'The Master' and the red dwarves are not the only strange creatures attracted to the 'mystical nodes' of Khunmar. A horrible, slimy creature that lairs in the deepest levels of a pit known as 'The Abyss' is worshipped by a group of cultists. Reptilian humanoids known as 'Saurians' from a world known as 'Lostland' have made their way into Khunmar and created several small settlements. The Saurians worship a creature known as 'Ubrus the devourer' who lives in the lower levels of the dungeon. Powerful undead make their lairs here. A few high level magic users have also relocated to Khunmar because they found the place to their liking. A gang of bandits, all infected with lycanthropy, make their headquarters in the mines as well. All of these factions engage in on-again off again war with each other and will strive to control the various resources that the mines offer. If a group of player characters were

to wipe out one faction, other factions might be emboldened to take over whatever resources are freed up.

Map notations:

Rooms and encounter areas are marked on the map. On all maps, entrances and exits will be marked with a 1 (and differentiated by letters; so 1a, 1b, 1c, etc.). Traps, stairs, doors and other features are noted on the map with both numbers and symbols. For ease of use, many notes are included on the map.

In addition, few (if any) of the levels occupy a single sheet of graph paper --- most cover three or more. For ease of use, maps always follow the same pattern. If you printed out the maps and laid them on the floor so the connecting hallways meet up, the numbered level (1, 2, 3, 4, etc.), will always be in the center. The 'a' level (1a, 2a, 3a, etc.) will be directly north of the number level. The 'b' level will be east, the 'c' level will be south, the 'd' level will be west, etc. The 'e' level will be in the northwest quadrant, the 'f' level will be in the northeast, etc. All connections are marked on the map for your easy reference and a small diagram of the level is included. Not every level has dungeons, hallways, caves, etc., in every quadrant. The enterprising dungeon master can 'fill out' these areas with tunnels, traps and denizens of their own design.

In addition to the 9 possible maps making up a normal dungeon levels, there will also be additional maps making up additional dungeon levels that will be attached to the edges of those maps. These will be named in a similar manner --- a map just north of level 7a would be named 7a.a, a map north of 7b will be named 7b.a, etc. In addition, some levels will have networks of tunnels or spaces underneath and these levels will be marked with an 's.' Level 1f.s, for example, is a series of giant ant tunnels right under level 1f.

To help eliminate any confusion, there is also a 'master map' of every level that shows the relation of 1 map to another on a given level.

The original DM's notes:

Throughout the book, I have inserted notes about some of the things that have happened when previously running adventurers through Khunmar or references to what might have inspired certain levels, areas or encounters. Although not essential to running the dungeon, these notes will probably be of interest to those who enjoy hearing about how others have succeeded (or failed) in similar circumstances. The original DM's notes will always be labeled as such.

Monsters:

All the custom/new creatures used in this adventure will be given a brief treatment in the 'Monsters' section of the appendix. Individual DMs can choose to use my descriptions or substitute creatures from another source.

Traps, doors and secret doors:

In my original notes, traps that 'attack' (by firing arrows, etc) roll on the attack as a monster of hit dice equal to the level upon which the trap is found. So a trap that fires an arrow on the third level of the dungeon will strike as a 3 hit dice creature on the combat tables. In the original manuscript, many traps were simply marked on the map and not described in the key in any great detail. With the revision, I have noted traps on the key.

Secret doors are normally found on a roll of 1 on a d6, d8 or d12 (depending upon the quality of the secret door). I drew a small hexagon on the map near the door and wrote a fraction within it – 1/6, 1/8, or 1/12 – describing what chance a player would have of successfully finding the door if searching for it.

Elves had a similar chance of noticing the secret door if they simply pass by it and double the chances of finding such a door if they are actively looking.

Doors that are always locked when first encountered are marked with an "L" on the map. Unless indicated otherwise, doors are assumed to be of wood bound in iron; however, there are a great many doors of stone, iron, bronze, etc., in the dungeon.

Wandering monsters:

About a third of the levels had their own wandering monster tables and for the other levels I originally used wandering monster tables published in the official rule books. I traditionally checked for wandering monsters once every three turns or if the players did something that caused a wandering monster check (i.e.: arguing loudly, disturbing shrieking fungus, etc.). This revised version has custom wandering monster tables for every level.

In most cases the wandering monsters will be native to that given area (for example, if you are exploring the section inhabited by goblins, you are most likely to encounter goblins), but some accommodation has been made for 'other' encounters. ~~These 'other' encounters include 'Eerie Encounters,' 'Horrendous Happenings and Random Rubbish' and 'Rival Ruffians' (and, yes, those alliterative titles are intended as a tribute to ye olde publications from The Judges Guild) and are covered in separate tables in the appendixes.~~

~~'Eerie Encounters' is an additional wandering monster table that allows for unusual encounters all over the dungeon. In rare circumstance, one might meet a gang of kobolds wandering the lowest level in the dungeon or a demon or devil wandering through the upper levels. Of course, the kobolds encountered on the lowest level might be encountered in a HUGE number...~~

~~'Horrendous Happenings and Random Rubbish' are unusual items that one might find discarded in the dungeon, strange clues, potential adventure seeds or bits of graffiti or random magic. These can remain red herrings to amuse the DM or could lead to ideas for future adventures.~~

~~'Rival Ruffians' are groups of other adventurers or explorers who have come to Khunmar with purposes of their own. Whether or not they attack the players, provide aid or avoid the players entirely should be determined by the rival adventuring party's motivations and player character action.~~

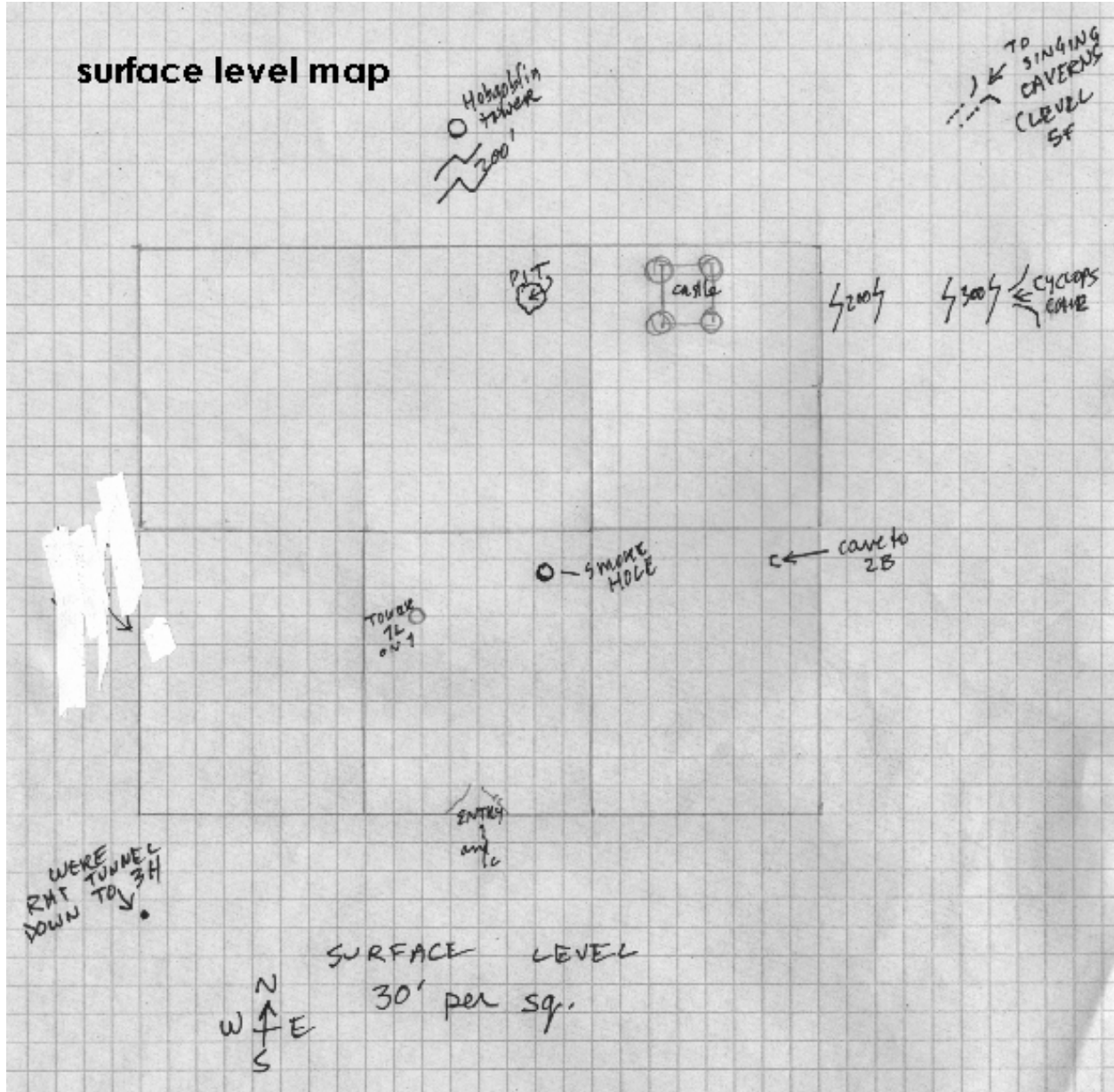
Death and dying in Khunmar:

Individual gaming groups can (and should) use these maps and adventure descriptions however they like. As originally conceived, however, Khunmar was supposed to be a deadly place for player characters. My original game group interpreted the rules in a pretty draconian manner... when you were reduced to 0 hit points, you died (although, as I recall, if an allied cleric were able to slap a cure spell on you within a round or two, it might save your life). Similarly, we ruled that it was impossible to raise a character from the dead unless you could recover the body; characters reduced to a puddle of slime or dissolved by acid or burned to ashes were unrecoverable (and a creature missing it's head or heart were very difficult to raise from the dead without a carefully worded wish spell). Similarly, player characters killed by many of the different types of undead by level drain or similar magic damage would come back as undead creatures and could not be raised from the dead... and characters killed by demons would have their souls devoured (and thus could not normally return from the dead). Over the years, many different fantasy game rule sets and different interpretations of the original fantasy game have inspired games with different levels of lethality; there is no single 'correct' way to play. However, for a more genuine 'old school' experience, the DM is urged to roll the dice out in the open and let what happens, happen. Expect your players not to pull any punches or go 'easy' on any of the monsters, and, in turn, be tough but fair in your rulings rather than giving in to the temptation to 'fudge the roll' to save the players. Part of the old school experience requires that the judge neither 'cheat' to help the players win nor 'cheat' to make them lose – just roll the dice and apply the result. In the long run, although

more player characters may die, the players who do manage to survive will savor the victory more than they would otherwise.

Entrances and Exits:

(here goes a map/diagram showing all of the known entrances or exits) This diagram is not complete and does not include the mountains, etc. Hopefully I'll get more in the future.



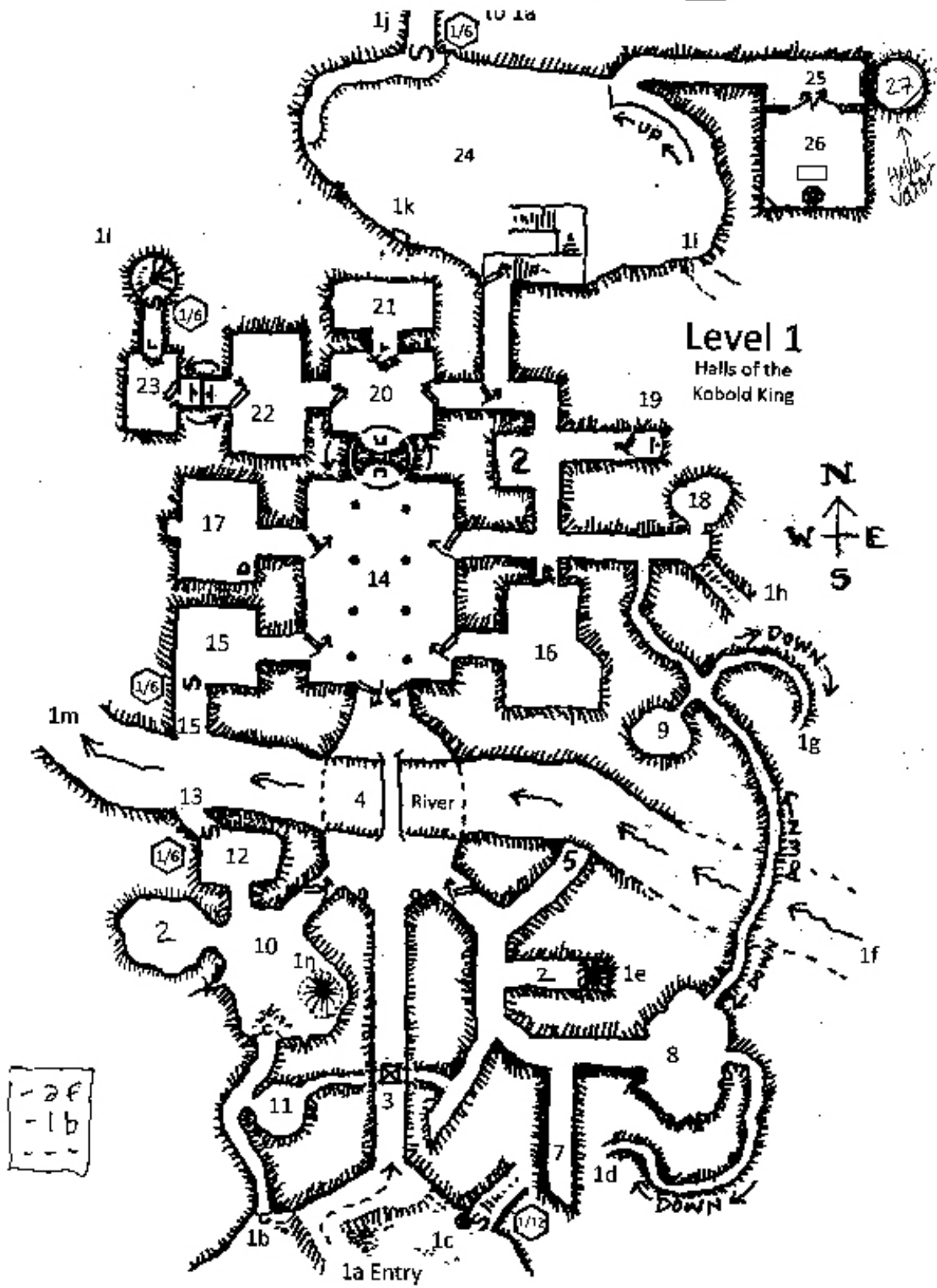
Getting to The Mines:

In my campaign, the Mines are located in the rugged foothills of the Red Mountains just east of Silver Lake. There is a small town a few hours away from the site named "Hamlet" where supplies can be purchased and players can rest in the inn. Hamlet is considered the logical staging point for most adventurers who travel to the mines. The Red Mountains are well known as a haven for orcs, goblins,

ogres, trolls and other nasties. These mountains are also claimed as territory by the dreaded red dwarves.

Hamlet is given a brief treatment in the appendices. Judges are encouraged to work the mines and the surroundings into their campaign in whatever manner they feel works best.

Although there are many possible entrances to the mines, it is suggested that the 1st level players start by entering through the kobold tunnels on level 1.



LEVEL 1: Halls of the Kobold King

Level 1a (North)	Level 1f (NE)
Level 1 (center)	Level 7b (East)

Introduction: Level 1 is the domain of the Kobolds and their kin. The first level is mostly old and crumbly mine tunnels as well as some more elaborate finished rooms originally built by the dwarves who first dug the mines. A ramp leads up a small cliff to the mine entrance (location 1) and this is the entrance most adventurers use to initially enter the mines. If the players ask how to get the mines in the Village of Hamlet, villagers will direct them here (see ‘Hamlet’ in the appendix).

The Kobold King, Yrzik, is likely to attempt to parley with the players and convince them that they ought to help the kobolds in their war against the goblins. If the goblins are defeated, he will attempt to convince the players to help him by killing the orcs, and so on. He will promise great rewards but delay awarding them, hoping that the players will get wiped out by the enemies so he does not need to pay them. If player characters are unwilling to conduct missions on behalf of the kobolds, Yrzik will allow them to pass through ‘his territory’ in exchange for ‘gifts’ (about 100 GPS value per average level of the party is about right). King Yrzik is unlikely to care that much about the loss of lesser kobolds unless more than 30 kobolds are killed by the party; at that point he will decide that he cannot rule the kobolds if there are no kobolds left to rule and will either withdraw or press the attack hoping to wipe out the players once and for all.

Special Effects: None. The rooms and passages are a combination of rough-cut stone and natural passages.

Updating the Level: As long as their king is alive, the kobolds will be fairly well organized and will continue to post guards, collect tribute, attempt to repel intruders, etc. If the players make multiple hostile forays into Khunmar through the front entrance, the guards at the river will be reinforced (double numbers) and the advisor will animate the bodies of dead guards as zombie reinforcements (he will be able to create 2 Kobold zombies per day). If the king is killed, the king’s advisor will assume control. If the king’s advisor is also killed, the kobolds will abandon the complex, taking any remaining treasure with them (except any treasure in room 1.23; they can’t get past the gargoyle guard!). Within a week or two, goblins from the lower levels will occupy this level. Alternately, a group of human bandits from the outside might attempt to take over this level after the kobolds are vanquished in order to attempt to extort treasure from those passing into and out of the dungeons.

The Original DM’s Notes: Level 1: Based on their description in the original rule books, I initially imagined kobolds as more ‘dwarf-like’ (i.e.: short, stocky and with beards), so I was somewhat surprised to see them portrayed as tiny lizard-dog men in the first monster manual. You may imagine them however you like, but in the original Mines of Khunmar, I described the kobolds as a smaller, dirty and more evil version of dwarves.

This level of the dungeon was originally presented to my players as ‘the old copper mines’ back in 1980 or so. I remember that a lot of player characters were killed at the bridge over the river by the arrows of the kobold archers. The kobolds can ‘see in the dark’ up to 60 feet away, whereas the players would need torches to proceed – so the kobolds would see the player characters before the player characters could see the kobolds and the kobolds would start shooting arrows at them... which the players did not like at all.

The players also absolutely HATED the kobold king; especially when he used his special 'rotating throne' to escape from them.

I don't remember if the players ever found the real treasure hidden behind the kobold king's private toilet. They found a false treasure that had a huge pile of fake gems, fake gold coins, etc. If they grabbed the treasure, an illusion of the door sealing and the room filling up with water was triggered. Player characters who made their savings throw were OK, but those who failed would believe that they were about to drown (and if they believed they drowned; they would die). It seemed like a great trap idea to me, but I think all that happened was that the player characters who had made the saving throw dragged the ones who hadn't out of the room.

The 'hellavator' (an elevator that connects levels 1 through 6 and is powered by the pressure of gasses from the river of lava on level 7) is a recent addition. It is a tribute to Jules Verne's "Journey to the Center of the Earth" novel in which the protagonists 'ride' a raft up the vertical shaft of a volcano, propelled by boiling water. I read all the Verne novels around the time that I was first playing D&D and consider them quite inspirational. The 'hellavator' is really a convenience for players and DMs who are running more advanced parties making forays into the deeper sections of the dungeons. Those with the proper keys can get from level 1 to level 6 in a few minutes as opposed to slogging all of the way from level 1 to level 6 via all the stairs, ramps, passages and doors.

Wandering Monsters:(1 in 6 chance every 3 turns)

- 1) 2-5 kobold guards
- 2) 2-5 kobold guards
- 3) 1-8 regular kobolds
- 4) 1-8 regular kobolds
- 5) 2-12 giant rats
- 6) 2-5 goblin raiders (up from the lower levels)
- 7) 1-4 giant centipedes
- 8) Random NPC party (see table in appendices)
- 9) 1-3 cave worms
- 10) Random Happenings and Items (see table in appendices)

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled 1a, 1b, 1c., etc.

1a) Main Entrance: A narrow canyon in the side of Mount Khunmar is dotted with piles of old mine tailings and rubble. A rutted trail ends at a 30 foot high ramp, cut from the stone of the cliff walls. The ramp leads up to a rectangular opening, 20' high by 10' wide. A battered stone statue of a dwarf in armor(1c) leans against the canyon wall. Looking up at Mount Khunmar, players will notice the plume of smoke from a vent in its top (this is the top of the shaft of the vulcavator; location X on level 1).

The ramp and mine entrance is the best known way to enter the Mines. When the Garagur clan occupied the mines during its heyday, this level was just a working mine and important visitors made their way in through the castle (Level 1f-a) or the grand entrance now occupied by a Cyclops and his pet hydra (Level 2F-B).

1b) Side Entry: There is a 2-3 foot diameter hole in the cliff wall here hidden by weeds and rubble. Anyone passing within 10 feet may spot it on a 1 in 6 chance.

There is a 3' diameter rat hole in the wall of the cliff that is hidden behind a pile of rubble and weeds. The pet giant rats of the kobolds use this hole to hunt for food in the canyon at night.

The cave here is just 3' in diameter so larger creatures will have to crawl through on hands and knees.

1c) Broken Statue: A battered old statue of a dwarf leans against the canyon wall here. Most of the face has been smashed away by vandals. A secret door in the canyon wall(which leads down to location 18 on level 2) is half hidden behind the statue; anyone examining the statue closely is 1 in 6 likely to spot the door. The kobolds on levels 1 and 2 sometimes use this door to enter and exit.

1d) Rat Tunnel: This sloping tunnel is about 3 feet in diameter and leads down to level 2. Anyone larger than a dwarf will need to crawl on hands and knees.

1e) Shaft Down: This rough tunnel ends in a 10x10 foot square mine shaft that goes straight down 30' to 17 on level 2

1f) River: The river is described on level 2.

1g) Rat Tunnel: This sloping tunnel is about 3 feet in diameter and leads down to level 2. Anyone larger than a dwarf will need to crawl on hands and knees. Dwarves can walk if they hunch over and Halflings can move normally.

1h) Stairs: These stairs lead down to level 2.

1i) Cave Entry: Leads to Level 3 (see level 2 location 1x).

1j) Secret Door: There is a ledge 20' above the floor at this location. If players climb up onto the ledge, they will find a small (kobold sized) rope ladder fastened to some iron spikes that is long enough to reach the floor below the ledge. Upon the ledge is a well hidden secret door (only 1 in 12 chance of being discovered in the course of a normal search). The secret door hides the entrance to level 1a (The Secret Mines).

1k) Door: This old wooden door leads to level 2.

1l) Spiral Staircase: This spiral stair leads up 100' to a secret door (find 1 in 12) in a ruined round tower. The ruined tower is on a ledge on the side of the mountain and is currently a nest for a griffon (AC 3, HD 7, 2 claws 1-4, 1 bite 2d8). The griffon is 30% likely to be home at any one time. The nest is filled with sticks, straw, bones, etc. A saddlebag tangled in the nest holds 4,000 g.p. A **rope of climbing** is woven into the nest. There is also a broken skeleton wearing torn chainmail, the remains of horses, etc.

1m) River: The river is described on level 2.

1n) Pit: This rough pit goes down to level 2.

2) Empty: Areas labeled 2 on the map will always be empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc... In addition, the DM can use these spots to place his/her own encounters or locations. Or they can just be empty.

3) Trap: A 20' deep pit is covered by lid of sticks, clay, and stones disguised to look like a part of the floor. Any creature weighing 50+ lbs. will fall through.

The kobolds usually cross on the 1' wide ledges on east and west sides. Once a creature falls through, an obvious hole will remain (although the Kobolds on Level 1 will repair the trap in 2 days). The pit has leaves, soft earth, a kobold skeleton, etc. in it so anyone falling in takes only 1d6 damage. Two rat holes lead to 8 and 11. 2-7 rats will emerge and attack anyone falling into the trap in 3 rounds.

Rats, Giant, HD: 1d4 hit points (2 each), AC: 7 [12], ATK: Bite (1d3), ST: 18, SP: 5% chance of disease, MV: 12, AL: N, CL/XP: A/5 Disease: Shaking Cough (see "Diseases" in the appendix)

4) Bridge Cave: A wooden bridge spans a chasm with a 30 foot drop to a river (the water is 20' deep). . The south end is lit by torches and the kobolds hiding there will attack by surprise from the darkness on the north side.

Four kobold guards and six kobold archers will be concealed by the darkness if the players enter from the south part of the cave. The kobolds are pretty determined defenders, but if half of their number are beaten or killed, the rest will retreat to 14.

4 Kobold guards: (HD 1d4 hp (3 each); AC 5[14]; Atk: spear (1d6); ST: 18; Mv: 6; AL: C; CL/XP: A/5), spears, Armor made of hides and rags.

6 Kobold Archers :(HD 1d4 hp (2 each); AC 6[13]; Atk: small arrow or dagger(1d4); ST: 18; Mv: 6; AL: C; CL/XP: A/5), small bows, daggers, quiver of small arrows.

5) Mine tunnels: The tunnels here are rough and look unsafe – the northeast shaft ends in a cliff that is 2 in 6 likely to crumble if anyone goes within 5' of its edge. (Dwarves and gnomes are 50% likely to notice it looks unsafe.) Anyone falling will land in the river below.

6) Rat tunnel entry: Four giant rats can be found lurking here. Loud combat will alert the inhabitants of room 8. A small tunnel leads to the pit at 1.3.

4 Rats, Giant, HD: 1d4 hit points (2 each), AC: 7 [12], ATK: Bite (1d3), ST: 18, SP: 5% chance of disease, MV: 12, AL: N, CL/XP: A/5 Disease: Shaking Cough (see "Diseases" in the appendix)

7) Mine Tunnel: A few old tools are lying here and the walls are covered with tool marks.

8) Rat's Nest: This is a rough cave occupied by 12 giant rats. If half are killed, the rest will run away. The cave is filled with bones, rocks, rags, etc., and, if players take a second look they will probably see a few coins mixed in the garbage.

12 Rats, Giant, HD: 1d4 hit points (2 each), AC: 7 [12], ATK: Bite (1d3), ST: 18, SP: 5% chance of disease, MV: 12, AL: N, CL/XP: A/5 Disease: Shaking Cough (see "Diseases" in the appendix)

Treasure: 16 GPS are scattered around in the mess and an old sack buried under some garbage holds 300 SPS.

9) Momma rat cave: An unbelievably huge rat and 4 normal "giant" rats are here, nesting in a pile of garbage. All the rats in this room are fanatical and will fight to the death to protect "The big momma rat."

Momma Rat, Giant (Monstrously Huge), HD: 3 (14 hp), AC: 6 [13], ATK: 2 claws (1d3), 1 bite (1d6), ST: 14, SP: 5% chance of disease, MV 12, AL N or C, CL/XP: 4/120

4 Rats, Giant, HD: 1d4 hit points (3 hp each), AC: 7 [12], ATK: Bite (1d3), ST: 18, SP: 5% chance of disease, MV: 12, AL: N, CL/XP: A/5 Disease: Shaking Cough (see "Diseases" in the appendix)

Treasure: In the nest is a bottle of holy water, a scroll of **magic missile** (5th level), a silver dagger and a beer stein made of Nickel silver worth 8 gps (a silvery colored metal of low value; see 'Metals' in the appendix).

10) Piercer cave: Kobold runes of warning are written in charcoal on the floor at the entrance to this cave. The cave is filled with numerous stalactites and stalagmites. An open pit (see 1n) that leads down to the 2nd level is on the east side of the cave. Twelve small piercers are on the ceiling, hiding among the stone formations. If player characters enter the room, there is a 1 in 6 chance per character per round that a piercer will try to 'drop' on them.

There is a small tunnel in the south wall to locations 11 and 1b that is hidden by a pile of rubble.

Piercer, HD: 1, AC: 3 [16], ATK: 1 drop/pierce (1d6), ST: 17, SP: Drop from ceiling, MV: 1, AL: N, CL/XP: 1 HD (1/15)

11) Rat Cave: 4 Giant rats will be hiding in the trash in this cave.

4 Rats, Giant, HD: 1d4 hit points, AC: 7 [12], ATK: Bite (1d3), ST: 18, SP: 5% chance of disease, MV: 12, AL: N, CL/XP: A/5 Disease: Shaking Cough (see "Diseases" in the appendix)

Other than bones, rags, leaves and mud, there is nothing of value in the trash heaps.

12) Dead Dwarves: The skeletons of three dwarves with rusted-out armor and weapons lie on the floor. A shiny battle axe lies beside one of the skeletons and the armor is pierced by many arrows.

These dwarves fell in battle against goblins when the Mines came under attack so many years ago.

Treasure: The shiny battle axe is still useable and is +1 (silversteel blade; worth 1700 gps). 2-12 GPS can be found in the pockets or belt pouch of each dead dwarf.

13) Secret Passage: This small passage is open to the river at location 4. There is a 30 foot drop to the water. There used to be a bridge here that led to location 15a, but the bridge was destroyed long ago.

14) Hall of the Kobold King: This room is lit by torches stuck into sockets on the pillars. There is a stone throne on a circular dais at the north end of the room. Fourteen kobolds and four giant rats are in the room. The kobold king, Yrzik, has a large, swollen-looking head with a shaggy beard, wears a crown and sits on the throne. An older kobold wearing a dirty robe and with a large bone braided into his beard, stands beside him and four giant rats huddle like dogs at his feet. Twelve kobolds, half of whom wear bits of fancy jewelry, stand around the throne.

The Kobold King, Yrzik, is likely to attempt to parley with the players and convince them that they ought to help the kobolds in their war against the goblins. The kobold in a robe is his advisor and will whisper in the king's ear during negotiations. Six of the kobolds wear gaudy jewelry; these are the king's courtiers and it is their job to laugh at all of the king's jokes and applaud his witticisms. The other six kobolds are just ordinary guards. The throne rotates to room 20 if a button on the arm of the chair is pressed, carrying anyone upon the throne and dais to the king's private chamber. If the battle is going against them, Yrzik will use the button to retreat to his chamber, taking his advisor and any of the courtiers who are close enough to be able to scramble onto the dais in time with him.

6 Kobold guards: (HD 1d4, hp (3 each); AC 6[13]; Atk: spear (1d6); ST: 18; Mv: 6; AL: C; CL/XP: A/5), spears, Armor made of hides and rags.

6 Kobold 'courtiers' : (HD 1d4, hp (4 each); AC 6[13]; Atk: short sword or dagger(1d6 or 1d4); ST: 18; Mv: 6; AL: C; CL/XP: A/5), weapons, armor made of hides; each has 1-3 pieces of costume jewelry worth 1-6 GPS each.

King Yrzik the Even Worse:(HD 3, 9 hp; AC 3[16]; Atk: +2 magic short sword(1d6+2); ST: 14; Mv: 6; AL: C; CL/XP: 3/60), +2 magic short sword, chainmail, +2 ring of protection, crown of silver and gold set with gems worth 600 GPS

King's Advisor:(HD 3, 7 hp; AC 8[11]; Atk: knife(1d3) or spells; ST: 18; Mv: 6; AL: C; CL/XP: 3/60), knife, Wand of Silver Daggers (77 charges; see "Magic Items" in appendix), gold ring set with gem worth 500 gps; spells: sleep spell, cause fear spell, darkness spell and invisibility spell.

4 Rats, Giant, HD: 1d4 hit points, AC: 7 [12], ATK: Bite (1d3), ST: 18, SP: 5% chance of disease, MV: 12, AL: N, CL/XP: A/5 Disease: Shaking Cough (see "Diseases" in the appendix)

Treasure: The only items of value are carried by the room's occupants.

Special: If the players parley with Yrzik, he will attempt to convince them that they ought to join the kobolds in a campaign against the goblins and/or the ghouls on level 2. Yrzik will attempt to kill off the party by sending them on increasingly dangerous quests, leading them into ambushes, etc., all the while claiming innocence and blaming one or another of his courtiers for the problem and executing the 'guilty' courtier in front of the players if needed. If all that fails, he will attempt to serve them poisoned wine or convince them to go into his 'treasury' (room 21) to collect a reward. Yrzik won't be particularly worried about death among his subjects until about 30 kobolds are slain; at that point it will occur to him that he cannot remain king of the kobolds if all of his subjects are dead and he will attempt to use his soldiers more cautiously.

15) Storage: This room is heaped with barrels, some crates and a few piles of goods and tools. There are a dozen barrels of beer, wine, ale, etc., all of average or low quality. Some crates hold moldy cheeses and 2 dozen iron spikes. There are also a few coils of rope, some piles of cloth, a few scraps of hide and other goods that the kobolds might trade or sell. Against one wall are a pile of old dwarven mining tools; these include 3 pickaxes (one of which is unremarkable looking but is **+1 magic**), two rusty shovels, a crowbar and a sledge hammer. In one corner is a large pile of human, elf, and dwarf clothing (many of the items are stained with blood). Two heavy crossbows and two cases of bolts lean against the walls. If the kobolds are being raided repeatedly by surface dwellers, they will attempt to use the crossbows to defend the caves (although, since they are human size crossbows, two kobolds will be required to load and fire each crossbow). There are a dozen jars of rotgut liquor - it tastes disgusting but might make an effective Molotov cocktail, antiseptic or cleaning agent.

15a) Secret Door with Crossbow Trap: A heavy crossbow has been strapped to an empty crate with rope and has been rigged with a string and pulley to fire at whoever opens the secret door. It attacks as a 1 HD creature and inflicts 1d6+1 damage. This small passage is open to the river at location 1.4. There is a 30 foot drop to the water. There used to be a bridge here that led to location 13, but the bridge was destroyed long ago.

16) Barracks: This place contains 2 dozen tiny bunk beds as well as various rugs and bedrolls that serve as beds, twelve footlockers, and currently houses 12 sleeping kobolds. If able, the kobolds will flee or surrender, but each will have their weapons and armor beside the bed. Each bed or footlocker is 1 in 6 likely to have 2-7 SPS. Each footlocker is 1 in 6 likely to have a poison dart trap (attacks as a 1 hit dice creature for 1 point damage plus save at +2 or take 2-12 more damage from the poison).

12 sleeping kobolds:(HD 1d4, hp (2 each); AC 8[11]; Atk: 1/3rd have a club (1d4), 1/3rd have a spear (1d6), 1/3rd have a dagger (1d4); ST: 18; Mv: 6; AL: C; CL/XP: A/5), weapons, ragged hide clothing.

17) Kitchen: A large and burly kobold cook and six regular kobold assistants are in here, preparing a massive cauldron of disgusting, greasy soup over a fire.

Parts of humans, dwarves, goblins and mules, horses, deer and other animals hang from hooks in the walls. There is a fire pit with the big stew pot, scattered pots and pans, piles and bins of potatoes, onions, mushrooms and other foods, kitchen tools, etc. A hole in southeastern corner has a rope and bucket beside it. The bucket can be lowered to fetch water from 14 on level 2.

Kobold Cook:(HD 2, 7 hp; AC 7[12]; Atk: Large cleaver (1d6) or 3x thrown knives(1d4 each); ST: 17; Mv: 6; AL: C; CL/XP: 2/30)

6 kobold assistants:(HD 1d4, hp (2 each); AC 8[11]; Atk: large chef knife (1d4); ST: 18; Mv: 6; AL: C; CL/XP: A/5)

Note: the parts of humans and demi humans, including fingers, toes, eyeballs and other bits, can be seen floating around in the stewpot. Any player character tasting this slop is 25% likely to contract 'Donner's Hunger' (see 'Diseases' in the appendix).

18) Guard Cave: This cave is guarded by six kobold skeletons dressed in hoods and robes. They stand in the guard cave and wait to attack anyone using the stairs who is not a kobold or giant rat or who is not escorted by a kobold. These are the skeletal remains of former courtiers who displeased the king in some way and were executed and then reanimated by the king's advisor.

6 kobold skeletons:(HD 1d4, hp (2 each); AC 8[11]; Atk: claw (1d3); ST: 18; Mv: 6; AL: C; CL/XP: A/5), robes

19) Garderobe: Behind this door decorated with a painted crescent moon, one finds a messy pit toilet. The walls are covered in kobold graffiti. 1-2 giant centipedes (lethal type) are 50% likely to crawl out of the commode, 1-2 per round, with 6 maximum appearing. Based on the smell, player characters are unlikely to want to go down the toilet, but a small Halfling or slender elf might be able to use the hole to descend to the cesspit, location 7 on level 2.

Centipede, Giant (Small, Lethal), HD: 1d2, AC: 9 [10], ATK: Bite (deals 0 damage), ST: 18, SP: poison +4 save, MV: 13 AL: N, CL/XP: 2/30

20) King's Chamber: There are four kobold guards and a giant lizard, a pet of the kobold king, is chained to one wall. A stone throne and dais, identical to the one in the throne room, stands against the south wall. An iron door with a padlock in the north wall has a large sign on it that says, 'Treasury.' A wooden door with sign that says 'Private' is set in the east wall. There is a dirty red carpet on the floor. If intruders enter the room, three of the kobolds will attack while the fourth unhooks the chain of the giant lizard (releasing it to join the attack).

See room 14 for details on rotating throne.

Lizard, Cave, HD: 3, AC: 4 [15], ATK: Bite (1d6), ST: 14, SP: Can climb walls at speed of 6, MV: 12, AL: N, CL/XP: 3/60

4 Kobold guards:(HD 1d4, hp (3 each); AC 5[14]; Atk: spear(1d6); ST: 18; Mv: 6; AL: C; CL/XP: A/5), spears, Armor made of hide

21) False Treasury: This room is sealed by an iron door marked with a large sign that says 'Treasury.' The door is locked with a large padlock trapped with a poison pin trap. Inside the room are 4 chests, spilling out a heap of gold, many gems and other treasures (including potion bottles, a rolled up scroll and a jeweled sword). The room is actually a trap. As soon as anyone advances more than 10 feet into the room, the door will slam and lock and the room *will appear* to start filling with water. The water is actually illusionary (although the door and lock are quite real); all occupants must make a saving throw or believe that the room is flooding and they will drown unless they can escape from the room in 12 rounds. Anyone failing their save will die unless they can escape the room in 12 rounds. Those who successfully save will hear the illusionary sound of rushing water but will understand that the room is not flooding.

The 4 chests appear to contain 6,000 GPS, 100 gems of great value, a bejeweled sword, 4 potion bottles and a scroll. The 'gold' coins are actually copper, the 100 gems are worthless chunks of glass, the 4 bottles contain only foul tasting liquid and the scroll is covered in gibberish. The sword is an ordinary weapon decorated with cheap gilt and glass gems. The true nature of the treasure will become apparent once anyone attempts to handle it or examine it closely.

Hidden under the pile of coins is a key to the door; the kobold king hid it there so he could escape the room should he ever become trapped in it. This trap was created by the dwarves of Khunmar long ago with the aid of a powerful magic-user.

22) King's Bedroom: The door to this room is locked. It contains a dirty red carpet, a table, four chairs, four silver wine cups, a bottle of cheap rotgut liquor, two nickel silver candlesticks with candles (see 'Metals' in the appendix of details on nickel silver), large four-poster bed, and trunk of clothes. At the far end of the room is a door to the king's privy.

Treasure: The 4 silver cups are worth 25 GPS each. The 2 Nickel silver candlesticks are worth 10 GPS each.

23) When the door is opened, this appears to be a garderobe (pit toilet) with torch sconces on the north and south walls. If you sit on the toilet and pull on the north sconce, the back wall turns around leaving an identical toilet in room 22 and transporting the seated character to room 23 (the treasury). Room 23 is the true treasury. A **(+2 magic) two-handed sword** hangs on the wall (too big for the kobolds to use). A statue of a gargoyle stands in the northeast corner and will animate if any treasure is touched by a non-kobold. There are three iron chests. Each is locked and trapped.

Gargoyle, HD: 4+4, AC: 5 [14], ATK: 2 claws (1d3), 1 bite (1d4), 1 horn (1d6), ST: 13, SP: +1 or better weapon to hit, MV: 9/15 (flying), AL: C, CL/XP: 6/400

Chest #1 Contains 3,000 GPS and 4,000 SPS

Chest #2 contains sleep gas (2-7 hours, 20' diameter cloud – lasts 2-7 rounds). Contains three wooden boxes. Box 1: 100 5 GPS gems. Box 2: 10 100 GPS gems. Box 3: 3 1,000 GPS gems covered in contact poison.

Chest #3 is locked. It will fire six poison darts (two forward, two to each side) when opened, range 20' – 1 point damage plus save vs. poison or die. Contains two necklaces worth 300 GPS, a scroll of **charm person, detect magic**, and **sleep**, a scroll of **cure light wounds** (x 3), two **potions of healing**, a **potion of levitation**, and a ring worth 500 GPS. Also contains a silver key to door at location x on level 2a (the

Haunted Level) and a large iron key that allows the user to access the Vulcavator (see location X on level 1).

24) Gigantic Cavern: This location is shared with location x on level 2; the cavern is so large and deep that it spans both levels; if player characters travel down the stairs, they can access the second level of Khunmar from the cavern floor. Most of the floor of the Cavern is covered in gigantic mushrooms, some of which grow 10 to 15 feet tall and have caps 8 to 15 feet in diameter. See location X on level 2 for more detail on the cavern. This large cavern has two carrion creepers lurking on the ceiling. Every time players enter the cavern, there is a 25% chance of encountering an additional 1-3 carrion creepers having made their way into this area. It will take the carrion creepers four rounds to reach the party, however it is unlikely that they will detect the worms until the worms approach close enough to be seen via torchlight or infravision.

If creepers are not encountered, there is a 25% chance of encountering 2-5 kobolds with baskets gathering fungus. The fungus gatherers will flee and seek to raise the alarm if threatened. 90% of the fungus in the cavern is edible ordinary fungus without any special properties. Each turn spent searching in the area gives each searcher a 10% chance to find a fungus with unusual properties (see 'Fungus' in the appendix).

1-3 Carrion Creepers, HD: 2+4, HP 12 each, AC: 7 [12], ATK: Bite (1 hp) and 6 tentacles, ST: 14, SP: Tentacles cause paralysis, MV: 12, AL: N, CL/XP: 4/240

2-5 Kobolds, HD: 1d4 hp, HP 2 each, AC: 6 [13], ATK: Weapon (1d4), ST: 18, SP: none, MV 6, AL: C, CL/XP: A/5; each carries a dagger and a basket.

25) Anteroom: The passage from room 24 leads up a steep stone ramp. The walls are carved with images of dwarves at work; they are portrayed mining, forging, admiring treasure, and fighting. The rusty iron doors to room 26 are battered and unlocked. On the east wall a bronze panel is inset into the wall. There is a stubby fingered hand-shaped impression in the center of the door and a keyhole directly beneath it, but the lock is a magical variety that cannot be picked; it has to be opened with a key (see 27, below). Alternately, the door can be activated and the elevator summoned if a dwarf with Garagur ancestry places his or her palm in the hand-shaped impression. Beneath the keyhole is a small inscription in dwarven that says, "Remove key or hand when bell rings and door will open."

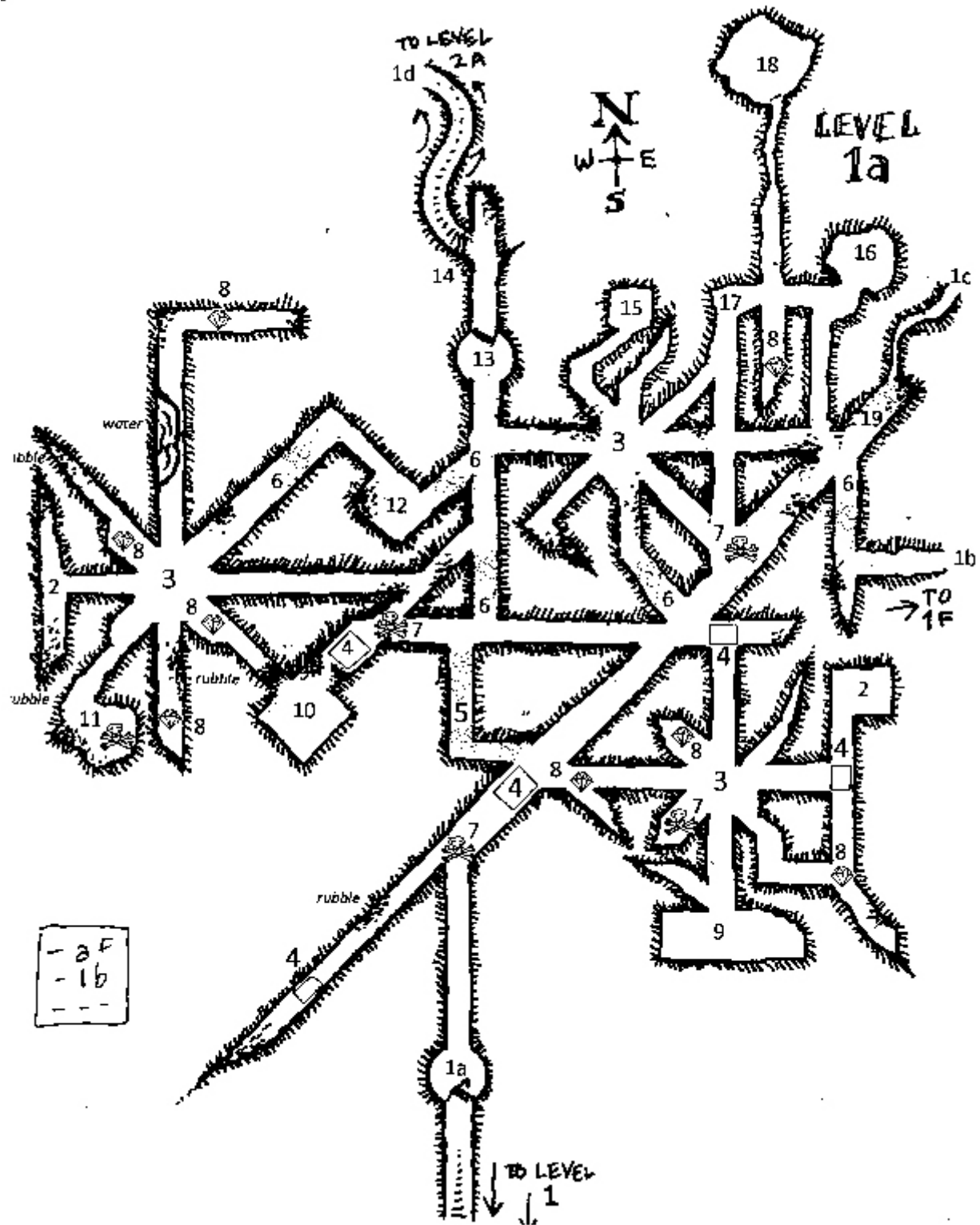
26) Chapel: The stone walls here are carved with fantastic abstract designs. The broken statue of a dwarf god and shattered altar are in the south end of the room. A font built into the southwest corner probably once held holy water but is now stuffed with garbage and ordure. Everything in the room has been covered in insulting kobold graffiti.

27) Hell's Elevator: The bronze door that connects this tube to area 25 can only be opened with special keys (see 25, above). The only other way of opening the door involves destroying it (which would be difficult and dangerous). Beneath the keyhole is a small inscription in dwarven that says, "Remove key when bell rings and door will open."

This bronze door gives access to 'Hell's elevator' (also known as the 'Hellavator' or the 'Vulcavator'). The circular chamber is a smooth stone shaft that leads down from level 1 to level 7 (the lava) and gives access to levels 1 through 7. The top of the shaft exits the mountaintop and is the source of the smoke often seen coming out of Mount Khunmar. In the shaft is a stone platform that fits in the shaft like a cork with a central flue equipped with a valve. If one closes the valve, superheated gasses build up under the stone platform and push it up. If one opens the valve, the gasses vent out the top and the

platform sinks down to the lower levels. An inscription in dwarven written under the valve states, "Turn wheel right to go up, left to go down."

The doors to the hellavator can only be opened with one of the special keys hidden throughout the fortress or when a Garagur places their hand into the hand-shaped impression in the door. Further, the doors will not open unless the platform is outside the door attempting to be opened. You 'summon' the hellavator by putting the key into the lock or placing the hand of a member of the Garagur clan in the impression. When it arrives, a bell rings, you remove the key or the hand, the door opens and you can climb onto the platform where you can turn the valve (a large bronze wheel) to open or shut the valve. The door you opened closes automatically and the platform either rises or sinks depending on whether you opened or closed the valve. The platform will pause at each door (which are numbered 1, 2, 3, etc.), and, if you place the key in the keyhole or the proper kind of hand in the impression, the door will open. The platform will not rise above level 1 nor go below level 6 (although if the valve were to be jammed 'open' the 'Hellavator' would fall all the way to the bottom level (inflicting 6d6 falling damage to anyone within + 10d6 fire damage for each round they spent in the lava at the bottom of the chute) and if the valve were to be jammed shut, the pressure underneath would grow so intense that the platform would shoot out of the top of the mountain like a bullet out of a musket. Anyone aboard would need to make a saving throw against death; those who failed would be blown to smithereens and those who succeeded would take 12d6 damage and be deposited on some random location on the mountainside. At the DM's option, a savings throw should be rolled for each of the survivor's significant possessions; those items that fail would either be lost or destroyed. Either of these scenarios would destroy the 'Hellavator.'



LEVEL 1A: The Secret Mines

Level 1a (North)	Level 1f (NE)
Level 1 (center)	Level 7b (East)

Introduction: These were once gem mines and a number of gems can be found scattered around or buried in the walls. One of the local non player characters that the players are likely to meet is a gnome named Grimly. Grimly will normally be cooperative and helpful, but he has grown rather peculiar from being alone here in the tunnels for so long. If Grimly sees a valuable gemstone, he will do anything to obtain it, including attempting to kill for it.

The level itself is infested with giant snails, giant rats, spiders and crazed kobolds or goblins that have wandered in and can't get back out. A concealed tunnel (1a.15) just big enough to crawl down leads to an exterior exit, but anyone using it for escape is likely to encounter a spiders in those cramped quarters.

Two thick iron doors (areas 1a and 13) have a riddle is inscribed in dwarf runes on them. There is a different riddle on each side of the door (total of 4 different puzzles). The door will only open if you speak the answer aloud.

This is also the level with a giant snails nest. The giant snails are like giant slugs except their shells are nearly invulnerable. If seriously threatened the snail will pull inside the shell and wait for the attacker to go away.

Special Effects: The walls and roof in the secret mines are rough and crumbly. Fireballs, lightning bolts and similar spells are 1% per point of damage inflicted likely to cause a cave in (5-8 d6 damage to all within the 10-40 foot impact area; save versus paralysis for 1/2 dmg --- any character who suffers ½ of his current HP or more in damage is considered buried in the rubble and can survive a number of rounds equal to his CON score. You may allow a character a percentage chance equal to his strength or dexterity to wiggle out or force their way free if buried; otherwise they will need to rely on their companions for rescue).

There are several magic curse areas (each labeled with a 2 on the map). If a character walks through one of these areas, they must save versus magic spell or temporarily lose 1-4 points wisdom... victims will regain 1 point per day if resting outside this area of the dungeon. Those with a wisdom of less than 3 will act in an irrational manner --- likely attacking their friends, wandering away, screaming, sitting and doing nothing, etc. Clerics with low wisdom may be unable to cast spells.

Entrances and Exits: Stairs up to level 1, narrow tunnel at location 1a.15 leads up to the surface, stairs at location 1a.10 lead down to level 2a.

Updating the Level: Since the kobolds sent into the level sometimes return with gemstones, the kobold kind will continue to send the subjects who have displeased him in here to find more. If they make it out alive, they are usually forgiven. Goblins, spiders and snails will slowly be replaced, although if the players burn or destroy all of the eggs at location 9, the giga-snails will replace at very slowly (75% of random encounters with giga snail should equal 'no result') until a few weeks have passed

The Original DM's Notes: Level 1a: I don't think players ever found this level. The doors with the riddles appeared in the original. I think they were inspired by the 'Riddles in the Dark' chapter of the Hobbit. I

was pretty proud of those riddles back in the day and it kind of got my goat that the players never made it in there, but I suppose that is what I get for hiding an entire level behind a secret door.

Random Encounters (roll 1d12 every three turns)

- 1) 4-6 crazed kobolds (AC 9 [11], HD ½, hp 2 each, 1 atk at +2 for 1-4). They have been lost a long time!
- 2) 2-12 giant rats (AC 7 [13], HD ½, hp 2 each, 1atk 1-3 + disease)
- 3) 1-3 cave worms or 1-3 carrion creepers
- 4-5) mysterious howling or dust falls from above
- 6) Falling rock – attack as 1 HD monster for 1-4 damage
- 7) Wight (50%) or 2-5 grave ghouls
- 8) Giant snail
- 9-12) no encounter

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Iron door, ancient, with a dwarf face on each side – locked magically – Answer riddle to pass through – The riddle is inscribed in dwarven on each side.

Going in (north):

“To unlock me, you need a key;
Lock pick and ram are useless to thee.
No key of brass or iron metal cold
But forged of wisdom, warm breath of gold.
When you know my name the quest can begin.
Answer this and I’ll let you in.”
Answer: a riddle

Going out (south):

“This ornament every dwarf does prize,
As much as gold in dwarven eyes.
Older dwarves have more of me,
Growing downward, hanging free.”
Answer: a beard

1b) Exit: This rough-hewn tunnel leads east to level 1f.

1c) Spider hole Exit: A rough 3 foot diameter tunnel hidden behind some rubble curves up 100’ to exit in a ravine on the surface. The entrance of the tunnel is covered in webs at location 15. Anyone crawling through this tunnel is 1 in 6 likely to encounter 1-3 jack spiders (see 'Malevolent Monsters' in the appendix).

Jack Spider, HD: 1 hp each, AC: 3 [16], ATK: Bite (see below), ST: 17, SP: jump 10 feet, surprise 3 in 6, MV: 3, AL: N, CL/XP: B/10

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the “Random Happenings and Items” table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Curse Areas: These magic **curse** areas are all marked “3”. Any creature walking through the intersection must make a successful save vs. magic spell or temporarily lose 1-4 points of wisdom. The victim will regain 1-4 points of wisdom per day if resting outside this area of the dungeon (and the curse areas will never lower the victim's wisdom below 1 in any case). Those with a wisdom of less than 3 will be unable to cast any clerical spells and will tend to act in a foolish or unpredictable manner due to the curse placed on this area of the mines long ago. Every three turns (or three rounds if in combat), a character with a wisdom of less than 3 has a 2 in 6 chance doing one of the random actions on the table below (roll 1d6):

- 1) They will laugh loudly for a round (check for wandering monsters).
- 2) They will emit a loud scream (check for wandering monsters).
- 3-4) They will attack the nearest creature for 1-4 rounds, whether they are friend or foe (+2 to hit and damage, -2 AC).
- 5) They will stand and do nothing for 1-4 rounds/turns.
- 6) They will run off in a random direction for 1-4 rounds.

4) Open pits: Each of these areas will have a rough open pit in it, 10 to 12 feet deep.

5) Side passage: This narrow passage is hung with many webs. Twelve jack spiders hide in the gloom here. If anyone enters the hall, 1-4 will attack every round until twelve total are killed.

6) Webs: Each of these areas is hung with thick stands of sticky giant spider webs. 50% of the time there will be a hole or passage through the webbing where one human-sized creature can pass through at a time, otherwise players will have to hack or burn their way through.

7) Bones: The remains of a dead kobold can be found in these locations.

8) Gems: In each of these locations, 1-2 gemstones worth 10-100 GPS each will be found embedded in the walls or floor.

9) Giga snail's nest: This roughhewn room is filled with piles of rotting stuff including many kobold bones, a few dead giant spiders and other nasty things. A giga snail is in the western end of the room and will attack anyone entering the chamber. A few coins and small gems are scattered around the room. Forty 6 inch diameter spheres (giga snail eggs) are piled in a corner.

Snail, Giga, HD: 6+4, HP 32, AC: 7 [12] skin, 0[20] shell, ATK: bite (2d4) or spit acid, ST: 11, SP: spit acid, 1/2 damage from blunt weapons, salt vulnerability, MV: 3, AL: N, CL/XP: 7/600

Treasure: A **+2 short sword** in a blue leather scabbard is under the pile of eggs along with a small silver ring fitted with a magical heartstone (see 'Glorious Gems' in the appendix). Exactly 2000 CPS, 27 SPS and 16 GPS are scattered around the room along with six 10 GPS value gems.

10) Grimly's lair: Grimly the gnome (AC 4 [studded leather and **+1 ring of protection**], 4th/3rd-level fighter/thief, hp 20, 1 atk 3-8; thief abilities: move silently/hide 30%, climb 89%, hear noise 1-3, backstab +4/x2, open locks/traps 25%) has a pouch with 15 10 g.p. gems, three poison daggers, and two vials of giga snail acid (2-12 damage from each for 1-3 rounds).

The passage to the northwest is blocked by rubble; it would take one person at least an hour of work to clear it. The passage to the northeast is partially blocked by rubble and protected by a pit; this is how Grimly enters and leaves his sanctuary.

The room has a small table, chair, bed, etc. and a pile of 102 worthless rock crystals piled on the table. Grimly will pretend to be friendly and helpful, but when any gemstone worth 100 g.p. or more is around, he will do anything and everything to obtain it.

11) Mining Cave: Within this rough chamber, one can find a dwarf skeleton still clutching a rusted pickaxe slumped against the wall. A large gemstone worth 100 g.p. is embedded in the wall.

12) Cave Worm Room: A few bones are scattered on the floor along with some rusted mining tools. There are several long and sharp-looking crystals growing out of the wall in the southern corner. Two cave worms cling to the ceiling and will surprise anyone entering the room on roll of 1-5 out of 6. Cave worm HD: 4+4, HP 20, 17, AC: 5 [16], ATK: Bite (2d6), ST: 13, SP: surprise 4 in 6, adhesive tongue, swallow on a natural 20, MV: 18, AL: N, CL/XP: 6/400
Treasure: a small pile of gold nuggets (16 nuggets worth 10 GPS each) is hidden in the rubble. The sharp crystals are 3 knife-sized 'blade crystals' (see 'Glorious Gems' in the appendix) that are worth 12 GPS each.

13) Exit door – see 1 on this level – same iron door with dwarf faces on each side.

Inside riddle:

“Gem of the sea, like a white tooth,
It was a grain of sand in its youth.
With many years it’s grown quite round.
By eaters of oysters this prize will be found.”
(Answer: a pearl)

Outside riddle:

“Long of leg she dances on silver thread,
Spinning for hours to weave her homestead.
Meals on the wing, she devours ‘em raw.
Flies and gnats behold her with awe.”
(Answer: a spider)

14) Staircase: These curved stairs lead down to 2A. A spider lurks at the top of the stairs on the ceiling. It will pounce on whomever enters first (surprise 4 in 6), attempt to poison them and then retreat with the corpse.

Spider, Giant (Greater, 6-foot diameter), HD: 4+2, HP 16, AC: 4 [15], ATK: Bite (1d6+2) + poison, ST: 13, SP: Poison (save or die), webs, MV: 4, AL: C, CL/XP: 7/600

15) Small storeroom with some old mining tools. A pouch with a 100 g.p. gem inside of it is hidden in the corner.

16) Gemstone Cave: Six kobolds with pickaxes are trying to dig a big gem (worth 100 g.p.) out of the wall. These kobolds have been trapped in this level for quite some time and are quite crazy from having wandered through all of the cursed areas multiple times. If they see player characters, they will giggle and laugh as they attack; each round there is a 1 in 6 chance that one of the kobolds will attack the wall (50%) or one of his comrades (50%) instead of the player characters.

6 crazed Kobolds, HD: 1d4 hp, hp 3 each, AC: 6 [13], ATK: pick axe (1d6), ST: 18, SP: none, MV 6, AL: C, CL/XP: A/5

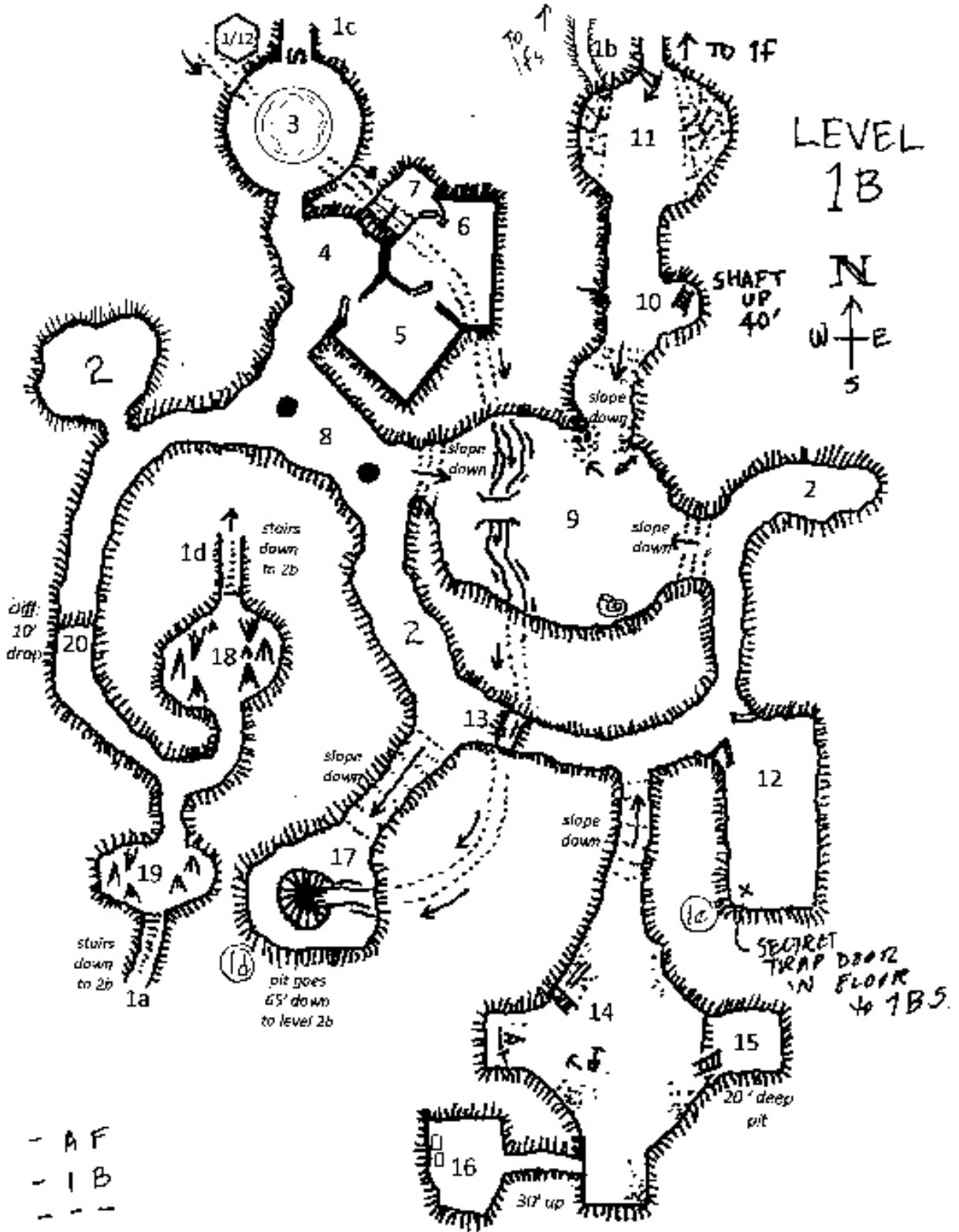
17) Glitter Cave: Glittering crystals grow on the walls here. Any dwarf or miner will be able to tell that these quartz crystals are worth just a few silver pieces per pound.

18) Carrion Creeper Pit: The passage leading to this pit narrows, then opens up to a gigantic pit that extends upward and downwards as far as the eye can see in the gloom. It extends more than 150 feet down to Levels 4a and 6a and extends 150 feet up to open on a cliff side high up in the mountains. If players look upwards during the day, they might see daylight above. At night, observers have a 50% chance of spotting a few stars in the gloom above. If players attempt to climb up or down the shaft, there is a 2 in 6 chance per 3 turns of an encounter here:

1. strong gust of wind (roll a savings throw or fall if climbing the shaft)
2. carrion creepers (1-3)
3. large spiders (1-3)
4. stirges (2-12)
- 5-6. Howling sounds echo out of the pit (Saurians are sacrificing someone or something to Urbrus; see level 3b and level 6a.z).

19) Secret Exit: This rough tunnel ends in webs and rubble. A slight breeze of fresh air can be felt as one approaches; it appears to blow out of the 3 foot diameter tunnel to location 1c, but this small exit is hidden by rubble and webs and will only be seen by persons approaching within 10 feet of the end of the hall or closer. A giant spider clings to the ceiling, hidden by dust covered webs; player characters will have only a 1 in 6 chance of noticing her before she springs to the attack.

Spider, Giant (Greater, 6-foot diameter), HD: 4+2, HP 19, AC: 4 [15], ATK: Bite (1d6+2) + poison, ST: 13, SP: Poison (save or die), webs, MV: 4, AL: C, CL/XP: 7/600



LEVEL 1B: The Varghoul Caves

Level 1a (North)	Level 1f (NE)
Level 1 (center)	Level 1b (East)

Wandering Monsters (1 in 6 every 3 turns)

- 1) huge spider (1-3)
- 2-3) varghoul (1-3)
- 4) shadows (1-2)
- 5-6) giant rats (2-20)
- 7-8) other or DM's choice

Introduction: These rough caves are somewhat better than the caves of 1F, but have been overrun by varghoul monsters at some time in the recent past (see 'Malevolent Monsters' in the appendix). The orcs of Castle Ortrar have made a few expeditions into this area, but, after losses, have drawn back out.
Special Effects: None.

Entrances and Exits: 2 tunnels (at 1b.1 and 1b.9) lead to 1f. @ stairs (at 1b.17 and 1b.18) lead down to 2b.

Updating the Level: If player characters eliminate the varghoul threat, orcs or goblins will attempt to take over the area. Note that the varghoul's kiss effect (see Malevolent Monsters in the appendix) may cause victims to become varghouls, thus joining the 'current residents' of this area. In any case, occasional wandering undead will come into this area as well.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled 1a, 1b, 1c., etc.

1a) Stairs: These stairs lead down to 2b.

1b) Corridor: This tunnel is sealed by an old wood door and leads north to level 1f. Nearby and to the west, hidden under some cobwebs, is a 3' diameter tunnel that leads down to 1fs (ant colony).

1c) Corridor: This tunnel leads north to level 1f.

1d) Stairs: These stairs lead down to 2b.

1e) A small trapdoor in the floor is hidden under a pile of broken furniture (see location 12).

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Magic fish pool room: This finished round chamber has a pool of cold water 5' deep. The pool is filled with numerous colorful fish with glowing eyes (see below) The stream runs southeast under the floor, but unless one has means of breathing underwater, this will not be a good method of travelling further.

There are dozens of fish in the pool of several different colors; blue, green, red, pink, gold, black, silver and, if players look carefully, a single white fish. The fish are small (less than an inch long) but if caught and swallowed, there are possible magical effects. During any one visit, there will be 2-7 fish of each type in the pool, but the more the players try to catch them, the fewer there will be (the fish will appear to dart away into the underwater tunnels that go northwest and southeast out of the pool). When a total of 6 fish have been caught, the pool will be empty (the fish will return in 24 hours).

- 1) Pale blue fish will heal 2-12 hit points instantly.
- 2) Green fish will cause the swallower to glow with a pale green light for 24 hours. It illuminates a 10 foot radius and makes concealment impossible.
- 3) Red fish will increase one random attribute by one point while decreasing another random attribute by one point. If the same attribute is rolled for both increase and decrease it has no effect.
- 4) Pink fish will cause the swallower to instantly polymorph into a pale white carp and flop into the pool, leaving their clothes and gear by the shore. If players can capture the carp and keep it alive long enough to have a **Remove Curse** or similar spell cast upon it, the player should be OK (and will retain only vague memories of having been a carp), but while in carp form, the player character will instinctively seek to avoid capture.
- 5) Gold fish is an ordinary fish and swallowing it will have no effect.
- 6) Black fish will sprout spines and begin to swell once it reaches the swallower's stomach. This causes 1d6 damage + 1d6 per round beyond the first (1d6 on round 1, 2d6 on round 2, 3d6 on round 3, etc.). When the swelling, spine covered fish inflicts enough damage to kill the player character, their stomach will explode outward, the fish will shrink back down to normal size and try to flop back into the pool if possible.
- 7) Silver fish: the swallower will either gain(50%) or lose (50%) 1000 xp. This fish will only work once on any given creature.
- 8) White Fish: There is only one of these. When players pick up the fish, it will cry and beg them not to swallow him. Swallowing him will have no effect, but if the player puts the white fish back in the pool, they will get a +4 on the next saving throw they roll. This fish can only be caught and released once; if returned to the pool it will dart into the tunnel to the northwest and will never be seen again.

4) Anteroom: The headless bodies of three orcs lie on the floor here; they are covered with savage bite marks and appear to have had their throats torn out by savage animals. Their weapons (spears and axes) lie on the floor where they dropped them. The door to room 5 is slightly ajar. These orcs were killed by varghouls (see 'Mysterious Monsters' in the appendix), although player characters might not know that. Treasure: Each orc has 2-7 SPS in his pockets or belt pouch. All three have daggers, but one of them has a dagger with a blade made of silver (worth 30 GPS) sheathed at his belt. Unless player characters examine the dagger by pulling it out of the sheath, they won't be able to tell that it is special in any way.

5) Old store room: Some broken barrels and old boxes are piled in here. The door to 4 hangs open on a broken hinge. and the door to 6 stands open as well. Twelve giant rats lair in the piles of garbage and rotting wood; they will only attack if their nest is disturbed. Any noise in here will alert the varghouls at 4. In the nest are 32 SPS and a Nickel silver bracelet set with turquoise worth 20 GPS (see 'Metals' in the appendix for details on Nickel silver). Four unbroken flasks of lamp oil will be found in a broken box.

4 Rats, Giant, HD: 1d4 hit points, HP 2 each, AC: 7 [12], ATK: Bite (1d3), ST: 18, SP: 5% chance of disease, MV: 12, AL: N, CL/XP: A/5

6) Common room: Some broken tables and chairs and broken crockery is in here. A big brass chandelier decorated with what look like skulls or rotting heads hangs from the ceiling, and the tatters of tapestries hang from the walls. Three varghouls (see 'Malevolent Monsters' section in the appendix) are perched on the chandelier among the skulls of humans and dwarves that someone put up there years ago and will be noticed only 2 in 6. They attempt to attack by surprise (4 in 6).

3 Varghouls, HD: 1, HP 7,5,4, AC: 8[11], ATK: bite (1d4+ poison), MV: 0 (Fly 12); ST: 17; CL/XP 4/120; SP: poison causes permanent hit point loss, disease, shriek attack, Varghoul's Kiss attack. Treasure: One of the varghouls wears a pair of gold and silver earrings set with zircons worth 50 GPS for the pair.

7) Toilet: Two stalls in here are equipped with privacy curtains. The commodes allow waste to drop down into the stream that flows southeast under this room. The water tunnel is only 3' in diameter and 75% full of water. An orc named Grimar, armed with a battle axe and dagger, hides in one of the stalls. His companions were slaughtered at 4, and he originally came from the castle above, but he darted in here and shut the door. He is an abject coward and will do or say anything to save his own skin. If players allow Grimar to accompany them, he will basically cooperate, agreeing to help by carrying a torch or 'watching the rear flank.' However, if asked to fight he will seek to retreat or flee or hide and will abandon the party whenever he reaches a place of relative safety.

Grimar the Orc, HD: 1, HP 4, AC: 6 [14], ATK: axe (1d8) and dagger(1d4), ST: 17, SP: none, MV: 12, AL: C, CL/XP: 1/15; wears scale armor, carries a battle axe and dagger, has 6 SPS and a necklace of goblin teeth.

8) Hall of Pillars: Two huge stone columns hold up the roof of this roughhewn room. The walls are streaked with whitish deposits.

9) Huge cave: A 3' deep stream flows through this large cave, crossed by a wooden bridge. The floor of this cave is 10' lower than that of the surrounding tunnels; the entrances slope down into the room. The roof is 35' – 40' above and very irregular. Four varghouls (see 'Malevolent Monsters' section in the appendix) will swoop down and attack by surprise on a roll of 1-5 in 6. The varghouls from 12 will arrive in 3 rounds. Near the entry to 10 is some rubble, some rusted tools and a bright and shiny **military pick +1**. A huge giga snail shell lies in the southern part of the room.

4 Varghouls, HD: 1, HP 8, 6, 4, 2, AC: 8[11], ATK: bite (1d4+ poison), MV: 0 (Fly 12); ST: 17; CL/XP 4/120; SP: poison causes permanent hit point loss, disease, shriek attack, Varghoul's Kiss attack.

10) Shaft up: A shaft here goes up about 40 feet and ends in raw stone. Some broken tools, old ladders, rubble, and bits of rope lie around. If players search around in the rubble at the base of the shaft,, they will find a hammer and 4 iron spikes.

11) Web Cave: This dark cave is festooned with cobwebs. Someone wedged the secret door in the north wall open with iron spikes, so players don't need to search to find it; its location is obvious. Three kobold skeletons hang in the webs along with a burlap sack that contains 14 gems worth 10 GPS each and 2 gems worth 100 GPS each

12) Ruined barracks: The doors are broken open and the room is filled with broken beds, rags and scraps of furniture. Two more varghouls (see 'Malevolent Monsters' section in the appendix) are here. The varghouls from 9 will arrive in 3 rounds if loud combat occurs in this room

2 Varghouls, HD: 1, HP 6, 3, AC: 8[11], ATK: bite (1d4+ poison), MV: 0 (Fly 12); ST: 17; CL/XP 4/120; SP: poison causes permanent hit point loss, disease, shriek attack, Varghoul's Kiss attack.

In the SW corner of the room, under a ruined cot, is a small trap door in the floor (see 1e on this level). If opened, it reveals a small tunnel, sloping down. This is one of the entrances to Level 1b.s.

Treasure: . One footlocker under a broken bed is trapped with poison gas (10' x 10' cloud). Along with old clothes it holds 2 gold bars worth 100 GPS, a pouch of 37 gems of low value (1 GPS each), and a fancy meerschaum pipe (20 GPS value) carved in the shape of a skull.

13) Creek: A 3' wide by 10' deep crevice is here with 3' deep water running south at the bottom.

14) Large excavated gallery: Broken tools, rotted scaffolds, and ladders are scattered around this space. The roof is 35+' up. At location 15 is a 20' deep pit. The small tunnel to 16 is 30' above the floor and only 3' diameter (notice only 2 in 6).

15) Pit: Someone tossed eighteen goblin bodies down into this 20 foot deep pit. A few rusty weapons and ruined armor can be found, but the whole pile is rotted and infected with rot grubs. There is a 20 foot tall ladder leading down into the pit, but it breaks (chance 2 in 6) if used by a creature that weighs 100 lbs or more.

22 Rot grubs, HD 1hp; AC 9 [10]; Atk 1 burrow; Move 1; Save 18; AL N; CL/XP 1/15; Special: Burrows to heart

16) Upper gallery: The tunnel is only 3' diameter and 30' above the floor of 14. The ceiling is only 5' high and held up with rotted-looking wood beams; rubble is scattered around and a few old mining tools are leaning against the wall. There are two small chests against the east walls. A shadow monster lurks in here and will attack whomever enters the room.

Shadow, HD: 3+3, HP 16, AC: 7 [12], ATK: 1 touch (1d4 + Str drain), ST: 14, SP: Drains 1 Str with hit, can only be hit by magical weapons, MV: 12, AL: C, CL/XP: 4/120

Treasure: Two small chests contain 1,000 GPS, a pay record book dating back almost 500 years filled with dwarven names, and 236 gems (uncut) worth 1-20 GPS each. One of the pickaxes is **+1 magic** (see 'Weapons' in the appendix for details on the pickaxe).

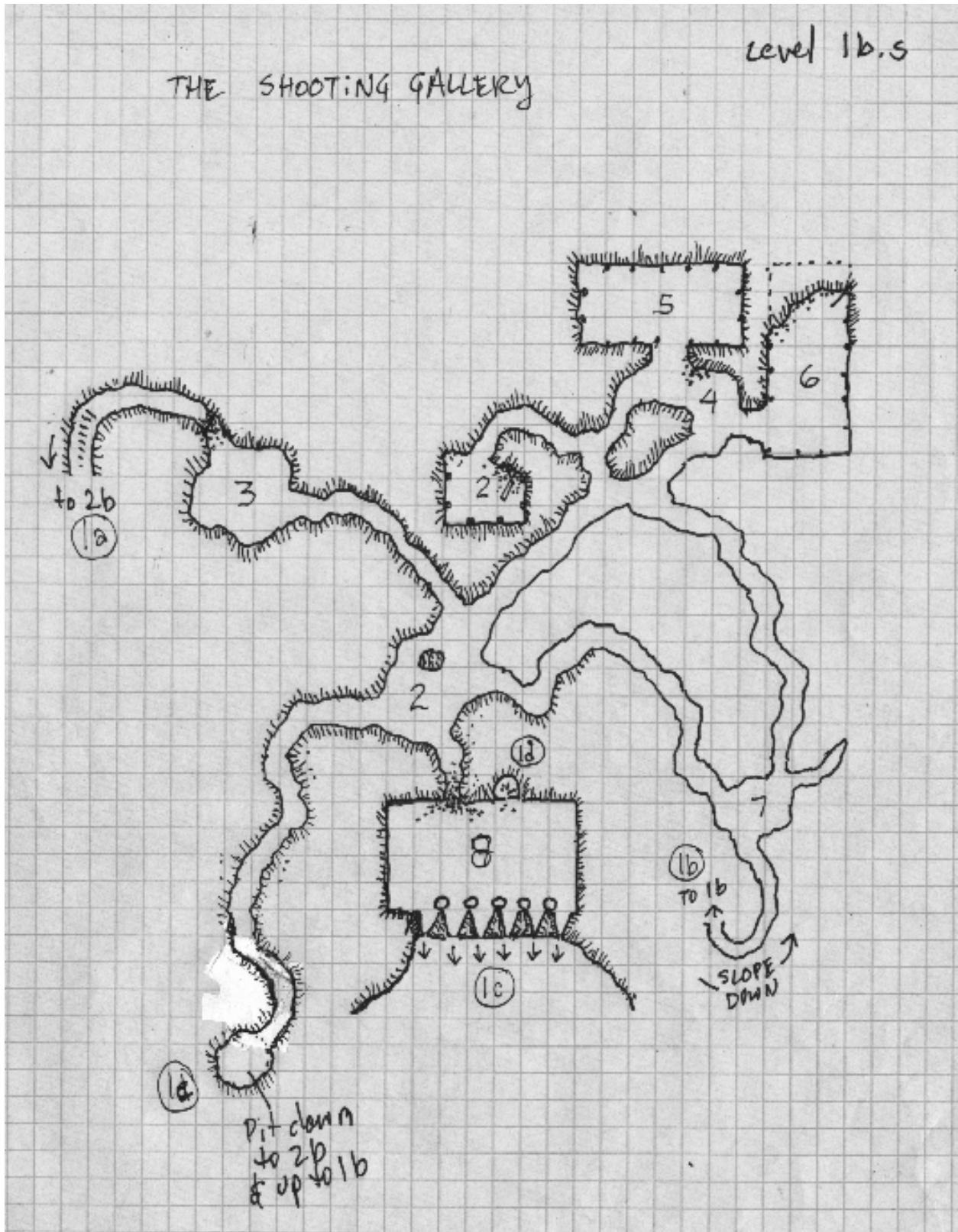
17) Waterfall Room: This deep cavern is filled with the sound of gurgling water. The passage slopes down to a room with a deep, rough-walled pit that goes 65' down to level 3B where it opens above the river near the saurian village. The stream of water from 3, 9 and 13 drains from a 3' diameter hole in the wall through a channel cut into the floor and flows down the pit, cascading into the pit. About 20 feet down, on the NE side of the pit, is a 3' diameter hole (partially obscured by the falling water) that one could use to access level 1.b.s. Players will only notice it if they look carefully. The walls of the pit are slick with water and climbing down to the hole without falling will be difficult unless one has a rope.

18) Stalactite Cave: This rough cave is filled with stalactites. Rough and narrow stairs lead down to the river on level 2B. Rushing water can be heard echoing up the steps. A mangler (see 'Malevolent Monsters' section of the appendix) hides among the rock formations, waiting for prey. If player characters pass through, it will attempt to grab the last person in line, hoping to strangle them without alerting the others, then taking off with the body to devour it.

Mangler : HD: 6+4, HP 28, AC: 4 [15], ATK: 2 claws (1d6), 1 bite (1d8), ST: 11, SP: blunt weapons do ½ damage, surprise 5 in 6, grapple attack, MV: 12, AL: C, CL/XP: 8/800

19) Exit Cavern: This cavern with stalagmites and stalactites is very similar to 18. Rough-cut steps lead down to level 2B.

20) Cliff: A stone cliff with a 10 foot drop is here. The ladder was taken away long ago; if the varghouls come this way, they simply fly up the cliff.



LEVEL 1bs: The Shooting Gallery

This goes UNDER level 1b and above 2b and gave the dwarf archers the ability to defend The Watergate.

1a. Rough cut stairs down to 2b.

1b. Tunnel slopes down from 1b. At its terminus is a small wooden trapdoor in the ceiling that exits in the floor of room 12 on 1b. The trapdoor will be difficult to open from this side because there is some broken and rotted furniture piled on top of it.

1c. These arrow slits are described in room 7.

1d. Spiral stairs down to room X on Level 2b. The dwarf defenders used these stairs to access the shooting gallery where they would rain arrows and crossbow bolts down onto anyone foolish enough to attack the Watergate.

1e. The rough tunnel here ends in a 3 foot diameter hole with water falling past it from above. This hole gives access to the pit that leads from Level 1b down to 3b (20 feet up to 1b and about 45 feet down to 3b). Since a waterfall plunges down this pit, climbing up or down from this point without a rope will be very difficult.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3. Silver Cave: There are some silvery mineral deposits in the N wall of this cave and the rotted body of a dead Halfling in the south part of the room. Someone experienced in mining might be able to identify them as a deposit of silver. If player characters had tools, time and patience, they could mine several tons of silver ore here, but digging it out, transporting the ore to the surface and avoiding the attention of all the monsters who will be drawn to the activity would be a difficult task.

The exit to the NE is blocked by a pile of rubble. It would take 2 persons working together about an hour to clear a hole through it large enough for a human to fit through.

The Halfling's corpse is very rotted and infested with 4 rot grubs. He had a **+1 magic dagger** of silversteel (+1 magic; see 'Metals' in appendix for details on silversteel) on his belt and a **Ring of Feather falling** on his left hand.

Rot Grub: HD 1hp; AC 9 [10]; Atk 1 burrow; Move 1; Save 18; AL N; CL/XP 1/15; Special: Burrows to heart

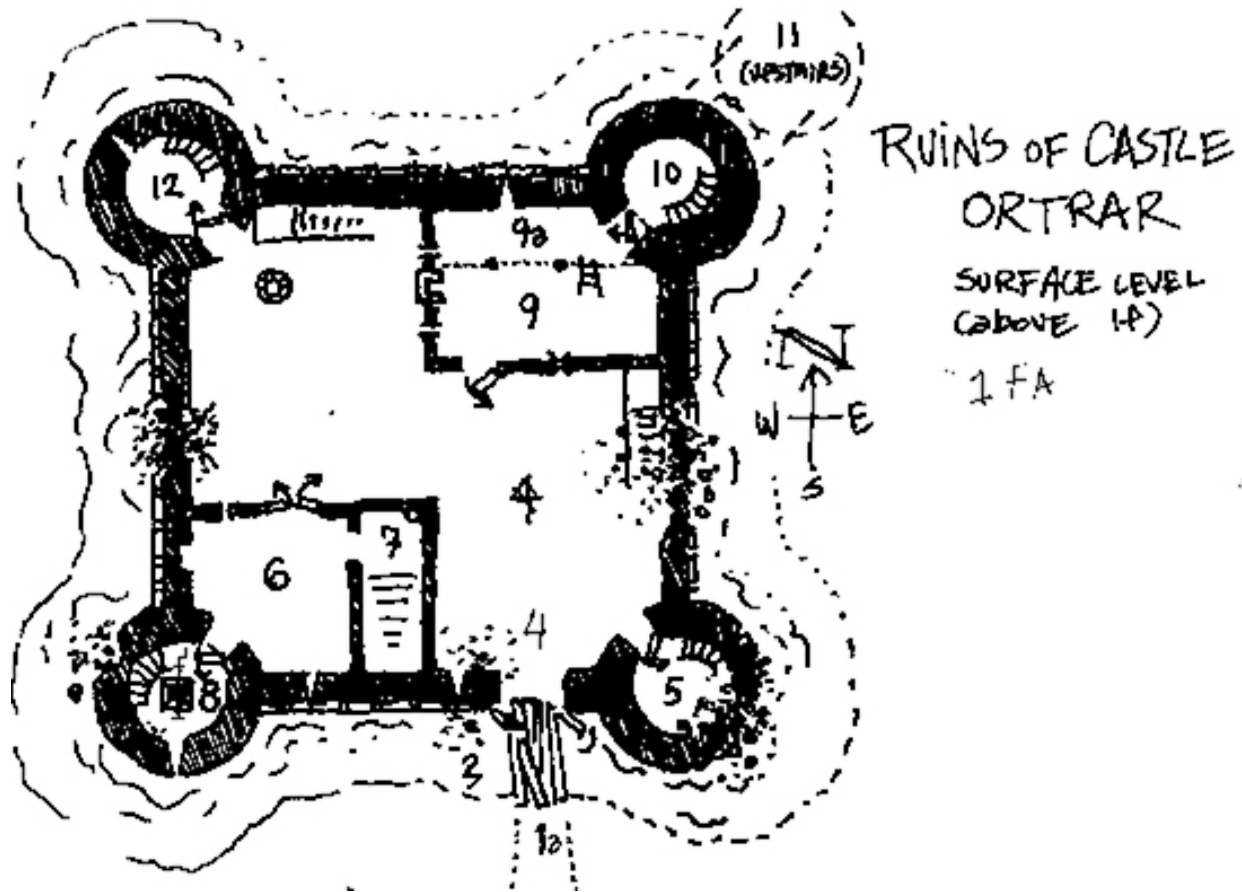
4. Several rotted sacks are piled in this area. If investigated, they will be found to contain a mix of several hundred pounds of ore (silver), 2 dozen nuggets of pure silver worth 2-12 GPS each and some dangerous black mold (see 'Fungus' in the appendix). Unless players take appropriate precautions, they are likely to get infected by the mold. Any noise will draw the black mold zombies from room 5.

5. Rough Chamber: 4 black mold zombies (former adventurers) are in here. There are some ruined bits of furniture and patches of black mold. Against one wall are 4 jugs; each contains 4 pints of lamp oil. The black mold zombies will be drawn to any noise nearby.

6. Broken furniture; anyone investigating is 25% likely to accidentally touch black mold unless they take precautions. Red shelf fungi grows all over the S wall; this is actually bloodridge fungus (see 'Fungus'). Players can harvest 12 doses of the fungus if they are careful not to touch the black mold that grows in patches around the room.

7. A goblin infected with the black mold fungus is standing in this cave. If the zombie becomes aware of anyone not infected with the fungus in the vicinity, it will move to attack.

8. The Shooting Gallery: On the south wall are crossletted arrow slits and oil reservoirs built into the walls that were once used to dump flaming oil on attackers below. The reservoirs appear as large brass containers with valves underneath that go out through the wall. The entrance in the N wall was crudely blocked with rubble. It would take 2 persons working together about an hour to clear a hole through it large enough for a human to fit through. There are a few broken down weapon racks on the walls and the desiccated remains of a couple of dwarven archers in the room; the bodies are pierced with many ancient goblin arrows. All of the gear is ruined except for one 'auto loading crossbow' and 2 cases of 12 bolts (see 'Weapons' in the appendix).



LEVEL 1F-A1: The Ruins of Castle Ortrar

Level 1a (North)	Level 1f (NE)*
Level 1	Level 1b (East)

*(Castle and dungeons are above level 1F)

Introduction: This is an old ruined castle here is inhabited by a small tribe of orcs. The crumbling walls are approximately 30’ high. The castle is on a hill hidden in a valley. Vines grow up and over the crumbling walls, and at night one can hear the orcs inside and see the glimmer of some fires. During the day a few plumes of smoke are seen.

The castle was originally built by the Garagurs of Khunmar as a means of guarding one of the main entrances to their underground kingdom. The walls are crumbling, and in the vicinity of the castle you are 50% likely to encounter 2-8 orcs every third turn unless the alarm is raised – then the DM should check for orc patrols every turn. The wandering orcs are 50% likely to be accompanied by 1-4 wolves.

Special Effects: None.

Entrances and Exits: Castle gates give access to surface. Stairs down to 1f.a1 (castle cellar 1). Pit at location 1f.a8 goes down to level 1f-a2 (Castle Cellar 2). Sloping ant tunnel leads down to 1f.

Updating the Level: The orcs will draw reinforcements from the surrounding area until ~100 orcs are killed. At that point, the orcs from the surrounding mountains will gather in a horde of 200+ and attempt to attack Hamlet. If that raid is defeated, they will quit the area and either Red Dwarves or goblin squatters will occupy the castle and sublevels beneath it within a few weeks.

The Original DM’s Notes: Level 1F-A1: Orcs were one of my favorite villains from my days of playing the earlier version of D&D... perhaps because of the Bakshi Tolkien films. The ruins of this castle owes a big debt to the ruined moat house featured in Gary Gyax’s “Village of Hommlet” adventure.

Orcs: AC 6, HD 1, MV 9”, 1 atk 1-6 or 1-8 (usually armed with swords, axes, spears, bows, etc.) Each has 1-8 SPS and 1-4 GPS.

Wolves: AC 7, HD 2+2, MV 18”, 1 atk 2-5

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Broken drawbridge: It can no longer be drawn up, but the guards at 3 are only 50% alert unless trouble is expected.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the “Random Happenings and Items” table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Moat: Thick, murky water only 5' to 8' deep but infested with giant leeches (AC 9, MV 3", HD 1, 1 atk 1-4 + drain blood, anesthetic bite, 50% chance of disease). The leeches are 2 in 6 likely to attack anyone who enters the water.

4) Normally two guards here only 50% alert. If trouble is expected, they will close and bar the old, broken gates. The drawbridge winch is long broken. If trouble is expected, the guard will be tripled, equipped with an alarm horn and alert.
Courtyard: 50% chance of 1-3 wolves.

5) Ruined tower: The stairs are crumbling, and the roof has fallen in.

6) Guard room: Eight orcs and three wolves are here. The orcs sit at a table arm-wrestling and drinking sour wine, while the wolves gnaw on bones. There are 27 GPS on the table (total bets on the arm-wrestling) as well as some weapons and gear (spears, shields, cloaks, horns to sound alarm, trophies like scalps and skulls, etc.) hanging on the walls.

Ogrillon, HD: 2, AC: 5 [14], ATK: 2 fists (2-7 each) or weapon (+1 attack and damage due to STR), ST: 16, SP: 16, SP: none, MV: 9, AL: C, CL/XP: 2/30; wears +2 ring of protection and 1,000 gps gem set in his belt buckle.

7) Stairs: Has wide steps leading down to area 1 of dungeon of Ortrar, location 7. A few barrels of sour wine are here.

8) The door to this tower is nailed shut. There is a shaft in the center of the floor that goes 60+' down to room 3 on dungeon level 2 of the castle and crumbly stairs that lead up to the battlements with holes in the roof. A giant spider (AC 4, HD 4+4, MV 3" or 12", 1 bite for 2-8 + poison, webs) lurks here.

9) Orcs' room: Eight orcs (AC 6, MV 9", HD 1, 1 atk 1-8) are being cursed out by two sub chiefs (AC 4, HD 2, hp 11 each, 1 atk 2-9), and a chief (AC 3, HD 5, hp 20, 1 atk 4-13). The leaders sit at a table drinking wine from tin cups and chewing on meaty bones as they berate their underlings for allowing a Halfling prisoner (and future meal) to escape. The chief wears battered plate mail and has a **+1 two-handed sword** and a gold necklace worth 100 g.p. The sub chiefs each have 12 p.p. The rest have 2-5 g.p. each, and 116 s.p. are scattered around, along with dice, cards, etc. Two wolves (AC 7, HD 2+2, MV 18", 1 atk 2-5) rest under the table.

The loft is filled with straw and a few bundles of hides. The escaped Halfling named Nebo is hiding up there under the hides. He is of neutral good alignment and will be glad to serve as an NPC if treated fairly and given gear, weapons and a reasonable share of treasure. If treated poorly he will simply run away at first opportunity. Nebo is a 1st level fighter.

10) Prison: Two human merchants and two mercenary guards, barely alive, are chained to the wall here. The guards are 2nd level but heavily wounded (each having only 2 hp). All are weak from starvation. The merchants will send a ransom of 500 GPS each if returned to civilization. They will add a 50 GPS additional 'goodwill' bonus for each mercenary guard rescued as well (for a total of 1,100 GPS if all four are rescued and safely escorted back to town).

11) Shaman's Room: This upstairs room is the domain of a female orc shaman (CL 3 / MU 3, AC 8, HD 2, hp 12, 1 attack 1-6 [staff], cleric spells: **cause light wounds, cure light wounds, sanctuary**; magic-user spells: **shield, shocking grasp, enlarge**), her pet wolf (AC 7, HD 2+2, MV 18", 1 atk 2-5), and her three

assistants (AC 8 [padded armor], clubs, level 1 cleric spells: **curse**, **bless**). There are bones and skulls in the room, various alchemical ingredients, a cage full of spiders, and a stone statue of an elf (which could be a petrified prisoner). The shaman has a silver dagger worth 30 g.p., **bracers of AC 8**, and a scroll of **stone to flesh** (x2) and **flesh to stone** (x3). The shaman will **enlarge** the wolf (AC 7, HD 4+2, MV 18", 1 atk 4-7).

12) Old Library: Broken shelves line the walls, and a table is covered in rotten books and scrolls. Dozens of bookworms live here and will seek to invade a spell-caster's books or scrolls (1 in 6 chance if someone carrying books or scrolls spends longer than 1 turn in the room).

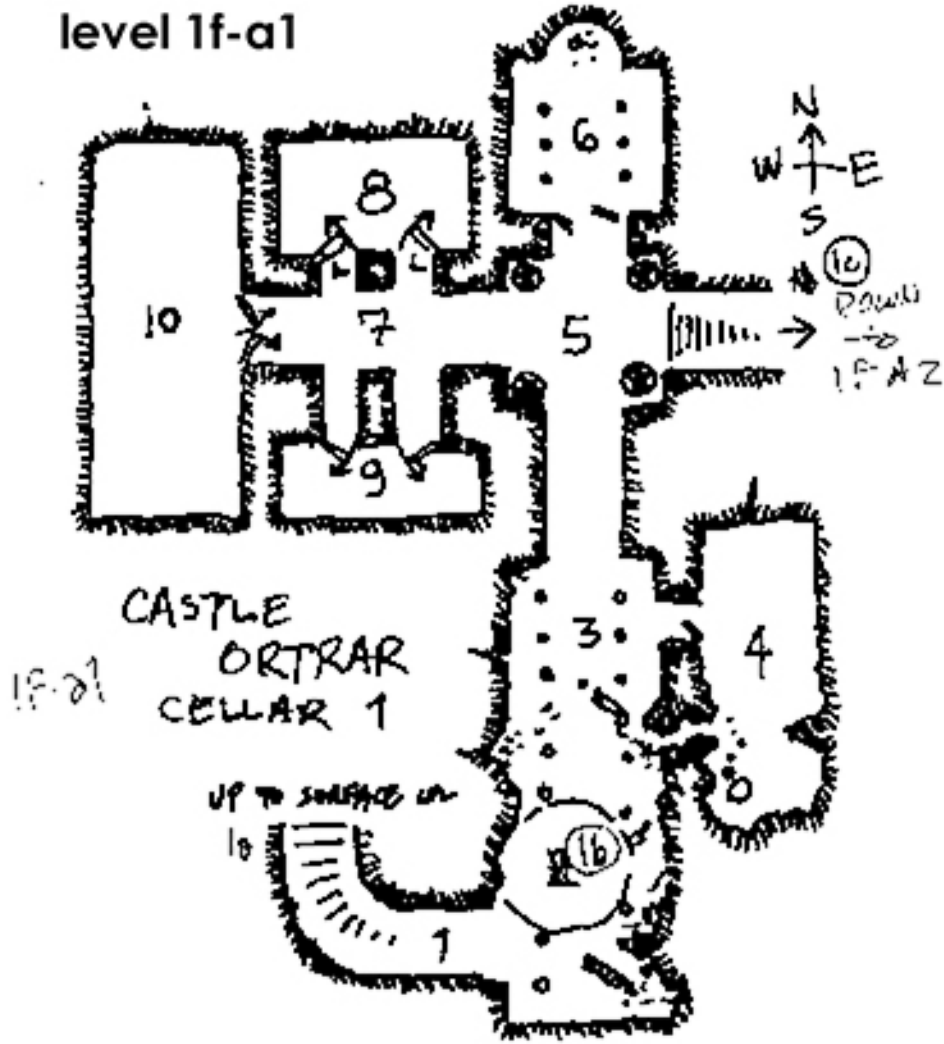
Bookworm: HD 1 hit point, AC 9[10], ATK: NA, ST 16, SP Devours books and scrolls, MV 1, AL N, XP/CL: B/10

See 'Malevolent Monsters' in the appendix for details of the bookworm.

Most of the books are very damaged and close to useless... if players investigate the books or scrolls, roll on the following chart (1d12). The books, if sold, are in such poor shape that they will only fetch 1-6 SPS each and each is 1 in 6 likely to be infested with bookworms. Any merchant will refuse to buy any book infested with bookworms.

Random Books (1d12):

1. One old book of maudlin poetry has a scroll of **lightning bolt** folded up and tucked inside it. This magic scroll can be found only once but there are MANY books of bad poetry.
2. A book of 'favorite recipes' has a map to a treasure worth 1,000 g.p. that is 5 miles away. The treasure map can be found only once.
3. A **Manual of Wisdom**. This magic book can be found only once.
4. A book of uninspired dwarven Love song lyrics.
5. A copy of 'Poor Rizzard's Almanac' which includes sayings like, "A stitch in time saves nine," and "A copper saved is a copper earned."
6. Essays on the Burial Practices among the Hillpeople of Eastern Ghent.
7. A collection of erotic stories. Certain passages are underlined and bookmarked.
8. An Illustrated Guide to Heraldry.
9. A Collection of Dwarven War Song Lyrics in 3 volumes.
10. A book on Horoscopes and Signs of the Zodiac (no useful information other than vague promises of meeting handsome strangers, going on sea voyages, etc.).
11. The **magic spell book** of a first level magic user (contains 'Read Magic, Detect Magic, Hold Portal, Light, Protection from Evil and Magic Missile). This book can be found only once.
12. An illustrated book on identifying common wildflowers.



A1: Castle Ortrar Dungeon Level 1

LEVEL 1F-

Level 1a (North)	Level 1f (NE)*
Level 1	Level 1b (East)

*(Castle and dungeons are above level 1F)

Introduction: Castle Ortrar has two levels of cellar beneath it. This is the upper cellar; directly beneath the castle.

Special Effects: The castle and it's cellars are in poor shape with damage from the siege that originally took down the castle are still evident.

Entrances and Exits: Stairs up to surface level of castle at location 1f-a1.1. Pit down to dragons lair on level 1f-a2 (Castle Cellar 2). Stairs down to 1f-a2 (Castle Cellar 2). Sloping ant tunnel leads up to 1F-A2. 6 different sloping ant tunnels and two different pits lead down to level 1fs. Another sloping ant tunnel leads down to 2f. A shaft in location 1f.3 leads up to Castle cellar level 1F-A2 and from there on to Castle Ortrar. 2 secret tunnels to level 1b. 1 tunnel to level 1a.

Updating the Level: See Castle Ortrar (1f-a), above. If the orcs are driven out, goblins and ghouls will become more common on this level.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Slimy Stairs: Stairs covered in slime (dexterity check if moving fast) seeping through the walls. Thick cobwebs hang overhead.

1b) A huge hole leads down into a cavern below.

1c) Stairs down to 1f.a.2.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the “Random Happenings and Items” table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

2) Hall with broken pillars.

3) Two orc guards (AC 6, MV 9”, HD 1, 1 atk 1-6 or 1-8) with short bows stand guard here and will call the guards at 4.

4) Broken guard room. Six orcs (see 3) lounge here on wolf skins.

5) Four statues of dwarves, each vandalized and the heads knocked off. Stairs lead down to level 2, room 2.

6) Royal Room: This place has orc trash, dung, etc. smeared and piled in it. It was obviously an important room once. There are desecrated murals of mountains on the walls. A broken pedestal at the front of the room hides a secret panel that contains a **+3 dwarven war hammer**. The head of the war hammer is forged from pure Elludium (see ‘Metals’ in the appendix).

7) Hallway

8) Store Room: Rope, wine, leather, iron bars, various weapons, dried meat, cloth, grain, and other supplies (much of it stolen) is stored here. Underneath the pile of iron bars is hidden a small chest that contains 100 ingots of silver worth 48 GPs each. Each silver ingot weighs 1 pound.

9) Barracks: Twelve orcs are here. Half are usually unarmored (unless the alarm is sounded). If given time, the unarmored orcs will put on their armor.

6 Orcs, HD: 1, HP 4 each, AC: 6 [14], ATK: Weapon, usually battle axe (1d8) or scimitar (1d6), ST: 17, SP: none, MV: 12, AL: C, CL/XP: 1/15

6 Orcs, unarmored, HD: 1, HP 4 each AC: 9 [11], ATK: Weapon, usually battle axe (1d8) or scimitar (1d6), ST: 17, SP: none, MV: 12, AL: C, CL/XP: 1/15

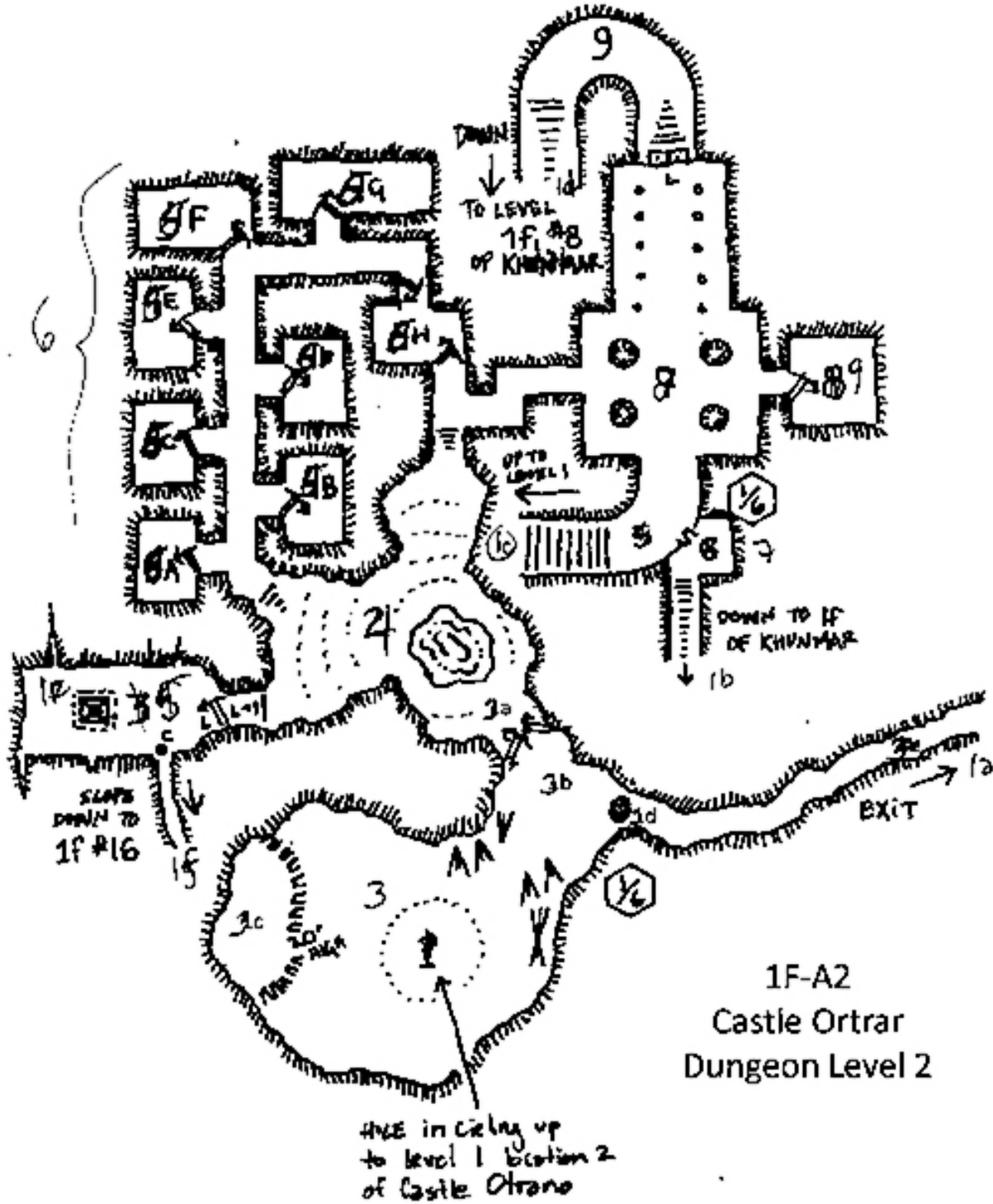
Treasure: There are dozens of spare weapons, 102 s.p., and 39 g.p. hidden in small caches around the room. If possible, the orcs will attempt to alert their comrades at 10.

1. Barracks: As 9 above, with twelve orcs, but there are many more pallets and straw piles for sleeping.

6 Orcs, HD: 1, HP 4 each, AC: 6 [14], ATK: Weapon, usually battle axe (1d8) or scimitar (1d6), ST: 17, SP: none, MV: 12, AL: C, CL/XP: 1/15

6 Orcs, unarmored, HD: 1, HP 4 each AC: 9 [11], ATK: Weapon, usually battle axe (1d8) or scimitar (1d6), ST: 17, SP: none, MV: 12, AL: C, CL/XP: 1/15

Treasure: A large sack in one corner contains 12 dented dwarven beer steins made of nickel silver that are still worth 8 GPS each (see 'Metals' in the appendix for details on nickel silver).



LEVEL 1F-A2: Castle Ortrar Dungeon Level 2

Level 1a (North)	Level 1f (NE)*
Level 1	Level 1b (East)

*(Castle and dungeons are above level 1F)

Introduction:

Special Effects: The castle and its cellars are in poor shape with damage from the siege that originally took down the castle are still evident.

Entrances and Exits: Stairs up to 1f-A1. 2 sets of stairs (1 is secret) down to level 1f. A shaft at location 1f-A2.3 leads up to the castle on the surface. A hole in the ceiling of the dragon's cave (1F-A2.1) leads up to 1F-A1. Tunnel to the surface at location 1F-A2.1e.

Updating the Level: See Castle Ortrar (1f-a), above. See Castle Ortrar (1f-a), above. Ants will be replaced at the rate of 2-7 per week unless the queen on 1fs is killed. If the orcs are driven out, goblins and ghouls will become more common on this level.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Tunnel leads to an exit hidden in the brush on the hillside.

1b) Stairs down to level 1f of Khunmar.

1c) Stairs up to level 1f-a.1. Stairs up to cellar level 1 of Castle Ortrar. The walls are carved with geometric shapes. A secret door leads to 7

1d) Stairs down to 1f.

1e) . A shaft in the middle of the room leads down to level 1F, area 3, and it leads up to 8 in Castle Ortrar.

1f) A stone blocks a small tunnel that slopes down to level 1F, area 16 (see 1f).

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Large Cave: 30' diameter hole in ceiling leads to level 1, location 2.

3a) Ancient doors, much marked and scarred by axe blows.

3b) Some dead orcs and some dwarf bones, including weapons and scraps of armor, lie here. Anyone searching the remains might (1 in 6) find a neck ring named of Nickel silver worth 5 GPS (see 'Metals' in the Appendix for details on Nickel silver).

3c) Ledge 20' up off the floor, home for a young adult blue dragon of medium size named Fifra (AC 2, MV 9"/24", HD 9, hp 36, 3 atk 1-6/1-6/3-24, breath weapon ½" x 10" long). Fifra can speak but does not use magic. She will breathe, then swoop to attack (+2 to hit and damage), then retreat to her ledge and breathe again and repeat. Treasure: 16,000 c.p., 20,000 e.p., 30,000 g.p., 40 gems (10 worth 10 g.p. each [lapis, tiger eye, malachite], 9 worth 50 g.p. each [moonstone, sardonyx, citrine, jasper], 8 worth 100 g.p. [pearl, coral, garnet, spinel], 2 worth 500 g.p. [topaz, aquamarine], 1 worth 1,000 g.p. [diamond]), 30 pieces of jewelry, **ring of weakness**, 3 **javelins of piercing**, scroll of **Otto's irresistible dance**, **potions of plant control**, **gaseous form**, and **superheroism**.

3d) Boulder (bend bars/lift gates to move) hides exit.

4) Pool Room: Sunken cave with a pool of clear, cold water.

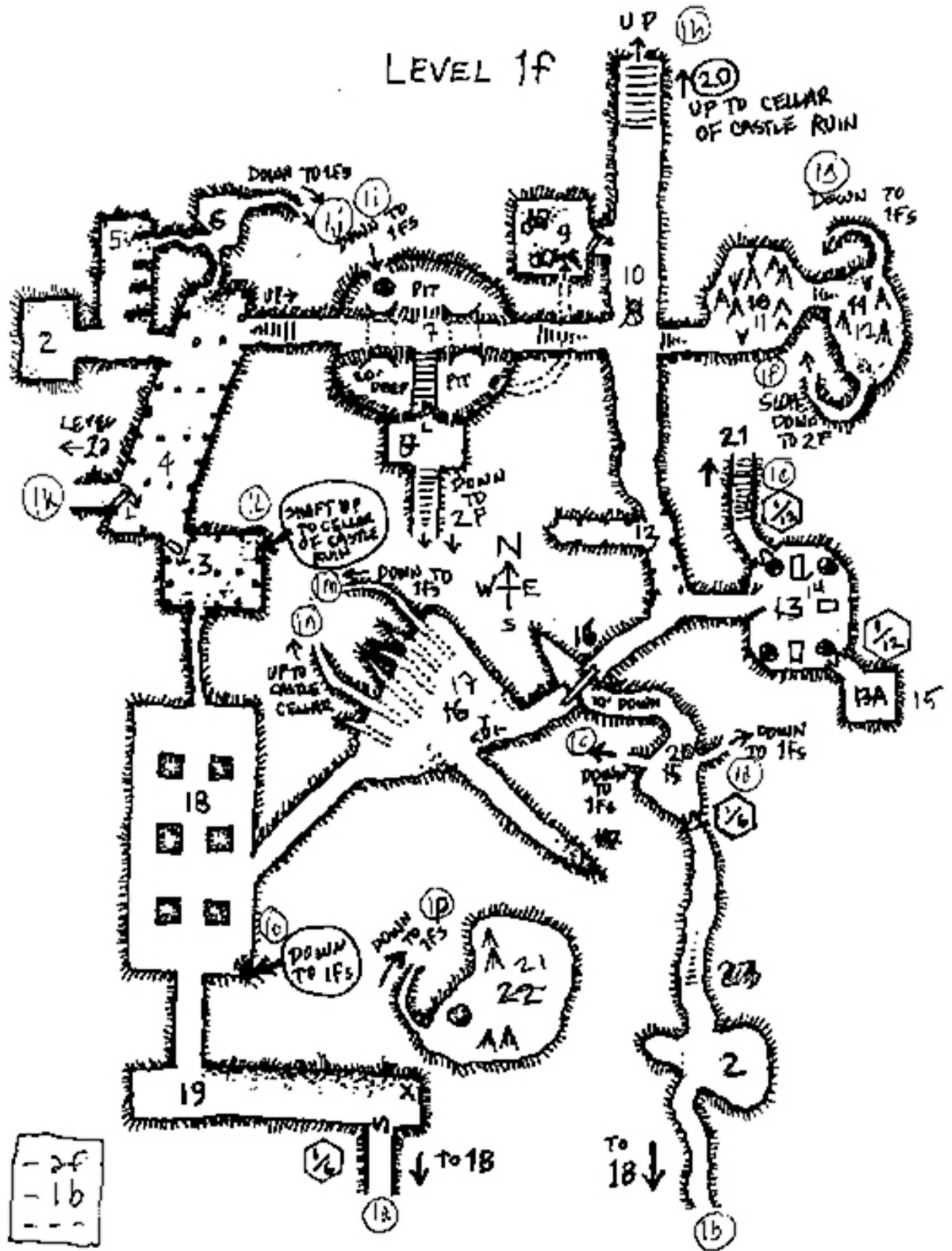
5) Empty Room: The door is locked. A shaft in the middle of the room leads down to level 1F, area 3, and it leads up to 8 in Castle Ortrar (see 1e). A stone blocks a small tunnel that slopes down to level 1F, area 16 (see 1f).

6) Bunk Rooms: Each contains 2-5 orcs (AC 6, MV 9", HD 1, hp 4 each, 1 atk 1-8) and 2-5 orc females (AC 10, MV 12", HD 1-1), as well as twice that number of young. The females and young will flee. There will be 2-20 c.p., s.p., and g.p. hidden in various places in each room as well as scattered weapons, foodstuffs, etc. Each room is furnished with piles of rags, bits of fur, straw, etc. that serve as bedding.

7) Cubicle: The walls, ceiling, and floor are covered in yellow mold (AC 9, MV 0", 1 atk 1-8 [enzymes] + poison spores). A few skeletons and some rusty weapons (including dwarf-sized **+1 chainmail** and a **+2 short sword**) are under the mold.

8) Pillar room: The north doors are locked.

9) Troll Room: A large troll (AC 4, MV 12", HD 6+6, hp 32, 3 atk 5-8/5-8/2-12, regenerate 3 hp per round), servant of the orc leader, lives here. Dozens of skulls stuck on spikes are on the walls. A stone chest contains 8,000 c.p., 6,000 s.p., 4,000 g.p., 12 gems (six 100 g.p. gems, three 500 g.p. gems, two 1,000 g.p. gems, and one 1,000 g.p. gem), a **potion of poison**, a **bowl of watery death**, and a **phylactery of faithfulness**.



LEVEL 1F: Below Castle Ortrar

Level 1a (North)	Level 1f (NE)
Level 1	Level 1b (East)

Introduction:

Special Effects:

Entrances and Exits: Stairs up to 1F-A2 (Castle cellar level 2) Sloping ant tunnel leads up to 1F-A2. 6 different sloping ant tunnels and two different pits lead down to level 1fs. Another sloping ant tunnel leads down to 2f. A shaft in location 1f.3 leads up to Castle cellar level 1F-A2 and from there on to Castle Ortrar. 2 secret tunnels to level 1b. 1 tunnel to level 1a.

Updating the Level: See Castle Ortrar (1f-a), above. Ants will be replaced at the rate of 2-7 per week unless the queen on 1fs is killed. If the orcs are driven out, goblins and ghouls will become more common on this level.

Wandering Monsters (1 in 6, check every 3 turns)

- 1-2) 2-8 giant ants (warrior ants 25% of time)
- 3) 2-5 ghouls
- 4) 6 goblins on patrol
- 5) 2-12 giant rats
- 6) 1 gray ooze
- 7) 3-18 kobold raiders
- 8) Rocks fall from overhead (50% chance of 1-6 damage to a random PC)
- 9) 1-2 carrion creepers
- 10) 2-12 giant centipedes

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

- 1a) Secret passage south to 1b.
- 1b) Passage south to 1b.
- 1c) Ant tunnel down to 1fs.
- 1d) Ant tunnel down to 1fs.
- 1e) secret stairs up 1fa2.
- 1f) Slope tunnel down to 2f.
- 1g) Ant tunnel down to 1fs.
- 1h) Wide stairs up to 1fa2.
- 1i) Ant hole down to 1fs
- 1j) ant tunnel down to 1fs.
- 1k) Rotted old door (locked) marked with axe blows. The passage west leads to level 1a
- 1l) shaft in ceiling up to level 1fa2 room 5 and from there up to the castle.
- 1m) ant tunnel down to 1fs.

1n) ant tunnel up to 1fa2.

1o) ant hole down to 1fs.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the “Random Happenings and Items” table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Room of the Bloodsuckers: This roughhewn chamber is supported by rotten timbers. Eight stirges lair here, clinging to the wall in the northeast corner. A rough and narrow (3’ diameter) tunnel leads to the south. A rough shaft leads to Cellar Level 2 of Castle Ortrar Ruins above (30’ straight up). (AC 8, MV 3”/18”, HD 1+1, hp 5 each, 1 atk 1-3 + 1-4 blood drain until 12 points drained, attack as 4 HD creatures)

4) A few dwarf and many orc and goblin skeletons lie here. Obviously there was a big battle at the door to 1k. Most of the scraps of weapons and armor are useless but there are a few treasures in the mess (see below). The roof is held up with rotted-looking wooden beams. Any strong blow has a 5% per hp damage caused of collapsing an area 10’ – 30’ in diameter for 10-60 points of damage (save vs. paralysis or be immobilized: buried and 50% likely to smother in a time equal to 1/3 of constitution in rounds). It will require one person, working alone, 2-7 rounds to dig someone out providing they find the right spot to dig (wisdom or intelligence check – dwarves and gnomes get +4). The 3’ diameter tunnel to 5 is hidden behind rubble.

Treasure: Among the remains of the dwarves, one quiver holds five **+1 arrows**. A broken short sword has a blade made of silversteel (metal is worth 800 GPS; a skilled smith might be able to forge a new sword from it; see “Metals” in the appendix for details on Silversteel). There is also a pickaxe that is actually a **magic +1 tool** (see ‘Weapons’ for details on the pickaxe). Although there are lots of scraps of ruined weapons and armor, anything else of value was looted long ago.

5) Tool Room: Old dwarf mining tools hang on the west wall. Crude partitions made of rough stone are against the east wall, each 4’ high. The 3’ diameter tunnel to 5 is hidden by a pile of stone. Players will have only a 1 in 6 (2 in 6 for elves) chance of noticing it unless they go and investigate that area carefully. Any noise in here will attract the occupants of room 5.

6) Ant Room: Eight worker ants (AC 3, MV 18”, HD 2, 1 atk 1-6) busily clear out some rubble. The fresh body of an orc with a broken neck is here, dressed in leather armor with a short sword at his belt. He has a pouch of 15 GPS on his belt. His belt has a buckle made of Nickel silver set with a topaz (worth 10 GPS; see “Metals” in the appendix for details on Nickel silver). The east tunnel leads down to level 1F – the ant colony.

7) Pit Room: The cavern has a 20’ deep pit on either side of the 10’ wide stone walkway. A crude rope and wood bridge leads to the door at 7, and two arrow slits from 7 allow the goblin guards to fire arrows out. In the pit, tunnels lead from the south pit to the north pit. A sinkhole in the north pit gives access to level 1FS, and another 3’ diameter tunnel leads to location 9. The goblins at 7 will fire at anyone on the stone or wooden bridge.

8) Four elite goblins (AC 6, HD 2, sword and short bow) are here, two always watching out the windows. The door is locked, and the key hangs on the wall. Each goblin has 2-5 g.p. Two quivers (each with 2-12 arrows) hang by each window, as well as some benches, stools, a water bucket, and a crate of 24 more arrows. The ropes from the rope and wood bridge lead under the locked door to rings anchored in the floor. If it seems that intruders might be able to batter the door down, the goblins will cut the ropes.

9) Store Room: The giant ants have removed everything edible from here, but broken boxes and empty barrels remain. One box contains 24 small silver bars, each weighing ½ pound and worth 1 g.p.

10) Hall of Echoes: The ceiling is 20' high in this crudely carved hallway. A trick of echoes will cause it to sound like someone else is moving in the hall, but players are actually hearing only their own footsteps.

11. Cavern: This wet cave has several stalagmites and stalactites and is the perfect lair for a gray ooze (AC 8, MV 1", HD 3+3, 1 atk 2-16, eats through chainmail in 1 round, splint in 2, plate in 3 rounds, impervious to most spells, fire, or frost, lightning causes normal damage). Because it looks like wet stone, it gains 100% surprise here on the first encounter and can be spotted only 2 in 6 (3 in 6 by a ranger or dwarf) on a second encounter. Any gray ooze in this cave will be replaced in 2-8 days by another.

gray ooze (AC 8, MV 1", HD 3+3, 1 atk 2-16, eats through chainmail in 1 round, splint in 2, plate in 3 rounds, impervious to most spells, fire, or frost, lightning causes normal damage).

12) Another wet cave. Any loud noise is 50% likely to attract the gray ooze from 10. Small 3' diameter tunnels lead down to levels 2F and 1FS.

13) Old Tunnel: This old tunnel has a roof held up by wood supports.

14) Burial chamber: Three dwarf tombs, long ago plundered, their stone lids shattered and only scattered bones remain. Four statues of dwarf warriors stand guard, and the door to the room has been hacked off its hinges. One statue conceals a secret door to 13A. The body of a goblin (infested with 2-5 rot grubs) lies beside one of the tomb. The goblin has only 12 SPS and a dagger as well as ruined studded leather armor.

Rot Grub: HD 1hp; AC 9 [10]; Atk 1 burrow; Move 1; Save 18; AL N; CL/XP 1/15; Special: Burrows to heart

15) Secret Room: Empty secret room long unused.

16) Plank bridge over 10' deep crevice. Plank is 1 in 6 likely to break if anyone weighing more than 100 pounds walks on it. Roll a dexterity check on a d20 at +4 (+2 if encumbered and +0 if heavily encumbered) or fall 10' to the bottom (1-6 damage).

17) Large Worked Cavern: A few old tools are scattered around. There are clefts and cracks in the floor and wall 3' to 5' deep. One of them leads down to level 1FS, and one leads up to the castle cellar.

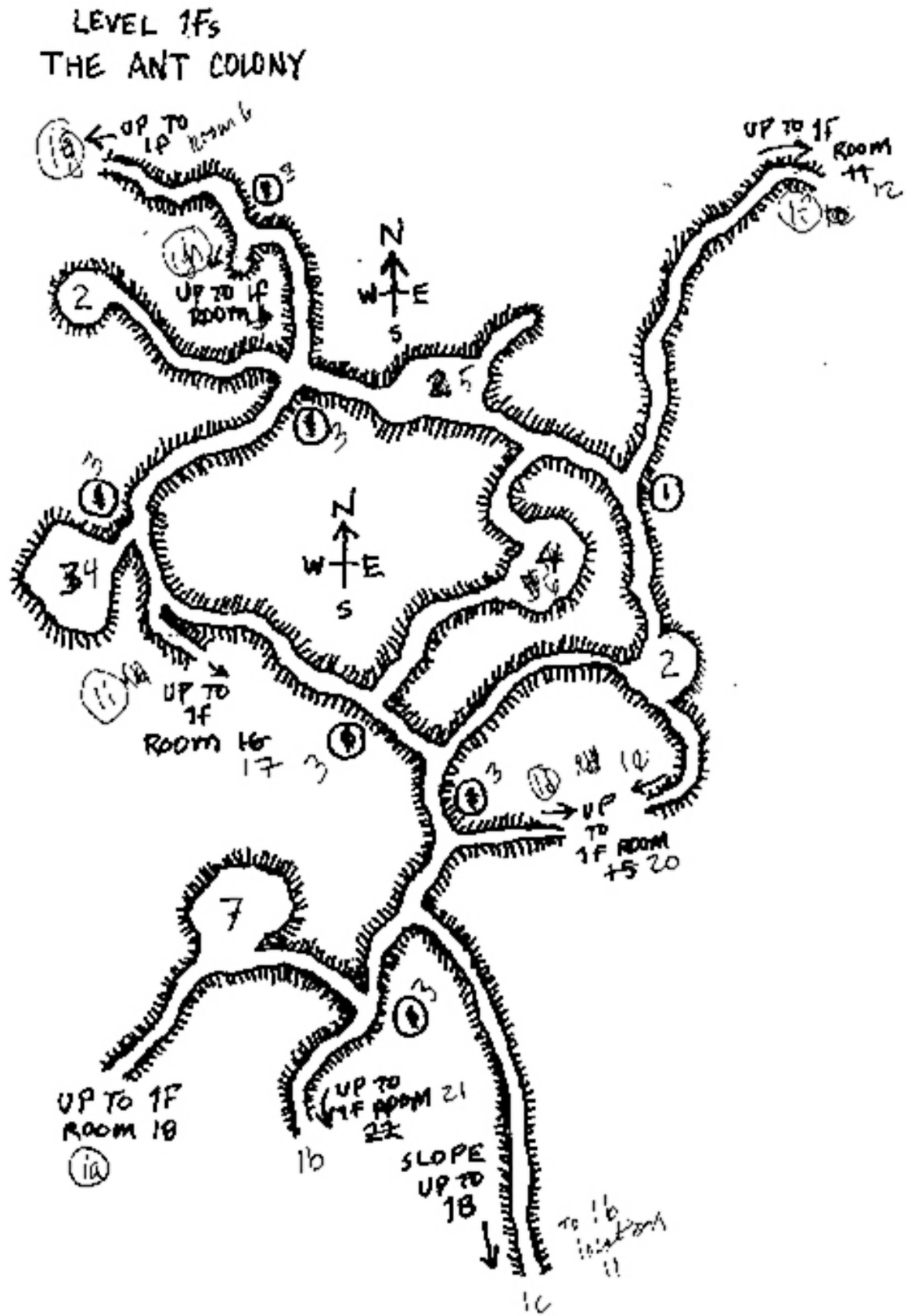
18) Large Mined Gallery: The roof is held up by six huge columns of rough cut stone. 1-3 turns after players enter here, a party of six orcs (AC 6, MV 9", HD 1, hp 5 each, 1 atk 1-6 or 1-8, studded leather armor, shields, short bows, morning stars, 2-7 g.p. each) will enter. In the southeast corner is a hole leading down to level 1FS. Every turn there is a 2 in 6 chance of 2-7 warrior ants (AC 3, MV 18", HD 3, 1 atk 1-8 + sting for 1-4 and save vs. poison or 2-8 more) entering and attacking random figures, seeking to drag any dead or unconscious away. Note that the ants attack whoever is closest, and, if they kill an opponent, will try to drag the body away.

19) Large Empty Hall: Rubble is piled along the north wall. If someone searches at the "X", he is likely to find an old rotted cloth wrapped around a jeweled drinking cup worth 500 g.p.

20) Rubble Room: This room is 10 feet below the rest of the level and is reached by climbing down from location 16. Two 3' diameter tunnels lead to level 1FS (see 1c and 1d).

21) Secret Cave: Accessible only through the ant tunnels. There is a pile of rusty weapons here: 4 old axes, 6 old shields, 2 spears, 3 swords, a flail and a **dagger +1** in a jeweled sheath. A rotten chest contains exactly 1000 CPS, 3,000 SPS, 600 GPS, 4 gold chains worth 30 g.p. each, and a shiny magical helmet that is actually a **helmet of stupidity** (see 'Magic Items' in the appendix).

23) Tunnel south to 1B: The secret door from room 15 is an obvious stone panel from this side. Two hunting spiders (AC 6, MV 18", HD 2+2, 1 atk 1-6 + poison [+1 save]) cling to the ceiling more than 35' above the stairs. One drops a web on the first creature to reach the stairs and descends to attack (strength check against strength 14 or dexterity check against dexterity 14 to break or wriggle out, or inflict 8 points of damage against AC 6 to cut your way out), while the other circles around behind – surprise 1-5.



LEVEL 1FS: The Ant Colony

Level 1a (North)	Level 1f (NE)*
Level 1	Level 7b (East)

*(The Ant Colony is below level 1F and above level 2f)

Introduction:

Special Effects:

Entrances and Exits:) 6 different sloping ant tunnels and two different pits lead up to level 1f. One tunnel slopes up to level 1b.

Updating the Level: Ants will be replaced at the rate of 2-7 per week unless the queen on 1fs is killed. If the queen is killed, all of the ants on the level will go into a killing frenzy for 6 rounds, attacking whichever creature is nearest to them (including other ants), They will then become confused and wander away. If cleared of all ants, these tunnels could eventually become home to creatures like fire beetles, carrion creepers, varghouls, etc.

Wandering monsters are listed on the map.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) up to 1f room 18.

1b) up to 1f room 21

1c) up to 1b room 11

1d) up to 1f room 20

1e) up to 1f room 20

1f) Up to 1f room 12

1g) up to 1f room 6

1h) hole up to 1f room 7

1i) up to 1f room 17

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

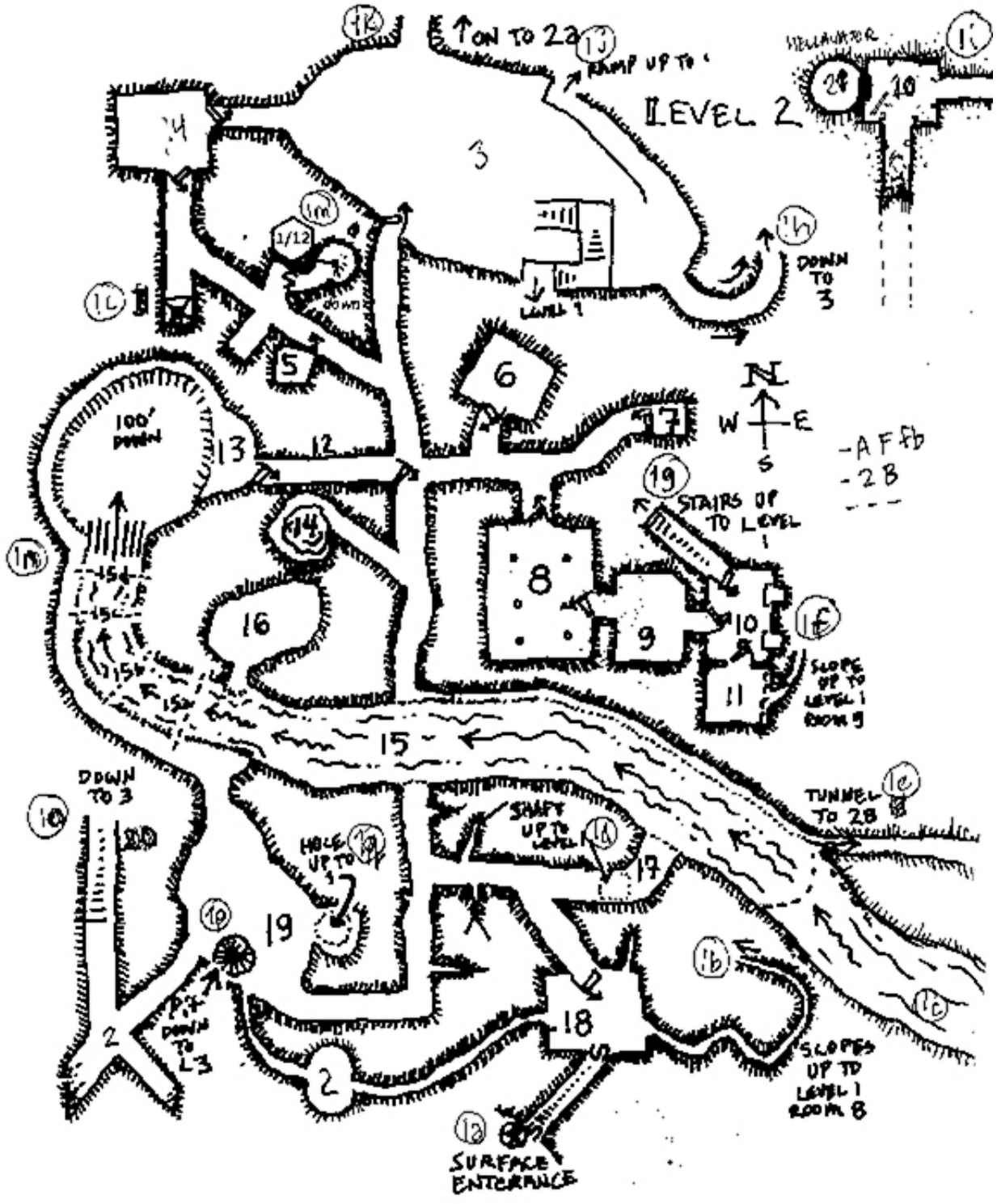
3) Guard position: Each post will be occupied by 2-5 warrior ants (AC 3, MV 18", HD 3, 1 atk 1-4 + saving throw vs. poison or 2-8 additional points of damage).

4) Food Storage: Eight worker ants piles the bodies of dead ants, giant rats, kobolds, goblins, a ghoul, and a human here. In the corpse pile can be found two suits of ruined leather armor, a shield, a dagger, a broadsword with a silver and gold hilt worth 150 GPS, and a severed hand that wears a gold ring set with a ruby worth 1,000 GPS.

5) Twelve worker ants (AC 3, MV 18", HD 2, 1 atk 1-6) are digging a tunnel to the north. Half buried in a pile of rubble is a blade named Ashric, a **+2 sword** that can **detect traps** three times per day. It speaks Common, Elven, and Dwarven, and it will urge its bearer to seek out and kill goblinoids.

6) The Queen (AC 9, HD 10, neither moves nor attacks), 8 warriors, and 12 workers are here, stacking eggs around the edge of their room. 1-4 ants of either type will arrive every round if she is threatened, but will become **confused** (as the spell) for 6 melee rounds and then wander away. Glints of treasure can be seen among the eggs. Six gems (one worth 100 g.p., two worth 500 g.p., two worth 1,000 g.p., one magical 'Dragoneye' stone worth 3,000 GPS (see 'Gemstones' in the appendix) and a rotten chest containing 600 g.p., **potions of healing, delusion, gaseous form, poison, and heroism**, and a large iron key to the 'Hellavator' (see location 27 on level 1). There are over 200 eggs.

7) Larder: See 4. This room is unoccupied, and the smell of rot is overpowering (constitution check or nauseated for 2-5 turns; -1 to attack rolls and to saving throws). Most of the bodies are goblins, kobolds, or giant beetles. Anyone digging through the mess is 25% likely to expose themselves to the nose rot disease (see "Diseases" in the appendix). A Halfling has a **+1 hand axe** with a blade made of silversteel (see 'Metals') stuck in his skull. The body of a human wears a pair of bracelets made of Nickel silver set with lapis lazuli stone worth 10 GPS each (see 'Metals' in the appendix for details on Nickel silver).



LEVEL 2: Cesspits of Doom!

One of the two cesspits(7) on this level bears the unlikely distinction of having caused nearly 2 TPKs to 2 different parties of adventurers. The cesspit hasn't been cleared out in decades, and, as a result, the accumulated dung from the level above has piled up against the now rotted door and become the nest for a nearly endless amount of giant centipedes.

In two instances a party of adventurers found the stinking, rotted door and opened it easily; then a heap of ordure as well as dozens of centipedes would pour out. The players would start hacking the little buggers up --- in early D&D, giant centipedes were one of those 'speedbump' monsters that players barely notice --- but in this case the centipedes just kept coming and coming and coming... Since there are hundreds of eggs in the cesspit, centipede losses are gradually replaced. The only way to rid the dungeon of them for certain is to clean out the cesspit and burn/destroy all of the eggs.

I decided that Kobolds are immune to centipede venom and will simply shovel the dung and insects back into the room and close the door.

Most of the rest of the level is taken up with kobold living quarters and workshops, a kobold witchdoctor and the den of the "rat master" --- a kobold who trains and maintains a swarm of pet giant rats.

The river mentioned on level 1 is also here, 25 feet down. It flows to a huge chasm where it plunges down 100 feet to level 4.

An isolated cave that can only be reached by swimming the river and climbing the wall is home to a clever and deadly troll with a rich hoard.

Introduction:

Special Effects:

Entrances and Exits: The river and large cavern both connect to Level 1. The waterfall descends down to level 4, but since that is ~100 feet, using the waterfall as a means of entrance/exit to 4 is going to be difficult. There are 2 sets of stairs up to level 1 used by the kobolds as well as 2 smaller sloping tunnels up to level 1. There are 2 pits/shafts that lead up to level 1. There is a small tunnel to level 2b. There is a secret staircase exit to the surface at location 2.18. There are 2 pits and a staircase down to level 3. There are 2 latrine pits on this level that would give possible (but stinky and difficult) access to level 1. A secret spiral staircase leads down to level 3.

Updating the Level:

The Original DM's Notes: Level 2:One of the two cesspits on this level bears the unlikely distinction of having caused nearly 2 total party kills to two different parties of adventurers. The cesspit hasn't been cleared out in decades, and, as a result, the accumulated dung from the level above has piled up against the now rotted door and become the nest for a nearly endless amount of giant centipedes. In two instances, a party of adventurers found the stinking, rotted door and opened it easily; then a heap of ordure as well as dozens of centipedes would pour out. In the original edition of the game, centipedes were weak opponents whose bite was poisonous; the poison didn't cause damage but would kill you unless you made a saving throw, but because of the weakness of the poison, players got a +4 on the roll. The players would be unimpressed and start hacking the centipedes up... unfortunately, there were so many centipedes that in a couple of rounds, each player character would be attacked by several of the insects... and all it took was one failed saving throw to kill a character. In both cases, a number of party members eventually failed their save and were abandoned by their comrades who saw no way to stem the tide of insects. Since there are hundreds of eggs in the cesspit, centipede losses are gradually replaced. The only way to rid the dungeon for certain is to clean out the cesspit and destroy all of the eggs.

Another favorite encounter on level 2 was 'the ratmaster.' I liked the idea of kobolds keeping giant rats as pets, and 'the ratmaster' was a trainer who could command the rats to attack. I remember seeing the

movie "Willard" (about a guy who can command a horde of rats) back in the late 1970s... so the idea of hordes of rats obeying an evil master seemed too good to pass up.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

- 1a. this is the exit on the surface next to the dwarf statue
- 1b. rat tunnel to level 1
- 1c. river flows in from level 2b
- 1d. shaft in ceiling goes up 30 feet to level 1
- 1e. narrow tunnel to 2b
- 1f. rat tunnel slope up to 1
- 1g. stairs up to 1
- 1h. Slope down to 3
- 1i. secret tunnel to 2b
- 1j. Ramp up to old temple on level 1
- 1k. to level 2a
- 1l. Open pit 30' down to level 3.
- 1m. Spiral stairs with secret door (1 in 12 chance to spot). These stairs lead down to level 3.
- 1n. Waterfall and pit down to 5
- 1o. Stairs down to 3
- 1p. Pit down to level 3
- 1q. Hole goes up to 1

2) Empty: Areas labeled 2 on the map will always be empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Greater Cave: This is also room 24 of level 1 (this large cave spans 2 levels). Most of the floor of the cavern is covered in gigantic mushrooms, some of which grow 10 to 15 feet tall and have caps 8 to 15 feet in diameter. Narrow paths wind through the fungus; it is possible to make ones way through the fungus, but line of sight is reduced to 15-20 feet. This large cavern has two carrion creepers lurking on the ceiling. Every time players enter the cavern, there is a 25% chance of encountering an additional 1-3 creepers who have made their way into this area. It will take the carrion creepers four rounds to reach the party. It is unlikely that adventurers will detect the worms until the worms approach close enough to be seen via torchlight or infravision. If creepers are not encountered, there is a 25% chance of encountering 2-5 kobolds with baskets gathering fungus. The fungus gatherers will flee and seek to raise the alarm if threatened. 90% of the fungus in the cavern is edible ordinary fungus without any special properties. Each turn spent searching in the area gives each searcher a 10% chance to find a fungus with unusual properties (see 'Fungus' in the appendix).

Carrion Creeper, HD: 2+4, HP 12 each, AC: 7 [12], ATK: Bite (1 hp) and 6 tentacles, ST: 14, SP: Tentacles cause paralysis, MV: 12, AL: N, CL/XP: 4/240

Kobold, HD: 1d4 hp, HP 2 each, AC: 6 [13], ATK: Weapon (1d4), ST: 18, SP: none, MV 6, AL: C, CL/XP: A/5; each carries a dagger and a basket.

4) Old Tool Room: A few old hammers, picks, shovels, etc., are piled around the walls in here. Most of the tools are in poor condition. If players look carefully, they will find a pair of goggles with lenses made of starglass (a clear metal as strong as steel; see 'Metals' in the appendix) in one corner (1 in 6 chance to notice unless searching carefully). The goggles are not magical; they just protect the wearer's eyes. They would be worth 150 GPS to a merchant or collector of dwarf technology.

5) Cesspit: A noticeable odor of sewage can be detected outside the wooden door to this small room. Inside, the smell is much stronger and a 10' deep pit in the floor is filled with sewage from the level above (dropping in from the chute in the ceiling). The waste is 7 feet deep and there are a dozen giant leeches in the sewage.

6) Witchdoctor: A kobold witch doctor (AC 7/13, HD 3, hp 12, 1 atk 1-4 [dagger], a **wand of paralysis** [6 turns duration], and spells: **cause light wounds, darkness, charm person, shield, mirror image**) dances around a stinking, bubbling cauldron. All who enter the room must save vs. nausea or make attack rolls and saving throws at -2. The occupants are immune. The witch doctor's pet rat (AC 7/13, HD ½, hp 5, 1 atk 1-4 + 5% chance of disease) and four kobold guards (AC 7/13, HD ½, hp 4 each, 1 atk 1-4) watch the door. A zombie head is hidden in a box and will attempt to bite whomever opens his box.

Zombie Head (hidden in chest): AC 9 [11], HP 3, 1 atk for 1-2 (bite), XP 5.

Treasure: A goblet made of a human skull lined with silver sits on a ledge on the wall (value: 25 GPS). A bottle of poison is hidden under some rags. A chest contains bones and alchemical ingredients (eye of newt, zombie dust, etc.) as well as an animate zombie head in a leather sack (it will snap its teeth at anyone reaching inside the bag but since it can't move on its own, it is essentially helpless: A sack of 130 GPS is hidden in a pile of firewood.

7) Cesspool: See 5 above. Door is so rotted it can be smashed down on a 1-3. From 2-6 centipedes (AC 9/11, HD ½, hp 2 each, 1 atk poison [+4 save]) will attack each round. A total of 47 centipedes are in here.

Treasure: Somewhere in the muck is a large brass key that can be used to operate the vulcavator (location x on level 1; will also allow the user to work the vulcavator on all other levels). There is also a large silver chalice set with malachite stones in the latrine; worth 100 GPS and a tinderbox made of nickel silver inlaid with lapis worth 10 GPS (see 'Metals' for details of nickel silver).

8) Kobold Feast Hall: Four kobold males (AC 7/13, HD ½, hp 3 each, 1 atk 1-4) and twelve kobold females (AC 8/12, HD ½, hp 2 each, 1 atk 1-3) are in here, seated on benches pulled up to a table and eating and drinking. The food is mostly roasted rat and mushroom wine. Four kegs stacked along the wall hold more wine. A silver bowl worth 50 g.p. contains 3 Blue Cap mushrooms that will add 1-3 points to the consumer's strength for 1 hour if eaten (see 'Fungus' in appendix).

9) Barracks: Twenty-four kobold beds, weapon racks, and armor racks on walls (mostly empty). Four kobolds (AC 9/11, HD ½, hp 3 each, 1 atk 1-4) sleep here. A locked chest holds 50 bars of silver worth 5 GPS each and a huge bag of chunks of 'fool's gold' that weighs about 20 lbs (see 'Metals' in the appendix for information about Fool's gold).

10) Workshop: Two blacksmith forges are here. Six kobold blacksmiths (AC 8/12, HD 1, hp 5 each, 1 atk 1-6) are at work, hammering on iron and pumping the bellows. There are many kobold-sized weapons, armor, etc. and a big pile of iron, old human weapons, broken bits of armor, etc.

Treasure: Unbeknownst to the kobolds, a **+1 hand axe** has gotten mixed into the pile of scrap metal. A locked chest holds 100 GPS and a small bar of silversteel (see 'Metals') worth 500 GPS. The key to the chest is hidden under an anvil.

11) Armory: Finished kobold-sized weapons, armor, etc. are stored here. Most of these will be too small for human, dwarf or elf use, but a Halfling might be able to squeeze into one of the suits of scale armor. The kobold-sized spears could be used as javelins; the kobold sword swords might work as daggers, etc. A row of human sized tower shields (which the kobolds use as pavises) are leaning against the east wall. One of these huge shields covers a hole that leads up to level 1, area 9.

12) Guard post: Six kobold guards (AC 5/15, HD 1, hp 4 each, 1 atk 1-6) with short swords, scale armor, and shields guard the door to 13. Each has 2-8 g.p.

13) Huge Cavern: The waterfall in here falls into a deep hole that descends 100' down. A narrow, slippery ledge goes all the way around. Each character has a chance equal to 25% minus 1 for each point of dexterity of slipping and falling if walking on the ledge. Anyone falling will land in the pool on level 5 (where they are likely to drown unless they can get to shore). Anyone who falls is 50% likely to strike the wall on the way down (taking 1-4 d6 of damage from the impact). The kobolds seldom come this way.

14) cool, clean water

15) Underground River: Current flows to the northwest. River is 20' deep. See swimming rules in **DUNGEON MASTERS GUIDE**, p. 56.

15a) The current gets stronger here. Roll a strength check on 3d6 or get swept to 15b.

15b) Roll a strength check on 4d6 or get swept to 15c.

15c) Roll a strength check on 5d6 or get swept to 15d.

15d) Roll a strength check on 6d6 or get swept over the falls and fall 100'.

16) Troll's Cave: An old green troll (AC 2/18, HD 6+6, hp 36, 3 atk 5-8/5-8/1-12, surprised only on a 1, regenerate 3 hp/turn) wearing a **+2 ring of protection** lives here. He can climb like a thief (92%). In his cave are thirty various skulls (human, dwarf, goblin, kobold, elf, etc.) as well as a pile of 3,000 s.p., 5,000 g.p., and 47 gems (32 worth 1 g.p. each, 8 worth 10 g.p. each, 3 worth 50 g.p. each, 3 worth 100 g.p., and 1 worth 1,000 g.p.). Under the pile is a scroll of **web**, **dispel magic**, **fireball**, and **fly** (all at 5th level). Also has a silver key that unlocks door in level 2A, area 1.

17) Ledge: 25' down to river. Shaft 25' up to level 1.

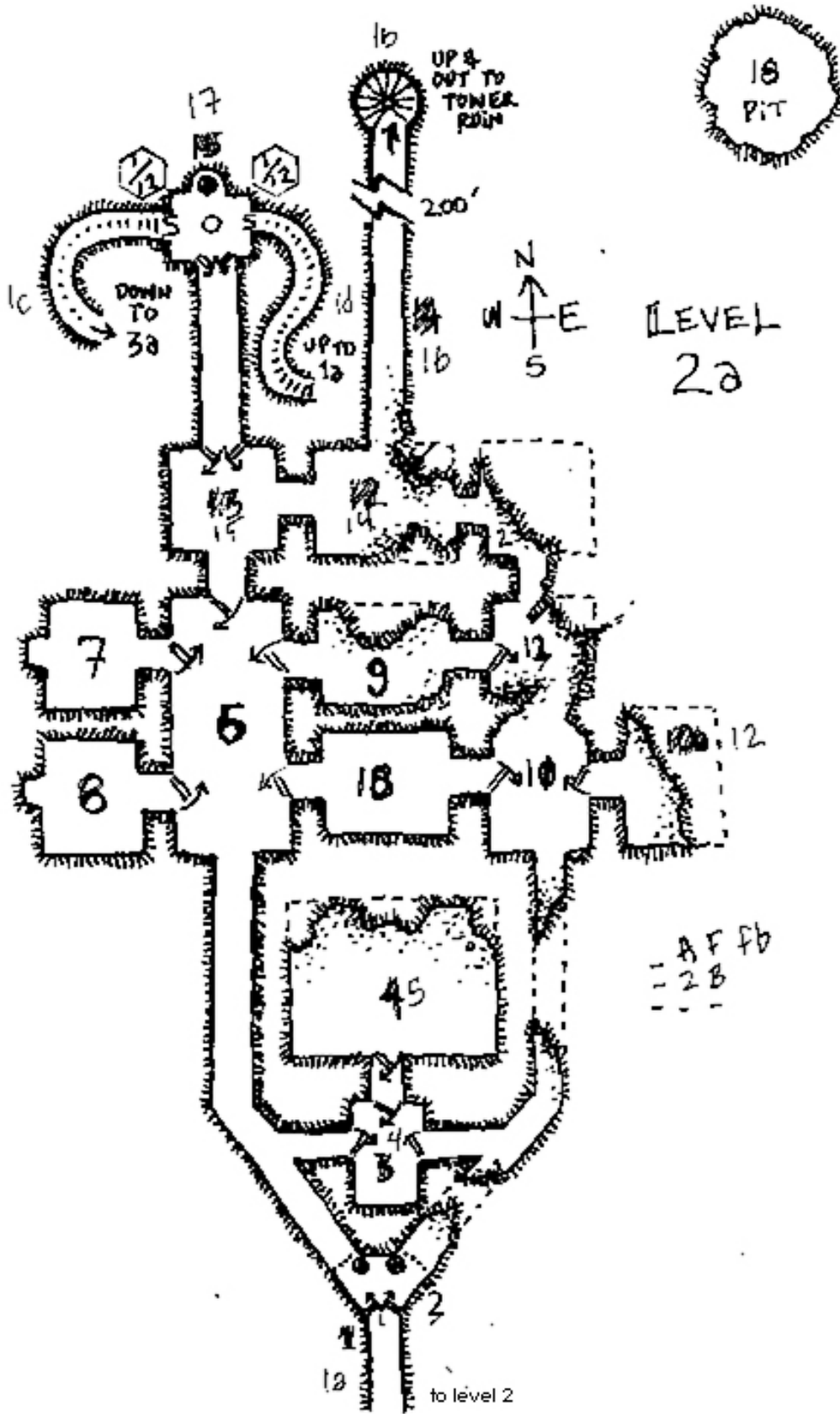
2.18) Room of the Rat master: An old kobold (AC 6/14, HD 2, hp 9, 1 atk 2-5) dressed in rat skins is armed with a **+1 dagger**. He has 28 giant rats (AC 7/13, HD ½, hp 2 each, 1 atk 1-3 + 5% chance of disease) in the room with him. They will fight to guard him. A small locked chest contains some old, moldy history books, a **magic silver flute** (worth 3,000 g.p.) that plays masterfully in anyone's hands, a gold and silver bracelet set with red gems worth 1,000 GPS and a small and delicate bowl carved from black onyx worth 50 GPS. The key to the chest is hidden in a crack in the floor.

A secret door (discover only 1 in 12 chance) leads up to location 1.2 near the broken statue on the surface.

19) Cave Worms: Eight cave worms (AC 5/15, HD 5+5, MV 12", 1 atk 1-12 [bite], in 1 attack for 1 point + poison [stinger], camouflage: surprises 1-3, gnomes, Halflings, and dwarves [only] will be swallowed on a 19-20 [does 1-8 points of damage per round, attacks at -4 from inside]) hide among the stalactites and will attack by surprise on 1-3.

20) Foyer: This room is under construction; there are some rotted-looking wooden beams holding up the roof and the stonework of the walls looks unfinished. The door to the Hellavator is of bronze and has an impression in the center of it shaped like a dwarf's right hand. Directly beneath the hand is a key hole. See room 25 on level 1 for details on opening the door to the Hellavator. The passage leading to the east (1i) leads to level 2b. The passage to the south is unfinished and appears to have collapsed.

21) Hellavator: See room 27 on level 1 for details on the Hellavator.



LEVEL 2A: Haunted Level and Dwarf Library

This level is haunted by a ghost who will moan and groan for 3 rounds as he approaches the party. This will hopefully give weaker parties enough warning to flee (See **MONSTER MANUAL**, p. 43.).

The entrance (2) is guarded by statues of dwarves and iron gates. The statues will demand a password, and, if provided, will raise the gates. The majority of the level is ruined and is slowly collapsing. This once served as a library (4) and scriptorium for the dwarves; many magical texts, scrolls, etc., are hidden here. Unfortunately, many undead (mostly wights and shadows --- the undead remnants of former library patrons) are found here as well. A northern tunnel (14) leads to a spiral staircase giving access to a small ruined tower hidden in the hills that is currently the lair of a small tribe of hobgoblins (see "Hobgoblin Tower" entry).

Introduction:

Special Effects:

Entrances and Exits: Hallway to level 2. Secret stairs up to level 1a and down to level 3a at 2a.15. Spiral stair at 2a.14 leads up to Hobgoblin Tower. "The Pit" (2a.15) connects to levels 3a, 4a and 5a.

Updating the Level: Anyone killed on this level is likely to become undead and haunt the level. At the DMs option, if the level is cleared of all undead by players, a group of dwarven sages with body guards could move in and seek to gather whatever documents can be salvaged.

The Original DM's Notes: Level 2a) The library was supposed to be a bonus for magic-users since it could contain scrolls, spell books and other similar items that benefit the spell caster. The idea was that the library would be haunted by several different types of undead, including a ghost. The ghost would wander around the library, moaning and groaning aloud, so lower level parties could (hopefully) avoid him, but if one got cornered or trapped by the lesser undead, the ghost would come and finish you off.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) to level 2. Two iron doors, much rusted, locked. They require a key to open. Runes over the door say "The Treasury of Dwarven Wisdom".

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Two statues of dwarven scholars in hooded robes stand here. When players approach, the right-hand statue will say in Dwarven, "Welcome to the repository of dwarven wisdom. Speak the password and enter." The left-hand statue will say, "Food and drink are not permitted in the library. Please wash your hands before touching the books." The right-hand and left-hand passages are blocked with portcullises, but the right-hand passage has collapsed. If any gets within 2' of either portcullis, the statue asks in Dwarven, "Do you know the password?" (The answer is "No.") The word "NO" is scratched in Dwarven on the wall behind the right-hand statue.

4) Scriptorium: This ramshackle office has a dozen collapsing writing desks and piles of rotting paper scattered about. A hooded human figure dressed in a monk's robe and cowl sits at one desk. If touched, he will collapse to the floor and crumble to dust.

Treasure: A brass scroll tube in the desk occupied by the dead monk holds a **protection from undead scroll** and a **blood rune stick** that allows the user to cast the invisibility spell (see "Magic Items" for details on the blood rune stick).

5) Dwarf Library: The ghost is here in immaterial form. He will start to moan 3 rounds before he appears. He will then attempt to **magic jar** the most powerful fighter and attack the party. The room is filled with collapsed shelves, ruined books, etc. Every turn of searching has a 1 in 6 chance per searcher of turning up something (roll on table below). Most items can be found only once.

1. a scroll of **detect magic**
2. Hollowed out book contains a silver key (opens door at area 1 on this level)
3. Hollowed-out book that contains a red glowing Firestone worth 5,000 GPS (see "Glorious Gems" in the appendix)
4. a scroll of the **Percy's Flaming Purgative** spell (see "New Spells" in the appendix).
5. This scroll is covered with **magical explosive runes** that will explode upon being examined (4d6 damage)
6. a blank book (can be found multiple times)
7. a book covered in yellow mold (1d6 damage if touched, Special: Poisonous spores, Challenge Level/XP: 3/60)
8. A Tome of Chaotic Worship (see "Magic Items" in the appendix)
9. A **cursed scroll** (The victim will vanish and a drawing of them will appear upon the scroll; if remove curse is cast upon the scroll, the scroll will vanish and they will disappear. Tearing the scroll will inflict 2-12 d6 damage on the victim; burning or destroying the scroll will destroy the victim but anyone 'inside' the scroll will not grow hungry, thirsty, etc. or age for as long as they are in there).
10. A **remove curse** scroll
11. **Manual of Intelligence**
12. **Manual of Wisdom**
13. A large old book contains a folded up '**Bag of Holding.**' The bag currently contains a 50 foot rope, 2 bottles of red wine, 18 torches and a pair of boots (medium size, human male feet).
14. A diary of a dwarf named Numren from over 500 years ago (worth 1,000 – 6,000 g.p. to a scholar). Much of the diary will be gossip about the court, but anyone reading the diary will find mention of a 'curse' that has something do with cannibalism, several references to a magic elevator 'powered by the hot blood of the earth' and a 'black stone' found in a cave down by the river causing a great deal of trouble for the miners.
15. A **cursed scroll** (3 points of intelligence are permanently drained away --- if this lowers the victim below 3, they may become incapable of independent action)
16. A **protection from demons scroll**
17. A cursed scroll that will cause a fireball to explode, centered upon the reader! (6d6 damage; burst radius of 20 feet)
18. A scroll of two **heal** spells
19. A map to a treasure (DM's option --- it is suggested you place it outside the dungeons within a days travel)
20. An old scroll covered in contact poison that will inflict 2-12 damage unless a saving throw is made.

6) Scholar's Room: Rows of desks in the room and shelves line the walls. A few rotted books and scrolls remain. Two rounds after characters enter the room, two wights (AC 5/15, MV 9", HD 4+3, 1 atk 1-4 + energy drain, hit only by silver or magic weapons) will enter and attack. One of the desks contains a rotted pouch of 15 GPS, a pen made of onyx and chalcedony with a tip made of silver (worth 50 GPS) and a few bottles of dried out ink.

7) Dining Hall and Kitchen: This room contains long tables and benches where the librarians and scholars used to dine. Some rotted wooden cabinets are full of the remains of long decomposed foodstuffs, a few

rusted iron pots, some plates, bowls, etc. A row of marble hand-washing basins are mounted on the wall with an inscription that says (in Dwarf) "Wash your hands before returning to the scriptorium." If carefully searched, a wine cup engraved with fern-like plants made of nickel silver (worth 20 GPS) will be found among the ordinary crockery (see 'Metals' for details of nickel silver).

8) Scholars' Bedroom: Two dozen dwarf-sized beds are here, all long since rotted away. A few well gnawed dwarf bones scattered about. Four shadows lurk in the corners and under the furniture and will attempt to attack by surprise. A small trunk under one bed contains some old garments, a **+1 dagger, +2 vs. kobolds, goblins, and orcs** and a bag of 150 GPS.

9) Scholar's Bedroom: This room is identical to room 8, but there is no scroll tube, and the ceiling has collapsed. An ochre jelly oozes around in the wreckage and will attack anyone entering the room.

Ochre Jelly, HD: 6, HP: 37, AC: 8 [11], ATK: Acid-laden strike (3d4), ST: 11, SP: Lightning divides creature, MV: 3, AL: N, CL/XP: 6/400

10) Book Storage: Water has leaked in here long ago, ruining almost all of the books and scrolls. Most of the shelves have rotted away as well. There are piles of rotted wood, leather and paper that look promising, but the heaps are all infested with bookworms that will seek to invade a spell-caster's unprotected books or scrolls (1 in 6 chance if someone carrying books or scrolls spends longer than 1 turn in the room). There are a total of 6 bookworms in the room.

The books and scrolls (with one exception listed below) are all ruined. The few legible pages that remain indicate that most of these were account books.

6 bookworms: HD 1 hit point, AC 9[10], ATK: NA, ST 16, SP Devours books and scrolls, MV 1, AL N, XP/CL: B/10

See 'Malevolent Monsters' in the appendix for details of the bookworm.

Treasure: A sealed copper tube contains a clerical scroll of **cure blindness, cure disease, and cure serious wounds**. In a pile of rotted books, the players will find a **magic eight ball** (see 'Miscellaneous Magic' in the appendix).

11) Ruined Scriptorium: Crumbled desks and rubble are all that remain.

12) Lurking Undead: Two wights lurk here and will investigate any sound or light in area 10. The area is empty except for some old rags crusted with dried blood and a few bits of bone and stone.

Wight, HD: 3, HP: 12, 10, AC: 5 [14], ATK: Claw (1d4 + level drain), ST: 14, SP: Level drain (1 level) with hit, can only be hit by magical or silver weapons, MV: 9, AL: C, CL/XP: 5/240

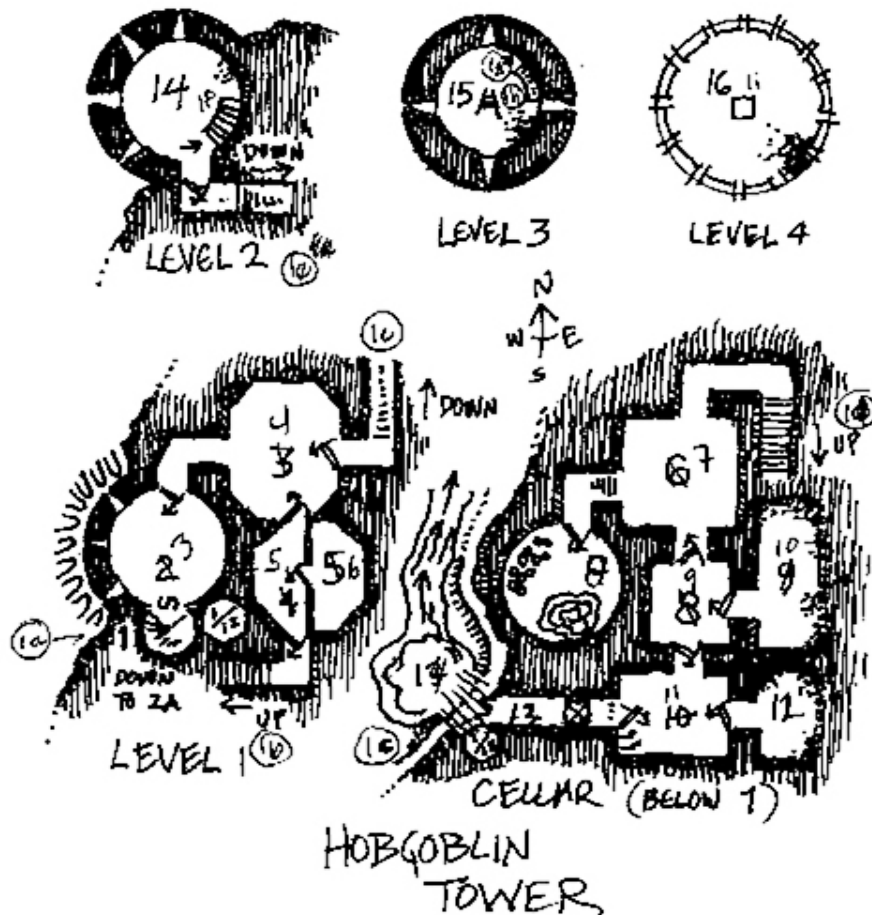
13) Ruined Scriptorium: This room is the same as room 11 (broken and rotted desks and furniture), but there is a silver war hammer lying in the wreckage, still gripped by a skeletal dwarf dressed in rusted armor. The hammer is worth 30 GPS but is so tarnished that it might be mistaken for iron unless inspected carefully.

14) This room is very crumbly. Twelve dwarven skeletons lie on the floor. When players enter the room, the skeletons (AC 6, HD 1, hp 3 each, 1 atk 1-8 [axe], piercing weapons do 1/6th damage, slashing do 1/2, blunt do full) attack. The noise attracts two wights (see room 12) in three rounds. The skeletons have only rusty weapons and armor, although one of them wears a gorget made of nickel silver and onyx worth 30 GPS ((see 'Metals' for details of nickel silver).

15) Room is filled with inky black magical darkness. Players will have to feel their way out. A single shadow (AC 7, MV 12", HD 3+3, 1 atk 2-5 + 1 point strength drain, +1 weapon to hit) lurks in here.

16) Hall: This long hall is over 340' long in total. Spiral staircase goes up to ruined tower and fortress of hobgoblins. There is also a locked secret door that goes further down into the mines (detect only 1 in 12). If found and opened, this spiral staircase descends thousands of feet to the caves of level 9, location X.

17) Statue of Hrimal, Dwarven God of Knowledge: This is a statue of a wizened dwarf wearing a hooded robe and holding a hammer in one hand and a book in the other. There was a small pool of water in the center, long since dried out. The undead will not normally come here but they will follow any living creature who retreats into this room. The statue radiates magic and law; any undead or evil creature attacking in this room gets a -1 on attacks and saving throws. Any lawful creature in this room gains a +1 on attacks and saving throws providing they are not attacking another lawful creature.
 Treasure: If players search around in the dirt and pebbles in the bottom of the former pool, they are 2 in 6 likely per searcher to find a silver 'Ring of the Explorer' in there (see 'Magic Items' in the Appendix).



LEVEL 2a.a. Hobgoblin Tower

The various rooms here are occupied by a band of hobgoblins and their pet carnivorous apes. This tower is built into the side of a hill and is a bit overgrown; it would be difficult to spot it at a distance. There is a 1 in 6 chance (3 in 6 chance if the alarm is raised) per turn of 2-7 hobgoblins (AC 5, HD 1+1, 1 atk 1-8 or by weapon).

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Spiral stairs down to tunnel to level 1a and secret stairs all the way down to 9.

1b) stairs up to level 2 of Hobgoblin tower.

1c) gate to the outside; see 14 and 13 for details. The secret door is well concealed and behind a waterfall.

1d) Stairs up from cellar to level 1 of hobgoblin tower.

1e) Stairs down from level 2 of tower to level 1.

1f) stairs up to level 3

1g) stairs down to 2

1h) ladder up to battlements

1i) trapdoor down to level 3.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) The hobgoblins keep their pets locked-up in here: two carnivorous apes (AC 6, MV 12", HD 5, 3 atk 1-4/1-4/1-8 + rending [1-8] if both hands hit).

4) Eight unarmored hobgoblins (AC 10, HD 1+1, 1 atk 1-4) with daggers are eating at long tables. Unless slain in 4 rounds they will raise the alarm.

5) Long table with some maps, charts, etc. and some candles. At the DM's option, some of the maps could provide information about other areas of Khunmar. The hobgoblins might have a map showing the location of Castle Ortrar, for example (Level 1F-A1) or a map showing a rough outline of the goblin tunnels.

6) Chief (AC 2, HD 4, hp 23, 1 atk 1d10+2 [two-handed sword], +2 AC due to dexterity, wears 3 necklaces worth 600-1,000 g.p. each) and four bodyguards (AC 5, HD 2, hp 12 each, 1 atk 2-9, 3-18 p.p. each). Aside from usual furnishings is a keg of ale and an open chest with 560 s.p., 870 e.p., 560 g.p., and two **healing potions**. On the wall is a taxidermy human head nailed to a shield. The human head is wearing what looks like a shiny helmet that radiates magic with an impressive looking crest shaped like a roaring lion on top; anyone placing it on their head will discover that they have actually placed a cursed **brown helmet** on their head (see 'Magic Items' in the appendix).

7) Barracks: 24 bedrolls are here, and twelve caches of 2-7 g.p. are hidden around the room. Six hobgoblins (AC 10, HD 1+1, hp 4 each) are asleep.

8) Cellar Room: Enough food (including dried and salted human meat!) for several weeks. A pool of fresh water, too.

9) Eight hobgoblin sergeants (AC 5, HD 2+1, hp 8 each, 1 atk 2-9) play cards around a table with 167 GPS as stakes. They have eight battered steins made of Nickel silver worth 5 GPS each (see 'Metals' for details of Nickel silver). The steins are engraved with the coat of arms of Khunmar (crossed hammers superimposed over an anvil).

10) Partially collapsed room with 3 kobolds chained to the walls. They will beg for freedom and make all sorts of promises but will just run away.

11) Six guards (AC 5, HD 1+1, 1 atk 1-8, crossbows and swords) are here. Each has 2-8 g.p. A crank on the wall raises the portcullis at area 13. Two levers: one drops the portcullis, the other opens and shuts the pit. A peephole is in the door, and the hobgoblins will fire through the portcullis.

12) Hobgoblin Warlock (AC 10, HD 4, HP 13, 1 atk 1-4 [dagger])

1st-level magic-user spells: **hold portal, shocking grasp, push**

2nd-level magic-user spells: **mirror image, invisibility**

1st-level cleric spells: **cause fear, cause light wounds, command**

2nd-level cleric spells: **chant, spiritual hammer**

The room is furnished with bones, drums, potion and spell ingredients, etc. A broken chest contains a pair of leather gloves, 365 GPS, two **healing potions**, and twelve **+1 barbed magic arrows** (see "Magic Items" for the details of barbed magic arrows).

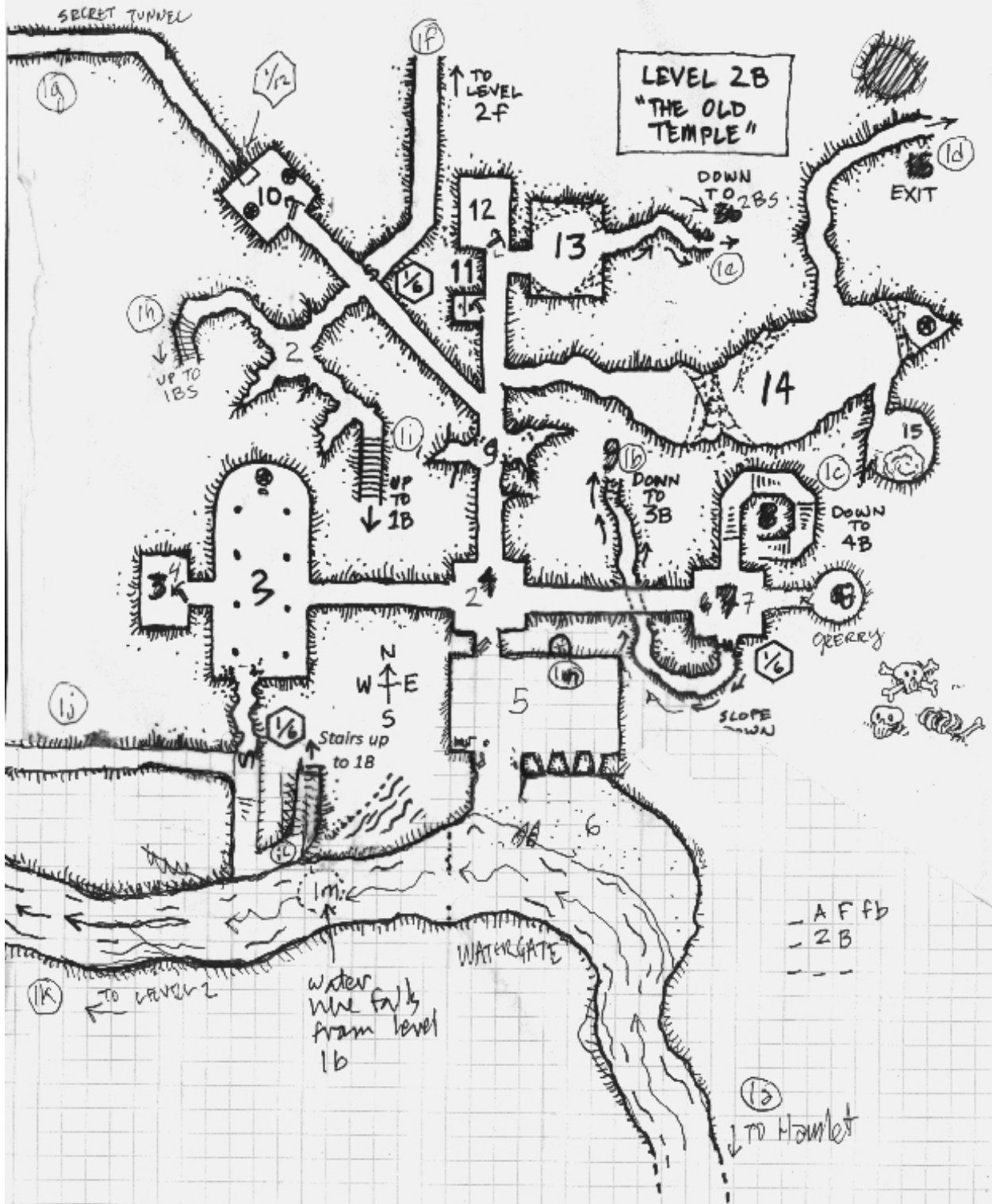
13) The pit is 20' deep and half filled with water. The passage ends in a secret door (only 1 in 12 chance to find) that exits on a narrow ledge 2' wide under a waterfall 35+' up from the canyon floor. The tower is built into the rocky hillside, and it is 90% overgrown with ivy so it is nearly (90%) invisible from a distance.

14) Pool: 30' deep. The water cascades over, and the pool is home to three giant frogs: Two 2 HD giant frogs (AC 7, HD 2, 1 atk 1-6, leap 18" to attack, surprise 1-4, swallow whole on a 20) and one 3 HD giant frog (AC 7, HD 3, 1 atk 1-8).

2a.a.14) Partially collapsed chamber: Eight hobgoblins (AC 5, HD 1+1, swords and crossbows) are looking out the windows. In the room are two locked chests that contain 500 SPS each.

2a.a.15) Stairs go down, and a ladder goes up. Two more hobgoblins are here playing dice with 15 s.p. as stakes.

2a.a.16) Battlement: Empty.



LEVEL 2B: The Old Temple and The Watergate

This level has an old temple featuring a dwarf god of black smiting(2). Some areas are overrun with giant spiders(12, 13) and a water trap(9) is also here.

A feast hall contains animated dwarf skeletons that raise long empty tankards and croak out dwarf drinking tunes (6).

A particularly deadly trap is on this level. A room with walls of polished black stone functions as a "mirror of opposition."

A winding tunnel exits to the surface (14), but terminates in a cliff face high above the ground so it does not provide easy access.

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

The Original DM's Notes: Level 2b) I always wanted the players to visit the dwarven feast hall which was originally on this level. Here the spirits of dwarves sat 'drinking' from long empty ale cups and singing dwarven songs like a bunch of sentimental bastards. I don't think anyone ever made it in there. If the players sat down at the table, they would eventually become perpetually drunk celebrating undead phantoms themselves.

In the redesign, the dwarf feast hall got moved so I could add 'The Watergate.' The watergate area was inspired by Tolkien's "The Hobbit." I absolutely loved the way Bilbo helped Thorin & Co. escape from the elf king's dungeons by hiding them in barrels which were tossed into the river to drift downstream to Laketown. In adapting this concept, I decided that Khunmar and Hamlet were joined by an underground stream. The humans of Hamlet sold the dwarves anything that the dwarves couldn't produce in the mine (flour, wool, ale, wine, etc.). They would pack these things in watertight barrels and throw the barrels into an underground stream, which would float the barrels down to the watergate where the dwarves would pick them up. After Hamlet fell, the watergate was forgotten, but any group of players that finds it could use it to enter and leave the complex via level 2b.

Roll 1d6 every 3 turns for wandering monsters:

- 1) 2-12 tiny spiders (AC 4, hp 1 each, saving throw vs. poison or 2-8 damage, SA: jump 10')
- 2) large spider
- 3) huge spider
- 4) giant spider
- 5) 2-12 lost goblins (50%)/2-7 lizard men (50%)
- 6) 3-18 giant rats
- 7-20) no encounter

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) river to Hamlet

1b) Slope down from secret door in back of fireplace in room 7 to level 3b

1c) stairs down to 4b

1d) exit from cave 14 2b.15) Tunnel to surface winds 500' and slopes upward. It exits in a crevice in the mountainside over 75' above the ground, ending in a sheer drop.

1e) rough passage down to 2b.s.

1f) to 2f

- 1g) Secret tunnel from water trap room (10) to Hellavator on level 2 (location 20 on level 2)
- 1h) up to 1bs
- 1i) up to 1b
- 1j) passage off to level 2
- 1k) river off to Level 2
- 1l) passage along the river with steps leading up to 1b.
- 1m) a large hole in the ceiling above the river; water falls down from level 1b; this hole could also give access to 1b.s but it would be a hard climb due to the falling water.
- 1n) spiral stairs up to 1b.s.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the “Random Happenings and Items” table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Abandoned Temple: A large rusty iron statue (10’ tall) of a dwarf in front of an anvil, with hammer held high and a sword blade held on the anvil with a pair of tongs, stands at the front of the room. If touched, the statue of the dwarf smites the anvil with a loud ringing sound eight times. The hammer will strike anything placed upon the anvil as a 10 hd creature inflicting 6-36 hit points with every blow. Any cursed item (sword, etc.) placed on the anvil will be destroyed; this is an excellent way of ridding yourself of cursed items (unless you are WEARING the cursed item!).

4) Robing Room: This musty old room has pegs in the wall that support dozens of pieces of dusty cloth. If investigated, these will be discovered to be dwarf-sized robes and cloaks decorated with woven patterns of hammers, anvils, runes, etc. Each robe investigated has a 1 in 6 chance of having 1-8 tiny spiders (harmless) in it. The clothes are all rotten and mildewed and will fall apart if worn or handled. One robe appears to be made from shiny chainmail.

Treasure: One old cape (hanging behind a dirty robe) has a gold brooch worth 500 GPS pinned to it. The dwarf sized chainmail shirt is actually a ceremonial item made of Nickel silver worth 100 GPS (see ‘Metals’ for details of Nickel silver). If worn as armor, it will not protect as well as regular chainmail because the alloy it has been made from is a decorative metal (AC 6 [14]).

5) Guardroom: This stone room once served as the defense point for ‘the Watergate’ where supplies were floated in to the mines from the nearby human village of Hamlet via an underground stream. The remains of a shattered gate and three crossbow slits are in the south wall, from there a short ramp leads down to the beach at 6. There is a rusted and broken portcullis winch near the door (it used to lift the gate at 6 but no longer works) and, from the remnants, the door to 6 appears to have been quite strong. There are a few bits of broken iron and wood and bone on the floor. A spiral stair in the north wall (1n) leads to the level above (1b.s).

6) Watergate: The river/stream that flows from Hamlet (1a) used to be the means by which many supplies were transported into Khunmar. The humans of Hamlet would pack preserved meat, dried fruit, ale, flour and other things into water tight barrels and toss them into an underground stream that flowed beneath the warehouses in Hamlet. The water would bring the barrels to this point, where a large portcullis that allowed the water to flow through would catch the barrels. The dwarves would pull the barrels from the river and send payment to Hamlet.

Unfortunately, when Hamlet was attacked, the orcs and goblins discovered the underground stream and sent hundreds of troops to attack the Watergate. The beach at 6 is littered with the bones of hundreds of orcs and goblins (and a few dwarves) as well as a few scraps of armor and weapons; this area has

been pretty thoroughly picked over, though, so nothing other than a few tarnished coins are likely to be found. There is another room with arrow slits above room 5 on this level; that is a part of level 1b.s. When the orcs and goblins attacked, the dwarf archers fired their crossbows and bows and poured flaming oil. Despite staggering losses, the orcs and goblins eventually battered down the gates and made it into level 2b.

The portcullis that blocks the river is very heavy and made of bronze; it is just west of the beach where the bones of the dead orcs and goblins lie. The gate no longer can be raised (it's mechanism is broken) but the bars have been broken in several places above and below the water line. The river that flows on to 3b flows into here and is blocked by a very corroded bronze portcullis that allowed the water to flow through but was designed to catch larger objects (specifically, water tight barrels of beer, food and other supplies that were dropped into the stream in the basement of the now ruined building in the village of Hamlet --- this was one of the methods that human merchants used to deliver goods to the dwarven lords in Khunmar). The bronze gate is now so corroded that it can no longer be raised (and there are several large holes in it as well). The waterlogged remains of a few barrels litter the shore and cling to the bronze gate and there are numerous bones on the shore here, most of which appear to be of goblins and orcs. There are two small 4 man boats pulled up on the shore. One is swamped and has a large hole in the bottom. For every turn spent on the beach, there is a 1 in 6 chance of encountering 1-3 giant albino crayfish (see 'Malevolent Monsters' in the appendix).

1-3 crayfish, giant albino HD: 4-7, AC: 2 [17], ATK: 2x claws (1d6 +1 per hit dice above 4 per claw), ST: 13, 12, 11, or 9, SP: swim, MV: 12, AL: N, CL/XP: 4 HD (4/120), 5 HD (5/240), 6 HD (6/400), 7 HD (7/600)

Players who discover the hidden entrance in the ruin in Hamlet can enter the dungeon from here via a raft or boat.

The water in the stream is clear and cold and the passage averages 20 feet wide x 20 feet high. The stream is around 10 feet deep. If one had a boat or a raft, it would be a simple matter to go downstream to Khunmar (the trip would take about 45 minutes to an hour) or row back upstream (which would take almost 2 hours). The locals have no idea that this entrance/exit is here (and would probably want to fill in the cellar with rubble if they did know).

7) Fireplace Room: The ceiling is covered in cobwebs and a shield emblazoned with two crossed battle axes is carved into the stone in bas relief above an empty fireplace in the south wall. 3 huge spiders will leap down from above to try to attack by surprise (surprise 4 in 6). The fireplace flue is too small for any creature larger than a rat to fit up and has caved in several dozen feet up. A small secret door in the back of the fireplace leads to a passage that slopes down to level 3b (1b).

8) Magical Orrery Chamber: This circular chamber has a large clockwork orrery (a model of the universe on metal rods and hoops moved by a clockwork mechanism) set into a large black stone cylinder, 6 foot across and 3 foot high. The circumference of the pillar is engraved with the signs of the zodiac and the base of the orrery has a large silvery pointer that is currently between the signs for 'Pisces' (the Fish) and 'Aries' (the Ram). It has a smaller black iron pointer that points out the opposite direction from the silver pointer --- it is currently between Libra (the Scales) and Virgo (the Maiden). There is a crank in the south wall. If the crank is turned, it will move the parts of the Orrery and will dial the silver pointer to one astrological symbol while the black pointer will point at the opposite, but the crank can always be left at a position between two of the symbols. Intelligent player characters are likely to note that the arrangement of the planetary and star symbols of the orrery will duplicate the heavens in the time of birth of anyone born under the sign that the silver pointer is pointing to.

	Position:	Name:	Symbol:	Opposite:
1	♈ 0°	Aries	The Ram	Libra
2	♉ 30°	Taurus	The Bull	Scorpio
3	♊ 60°	Gemini	The Twins	Sagittarius
4	♋ 90°	Cancer	The Crab	Capricorn
5	♌ 120°	Leo	The Lion	Aquarius
6	♍ 150°	Virgo	The Maiden	Pisces
7	♎ 180°	Libra	The Scales	Aries
8	♏ 210°	Scorpio	The Scorpion	Taurus
9	♐ 240°	Sagittarius	The Archer	Gemini
10	♑ 270°	Capricorn	The Sea-Goat	Cancer
11	♒ 300°	Aquarius	The Water-Bearer	Leo
12	♓ 330°	Pisces	The Fish	Virgo

If the crank is turned so that the silver pointer is directed towards a given symbol, any persons in the party born under that symbol will get a +1 on attack, damage and saves for the next 12 hours while anyone born under the opposite symbol will suffer a -1 to attack, damage inflicted and saves. The effect only lasts for 12 hours or as long as the pointers remain pointed at the given star sign. You can allow players to choose their own star sign or roll randomly.

After 12 hours, the orrery will reset itself to a position between 2 of the zodiac signs.

If player characters can figure out a way to transport the orrery out of the dungeon without dismantling it, it would be worth 8,000 GPS to the right buyer if undamaged. Unfortunately, the magical bonuses / penalties only apply as long as the orrery is in this room. If disassembled, no one will pay more than a few hundred GPS for the brass, steel and copper parts.

10) Water Trap: Against the southwest and northeast walls are statues of tritons. The door on the northwest wall is false, and, if the false door is opened a blank stone wall is revealed, the door the player characters have entered through slams shut and the room fills with 2' of water per round (note: although the wall behind the false door *appears* blank, it actually has a secret door hidden in it). The ceiling is 16' high, so the room will completely fill in 8 rounds and characters can only hold their breath a number of rounds equal to their Constitution score. Pushing the tail flipper of the southwest triton will shut off/turn on the water. Pushing the flipper of the northeast triton drains the room (although, if the flipper of the southwest Triton has not been pushed yet, the room will immediately begin to refill with water).

The secret door hidden in the 'blank' wall behind the door can only be discovered 1 in 12. The secret passage is a half-finished tunnel leading to map 2c and the Hellavator (see 2c).

11) Latrine: This latrine has a stone bench with a single hole in it for the intended purpose. The hole leads down to the level below but is only 1 foot wide so it is unlikely to provide easy access.

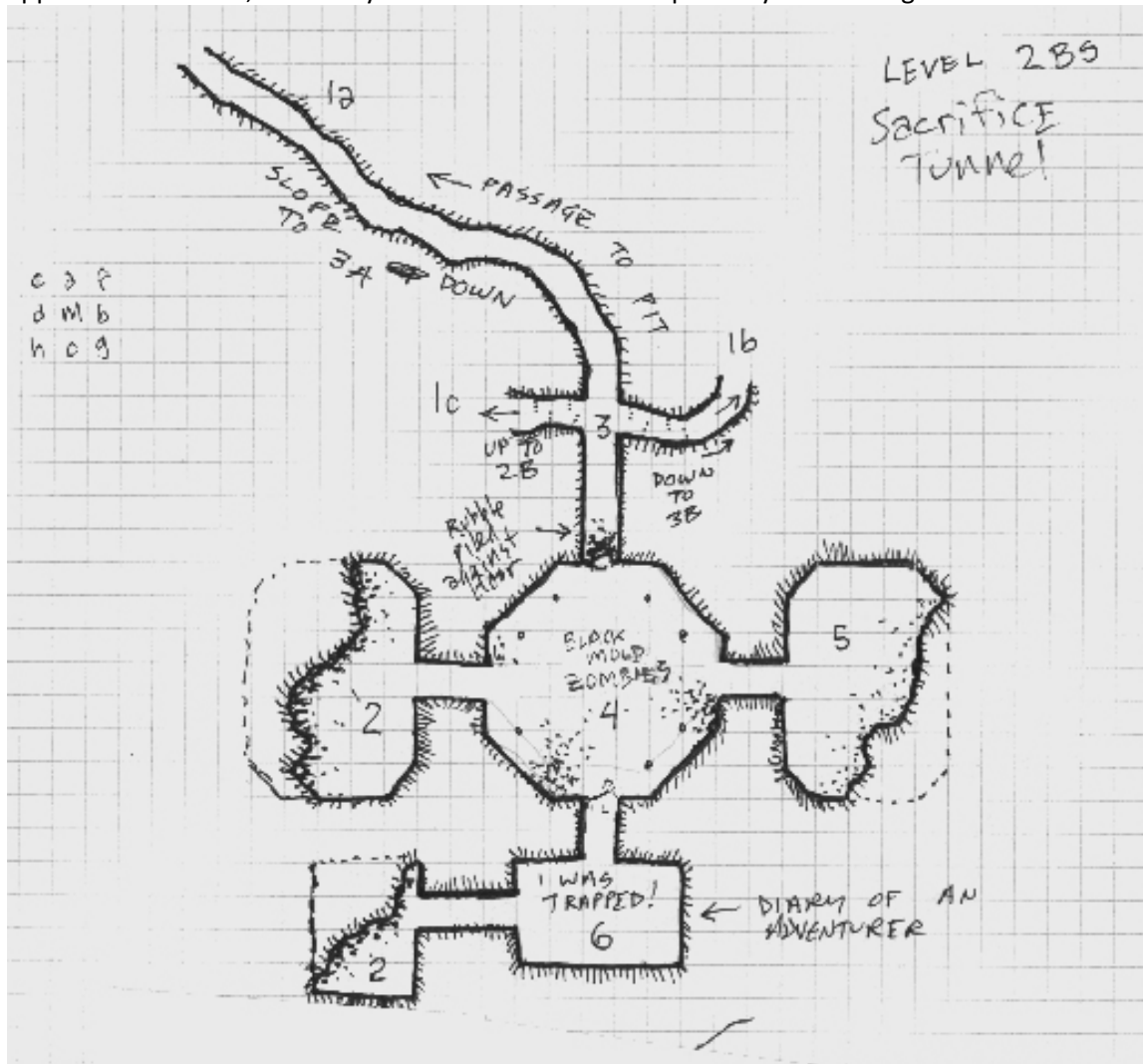
12) Locked Store Room: This chamber contains dozens of rusty dwarven pickaxes, shovels, etc. along with barrels of spoiled ale, inedible spoiled rations, etc. Although it's possible to spend a great deal of time searching this room, nothing of real value will be found.

13) Room of the Great Spider: The ceiling is 50' high and covered in webs which shroud the corners as well. Some dried-out bodies hang in the webs: four kobolds, a goblin (which has five gems worth 100 g.p. each in a pouch on his belt), and a dwarf wearing chain mail with a **+1 hammer** with a silversteel head still gripped in his fist (see "Marvelous Metals" for details about silversteel). A giant spider (AC 3, MV 3"/18", HD 5+5, hp 42, 1 atk 2-8 + poison [-2 to save]) and six large spiders (AC 8, MV 6"/15", HD 1+1, 1 atk for 1 point of damage + poison [+2 to save]) lair here.

14) Fresh air blows out the passage from 1d. The ceiling is 40' high. 1-3 giant spiders and 2-8 large spiders will be here 75% of the time. A statue of a dragon-headed man is in the east portion. It appears very ancient and radiates dim magic. Anyone touching the statue of the dragon-man is likely to see a brief vision of a black pyramid in a jungle.

Treasure: Anyone carefully searching the room is 25% likely to find a small bronze broach shaped like a tiger's head worth 3 GPS.

15) Clear Pool: A pool on the floor appears to be full of cold, clear water, and a large pile of gems (15 worth 10 g.p. each, 5 worth 50 g.p. each, and 3 worth 100 g.p.) litter the bottom. The liquid in the pool appears to be water; is actually acid and will inflict 2-7 hp on anyone sticking a hand in.



LEVEL 2B.s.: Sacrifice Tunnel

Introduction: This level connects 2b with 3b (the Saurian Village) and provides a narrow tunnel by which the Saurians on level 3b visit the pit into which they drop their human and demi-human sacrifices (location X on level 1a). The southern part of the complex used to serve as guardrooms for The Watergate on level 3b, but the saurian have barricaded it off with a large pile of stone because of the mold zombie infestation.

Barricaded inside one of the rooms is a mold zombie (an adventurer who got trapped in here).

Special Effects: All of the locations south of the intersection at 3 will be infested with black mold (see 'black mold zombie' in the 'Malevolent Monsters' section of the appendix). In order to rid the area of black mold, players will need to carefully inspect all of the chambers and burn all of the mold; an operation which will take considerable time.

Updating the Level: If players remove the rubble blocking the doors between rooms 3 and 4 without destroying all of the black mold zombies within, the mold zombies will wander into the rest of this level and the areas above and below, infecting whomever they can with the mold. If the saurian are still alive and able, they will attempt to force the zombies back into the room at 4 and re-establish the barricade if possible and/or destroy the zombies with fire. The saurian will continue to use the tunnels on this level to visit their 'god' to the north whom they revere for as long as the saurians remain on this level.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

- 1a. Tunnel to level 3a. This is where the Saurians drag their victims off to level 3a where they toss them into the maw of Ubrus.
- 1b. Tunnel down to 3b.
- 1c. Tunnel up to 2b

2) Empty: Areas labeled 2 on the map will always be empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3. Intersection: To the south is a door with lots of rubble piled up against it. In order to open the door, one will have to remove the rubble (will take a team of 3 at least 1 hour). The Saurians piled the rubble in here to keep the black mold zombies trapped. If players start to remove the rubble, they will hear the zombies thump against the door.

4. Room with 1 dozen black mold zombies. Some of them are saurians, some of them are humans, some of them are dwarves. Some of the zombies will have/carry potentially useful equipment. The room has several wooden supports holding up the roof.

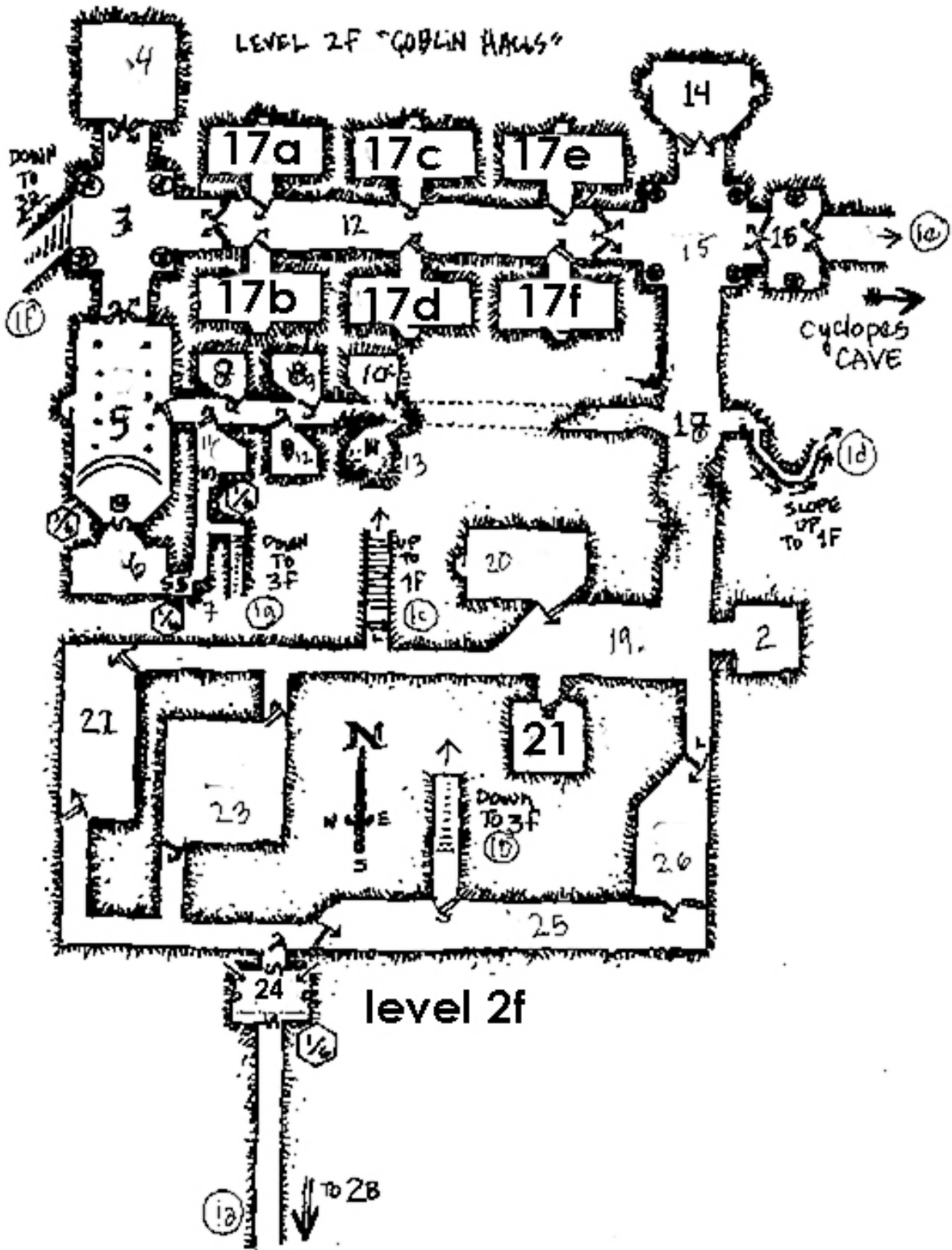
5. Rubble filled side chamber: Some treasure in here.

6. Door is locked and the key is in the lock on this side. The room has some rotted furniture in it, all of which is covered with splotches of black mold. A single black mold zombie dressed in chainmail will shuffle up and attack. There is a small pile of gear in one corner.

Black Mold Zombie, HD: 2, HP 12, AC:: 5 [15], ATK: strike (1d8) + black mold spores, ST: 16, SP: Immune to sleep and charm spells, black mold, x2 damage from fire, immune to Clerical turning,

MV: 6, AL: N, CL/XP: 2/30, wears chainmail armor, has sword and dagger at belt; all garments, weapons and armor are splotted with mold.

The pile of gear includes an ordinary shield decorated with the image of a medusa face, a leather backpack, a quiver of arrows and an ordinary short bow. The quiver contains 8 arrows tipped with **blade crystal** (+1 arrows; see 'blade crystal' in 'Gems' section of the appendix) and 2 silver arrows. The backpack contains 50 feet of rope, a silver bracelet set with rose quartz worth 10 GPS, 15 GPS, a **heartstone** (see 'Glorious Gemstones' in the appendix), an elaborately engraved dish made of nickel silver worth 20 GPS wrapped in a blanket (see 'Metals' for details of nickel silver), 3 days of iron rations, a bottle of wine, a leather bottle half full of water, 6 torches, a tinderbox, a hand axe and a flask of oil. None of these items are infected with black mold. Beside the backpack lies a scrap of paper on which someone has scrawled a message with a piece of charcoal, *"I think everyone else got taken by the moldy ones. I managed to lock myself in here, but there are black spots on my skin... won't be too much longer now. Fire kills it, but I'm too far gone now. Sarco: If you find this, good luck and I'll pay you back in the next life. Regards, Roaky."*



LEVEL 2F: Goblin Halls

This level has the various barracks, workshops and family rooms of the goblins that occupy the upper levels of Khunmar. A throne room for their king (3), treasury (4), elite living quarters for the king and his favored ones (7-11) and common living quarters (12) make up most of the level along with workshops, storage, etc.

This was previously Dwarven living quarters so the quality of original construction is quite high (although the level is in a state of disrepair).

A tunnel (16) leads off to a cave occupied by a Cyclops and his pet Hydra. The Cyclops and the goblins share a truce.

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Passage to 2b

1b) Stairs down to 3f

1c) Stairs up to 1f.

1d) Narrow tunnel slopes up to 1f

1e) wide passage from room 16 leads 300 feet to level 2f.b (Cyclops Cave).

1f) steps down to 3a

1g) secret narrow stairs down to 3f.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Eight goblin guards with spears and 2-7 s.p. each. There are statues of dwarves in each corner, but the faces have been smashed away and the sculptures covered in insulting goblin graffiti.

4) Racks of goblin weapons and armor here.

5) Here are the goblin chief (AC 3, HD 2, hp 14, 1atk 2-9), six bodyguards (AC 4, HD 2, hp 12 each, 1 atk 1-8), and seven regular goblins (AC 6, HD 1-1, hp 4 each, 1 atk 1-6). The goblin chief is armed with a **+1 sword**, and he wears a crown worth 300 g.p. and a necklace worth 500 g.p. Each bodyguard has 12 g.p. They have a pixie named Niles in a cage made of brass wire.

6) Council Room: Long table with 13 chairs. The largest chair at the head of the table is decorated with dwarf, elf and human skulls. Two dire wolves are in here, as well as two chests and a pile of 1,600 c.p. and 2,500 s.p. Chest #1 is trapped with a poison pin and holds 300 g.p., 4 gems worth 100 g.p. each. Chest #2 holds a silver bottle of poison gas (bottle is worth 100 GPS due to craftsmanship) and a tiny wind-up bird made of copper that will chirp out a melody, bob its head and flap its wings if would up with the key. The bird is worth 300 GPS to a collector of dwarven knick-knacks.

7) Secret passage connects the chief's bedroom (11) with his council room (6). There is also a set of stairs down to 3f (1g)..

8) Guards' barracks: There is a 50% chance of encountering 1-6 goblins in this room. The room here is furnished with bunks and heaps of straw and bedding, various goblin weapons and bits of armor, garments and other items. There are lots of sacks and pouches and crates and other miscellaneous containers; most will hold items that will be of value only to goblins (bent tin spoons, teeth, ears and other battle trophies, clay or wood charms of no value, scraps of cloth, etc.), although each character searching will have a 1 in 6 chance of finding 1-6 GPS, SPS or CPS. After 6 turns of searching, nothing more can be found.

9) Guards' barracks: There is a 50% chance of encountering 1-6 goblins in this room. This room is furnished in a manner similar to room 8, above. 6 quivers of short bow arrows and small short bows hang on the wall; each has 12 normal arrows except the last quiver which contains 8 normal arrows and 4 silver tipped arrows.

10) Guards' barracks : There is a 50% chance of encountering 1-6 goblins in this room. This room is furnished in a manner similar to room 8, above.

11) Chief's room: The room has a sleeping platform covered in blankets, rugs and furs and the walls are decorated with taxidermy boars heads, human and humanoid heads, horns, hides and skulls. A table with 4 stools has some goblets and a pitcher of wine upon it. A locked chest against one wall is trapped with a poison pin trap in the lock. The key is hidden in the mouth of a stuffed lizard head mounted on the wall (using the key will prevent the trap from operating). The chest contains a bag of 600 GPS, a small bar of elludium (see 'Marvelous Metals' in the appendix) worth 1,000 GPS that is large enough to forge a dagger blade (providing a smith of sufficient skill can be found), a pouch containing 5 pieces of magical +1 **grapeshot** (see 'Magic Items' in the appendix) and a copper mask that looks like a snarling wolf-face worth 10 GPS.

12) Guards' barracks : There is a 50% chance of encountering 1-6 goblins in this room. This room is furnished in a manner similar to room 8, above.

13) Guards' barracks : There is a 50% chance of encountering 1-6 goblins in this room. This room is furnished in a manner similar to room 8, above.

14) Forge: Six goblins forge weapons. An elaborate scimitar with a gold hilt set with gems (600 g.p. value).

15) There are statues of dwarves in each corner, but the faces have been smashed away and the sculptures covered in insulting goblin graffiti.

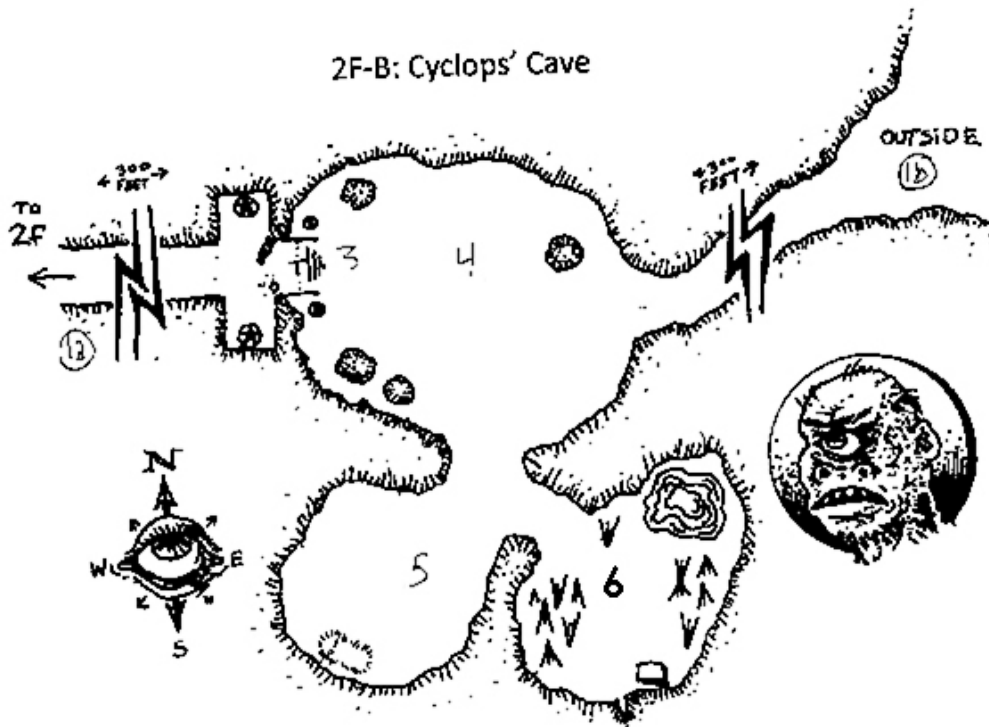
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16) Eight goblin guards with spears.

17a,b,c,d,e,f) Goblins' living areas: Each area contains 2-12 male and female and young goblins as well as 2-20 g.p.

18) Crumbly part, empty.

- 19) Two dire wolves are here. The room is furnished with long tables and many stools.
- 20) Four goblins prepare a meal. One bottle on the spice rack contains poison (marked with goblin runes).
- 21) Food storage.
- 22) Six bugbears are practicing combat. Various battered weapons hang on the walls.
- 23) Kennel room: Four dire wolves sleep on piles of straw. One wears a collar set with eight gems (worth 100 g.p. each).
- 24) Arrow trap: Two light crossbows with poison bolts attack as level 2 monsters.
- 25) Twelve goblin zombies, animated by the goblin shaman in room 25. Each has a word or phrase carved into his or her forehead in the goblin language; the words are the goblin equivalents of, "insubordinate," "coward," "food stealer," "weakling," etc. These are the corpses of goblins who, for one reason or another, gained the chief's displeasure and were executed, then animated by the shaman to serve as examples of goblin justice to the rest of the tribe.
- 26) Here are four zombies and the goblin shaman (level 5, spells: **shocking grasp**, **hold portal**, **cure light wounds**, **detect invisibility**, **hold person**, **cause blindness**) who wears a necklace worth 1,500 g.p. A **potion of heroism**, a **potion of plant control**, and a **+1 dagger**, **+2 vs. smaller than man-sized** are all hidden in a chest of bones. Potion ingredients, small fire, clay idol of goblin god, human, dwarf, elf, and kobold skulls.



2F-B: CYCLOPS'S CAVE

This side level gives access from 2f to the outside. A Cyclops (3) and his pet hydra (2) dwell here, guarding the tunnel to the outside (5). The Cyclops works in cooperation with the goblins of 2f. The Cyclops is a friend to the goblins. They bring him food.

Introduction:

Special Effects: One can smell fresh air from 2F-B.5 at 2F-B.2. If it is daytime, players in the cave at 2F-B.2 will be able to see a light at the distant end of the tunnel at 2F-B.5.

Entrances and Exits: There is an exit to the outside down a 300+ foot long natural tunnel at 2F-B.5. Another 300+ foot long passage of worked stone leads from location 2F-B.1 to level 2f.

Updating the Level: If the Cyclops and his pet hydra are killed, the goblins will post as many guards and dire wolves at this location as they can spare.

Encounters (1 in 6 chance; check every 3 turns):

1-3) 2-12 goblins leaving or returning to 2f. They are 50% likely to be carrying parts of dead animals, humans, lizard men, etc., as food offerings for the Cyclops and/or the hydra. The sound of combat is 50% likely per round to draw the hydra AND Cyclops in 2-3 rounds.

4) Cyclops (see 3); sound of combat is 50% likely per round to draw the hydra in 2-3 rounds.

5) Hydra (see 2); sound of combat is 50% likely per round to draw the Cyclops in 2-3 rounds.

6) 3-18 giant rats, with the hydra in pursuit (it loves to eat giant rats); sound of combat is 50% likely per round to draw the Cyclops in 2-3 rounds.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) passage goes 300 feet west to level 2f.

1b) exit to outside

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

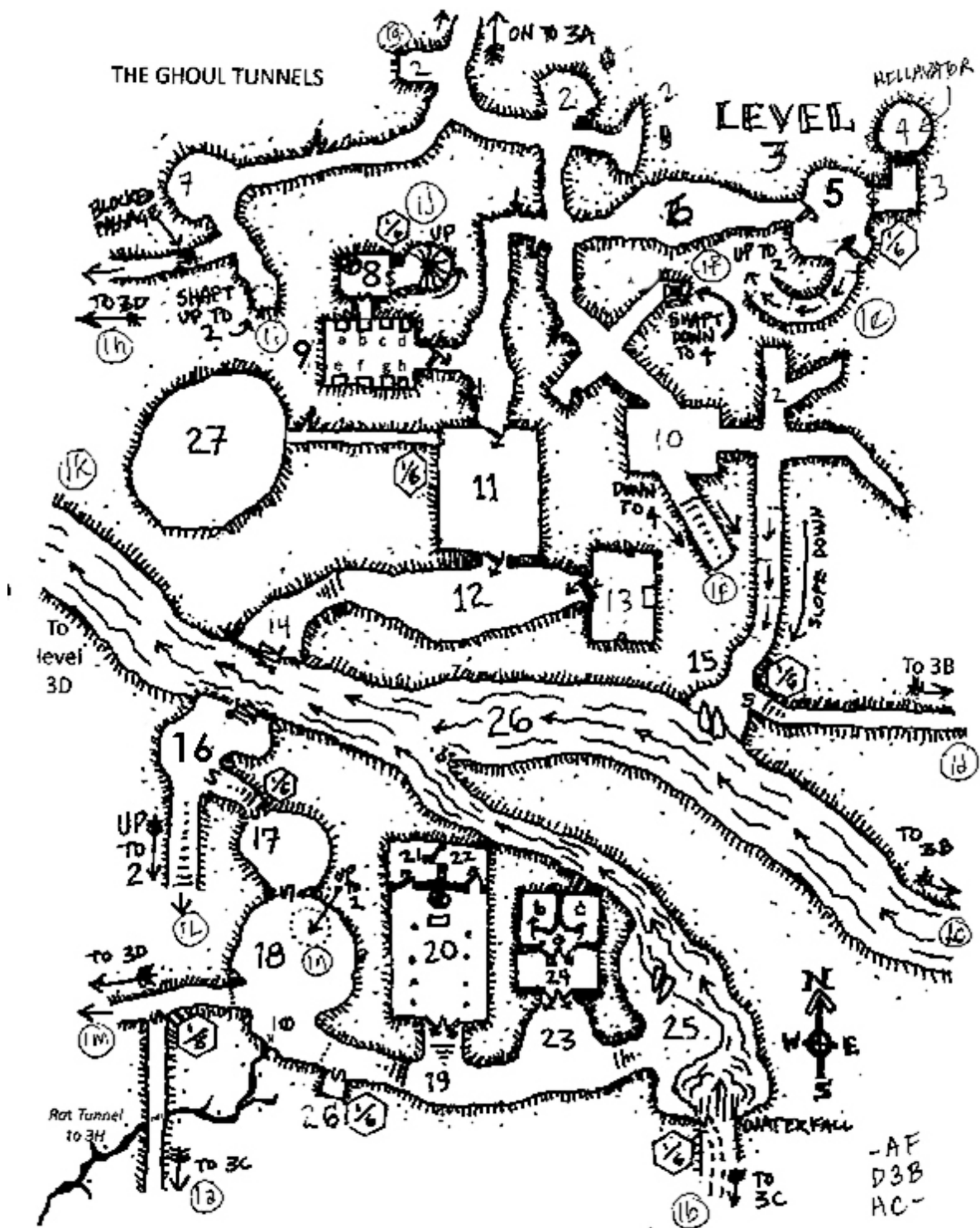
3) Broken doors: Broken doors hang from their hinges and the entry here is flanked by a pair of empty stone braziers. In alcoves beyond the door stand two statues of rearing dragons with open mouths. Above the door, in dwarven runes, it says, "Khunmar - Pride of the Garagur Clan." Unless one steps over the top step at T, the two old statues of dragons will emit a loud roar (a magical "doorbell" effect dating back to the time of the dwarves). This will alert the hydra and the Cyclops.

4) A seven-headed hydra (AC 5, MV 9", HD 7, 7 atk 1-8 each) sleeps by the north wall. It wears 7 collars, each of which bears a tag that has a different name scratched on it in goblin. The names are (left to right), Scratchy, Claw, Fangs, Biter, Comet, Wags and Bright-eyes.

5) Cyclops's Cave: The Cyclops (treat as a frost giant: AC 5, HD 10+2, hp 48, 1 atk 4-24) sleeps on an enormous bed. He has a key to the chest in cave 4 on a cord around his neck and a magic silver harp (will play music if commanded, worth 5,000 g.p.) on his bedside table.

6) Here is an enormous stone chest with huge stone feet. If opened other than with the key from cave 3, it will animate and attack for six rounds (AC -2, HD 10, hp 100, 1 bite 3-18). Treasure inside: twelve gems (four worth 10 g.p. each, four worth 100 g.p. each, and four worth 1,000 g.p. each), six pieces of jewelry

(two bracelets worth 500 g.p. each and four necklaces each worth 1,000 g.p. each), 12 vessels and beakers made of pewter worth 2-5 SPS each, an iron chain, 2 bent brass candlesticks worth 5 SPS each, a large chunk of wax, a bottle of cheap liquor (horrible and worthless except as an astringent or a cleaning liquid; a gift from the goblins), a **potion of invisibility**, a **scroll of protection from demons**, a **chime of opening** (6 charges) and a magical **shield +3** made of elludium (see “Marvelous Metals” in the appendix for details of elludium). The shield is marked with the coat of arms of Khunmar (crossed hammers over an anvil).



LEVEL 3: The Ghoul Tunnels

Introduction: This level features another swift running underground river. North of the river is mostly haunted by ghouls and other undead. One tomb room (3.7) contains stone coffins with the remains of a few members of the Garagur clan and their associates; great magical treasures are guarded by powerful undead. Another ancient tomb (3.13) contains the remains of a powerful and evil necromancer who has become a spell casting specter. If the players manage to disarm the traps they still have to defeat the specter... and, sadly, there isn't any treasure here to make it worth their while!

South of the river is an ancient temple of evil (3.20) guarded by zombies with the living quarters of the priests nearby (3.24).

A secret passage hidden behind a small waterfall that feeds a tributary to the underground river (south of 3.25) leads on to level 3C and a dwarven treasury.

Special Effects:

Entrances and Exits: The river flows in from 3B to the east and out to level 3D to the west. A tributary flows in from 3C. Beneath a waterfall at 3.25 is a secret tunnel to level 3C and another secret passage to 3c is further to the west. There are 2 tunnels to 3D; the northern one is blocked by rubble. There are steps down to level 4, a ramp up to level 2, a set of stairs up to level 2 and a shaft down to 4. A passage to the north joins 3A and a secret spiral staircase leads up to level 2. A secret passage to the east leads to level 3B. A rat tunnel leads from area 3.18 to level 3H.

Updating the Level:

The Original DM's Notes: Level 3: This is one of the levels where the original maps are pretty screwed up. If you look carefully, you will notice that the river that runs west to east and plunges down to level 5 follows the exact same course as the river on level 2. When I was looking over the maps in preparation to publish Khunmar, this part really puzzled me. I finally realized that I included the same river on BOTH levels 2 and 3. Obviously, the same river can't be in two places at once, so I revised it; in the new version, there is a different river on level 3.

Wandering Monsters: Roll 1d20 every 3 turns:

- 1) kobold patrol (armed with holy water, crossbows, and torches)
- 2) wight
- 3-4) ghouls (1-6)
- 5) giant rats (2-12)
- 6) saurians (2-8), near river only
- 7-20) no encounter

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Narrow secret passage to 3c.

1b) Secret passage accessed via secret door under waterfall at location x leads to level 3c.

1c) River flows in from 3b.

1d) The secret passage goes down some stairs to a small tunnel flooded 4' deep that leads to Level 3B.

1e) ramp behind door leads up to level 2.

1f) Shaft down to level 4. A dozen stirges (AC 8, MV 3"/18", HD 1+1, 1 atk 1-3 + drain blood, strike as 4 HD monsters and drain 1-4 hp per round until 12 points are drained) will come up the shaft and attack if light is shined down it, an object is dropped, etc.

1g) passage north to level 3a.

1h) Passage (blocked by rubble) to level 3d

1i) Shaft up to level 2

- 1j) Spiral stairs up to level 2.
- 1k) River flows into level 3d
- 1l) Stairs up to 2.
- 1m) passage off to 3d.
- 1n) Hole in ceiling leads to shaft up to level 2
- 1o) Giant rat tunnel off to level 3c. The hole is only 2-3' in diameter so most creatures will have to crawl.
- 1p) Stairs down to 4.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Door to Hellavator

4) Hellavator

5) Guard Room: The door to room 2 is locked and barred from this side, and twelve very nervous kobolds (AC 6, MV 9", HD ½, hp 3 each, 1 atk 1-4) are on guard here, keeping the ghouls from overrunning the level above. The kobolds have spears, flaming oil, burning torches, and crossbows with silver bolts (24 bolts total). On a ledge sit twelve holy water flasks. On the east wall is a secret door (discover 1 in 6) that leads to the Hellavator.

6) Four ghouls (AC 6, MV 9", HD 2, hp 10, 9, 8, 7, 3 atk 1-3/1-3/1-6 + paralysis) lurk here, hoping to get through the door to room 1. They surprise 1-4 on a d6. Three rounds after the fight begins, two more ghouls arrive.

7) Bone Room: A pile of bones with 92 s.p. and 47 g.p. mixed in. Two ghouls cling to the ceiling and a third hides in the bone pile. All three will leap to attack by surprise (1-4 on a d6). Mixed into the pile of bones is a ruined spell book. Only the spells **detect magic**, **magic missile** and **third hand** are still legible (see 'Spells' section of appendix for details on 'Third Hand').

8) A statue of a roaring dragon dominates the room. The charred-looking bones of two kobolds are in the middle of the room. Unless the dragon's claw is pressed, it will breathe fire (5d6 damage, half damage if saving throw is made) in a 10' wide swath across the center of the room 1 round after the door is closed. The trap resets itself every time the door is opened/shut.

9) Tomb Room: Eight stone tombs stand vertically against the wall:

A) In Dwarven "Garguz the Destroyer" – skeleton dressed in rusted-out chain mail, grasps a **+2 longsword**, **+4 against dragons** which allows user to **detect invisible** three times per day. Garguz has become a specter.

B) Unlabeled and empty. Back is illusionary.

C) Unlabeled, contains only old human bones.

D) "Rasputin the Vengeful" is written on the tomb lid in Common. "Do not disturb my bones!" is scratched into the stone underneath the name. Inside is a skeleton in a tattered robe wearing a necklace of gold set with rubies worth 6,000 g.p. and grasping a **wand of fire ball** (34 charges) in his bony hand. A **magic belt** made of nickel silver set with moonstones is around the skeleton's waist (see 'Metals' in the appendix for details on nickel silver; the belt is worth 1,000 GPS if sold as jewelry, but this belt serves as a **+2 ring of protection** if worn). A ghost will materialize and attack as soon as the seal on the tomb is broken or the remains are disturbed.

E) "Urgan the Unlucky" in Dwarven. A dwarf skeleton wears **cursed -2 plate mail** and has a **cursed -2 axe** (both dwarf-sized).

F) "Merisson Uldirhafan" – Tomb is empty.

G) Rune of Warning: Inscription in Dwarven says, "DO NOT OPEN THIS SARCOPHAGUS!" It contains a poison gas (10' x 10' cloud, -3 save) and a mummy (AC 3, MV 6", HD 6+3, 1 atk 1-12 + fear: See **MONSTER MANUAL**, p. 72).

H) "Lenfil Lightfingers" – Skeleton of a human with a harp and a **+1 dagger**.

10) Four broken coffins and a few scattered and gnawed-looking bones are here. The stairs lead down to Level 4. Empty except for a torn sack with exactly 2,000 CPS spilling out on the floor.

Two ghouls (AC 6, HD 2, 3 atk 1-3/1-3/1-6 + paralysis) and a ghost lurk here and will spring out and attack unless surprised.

Ghost: HD 4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Move 15; Save 13; AL C; CL/XP 5/240; Special: Stench (save or -2 attack rolls), paralyzing touch.

11) Dozens of rotted and split coffins are piled in the east and west portions of the room. Eight ghouls (AC 6, MV 9", HD 2, hp 12, 9, 8, 8, 6, 6, 4, 3, atk 1-3/1-3/1-6 + paralysis) huddle in the center of the room, gnawing bones. Every turn of searching will turn up 0-5 s.p. and 0-5 g.p. and has a 1 in 6 chance of finding a minor piece of jewelry worth 10-100 g.p. After 62 s.p. and 55 g.p. in total are found, along with 8 pieces of jewelry, nothing else will be found.

12) Long Cave: Nine ghouls (AC 6, MV 9", HD 2, 3 atk 1-3/1-3/1-6 + paralysis) are bowling with human skulls at a pile of human bones. They will gleefully attack any living creature they see. The door to the east is made of stone and does not look to have been disturbed for a long time. It is protected by a **glyph of warding** trap (fire, at 10th level caster ability) and is locked. An inscription on the door reads in Dwarven "Hurregon the Mighty slumbers within."

13) Dust is ankle-deep in the chamber, but two torches flare to light as soon as the door opens. A large stone sarcophagus stands against the east wall. The inscription on the coffin reads "Hurregon the Mighty". The coffin is also carved with swirling design. Anyone looking at the coffin must make a saving throw or suffer the effects of a **confusion** spell. The coffin is covered in tiny, invisible needles that will pierce the skin of anyone touching the coffin and inject poison (save at -2 or die). If anyone manages to open the coffin, it contains a specter (AC 2, MV 15"/30", HD 7+3, 1 atk 1-8 + energy drain [2 levels] and spell-casting as an 8th-level magic-user) with spell-casting abilities named Hurregon the Mighty. He is an ancient human wizard of very evil spirit who will gladly be released from the coffin. Hurregon's spells:

1st-level spells: **charm person, magic missile, shield, ice dart** (see 'Spells' in the appendix)

2nd-level spells: **mirror image, ESP, scare**

3rd-level spells: **dispel magic, fireball, Percy's Flaming Purgative** (see 'Spells' in the appendix),
phantasmal force

4th-level spells: **polymorph other, confusion**

14) Broken rope bridge.

15) Boat landing with secret tunnel: There are two wooden 4 man row boats pulled up on the shore here and a secret door to level 3B (1d). Players normally have a 1 in 6 chance of finding the secret door, but some soggy saurian footprints lead to the secret door from the river where one of the saurian recently entered the tunnel; if the player look at the floor they might notice this clue. The secret passage goes down some stairs to a small tunnel flooded 4' deep that leads to Level 3B (1d). One of the boats will start to sink 1 turn after being in the water.

16) See room 14. The stairs lead up to Level 2.

17) Secret Cave: A pile of bones, arms, and armor in the middle of the cave is covered in yellow mold.

18) Cave Worms: Twelve cave worms (AC 5/15, MV 12", HD 5+5, 1 atk 1-12 [bite] + 1 attack for 1 point damage + poison [stinger], camouflage lets it surprise 1-3 on a d6, swallow small creatures on a 19-20 [does 1-8 points of damage per round, attacks at -4 from inside]) are here. The floor of the cave is covered in fungus and mushrooms. A dwarven skeleton half-overgrown with mold still clutches a **+2 battle-axe** and wears rusted armor. Beside his remains, in a moldy sack, are 150 SPS, a small statue of a dragon made of nickel silver with yellow citrines inset in the eyes worth 30 GPS (see 'Metals' in appendix for details on nickel silver) and a silver beer stein carved with hops worth 50 GPS. The passage from 18 to 19 and the passage west to level 3D are both closed by a portcullis. At location "X," hidden behind fungus and not obvious unless looked for, is a rat-tunnel (between 1.5 and 2 feet in diameter) that leads down to 3H.

19) Eight zombies (AC 8/12, HD 2, hp 8 each, 1 atk 1-8, always attack last, one-sixth damage from piercing weapons, one-half damage from blunt weapons, full damage from slashing weapons) guard the doors.

20) Temple of the Void: The place is lit by a weird green radiance. Eight pillars that look like natural formations are hung with tiny luminescent green splotches of moss. At the front is a large stone ring against the wall; beside it hangs a large tarnished copper gong with a hammer made of bone leaning against the wall beside it. Inside the stone circle is a pool of blackness with a few bright lights in it. The altar is of purplish stone. Eight zombies are in the temple, but any turn attempt will be at -4 due to the evil influence of the temple. If anyone touches the altar, gong, hammer or the stone ring, the gong will sound and all lawful or good creatures must make a saving throw vs. magic at -3 or fall unconscious for 1-3 rounds. If the gong is rung, and all lawful or good creatures must make a saving throw vs. magic at -3 or fall unconscious for 1-3 rounds. The priests from room 21 will arrive in 3 rounds. 2-5 rounds after the characters enter the temple, 2-5 tentacles 10'-30' long will enter the temple and attempt to pull someone in. The tentacles will pull victims 10' per round. Each tentacle has AC 6, and it takes 12 hp to sever. Anyone pulled through the gate is killed and his body utterly destroyed unless they are wearing the holy symbol of the temple (in which case they will be transported instantly to the front gate of the wall surrounding the Fane of the Void on level 9). Priests of the void might leap through the gate to

escape; acolytes and guards and other lesser temple servants will always fight to the death. Severed tentacles will withdraw back into the void to be replaced in 1 round by a new one. Any part of the tentacle left in the room after being severed will melt into black slime in 1 round.

21) Priest's Room: A 6th-level evil priest, two acolytes, and two guards are here. The priest and his acolytes sit at a table. The guards sit on a bench near the door. Each of the guards (AC 4, lvl 2, hp 12 each, 1 atk 2-9, [swords]) has 3-18 g.p. and crossbows by the bench. Each of the acolytes (AC 5, lvl 1, hp 4 each, 1 atk 1-6) wears black robes and chain mail and has a disk of black jet set in a silver setting on a chain around his neck (their holy symbols; as jewelry they are worth 30 GPS each, but each radiates slight magic). One has the **command** spell, the other has **curse**. The priest (AC 3 [+1 chain mail, dexterity], hp 21, 1 atk 2-7 [+1 mace]) wears black robes and **+1 chain mail**, and he has a **+1 mace**, a **potion of gaseous form**, a **helm of mental protection** (see 'Magic Items' in the appendix), his holy symbol, and the key to room 24.

1st-level spells: **cure light wounds (x2)**, **light**, **protection from good**

2nd-level spells: **hold person**, **spiritual hammer**, **resist fire**

3rd-level spells: **animate dead**, **cause blindness**

4th-level spell: **poison**

A cabinet holds a sack of 1,500 g.p., six vials of unholy water, six scrolls of **cure light wounds**, and a **cursed** jewel-studded chalice of gold (worth 15,000 g.p.). Any good-aligned or neutral characters who touch it must save vs. magic or desire to own it, even to the point of killing friends and associates!

22) Robing Room: Four cabinets contain black robes trimmed in silver, some ordinary garments and 6 masks made of silver and copper worth 30 GPS each.

23) Cavern with many stalactites on the roof. The doors to the north are locked and trapped: Six stalactites will fall in front of the door, hitting as a 6th-level fighter for 2-7 each unless the priest's key from room 21 is used.

24) Comfortable room with a fireplace, comfortable chairs, table, cabinet of wine, etc. A shelf holds books dealing with evil and history. The books will be worth 10-30 GPS each.

24a) Triangular Room: This small triangular room has three doors, one in each wall. There is a triangular rug in the room with a swirling pattern in red and green around the edges and a black circle in the center. The black circle is surrounded by gold runes embroidered into the rug. Anyone of non-chaotic alignment who attempts to read the runes must make a saving throw versus spell or stand entranced for 2-5 turns, staring at the rug. If they are wounded or struck while entranced by the rug, they will snap out of it. The rug will be worth 1,000 GPS to a select number of chaotic purchasers, but most reputable buyers will refuse to purchase it.

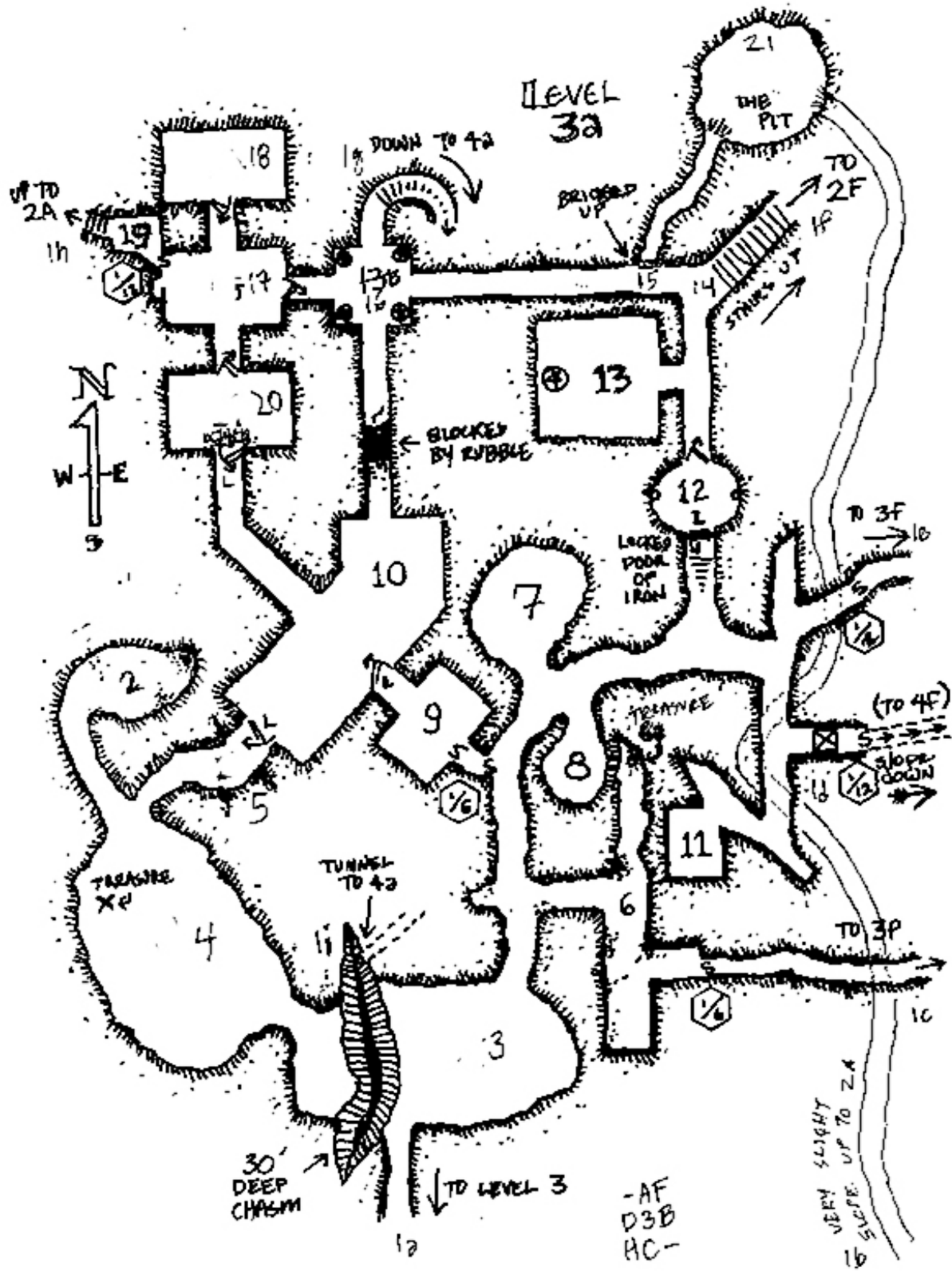
24b) Room of the acolytes: Two simple beds, table, chairs, candles, lantern, and six scrolls of religious texts. One scroll will make any lawful person dizzy (-2 to attack, 20% chance of spell failure) for 2-5 hours. Also herein are two locked chests, each containing clothes and 100-600 g.p.

24c) Priest's Room: This luxurious room is furnished with a soft bed, silk sheets, a large cabinet of robes and other clothing and a decanter of wine and six silver cups (worth 50 g.p. each) on a table. A locked iron chest has a poison pin in the lock. It contains 300 g.p., 300 p.p., and (folded-up in the bottom) a **cloak of poisonousness**.

25) Waterfall Room: Water cascades down from an opening in the wall 20 feet above and falls into a pool. A small wooden boat (large enough for 4 passengers at most) is pulled-up on shore. Behind the waterfall (and visible only if one goes behind the cascade and looks) is a tiny tunnel to Level 3C. Anyone going behind the waterfall from the side (walking along the wall) will only get slightly damp. Anyone trying to force their way directly through the water will be swept down into the pool.

26) Secret Room: This room has cranks on the east and west walls and two levers on the south wall. The cranks can be used to raise the portcullis in area 18 - the east crank raises the furthest portcullis and the west crank raises the closer one. The levers drop the portcullis when raised and are currently both in the 'down' position. The right hand lever drops the portcullis that blocks the entrance to 3D and the left hand lever drops the portcullis between 18 and 19.

27) Cascade: A narrow passage leads from a secret door at location 11. From here, one can see the cavern with the waterfall that plunges from level 2 down to level 5. Climbing up or down will be very difficult due to the water from the cascade making everything slippery.



LEVEL 3A: The Upper Goblin Caves

The southern part of this level (1 thru 11) is overrun by ghouls from level 3 and some cave worms. The northern portion (12-16) is occupied by goblins. The goblins keep the door to this area locked and guarded (12) to make sure they are not invaded by ghouls.

A temple to The Beast Lord(13) is the scene of frequent human and demi-human sacrifice.

One room contains goblins that have been infected by the ghouls(10). The healthy goblins recently "lost" this room to ghoul invaders and barricaded it shut, leaving some of their comrades on the wrong side of the door.

There is a long-lost secret room(17) which has never been discovered by the goblins. It contains the remains of a dwarf and keys to the treasury on level 3c.

On the east side of the map, hidden behind a pit trap protected by an illusion, is a secret door that leads to a red dwarf hideout (a tunnel behind a secret door slopes down at 45 degree angle to 4f).

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

The Original DM's Notes: Level 3a: One of my favorite levels, this one was half occupied by goblins and half overrun with ghouls. In some areas, players could run into goblins who had been 'ghoulified.' In other places, they could find terrified goblin guards who were tasked with keeping the ghoul population from encroaching on goblin town. I remember players in my old group had picked up a couple of wheelbarrows somewhere and were carting 2 or 3 party members who had been paralyzed by ghouls while exploring this level.

Wandering monsters:

South Portion(1-11):

1. 2-5 ghouls
2. 2-5 ghouls
3. 1-3 cave worms
4. 2-12 giant centipedes
5. 2-12 giant rats
6. other (dm's choice)

North Portion(12-19):

1. 2-8 goblin guards on patrol
2. 1-3 wolves
3. 2-5 elite goblins (2hd)
4. 1-4 bugbears
5. 2-8 giant rats
6. other (dm's choice)

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) tunnel to level 3.

1b) This long and sloping tunnel leads up to level 2a. The saurians use this passage to bring sacrifices to Urbus at location 19.

1c) Secret passage to level 3f.

1d) Illusion Pit and secret door: An illusion of normal floor covers a 20 foot deep pit filled with poisoned iron spikes. Anyone falling in will take 2d6 for the fall and be punctured by 1-6 spikes (1-6 dmg + save vs poison). A dead goblin and a dead ghoul are in the pit; the goblin's armor is ruined but his short sword is intact.

The very well-constructed secret door (1 in 20 to find) at the end of the hall leads to a 4' wide passage that slopes down to level 4f (Secret Red dwarf Hold). A wooden plank long enough to cross the pit is stored inside the secret door.

1e) Secret passage to 3f

1f) Stairs up to 2f.

1g) Curving stairs down to 4a

1h) Stairs up to 2a

1i) In the bottom of this crevasse is a small tunnel that slopes down to 4a. It is so small that it is hard to notice from the edge of the crevasse above (only 1 in 6) and so narrow that one will need to crawl on hands and knees unless one is as small as a Halfling.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Ghoul cave: 6 ghouls lurk here (ac7, hd2, htk 8 each). The floor is littered with bits of bone and flesh. A torn sack spills 400 sps and a jewelry box made of bone and silver worth 30 GPS on the floor. A 30' deep chasm runs N S. In the north part of the chasm is a small hole (3'diameter) that leads down to 4a (location 1i). It is so small that it is hard to notice from the edge of the crevasse above (only 1 in 6) and so narrow that one will need to crawl on hands and knees unless one is as small as a Halfling.

4) Cave worms: 8 of these worms cling to the roof here (surprise 5 in 6 unless you carefully study the ceiling; then surprise only 2 in 6) Cave Worms: AC6, HD 4+4, HTK 18 each; 1 atk/2-12 + adhesive tongue and paralyzing saliva.

At "x" is the skeleton of a human dressed in silvery +1 chainmail; his iron sword has rusted into the scabbard and is useless but a belt pouch under the remains holds 12 small gems worth 50 GPS each.

5) Undead Ambush: Hallway leads to a locked door. There is a gigantic cave worm clinging to the ceiling; it is actually dead but appears to be lying in wait.

2 ghouls (ac6, mv9, hd2, 3 atk 1-3/1-3/1-6 + paralysis) and a ghastr(ac4, mv15, hd4, 3 atk 1-4/1-4/1-8 + paralysis; stench forces save vs. poison or -2 attacks) are waiting here, hiding in nooks in the walls and trying to ambush anyone.

Ghastr: HD 4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Move 15; Save 13; AL C; CL/XP 5/240; Special: Stench (save or -2 attack rolls), paralyzing touch.

6) Empty Mine Shaft: One can see six translucent dwarves picking at the rock with tools here, before they fade from view. These are the insubstantial 'Khunmar phantoms' and will not harm the players unless attacked (See 'Monsters' in the Appendix for details of Khunmar phantoms).

6 Khunmar Phantoms: HD: 3+3, HP 12 each, AC: 7 [12], ATK: 1 touch (1d4+1 + Con Drain), ST: 14, SP: Drains 1 Str with hit, can only be hit by magical weapons, MV: 12, AL: N, CL/XP: 5/240

Treasure: In the north part of the tunnel, buried under some rubble is a rotted, broken chest containing 16 low value gems (10 GPS each) and a large rough gem the size of a man's fist worth 1,000 GPS.

7) 4 more ghouls and a ghastr (see 5).

Ghastr: HD 4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Move 15; Save 13; AL C; CL/XP 5/240; Special: Stench (save or -2 attack rolls), paralyzing touch.

Treasure: One of the ghouls wears a bracelet of green jade beads worth 25 GPS.

8) Tool Storage: This room is empty except for some broken mining tools scattered around the room and leaning against the walls. One of the mining picks is still functional.

9) Mold Storage: This area is empty except for a dozen rotted barrels and boxes. Each container searched is 1 in 12 likely to be covered in yellow mold (does 1-3 damage on contact with skin).

Yellow Mold, ATK: 1d6 damage if touched, SP: Poisonous spores, CL/XP: 3/60

10) 6 goblins who have been 'infected' with ghoulishness have been locked in here by their comrades to the north. Goblin Ghouls: (ac6, mv9, hd2, 3 atk 1-3/1-3/1-6 + paralysis). They are hungry and frantic to get out. The room contains some broken goblin bunks, a few discarded weapons, some ripped blankets and a dozen silver coins. The room used to be a goblin barracks.

11) Chamber of the Wight: A wight (ac5, hd4+3, htk23, 1 atk/1-4 + level drain; silver or magic weapon to hit) and 2 ghouls (ac6, mv9, hd2, 3 atk 1-3/1-3/1-6 + paralysis) are here; the wight is the master of the ghouls on this level.

A few bones and an old torn wizard's satchel are on the floor. The satchel contains 2 broken flasks, a ruined scroll, 118 GPS and a wand of fire (22 charges; command word "Agnar" engraved in magic runes on the wand (read magic needed to read)).

12) Locked Iron Door: The room is lit by torches and guarded by 4 elite goblins, each of whom is equipped with a silver tipped spear in addition to a sword. (ac5, hd2, hp8 each, +1 hit (due to STR) for 1-8+1 or 1-6+1). Each goblin has 2-12 GPS. The room has some stools, a bundle of spare torches and a key to the door hangs on a peg.

13) Goblin Temple: A goblin priest dressed in red robes is chanting prayers as other goblins turn a crank that slowly lowers an iron cage with a human captive in it into a large fire pit filled with burning wood. Other goblins chant and bow while 4 goblin guards flank the priest. A large statue of a bull-headed man with tentacles instead of horns dominates the room.

Goblin priest (ac9, hd 3, htk9, 1 atk/1-6(staff), spells: bless, cause fear, spiritual hammer).

4 Elite Goblin Guards (ac5, hd2, hp8 each, +1 hit (due to STR) for 1-8+1(sword) or 1-6+1(javelin)).

16 regular goblins (ac9, hd1-1, hp3 each, 1 atk with dagger(1-4)).

14) Guards: 2 goblin guards are standing here inattentively, leaning on their spears. Hopefully the players can 'take them out' before they can raise the alarm at 13. Goblins (ac6, hd1-1, htk 3 each, 1 atk 1-6).

15) Wall: A rough hole in the wall here has been recently bricked up.

16) Statue Room: 4 ancient statues of dwarves stand here, much vandalized and smeared with goblin graffiti, blood and excrement.

17) Cards Room: Fire burns in a fireplace while 4 elite goblins play cards and drink cheap ale at a table. A bottle contains ale and 48 gps are on the table.

Combat has a 2 in 6 chance per round of alerting the goblins at 16.

4 Elite Goblin Guards (ac5, hd2, hp8 each, +1 hit (due to STR) for 1-8+1(sword))

18) Goblin Barracks: 12 sleeping goblins are in cots. They will be unarmed and unarmored, but each goblin keeps his leather armor, shield, weapons, etc., right beside his bed. There are plenty of short bows, spears, spiked maces, short swords and similar goblin weapons in the room as well as 5 caches of

1-6 sps tucked away in different pockets, pouches, etc (1 in 6 chance per turn per searcher of finding per round).

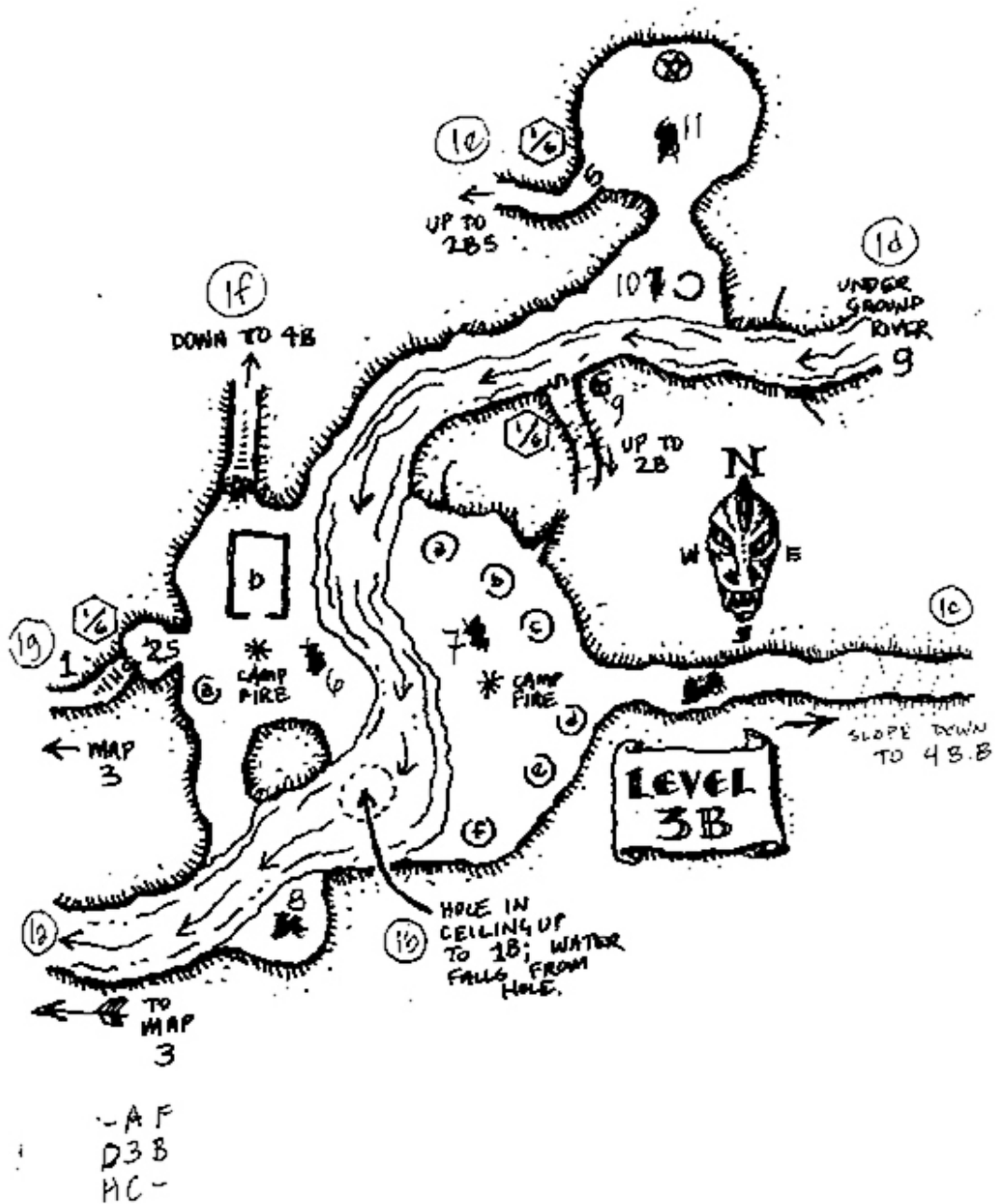
It will take the goblins 4 rounds to equip themselves if the alarm is raised.

12 goblins (ac 10 or 6, hd 1-1, htk 3 each, 1 atk/1-6)

19) Secret Room: The skeleton of a dwarf lies on the dusty floor, a rusted warhammer in one bony hand and a silver key in the other hand. The key has a handle shaped like a monstrous face with a fanged mouth and single horn in the center of its forehead. The key will unlock the doors at 6 and 7 on level 3c. Stairs lead up to level 2a, location 15.

20) Goblin Barracks: 50% chance of 2-20 resting goblins; roll 1d20 and subtract 10 to see how many are awake (result of 0 or less means all are asleep). The room has a dozen bunk beds, clay jars, boxes, stools, goblin weapons and armor, etc. 2 chests each contain 500 sps. 2 sacks each contain 500 cps. The door to the south is locked and has a bunch of crates, rubble and rubbish stacked in front of it.

21) The Pit



LEVEL 3B: Saurian Village

Introduction: Upstream from level 3 is a village of underground reptilian humanoids most call "saurians"(see Malevolent Monsters" in the appendix). Saurians have separated their race into two 'castes' after hundreds (or perhaps even thousands) of years of selective breeding. They look like scaled humanoids with claws and tails and lizard-like tails and large eyes that allow them to see in the dark up to 90 feet away. In addition, they have chameleon-like skin that will assume the coloration of the environment. Because of this, they will surprise 3 in 6 in most situations, and, if attempting to hide, will surprise 5 in 6.

Devolved saurians are the warrior caste. Although of rather low intelligence, they are fearless and will not hesitate to obey their leaders. Devolved saurians use spears and clubs as weapons and will usually hurl missiles before closing with claws and teeth. 90% of saurians will be members of this caste. Evolved Saurians are smaller and have lighter colored eyes. They are more intelligent and serve as the priests and leaders. Each ordinary evolved Saurian will be a priest of level 1, although a tribal leader will be a priest of higher level. All saurians encountered on this level will be worshippers of Urbrus on level X.

The river here is 15 feet deep at the center and 10-5 feet deep at the sides; the saurians are all good swimmers. The current here is not too swift for a skilled swimmer.

Special Effects:

Entrances and Exits:

Updating the Level:

The Original DM's Notes: Level 3b: This level used to be called "The Trog Village" because it was inhabited by troglodytes. For the new version, I decided to switch it up a little and replaced the troglodytes with a lizard species inspired by a certain pretty memorable TV show featuring annoying kids, a rubber raft and dinosaurs from the 70s and 80s. If players take a boat ride to level 3d, they can find their way to 'Lostland' where these mysterious lizard people originally came from.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

1) Tunnel from Map 3: This damp tunnel gradually has some roughhewn stairs and slopes up to a secret door at area 2. Two saurian warriors (see "Malevolent Monsters" appendix), each armed with two javelins, wait here, using their chameleon ability to blend into their surroundings. If they spot intruders that appear tough or capable, the saurians will hurl their javelins and then attempt to flee back to location 2 to warn their fellows. If the intruders are few in number or appear weak, the saurians will hurl their javelins and then close and attempt to capture or kill the intruders.

Saurian Warriors, Devolved HD: 3+1 (HP 17, 15), AC: 5 [14], ATK: javelin (1d6+2) or 2 claws (1d3), 1 bite (1d6), ST: 15, SP: Swim, MV: 9/12 (swimming), AL: C, CL/XP: 3/60

2) Saurian Guard Post: Three saurian warriors are on guard here. If there is a commotion and the alarm is raised, the saurians in area 3 will arrive in 3 rounds.

Saurian Warriors, Devolved HD: 3+1 (HP 15, 14, 12), AC: 5 [14], ATK: javelin (1d6+2) or 2 claws (1d3), 1 bite (1d6), ST: 15, SP: Swim, MV: 9/12 (swimming), AL: C, CL/XP: 3/60

3) Saurian Village: A fire, a small hut (A), and a longhouse (B) are here. Four saurian warriors are standing around the fire where they are roasting a kobold on a spit. C is blocked off with rubble. If there is trouble, 6-8 saurian warriors from area 4 will arrive every round until a total of 20 have arrived, and the six saurians in area 6 will arrive in 4 rounds. There is also a pair of evolved Saurian priests, a devolved war chief and the evolved leader who are currently conferring in the longhouse. On the roof of the cave are hundreds of cave bats who will occasionally flap around the cave. The leader of the village has a special item (the Bat Helm) that will allow him to summon and control a swarm of bats (see "Bat Helm" in "Magic Items" in appendix).

4 Saurian Warriors, Devolved HD: 3+1 (HP 15, 14, 12, 8), AC: 5 [14], ATK: javelin (1d6+2) or 2 claws (1d3), 1 bite (1d6), ST: 15, SP: Swim, chameleon skin, surprise 3 in 6, MV: 9/12 (swimming), AL: C, CL/XP: 3/60, each has a stone-tipped javelin.

Saurian war chief, devolved HD: 5, AC: 5 [14], ATK: javelin (1d6+3), **+1 Obsidian macuahuitl of Razor's Edge** (1d8+4) or 2 claws (1d3+2), 1 bite (1d6+2), ST: 15, SP: Swim, chameleon skin, surprise 3 in 6, MV: 9/12 (swimming), AL: C, CL/XP: 5/240. The war chief wears a necklace of malachite stones (worth 100 GPS) and carries a stone tipped javelin and the **+1 Obsidian macuahuitl of Razor's Edge** (see 'Magic Items' in appendix). Note that the magic macuahuitl will do triple damage if the war chief rolls a natural 20 on his attack roll.

2 Saurian priests, Evolved HD: 2, AC: 6 [13], ATK: 2 claws (1 point), 1 bite (1d4) or stone mace (1d6), ST: 15, SP: Swim, MV: 9/12 (swimming), AL: C, CL/XP: 2/30, the first has "Cure Light Wounds" prepared, the second has "Bless" prepared. Each has a stone mace and a necklace made of bones and teeth.

Saurian leader, Evolved HD: 4, AC: 6 [13], ATK: 2 claws (1 point), 1 bite (1d4) or +1 mace (1d6+1), ST: 15, SP: Swim, chameleon skin, surprise 3 in 6, clerical spell use, MV: 9/12 (swimming), AL: C, CL/XP: 4/120, (list spells).. The leader wears a silver helmet decorated with bat wings on his head and a gold necklace set with gems worth 500 GPS. He has a +1 mace on his belt.

The huts contain only crude furnishings and weapons.

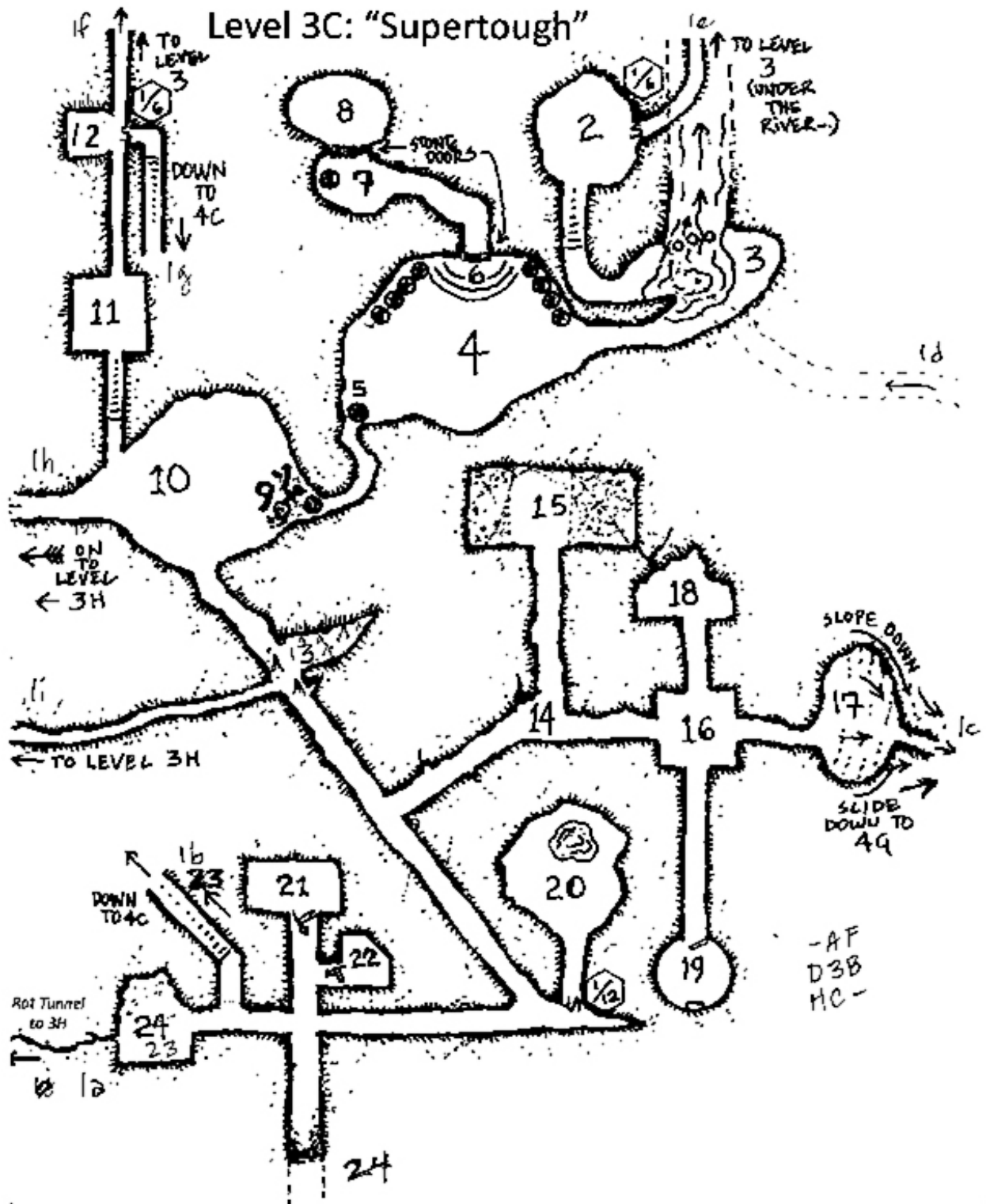
4) Of the 53 total saurians here, 30 are noncombatant hatchlings who will flee up the tunnel to area 5 if threatened. Each hut contains 10-60 c.p., 3-18 s.p., 3-18 g.p., and 1-4 rough gems worth 10-60 g.p. each. One hut contains a small statue carved of jade of a creature with a body that looks vaguely like a haystack and 2 tentacle arms with a single eye in its "head." The bizarre sculpture is worth 50 GPS due to materials or 150 GPS to one of the cult followers of the creature in the pit (see level X).

5) Guard post: Six more saurians (see area 2 above). ~~Tunnel leads to underground. This is probably the tunnel that can lead to Urbrus on level X~~

6) Secret tunnel leads up to Level 2B.

7) Unattended hut with a small fire on the shore.

8) Large sculpture of a dragon beast with an open mouth and two 5,000 g.p. gems for the eyes. Six giant cave lizards (AC 4, MV 12", HD 5, 1 atk 1-10, surprise 1-3, jump up to 20') cling to the walls and are camouflaged (surprised on 1 in 6). They do not attack saurians. A large fire is in front of the statue.



LEVEL 3C: "SUPERTOUGH"

Introduction: I originally called this "supertough" because it was supposed to be a real challenge. This area was once a dwarven treasure vault and a few mining caverns in the southern part of the map. A cave with a large pool and boulders that could be used as stepping stones is inhabited by water weirds (3). A stone door was guarded by statues that would transform into gargoyles(4). If you got past that, a second stone door was guarded by an iron golem (7)... but if one were able to defeat the iron golem and get the door open, one would have access to the treasury (8).

A large cavern contains both an undead dragon that had undead life energy draining abilities(10) and a huge pile of bones that would animate skeletons (9) while players were trying to fight the dragon.

The rest of the level is mostly abandoned, One room has a killer mimic and an illusionary exit(19).

Special Effects: Scrying, teleportation, pass-wall and similar magic will fail in the vicinity of 3C.7 and 3C.8.

Entrances and Exits: There are two tunnels to level 3; the easternmost is under the river that flows in from area 3C.3. This includes an underground stream that flows in from off the map to the pool at 3C.3. There are two sets of stairs down to 4c and 2 side passages that lead off to level 3H to the west. A steeply sloping passage on the east side of the map (location 3C.17) leads down to level 4G. A rat tunnel leads from 3C.24 to level 3H.

Updating the Level: The undead will (eventually) regenerate and unless all of the webs in location 3C.15 are burned,(destroying the many caches of spider eggs), there will be a nearly endless supply of spiders. If the other monsters are reduced in number or killed off, the rat-men from 3H might extend their influence into this level. In addition, harpies and/or gargoyles might move in from 4G via area 3C.17.

The Original DM's Notes: Level 3c :I originally called this "supertough" because it was supposed to be a real challenge. It had all kinds of tough monsters including an undead dragon, gargoyles disguised as statues and other things. I don't think anyone ever made it all the way to the dwarven treasury hidden on this level.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Rat tunnel west to 3h.

1b) Stairs down to 4c.

1c) Slope down to 4g. . If players go 10' or more into the sloping tunnel, roll a dexterity check each 10' or slip and fall and slide to Level 4G.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) The pool bubbling up in the middle of the room is home to a water weird. Water flows through gaps in the northern wall and on to Level 3. Rocks in the path form stepping stones. Each PC must roll his dexterity or less on a d20 when leaping across the stones or fall in.

4) Large cavern with 8 gargoyle statues lining the door at area 6 and the exit at area 5 plugged with a boulder. The gargoyles will animate and attack anyone who steps on the stairs or touches or disturbs the statues or the door at area 6.

5) Huge boulder: Bend bars/lift gates to move.

6) Stone door trapped with a fireball trap (6-36 points damage in a 20' radius), covered with ancient runes of warning and defense.

7) An iron golem stands on guard and attacks any who enter the room without the password (lost in the mists of time). Scrying, teleportation, pass-wall and similar magic will fail in the vicinity of 7 and 8.

8) Scrying, teleportation, pass-wall and similar magic will fail in the vicinity of 3C.7 and 3C.8. Stone door with four locks. Inside are four stone urns and four stone chests.

Urns:

1. 5,000 SPS and, hidden in the bottom, a **scarab flesh beetle** (see 'Miscellaneous Magic').
2. 5,000 GPS
3. 500 gems worth 1 g.p. each, 100 gems worth 10 g.p. each, 10 gems worth 100 g.p. each, and 10 gems worth 500 g.p. each (7,500 g.p. total)
4. Illusion of gold coins and jewelry. In reality contains a black pudding in suspended animation. If disturbed, the suspended animation spell is broken.

Chests:

1. Bound with iron chains and a padlock and has its seams sealed with lead. Contains a vampire dwarf named Emeric the Bold.
2. 100 ancient dwarven platinum pieces, 12 bars of gold worth 500 GPS each (but each weights 5 LBS), 4 jeweled necklaces worth 1,000 g.p. each, 6 rings worth 500 g.p. (One is a ring of weakness, and one is a ring of fire protection.)
3. A pair of silversteel gauntlets worth 1,000 g.p. for materials and workmanship, a large gem that is a crystal ball, a +2 axe, and a set of 6 copper scroll tubes that contain:
 - a. scroll of web, fireball, fly, and clairvoyance
 - b. map to treasure worth 8,000 g.p. buried 5 miles away
 - c. scroll of protection from magic
 - d. scroll of cone of cold, passwall, blink
 - e. exploding runes
 - f. scroll of protection from demons
4. Six silver urns (worth 100 g.p. each) that contain the remains of cremated enemies of the dwarves. Each urn has a paper label written in dwarven that describes the contents. The names are: Revard The Bandit King, Olarg One Eye of the Bloody Axe Orcs, Chief Radgan of the Crescent Moon Goblin Tribe, Grebius the Black Wizard, Chamus the Ogre and "Old Snuffy." Each urn contains the cremated remains of a famous enemy except the last urn ("Old Snuffy"). That urn is full of **dust of sneezing and choking**.

9) Large boulder (bend bars/lift gates % chance to move). On west side is a huge pile of hundreds of bones—human, elf, dwarf, orc, etc. If disturbed, once every round 1-6 skeletons (AC 7, HD 1, hp 4, 2 atk 1-3/1-3) animate until fully 24 have been destroyed.

10) Skeletal dragon (AC 4, HD 9, hp 45, 3 atk 2-7/2-7/3-18 + breathe cloud 60' x 30' that will drain 1 level and 2-5 points of strength [Strength will return in one day per point.]

11) Walls are decorated with frescoes of dwarves killing orcs, goblins, giants, etc.

12) Hall to Level 3 with secret door. Two shadows hide just inside the secret door.

13) Tusk Cavern: This cavern is shaped like a tusk. There are several piercers in here, hidden among the stalactites and stalagmites. Narrow (4' wide), rough tunnel goes west(1i).

14) Dead human body, dressed in chainmail with a broadsword and torch (burned out). A pouch contains 12 g.p. is on his belt and a heavy crossbow and case of 13 bolts strapped across his back. No wounds on his body other than a large blue-black colored puncture mark on his neck.

15) Rough chamber hung with webs. Four giant spiders (AC 4, HD 5+1, 1 bite 1-6 + poison [-2 on saving throw]) and an absolutely enormous spider (AC 4, HD 10, 1 bite 3-18 + poison [-4 on saving throw]). Twelve bodies hang in the webs. Eight have nothing. Two wear plate mail. One has a wand of lightning (12 charges remaining) gripped in one hand. One has a +3 dagger at his belt. unless all of the webs in location 3C.15 are burned,(destroying the many caches of spider eggs), there will be a nearly endless supply of spiders. A small passage (2 feet in diameter) leads to location 18 but it is hidden by webbing and unlikely to be noticed.

16) Spooky chamber carved with skulls and skeletons. There are 2 giant crickets in here that wandered in from location 19.

17) Room slopes down to narrow tunnel. If players go 10' or more into sloping tunnel, roll a dexterity check each 10' or slip and fall and slide to Level 4G (1c).

18) Unfinished Chamber: Various mining tools scattered around. . A small passage (2 feet in diameter) leads to location 3C.15.

19) Gate to Giantland: The door to this room is broken and stuck open. A ginormous rat is in the room. In the opposite wall is the gate to giantland. Giantland: I still need to figure out where Giantland entrance is in the dungeon. This part of the dungeon that is occupied by several different giant insects and mice (that have wandered in from giantland). The magical gate leads into what looks like a forest of tall, green striped pole plants that look like spears but is actually a garden of a giant filled with asparagus. If the players exit the cave, they will find that they have come out through the legs of a huge statue of a gnome at least 100 feet tall --- in reality, they have exited into a dimension where they are around 2 inches tall. Looking back at the statue, it will appear as though they can see right through the statue's legs into the garden behind it (and if they try to return the way they came, they will just pass underneath the statue). If one exits from the Mines, one will emerge from the front of the gnome (from between the legs under the belly). In order to leave giantland and return to The Mines, one must walk through the legs from the back (under the gnome statue's buttocks). One of the treasures could be a giant coin dropped in the garden somewhere.

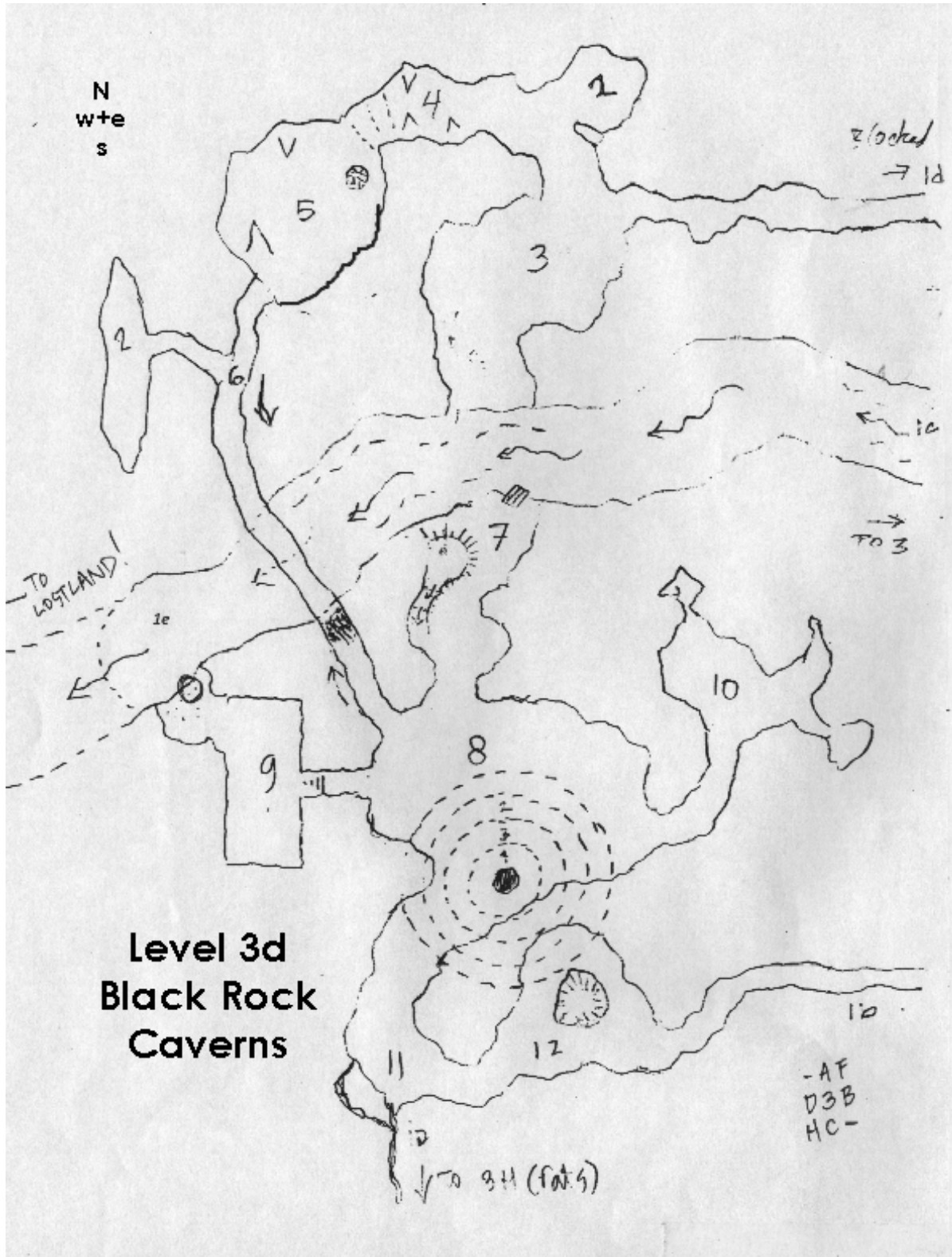
20) Secret Cave: A pool is in the room. Water is clean and pure. Numerous glittering crystals grow on the ceiling.

21) Six dwarf skeletons sit around a stone table with empty wine cups. One has the keys to area 22 in his pocket.

22) Locked Room: Contains picks, shovels, lamps, etc. (all dwarf-sized). 2 large jugs contain 4 pints of oil each.

23) Half-excavated room, roof supported by timbers. If disturbed or if a battle takes place, roll 1d10 every round. On a roll of 2-3, a random person takes 2-12 points of damage from falling rubble. On a roll of 1, the whole room collapses. In the west wall is a small tunnel (1-3 feet wide throughout) that the rats and rat-men use to travel between this level and 3H.

24) Collapsed hallway: If the DM wishes, this could be a good place to join your own map to Khunmar.



LEVEL 3D: Black Rock Caverns

Introduction: These caves were discovered by the dwarves shortly before the fall of Khunmar, so they are still not very fully developed. A large lodestone powerful enough to trap persons wearing metal armor exists at location 8. A small group of Saurians from 3b are here, attempting to figure out if there is a way to remove the magic weapons stuck to the black rock at 8. The area north of the river is made quite difficult by a small troupe of manglers that have taken up residence there. The manglers will occasionally scamper upstream to abduct Saurians or explore the surrounding levels in hopes of getting a bit of tasty goblin, orc or kobold meat.

Special Effects: If you allow compasses in your game, such devices will point towards the black rock at location 8 when users are within 100 feet of that point. Refer to location 8 for other special effects in that vicinity.

Updating the Level: If the manglers and Saurians are wiped out and the players do not lay claim to and actively guard the ore in the walls of cave 3, a group of dwarves might claim the area north of the river for their own and attempt to harvest the silversteel ore found there. The dwarves will likely have to spend as much time fighting as mining --- if player characters return to visit the miners, they will find an ever increasing number of slain enemies around the dwarf camp. It is up to the DM to determine whether or not the dwarves are successful in this endeavor or ultimately succumb to the attacking humanoids.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled 1a, 1b, 1c., etc.

1a) Rat Tunnel: This 3' diameter tunnel leads south to level 3h (where the rat king and his subjects reside).

1b) Rough Hewn Tunnel: This mine tunnel leads east to level 3.

1c) River Entrance: The river (20' deep, swift and cold) flows in from level 3. The Saurians from 3b swim or take rafts down this way to reach their camp at 7.

1d) Blocked Passage: This rough passage leads from the caves at 3 off the map to level 3. On level 3, the passage is blocked by rubble, so unless that rubble is cleared away, creatures are unlikely to be encountered using the passage.

1e) River Exit: The river (20' deep, swift and cold) flows off the map here. The water flows quickly here; if players proceed past the point at location 9, they will get caught up in the current and, unless magical means can be used (like flight), they will be swept downstream 100 feet to "Lost Land" (see 'Lurid Locations' in the appendix). Every turn spent in this area, there is a 50% chance of an attack by 1-3 giant albino crawfish that come to this point to feast on food that washes downriver.

Crayfish, giant albino HD: 4-7, AC: 2 [17], ATK: 2x claws (1d6 +1 per hit dice above 4 per claw), ST: 13, 12, 11, or 9, SP: swim, MV: 12, AL: N, CL/XP: 4 HD (4/120), 5 HD (5/240), 6 HD (6/400), 7 HD (7/600)

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Shore Cave: This large cave is filled with the sound of rushing water from the river. There are stalactites and stalagmites hanging from the roof and growing from the ceiling. There are some streaks of silvery ore in the western wall of this cavern. Two giant albino crayfish are near the river shore, feasting on a corpse of some kind; if characters approach within 30 feet, they crayfish will attack.

Crayfish, giant albino HD: 7, HP 33, 29, AC: 2 [17], ATK: 2x claws (1d6 +3 per claw), ST: 9, SP: swim, MV: 12, AL: N, CL/XP: 7 HD (7/600)

The corpse is the body of a dead mangler; to those unfamiliar with manglers, it will look like a grey-skinned hairless ape with powerful clawed hands and feet and a wide, toothy mouth.

Note that lights or noise on this side of the river will probably get the attention of the Saurians at location 7.

The silvery deposits in the western wall are actually silversteel deposits (see 'Marvelous Metals' in the appendix). If anyone were to be able to bring miners here and excavate the metal, several hundred thousand GPS of profit could be realized, but doing so would be an extremely risky undertaking. The dwarves discovered this deposit and the magnetite at 8 shortly before Khunmar fell, so they never had the chance to work this area as much as they would have liked.

4) Sloping tunnel: This rough tunnel is full of stalactites and stalagmites and slopes down to cave 5. Two manglers hide among the rock formations and will attempt to attack by surprise (5 in 6 chance). As players engage with these two manglers, three more will try to sneak up on the player's flank out of cavern 5. If the manglers are in danger of being defeated, half will flee to location 6 where they will attempt to hide in location 2 and half will flee towards 3 there they will attempt to hide among the rock formations on the ceiling.

2 Manglers : HD: 6+4, HP 33, 29, AC: 4 [15], ATK: 2 claws (1d6), 1 bite (1d8), ST: 11, SP: blunt weapons do ½ damage, surprise 5 in 6, grapple attack, MV: 12, AL: C, CL/XP: 8/800

5) Mangler Central: There are a few piles of chewed bones, bits of wood and other rubbish in this large cave. Three manglers rest by clinging to rock formations on the ceiling, like bats. They blend in with their surroundings and are hard to spot (only 1 in 6 chance). If alerted by the sound of combat at 4, they will travel across the walls and ceiling to join the fray (see location 4 for tactics).

3 Manglers : HD: 6+4, HP 30, 27, 25, AC: 4 [15], ATK: 2 claws (1d6), 1 bite (1d8), ST: 11, SP: blunt weapons do ½ damage, surprise 5 in 6, grapple attack, MV: 12, AL: C, CL/XP: 8/800

If the rubbish piles are searched, gnawed bones of orcs, dwarves and other creatures will be found along with mangler scat and some broken dwarven mining tools. A waterlogged dwarven miner's diary is nearly illegible and most of the pages have been torn out or ruined but one page has the following fragment that may be of interest to anyone who can read dwarven: "*...the black rock south of the river...(stained and torn)...mysterious powers that inconvenience those... (more missing words)...by but just north of the river, in a natural cave, large deposits of silversteel not yet exploited... (yet more missing words)... quality tools and weapons... (more missing words)... of great value; our tests of the ore show great promise...*" The journal describes the difficulty that dwarven miners had with dealing with the black rock at location 8 and their anticipation of the profits to be had from the silversteel ore at location 3.

6) Blocked Access Tunnel: The dwarves originally dug this tunnel up and over the river to allow easy access from the north side of the river to the south. The tunnel slopes up sharply just north of the river, levels out, then slopes down again south of the river. At some point in the past, there was a cave-in (or an intentional tunnel collapse!) just south of the river and the tunnel is blocked; it would take many hours, proper tools and mining expertise to clear the tunnel safely.

7) Saurian Camp: A crude raft made of logs tied together with rope is pulled up on the shore here. Eight devolved saurian warriors, two evolved saurian acolyte and one evolved saurian leader make their camp here. If they detect enemies at the other side of the river, they will attempt to remain undiscovered and observe. If they are attacked on this side of the river, they will put up a brief fight and then retreat to 8, hoping to lure enemies wearing metal armor to within range of the black rock's magnetism (the saurians have no magnetic items in their possession). The saurians have a few baskets of dried fish, spare stone-tipped spears and hammers and some sleeping mats here --- they are originally from the village at 3b but have been sent here to try to figure out what the black rock is and if it is possible to remove the armor and weapons from it for their own use. They use the raft to carry supplies back and forth but usually just travel up or downstream by swimming.

8 Saurians, Devolved HD: 3+1, HP 21, 18, 14, 12, 11, 9, 8, AC: 5 [14], ATK: 2 claws (1d3), 1 bite (1d6) or by weapon +2, ST: 15, SP: Swim, chameleon skin, surprise 3 in 6, MV: 9/12 (swimming), AL: C, CL/XP: 3/60, each has pair of stone tipped javelins (1d6+2)

Saurian acolytes, Evolved HD: 2, HP 8, 6, AC: 6 [13], ATK: 2 claws (1 point), 1 bite (1d4) or by weapon, ST: 15, SP: Swim, chameleon skin, surprise 3 in 6, clerical spell use, MV: 9/12 (swimming), AL: C, CL/XP: 2/30, each has a bronze and wooden mace (1d6), first has a darkness spell prepared, second has cure light wounds; each has a bronze medal engraved with what looks like a toothy round mouth (symbol of Ubrus).

Saurian priest, Evolved HD: 5, HP 15, AC: 5 [14], ATK: 2 claws (1 point), 1 bite (1d4) or by weapon, ST: 15, SP: Swim, chameleon skin, surprise 3 in 6, clerical spell use, MV: 9/12 (swimming), AL: C, CL/XP: 2/30, has a bronze and wooden mace (1d6), he has both cause and cure light wounds memorized. Wears a gold ring of protection +1 and a silver medallion engraved with what looks like a round toothy mouth (symbol of Ubrus).

8) Black Rock Cavern: This cavern has a gigantic chunk of magnetite that will pull players against it and hold them fast if they are wearing metal armor. Any noise in the cavern will attract the attention of the saurians at 7. Some skeletons dressed in metal armor are stuck to the magnetite along with a large number of weapons, tools, etc., including some magic weapons and armor. For reasons unknown, a suit of magic chainmail is worn by a zombie who will continually strain against the power of the black rock but is incapable of doing more than waving his arms a little and shaking his head back and forth. If players somehow manage to investigate the rock without getting trapped, they will find hundreds of mundane weapons and tools of all types (spikes, axes, grapple hooks, picks and shovels, nails, iron barrel hoops, bits of chain, daggers, swords, etc.) along with metal armor of all types (about ½ of the armor is still worn by skeletons or corpses of unfortunate adventurers) . About half of these items are so rusted as to be useless (even if some way were discovered to get them off the rock).

Calculate the amount of metal armor worn by the individual ("personal magnetism") against how close they are to the black rock modified by their strength to figure out how easy/hard it is for them to move and whether or not they will become trapped by the magnetic black rock.

Note that only metals normally affected by magnetism will be affected. Iron, steel, silversteel, etc., will be attracted by the black rock; silver, gold, copper or brass will not. If users can drop iron weapons or remove their armor, they might be able to avoid the effects of the black rock.

The areas are divided into 'zones' which are marked on the map.

Zone 0: More than 40 feet. The black rock will have no effect.

Zone 1: 40-30 feet. Users wearing large amounts of metal armor will feel a slight tug towards the black rock (personal magnetism 4). An iron object held in the hand will pull slightly towards the rock and an iron object dropped to the floor will tend to roll a few feet closer to the rock. Missile fire with arrows, spears, etc., will be at -2 since the missiles will tend to veer towards the rock (-1 if the archer declares he

is specifically attempting to compensate by aiming slightly to the lee side of the target (“Kentucky windage”)

Zone 2: 30-20 feet from the black rock. Users with metal will feel a strong pull towards the rock. Attacks with metal weapons will be at -1. If the user is wearing metal armor, attacks will be at -3. Iron objects which are dropped will slide along the floor towards the black rock at the rate of about 5 feet per round. All missile fire with metal projectiles is at -3 (-2 if “Kentucky windage” is employed).

Zone 3: 20-10 feet from the black rock: Players wearing large amounts of metal must roll their strength or less on 4d6 every round or be pulled 1-3 feet closer to the black rock. Attacks performed with metal weapons or by those wearing metal armor will be at -6. Missile fire with metal weapons is impossible unless the target is standing between the archer and the black rock (in which case, the attack will be at +3 and will do an additional 1d6 damage since the missile will be pulled towards the target with great force). Iron or steel objects that are released or dropped will slide immediately into zone 4. Metal armored characters moving away from the rock will be at ½ speed while characters moving towards the rock will be able to move at x2 speed if they want.

Zone 4: 10 feet or less from the black rock. Characters wearing metal armor must roll their strength or less on 6d6 or be instantly pulled against the black rock with great force (2d6 damage) where they will be held immobile. Any attempt to use a metal weapon or tool will be at -8 and the user must roll his strength or less on 6d6 or the item will be pulled right out of their hand. Metal armored characters moving away from the rock will be at 1/4 speed while characters moving towards the rock will be able to move at x3 speed if they want. Players wearing no metal armor might be able to free trapped characters by undoing straps, etc., but each attempt requires a 6d6 strength check and a failure means the trapped victim takes an additional 1d6 damage as the armor slams or squeezes them some more.

Treasure: Stuck against the black rock are a +1 sword, a +2 flaming sword, a +2 axe, a large +2 shield, a suit of +1 silversteel chainmail (worn by a zombie), a +1 heavy crossbow and a suit of +2 plate mail. The corpse of a man dressed in rusted plate mail wears a backpack that still contains 500 GPS and some spoiled iron rations; the gold can easily be removed since it is not magnetic.

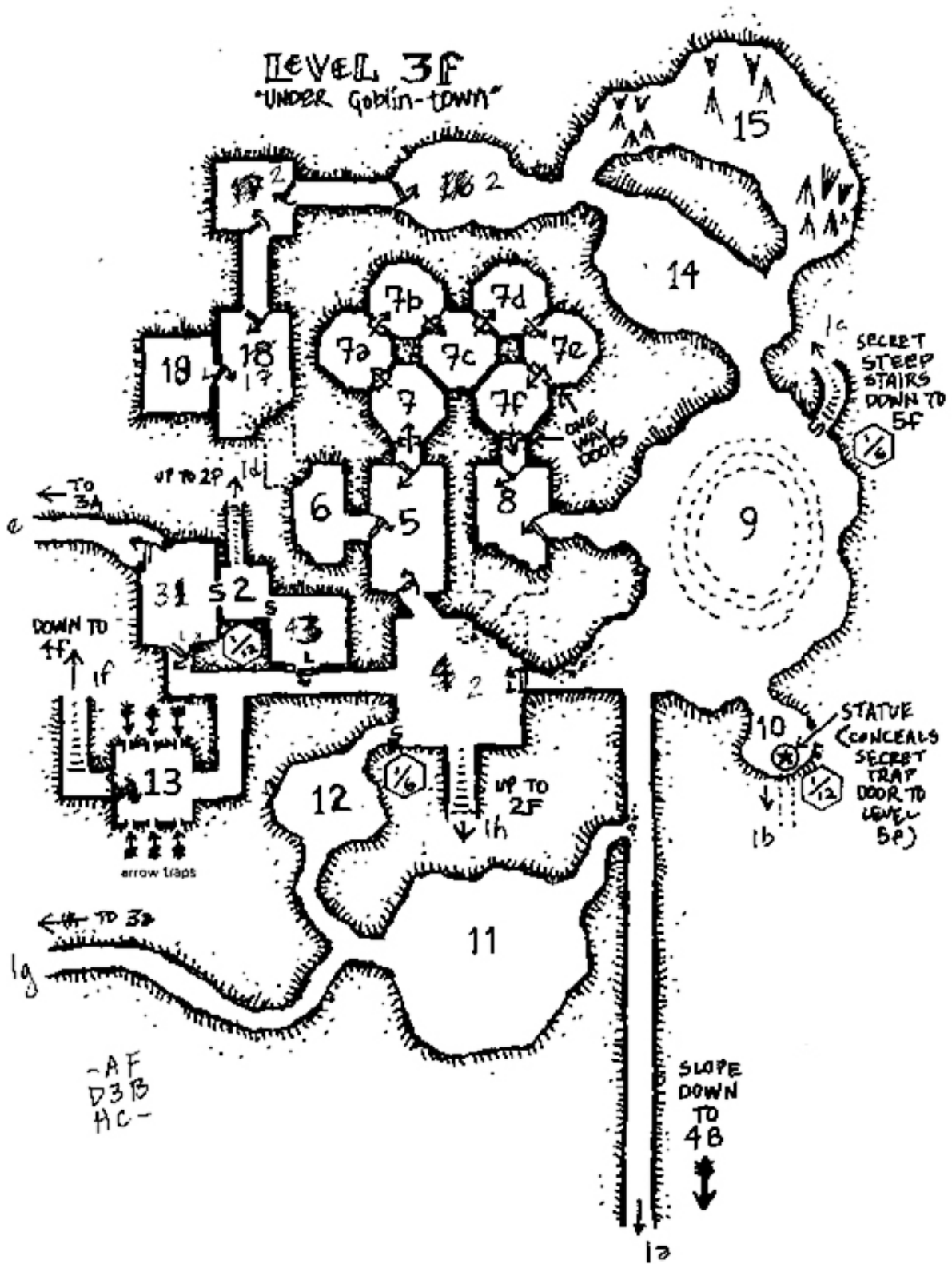
9) Damp Store Room: This used to be a storage area that flooded some time ago; there are a collection of rotted boxes and barrels here. Everything has been ruined or plundered; other than rotted and broken barrels, crates and empty clay storage urns, nothing will be found here. The northwest corner of the room has collapsed and it slopes down to a beach where a canvas and wood coracle has been drawn up on the shore. The coracle has room for eight and six paddles. If players set out in the coracle, the current is 50% likely to seize the vessel and sweep it downstream (west). If players paddle downstream, that is 100% likely to happen. For details as to what happens next, see 1e (above) for details.

10) Whistling Cave: A strong, whistling breeze blows through this natural cave that has a 1 in 6 chance per turn of extinguishing all torches and a 1 in 10 chance of extinguishing lanterns. If players investigate, they will discover that it blows out of a small hole in the ceiling of the eastern most cave (double chances of extinguishing light sources in the eastern part of the cave and x4 chances if within 10 feet of the hole).

The hole is a portal to another 'world' (which, at DM's discretion, may be the elemental plane of air). At the DM's option, this hole could be a source of future adventures or quests, or it could just remain an intriguing red herring.

11) Rat holes: 2 small tunnels (notice only 1 in 6) less than 3 feet in diameter are near the base of the wall here. These tunnels lead down to the were rat settlement on 3h.

12) Mystery Magnetic Cave: This 'donut' shaped cave has a large pillar of rock in the center of it. If players walk to the north side of this pillar, they will observe what looks like a crowbar and an arrow stuck to the north wall. If they walk toward the north wall, they will begin to feel a stronger and stronger tug on their metal armor and weapons (see zones 1 and 2 in black rock cavern location 8). The crowbar and arrow can be pulled from the wall with moderate effort; if these or any other iron objects are released while within 20 feet of the north wall, they will slide towards the wall, gaining momentum as they get closer to it, and then stick against the wall with a gentle thump. The crowbar and arrow were left by a team of explorers long ago.



LEVEL 3f: Under Goblin Halls

Introduction: This mostly abandoned and partially collapsing area is directly beneath the goblin living areas(level 2f). The goblins fear this area because of the large numbers of undead and will avoid visiting it, although they know their way around most of it. There are ghouls (6,5), a wight (12), ghouls and gasts(11) and other monsters here. A series of rooms connected by one way doors (7 thru 7f) form a maze inhabited by undead; once players enter them they must go all of the way through the maze since all of the doors are one way doors.

Special Effects: This entire level is under a curse and, upon entering it, any lawful or neutral characters will feel a sense of dread and foreboding. Turn attempts by clerics against undead on this level are at -2.

Entrances and Exits: There are 2 passages to 3A, stairs down to 4F and 5f as well as one set of stairs up 2f. A statue in area 3F.10 conceals a secret trap door that leads sown to 5F. A southern passage slopes downward and leads to level 4B.

Updating the Level: Anyone killed and left on this level will eventually re-animate as undead unless the body is completely destroyed. If killed by a wight, ghoul, etc., the victim will reanimate as an undead of the same type. If killed by other means, the corpse will animate as a zombie.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) tunnel south to 4b; slopes down.

1b) Large statue of smiling dwarf. Push on toe and he slides aside, revealing rough, small tunnel sloping down to Level 5F.

1c) Secret steps down to 5f.

1d) Narrow stairs up to 2f.

1e) Tunnel to 3a.

1f) Stairs down to 4f.

1g) tunnel to 3a

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Wolf Room: Three diseased dire wolves are trapped in here. The goblins shut three dire wolves in this room in hopes that the wolves would guard them from the horrors within 3F and hoping to isolate themselves and the rest of the wolves from the disease that these wolves are infected with. The direwolves here are infected with mad dogs's disease and anyone bitten must save successfully or catch it themselves! The door to the south is locked and the key to it is hidden under a loose flagstone at location x. Other than a few dishes of water and a few scattered heaps of straw, the room is empty.

4) Abandoned Study: There are the remains of a dwarf sized table, pair of chairs, writing desk and book shelf in here. Someone appears to have hacked at most of the furniture with an axe; perhaps they were looking for secret compartments. There are a few scraps of paper and remains of account books here, but everything rotting and ruined. A crude map to a treasure 5 miles away is hidden in the rubbish under the table.

5) Ghoul Room: Three ghouls lunk in here, hoping for fresh meat. The four ghouls from area 6 will join them in 2 rounds if loud combat takes place. Likewise, these ghouls will run to reinforce the ghouls at 6 if any commotion is heard there. Treasure: One of the ghouls is wearing a silver bracelet (worth 30 GPS).

6) Ghoul Reinforcements: Four ghouls wait in this chamber. Aside from some scraps of wood and a few bits of bones, the dirty room is empty. The ghouls from area 5 will join them in 2 rounds and these ghouls will run to reinforce the ghouls at 5 if any commotion is heard there.

7) One-Way Suite: This suite of rooms are connected through a series of one way doors which close automatically behind each person to pass through them. A character might be able to dodge back through the door once they have started to pass through it or if someone else were coming through the door (roll a saving throw, modified by the traveler's dexterity). The rooms are all relatively similar; each had the walls decorated in peeling plaster. Each of the doors will require at least 50 points of damage to destroy/break down.

There is a 1 in 6 chance of encountering a wraith in each room (the wraith can pass through the doors without opening them and thus has complete freedom to travel through all of the room. One-way door trap. 1 in 6 chance per round of a wraith.

7a) Six skeletons are in this room and will attacks anyone entering them. If destroyed, the skeletons will regenerate in 24 hours.

7b) This room is filled with the equivalent of a 'darkness' spell. Players will need to find their way through by feel since neither torches nor infravision will work in here. If a 'light' spell is cast within the room, it will nullify the magical darkness for the duration of the light spell.

7c) Six zombies are in this room and will attacks anyone entering them. If destroyed, the zombies will regenerate in 24 hours.

7d) This room is empty.

7e) The room is heaped in bones, a foot deep in the center and 3 foot deep around the edges. The area radiates evil and magic. Every round 1-3 skeletons will spring up from the piles of bones until 24 total are attacked and defeated. At the same time, each round a player character in the room must make a saving throw or be gripped by the bones that attempt to wrap around their legs and feet (-2 to attacks and AC). An immobilized character can do a strength check (roll your STR or less on a d20) to break free or can spend 1 round inflicting at least 6 hit points on the ac 9[11] bone pile to free their feet, but they will have to roll a save every round they are in the room as long as the skeletons are still alive. When 12 skeletons have been destroyed, no more skeletons will animate and the bone pile will cease attacks. Under the bones in one corner is a +2 sword, +4 versus undead (alignment: lawful good; ability: detects evil).

7f) This room is empty.

8) Ruined Room: This room is ankle deep in garbage --- bones, sticks, bits of moss and rotting hides. The whole room smells awful. Hidden in the mess is a mace made of silver --- bent and corroded, but still worth 40 GPS and useful against creatures that can only be hit by silver weapons.

9) Murder Most Foul: Four translucent phantoms that look like human actors perform a silent play that seems to involve murder and betrayal. Their lips move as if they are speaking lines, but no sound can be heard. If characters watch the play, it will go on for a few minutes until it is interrupted by a loud scream and all of the lights in the room will be extinguished. When the players get the lights back on, they will discover that the phantom 'actors' have vanished. The 'phantom actors' will return to repeat this performance in 24 hours.

If the phantoms are attacked or prevented from performing their play, they will turn hostile and attack the attackers. See 'Monsters' in the appendix for details on the Khunmar phantoms.

4 Khunmar Phantoms: HD: 3+3, HP 15 each, AC: 7 [12], ATK: 1 touch (1d4+1 + Con Drain), ST: 14, SP: Drains 1 Str with hit, can only be hit by magical weapons, MV: 12, AL: N, CL/XP: 5/240

10) Statue Cave: This cave is dominated by a large statue of smiling dwarf sitting cross-legged upon a 3x3x3 stone block platform. He wears a robe and has bare feet. The statue conceals a secret door; if you press on the big toe of the statue's right foot, he slides aside, revealing rough, small tunnel sloping down to Level 5F. The statue will slide back into place 3 rounds after the last person passes through the opening.

From the inside, one can open the secret door by pulling a short bronze handle to make the statue slide aside.

11) Undead Army: Four ghouls and a ghost lurk in this room. The ghost wears battered plate mail of good quality decorated with a gold lion on the breastplate and gilding on the edges of the plates that will be worth 150 GPS even in its present condition.

Ghost: HD 4; AC 2 [17]; Atk 2 claws (1d3), 1 bite (1d6); Move 15; Save 13; AL C; CL/XP 5/240; Special: Stench (save or -2 attack rolls), paralyzing touch.

12) Two wights argue over a sack of bones. In the bottom of the sack is an old ivory scroll tube containing a protection from magic scroll.

13) Three arrow traps from each side when door is opened. Wall appears blank behind door but is actually a 1 in 12 secret door. The door automatically resets in 1 turn.

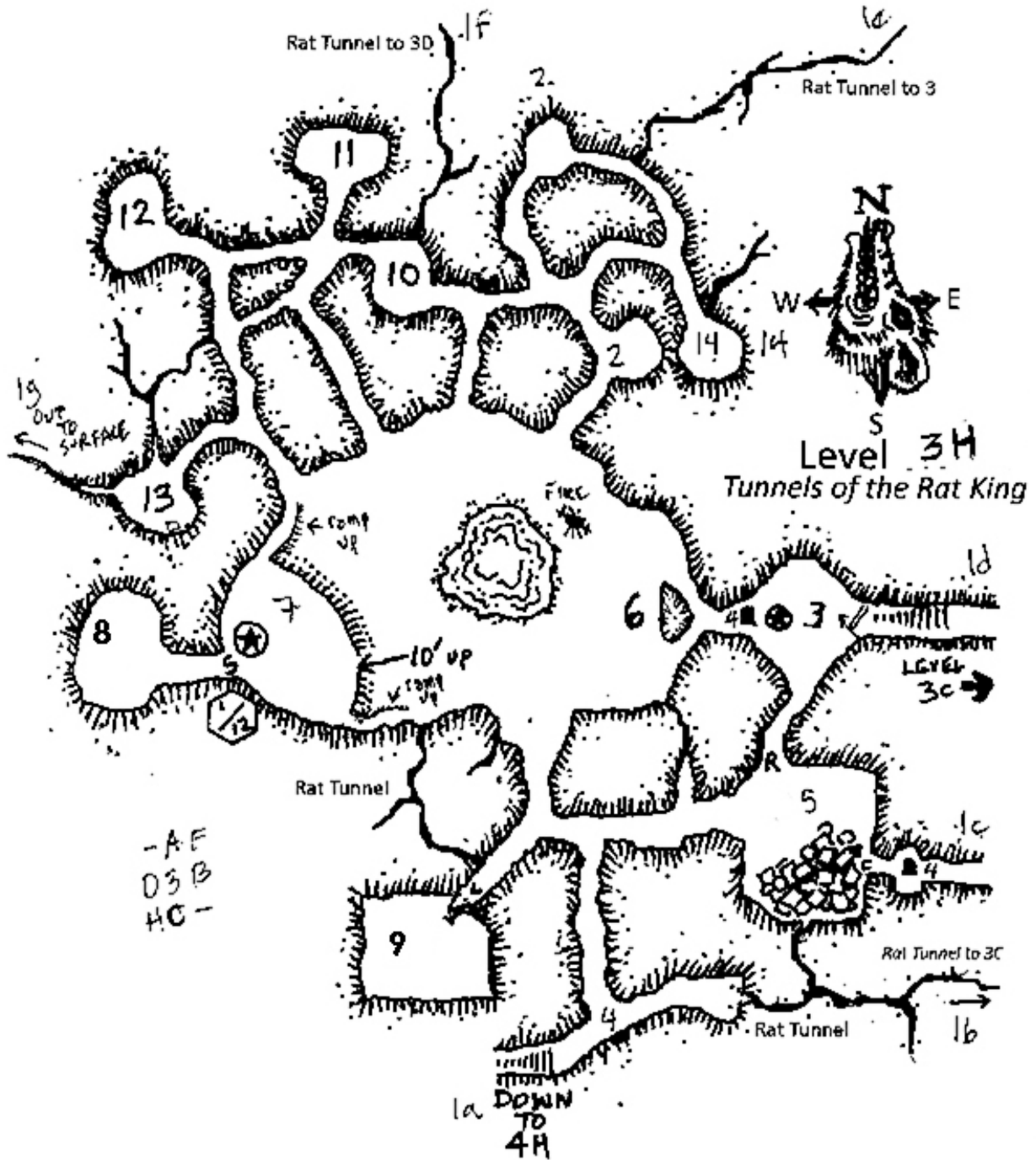
14) Cave: There are deposits of silver ore in the north wall. If mined, only 300 pounds of ore can be obtained (see 'Marvelous Metals' in the appendix).

15) Stalactite Cave: Six cave worms. Cave worm dung contains a vial of holy water, a silver dagger, 67 g.p., and 2 gems worth 500 g.p. each.

17) Black pudding (hp 58)

18) Twelve stone jars with lids.

1. broken
2. 600 g.p.
3. 2 potions of healing
4. 100 p.p. and 6 gems worth 100 g.p.
5. empty
6. poison gas
7. small (30 hp) black pudding
8. old bones
9. twelve +1 arrows
10. a dead rat and an old treasure map (false)
11. cursed scroll (blindness)
12. wine



LEVEL 3h: Tunnels of the Rat King:

Introduction: This warren of caves is the home to many were rats and giant rats. They are ruled over by a were rat king(5). The king stores a treasure in a hidden cave(6). The were rats have supplies which they have stolen from merchants and caravans(2) and also have a chamber where prisoners are kept for ransom(3). The were rats have spies/allies in the village of Hamlet and will attempt assassinations/retribution against player characters based in Hamlet who raid this area of the dungeon.

There is a tunnel leading up to the surface at X that the rat men can climb up and down while in rat form.

Special Effects: The rooms and tunnels here are a combination of natural formations enlarged by tools. These were originally tunnels dug by the dwarves in search of minerals. There will be a lot of scraps of bone and hide and other stuff scattered around. The narrow tunnels are 2-3 feet in diameter and are used by the rats and were rats to scamper back and forth. Even Halflings may need to hunch down while travelling these smaller tunnels and humans, dwarves, Elves, etc., will have to go on hands and knees and even sometimes crawl. Using a mid-size weapon larger than a dagger (like a short sword or hand axe) will be at a -2. Using a weapon larger than that will probably usually be impossible.

Entrances and Exits: There are 2 passages leading off the map to level 3C and a set of stairs leading down to 3h. There are also narrow rat-tunnels (1-3 feet in diameter) that run to levels 3C, 3D and 3.

Updating the Level: Only ½ of the rat men are here at any given time, so, over time, losses will be replaced as were rats return to the nest. If a total of 20 were rats are killed over the course of a month, the were rats will decide that the dungeon is no longer a safe place and will take everything of value with them as they leave. Note that the were rats have spies in Hamlet and will attempt to assassinate the players at night in retribution for losses (the owner of the mill in Hamlet is a were rat). Within 2-3 weeks of the were rat departure, the level will become occupied by a tribe of morlocks (50%) or red dwarves(50%). There should be a nearly endless supply of rats.

The Original DM's Notes: Level 3h: My friend Alan was running an adventure back in the day where we met up with some rather sleazy looking guys in the dungeon. These guys were dressed in rags and poorly armed; they claimed to be escaped captives and asked if they could accompany us. I suppose we didn't really trust them (one really shouldn't trust anyone you meet in the dungeon), but Alan described them as skinny, dirty and unhealthy looking; we figured that if they turned on us we could easily handle them. At some point, they DID turn on us --- it turns out that they were wererats --- and they ended up killing half the party and infecting most of the rest of us with Lycanthropy before escaping down rat tunnels in the walls. This level was inspired by that well run encounter in Alan's game from around 1980 or so.

Wandering Monsters: 1 in 6 chance per turn of running into 2-12 giant rats (AC 7, MV 12"/6", HD ½, hp 1-4, 1 atk 1-3 + disease) or 1-3 were rats (AC 6, MV 12", HD 3+1, hp 13, 1 atk 1-8, surprise 1-4).

Rat guards (RG): 2-12 giant rats and 1 were rat

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) stairs down to 4h.

1b) rat tunnel to 3c

1c) narrow tunnel to 3h

1d) passage to 3c

1e) Rat tunnel to 3

1f) rat tunnel to 3d

1g) Tunnel out to surface

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) a huge statue of rat god. Twelve rats hide in bones and trash scattered around the walls. Note that there is a were rat guard at position 4, just behind the statue.

4) Guard post: Each spot will have 1 were rat guard with short sword and light crossbow (loaded with a bolt tipped with paralytic poison). The were rat is always in rat-man form when on guard.

5) Storage: Here is where the were rats keep all of the goods that they have looted from the dungeons and their victims. The things stored here are just piled in various heaps (a heap of clothing, a heap of armor and weapons, a heap of food supplies, etc.).

- There is a huge pile of clothing including various shoes, boots, cloaks and other garments, some bales of wool cloth and other miscellaneous personal items. Mixed in with all of the rest are a pair of magical **boots of levitation** (see 'Magic Items' in the appendix)
- Armor and weapons: three sets of human sized chainmail, a dwarf-sized suit of plate mail and a suit of leather armor sized for an elf. In addition, there is a suit of human sized beetle carapace armor (ac -4 [+4]; see 'New Equipment' in the appendix), a silver helmet decorated with horns (non magical but worth 50 GPS) and a pair of shields. Included in this pile are weapons of various kinds including 7 swords, 2 short swords, a **+1 magic scimitar** (see 'Weapons' in the appendix), a dozen spears, a mace, a flail, a short bow and a heavy crossbow without a bowstring. There is also a quiver of 12 silver arrows.
- Various equipment includes 2 coils of rope, 16 torches, 2 lanterns, 12 flasks of oil, a barrel of wine, and a chest of spices (50 pounds, worth 10 GPS per pound).
- A pile of rat-gnawed food and spoiled iron rations. This includes a dozen rotted and ancient wooden boxes each contain 12 rectangular metal containers that can be opened by pulling a ring on the top. Each metal container has a faded blue and yellow paper label that says 'SMEAT' in large letters and has a picture of a ham on it. Each contains a pink meat-like substance in it – one container provides enough food for 1-3 persons for 1 day depending on how much each person eats (large, medium or small portions). Once the can is opened, the SMEAT will spoil in three days.

6) Main Nest Cave: Four ratmen and 36 rats wander around. There are bones, piles of garbage, rags, broken barrels and other garbage scattered around. There is a large pool in the center of the cave. A smoky fire burns just north of the pool with the carcass of a mule cooking on a spit.

7) Platform: 10 feet above the floor of the cave at 6. 2 narrow ramps on either end allow the rat men to run up and down the cliff. Statue of rat god (two 5,000 g.p. gems for eyes). The Rat King (AC 4, MV 12", HD 6+1, hp 27, 1 atk 2-9) sits on a throne with 4 elite guards (AC 6, MV 12", HD 4+1, hp 17 each, 1 atk 2-9). The Rat King wears a ring of protection +2 and has a +1 sword, +2 vs. magic-using and enchanted creatures. Each guard has a crossbow and 20 bolts. Each also has a bolt loaded into their crossbow that has been tipped with sleep venom (-2 on save or sleep 2-5 turns).

The throne is made of teak inlaid with ivory, mother of pearl and silver wire --- despite being somewhat damaged, it is worth 500 GPS (although carrying it out of the dungeon will be hard; it weights nearly 50 lbs)

6) Treasure: 24 sacks of 300 c.p. each (7,200 c.p. total), 8 chests of 1,000 e.p. each (8,000 e.p. total), 6 chests of 1,000 g.p. each (6,000 g.p. total), and a pouch of 6 gems worth 100-1,000 g.p. each.

9) Prison: There are four cages made of iron, each locked with a padlock, suspended 10 feet above the floor from chains running through pulleys fastened to iron eye bolts in the ceiling. Four winches fastened to the stone walls can be used to lower the cages Three humans are in cages that hang from chains suspended by pulleys set into the stone ceiling. All three claim to be prisoners of the wererats

being held as prisoners. Two of them are merchants (named Thom Grimm and Dekel Dunpf), and one is secretly a wererat (Wostak Taylor). None of the merchants 'knew' each other before being captured and brought here. They will all three beg to be released; 'Wostak' will attempt to learn the party's plans and attempt to betray them to the wererats and/or escape. The key to the cages is on a hook on the wall; Wostak has a duplicate key and a dagger hidden in his boots.

The two merchants are normal men who have been somewhat ill-treated and are not much good in a fight. Both will offer rewards and will send 500 GPS each 1 week after their safe return to Hamlet.

Wostak the wererat will claim to be a cloth merchant and will promise a similar reward but will only seek to attack the party when they are at a disadvantage and/or escape and carry word of their plans back to his leader.

Thom Grimm and Dekel Dunpf, 2 Humans, Normal, HD: 1d6, HP 2 each, AC: 9 [10], ATK: no weapons, ST: 18, SP: None, MV: 12, AL: Any, CL/XP: B/10

Wostak, Lycanthrope, Wererat/thief level 3, HD: 3, HP 13, AC: 6 [13], ATK: Bite (1d3), dagger (1d4), ST: 14, SP: Control rats, lycanthropy, hit only by magic or silver weapons, MV 12, AL: C, CL/XP: 4/120; class abilities: climb: 87%, delicate task: 25%, hear noise: 4 in 6, hide: 20%, silent movement: 30%, open locks: 20%, backstab: +4 hit and x2 damage.

10) Bat Cave: This small cave has an unusually high ceiling (20+ feet up). A were-bat (an ally of the wererats) is sleeping in this chamber. He hangs by his claws, upside down, with his wings wrapped around him. If players exploring the room don't study the ceiling carefully, there are only 1 in 6 likely to notice him. Unless the players make a loud noise, the were-bat is only 1 in 6 likely to wake up and notice anyone invading his sanctuary. The were-bat is unlikely to fight an entire party of characters if they are armed with silver or magic weapons.

Lycanthrope, Were-bat, HD: 4, HP 15, AC: 6 [13], ATK: Bite (1d6), ST: 13, SP: Echolocation ability, control bats, lycanthropy, hit only by magic or silver weapons, bite causes disease 50%, MV 12/18 flying, AL: C, CL/XP: 5/240

11-12) 50% chance of 1-12 rats. Each room is furnished with some pallets for sleeping

50% chance of 1-4 ratmen

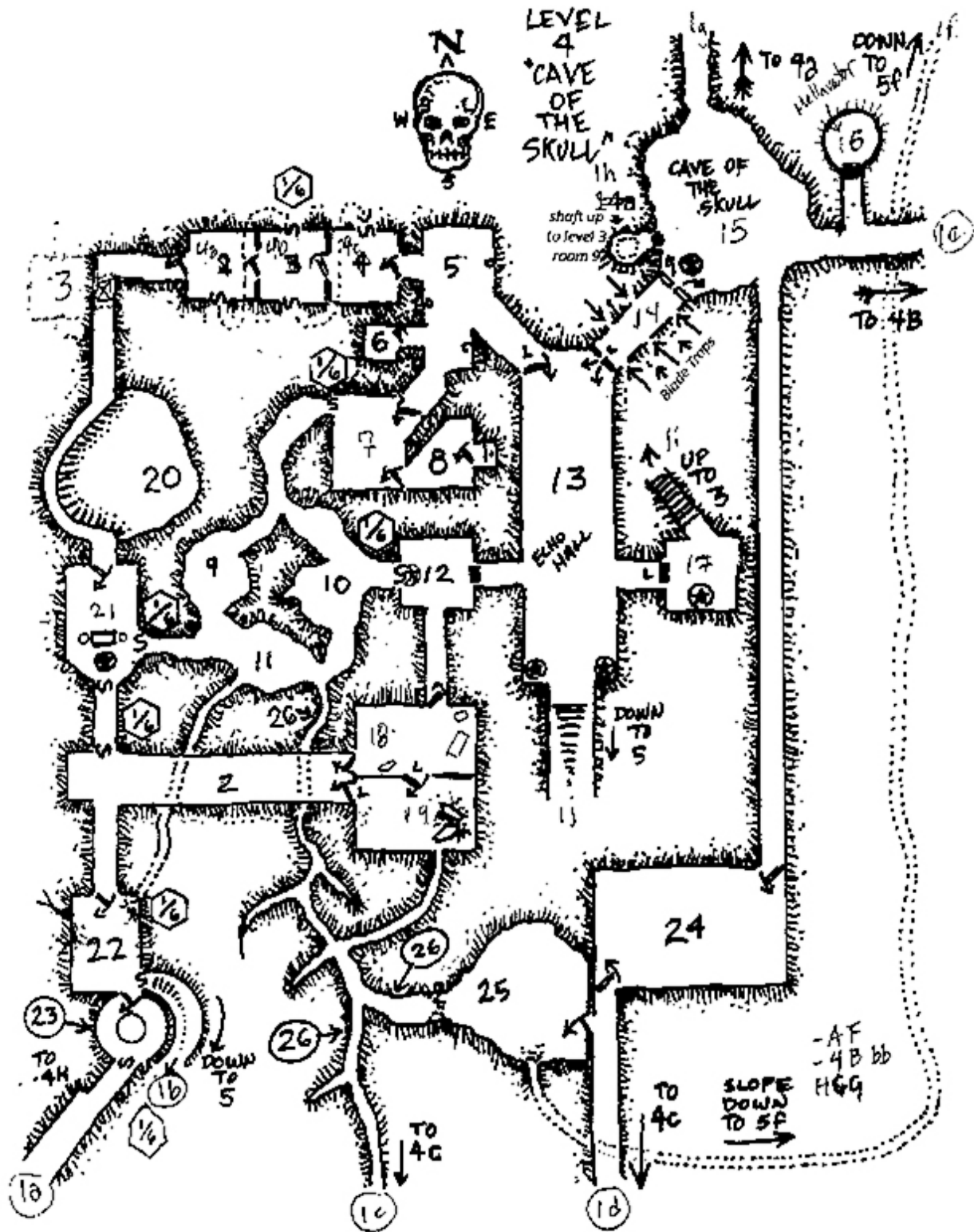
50% chance of 100-600 s.p.

13) Exit Cave: The air in here is slightly fresher than the rest of the complex. Fresh air blows in from a passage in the west wall that narrows as it slopes up to the surface (slopes and winds 100 feet up; anyone larger than a Halfling will have to go on hands and knees; the were rats gallop up and down it on all fours in ratman form).

Three were rats (currently in human form and dressed in rags) and 6 giant rats are in here. The were rats are supposed to be watching the exit but they are too busy rolling dice by the light of a guttering candle. The rats are curled up and asleep around the edges of the room.

A small chest holds six short words and baldrics, four candles and a few changes of clothes that the were rats wear on the surface.

14) Armory: There are 6 light crossbows and 6 cases of 12 bolts each stored here along with 16 short swords with baldrics hung from pegs on the walls, 12 spears and a pair of battle axes. A locked chest contains a pot of sleep venom for the crossbow bolts (6 doses) and a case of 12 silver bolts. The chest is trapped with a poison pin in the lock.



LEVEL 4: The Cave of The Skull

Introduction: This series of caves is guarded by a magical skull who will question all who enter (4.14). The magical glowing skull is a chance for the creative GM to interact with players, offering information (hints or clues which may or may not be accurate). There are also some cleverly constructed and very deadly blade traps(4.15) that were installed by the dwarves years ago and are still functional.

One of the strange 'traps' on the level are a series of teleportation rooms which will keep sending players back to the room they were in previously, in an endless loop, unless they find the secret doors that allow them to bypass the rooms(4.2, 4.3 and 4.4). Some comrades of the rat king from level 3h also have a were rat outpost here(4.9, 4.10 and 4.11). In addition, a fierce band of ogres has camped in one of the empty rooms (4.24).

The waterfall from the third level plunges down to the fifth level here(20). A narrow, slippery ledge allows players to pass by it.

Special Effects: Other than the magical skull at location 4.14 and the teleportation rooms at locations 4.2, 4.3 and 4.4, there are no special effects on this level.

Entrances and Exits: Tunnels go to 4A, 4B, 4C and 4H. A narrow ledge at 4.20 gives access to the shaft through which the waterfall from level 2 plunges 100 feet down to level 5. There is a wide stairway down to level 5, a regular stairway up to level 3 and a sloping tunnel from location 4.25 leads down to level 5f.

Updating the Level: The skull (4.14) is likely to always be here and the various traps will continue to function unless the players find a way to destroy or bypass them. Unless the rat men on level 3H are wiped out, the ratmen outpost here is probably going to continue to be maintained. The ogres, once wiped out, will not repopulate, but creatures like the red dwarves from level 4H might try to take this territory over eventually,

The Original DM's Notes: Level 4: This level has a series of 'teleportation' rooms where, unless players find the secret doors that allow them to bypass the teleport effect, they will remain trapped in a seemingly endless series of 30x30 foot square rooms that are actually the same 3 rooms over and over and over again. I think this trap drove one of my groups of players absolutely bonkers. Luckily, they eventually found the secret doors and made their way out.

I had a teacher in grade school who was the inspiration for 'Mister Skull' on this level. He was a great teacher with a sense of humor who encouraged us to read stories from Edgar Allen Poe and other good authors who were probably considered 'too ambitious' by our other teachers.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Secret passage to 4h.

1b) Curved secret stairs down to 5

1c) narrow tunnel down to 4c

1d) down to 4c. This tunnel is filled with smoky vapors that smell of sulfur.

1e) Passage to 4b

1f) Giant Rat Tunnel to 5f; slopes down.

1g) Passage to 4a

1h) Shaft: This small cave is a shaft straight up to level 3 room 3.9. A dozen stirges nest here, clinging to the walls of the shaft. The entrance is blocked by a huge boulder that will need to be rolled or pushed out of the way to enter/exit the shaft on this level. This boulder looks like a part of the wall; only if players search the area carefully (1 in 6) will they have a chance of figuring out that the large boulder might conceal an exit. It will take a combined strength of 30 to push the boulder out of the way. You may wish to give players a 2% per point of strength chance of moving the boulder on their own (but only allow them to roll once --- if they fail, they cannot move it).

12 Stirges, HD: 1+1, HP 5 each, AC: 7 [12], ATK: beak (1d3 + blood drain), ST: 17, SP: suck blood 1d4/round, MV: 3/18 (when flying), AL: N, CL/XP: 1/15

1i) Stairs up to 3.

1j) Grand Stairs down to 5.

1k)

2) Empty: Areas labeled 2 on the map will always be empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the “Random Happenings and Items” table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) The Pit and the Pendulum Trap: A pit trap causes one or more persons to fall a short distance onto spikes covered with a paralyzing agent. A group of six zombies will open a gate, grab the paralyzed victim and carry him to a table directly beneath a ‘pendulum’ trap, locking the gate behind them. They will strap the paralyzed player character in and start the pendulum (fastening any extra victims to the walls with chains). For 3 rounds the pendulum will just swing above their chest. On round 4, it does 1d6 damage as it slices into their chest. On round 5, it does 2d6 dmg, etc. After round 8, the victim will be dead. If one player character is killed by the trap, the zombies will unshackle another from the wall and repeat the process.

The paralysis lasts 3 turns. The other players have 8 rounds to rescue their comrades. The key to the manacles hangs on the wall out of reach of anyone shackled to the walls.

6 Zombies, HD: 2, HP 9 each, AC: 8 [11], ATK: Weapon or strike (1d8), ST: 16, SP: Immune to sleep and charm spells, MV: 6, AL: N, CL/XP: 2/30

4a, 4b and 4c) Teleporter Trap: These three identical empty rooms work together as a ‘teleportation trap’ to confuse players and mess up their mapping. If players are traveling east through the three rooms using the secret doors, the rooms will always continually teleport you west one room as you enter one room and leave the next and vice versa, so if you keep opening the doors and going through them, you seem to be moving through an infinite number of rooms. If players backtrack, they will find that they encounter the same problem... suddenly they will find themselves in an endless series of identical empty rooms. However, if players discover the secret doors in the north and south walls, they can use those to move through the rooms normally (although going through the south secret door will deliver you through the north secret door in the next room and vice versa, so it is still confusing).

Warning: Be ready for some frustrated players ripping up their maps! Sometime in the 1980s a group of my players got stuck in this ‘trap’ for about an hour. They had a good laugh about it when they finally figured it out, but about halfway through I thought they were going to tar and feather me when I continued to say, “You open the door and see another plain 30 x 30 foot room, with a door in the opposite wall...”

5) Three flickering torches

6) Cannibals: There are four men in this room who long ago became diseased cannibals (see ‘Cannibal, diseased’ in the appendix). They are standing over the corpse of a 5th man and are consuming parts of his body raw. Upon detecting anyone not a member of their group, they will turn and attack.

4 Cannibals, diseased: HD: 3 each, HP 17, 15, 12, 11, AC: 6 [13], ATK: Sword or Axe at +2 for 1d8+2 ST: 15s, SP: heal 1-6 hit points on self from meat and blood, +2 attack and damage after meal, MV: 12, AL: C, CL/XP: 4/120

The cannibals are dressed in tattered leather armor decorated with bits of bone, teeth, human skin and scalps. They carry swords and axes, have daggers and handaxes as side arms and light their way with

crude torches. These are former adventurers who have descended into madness after contracting the 'Donner's Hunger' disease (see diseases in the appendix).

7) A few wrecked furnishings

8) Moldy Bedroom: This room contains an old dwarf-sized bed, a table, chair, and a chest. A dead man, covered in splotchy yellow growths, lies on the floor. The blankets on the bed and the clothing in chest are all full of yellow mold. The body is a former 'diseased cannibal' (see room 6, above) who was killed by the yellow mold. His only possessions are a suit of leather armor (covered in mold), a dagger and a short sword.

Yellow Mold, ATK: 1d6 damage if touched, SP: Poisonous spores, CL/XP: 3/60

9) Prison: The wererats in location 10 have a bound prisoner here. The prisoner lies on a pile of straw, her hands and feet bound with rope, gagged with a strip of cloth and dressed in dirty pants and a tunic. She has a small wound on the side of her head bandaged with a dirty rag. The wererats captured her relatively recently and have not yet decided what to do with her. She is named Alrissa and is actually one of the cannibals, although she will attempt to coceal her cannibal nature from rescuers (although, in a fight, she might not be able to help herself; have her roll a save upon killing an enemy, and, if she fails, she can't resist wolfing down raw bits of her victim). Alrissa will beg to join the group of PCs and ask to be given weapons and armor. She will eagerly fight against all enemies on behalf of the party unless they are fighting other cannibals (in which case she will change sides). If cured of her cannibalism, she will become neutral in alignment and will attempt to serve the party faithfully as a henchperson for a share of treasure. Alrissa was an adventurer whose group got lost in the mines and eventually ate some 'strange meat' they found in the possession of some feral-seeming humans they fought. After that, they were infected with 'Donner's Hunger' (see diseases in the appendix) and descended further and further into madness and cannibalism.

Alrissa (diseased cannibal): HD: 3 each, HP Currently 12, 15 when fully healed AC: 9 [11], ATK: by weapon type ST: 15, SP: heal 1-6 hit points on self from meat and blood, +2 attack and damage after meal, MV: 12, AL: C, CL/XP: 4/120

10) Three wererats (also 3rd-level thieves) sit around a table counting 368 g.p. One has a +2 dagger. 3x Lycanthrope, Wererat/thief level 3, HD: 3, HP 15, 13, 9 AC: 6 [13], ATK: Bite (1d3), short sword (1d6), dagger (1d4), ST: 14, SP: Control rats, lycanthropy, hit only by magic or silver weapons, MV 12, AL: C, CL/XP: 4/120; class abilities: climb: 87%, delicate task: 25%, hear noise: 4 in 6, hide: 20%, silent movement: 30%, open locks: 20%, backstab: +4 hit and x2 damage.

11) Two wererats and six giant rats asleep.

12) Statue Room: A crudely carved stone statue of a human figure with a gaping mouth and large teeth stands against the far wall. If one reaches into the mouth, one can feel a small lever which, if pulled, allows the statue to swing aside, exposing the hall to 10.

13) Echoing Hall: This hall has strange acoustics that cause the party's own footsteps to echo, making you think that someone might be walking towards you in the darkness. Flanking the stairs down to 5 (1j) are two life-sized statues of dwarves holding axes and hammers.

14) Blade Traps: A decapitated human skeleton lies on the floor, dressed in rusted chain mail armor with a sword and shield on the floor beside him. His rotted belt pouch holds 2 50 GPS gems and a **potion of Panacea** (see Magic Items in the appendix). If anyone steps into the hall, they are likely to trigger a series of blade traps. These blade traps are 3 in 6 likely to slide out from the walls whenever someone passes the point on which the traps are marked and will strike as 4 HD monsters for 3-18 points of damage. They will decapitate a victim on a roll of a natural 20 (or if they score enough damage to kill a character). Once a trap has struck, it will slide right back into the wall. The traps are triggered by stepping on certain stone blocks in the floor; if the players can figure out which blocks not to step on (or crawl on their bellies across the floor, fly or levitate, etc.), they can avoid being stabbed or decapitated.

15) Cave of the Skull: A floating, partially transparent glowing skull will appear as any approach this area. It will cackle with glee and ask whom it has the privilege of speaking with. The skull will chatter happily with players, telling either half-truths or speaking in riddles or referencing conversations it may have engaged in long ago and laughing at jokes which are only funny to the skull. If asked for a name, it will reply, "You may call me Mister Skull." If attacked, the skull will defend itself, but if defeated, the skull will reappear in 24 hours and will say, "Let us let bygones be bygones, shall we?" and then carry on as before.

Mister Skull: HD: 10, HP 50, AC: 2 [17], ATK: Bite (1d10 + level drain), ST: 6, SP: See description, MV: 18 (flying), AL: C, CL/XP: 11/1,700; Requires a +1 magic or better weapon to hit; can be turned as a 10th level undead (in which case it fades from view for 24 hours), anyone bitten by the skull loses 1 level, can scream 1x every 3 rounds (save or stunned for 1-3 rounds), regenerates 3 hit points per round.

The skull encounter is a chance for the DM to have some fun speaking with the player characters directly and is a good opportunity to use the "*Rumors*" rumors table (see appendix). If the players offer the skull gifts or bribes, he will refuse them, pointing out that he has no pockets. The only gift he will accept is the ruby skull from the ogres at location 4.24. If this is offered to him, he will be quite grateful. The ruby skull will fade from view (never to be seen again), and, for the next 24 hours, Mister Skull will attempt to be more polite and helpful (he won't always succeed... but he will try!).

16) Hellavator

17) Room of the Cursed Statue: This small room is lit by a magical iron lantern fastened in the center of the ceiling and contains a statue of a mischievous looking boy. As players pass through the room, one of the players (determined at random) will notice the statue appeared to wink at him. That character will subsequently discover that he or she is the victim of a curse (-2 on saves, attacks, damage inflicted and AC until removed). This will occur just once per visit to the room and each character can only be subject to one curse at a time (although a player could get cursed, get it removed and return to get cursed again). If players state that they are specifically NOT looking at the statue, give them a save with a +2 bonus (but if they fail, they somehow manage to look at the statue and see the wink --- perhaps they see it reflected in a comrade's shiny armor or they trip and look at the statue by accident --- the ways of the statue are mysterious. Only blind or blindfolded player characters will be immune to the curse.

18) Ruined Mortuary: This stinking room is filled with six tables covered with rusty mortuary tools like surgical saws, knives, cleavers, etc., some dirty shrouds, some basins filled with disgusting liquid and a few bits of bone. In the bottom of a vat, hidden by congealed blood, is the key to room 19. Large jars contain a poisonous formaldehyde solution are on a shelf with several large syringes, needles and thread. There are 3 old coffins stacked in the corner. Each of the coffins contains a body that is infested with maggots and 1-4 rot grubs.

Rot Grub: HD 1hp; AC 9 [10]; Atk 1 for 1d3 per round; Move 1; Save 18; AL N; CL/XP 1/15;
Special: Burrows through flesh to heart in 3-8 rounds.

19) Body Storage: There are a dozen broken coffins and bones piled haphazardly in this room. Three wights hide among the wreckage and will attempt to attack by surprise if anyone enters the room. There is no treasure. The key to the door is in one of the locks.

3 Wights, HD: 3, HP 16, 13, 12, AC: 5 [14], ATK: Claw (1d4 + level drain), ST: 14, SP: Level drain (1 level) with hit, can only be hit by magical or silver weapons, MV: 9, AL: C, CL/XP: 5/240

20) Waterfall Room: This area is a huge shaft from level 2 down to level 5 through which a waterfall roars down into the lake on level 5 below. From here, it is about 70 feet up to level 2 and 40 feet down to level 5. The waterfall from Level 2 above conceals the door to area 19. The ledge is both slippery and narrow (only 8 or 9 inches wide). Anyone traversing the ledge must roll their dexterity or less on 3d6 or fall. Cautious players might tie themselves together with rope, but if one person falls, the next one in line must make strength check or also get pulled off the ledge. If more than half the party falls, it is likely that the entire party will be pulled down into the chasm to level 5, landing in the lake below (no damage, but there is a chance of drowning).

21) Altar: This area has an altar with a human-shaped impression on the top with a drain in the center and two stone vessels to either side of the altar. The back of the altar has a crude statue of a creature that looks like a 'heap' with two pincer-tipped tentacles for arms and a single large eye in the middle of its "head." The human shaped impression on the altar and the two stone vessels both have a tiny drain hole in their center. If a body (living or dead) is placed in the impression on the altar, green slime will spurt out of the 'eye' of the statue onto the body (with a 1 in 6 chance of splattering someone standing nearby). The body will dissolve and drain down the hole in 2-5 rounds and the green slime will be pumped into the vessels via the holes in the bottom. The two vessels can hold the equivalent of 3 bodies worth of green slime; if a 4 or more bodies are placed on the altar in succession without pausing to empty the vessels, the vessels will overflow.

This altar was placed here by the slime cultists that worship "the horrible thing in the pit" on level 7.

22) Crumbly Room: The walls are cracked. A pile of rubble in the northeast corner helps conceal a rat hole that leads to location 11 (if players clear away some of the rubble, they could crawl to 11).

23) Pool Cave: Pool of water 3' deep. Two gray oozes in room attack by surprise 4 in 6.

24) Ogre Lair: Six larger than average ogres in chainmail and armed with large battle-axes and throwing spears are eating the bodies of 3 humans. Four of the ogres are pale skinned with white hair and red eyes (white ogres; see 'Malevolent Monsters' in the appendix) and one has a greenish tint to his warty skin and black eyes (an ogre/troll crossbreed known as a 'trolgre,'; see 'Malevolent Monsters' in the appendix).

The room has a few hides and rugs that the ogres use for sleeping and some cups made from human skulls. One barrel is ½ full of murky water (anyone drinking will be infected with the shaking cough; see "Deadly Diseases" in the appendix). Another barrel is ½ full of sour ale. There are a few treasure sacks and piles of bones scattered around the room as well.

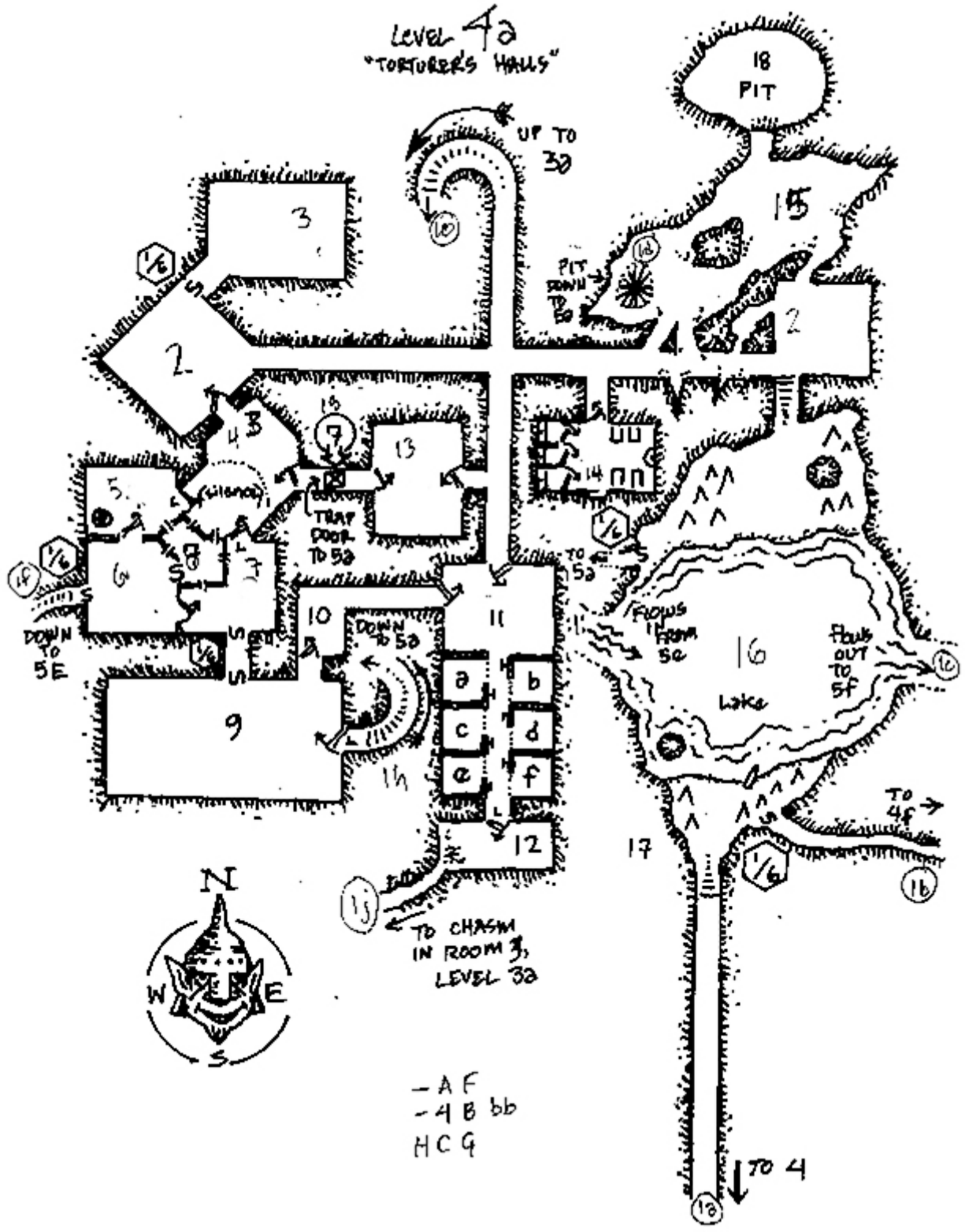
Trolgre: HD: 6+3, AC: 3 [16], ATK: 2 claws (1d2), 1 bite (1d6) or by weapon +2(1d12+2), ST: 9, SP: regenerate 2 hp per round, MV 12, AL: C, CL/XP: 7/600

4x Ogres, White, HD: 5+5, AC: 3 [16], ATK: Weapon (1d12+2) or spear (1d8+2), ST: 10, SP: none, MV: 9, AL: C, CL/XP: 6/400

Treasure: One sack contains three human heads. Another sack contains 800 g.p. A third sack contains 100 PPs and a ruby carved in the shape of a skull worth 1000 GPS.

25) Bone Room: Hundreds of human, dwarf, orc, and goblin bones. Each turn there is a 50% chance that 2-20 rats will attack. Lost amongst the bones are a +2 axe, a helmet covered in silver (worth 30 GPS) and a silver dagger set with gems in a scabbard decorated with gold and gems (worth 3,000 GPS).

26) Rat Tunnels: These tunnels are between 2-3 feet in diameter and will require that larger characters crawl on hands and knees in order to pass. There is a 50% chance per turn of encountering 2-20 giant rats.



LEVEL 4a: Torturer's Halls

A suite of rooms on this level is the domain of a Lich named Aranor (rooms 4-8). Aranor has numerous traps prepared, including areas of silence that do not allow spell casting within (but do not prevent creatures within them from being attacked via spells), invisible zombies that attack by surprise, etc. Aranor normally rests within his inner room (7) and uses small hidden windows to spy out on the surrounding areas, casting spells like project image, reverse gravity, etc. Aranor is much too deadly an opponent for most parties; hopefully players will figure that out and flee before they are all wiped out. A human torturer, one of the few human minions of "the master" and four ogres staff a well-stocked torture chamber(11).

There is also an ancient dwarf restroom(13), complete with latrines and bathtubs that drain into the level below.

A sunken cavern with a large lake (16, 17) joins the level below.

Introduction:

Special Effects: The entire level radiates slight magic and chaos. Player characters of non-chaotic alignment who are lower than level 3 must make a save against fear every hour they spend in this area; those that fail will have a -2 to attack and saves due to fear.

Entrances and Exits: There is a curving stairway up to level 3a and another down to level 5a. A narrow secret staircase leads down to 5e, a pit leads down to 5a in location 4a.14 and access to the Carrion Creeper pit at location 4a.18 goes up to level 1 (100+ feet up) and from there an additional 150+ feet to the surface and down 100+ feet to level 6a. Locations 16 and 17 are a large cave that also connects to level 5a and there are passages to level 4 and a secret passage to level 4f. The lake at location 4a.16 is fed by a river that flows in from 5e and out to 5f. Location 4a.12 has a small tunnel that slopes up to a chasm on level 3a. A trap door at location 4a.7 will drop victims to level 5a.

Updating the Level:

The Original DM's Notes: Level 4a: I liked the 'Lich' monster but seldom felt that it was ever as dangerous in play as it should have been. I remember playing in games where the player characters would encounter a Lich who would only get one or two spells off before the players surrounded it and started hacking away, making it unlikely that the Lich could continue casting spells. I decided I wanted to set up an encounter where the Lich had time to set up his defenses and would use the rooms and area of effect spells to his advantage. I recall that player characters did wander into the Lich's domain once. The Lich cast a few spells from his hideout and the players ran for the hills. If it matters, I don't conceive of the lich on this level being evil; however, the matters of the living are uninteresting to him.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Passage to 4.

1b) secret tunnel to 4f.

1c) River flows out to 5f.

1d) Pit down to 5a.

1e) Curved stairs up to 3a.

1f) Secret stairs down to 5e.

1g) Covered pit trap; will drop anyone 40 feet down to level 5a.

1h) Curved steps down to 5a.

1i) River flows in from 5e

1j) Small tunnel slopes up to chasm in room 3 on level 3a.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the “Random Happenings and Items” table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3)Coffin Room: Six ghouls (AC 6, MV 9”, HD 2, hp 13, 11, 10, 7, 7, 6, Atk 1-3/1-3/1-6 + paralysis). Twelve broken coffins: 9 contain bones, 1 is empty, 1 contains 300 g.p., and 1 contains another ghoul. The ghoul in the coffin wears a dusty turban, once magnificent religious robes and a silver ceremonial breastplate set with 12 topaz gems worth 100 GPS.

4-8) Domain of Aranor the Lich: The individual rooms are detailed below. Nearly everything in the area (rooms 4-8) will radiate magic since the lich that lives here has spent the past 100 years casting the ‘magic mouth’ spell hundreds of times on every surface and bit of furniture. As players proceed through the area, the magic mouths will trigger, shouting “Intruders are here!” in order to let the lich know he has visitors. As soon as he hears the warning, the lich will cast ESP in order to figure out who is approaching. Aranor is an 18th-level magic-user/6th-level cleric. Besides his spell books he also has a silver holy symbol, a gem phylactery (worth 10,000 g.p.), bracers of AC 6 [14], wand of fireballs, and a +3 dagger made of Elludium (see ‘Elludium’ in the ‘Metals’ section of the appendix). He appears as a skeleton wearing once very fancy rotted robes and a four cornered wizard’s hat.

magic-user spells:

1st level: hold portal, magic missile (x2), protection from good, shield (detect magic, find familiar, light)

2nd level: darkness 15’ radius, detect invisibility, ESP, invisibility, mirror image (detect good, knock, magic mouth)

3rd level: dispel magic, fireball (x2), phantasmal force, suggestion (tongues, water breathing)

4th level: dimension door, fear, monster summoning II, polymorph other, wizard eye (dig, remove curse)

5th level: cloudkill, cone of cold, conjure elemental, magic jar, rock to mud (hold monster)

6th level: disintegrate, project image, stone to flesh (move earth)

7th level: Bigby’s grasping hand, delayed blast fireball, reverse gravity (statue)

8th level: incendiary cloud, Otto’s irresistible dance (permanency)

9th level: gate (astral spell)

cleric spells:

1st level: command (x2), detect magic, sanctuary

2nd level: hold person, resist fire, silence 15’ radius, spiritual hammer

3rd level: animate dead, cause blindness, dispel magic

4) Empty Room: 12 invisible zombies (AC 8, hp 8 each, 1 atk 1-8) lurk in the silenced area. When invading characters enter this are, Aranor the Lich will cast cloudkill on first round, cone of cold on second, project image on third, and, if anyone is still standing, fireball on fourth round. Of course, cloudkill and cone of cold will not harm his zombie minions, but fireball will probably destroy anyone and everyone still in the area. Aranor will cast these spells from within his secret sanctum (room 8).

5) Library: This room is lined with wooden shelves built into the walls that have started to sag and fall apart under the weight of hundreds of water swollen, mildewed books. None of the books are actual magic items (although about half are on the subject of magic). Fifty-five of the books are worth 30 g.p. each in their current condition. In one corner is an incredibly lifelike statue of a man in loose fitting garments and sandals; this statue of a monk is a petrified former enemy.

Treasure: A secret iron safe lined with lead behind one bookcase is protected by a magic mouth (that will shout "Thief" loudly if anyone other than Aranor touches the safe), a set of explosive runes that say, "Do not open", and a layer of contact poison. The locked safe contains Aranor's spell books. Tucked inside one of the books is an ancient scrap of paper upon which someone has written, "Spiral = clairaudience, square = healing, dotted line = invisibility, x = poison." This note could help identify the potions stored in Aranor's treasure stash in room 8.

6) Lounge: Two undead wights dressed in the rotted livery of servants are on guard here. When anyone other than Aranor enters, they hiss angrily and attack. This room contains elaborately carved gilded furniture, a gilded table with a tarnished silver tea service (tray, ewer, goblets and bowls), some corroded brass lamps hanging from chains from the ceiling, rotting tapestries, a musty carpet on the floor, etc. On one wall hangs an ancient wooden club set with black stone blades along the striking edges (this magic weapon is the +2 **Obsidian macuahuitl**; see 'magic items' in the appendix for details). Everything gives the impression of great opulence, but has been ignored for decades and is covered in dust, cobwebs and grime. The upholstery is crusted with mildew and the wood is starting to rot; although the furniture was once fit for a royal palace, it is nearly worthless now. Ruined tapestries depicting landscapes, hunting scenes and moonlit oceans hang on the walls.

2 Wights, HD: 3, HP 15, 12, AC: 5 [14], ATK: Claw (1d4 + level drain), ST: 14, SP: Level drain (1 level) with hit, can only be hit by magical or silver weapons, MV: 9, AL: C, CL/XP: 5/240

Treasure: Most of the items in the room were once quite valuable but are now too far gone to fetch much of a price. A small coffer carved of ivory (worth 200 GPS) sits on a side table. It contains 12 gems worth 1,000 g.p. each. In addition, there is the magic +2 **Obsidian macuahuitl** and silver tea service (worth 1000 GPS total) mentioned above.

7) Bedroom: A four poster bed, tables and an overstuffed chair are all in a rotted condition similar to the furniture in the lounge. Cobwebs and dust are everywhere and the A wooden wardrobe contains a few rotted garments and a staff that is a +1 **weapon**. In the drawer of the bedside table is a **necklace of adaptation**. The bed has not been used in years and is infested with a half dozen jackspiders (see 'Monsters' in the appendix). The jackspiders will attack anyone disturbing the bedding.

6 Jackspiders, HD: 1 hp each, AC: 3 [16], ATK: Bite (see below), ST: 17, SP: jump 10 feet, surprise 3 in 6, MV: 3, AL: N, CL/XP: B/10

8) Inner Sanctum: Here is where Aranor normally resides. He usually sits in a gilded throne-like chair in the center of the room. Against the far wall is an elaborately decorated coffin with 300 g.p. worth of gold trim, a chest containing 500 GPS, 800 PPS, 6 gems worth 1,000 GPS each, 4 potions (**clairaudience, healing, invisibility, and poison** --- the potions are identified with runes that have meaning only to Aranor himself; the first bottle is marked with a spiral, the second with a square, the third with a dotted vertical line and the fourth with an X (this code is explained on a note hidden in the safe in room 5)), and a **ring of warmth**. There are peepholes in the walls that Aranor will use to observe the surroundings and normally he uses spells like Wizard Eye or Project Image to learn about/interact with anyone invading his home.

9) Ogre Room: Six ogres (AC 4, HD 4+1, hp 18, 14, 14, 13, 12, 8, 1 atk 1-10) argue over some kegs of sour wine. One ogre has a key to a chest containing 5,000 SPS and a **helm of opposite alignment**.

10) Empty

11) Master Torturer (AC 4, HD 6, hp 32, 1 atk 1-10 +2) wears a +1 ring of protection, is armed with a huge axe, and has keys to cells. He is assisted by 4 ogre guards (see area 9). The room has all torture devices to be expected.

- a) empty
- b) Insane wereboar will beg to be released, and will attack at the next stressful situation.
- c) 3rd-level gnome fighter named Sammy
- d) empty
- e) empty
- f) DM's choice

12) Storage: Rotting food supplies. Pile of kegs covers hole that leads to Level 3A.

13) Rotted stores, spoiled wine, flat beer.

14) Ancient Bathroom: Four dwarf-sized tubs of marble, three commodes, fireplace with copper kettle, buckets, water fountain. All is long unused.

15) Six carrion creepers (AC 3/7, HD 3+1, 8 attacks paralyze). In the dung on the floor are bones, 3 flasks of holy water, and a ring of feather falling still on a bony hand.

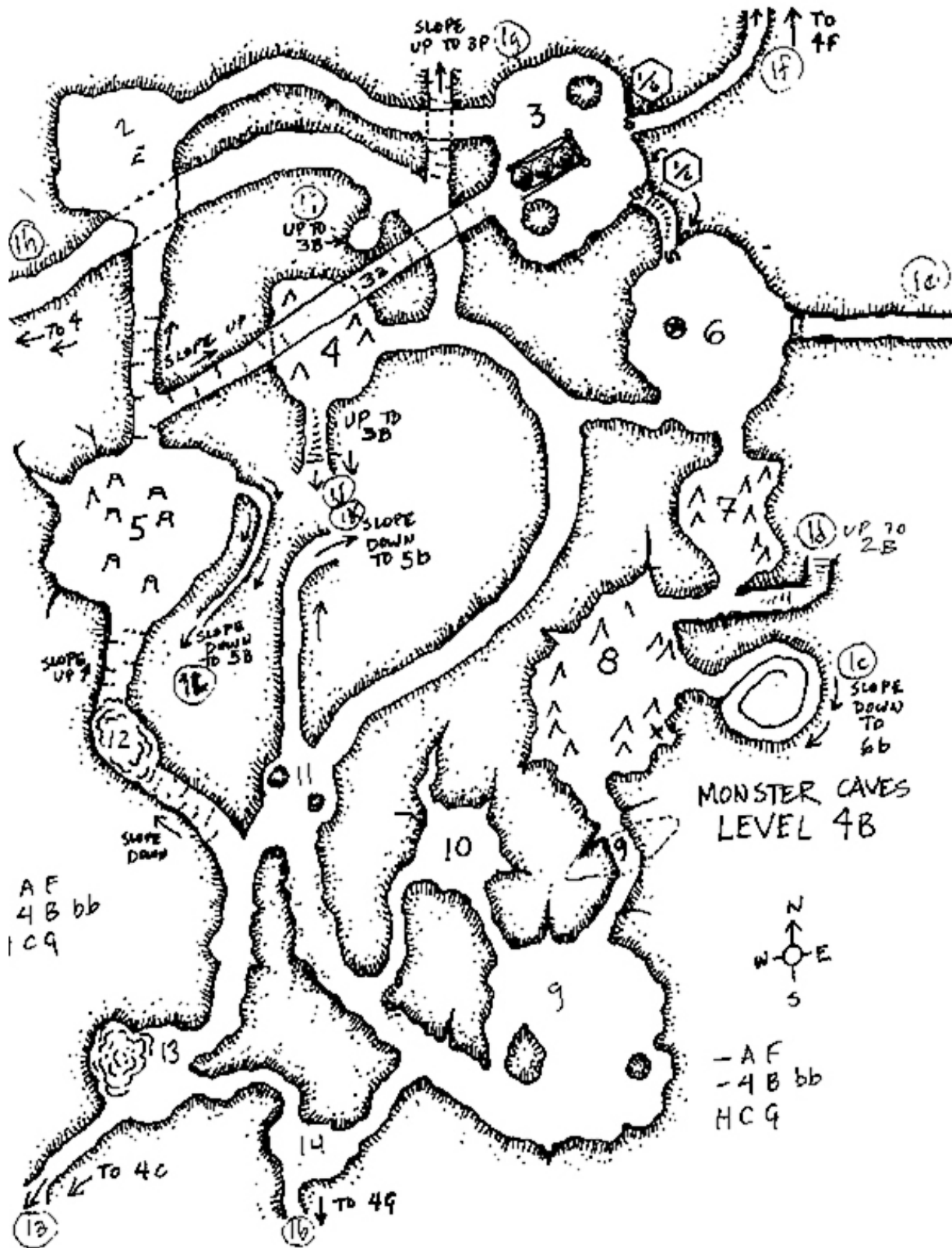
16) Carrion Creeper Pit: This pit goes 70-80 feet down to Level 6a, and 100+ feet up to Level 1, then narrowing and going up a further 100-150 feet to open on a cliff side high up in the mountains. There is a 2 in 6 chance of an encounter here:

- 1. strong draft down (strength check 2d12 or fall if climbing)
- 2. carrion creepers (1-3)
- 3. large spiders (1-3)
- 4. stirges (2-12)

17) Lake Cavern: This large cavern (50 foot high ceiling) connects both level 4a and level 5a (and appears on the map for both levels). Every turn spent near the shore, there is a 1 in 6 chance of encountering 1-4 crab ogres (see 'Monsters' in the appendix) who will rush out of the water to eagerly attack anything that looks like food.

On the south shore: Well-hidden secret door behind some stalactites opens on a narrow passage to Level 4f (1b). There is a single boat big enough for 4 passengers pulled up on the shore on the south side with 2 oars stored inside it..

For every turn spent in the water, there is a 1 in 6 chance of encountering 1-4 crab ogres or 1-4 giant pike in addition to other encounters. These creatures are attracted to light in the cavern since that often indicates the presence of 'food.'



LEVEL 4b: Monster Caves:

One of the notable features here is the ball trap (3) that will release 10' diameter stone balls down the sloping hall (3a). Several stalactites in the cavern below (5) have been snapped off from when the trap was triggered previously.

The rest of the caves are either empty or contain a few monsters that have wandered in from elsewhere. The umber hulk(10) probably qualifies as the area's most deadly opponent.

Introduction:

Special Effects:

Entrances and Exits: There are passages connecting to levels 3F, 4, 4C, 4F and 4G. There is a stairway up to 3B. There is a sloping spiral ramp down to 6B and two sloping passages down to 5B.

Updating the Level:

The Original DM's Notes: Level 4b: This level has a giant 'ball trap' that sent massive stone balls rolling down the hallway to squash player characters (no doubt inspired by a scene from a popular movie about a whip wielding archaeologist). I have no recollection whether or not the ball trap ever claimed any in-game victims back in the day.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Passage to 4c.

1b) Tunnel to 4g.

1c) This deep cavern has a twisty ramp that winds down to Level 6B. A strong scent of sulfur vapors wafts up from below.

1d) These stairs lead up to level 2b

1e) 1f) Passage leads N to 4f.

1g) Passage steeply slopes to 3f.

1h) Passage to 4.

1i) Latrine pit catches the sewage from level above in a 10' deep cesspool. There is a 2 foot diameter hole 30 feet above the sewage pit. Anyone falling into the sewage is 50% likely to come down with the swamp foot disease (see 'Diseases' in the appendix).

1j) Stairs up to 3b.

1k) Passage slopes down to 4b

1l) Narrow passage slopes down to 5b.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Ball Trap Cavern: This cavern has been enlarged so there is a higher ceiling. A gigantic ramp with a convex surface, 30 feet high, stands in the center of the cave. This holds three huge 10' diameter stone balls. A large stone "finger" pin protrudes out of the surface of the ramp and holds the balls in place; when the trigger at location 3a is sprung, pin will release 1 ball which will roll down the hall towards 3a at the rate of 24" per round. Anyone who cannot get out of its way will be struck for 6d6 damage.

3a) This hallway slopes up to location 3a. At point "x" is the squashed corpse of a goblin. He is lying face down in the corridor and every bone in his body appears to have been broken. The hallway itself is relatively smooth with a rounded floor (to accommodate the balls from the trap at 3). At point 3a is a well hidden (notice only 1 in 6) stone panel in the floor that will depress slightly if someone steps on it. After that, a rumbling noise will be heard from up the hall, and, moments later, the players will see a

giant stone ball rolling towards them from uphill (see location 3). Note that this panel is slightly recessed and will not be triggered by a ball rolling down the slope. The trap can work 3 times since there are currently 3 balls loaded into the trap.

4) Shadowcat Cavern: This cavern has lots of stalagmites and stalactites. Someone has painted a black silhouette of a cat several times all over the walls. Two shadowcats lurk here --- they will attempt to attack the last person, hopefully picking them off silently, but the cats are quite clever and will attempt to stand against the wall, looking like one of the silhouette paintings.

5) Spiky Cave: Several stalagmites have been snapped off from the floor and lie scattered around this large and empty cave (these stalagmites were broken by the ball trap at area 3). On the south side of the cave, a smooth stone ball, 10 feet in diameter, is resting against the south wall.

6) Empty except for a statue of a petrified ogre raising his club.

7) Dead Dwarf Cave: Two dead dwarves dressed in chainmail and armed with axes are infested with 4-5 rot grubs each. One dwarf wears a backpack that contains a coil of rope and a few days worth of iron rations, The food, rope and leather of the backpack should also be considered infested with 4-5 rot grubs. A glass bottle beside one of the corpses contains wine.

12-15 Rot Grubs: HD 1hp; AC 9 [10]; Atk 1 burrow; Move 1; Save 18; AL N; CL/XP 1/15; Special: Burrows to heart

8) Sulfur Cave: A smell like sulfur. Four gargoyles (AC 5, HD 4+4, hp 24, 19, 14, 13, atk 1-3/1-3/1-6/1-4) lurk on ledges 40' above. At point X in a large crevasse in the hands of a Halfling skeleton is a rotted sack containing 16 gems worth 10-100 g.p. each. The skeleton has a small +1 sword in the muck beside it. The sword will be found only if the PCs look carefully.

9) Shrieker Cave: Three shriekers are scattered around this cave. Movement or light in the cavern will set them off.

Shrieker, HD: 3, HP 12, 9, 8, AC: 7 [12], ATK: none, ST: 14, SP: noise, MV: 1, AL: N, CL/XP: 3/60

10) Giant Troll Lair: This area is filled with garbage, bones, mud, rotting bodies, etc. Both a giant troll (nearly twice as big as a regular troll) and a garbage toad lair here (see 'Malevolent Monsters' in the appendix for details). The troll and toad are 'friends' and live here together and will fight in order to defend one another. The toad usually just sits, covered in trash, and blends in with the mess in the chamber in order to attack intruders by surprise if possible. The troll will leave the chamber to investigate if it hears the shriekers in the nearby areas or similar events.

Garbage Toad: HD: 6, HP: 32, AC: 5 [14], ATK: Bite (2d6), ST: 11, SP: camouflage, sticky tongue, swallow on a roll of 20, MV: 9, AL: N, CL/XP: 7/600

Troll, Giant, HD: 10+4, HP 54, AC: 3 [16], ATK: 2 claws (2d4), 1 bite (2d8), ST: 8, SP: regenerate 3 hp per round, MV 12, AL: C, CL/XP: 11/1700

The room is filled with bones, rotting bodies, scrap metal, rocks, excrement and other disgusting stuff. In a hole under a pile of garbage is a rusty chest with a broken lock containing 600 GPS, **potions of flying, plant control and fire resistance**, and a pair of **monkey gloves** (see 'Magic Items' in the appendix). The monkey gloves look like a pair of 'gloves' made by stripping the skin off of an ape-like creature's hands.

11) Hunting Prey: An Eastern Manticore is here, eating the body of a mangler who was unlucky enough to get stung.

Manticore, Eastern (aka Persian manticore), HD: 8+4, HP 37, AC: 4 [15], ATK: 2 claws (1d6+1), 1 bite (1d10), stinger (1d4 + poison (-2 save)), ST: 8, SP: poison stinger, MV: 12/18 (flying), AL: C, CL/XP: 10/1400

There is no treasure in the room.

12) Pool Room: The pool is 2' deep at the center.

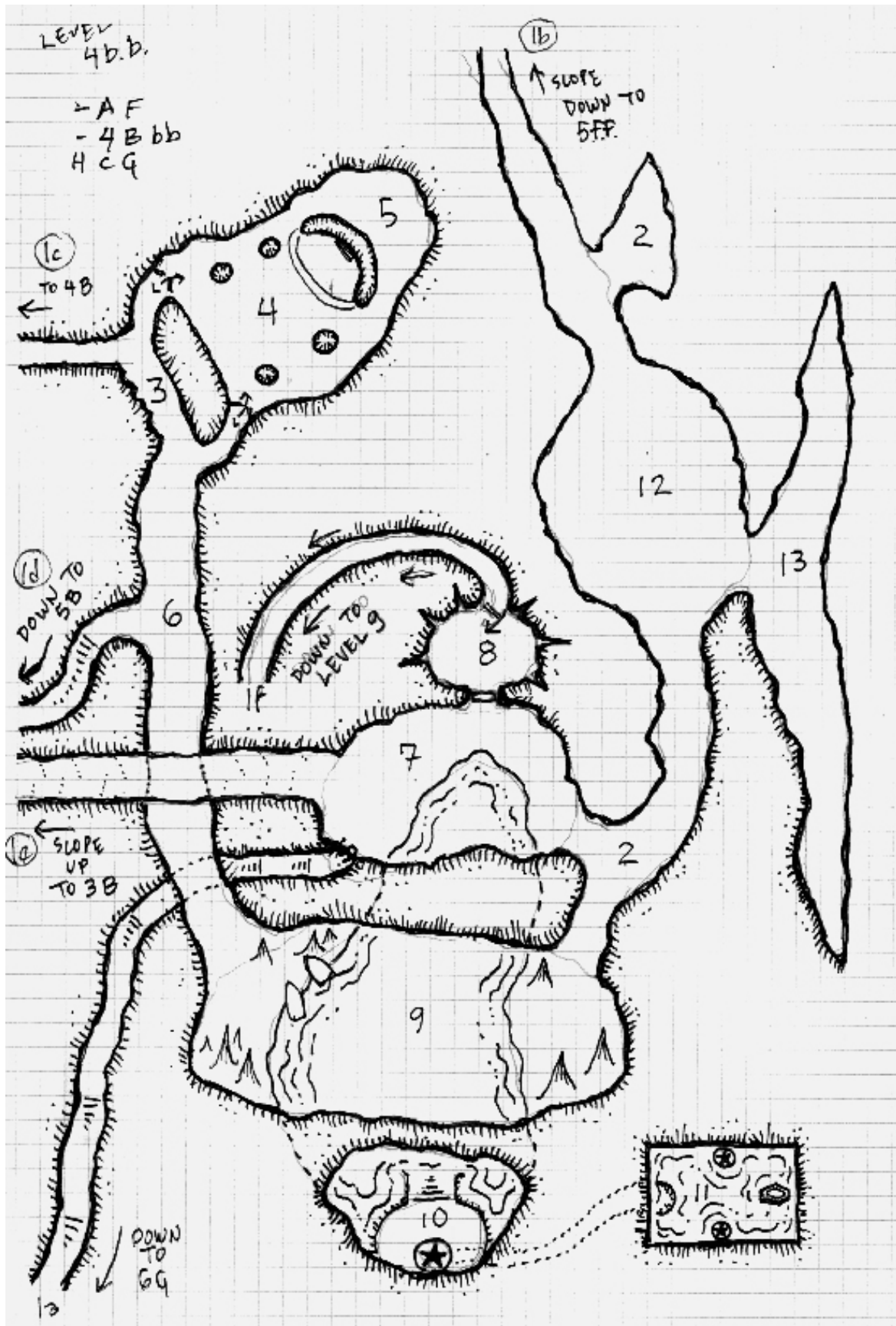
13) The Hiding Place: Two manglers hide here, clinging to the ceiling (for details on manglers, see 'Malevolent Monsters' in the appendix). They are quite frightened because one of their comrades got killed by the manticore at location 11 and will simply seek to cling to the ceiling and use their chameleon ability to avoid being noticed if possible.

2 Manglers: HD: 6+4, HP 28, 24, AC: 4 [15], ATK: 2 claws (1d6), 1 bite (1d8), ST: 11, SP: blunt weapons do ½ damage, surprise 5 in 6, grapple attack, MV: 12, AL: C, CL/XP: 8/800

14) Two Tunnel Beetles (see Malevolent Monsters section) are buried under the sandy floor of this cave and will surprise anyone entering 4 in 6.

Tunnel Beetle : HD 5, HP 23, 19, AC: 2 [17], ATK: Bite (2d6) plus acid (1d6 per round) ST: 12, SP: acid, burrow, MV: 12, AL: 2, CL/XP: 7/600

Treasure: If the beetles are defeated and their burrows investigated, players will find an apple sized lump of dark metal in one of the holes. This is actually a chunk of starmetal worth 1,500 GPS. If a weapon smith of great ability could be found, they could forge this into a +2 dagger, 6 +2 arrows, etc.



LEVEL 4b.b : The Second Temple

Introduction: One of the many factions within the dungeon, the Priests of the Void, have a temple here (they also have a smaller temple at location 20 on level 3 and a larger complex on level 9).

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Long hall with many stairs leading down to 6g

1b) Rough tunnel slopes down to 5.f.f. (the Workshops)

1c) to 4b

1d) Roughhewn stairs down to 5b

1e) slope up to 3b

1f) Sloping tunnel goes all the way down to level 9! This is used by Priests of the Void from area 4 to travel to their temple on level 9.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) A large swirling design that appears to have letters hidden within it is carved on the wall between the doors here. The double iron doors are both locked. Anyone looking closely at the design must make a saving throw or will stand as if in a trance for 1-3 rounds. One of the characters who fails his or her save (determine randomly) will step forward and appear to reach through the design and withdraw a key. The key is made of iron with a strange, swirling design and will unlock the doors to 4. Once the door is unlocked, the key will teleport back into the swirling design on the wall. If the characters who failed their save pass through the doors to 4 and see the void portal there, they will immediately prostrate themselves for 2-5 rounds. The worshippers in the temple will attempt to take them captive as they grovel on the floor.

4) The Second Temple: This temple is similar to the one on level 3. It is a large natural stone amphitheater with natural stone pillars. The walls and ceiling are covered with luminescent yellow-green moss and a swarm of cultists are gathered here, prostrating themselves on the floor and whipping themselves and wailing as a priest in a black robe shouts from beside the altar. The body of a sacrificial victim, her throat cut, lies on the altar and the priest holds a bloody knife. Two acolytes stand on either side of him and 4 guards flank the altar. At the front is a large stone ring against the wall; beside it hangs a large tarnished copper gong with a hammer made of bone leaning against the wall beside it. Inside the stone circle is a pool of blackness with a few bright lights in it. The altar is of purplish stone. If anyone other than a priest or acolyte touches the altar, gong, hammer or the stone ring, the gong will sound and all lawful or good creatures must make a saving throw vs. magic at -3 or fall unconscious for 1-3 rounds.

Like the temple on level 3, if the gong is rung, 2-7 tentacles 10'-30' long will enter the temple and attempt to pull someone in. The tentacles will pull victims 10' per round. Each tentacle has AC 6, and it takes 12 hp to sever. Anyone pulled through the gate is killed and his body utterly destroyed unless they are wearing or carrying the holy symbol of the temple (in which case they will be transported instantly to the front gate of the wall surrounding the Fane of the Void on level 9). Priests of the void might leap through the gate to escape; acolytes and guards and other lesser temple servants will always fight to the death. Severed tentacles will withdraw back into the void to be replaced in 1 round by a new one. Any part of the tentacle left in the room after being severed will melt into black slime in 1 round.

The priest and the 2 acolytes each has a disk of black jet set in a silver setting on a chain around his neck (their holy symbols; as jewelry they are worth 30 GPS each, but each radiates slight magic if detected for).

Evil Priest; 8th level

2x acolytes; 1st level

4 guard fanatics

16 fanatic cultists

5) Priest quarters. A +1 silver mace with a unique star shaped head is kept here. This is the key to door at 7 and 8.

6) Elludium Vein: The players will notice a vein of a bright yellow metal running through the wall at this point. This is actually a vein of pure elludium; an extremely rare and valuable metal (see 'Metals' in the appendix). It will take 3-9 hours for a team of skilled miners or dwarves to dig the metal out of the wall and every hour there is a 50% chance that one of the tools being used to dig will break (unless a magic pickaxe is being used). Using a magic pickaxe will reduce the time by one hour.

The pure elludium obtained is enough to make 1 longsword, two short swords, four daggers or the equivalent if a smith of sufficient skill is found. All weapons forged from elludium are +3. On the open market, this deposit of elludium is worth 10,000 GPS.

7) Lake and Stone door: This cave is dominated by a large natural lake and a stone door in the north wall. The lake is about 30 feet deep and goes under the wall to the south, connecting the lake to the lake in room 9 and 10. The lake is infested with eyeless piranhas (1-6 will attack anyone entering the water). If a total of 12 eyeless piranhas are killed, the lake in room 7, 9 and 10 will have no more fish in it.

Piranha, Eyeless albino, HD: 2, HP 8 each, AC: 5 [14], ATK: Bite (2d4), ST: 16, SP: 16, SP: none, MV: 12, AL: N, CL/XP: 2/30

From the south, this two foot thick stone door has a circular bronze medallion in the middle of it. The bronze medallion has a star-shaped hole in the center of it. If the silver mace from location 5 is inserted into this recess and turned, it will unlock the door and allow it to be pushed open. The door will close by its own power in 3 rounds. On the inside is a large brass handle that, if turned, also opens the door. The door lock can also be opened by a thief with lock pick tools.

8) Room of the Flame: There is a natural gas jet in the center of the room that burns with a blue light, casting strange shadows around the room. The walls have large and deep cracks in them and there are stone doors in the center of the north and south walls. The north stone door here is locked and marked with a large jet black dot. In the center of the door is a bronze medallion with a star-shaped indentation in it. Like the south door, it can be opened with the silver mace (see 7 above). The south stone door has a bronze handle that allows it to easily be opened from this side.

The room is guarded by a void guardian (see 'Malevolent Monsters' in the appendix) and 4 shadows that will attack anyone who does not wear the medallion obtained from the priests at location 4. Note that the guardian and his shadow servants will be hidden when the players first enter the room and will attack by surprise if possible. The void guardian is nearly invisible and can attack by surprise 90% of the time. It will be hiding in the shadows and will seek to attack anyone entering the room who does not wear the void medallion openly. The shadows will be tucked into cracks in the walls and will only attack if commanded by the void guardian or attacked themselves. If everyone in the party is wearing the medallion, it is entirely possible that they could pass through the room without even noticing the void guardian and shadows.

4 Shadows, HD: 3+3, HP 15, 13, 11, 9, AC: 7 [12], ATK: 1 touch (1d4 + Str drain), ST: 14, SP: Drains 1 Str with hit, can only be hit by magical weapons, MV: 12, AL: C, CL/XP: 4/120
Void Guardian, HD: 7, HP 29, AC: 2 [17], ATK: touch (1d8 + 1d8 STR drain), ST: 9, SP: immaterial and 90% invisible, magic weapon needed to hit, Strength drain with hit, MV: 30 (flying), AL: N, CL/XP: 9/1,100

9) lake with albino fish. By swimming under the wall to the N you can get to 7. By swimming under the wall to the S you can get to 10. The lake is infested with eyeless piranhas (1-6 will attack anyone entering the water). If a total of 12 eyeless piranhas are killed, the lake in room 7, 9 and 10 will have no more fish in it.

Piranha, Eyeless albino, HD: 2, HP 8 each, AC: 5 [14], ATK: Bite (2d4), ST: 16, SP: 16, SP: none, MV: 12, AL: N, CL/XP: 2/30

10) The Shrine of the Fish Man: This cave can be reached by swimming in UNDER the wall from room 9. The lake is infested with eyeless piranhas (1-6 will attack anyone entering the water). If a total of 12 eyeless piranhas are killed, the lake in room 7, 9 and 10 will have no more fish in it.

Piranha, Eyeless albino, HD: 2, HP 8 each, AC: 5 [14], ATK: Bite (2d4), ST: 16, SP: 16, SP: none, MV: 12, AL: N, CL/XP: 2/30

The room is half filled with water and a platform, complete with a short flight of steps, dominates the rough cave. The water around the platform is about 10 feet deep. Upon the platform is a marble statue of a man with fish-like features, scaled skin and webbed hands and feet holding a trident forged of bronze in one hand and a conch shell in the other. The conch and trident are a part of the statue and cannot be removed without smashing the statue's hands. Upon the pillar, in an ancient tongue (Ichthyoid language; probably only deciphered via a 'Real Languages' spell), it says, "Blarglubarallan, Lord of the Waters. Hear the sound of my horn!" If anyone places their lips to the edge of the conch shell and blows upon it, a surprisingly loud 'toot,' like a blast upon a giant horn, is heard and the statue will slowly slide aside, revealing a hole filled with water about 10 feet down.

The hole is 4 feet in diameter and has hand and toe holds carved into the stone. It goes down 30 feet, then east 60 feet and then up 10 feet where it emerges in room 11. Note that other than the first 10 feet, the entire tunnel is filled with water.

11) Water Tomb: This room is completely filled with water and is guarded by two stone statues of giant crabs that will animate and attack anyone who advances more than 10 feet into the room (see 'Malevolent Monsters in the appendix for more details on the stone crabs). At the east end of the room, a coffin made of crystal holds the preserved body of a fishman grasping a trident and a conch shell in his webbed hands and wearing a necklace of silver beads with pendant shaped like a gold star attached to it. If the clear crystal is smashed (by inflicting 10 or more hit points upon it), the body will dissolve into mud and bones leaving the necklace, trident and conch shell behind. The conch shell is actually a **Conch Shell of the Myrmidons** (see 'Magic Items'), **the trident is a +1 magic weapon** and the necklace is **Medallion of ESP**.

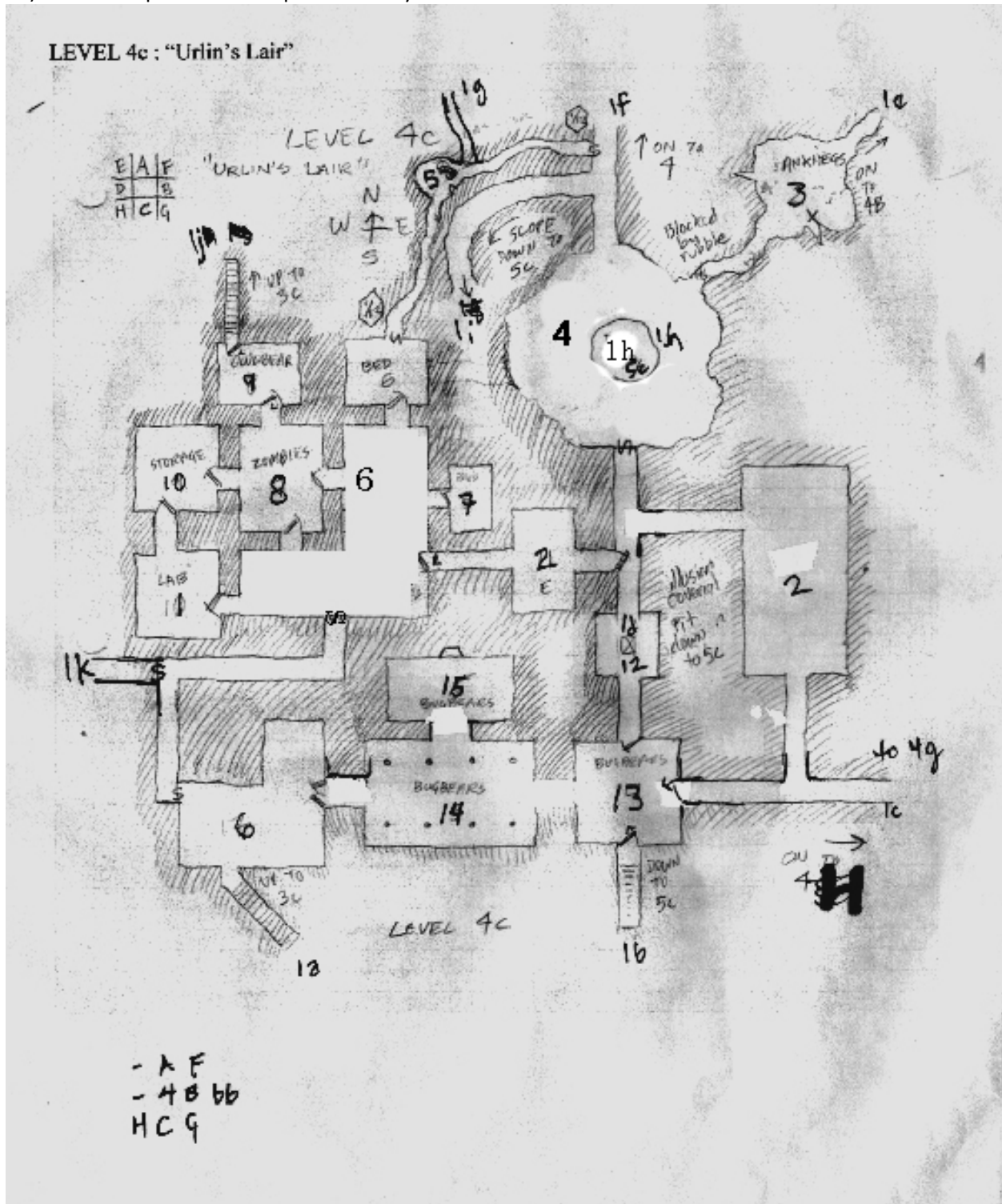
Unfortunately, anyone who is in the room when the glass coffin is opened will come down with the Fish Curse (no save; see 'Diseases' in the appendix).

Crab, Stone HD: 7, HP: 32 each, AC: 0 [19], ATK: 2x claws (2d6 each), ST: 9, SP: immune to most fire and cold, ½ damage from piercing and slashing weapons, MV: 12, AL: N, CL/XP: HD (8/800)

12) Corpse Heap: HD: 7 to 10 (56 to 80 hit points), AC: 5 [14], ATK: 2 fists (3d6), ST: 9 (7HD), 8 (8HD), 6 (9HD), 5 (10HD), SP: +1 or better weapon needed to hit, touch causes disease, absorbs victims, heals

itself by harming others, MV: 9, AL: N, CL/XP: 7 HD (9/1100), 8 HD (10/1400), 9 HD (11/1700), 10 HD (12/2000)

13) Mineral deposits in walls plus some crystal men



LEVEL 4c : Urlin's Laboratory

Introduction: An evil sorcerer named Urlin claims this area. His laboratory and living quarters are guarded by an owlbear, zombies and other monsters. Urlin has been experimenting with creating synthetic men and a 'meat wall' (see "Malevolent Monsters" in the appendix).

There is a tribe of pumpkinbears (see 'Malevolent Monsters' in appendix) also living on this level. Urlin originally created the pumpkinbears by following the notes of another wizard named Bell, but has since lost interest in them and is much more devoted to the further development of his synthetic men.

Special Effects: Cave 1 is filled with a thick, choking smoke from the pit that will reduce clear sight down to 10 feet and only allow vague outlines to be seen 20 to 30 feet away. Every turn spent in this area will require a saving throw or the victim will cough and choke from the fumes (-1 attack and defend, -1/3rd movement rate).

Entrances and Exits: There are passages to 4, 4B and 4G. There is a pit trap that will deposit anyone falling into it onto level 5C and a large open pit that leads right down to level 6. There are 2 sets of stairs up to 3C, a ramp down to 5C and a set of stairs down to 5C.

Updating the Level: If Urlin and his minions are attacked, he will attempt to bolster his guards by repairing any zombies destroyed or damaged with parts from the vats in his store rooms. In a few days he will finish his second flesh golem and then will have 2 golems to help defend his lair. He will also animate the corpses of any dead the enemy leaves behind. If Urlin is killed, Pike (his assistant) may agree to help the players providing they help escort him out of the dungeon. Pumpkinbear losses will eventually be replaced as the juveniles mature, and, if they are not wiped out, they may eventually start nesting in other parts of the level, including the lair formerly occupied by Urlin (providing they can gain access).

The Original DM's Notes: Level 4c : In reading the original monster manual, I was always amazed at how many creatures were described as 'the creation of some mad wizard.' An evil sorcerer named Urlin is one of those 'monster makers' and his laboratory was guarded by owlbears, zombies and other monsters. Some of his experimental monsters included poisonous gnomes, a zombie covered in green slime and an orc that will explode if killed. In the new version, I've replaced these somewhat gimmicky monsters with a creation I call 'synthetic men.' I got the idea for 'synthetic men' from an old comic book that had a version of the Edgar Rice Burroughs story, "The Synthetic Men of Mars." The story involved an alien who had an army of clones; on the cover, the evil alien was pouring the contents of a test tube on the floor and soldiers were squirming to life out of the resulting puddle. I don't think the actual story was as interesting or evocative as that cover image; Urlin's 'synthetic men' squirm to life when electricity is passed through a vat of special liquid, thus combining that evocative image from Burroughs with Shelley's 'Frankenstein..'

Also in Urlin's laboratory is a 'meat wall.' The 'meat wall' is based on the concept of 'in vitro meat' (when 'meat' is grown by cloning cells or a similar practice). I remember reading about the practice years ago (it has apparently been considered theoretically possible for years; more recently theory has been put into practice --- I think the world's first 'in vitro' hamburger was consumed in 2013).

The guys I used to play D&D with back in high school used to wonder who went around closing all of the doors in the dungeon since adventurers leave them all open. In order to address this non-issue, I came up with the concept of a creature called 'No one cares.' The 'no one cares' is a small humanoid that wanders the dungeon corridors, shutting doors and putting things back in place so the DM does not have to explain why doors which the players left open and unlocked are closed and locked when the players return. The 'no one cares' has a special ability known as 'insignificance camouflage.' This rare magical ability causes anyone observing the 'no one cares' to consider the creature so insignificant as to be unable to even perceive of the creature's existence. The 'no one cares' poses no significant danger to the

player characters, has no treasure and will not do anything other than wander around shutting doors that have been left open by others.

- 1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.
 - 1a) Stairs up to 3c
 - 1b) Stairs down to 5c
 - 1c) Passage to 4g
 - 1d) Pit covered by an illusion of a plain stone floor goes 40 feet down to level 5c. A bad smell emerges from the pit.
 - 1e) Rough tunnel to 4b.
 - 1f) Tunnel north to 4.
 - 1g) rat tunnel north to 4.
 - 1h) This large pit goes down to 5c. The edges of the pit are covered with moss and fungus; climbing up or down will be hard.
 - 1i) Slope down to 5c.
 - 1j) Narrow steps up to 3c.
 - 1k) Secret passage to 4h.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the “Random Happenings and Items” table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Chamber filled with rubble. A tunnel beetle hides here (surprises 4 in 6). The chamber is lit by a burning natural gas jet leaking from a crack in the wall at point X that sheds light in a 30’ radius.

Tunnel Beetle : HD 5, HP 23, 19, AC: 2 [17], ATK: Bite (2d6) plus acid (1d6 per round) ST: 12, SP: acid, burrow, MV: 12, AL: 2, CL/XP: 7/600

4) Fungus filled chamber: The pit in the center of the room (1h) leads down to 5c.

5) Basilisk Guard Post: This chamber is lit by a ‘*continual light*’ spell cast upon the ceiling. A sculptures of a wererat with a sword in his hand and a stone rat sitting up on its haunches are here. A basilisk (AC 4, MV 6”, HD 6+1, hp 24, 1 atk 1-10 + petrifying gaze) is chained to the wall.

6) Urlin’s Workshop: Warning: This is a complicated area with a lot of stuff in it. In order to understand this encounter, you should probably look up ‘meat wall’ and ‘synthetic man’ and ‘pumpkin bear’ in the ‘Malevolent Monsters’ section of the appendix and read this encounter carefully ahead of time. This large laboratory is lit by magical ‘*continual light*’ spells cast upon the ceiling. Hanging on the X wall is what looks like a glistening expanse of pulsating raw muscle with vein-like tendrils extending down into a trough of water that sits on the floor below it. In the XY corner stands an iron cage, locked with a padlock, that contains a hostile pumpkinbear. In the center of the room are two large vats made of wood, each 20 feet in diameter. The X vat is filled with water and fish of some sort, the Y vat is filled with a pinkish slime. There is a bar of silver and a bar of copper poking down into the liquid in each vat and the two silver bars are connected to each other by a cable made of braided silver wires while the two copper bars are connected to each other with braided copper wires. The carcass of what looks like a bear (it is actually a pumpkinbear with the head missing) is hung from hooks over the vat with the water and fish in it; a rope and pulley arrangement on the Z wall will lower the bear carcass into the water with the pull of a lever. The rest of the room is filled with tables covered with alembics, retorts, parchments,

books, etc. An old, bald man in a threadbare robe and a young apprentice are in the room. If they are unaware of the party, they will be working at one of the tables on one of their experiments.

The wizard is Urlin; he is obsessed with creating new life forms and will resent any intrusion with his studies unless he thinks that the players can assist him somehow. His assistant, Pike, is a young and timid man who is terrified of his master. In addition, there is an 'invisible servant' named 'Steve.' Steve cannot speak or directly attack other creatures, but he will open doors, pull levers, fetch things, etc., as commanded by Urlin. If anyone attacks Urlin or Pike or attempts to steal or destroy anything in the laboratory, Steve will pull the lever that drops the bear carcass in the water. This will result in the creation of 1 synthetic man per round until either then maximum number of synthetic men have been created (30!), the bear carcass is removed from the water, all of the eels are killed in the water or the connection between the two tanks via the copper and silver electrodes is severed somehow.

The water vat is filled with 24 starving electric eels. When the carcass is lowered into the water, the eels will go into a feeding frenzy, emitting electricity as they tear at the carcass. The electricity will pass through the copper and silver electrodes from the water vat to the slime vat and will cause synthetic men to form until either the power is shut off or all of the slime is used up. Anyone touching the electrodes or the cables under normal circumstances will take 1d6 electrical damage per round. Anyone touching the electrodes while the eels are in a frenzy will take 3d6 electrical damage. Wooden tools could be used to remove one the electrodes from either vat without harm, and, if this is done, the production of synthetic men will cease. If desperate, Urlin might command Steve to put the electrode back into the vat, even though this will probably destroy Steve. Steve is a mindless automaton and won't refuse any order.

Anyone coming within 10 feet of the meat wall will be attacked by it. Urlin has a tiny silver tuning fork in his pocket which will cause the meat wall to go dormant for 3 rounds if struck; if forced into the vicinity of the meat wall, he will strike the fork to pass through unharmed.

If under attack, Urlin will attack with lightning bolt spells as often as possible, since firing bolts so they strike the synthetic men or meat wall will help the synthetic men and meat wall and harm the player characters. If he fires the bolt into the vat of pink slime, it will destroy the vat but simultaneously create 6 synthetic men all at once. He will only do this in extremis.

The key to the cage with the pumpkinbear is in Pike's pocket. Pike is afraid of the pumpkinbear; Urlin will command him to release it but Pike is only 50% likely per round of being able to bring himself to do so.

24 Eels, Electric: HD: 1, AC: 9 [11], ATK: bite (1d6) plus electricity, ST: 17, SP: electrical shock (1d6), MV: 9 (swimming), AL: N, CL/XP: 2/30

The Meat Wall: HD: 6+4, AC: 9 [11], ATK: 1-6 tentacles (1-6 damage each), ST: 11, SP: electricity heals and empowers, can absorb prey, MV: 0, AL: N, CL/XP: 6/400

Pumpkinbear: HD 4+1, HP 17, AC 6[13] body, AC 9[11] head, Atk: 2 claws (1d3), 1 bite (1d6), ST:13, Special: Hug, exploding head, MV 9, AL: C, CL/XP 5/240

Synthetic Men: HD: 4+1, HP 16 each, AC: 5 [14], ATK: 2 fists (1d6 each), ST: 13, SP: electricity empowers and heals, MV: 6, AL: N, CL/XP: 4/120

Steve (invisible servant): HD: 1, HP 8, AC: 5 [14], ATK: none, ST: 17, SP: invisible; incapable of attacks, MV: 12, AL: N, CL/XP: 2/30

Urlin (Lvl 8 MU): AC 6, HD 8, hp 17, 1 atk 1-4, wand of paralyzation, bracers of AC 6, ring of wizardry (doubles 1st and 2nd level spells)

spells:

1st level: burning hands, detect magic, hold portal, magic missile (x2), shocking grasp, sleep (x2) (identify, jump, read magic)

2nd level: darkness 15' radius, detect invisible, ESP, invisibility (x2), stinking cloud (pyrotechnics, shatter)

3rd level: clairvoyance, hold person, lightning bolt (gust of wind, tongues)

4th level: polymorph self, wall of fire (charm monster, remove curse)

Pike (Lvl 1 MU): AC 8, hp 3, 1 atk 1-4, dagger, flask of acid, ring of protection +1

spell: shocking grasp. Pike wears a robe, dagger and hat. He has a key to the pumpkinbear's cage in his pocket. Pike is basically a neutral character but is terrified of Urlin. If allowed to surrender, he may attempt to redeem himself by joining the party, serving as an assistant/henchman to a magic user in the group.

Treasure: The various beakers, alembics, test tubes, cauldrons and other alchemical supplies would be worth a great deal to a dealer in alchemical supplies (700-1200 GPS) but transporting the wagonload of stuff out of here is going to be a problem. Some other items of value here include:

- A bottle of diamond dust worth 1,000 GPS to a dealer in alchemical supplies.
- A ragged notebook which includes crude drawings of 'pumpkinbear' anatomy and notes on their creation. The notes in the book make it obvious that the research was originally carried out by a wizard known as 'Bell' intending to make an improved bugbear-type guard creature and Urlin simply continued on where he left off. Urlin's margin notes reveal that he considered the pumpkinbear a failure and accuses Bell of plagiarizing some of his research from someone he calls 'Datkins.' The notes will be worth 1000 GPS to an alchemist or higher-level wizard.
- A scroll with the 'Phantom Messenger' spell inscribed on it (see 'Spells' in the appendix).
- A potion of healing and a potion of invisibility among the many bottles scattered around.
- 3x 'goblin crackers'(see 'Weapons' in the appendix). If time permits, Urlin will command Steve to light the crackers from a candle flame and drop them among the enemy.
- A wooden box containing a fist-sized pale blue crystal that is actually a Crystal Man in dormant form(See 'Malevolent Monsters' in the appendix --- the crystal man will attack if touched). Crystal Man, Dormant: HD: 1/2 (2 hit points), AC: 6 [13], ATK: contact (1d6 + drain 1d3 Constitution), ST: 17, SP: drain Constitution, MV: 0, AL: N, CL/XP: (1/15)
- The pair of silver bars (electrodes) with silver cables and copper bars (electrodes) with copper cables from the synthetic men vats are worth 60 GPS and 6 GPS respectively. The bars and cables weigh a total of 12 lbs (2 lbs for each bar and 2 lbs for each cable).

5) Pike's Bedroom: This small, simple bedroom for Urlin's assistant, Pike. It has a small cot, a trunk with a few changes of clothes and a table and stool. Pike's spell book is hidden behind a loose stone in the wall; it contains Charm Person, Detect Magic, Light, Magic Missile, Read Magic and Shield. There are a few useful items around including a lantern without oil that has a 'continual light' spell cast inside it (one may simply retract the wick to 'shut off' the light), some candles, parchments and a few books about the discipline of magic worth 50 GPS each.

7) Urlin's Bedroom: Urlin's bedroom is rather Spartan, but includes a bed, a cabinet of clothes, a rug, a table and chair. A chest under the bed holds a dozen animate zombie hands that will scramble out to attack anyone who opens the chest (see 'Malevolent Monsters' in the appendix), 4 books about

necromancy and the science of golem construction worth 100 GPS each and a **magic eight ball** (see 'Magic Items' in the appendix).

12 Zombie Hands, Animate: : HD: 1d6 hit points, HP 3 each, AC: 7 [12], ATK: 1 claw for 1d3, ST: 18, SP: 25% of infecting target with Tomb Rot, MV: 9, AL: N, CL/XP: 1/15

8) Chamber of the Dead: Twelve zombies stand in this room and will attack intruders unless they are escorted by Urlin, Pike or one of their pets. These zombies are the animate bodies of failed experiments or former test subjects; there are several different kinds of creatures (humans, orcs, goblins, red dwarves, etc.) and several of them have parts from one creature swapped out with another (a goblin zombie has a goat's head, a human zombie has a left arm from a red dwarf sewn on in place of its own, etc.).

12 Zombies, HD: 2, HP 8 each, AC:: 8 [11], ATK: strike (1d8), ST: 16, SP: Immune to sleep and charm spells, MV: 6, AL: N, CL/XP: 2/30

9) Owlbear's Room: Urlin's pet owlbear nests in this room. The room has some scattered straw, bones and owlbear scat. A nest in one corner has 4 owlbear eggs (worth 500 g.p. each) in it.

Owlbear, HD: 5+1, HP 22, AC: 5 [14], ATK: 2 claws (1d6), 1 bite (2d6), ST: 12, SP: Hug for additional 2d8 on attack roll of 18+, MV: 12, AL: N, CL/XP: 5/240

10) Supply Room: There is a large vat of preserved human remains in some sort of embalming fluid that includes arms, legs, torsos, legs, heads and other body parts. A shelf includes many different hands, eyes, ears, noses and organs preserved in clear glass jars. One corner has a small kitchen with a cabinet of food supplies, a small stove, some pots and pans and a few barrels of fresh water and wine. A locked chest has 2,600 GPS, a suit of **+2 chainmail**, a **+1 eagle-eye crossbow** (see 'Magic Items' in the appendix), and cursed **boots of dancing**.

The party must make a saving throw at -4 to even notice it, but there is a 'no one cares' creature (see 'Malevolent Monsters' in the appendix) in the kitchen fixing itself a snack. It will ignore anyone unless they attempt to interact with it. Pike, Urlin's assistant, will probably get blamed for the mess that the 'no one cares' will have left in the kitchen.

No One Cares: HD: 1d6 hit points, HP 3, AC: 7 [12], ATK: none, ST: 18, SP: insignificance camouflage, sleep spell, MV: 9, AL: C, CL/XP: 2/30

11) Golem Lab: This room is set up as another lab. Urlin is constructing golems here and there is a large table with a half-assembled flesh golem upon it while another golem stands in the far corner. If someone other than Urlin or Pike enters the room, the functional golem will attack, but the golem will not leave the room unless commanded by Urlin.

As mentioned, on the table is a half-assembled flesh golem. The room is filled with various alchemical and surgical equipment, including numerous bone saws, knives, cutters, spools of suture material, scissors, blood and gore spattered towels, etc. Hidden in all of this disorganized mess is a **flask of poison**, a **potion of healing**, a magical **manual of flesh golem construction**, 2 large bottles of distilled liquor (that could be used to make 'Molotov Cocktails,' see 'Weapons' in the appendix) and various other miscellaneous supplies. Underneath a stack of moldy books on anatomy, one can find a **scroll of sleep, dispel magic, and invisibility**.

Golem, Flesh, HD: 8 (40 hit points), AC: 9 [10], ATK: 2 fists (2d8), ST: 8, SP: Hit only by magic weapons, slowed by fire and cold, immune to most spells, healed by lightning, MV: 8, AL: N. CL/XP: 12/2,000

12) Stinky Room: An illusion Covered pit drops down to Level 5C. (1d) Pit covered by an illusion of a plain stone floor goes 40 feet down to level 5c. A very bad smell emerges from the pit.

13) Pumpkinbear Lair: A pumpkinbear is in here, chewing on the carcass of a red dwarf. The room is covered in bones, rags and pumpkinbear scat.

Pumpkinbear: HD 4+1, HP 17, AC 6[13] body, AC 9[11] head, Atk: 2 claws (1d3), 1 bite (1d6), ST:13, Special: Hug, exploding head, MV 9, AL: C, CL/XP 5/240

Treasure: 15 GPS are scattered around the floor.

14) Pumpkinbear Lair Two: Two more pumpkinbears are in here, sleeping on heaps of dirty straw and rags. If noise from a nearby room (like a loud fight) lasts more than 3 rounds, they will get up and go investigate.

2 Pumpkinbears: HD 4+1, HP 19,15, AC 6[13] body, AC 9[11] head, Atk: 2 claws (1d3), 1 bite (1d6), ST:13, Special: Hug, exploding head, MV 9, AL: C, CL/XP 5/240

15) Pumpkinbear Lair Three: This room contains four adult pumpkinbears and three young pumpkinbears. A tangle of vines grow from a heap of decaying bones and compost pushed against the far wall; a few small orange gourds can be seen on the vines. The whole tribe is settling down for a chew on a pair of dead giant ants.

4 Pumpkinbears: HD 4+1, HP 19,15, 14, 11, AC 6[13] body, AC 9[11] head, Atk: 2 claws (1d3), 1 bite (1d6), ST:13, Special: Hug, exploding head, MV 9, AL: C, CL/XP 5/240

3 juvenile Pumpkinbears: HD 1, HP 6, 3, 2, AC 6[13] body, AC 9[11] head, Atk: 2 claws (1point each), 1 bite (1d2), ST:13, Special: exploding head, MV 9, AL: C, CL/XP 2/30

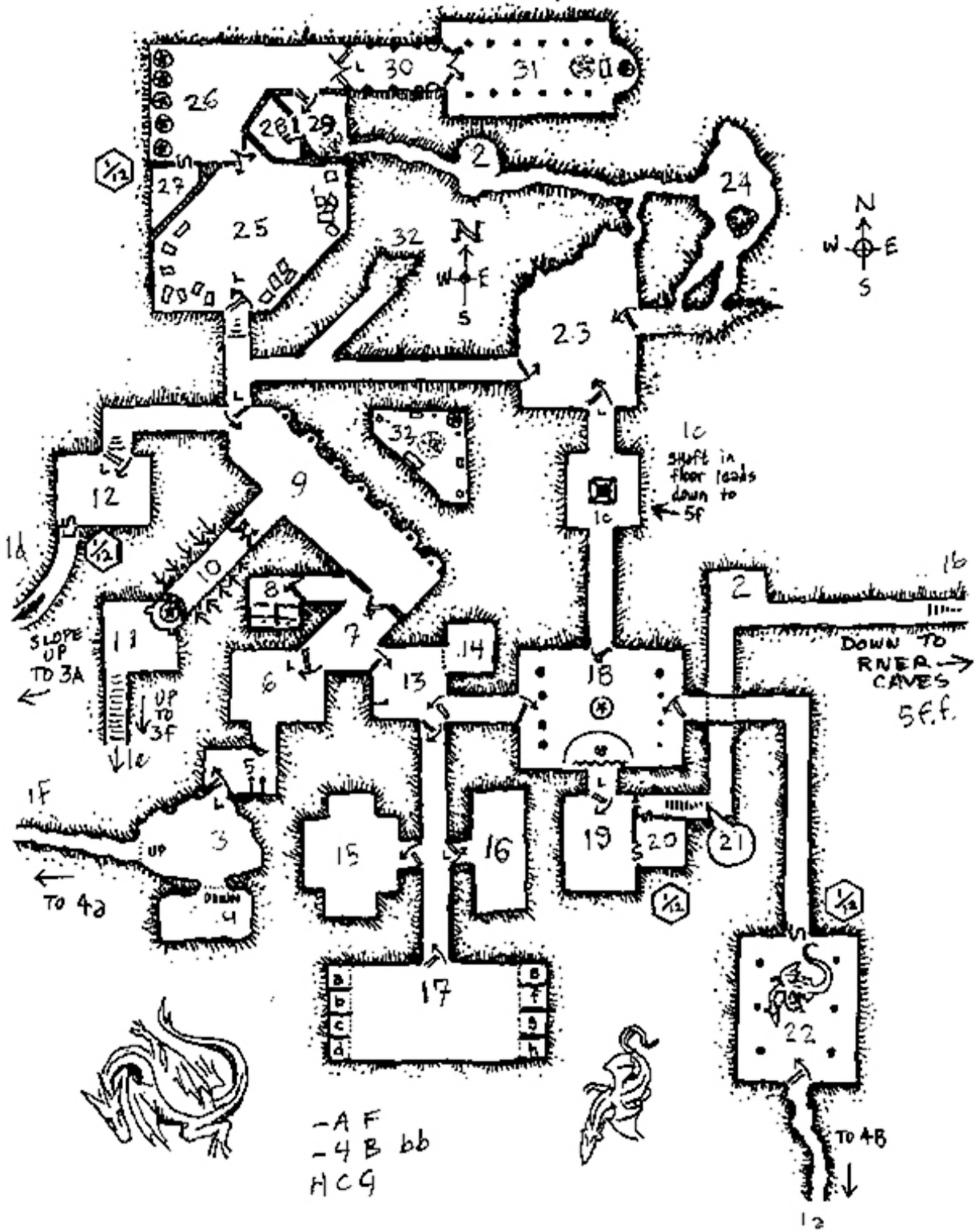
If the vines and gourds are investigated, it will be discovered that the gourds are actually immature pumpkinbears with tiny bodies and barely formed features.

Treasure: Searching through the 'compost' under the vines will reveal some human and dwarven bones, 16 gold pieces, the rotted remains of clothing, some rusty (non-functional) armor and **a +1 silversteel longsword.**

16) Ruined Room: Some old furniture, broken barrels, etc. are scattered around in here. The rotted remains of a dead ogre and a dead pumpkinbear are here; the pumpkinbear's head has been smashed. Vines covered with tiny pumpkinbears sprout from the corpses.

Treasure: Other than his club, the ogre had a silver and gold belt buckle set with a 50 GPS gem (worth 100 GPS total).

4f: SECRET DERRO HOLD



LEVEL 4F: Secret Red Dwarf Stronghold

The Red Dwarf have discovered this area and concealed it through the use of secret doors and hidden entries. They particularly enjoy capturing and torturing intruders (see room 13).

Introduction:

Special Effects: There are a few treasures of 'red gold' hidden in this level. Anyone taking possession of 'red gold' will want to keep it and will seek to possess more of it --- which could, possibly, lead to interparty strife (see 'bloodgold' entry in the 'Metals' section of the appendix).

Entrances and Exits: There are tunnels leading to 4A, 3A, 4F-A (The River Caves) and 4B. There is a stairway up to level 3F and an open shaft that leads down to 5F.

Updating the Level: If every red dwarf on the level is wiped out within 1 week, the dwarves will abandon this level and consolidate their forces downstairs. However, if players venture into this level, losses will be replaced from below within a day or two. If required, more powerful spell casters and fighters will be brought up to help defend the level. In addition, the dwarves will set traps and possibly lure dangerous monsters into the level to help defend it (consider manglers, white ogres and trolgres as good choices (see 'Malevolent Monsters' in the appendix for details on these new creatures)).

The Original DM's Notes: Level 4f: The 'Red Dwarves' were a villain from my own fantasy campaign. I originally conceived of the red dwarves as an evil branch of the dwarf family, much like the drow were evil versions of elves. Then, when I was working on some 'fantasy diseases,' I had the idea that there could be a disease which would turn people into cannibals. I originally designed level 4f as a secret hideaway for some of the 'Derro' from AD&D. Since Gygax's 'Derro' were clearly inspired by Richard Shaver's cannibalistic 'Dero,' the idea came full circle --- what if the Red Dwarves were actually normal dwarves who had been so thoroughly infected by the cannibal disease that they could never come back? Well, I liked that idea. I also decided that since Khunmar was a dwarven fortress that had fallen while under siege by the dwarven enemies (much like its inspiration, Tolkien's "Moria"), then the Red Dwarves could actually be the descendants of the former defenders, transformed into insane cannibals by a disease.*

**Note: If you don't know about Richard Sharpe Shaver and the Shaver Mystery, go to the internet right now and look it up.*

Wandering Monsters (1-3 every 3 turns)

1. Red Dwarf (1-4)
2. Red Dwarf (1-4)
3. Red Dwarf (1-4)
4. Red Dwarf (2-5) and 2-5 chained slaves
5. wights (1-3)
6. rats (3-18) and wererat spy
7. slithering tracker
8. Red Dwarf cleric and 3 guards
9. ghastr and 2-7 ghouls
10. 1-3 white ogres
11. dwarf spy for Red Dwarf (will claim to be escaped prisoner)
12. random patrol of 3-18 skeletons

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Rough tunnel from 4b. Ends in an iron door.

1b) stairs down to River Caves (5f.f). Guarded by a pair of shadowcats.

- 1c) Shaft down to 5f (40 feet down).
- 1d) Slope up to 3a.
- 1e) Stairs up to 3f.
- 1f) Rough tunnel to 4a.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the “Random Happenings and Items” table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Enlarged Cavern: The portcullis at the western entrance will be up, and the portcullis at the southern entrance will be down. When the PCs enter, the occupant in area 2 will release the troll from area 1a and fire his crossbow through a slot in the door as well as dropping the portcullis over the exit. Only some scattered bones are in here.

4) Troll’s Cage: A troll is kept in here. There is a pile of dirty straw, a water bucket, and some gnawed bones.

Troll, HD: 6+3, HP 27, AC: 4 [15], ATK: 2 claws (1d4), 1 bite (1d8), ST: 11, SP: regenerate 3 hp per round, MV 12, AL: C, CL/XP: 8/800

5) Troll Keeper: The Red Dwarf Troll Keeper has a key to the door at area 3 and a potion of invisibility in his belt pouch. The room has a cat, a chest of clothes, a chair, a water bucket and a bucket of raw meat. Two iron levers on the wall control the portcullis in area 1, and a rack on the wall holds a spear, 50’ of rope, a war whip (see “Weapons” in the appendix), and 12 extra bolts in a case.

Red Dwarf, HD:4, HP 19, AC: 4 [15], ATK: Khopesh (1d6+1), war-whip(1d3) or crossbow (1d6+poison), ST: 17, SP: surprise 1-3 on a d6, insanity, darkvision 90’, -1 attack in direct sunlight, MV: 6, AL: C, CL/XP: 5/240; has potion of invisibility and a key to room 3.

Treasure: Inside the chest, a 1000 GPS value fire opal is hidden in an old shoe among the ragged clothes stuffed in there. There is also a pouch of 30 coins made of bloodgold and a pair of bracelets made of Nickel silver worth 3 GPS each (see ‘Metals’ in the appendix for details on Nickel silver and bloodgold).

6) Red Dwarf Guard post: 4 Red Dwarves are in here, rolling dice and arguing at a table with 311 SPS and 256 GPS on it. There are some stools, some ale cups, and some wolf skins scattered around. The walls are covered in strange, elaborate designs that appear to be drawn in blood. Under the table is a bucket of well gnawed human bones. One of the Red Dwarves has a key to the door. Two of the dwarves are armed with khopesh, two are armed with war whips and all 4 have curved daggers on their belts (see ‘Weapons’ in the appendix for details on these weapons)..

4 Red Dwarves, HD:2, HP 9 each, AC: 4 [15], ATK: Khopesh (1d6+1), war-whip(1d3) or crossbow (1d6+poison), ST: 16, SP: surprise 1-3 on a d6, insanity, darkvision 90’, -1 attack in direct sunlight, MV: 6, AL: C, CL/XP: 3/60

Treasure: Other than the gold and silver coins on the table, one of the dwarves has a blade crystal knife (+1) with a bone handle worth 15 GPS in a sheath on his belt (See “Glorious Gems” in the appendix for details on the blade crystal).

7) Dark Room: This room/hall is under a permanent darkness effect and torches or darkvision will be of no help in here. The room is otherwise empty, other than a few bits of bone or other garbage on the floor.

8) Toilets: There are two pit latrines with stone seats inside small privacy booths. The holes are only 1' in diameter and go straight down 30' to the river in Level 5F. A rather constipated Red Dwarf savant is in one of the booths with the curtain drawn, reading a scroll of rather maudlin poetry written in Red Dwarf while he attempts to take care of business. He wears a silver necklace worth 50 GPS and carries a wand that casts hold person (8 charges).

Red Dwarf Student Savant, HD: 3, HP 7, AC: 8[12], ATK: dagger (1d4), ST: 15, SP: surprise 1-3 on a d6, insanity, darkvision 90', -1 attack in direct sunlight, MV: 6, AL: C, CL/XP: 3/60; dagger, silver necklace worth 50 GPS, wand of Hold Person (8 charges), scroll of poetry. Spells: Magic Missile, Sleep, Invisibility.

9) Hall of the Speakers: If a non-Dwarf enters the hall, the vandalized busts of ancient dwarves that sit in the niches in the northeast wall will begin whispering loudly amongst themselves: "Who are these who dare to intrude?" and "They will regret their impertinence." and "Death to these fools." and similar phrases. This is a magical effect similar to a **magic mouth** spell and will repeat every time someone passes down the hall. If any red-dwarf is within earshot, they will come to investigate whenever the mouths are triggered..

10) Hallway of Darts: The floor is inlaid in checkered red and black tile. If people do not walk down the hall stepping on alternate red, black, red, black, etc. tiles, dart guns in the walls will fire 1 dart each for 2-5 rounds (each striking as a 3rd level fighter and doing 1-3 points damage and necessitating a save vs. poison to avoid losing 1-3 points of strength for 1 day). The holes from which the darts are fired are concealed between the blocks of stone that make up the walls and are thus difficult to see unless one makes a very careful examination of the wall. The bronze plated doors at the end of the hall are quite tarnished and decorated with stylized dragons. These doors might be worth a great deal (1000 GPS) to an art collector if some way could be found to remove them and transport them back to civilization (the doors weigh 400 lbs each).The doors are locked.

11) Statue Room: Stairs lead up to Level 3F. A potbellied statue of a god with a necklace of skulls sits cross-legged in the northeast corner. Pressing the middle skull on his carved necklace causes the statue to slide aside and reveal the secret exit. From the other side, the secret door is opened by pressing a brick in the wall. If someone studies the statue carefully, they are 1 in 6 likely to notice that the skull that one presses to open the secret door is slightly more grimy than the others.

12) White Ogre Room: Three fierce albino ogres, all wearing spiked chain collars, are in this room. The room has bits of bone and flesh scattered all over the place, three heaps of rags that the ogres sleep on, a chest (see below) and a barrel of water. The Red Dwarves feed the ogres and give them the occasional slave or captive to have the fun of watching the poor victim torn limb from limb by the sadistic monsters.

3 Ogres, White, HD: 5+5, HP 26, 22, 18, AC: 4 [15], ATK: Weapon (1d12+2), ST: 11, SP: none, MV: 9, AL: C, CL/XP: 6/400; each has hide and scrap metal armor, a spiked collar and a huge morning star.

The unlocked chest contains necklaces of teeth, bones, a +2 short sword with a blade that appears to be made of glass (it is actually made from starglass; see "Metals" in the appendix), 300 GPS, a small copper statue of a deer worth 15 GPS, a small but heavy statue of a potbellied demon made of bloodgold worth 1,000 GPS (see 'Metals' in the appendix) and a silver box that, if opened, will reveal a tiny, elaborately constructed clockwork mechanism that plays a lullaby. The music box is worth 1000 GPS.

13) Dining Room: Four Red Dwarf guards and a Red Dwarf student savant are in here seated around a table eating a stew flavored with human meat. The savant has a scroll of **protection from law 10' radius**. A lever in the southwest corner raises the portcullis to area 10a. If possible, the Red Dwarf savant will escape to warn the Red Dwarf in area 14. Note that anyone eating the stew must make a saving throw or be infected with Donner's hunger (see Diseases in the appendix). The red dwarves, of course, are all already infected.

4 Red Dwarf guards, HD:2, HP 9 each, AC: 4 [15], ATK: Khopesh (1d6+1), war-whip(1d3) or crossbow (1d6+poison), ST: 16, SP: surprise 1-3 on a d6, insanity, darkvision 90', -1 attack in direct sunlight, MV: 6, AL: C, CL/XP: 3/60

Red Dwarf Student Savant, HD: 3, HP 7, AC: 8[12], ATK: dagger (1d4), ST: 15, SP: surprise 1-3 on a d6, insanity, darkvision 90', -1 attack in direct sunlight, MV: 6, AL: C, CL/XP: 3/60; dagger, scroll of **protection from law 10' radius**. Spells: Shield, Sleep, Mirror Image.

14) Jail Cell: Prisoners are here. Possibilities include goblins, orcs, humans, etc.

15) Two dozen rough beds are in here, and 9 Red Dwarf (AC 8 [no armor], HD 3, hp 12 each) sleep. If anyone enters the room, one Red Dwarf is 2 in 6 likely to wake every round and shout the alarm. Each Red Dwarf has a pickaxe at hand (2-7 damage). Twelve fauchard forks, 6 repeater crossbows, 12 quivers of bolts, and 9 suits of Red Dwarf armor hang on the walls. Each bed has a 50% chance of having 2-5 g.p. and 0-5 p.p. hidden in it, and the dozen boxes, footlockers, etc. have the same chance.

16) Storeroom: The door here is locked and the air in this room is thick with buzzing flies. Barrels of ale, wine, vinegar, etc. as well as dried mushrooms, preserved roots, pickled sausage, and dried meat are all stored here. Parts of human and demi-human bodies (including parts of red dwarves) hang from hooks on the walls. Three kegs each contain 5 gallons of oil (the equivalent of 80 flasks). There are also bundles of cloth, 12 bundles of 12 torches each, 15 sets of manacles with keys, leather hides, and a chest filled with candles, 12 chunks of soap, and 6 bottles of perfume. There is a locked, iron-bound chest in one corner.

Treasure: The soap chunks weigh one pound each and are worth 1 GPS each. The perfume bottles are worth 10 GPS each. The locked chest contains 30 small bars of bloodgold worth 50 GPS each (see 'Metals' in the appendix for details on bloodgold).

17) Torture Chamber: Six Red Dwarves and a Red Dwarf captain are supervising four slaves who are oiling and cleaning the torture machinery here. The room contains racks, iron maidens, and other horrible devices. A leather-lined case on one table contains 12 specialized knives for torture made of silver and steel with ivory handles worth 100 g.p. each or 1,500 g.p. for the set. A wooden cabinet holds 3 potions of healing, 12 pairs of manacles with keys, thumbscrews, an iron boot, some other strange devices as well as 12 cages of rats, scorpions, weasels, etc. used to torture victims. The cells contain 12 prisoners (including the 4 on cleaning detail), 3 of whom have died of their wounds. The surviving prisoners are human noncombatants who will beg for release and safe escort to the surface (although, at your option, this is an ideal place to allow a player to introduce a new player character).

6 Red Dwarf guards, HD:2, HP 9 each, AC: 4 [15], ATK: Khopesh (1d6+1), war-whip(1d3) or crossbow (1d6+poison), ST: 17, SP: surprise 1-3 on a d6, insanity, darkvision 90', -1 attack in direct sunlight, MV: 6, AL: C, CL/XP: 3/60; each has armor, a dagger and fights with either a khopesh or a war whip (see Weapons in the appendix)

Red Dwarf Captain, HD:4, HP 19, AC: 3 [14], ATK: +1 Khopesh (1d6+2), or poisoned dagger (1d4+1+poison), ST: 17, SP: surprise 1-3 on a d6, insanity, darkvision 90', -1 attack in direct sunlight, MV: 6, AL: C, CL/XP; wears armor, a bone necklace and has a +1 magic khopesh (see 'Weapons' in the appendix) and a poisoned dagger.

18) Great Hall of the Red Dwarf: Shabby tapestries hang on the wall. The Red Dwarf King (AC 0, HD 7, hp 38, 1 atk 1-8 +1) sits on his throne. He has +1 splint mail, a +1 axe, boots of striding and springing, a crown made of bloodgold worth 500 GPS (see 'Metals' in the appendix for details on bloodgold), and a jeweled belt worth 8,000 g.p. Two elite Red Dwarf guards (AC 6, HD 4, hp 16, 1 atk 2-7 [picks] or 1-6 + save vs. poison or 2-12 points additional damage [repeater crossbow]) flank him. Two displacer beast pets (AC 4, MV 15", HD 6, 2 atk 2-8/2-8, +2 save, -2 to hit [thus AC 2]) are at the king's feet. At the king's right hand is his savant (AC 6, HD 6, hp 26, 1 atk 2-5 [+1 dagger], spells: affect normal fires, anti-magic shell, hypnotic pattern, lightning bolt, paralyzation, wall of fog, wall of force) who wears bracers of AC 8 and a robe of eyes. A female slave is chained at the king's left hand. A fire burns in the fire pit, and 6 more Red Dwarf (AC 6, HD 3, hp 12 each, 1 atk 1-6 + trip [fauchard forks] or pick or dagger) crowd around the fire pit, arguing about what to do with some prisoners.

19) This room is covered with rich rugs and furs (twelve total, with an average value of 10 g.p. each because of wear and tear), a silk-canopied bed, a huge silver mirror (worth 600 GPS), an ivory and walnut chessboard with pieces made of jade and alabaster (worth 200 GPS for the set), and a table with a golden comb (50 GPS), a silver brush (20 GPS), and an arming rack with a suit of red dwarf-sized chainmail +1.

20) Secret Chamber: A large chest trapped with a glyph of warding and an alarm bell contains 6,000 g.p., 250 p.p., three gems (worth 500 g.p., 1,000 g.p., and 5,000 g.p.), a ring of contrariness, a potion of poison, a potion of flying, and a potion of healing.

21) Secret passage has peepholes that look out on areas 15 and 16.

22) An (illusionary) blue dragon sleeps on a huge pile of treasure. The illusionary dragon will last for 8 rounds unless successfully disbelieved. The treasure is real, but is actually about 60,000 c.p., some bits of glass for gems, a -2 cursed sword, 6 blank scrolls, a cheap brass medallion that says "2nd place", and 4 bottles of poison. It has been glamoured to appear as silver, gold, gems, etc. Each pillar is lit by a continual light spell.

23) Collapsing Room: Three gargoyles (pets of the red dwarf) are on guard here, arguing over a necklace worth 5,000 g.p. A dead ghoulish lies nearby. Half of the chamber has collapsed, and every turn there is a 1 in 3 chance of 2-5 ghouls arriving from area 22.

24) Ghoul Room: Eight ghouls are in here scabbling around in the bones and scraps piled in the room. A jade statue of an owl weighs 30 pounds but is worth 1,500 GPS.

8 Ghouls, HD: 2, HP 9, 8, 7, 5, 5, 4, 3, AC: 6 [13], ATK: 2 claws (1d3), 1 bite (1d4), ST: 16, SP: undead, paralyze touch, MV 9, AL:C, CL/XP: 3/60

25) Crypt Chamber: This locked crypt room contains 6 wights and two dozen broken coffins. A few dozen copper pieces and gold pieces are scattered throughout the room. One of the coffins has a +2 shield and a +2 mace in it. Another contains 6 pieces of jewelry (3 necklaces, 2 bracelets, and a ring of wizardry II) worth 1,000 g.p. each. A third coffin contains an onyx dog figurine of wondrous power. One of the coffins contains a large iron key that will unlock the doors at areas 28 and 23.

6 Wights, HD: 3, HP 17, 15, 14, 12, 9, 7, AC: 5 [14], ATK: Claw (1d4+ level drain), ST: 14, SP: Level drain (1 level) with hit, can only be hit by magical or silver weapons, MV: 9, AL: C, CL/XP: 5/240

26) Gargoyle Room: There are five stone statues of gargoyles on a stone platform. The locked doors to area 28 are trapped with a hidden rune. If the doors are touched, the person touching must make a saving throw or be incapacitated by pain for 2-5 rounds. The rune will flash with a wicked light whenever the doors are touched.

27) Empty secret room: A ladder leads up to a bronze trapdoor in the ceiling with a wheel in the center. If the wheel is turned, the trap door will fall open and a dozen lime snails and rocks will fall out. Anyone standing on the ladder or under the port hole will take 1-6 damage and will instantly be attacked by 2-5 lime snails. Anyone standing adjacent to the ladder will be attacked by 1-3 lime snails. The snails are fairly easy to escape from since they move so slowly.

Snail, Lime (aka "Burning Snails"), HD: 1d2 hit points, AC: 3 [16], ATK: Bite (1 hp damage), ST: 18, SP: acidic slime inflicts 1d6 per round, save, MV: 3, AL: N, CL/XP: 1/15

The compartment above the room is small (3' square) and obviously part of an unfinished passage of some sort.

28) Pentagram Room: In this chamber a pentagram is drawn on the floor, and a figure in a robe squats inside of it. If touched, the figure collapses and crumbles to ash.

29) Rubble: Pile of rubble in the southeast corner.

30) Trap: Doors from area 25 are locked and trapped. (See area 25.) There are stone masks of dwarf faces on the north and south walls; one appears to be grinning maniacally with an open mouth and the other appears to be wailing aloud. These masks will breathe out poisonous gas unless the proper phrase is spoken before opening the doors to area 29. The proper phrase is "Red God, feed our hunger."

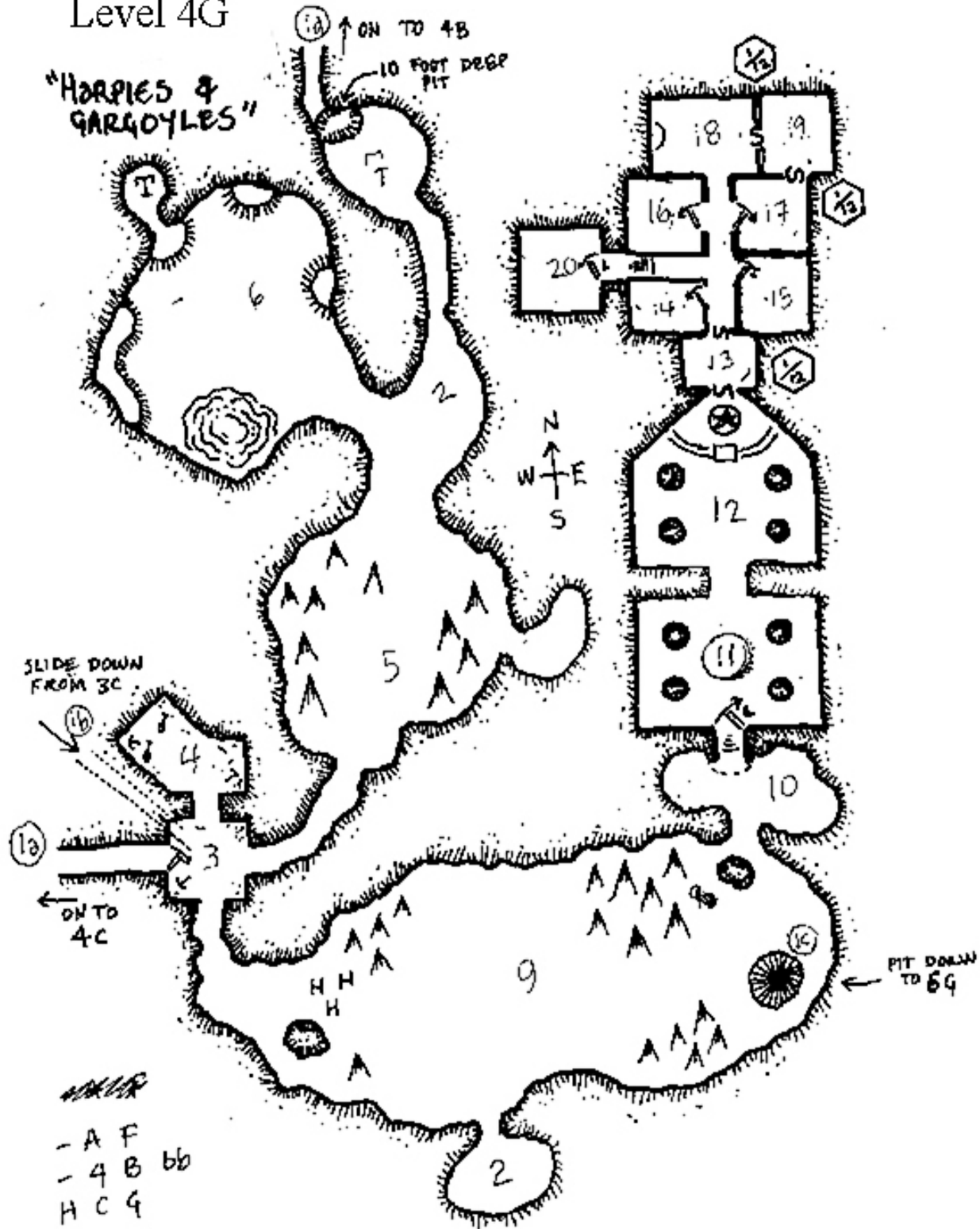
31) Chapel of The Red God: The walls and pillars are blood red marble, while the rest is jet black. A magic circle inlaid with silver is carved into the floor before a stone altar, and behind it is a stone altar and a statue of the Red God that looks like a dwarf with a crazed expression on his face and pointy teeth. The face and the hands of the statue are smeared with blood. The altar is flanked by iron candlesticks with continual light cast on them that glows with a dim purple light. On the altar is a bowl made of bloodgold and a silver dagger (see 'Metals' in the appendix for details on bloodgold); both are crusted with dried blood. The bowl is worth 100 GPS and dagger is worth 30 GPS. Anyone stepping into the magic circle will be transported to room 32.

32) Second Chapel of The Red God: Stepping on the magic circle in area 31 will bring you here. At this location, simply stepping back on the pentagram will transport you to back to area 31. The room is lit by two of the ever-burning purple candles in iron candlesticks (see area 29) that flank a statue of The Red God. Two smoking braziers fill the room with a stinking vapor (save vs. poison or -2 to AC, attack rolls, damage inflicted, and saves while in the room and for 1-6 rounds after leaving). A marble slab against

the southwest wall serves as a wraith's (AC 4, MV 12"/24", HD 5+3, 1 atk 1-8 + level lost, silver or magic weapon to hit) resting place. The wraith is effectively invisible in this room. A chest against the north wall contains a coat of +1 chainmail made of silversteel, a +1 shield, and a **magical helmet** with a visor that appears to be made of glass that confers an additional +1 to the wearer's AC (the visor is actually made of starglass; see 'Metals' in the appendix). A chest against the east wall contains 500 s.p., 500 g.p., 500 p.p., a jeweled dagger worth 500 g.p., and a +2 sword (chaotic good) which can cast the strength spell on its user one time per day. A small statuette of The Red God (in dwarven form) in the chest is made of bloodgold and is worth 500 GPS (see 'Metals' in the appendix for details on bloodgold).

Level 4G

"HARPIES & GARGOYLES"



LEVEL 4g: Harpies and Gargoyles

A tribe of harpies(4, 5, 6) and a tribe of gargoyles(7) are battling for control of this level... if PCs encounter the harpies first, the harpies will attempt to charm the PCs to use as catapult fodder in their campaign against the gargoyles. The gargoyles are less likely to attempt to befriend the PCs and will probably just attack them with enthusiasm.

There is also a mysterious and long abandoned evil temple(8). A secret door leads to a suite of rooms once used by the temple priests. There are rich treasures and undead there now.

Introduction:

Special Effects: Because of the evil influence of the temple, turn attempts by lawful or neutral clerics in areas 10-20 are made as if the cleric were 3 levels lower than they actually are (thus a 4th level cleric turns as a level 1 cleric and a cleric of level 3 or lower can't turn undead at all!).

Entrances and Exits: There is a slide down from level 3C (provides an easy but painful way in but a difficult way out) at location 4G.1. There are tunnels to 4B and 4C. A sinkhole in the lower right hand corner of the level will provide access to level 5C.

Updating the Level: If the harpies are wiped out, the gargoyles will take over the level and vice versa. If players open up the door to the temple (which has not been opened for at least 100 years), wights, skeletons, wraiths and shadows will start spontaneously appearing in 4G and the other surrounding levels.

The Original DM's Notes: Level 4g: This is one of my favorite levels. Half of these high-ceilinged caves are claimed by a flock of harpies, the other half are claimed by gargoyles... and these creatures are at war with one another. If the harpies manage to charm the players, they will attempt to use them as pawns in their war against the gargoyles.

There is also a temple dedicated to the cult of a death god in the north part of this map. The temple and other chambers have been closed for years, but there is still some valuable treasure in there, as well as undead guardians. The temple's entrance is in the form of a large stone skull with the door in the skull's mouth; this is a tribute to the castle of a certain muscle bound cartoon character who used to appear on his own Saturday morning cartoon. I didn't like the muscle bound hero that much, but his skull-faced arch enemy was pretty good.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) this stone tunnel leads on to level 4c.

1b) This chute from location 17 on level 3c will deposit anyone sliding down it into room 3 on level 4g with 2d6 falling damage.

1c) This pit goes down 80 feet to level 6g.

1d) Rough stone tunnel leads north to level 4b

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Chamber: Old tools are scattered around the room (pick axes, hammers, shovels and a broken wheelbarrow). There are flecks of blood and feathers on floor. A 5' diameter hole in the center of the ceiling (20 feet above the floor) leads to level 3C via a slippery, sloped passage (nearly impossible to climb unless one has the thief climbing skill). Those who slide down and fall into the room from level 3c will take 2d6 damage from the impact.

4) Tool Room: A few old mining tools hang on pegs on the wall. Underneath an old and rotted wooden bucket in one corner is a large iron key that will unlock the temple doors in the stone skull at location 10.

5) Large Cavern: Three harpies (AC 7, MV 6"/15", HD 3, hp 12 each, 3 atk 1-3/1-3/1-6, charm, attack) roost on tall stalagmites. Each has a bow and twelve **+1 arrows**. Will alert the harpies in area 5.

6) Large Cavern: Six harpies (see area 3 above) plus their leader, Estie (4 HD harpy with a **+1 mace**), roost on platforms 20' above the ground. They will seek to charm humans and get them to attack the gargoyles in area 7.

T: Treasure Cave: Pile of 3,000 s.p., a silver cup worth 100 g.p., a teak chessboard with ivory and ebony pieces that fit into a velvet lined case (worth 100 GPS) and a **scroll of hold person**.

7) Three harpies as in area 3 above.

9) At position H are three dismembered and dead harpies. Their quivers have a total of eighteen **+1 arrows**. Nine gargoyles and their margoyle leader lurk here.

Margoyle: HD 6+1, HP 30, AC 1 [18], Atk 2 claws (1d6), bite (1d6), gore (1d6); Move 15/24 (Flying); ST 11, SP: +1 or better weapon to hit, can freeze in place, AL C; CL/XP 8/800

Gargoyle, HD: 4+4, HP 20 each, AC: 5 [14], ATK: 2 claws (1d3), 1 bite (1d4), 1 horn (1d6), ST: 13, SP: +1 or better weapon to hit, MV: 9/15 (flying), AL: C, CL/XP: 6/400

10) Locked Door and Stone Skull: A badly beaten harpy (cannot fly, only 3 hp left) is chained to a spike in the floor. An iron chest contains 3,000 g.p., a silver axe, a **wand of cold** (16 charges), twelve **+1 arrows**, and a suit of **+2 leather armor**. This Cavern contains a bas relief giant skull carved into the north wall that is 30 feet tall. An iron door with a complicated lock is inset into the mouth of the skull and eternal flames blaze in the eye sockets of the skull. If anyone opens the door by some means other than using the key, the eyes will pour flame down onto the 20x20' space in front of the door for 6-36 damage (half with successful save).

The lock can be opened with the keys found at location 4 (above). The doors will close (and lock) 3 rounds after having been opened unless physically prevented from doing so. Because of the evil influence of the temple, turn attempts by lawful or neutral clerics in the temple and other areas (rooms 10 through 20 on this level) are made as if the cleric were 3 levels lower than they actually are (thus a 4th level cleric turns as a level 1 cleric and a cleric of level 3 or lower can't turn undead at all!).

11) Antechamber: This room has a pit in the center of it that appears to be stuffed full of bones. If persons of lawful alignment step over the threshold, 2-12 skeletons will emerge from the pit and attack every round until a total of 100 skeletons have emerged and/or been defeated. Because of the evil influence of the temple, turn attempts by lawful or neutral clerics are made as if the cleric were 3 levels lower than they actually are (thus a 4th level cleric turns as a level 1 cleric and a cleric of level 3 or lower can't turn undead at all!).

12) Temple: The temple inside has a lot of black pillars and a huge stone altar that will drain 2 points of wisdom of any lawful, creature that touches it. There are 2 large bronze braziers on either side of the altar. The altar has a human-shaped depression in the top. There is a 15 foot tall statue of a skeleton with enormous horns holding a giant curved sword made of bronze in its right hand. Its eyes glow with a red light, and, at a closer look, appear to be inset with gemstones. To the left of the altar stands a bronze gong with a mallet beside it.

If anyone of lawful alignment touches the altar or the statue, they will permanently lose 2 points of wisdom and the 2 braziers on either side will light up with a smoky fire that will burn with no visible source of fuel for 12 turns.

If anyone is placed in the human-shaped depression on the altar, they will find that they are unable to move a muscle (magical paralysis) and the only way to get them off safely is for someone else to push or lift them off. If anyone climbs upon or is placed on the altar, the 2 braziers on either side of the altar will light up with a smoky fire that will burn with no visible source of fuel for 12 turns. If the braziers are already lit, the fire will burn a little higher.

If the gong is sounded, the statue will strike downward with the sword, severing the head of anyone laying on the altar and killing them instantly. All chaotic creatures in the room (including undead) will gain +2 to attack, damage and saves for the next hour. If anyone is standing in the path of the statue's sword, it will attack as a 12 hit dice creature for 3d8 damage.

The 'eyes' of the statue are inset with 2 firestones (see 'Glorious Gems' in the appendix) worth 1,000 GPS each. Anyone attempting to desecrate the altar or the statue will cause the statue to animate as a stone golem and attack the offender(s). If the offenders flee out of the temple, the golem will not pursue, but will close the door behind them and step back into its place.

Golem, Stone, HD: 12 (60 hit points), AC: 5 [14], ATK: sword (3d8), ST: 3, SP: Unaffected by +1 or lesser weapons, immune to most spells, MV: 6, AL: N, CL/XP: 16/3,200

Treasure: The firestone gems inset into the statue's eyes are worth 5,000 GPS each. The mallet beside the gong is actually a +1 weapon (equal to a +1 mace in combat).

13) Robing Room: Twelve black cloaks (very dusty and moth-eaten) hang on the walls. Two rounds after PCs enter, four shadows (AC 7, HD 3+3, hp 18, 1 atk 2-5 + strength drain [1 point], 90% undetectable) attack.

14) Supplies: Candles, incense, unholy water, etc. are all stored here. All is 100+ years old. The candles are crumbly, the incense worthless, etc.

15) Bedroom: Broken furniture and moth-eaten bedding. Brown mold grows all over one wall and across the floor.

16) Same as area 12, but no mold.

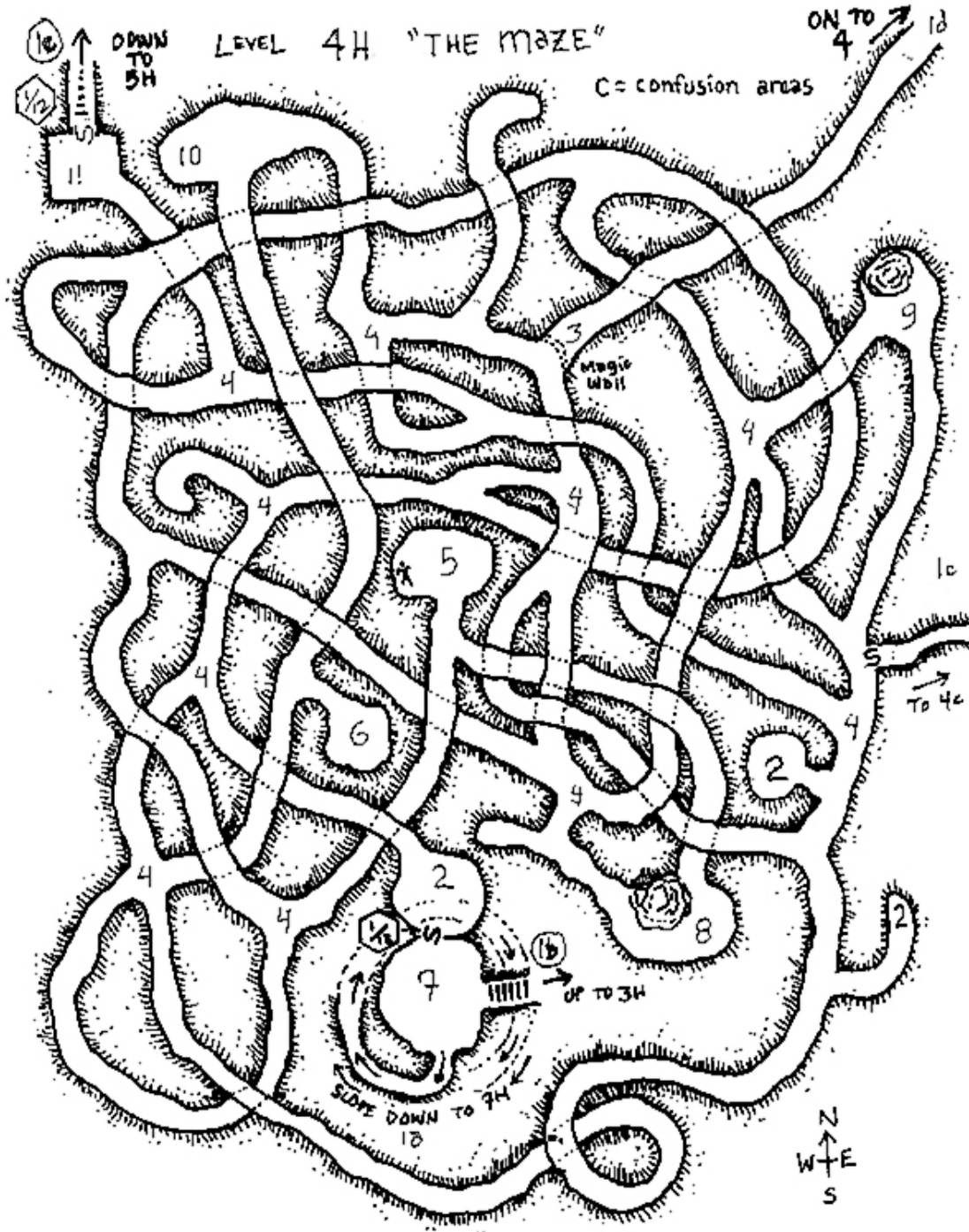
17) Same as area 12, but no mold.

18) Lounge: Collapsing furniture. A long-dry fountain against one wall.

19) Stone chest contains 12 ceremonial copper maces and 12 silver necklaces worth 25 g.p. each. A silver flask contains poison. A velvet lined case contains 6 silver sacrificial knives with ivory handles worth 50 GPS each. At the bottom of the chest in a large iron key that will open the doors at 8.

20) This room contains a stone sarcophagus flanked by 4 wooden coffins (2 on each side). If anyone goes more than a few feet into the room or any of the coffins or sarcophagus are touched, the undead inside the room rise and attack. The stone sarcophagus contains a wraith with spellcasting abilities and the 4 wooden coffins each contain a wight. Because of the evil influence of the temple, turn attempts by lawful or neutral clerics are made as if the cleric were 3 levels lower than they actually are (thus a 4th level cleric turns as a level 1 cleric and a cleric of level 3 or lower can't turn undead at all!). ~~A stone~~

sarcophagus contains a wraith (AC 4, MV 12"/24" [fly], HD 5+3, touch 1d6 + energy drain, silver weapons cause ½ damage, magic weapons cause full damage). Give the wraith evil spellcaster powers.



LEVEL 4h: The Maze

Winding tunnels that slope up and down are dotted with permanent "confusion" spells. The entry is guarded by a one way illusion that will make it near impossible to find your way out again. The maze is

filled with gangs of wandering minotaurs. There is also a magic pool of healing hidden in the maze. The maze is also one of the two ways in which one can reach 'The Museum' (level 5g).

Wandering Monsters: Every 2 turns is a 2 in 6 chance of an encounter with 1-4 minotaurs (AC 6, MV 12", HD 6+3, 2 atk 2-8 or 1-4 + 1-10 + 2 [axe]). There are 6 total. This is in addition to the other encounters.

Introduction:

Special Effects:

Entrances and Exits: There are stairs down to 5H and up to 3H. A ramp leads down to level 7H and a passage leads off to level 4.

Updating the Level:

The Original DM's Notes: Level 4h : Mazes are probably a necessary evil for dungeons. They often seem like a good idea when you have your graph paper out and are drawing up another level to try to keep those pesky players occupied, but seldom live up to expectations in play... they are usually more like, "What? Another hallway? Sigh, groan, OK, continue mapping..." 4h has an attractive map, and having minotaurs in it seems like a no-brainer --- sure, it's an old trope, but it's also a good one. Even though I had misgivings about including the maze level, I decided to keep it in just because I liked the map so much. The 'confusion' spell areas that will make players think they are going one direction when they are in fact going another direction will make generating an accurate map impossible. In addition, if the players make it through the maze, they will get to 'The Museum.'

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Sloping ramp down to 7h

1b) Stairs up to 3h

1c) To 4c

1d) On to level 4

1e) Stairs down to 5h.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Magic Wall Illusion: After PCs pass this way the first time, this will appear to be a solid wall from the south side looking north (must save vs. magic to disbelieve and pass through). From the north side looking south it always appears as an opening.

4) C=**Confusion** spells: Players are 50% likely to think they are going one way when they are actually going another.

5) Lost Expedition: A human skeleton, his bones badly broken and chewed, lies next to an empty sack, a rusty but still useable sword and an empty lantern. The skeleton is still dressed in the remains of leather armor. There are scraps of a torn-up map on the floor beside the remains. If the pieces are gathered and pieced together, they will show a map of a maze with a note on the back. The map is useless and full of mistakes; this explorer was a member of a group that got badly lost in the maze because of all of the confusion spells. The map is just a random collection of curving lines at this point, covered in question marks and notes like, "This passage wasn't here when we came this way before!" A small cave with a pool and a passage leading in from the northeast are marked on the map; near the northeast passage it says, "Entered here from the caves of the skull, but cannot find it again?"

On the back of the map is a brief note from a failed expedition which might be interesting to explorers. "Bordun was killed on level 4 by sword blades that came out of the walls after we talked to the skull. Then took passage SW and found these caves but now can't find our way back out. Map is useless. Tried writing on walls with chalk and always going L; no luck. Big worm ate the magic user and the gnome. The cleric must have gotten lost; it was just me and Mekko then... until Bull-man came out of nowhere and killed Mekko so now it is just me. Nearly out of oil, out of water, no food. If I knew it was going to be like this, I would have never joined the expedition."

6) Purple Worm Nesting Chamber: This chamber has three piles of guano, each of which supports a large deep purple sphere about three feet in diameter. The three spheres are purple worm eggs, each still a few days from hatching (each egg will hatch in 2-8 days and an immature worm, approximately 8 feet long, will crawl out). The purple worm laid here eggs in piles of her own guano (which contain a helmet, bits and pieces of giant beetle carapace, four 100 GPS gems, a **+1 hand axe**, a few bones, a neck torque made of electrum worth 50 GPS and a suit of gnome-sized **+1 chainmail**).

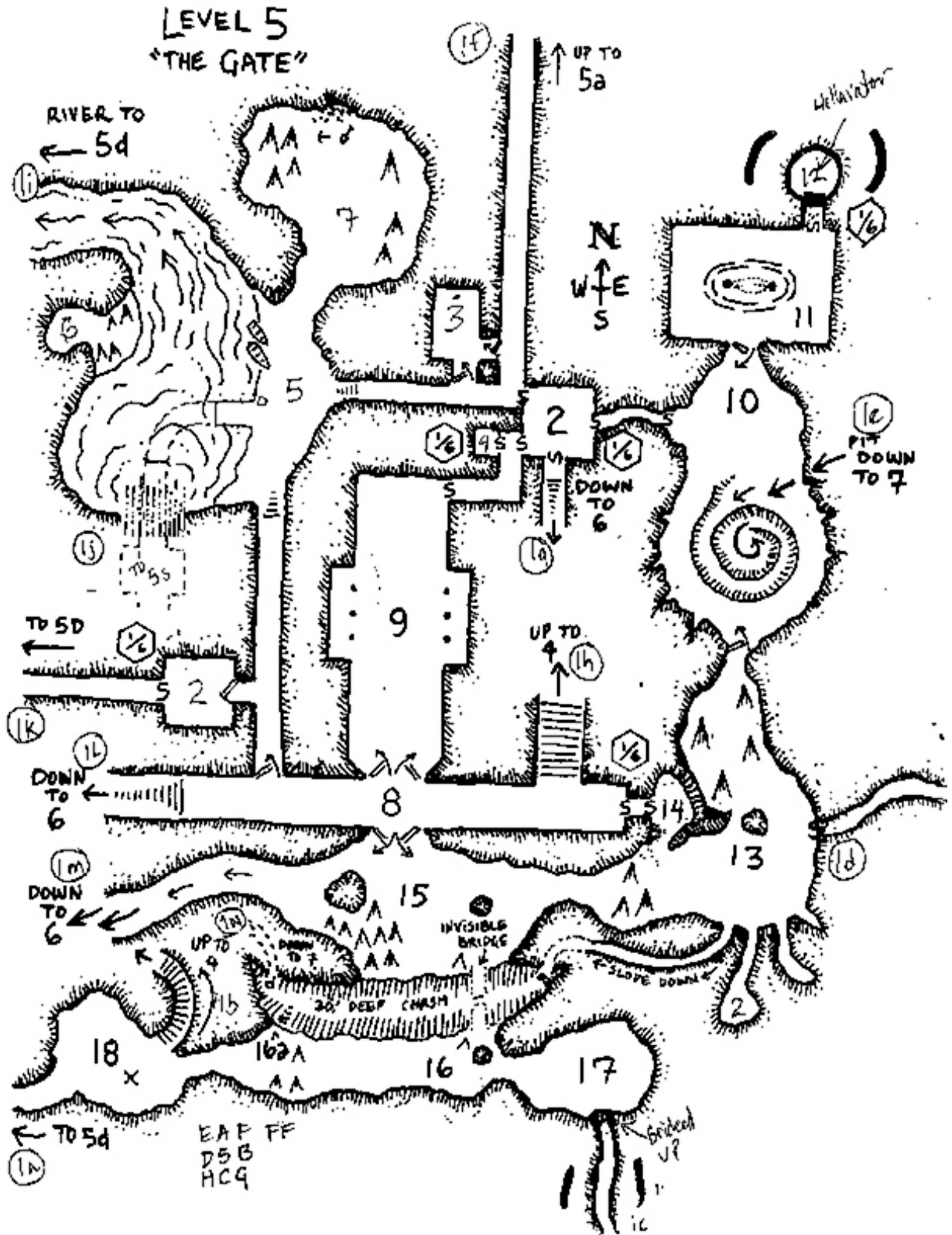
7) 3 minotaurs are here. The walls are dotted with bloodridge fungus (enough to collect 6 doses).

8) Water drips from the roof, making musical sounds. Safe water to drink.

9) Magic Pool: Will refresh and restore 1-6 hp one time per day. Will not work if removed from pool.

10) Purple worm (AC 6, MV 9", HD 15, hp 62, 1 atk 2-24, 1 atk 2-8 + poison). See page 80 of the **AD&D Monster Manual**.

11) Empty room with secret door in north wall.



LEVEL 5: The Gate

The waterfall that plunges down from 2 crashes into a pool on level 5. This pool is inhabited by a wretched Gollum-like creature(4). An impressive looking throne room is now inhabited by a wraith and zombie minions(9). In another room, a magic teleporting gate gives access to other dungeons (and, possibly, more adventures(11)). A deep chasm is crossed by an invisible bridge (15, 16) that leads to a Troll lair (17).

Introduction:

Special Effects:

Entrances and Exits: There are two passages to 5D and one to 5A. A tremendous waterfall flows in from level 2 (more than 100' above) and crashes into a pool at 5.4, the flows out to 5D. There is a pit with a sloping ramp down to level 7 at location 5.10. There are two sets of stairs up to level 4 and two stairs down to level 6. A cave at location 5.15 slopes down to level 6 and there is a small tunnel in the bottom of the chasm at 5.15 that accesses level 7. Finally, there is a large magical gateway that transports anyone stepping through it to another possible location.

Updating the Level:

The Original DM's Notes: Level 5: This is called 'The Gate' because it contained a magical portal that allowed players to move to other dungeons and locations (and, potentially, from or to other DM's campaigns). There is also a chasm crossed by an invisible bridge (and the bridge has a chunk missing from the middle --- the trolls who use it know where the gap is and jump over it). There is also a pool of water where a rather wretched, Gollum-like creature lives, eating fish and perhaps trading cryptic gossip with the players. In the new version, the entrance of a hidden dwarven treasury has been added behind the waterfall.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) stone tunnel to 5d

1b) Curved steps up to 4.

1c) Abandoned passage splotted with mold that leads to 5c. The north end of it appears to have been bricked up at some time in the past; with proper tools and an hour of time, a group of adventurers could break a hole big enough for someone to crawl through but that would make considerable noise.

1d) Secret passage to 5b.

1e) This pit down to level 7 has a spiral ramp running along the edge.

1f) straight stone passage to 5a.

1g) Secret stairs down to 6.

1h) Broad stone steps up to level 4.

1i) The river here flows out to level 5d

1j) This waterfall plunges down from level 2 and roars against the rocks in the cavern. Anyone falling from level will take 8d6 after being dashed against the rocks and must make a saving throw or be knocked unconscious (thus probably drowning in the lake if they survive the fall). Behind the waterfall is the entrance to level 5s.

1k) This moist and stinky secret tunnel leads to level 5d.

1l) Steps down to level 6

1m) Stone cave slopes down to level 6.

1n) Small tunnel hidden in the bottom of this chasm leads down to level 7. The tunnel is roughhewn and just 2-3 feet in diameter, so most creatures are going to have to crawl on their bellies to get through it.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the “Random Happenings and Items” table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

1) Three wereboars (AC 4, MV 12”, HD 5+2, hp 29, 25, 22, 1 atk 2-12, hit only by silver or magic weapons) tear through a pile of bones in the room. A rotted pouch contains 8 gems worth 100 g.p. each.

2) Empty

4) Pit 10’ deep half full of dung that fell from the toilet in Level 4. Since the latrine hole 30 feet up is 1 foot in diameter, it is unlikely that anyone will be able to use this hole to move from level to level. The sewage is infested with 12 rot grubs. Rot Grub: HD 1hp; AC 9 [10]; Atk 1 burrow; Move 1; Save 18; AL N; CL/XP 1/15; Special: Burrows to heart

5) Beach: Waterfall from Level 2 (about 100’ up). Two small boats. Pool is 30’ deep. This pool is occupied by a feral, Gollum-like creature named Umli (AC 8, MV 12”, HD 4, hp 21, 1 atk 1-4+1 [+1 magic dagger], infravision, move silently 90%, hide 70%, climb walls 92%) who has a **ring of invisibility**.

Revised: Umli was a human, once... a thief, he was exploring the mines with a group of friends when his companions were slain and he fled deeper into the mines. Unfortunately, he was (unbeknownst to himself), infected with the Fish’s Curse disease (see ‘Diseases’ in the appendix). As the disease progressed, he grew more and more fishlike; now he is 100% fishman (see ‘Malevolent Monsters’) and believes that he cannot return to civilization and is fated to live his life here, beneath the earth. Anyone coming into close physical contact with Umli and/or his possessions is 50% likely to get the fish curse disease themselves.

Umli believes that he has become a fish man as the result of a curse placed on him by the ghosts of the Garagur dwarves. He spends most of his time using his ring of invisibility to go sneaking around and avoiding others, although if he suspects that a group of player characters are potentially friendly, he might approach and try to parley. He will initially parley from a distance while invisible and his voice has a raspy, inhuman sound to it. He has come to dislike bright light and will avoid travelling more than a few hundred feet from water since his current condition requires that he keep his skin moist.

He is willing to aid friendly adventurers with rumors, local news, gossip or advice in exchange for gifts of food, wine and company (company in small doses), but, after living underground for a long time, Umli has become rather paranoid and slightly unbalanced. Umli has some general knowledge of this level and the surrounding areas, but has never been in the treasury behind the waterfall (although he knows that the stone door is there).

Behind the waterfall of level 5, there is a secret stone door that can only be accessed through the use of an octagonal crystal key hidden elsewhere in the mines. If the key is placed into an octagonal socket on a podium near a stone dock that protrudes into the lake, a massive wedge lintel of stone will slowly emerge from behind the waterfall and a stone causeway will arise from beneath the water, leading to a massive stone door hidden by the waterfall and only visible when the stone lintel is in place Without the lintel, characters would take 1d6 battering per round from the pounding water and would be washed out into the lake.

The stone lintel will allow you to see the massive stone door which will slowly slide open once the lintel and causeway are in place.

Inside is a square chamber with a large pile of rubble in the center of the room and a large bronze door at the far end of the room. Behind that door is a dwarven treasury, but the pile of rubble is actually a

stone spirit guardian. If a non-Garagur enters the chamber, the pile of rubble animates as a stone spirit guardian and attacks the non-Garagur.

Stone Spirit Guardian, HD: 12 (60 hit points), AC: -1[20], ATK: 2 fists (4-24) plus exhales cone of stone splinters 3 times per day (6-36), SP: contact causes 3d6 damage per round, Magic resistance (65%), +1 or better magic weapon needed to hit, immune to fire, cold, electricity, ESP, Charm and most spells, MV: 9/14 (flying), ST: 4, AL: C, CL/XP: 13/2300

The walls of this chamber cannot be penetrated by teleport, passwall, detect magic, disintegrate or similar magic. The only way to open/close the door is by using the crystal scepter. If the room is sealed up with someone inside it, they will suffocate in 1 week because there is no source of fresh air.

The inner chamber can be unopened with a key.

Inside, a staircase goes down to a vault with a massive treasure --- bars of gold, silver, silversteel and magic items as well as a shitload of gems... and some exotic objects including tinklequartz music boxes, etc.. Perhaps the three dwarf vampires possess the crystal key?

The only way to open the door is with the octagonal crystal scepter found elsewhere in the dungeon.

6) Umlí's Cave: This small cave has a crude bed with a ragged blanket, a small fire pit, a battered chest, a stool and a table. Clay jars hold some edible fungus and a few cleaned fish hang from lines tied across the room.

The unlocked chest contains ragged clothing, 350 g.p., and a **potion of healing**. Anyone coming into close physical contact with Umlí and/or his possessions is 50% likely to get the fish curse disease themselves.

7) Piercers Cave: Gold flecks can be seen in the north wall, some scattered tools, twelve piercers (AC 3, HD 4x1, 3x2, 3x3, 2x4, 1 atk 1-6/2-12/3-18/4-24, 95% likely to surprise).

8) Bronze Doors: There are two sets of bronze doors on either side of the hallway, each engraved with elaborate knot work. Six shadows (AC 7, MV 12", HD 3+3, 1 atk 2-5 + strength drain, +1 or better weapon to hit) lurk here.

9) Twelve zombies (AC 2, MV 6", HD 2, 1 atk 1-8) in plate mail are commanded by a wraith (AC 4, MV 12"/24", HD 5+3, hp 29, 1 atk 1-6 + level drain, silver or magic weapons to hit). Room contains an ivory throne worth 5,000 g.p.

10) Smoke-filled cave, slope ramp and pit leads down to Levels 6 and 7. Five hellhounds (AC 4, MV 12", HD 5, 1 atk 1-10 + breathe fire for 5 points damage, surprise 1-4, surprised only on a 1, locate invisible 50% of time).

11) The Gate: There is a large stone archway on a dais, and, in front of the archway, a small pedestal atop which someone has carved a series of 12 mysterious runes that glow with a pale light. The archway is carved with the same runes and appears to be filled with a swirling mist. If someone touches one of the runes on the pedestal, the same rune will glow on the archway and stepping through the archway within 3 rounds will transport the person to the place connected with that rune. Anyone stepping through the mist WITHOUT first touching a rune may find themselves transported to a random destination as they step through (roll a d20 and consult the table below). In the north wall of this room, a secret door (discover only 1 in 6) leads to the Hellavator (location 12).

Unless there is another gate at the destination, travelers will be unable to return unless they use the same rune which they used to reach that destination.

1d20:	Rune:	Destination:
1.	†	Traveller arrives on the surface of a small moon. The atmosphere is breathable and the gravity is normal. There is a gate at the arrival point that allows the traveler to return if they touch the same rune they used to get here. The DM may opt to have the moon be utterly unpopulated or may set adventures of their own devising at this spot.
2.	⊗	Traveller appears on Level 5, beside the lake
3.	⊚	Traveller arrives deep in the middle of an ancient forest filled with unfamiliar plants and filled with the sound of gigantic bellowing monsters. A gate is here (see entry for #1., above), but, at the DM's option, the gate can be broken (some large creature has knocked it over).
4.	χ	The traveler arrives beside the obelisk on the island of Puppeteer Vault (see 'Landscapes' in the appendix). There is no obvious means of return.
5.	‡	The traveler appears in a forest glade 10 miles south of the mines. There is no obvious means of return other than walking back (although the traveler will have no idea where he or she is in relation to their previous location).
6.	↳	
7.	⌘	
8.	⌘	
9.	↳	
10.	↳	
11.	*	
12.	⌘	
13-19.	none	No effect. Traveller remains in this room.
20.	none	Traveller is utterly destroyed without a trace! Recovery of the body, short of a magical wish, is impossible.

12) Hellavator

13) Eight carrion creepers (AC 3/7, MV 12", HD 3+1, 8 attacks for paralysis) crawl over the ceiling.

14) Secret Cave: There is a secret door hidden on the west wall of this cave (locate 1 in 6). The passage to the south is partially blocked by rubble, yet there is a small hole that a human could squeeze through. The walls of the cave are covered in blade crystals, a dozen of which could be suitable at arrowheads (see 'Glorious Gems' in the appendix).

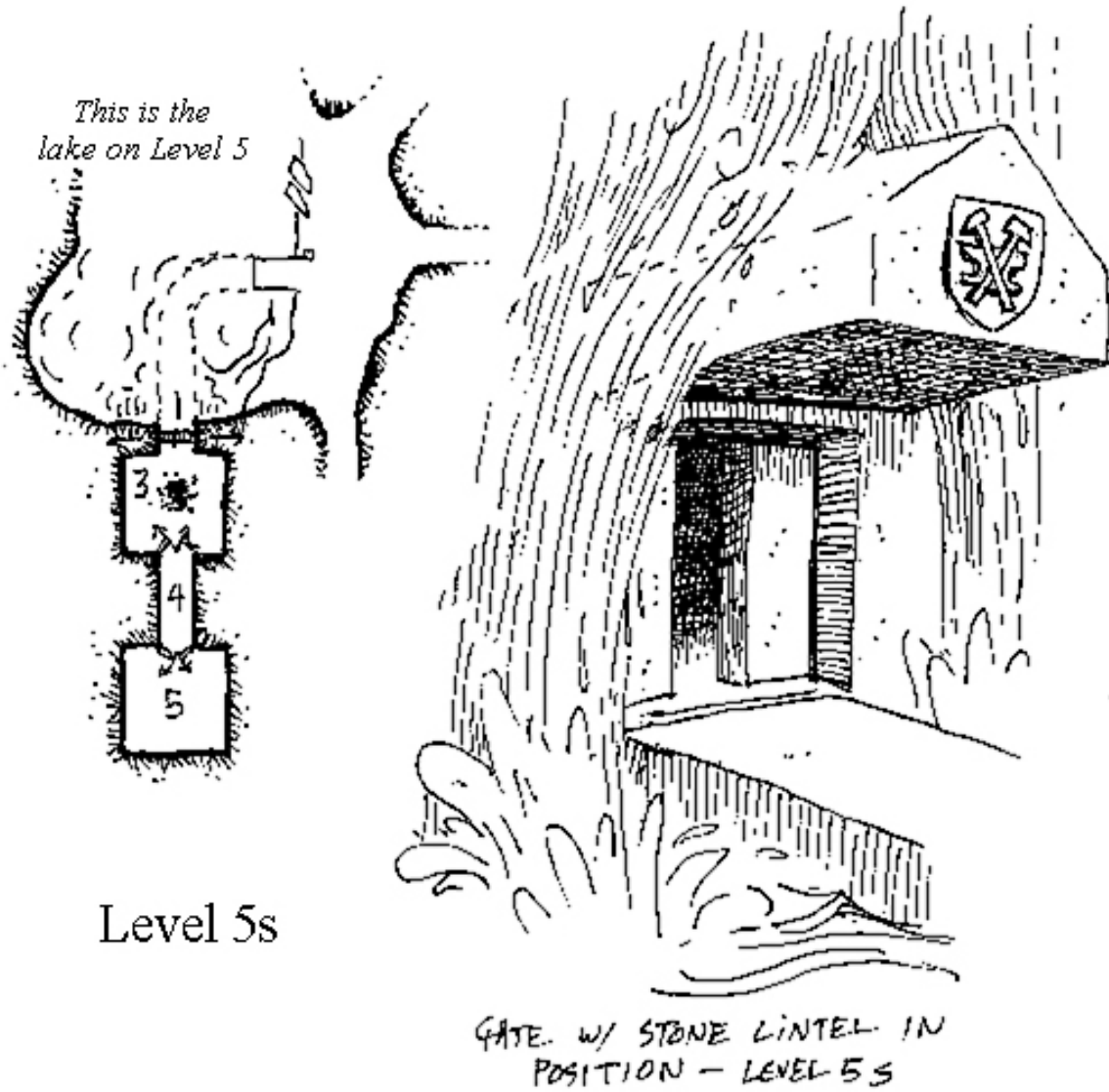
15) Large Cave: Invisible bridge to area 16 across chasm has a 3' gap in the middle.

16) Troll Brothers' Guard Post: One of the trolls from area 17 will be hiding here 50% of the time.

16a) Toe and finger holds (notice 1 in 6) have been carved in the south wall of the chasm.

17) Three troll brothers (AC 4, MV 12", HD 6+6, hp 54, 40, 24, 3 atk 5-8/5-8/2-12, rend for extra 1-8 if both claws hit, regenerate 3 hp per round). An enormous pile of bones and treasure contains 4,000 g.p., a **potion of fire giant strength**, a **rope of climbing**, and a skeleton who wears **bracers of defenselessness**.

18) A small ivory statue of a bear (worth 50 g.p.) lies on the floor.



LEVEL 5s: The Vault

Introduction: Behind the waterfall in location 5 on level 5, there is a secret stone door that can only be accessed through the use of an octagonal crystal scepter and an octagonal gold key hidden elsewhere in the mines (one copy of these items is in the possession of the vampires on level 8 and the other has been lost in a garbage heap occupied by an otyugh on level 5c). The door behind the waterfall cannot be opened or accessed with any other key; spells like 'passwall' and 'teleport' will not work (although the caster will understand that the spell has failed because of a magical effect placed on the area). If the key is placed into an octagonal socket on a podium near a stone dock that protrudes into the lake on level 5, location 5, the main door to the treasury will be accessible (see 1, below).

Special effects: The walls of these chambers cannot be penetrated by teleport, passwall, detect spells of any kind, disintegrate or similar magic. The only way to open/close the door is by using the crystal scepter. If the room is sealed up with someone inside it, they will suffocate in 1 week because there is no source of fresh air.

Updating the Level: If the players enter the vault, the vault door will remain open and the lintel and walkway will remain in place for as long as the octagonal crystal scepter remains in the socket in the pillar on the wharf on level 5. If anyone should remove it while anyone is inside, they will be sealed inside where they will suffocate in 7 days. The stone spirit guardian will return every 24 hours no matter how many times it is destroyed. Players can remove as much treasure as they can carry (there is quite a bit!) but if they leave the crystal scepter in the socket, with each passing day there is a 25% chance that some passing creature will remove the crystal scepter (thus resealing the vault) and a 50% chance that they will remove all of the remaining treasure AND the crystal scepter.

1) Entrances and Exits: When the crystal scepter is placed into the socket of the podium at the dock on level 5, a wedge shaped lintel of stone engraved with the Garagur clan coat of arms will slowly emerge from behind the waterfall, parting the pounding curtain of water, and a stone causeway will arise from beneath the water, revealing a massive stone door hidden by the waterfall and only visible when the stone lintel is in place. Without the lintel, characters approaching the waterfall would take 1d6 battering per round from the pounding water and would be washed out into the lake.

The stone lintel will allow you to see the massive stone doors which will slowly slide open, like modern elevator doors, once the lintel and causeway are in place.

2) Empty Rooms: The number 2 is normally reserved for empty rooms. There are no empty rooms on this level.

3) Anteroom: Inside is a 30x30 foot square chamber with a large pile of rubble in the center of the room and a large bronze door at the far end of the room. The pile of rubble is actually a stone spirit guardian. If a non-Garagur enters the chamber, the pile of rubble animates as a stone spirit guardian and attacks the non-Garagur.

Stone Spirit Guardian, HD: 12 (60 hit points), AC: -1[20], ATK: 2 fists (4-24) plus exhales cone of stone splinters 3 times per day (6-36), SP: contact causes 3d6 damage per round, Magic resistance (65%), +1 or better magic weapon needed to hit, immune to fire, cold, electricity, ESP, Charm and most spells, MV: 9/14 (flying), ST: 4, AL: C, CL/XP: 13/2300

See 'Malevolent Monsters' in the appendix for more details on the stone spirit guardian. Note that the Stone Spirit Guardian does not actually dwell on the material plane, and, if destroyed, returns to the elemental plane of earth for 24 hours. After that period is over, it returns here and resumes its guard duties.

The stone spirit guardian will not attack a dwarf with Garagur ancestry unless they attack the stone spirit guardian first. All dwarf characters have a 25% chance of being distantly related to the Garagurs (see "An important note about dwarf player characters and dwarf non-player characters" in the Introduction).

Instead of a keyhole, the bronze door at the south end has an octagonal hole in the right hand door. If the gold octagonal key is inserted into the hole, the doors will open with a gentle push. There is no other way to open these doors.

4) Ramp: A sloping stone ramp leads down from the doors from 3 down about 20 feet and ending in another set of bronze doors equipped with another octagonal hole. Instead of a keyhole, the bronze

door at the south end has an octagonal hole in the right hand door. If the gold octagonal key is inserted into the hole, the doors will open with a gentle push. There is no other way to open these doors.

5) Treasure Room: The Treasure room can be accessed from room 4 by using the gold octagonal key from the crystal rod to open the door.

There are a eight large chests placed against the walls; 4 against the east wall and 4 against the west wall and a huge pile of coins in the center of the room. Against the south wall is a huge pile of silver and copper bars and a smaller pile of gold bars. Four torches, placed on the east and west walls, will flicker into flame when the room is entered. The torches are actually ordinary and will burn out in the normal amount of time. The room itself holds the magic that causes the torches to light themselves.

When a non-Garagur enters the room (see room 3, above), a 'coin golem' will arise from the central pile and attack, shooting coins at intruders. The coins themselves are not magical; the room animates the pile of coins into the coin golem (see 'Malevolent Monsters' in the appendix for more details about coin golems).

Golem, Coin, HD: 10 (60 hit points), AC: 6 [13], ATK: Coin blast (up to 30 feet) or batter (3d10), ST: 5, SP: Immune to non-magical weapons, immune to most spells, engulf opponent, MV: NA, AL: N, CL/XP: 14/2,600

Coin pile: 50,000 CPS, 25,000 SPS and 10,000 GPS

Gold Bars: 100 bars of gold worth 300 GPS each. Each bar weighs 6 lbs.

Silver Bars: 600 bars of silver worth 30 GPS each. Each bar weighs 6 lbs.

Copper Bars: 1200 bars of copper worth 3 GPS each. Each bar weighs 6 lbs.

Note: Since gold is a denser substance than silver or copper, a 6 pound gold bar is much smaller than a 6 pound silver or copper bar.

Chests 1-3 (east wall): Each chest is locked and made of iron. The locks/chests will take 50 hit points to destroy/break open. In addition, the chests may be trapped (see below).

1) Chest is trapped with a poison pin in the lock (save or die). Contains 10 cloth sacks each of which holds 100 PPS. Each sack weighs ~2 lbs.

2) Chest contains a **+1 magic short bow**, 12 **+1 arrows** in a fancy quiver, a **+2 mace**, a **+1 hand axe**, a **+3 short sword**, a small **+1 shield** and a suit of **+2 red dragonhide armor** sized for a dwarf (AC: -5 [+5] and gives a +2 to all fire related saving throws and a -2 per dice damage taken to all fire attacks). All of the items in this chest are of the finest quality and are adorned with elaborate designs that make them fit for a prince.

3) Chest is sealed and lined with glass; contains a black pudding monster which will seek to attack whoever opens the box:

Black Pudding, HD: 10, HP 43, AC: 6 [13], ATK: Attack (3d8), ST: 5, SP: Acid attack, immune to cold, if hit with lightning will split into 2 smaller puddings, MV: 6, AL: N, CL/XP: 11/1,700

Chests 4-6 (west wall): Each chest is locked and made of iron. The locks will take 50 hit points to destroy. In addition, the chests may be trapped (see below).

4) Chest contains 362 rings of gold, silver, etc., set with various precious and semi-precious stones worth 10-100 gps each, 62 bracelets worth 10-100 GPS each and 112 necklaces worth 10-100 GPS each. Mixed in with all of this are a **+1 ring of protection**, a **ring of water breathing**, a **ring of 3 wishes** and a **ring of fire resistance**, a pair of **bracers of defense** (AC 4 [15]), a **necklace of fire baubles** with 6 baubles, a silver necklace set with a **heartstone** and a silver necklace set with a **starlight quartz** (see 'Glorious Gems' in the appendix for details on heartstones and starlight quartz).

5) Chest is lined with silver and lead (preventing all detection and escape for the occupants). Inside the chest are 12 folded up shadows which will instantly attack once the box is opened.

Shadow, HD: 3+3, HP 16 each, AC: 7 [12], ATK: 1 touch (1d4 + Str drain), ST: 14, SP: Drains 1 Str with hit, can only be hit by magical weapons, MV: 12, AL: C, CL/XP: 4/120

In the bottom of the chest, inside a teak box, is the wizard Hamerkerl's spell book. It is a thick and heavy tome (10 lbs) bound in iron-studded basilisk hide. If Hamerkerl is released from his tomb on level 8h, he will pursue whomever has the spell book to the ends of the earth if need be. The spell book contains all of the spells listed for Hamerkerl's ghost on 8h plus an additional 2-5 additional spells per level.

6) This chest contains 4 wooden boxes, each without a lock:

Box 1: 12 delicate potion bottles, all packed in wood shavings and clearly and correctly marked in the dwarven language. The potions include **Animal Control**, **Diminution**, **Flying**, **Heroism**, **Invisibility**, **Gaseous Form**, **Growth**, **Healing** (x2), **Extra Healing**, **Giant Strength** and **Treasure Finding**.

Box 2: 12 **Khunmar Thundereggs** (see 'Gemstones' in the appendix) carefully packed in wood shavings.

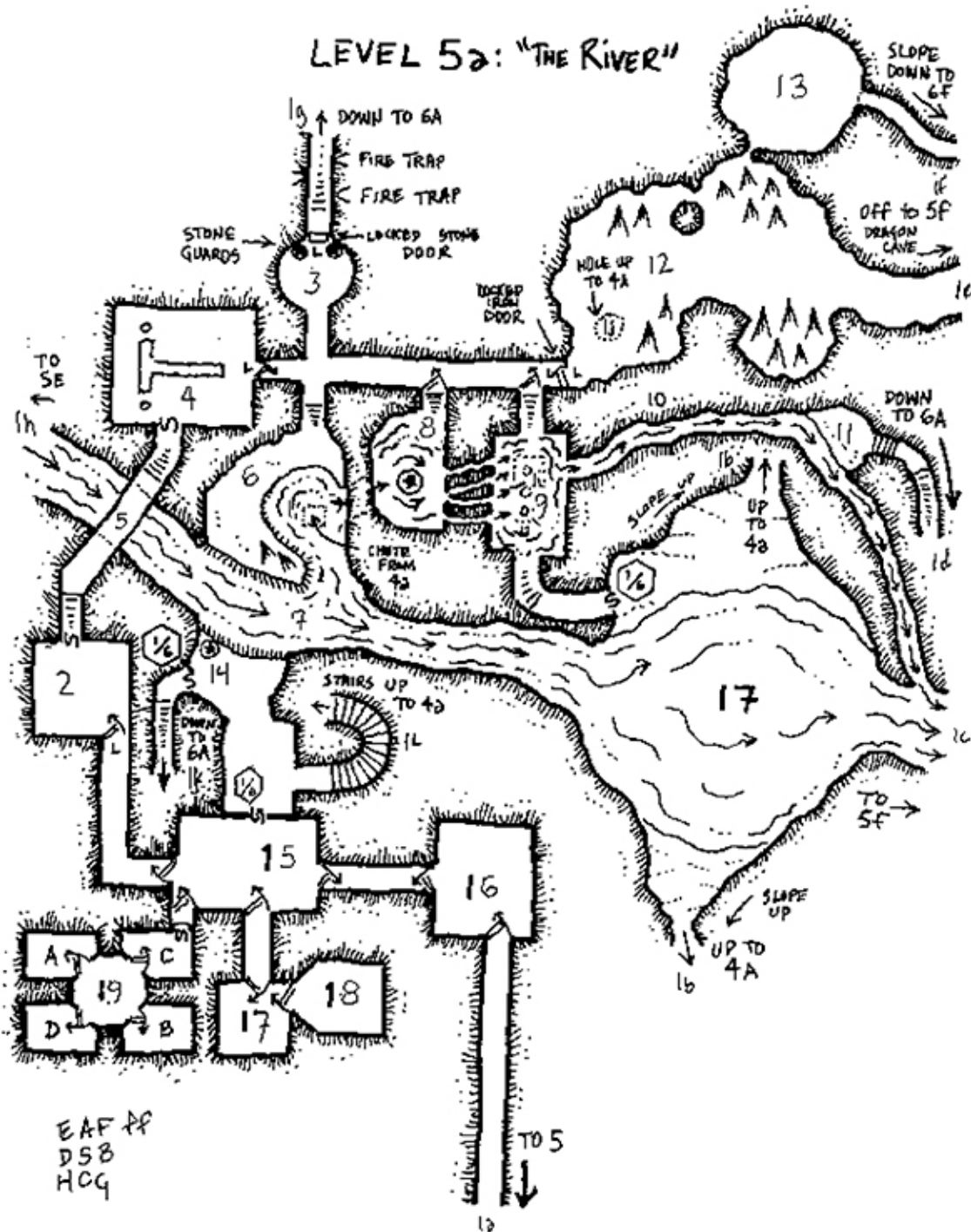
Box 3: This box contains a **Shadowcat Cloak** and a **Tabula Magica** (both miscellaneous magical items described in the 'Magic Items' section of the appendix).

Box 4: This wooden box has a dozen blue and white crystals within it. These are actually crystal men in their dormant state; if touched, each crystal will instantly erupt into a crystal man and attack. See 'Crystal Men' in 'Malevolent Monsters' in the appendix.

Crystal Man, Dormant: HD: 1/2 (1d4 hit points), AC: 6 [13], ATK: contact (1d6 + drain 1d3 Constitution), ST: 17, SP: drain Constitution, MV: 0, AL: N, CL/XP: (1/15)

Crystal Man, Active: HD: 1-6 (4 hit points per hit dice), AC: 6 [13], ATK: fist (1d6 + drain 1d3 Constitution), ST: 17, 16, 15, 14, 13, 12, SP: drain Constitution, MV: 9, AL: N, CL/XP: 1 HD (2/30), 2 HD (3/60), 3 HD (4/120), 4 HD (7/240), 5 (6/400), 6 (7/600)

In a false bottom in the box under the crystal men, a velvet sack contains a necklace set with 12 firestones that glow with a red light. The firestones are each worth 1,000 GPS if removed from the necklace but the necklace, intact, is worth 18,000 GPS! (See 'Gemstones' in the appendix for more detail on firestones).



LEVEL 5a: The River

This level, like so many others, is bisected by the river running west to east. The dwarf mausoleum entrance (1) is here, with a stone door guarded by 2 statues of dwarves with gigantic axes that will hack into unauthorized intruders and numerous fire traps on the stairs. An ale hall (2) is filled with ghosts of dwarves. Anyone foolish enough to agree to sit and drink with them is likely to become a ghost, spending all eternity drinking with these fine fellows...

Some ogres and ogre magi have claimed the territory south of the river (9 through 14).

A large lake cavern joins level 4a.

A cavern filled with stalactites(8) is the playground of baby dragons who are playing with a golden ball of ESP. If these tykes should come to any harm, their mother (see 5f) will be very displeased.

Some other caves with running water (5, 6 and 7) are the “plumbing” of the bathroom and latrine on the level above. The most isolated of these (7) contains a long lost efreeti flask buried in the sand.

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Straight stone passage from 5.

1b) Both these passages (on either side of the lake) join to level 4a. The lake area is shared by level 4a and 5a.

1c) River flows out to 5f (The Dragon Caves)

1d) Carved stone steps down to 6a. The steps first climb 10 feet and then go down 50 feet in order to prevent water from flowing down the steps if the stream nearby should rise.

1e) Natural tunnel off to 5f (The Dragon Caves).

1f) Narrow tunnel slopes off down to 6f.

1g) These stairs (trapped with fire traps) lead down to the tombs on 6a.

1h) This river flows in from level 5e.

1i) The pit trap at location 1g on level 4a will drop victims in the pool here.

1j) Pit down from level 4a in the ceiling here.

1k) Secret stairs down to level 6a.

1l) Stairs up to level 4a.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the “Random Happenings and Items” table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Circular room with two stone statues of dwarves 6 ½’ tall with big axes flank a stone door. An inscription above the door in Dwarven says “Revere the dead, all those who pass through here.” The door is locked. If the door is opened without disarming the trap, both statues will strike as 8 HD creatures for 3d8 damage. The 3rd, 12th, and 20th steps are trapped with firetraps (will spray out fire in a 10’ x 10’ cloud, 5d6 damage).

4) Drinking Hall: This room is furnished with a long stone table surrounded by a dozen ghostly looking dwarves sitting on benches, drinking ale from steins while laughing and singing. Among their number are two humans dressed in armor, a man in a robe with a tall pointed hat and an elf --- these last four also appear ghost-like and sit with the dwarves, laughing at their jokes and hoisting steins. They will invite PCs to join them, gesturing at spots on the bench and indicating that they are welcome to pick up and drink from steins that appear to be filled with fragrant ale. Anyone drinking any ale must save vs. magic or lose 1-6 points constitution, and then save or drink again, losing 1-6 points of con with each sip. If anyone’s constitution reaches 0, he will fade from view and join the drinkers for all eternity. The four non-dwarves in the group are adventurers who have tasted the ale and joined the eternal party.

16 Khunmar Phantoms: HD: 3+3, HP: 12 each, AC: 7 [12], ATK: 1 touch (1d4+1 + Con Drain), ST: 14, SP: Drains 1 Str with hit, can only be hit by magical weapons, MV: 12, AL: N, CL/XP: 5/240

The ghost-like forms in the room are actually Khunmar phantoms (see 'Monsters' in the appendix for details). If the players ask questions, the ghostly drinkers will just boisterously urge them to join the group for a drink. If players attack, the phantoms will retaliate. If players do nothing, the drinkers and the steins will all fade from view in 3 turns, leaving only the stone table and benches and a slight odor of ale.

5) Secret passage over the river.

6) Crab Ogre Beach: See 1i, above. There is a hole in the roof of the chamber; this is a pit trap at location 1g on level 4a that will drop victims in the pool here.

There are 2 heaps of 1 foot diameter white spheres (4-5 in each pile) half buried in the sand on the shore; these are crab ogre eggs. They will be difficult to crack (equivalent of AC 2[17]), but, if broken, an immature crab ogre will be found inside each one. Breaking the egg kills the immature crab ogre. A rusted suit of platemail containing a skeleton, a well preserved suit of +1 elven chainmail and a large silver key (that will open the doors to the Hall of the Bronze Giant, location 3 on level 6e) are at the bottom of the 15' deep pool. Every turn that players remain here, there is a 1 in 6 chance of 1-4 crab ogres emerging from the water and attacking. The crab ogres will prefer to target anyone standing near or disturbing the eggs.

Crab Ogre, HD: 6+1, HP 25, AC: 3 [17], ATK: 2 pincers (1d6+2 each), bite(1d4), ST: 11, SP: grab ability; if both pincers hit will suck blood for 2d6 per round, MV: 9, AL: C, CL/XP: 6/480

7) River: The river is 20 feet deep. Chance of encountering a giant pike or 1-3 crab ogres.

8) Sea God's Chamber: A statue of a bearded man wearing a crown and holding a trident in one hand stands on a pillar in the center of a 10 foot deep pool in this room. Water spews from the mouths of carved stone fish that are a part of a pillar at his feet and falls with musical sounds into the pool. The water is from a natural spring under the statue; the dwarves placed the statue upon this site to create the fountain. Water also flows through four 1' diameter holes in the wall, washing through areas 9 and 10.

Treasure: The trident in the statue's hands is a **trident +1** but is disguised by illusion magic to appear to be a part of the statue. If magic is detected for, the trident part of the statue will radiate and a spell that allows the caster to see through illusions will reveal that the trident is made of metal. If someone grasps the .

9) Pool Room: There is a large pool in the room and four 1 foot diameter holes in the ceiling. They go up 30 feet to the latrines on level 4a. Waste originally dropped from the levels above and was washed away by the stream here,. Water flows through four 1' diameter holes in the west wall from Room 8 and runs down the wall into this pool; this is intended to carry any sewage from Level 5A above (this is under the bathroom) down the stream to area 10. Eight giant freshwater leeches are in the water. The pool is 3½' deep.

8 Leeches , Giant Freshwater, HD: 2, HP 8 each, AC: 8 [11], ATK: 1 bite, DA: 1d6 per round, ST: 16, SP: blood drain, 5% chance of causing disease, MV 6, AL: N, CL/XP: 4/120

10) Stream: The stream here is just 3 foot deep and flows east from room 9. Each turn in this area, there is a 30% chance per turn of being attacked by 1-3 giant freshwater leeches.

Leeches , Giant Freshwater, HD: 2, HP 8 each, AC: 8 [11], ATK: 1 bite, DA: 1d6 per round, ST: 16, SP: blood drain, 5% chance of causing disease, MV 6, AL: N, CL/XP: 4/120

11) At the beach (7) a rusted old efreeti flask is buried in the sand. Each PC has only a 1 in 6 chance of casually noticing it. Each turn there is a 1 in 6 chance of encountering 1-3 crab ogres. In addition, each turn in this area, if anyone is standing in the 3 foot deep water there is a 30% chance they will be attacked by 1-3 giant freshwater leeches.

Crab Ogre, HD: 6+1, HP 25, AC: 3 [17], ATK: 2 pincers (1d6+2 each), bite(1d4), ST: 11, SP: grab ability; if both pincers hit will suck blood for 2d6 per round, MV: 9, AL: C, CL/XP: 6/480

Leeches , Giant Freshwater, HD: 2, HP 8 each, AC: 8 [11], ATK: 1 bite, DA: 1d6 per round, ST: 16, SP: blood drain, 5% chance of causing disease, MV 6, AL: N, CL/XP: 4/120

12) Cave: Three baby red dragons (AC -1, hp 11, 10, 9, 3 atk 1-4/1-4/2-8, breath fire 3 times per day) are playing with a glowing gold ball. If injured or frightened, they will flee to the dragon caves to the east. The glowing ball is a magic item. It is 6" in diameter and works as a **crystal ball**.

13) This pit continues downwards, eventually terminating in Ubrus. There is a cave in the east wall of the pit that leads to a rough passage that slopes down to level 6f (see 1f, above).

14) Ledge over the water: An ogre sits on the ledge here, resting his chin on a fist and with his feet dangling over the water. He is actually a statue; while sitting here, the ogre was turned to stone by a spell many years ago.

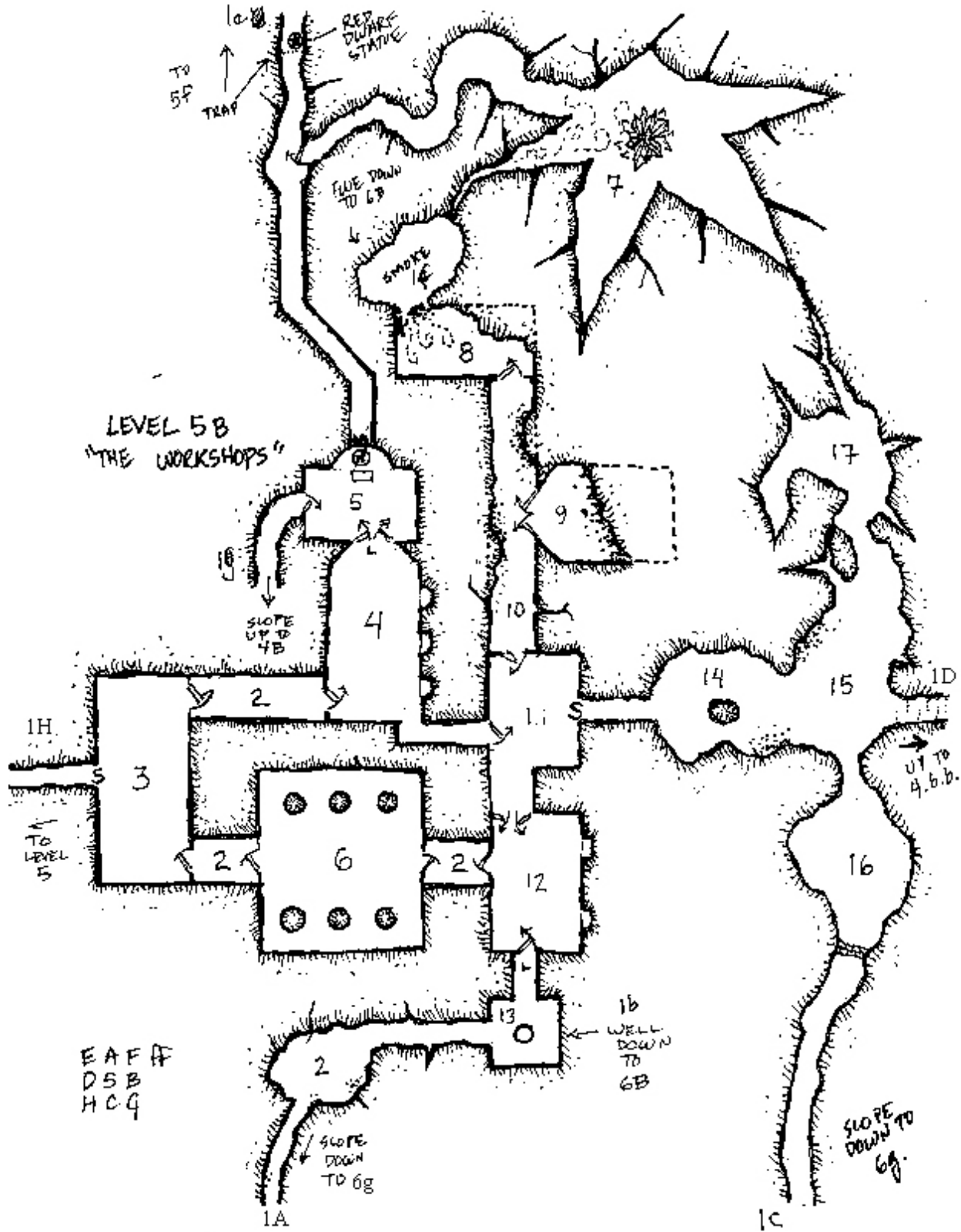
15) Six regular ogres (AC 5, HD 4+1, 1 atk 1-10) are here arguing over who gets to eat a Halfling thief named Neville whom they have tied up in a sack. Neville is neutral. The ogres know about the secret door in the north wall. Several of the ogres have wounds on their arms and legs. There is a dead crab ogre in the room who appears to have been recently battered to pieces.

16) Six White ogres (see area 11) have some skins and a sack of 3,000 g.p. and some bones.

17) Two ogre magi (AC 4, HD 5+2, 1 atk 1-12, fly 12 turns, cause darkness in 1" diameter, polymorph to human, regenerate 1 hp per round, charm person, sleep, assume gaseous form, 8d8 cone of cold once per day). The room has a table, two chairs, and a series of hooks with human limbs hanging on them. A locked chest contains 1,000 p.p., a gold helmet worth 500 g.p., a moth-eaten cloak, and a key to the manacles at area 14.

18) This room has a few bedrolls and some trick manacles with a hidden release catch. The ogre magi will try to come here invisibly and pretend to be a human captive.

19) Trap: After PCs pass from "C" to area 19, each room entered will transport them to another randomly determined room.



LEVEL 5b: The Workshops

We have the workshops plus a star shaped cavern with a huge crystal in it that does something special. Devil's Workshop: Workshops with construct workers that obey Garagurs... a group of Red Dwarves has discovered this and has set up shop in here. A red dwarf chief, nicknamed 'Devil,' has set up his lair in an old Garagur workshop. He is accompanied by a higher level Shaman (Who wears the 'Wig of Venkya') and two lesser spell casters as well as a number of red dwarf guards.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Stone tunnel slopes down to 6g.

1b) Well down to pool on level 6b.

1c) Rough tunnel, blocked by crudely made stone wall at north end, slopes down to level 6g. The tunnel here is filled with yellow mold which the gardener on 6g has cultivated to discourage the red dwarves from 5b from using the tunnel. There are three red dwarf skeletons, with ruined armor and equipment, under some of the mold. One of the skeletons lies atop a +1 kopesh sword.

1d) This tunnel slopes up to level 4b.b.

1e) This rough tunnel leads on to level 5f. Near the statue of a petrified red dwarf (marked on the map with a star) is a trip line (notice only 1 in 6) that will drop a load of heavy scrap iron with a loud clanging sound. This alarm is intended to warn the dwarves of 5b that intruders are in the tunnel but since no one has come this way in a long time, they are only 50% likely to send a guard to investigate (they will probably assume the clanging sound was just someone working at the forge).

1f) Smoke hole: This cave is a smoke filled pit that leads down, thirty feet, to level 6b.

1g) Slope up to 4b

1h) Secret passage to level 5.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Sleeping Quarters: A couple of red dwarves and some scattered workbenches and tools.

4) Workshop: 4 eternal flame forges in the east wall. A red dwarf chief, nicknamed 'Devil,' has set up his lair in an old Garagur workshop. He is accompanied by a higher level Shaman (Who wears the 'Wig of Venkya') and two lesser spell casters as well as a number of red dwarf guards.

5) Temple: The doors to this room are locked and "Devil's" advisor, Algren, has the only key. The room has a stone altar and a 3' tall statue of the red god (in red dwarven form holding a dagger in one hand and a heart in the other) is standing on a pillar behind the altar. The statue is made of bronze and is smeared with blood. On the altar are a chalice made of bloodgold (worth 100 gps) full of blood and a blood smeared silver dagger (30 GPS). Anyone touching the chalice is liable to be subject to the curse of bloodgold (see 'bloodgold' in the section on Metals in the appendix).

6) Large Room: Workbenches scattered around.

7) Star Cavern: This unusually shaped cavern has a huge crystal formation in the center of it that glows with a strange blue light. If anyone approaches to within 10 feet of the formation, the glow of the crystal will grow stronger. If the crystal formation is struck or touched, a faceted warrior (see 'Malevolent Monsters' in the appendix) will emerge from the formation with a loud tinkling sound and attack. Anyone within the cavern must make a saving throw or be stunned upon hearing the loud sound of the

faceted warrior emerging from the crystal. If the players retreat from the star cavern, the faceted warrior will not pursue (but will return to inside the crystal, where he will heal all damage inflicted upon him).

Pieces of crystal broken off the formation will not glow and are worth 1-6 GPS each. The crystal itself is a gate to the elemental plane of earth but mortal creatures from the prime material plane cannot pass through it. If the faceted warrior is destroyed, he will collapse into a pile of crystal shards worth 1-6 GPS per pound (there will be 300 lbs of shards --- total value is 1050 GPS).

Faceted Warrior, HD: 16, AC: 2 [17], ATK: Fist (4d6), ST: 3, SP: break thru stone walls, immune to fire, cold and heat, reflects lightning back at the caster, +1 or better weapon to hit, all weapons except blunt cause only ½ damage, MV: 12, AL: N, CL/XP: 16 HD (19/4,100)

After some bad experiences in this room, the red dwarves avoid this cave.

8) Smoke Filled Room

9) Collapsing Room: Battering Ram in here.

Battering Ram Bot: HD: 8 (40 HP), AC: 2 [17], ATK: 1 ram (6-36), 2 scoops (1d3 each), ST: xx, SP: contradictory orders malfunction, immune to cold and normal fire, ½ damage from magical fire, immune to charm, hold person and ESP, MV: 6, AL: N, CL/XP: x/x

10) Collapsed Hall

11) Chamber:

12) One area is set up as a kitchen, with human and demi human body parts in it. A bound paladin named Andrew is imprisoned here.

13) Well Room:

14) Cave:

15) Cave:

16) Cave: South part has an exit that has been bricked up. It will require several hours and time to break through. Leads to a rough cut passage that slopes down to 6b (see location 1b on this level).

17) Cave: Narrow passage narrows down to a crack through which an unarmored human could crawl, leads to level 7.

Some of the items in the workshop include a quiver full of 12 multimissile arrows, a +2 warhammer, some gemstones and valuable metals.

The workshop had several clever clockwork automatons that were originally constructed by the Garagurs and are programmed not to harm anyone of Garagur blood. If given an order by a Garagur, the clockworks will do their best to obey. Remember that any dwarf character has a 25% chance of having Garagur ancestry. If a clockwork is given contradictory orders, roll a 1d6. On a roll of 1 to 2, it will do nothing. On a roll of 3-4, it will simply sit in place. On a roll of 5-6, the clockwork robot will self-destruct, spraying springs, cogs and screws all over the place.

If the red dwarves command the automatons to attack a party that has a dwarf with Garagur ancestry in it, that will not count as a 'contradictory' order since the automatons will simply attack everyone in the

party except the dwarf with Garagur ancestry. If, however, the red dwarves specifically command the automaton to attack a dwarf with Garagur ancestry (or a dwarf with Garagur ancestry commands the automaton to attack a dwarf), then roll for 'contradictory orders.'

There will be 2x bolter bots, 3x hammer bots, 2 hauler bots, 1x warbot and 1x battering ram bot (although all the bots will not be in the same place) as well as 'Devil' and his assistants.

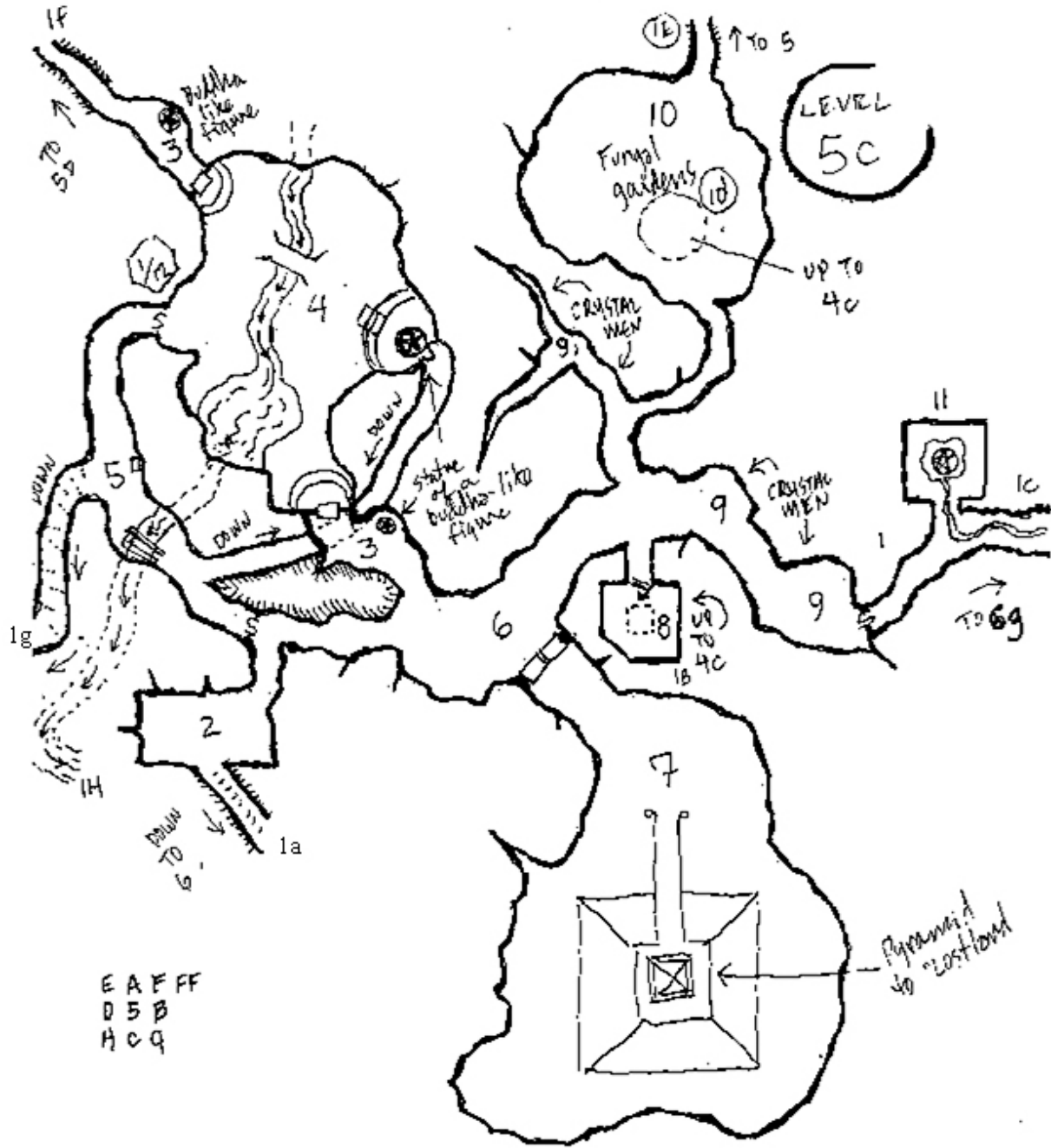
Bolter-bot, HD: 5 (25 HP), AC: 3 [16], ATK: 2 clamps (1d3 each), 1 drill (1d10) and 1 bolter (1d8), ST: xx, SP: contradictory orders malfunction, immune to cold and normal fire, ½ damage from magical fire, immune to charm, hold person and ESP, removing rivet causes 1d6 damage, MV: 12, AL: N, CL/XP: x/x

Hammer-bot: HD: 5 (25 HP), AC: 3 [16], ATK: 1 pincer (1d3 each), 1 hammer (1d6), ST: xx, SP: contradictory orders malfunction, immune to cold and normal fire, ½ damage from magical fire, immune to charm, hold person and ESP, removing rivet causes 1d6 damage, MV: 12, AL: N, CL/XP: x/x

Hauler-bot: HD: 4 (20 HP), AC: 3 [16], ATK: none, ST: xx, SP: contradictory orders malfunction, immune to cold and normal fire, ½ damage from magical fire, immune to charm, hold person and ESP, MV: 12, AL: N, CL/XP: x/x

War Bot: HD: 10 (50 HP), AC: 0 [19], ATK: 1 pincer (1d3 each), 1 hammer (1d6), ST: xx, SP: contradictory orders malfunction, immune to cold and normal fire, ½ damage from magical fire, immune to charm, hold person and ESP, removing rivet causes 1d6 damage, MV: 12, AL: N, CL/XP: x/x

Treasure: Will include raw materials, gemstones as well as various knick knacks (including wind up brass mice) and the weapons/tools. A dwarf with Garagur ancestry could command any surviving automatons.



LEVEL 5c: The Grotto of the Lotus Eaters

Introduction: This level contains a magical garden filled with unusual flowers and fruits. Anyone entering the cave will find themselves in what looks like a beautiful grotto open to a summer sky with flowering vines and bushes and soft grass. Birds and butterflies fly about and the bushes are laden with sweet smelling flowers and fruits. Various creatures lie napping on the grass, occasionally waking to eat fruit from the bushes. A beautiful brook babbles through the cave. The flowers and fruits are real but the ceiling is illusionary. Anyone smelling the fruits will probably be unable to avoid tasting them, and, once

they have eaten the fruit, they will just lie down in the grass and sleep, occasionally waking to eat more fruit. It seems like a paradise, but this paradise has a dark secret. The morlocks of level 6h have discovered this dark garden and use a series of secret passages to enter, grab unresisting victims, and carry them back to their lair for a feast.

Special Effects: The charm effects of the garden is detailed under the description of level 4. The garden of the lotus eaters could be destroyed if players burned every plant in the room (which would take considerable time and resources). If even one plant remains intact, the garden will eventually regrow. Updating the Level: On subsequent visits, players might find different creatures in the garden of the lotus eaters, passive due to the influence of the magic fruit. These creatures could include orcs, goblins, trolls, ogres, red dwarves, adventurers, etc. Undead will not enter the room. The morlocks know of the room's effects and are always careful to plug their noses before entering.

The Original DM's Notes: Level 5c: "Grotto of the Lotus Eaters" This level is intended as an homage to H.G. Wells' masterpiece, 'The Time Machine.' As a youngster, I remember checking all of Wells' books out of the library. The 1960 movie version of the story, directed by George Pal, was one of my favorite films growing up --- I found the sinister morlocks in Pal's film especially inspiring.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1) Entrance

1a) Stairs down to 6

1b) Chute in ceiling drops down from level 4c.

1c) Rough passage runs to the east. A small trickle of water runs down the center of it, from 11. Anyone following the passage east will find themselves on a high ledge overlooking one of the fungus caverns on level 6g.

1e) This slimy passage leads north to level 5.

1f) To 5d.

1g) Ramp down to level 6h. The morlocks use this ramp to climb up and raid the cavern of the Lotus Eaters via the secret passage at 5.

1h) If one follows the stream from 5, one will discover that it plunges down a 30 foot vertical shaft to level 6c here. Falling down won't cause falling damage, but avoiding drowning and keeping your torch lit might be a problem.

2) Empty: Areas labeled 2 on the map will always be empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Door and Statue: There are 2 locations labeled 3 on the map. Both feature a door of wood to the cavern at 4 (one from the north, the other from the south) and a statue.

The doors are of teak carved with swirling designs. Anyone studying the door must make a saving throw or simply stand, staring at them, for 1-6 turns. If the 'fascinated' character is hurt, pushed or has their eyes covered by a friend, they will 'snap out of it' but this character has a 25% chance of becoming fascinated again each time they come within 10 feet of the door.

Beside the door is a stone statue, life size, of a peaceful looking monk sitting cross-legged with his hands in front of his heart. Anyone touching the statue can make a saving throw -- if it succeeds, they will see that the statue is disguised by an illusion; in reality, it is smeared with blood and filth and the monk has a terrified look on his face. Anyone failing the save will feel a sense of goodwill and peace wash over them (and, for the next 24 hours, they will have a -2 on saves against the fruit of the lotus flower bushes in the grotto (see location 4).

4) Cavern of the Lotus Eaters: Every turn there is a 1 in 6 chance that 2-12 morlocks will enter the cavern from one of the secret doors. This large cavern is lit by artificial light from above and looks like perpetual late afternoon. The ceiling of the cavern looks like a summer sky and birds and butterflies appear to flutter about. A stream with a bridge runs through the room and there are soft beds of grass and bushes and trees covered in white flowers and delicious smelling pink fruits that resemble peaches. Various adventurers and monsters who have wandered into the cavern lounge around, napping or munching on fruits that grow on the lotus-flower bushes. Players who pass within a few yards of a lotus bush or smelling the fruit must make a save or pluck a fruit off the bush and eat it... if they eat it, they will lay down and sleep, occasionally waking up to eat more fruit. If a visitor plugs their own nose, he or she will not be tempted to eat the fruit.

On the far side of the river, up a set of steps is a large stone statue of the same serene looking monk sitting cross legged with his hands folded in front of his chest as can be found at both locations labeled 3 on this level. Anyone touching the statue can make a saving throw -- if it succeeds, they will see that the statue is disguised by an illusion; in reality, it is smeared with blood and filth and the monk has a terrified look on his face. Anyone failing the save will feel a sense of goodwill and peace wash over them (and, for the next 24 hours, they will have a -2 on saves against the fruit of the lotus flower bushes in the grotto).

When players first enter the room there will be 2 ragged humans dressed in loincloths with short swords (actually were rats), a red dwarf, a white ogre and two humans dressed in chainmail (adventurers) in the room. If removed from the room and allowed to 'detox' from the effects of the lotus fruit (will take 1 hour), the were rats will claim to be escaped slaves who became trapped (and will subsequently attempt to give the players the slip), the ogre and the red dwarf will grow hostile and either attack or run away and the humans will offer to serve as henchmen / extra muscle until a place of relative safety is reached. Anyone using a spell like **true seeing** will see that the birds are actually cave bats, the butterflies are moths, the ceiling is actually just a rough stone cave ceiling lit by magical light, etc., but the lotus flower bushes, grass and fruits are real.

Morlocks from level 6H occasionally enter the cave via the secret passages at 5, take unresisting victims and carry them off to eat. The morlocks will put wax plugs into their nostrils before entering the cave. To 'rescue' someone from the cave, you must pick them up and carry them out. They will attempt to re-enter the cave for the next hour (they will not be violent, but if left unrestrained they will simply try to return to the cave where they will lie down on the ground and eat fruit). After that, they will 'wake up' and remember nothing beyond the point at which they first tasted the fruit.

Fruit removed from the cave instantly loses all of its magical qualities and begins to rot.

2-12 Morlocks: HD: 2, HP 9 each, AC: 7 [12], ATK: weapon (1d6) or bola (1-3 + special) or blow gun (1 point + creeper venom; see Weapons), ST: 16, SP: surprise 2 in 6, detect invisible, MV: 12, AL: C, CL/XP: 3/60, each carries weapons and wears wax plugs in its nostrils.

Lotus Fruit Victims:

1 Dwarf, Red, HD: 1, HP 7, AC: 4 [15], ATK: Khopesh (1d6+1), ST: 17, SP: surprise 1-3 on a d6, insanity, darkvision 90', -1 attack in direct sunlight, MV: 6, AL: C, CL/XP: 2/30; wears red dwarf armor, has khopesh, dagger and small shield.

2 Human fighters (Named Thom and Djerry), HD: 3, HP 14, 12, AC: 5 [14], ATK: Weapon (1d8), ST: 17, SP: none, MV 12, AL: any, CL/XP: 3/60; Each wears chainmail, has a shield, dagger and sword. Each carries a knapsack with 2-8 torches, a bottle of water, a tinder box and 2-12 GPS. Thom has a handaxe and Djerry has a light crossbow and 12 bolts.

2 Lycanthropes, Wererats, HD: 3, HP 12, 11, AC: 6 [13], ATK: Bite (1d3), Weapon (1d6), ST: 14, SP: Control rats, lycanthropy, hit only by magic or silver weapons, MV 12, AL: C, CL/XP: 4/120; each wears a few rags and carries a short sword.

1 Ogre, White, HD: 5+5, HP 26, AC: 4 [15], ATK: Weapon (1d12+2), ST: 10, SP: none, MV: 9, AL: C, CL/XP: 6/400; carries a spiked club and wears hide armor; has a pouch of human teeth.

5) Secret passages: The morlocks use this passage to raid the garden of the lotus eaters (area 4) for victims. They will enter the garden from either secret door, and, on occasion, swim upstream from the place where the stream flows through the passage at 5 (there are several planks forming a crude bridge) under the wall to the cavern at 4. Near the intersection is an old box filled with wads of wax and old candles. The morlocks place wads of wax in their nostrils before entering the cavern in order to protect themselves from the odors of the lotus fruit.

6) Giant stone carved doors. Each is carved with the image of a dragon-headed man and appears to be many thousands of years old. There are inscriptions in an unknown language on the doors. If magically translated, it will say, "The Lost Land beyond the End of the River."
It requires a huge amount of strength to move the doors.

7) Inside is a pyramid that will allow users to transport themselves to Lostland.

8) Garbage pit of Horror: This room is piled with rotted corpses, bones, rotten wood, slime and other garbage tossed down from the level above. Hiding in this deep pile of garbage is an otyugh. The door to the level outside is locked and half covered in garbage on the inside. If the door is opened, garbage will spill out into the corridor.

Otyugh: HD 7; HP 33; AC 3 [16]; Atk 2 tentacles (1d8), bite (1d4+1); Move 6; Save 9; AL N; CL/XP 8/800; Special: Bite gives 90% chance of otyugh disease (see 'Otyugh Disease' in Diseases)

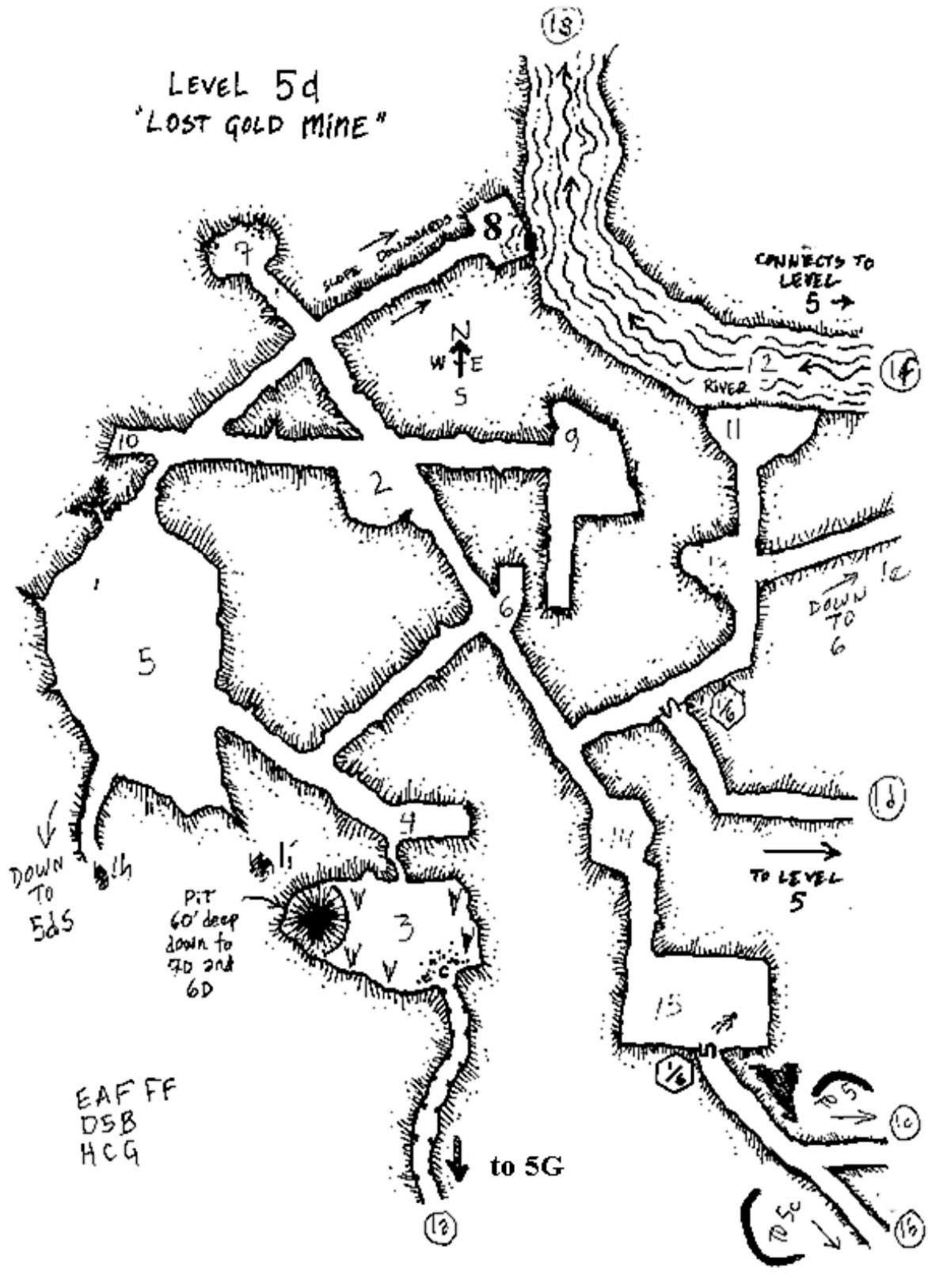
Treasure: Buried deep in the garbage is a rotted leather case that contains a crystal scepter that is octagonal in cross section with a gold octagonal key. Both of these items radiate magic (these are the 'keys' to the treasury on level 5s). Also long lost in the garbage is a gold chalice studded with emeralds worth 1,000 GPS. There is only a 10% chance per turn spent searching that either of these items will be found.

9) Crystal Men: Each of these locations has 1-6 pale blue or white crystals on the floor and 2-12 similar crystals in the walls. If any living creature touches the crystals, they will erupt into crystal men and attack.

10) Fungal gardens: Hole in ceiling leads up to level 4c (see location 1d).

11) Shrine to Qualong: This small chamber has a statue of a peaceful looking monk seated with legs crossed on a small pillar in the center of a pool of clear, cold water. The water wells up from a natural spring and flows in a rivulet off to level 6g down the hall.

If the statue is touched by a lawful or neutral character, he or she will be healed for 1-6 points of damage if injured; otherwise a feeling of peace and goodwill will come over the character. If a chaotic character touches the statue, the hand or other body part used to touch the statue will go numb and remain useless for 1-6 hours. Lawful or neutral characters can take advantage of the statue's healing properties just once per 24 hour period. Chaotic characters can get numbed by the statue all day and all night. The statue was placed here by monks of Qualong decades before the mines fell.



LEVEL 5d: “Long Lost Gold Mine”

This mine is accessible only by secret tunnel or by the river. Several gold (and fool’s gold) deposits can be found buried in the walls. The passages are rough and ~10 wide and 20’ high. The most powerful creature on the level is a stone giant named Clausten. The red dwarves have given him a sizeable horde of blood gold and Clausten has become obsessed with obtaining more of it. A small and damp room(2) has a waterlogged door that leaks water; if it is opened, the river rushes in, battering and probably drowning the occupants.

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Rough passage to 5g. This tunnel is supported by wooden posts every 10 feet or so and appears to be of fairly recent construction compared to the rest of the mines. It was cut by a group of adventurers who were (unsuccessfully) trying to raid the museum at 5h.

1b) Tunnel to level 5c

1c) tunnel to 5.

1d) Secret tunnel to 5.

1e) This tunnel slopes down from location 13 on this level to level 6. The dwarves used to use small carts to bring barrels of bitumen up this way from level 7e (see location 13 on this level and level 7e).

1f) The river flows in from level 5 here. It is ~30 feet wide and ~20 feet deep.

1g) The river flows out here. It is ~30 feet wide and ~20 feet deep.

1h) Narrow tunnel slopes down to level 5d.s. There is steam pouring out the opening and within the tunnel, vision (where via torchlight or darkvision) is reduced to 10 feet.

1i) Steam emerges from this massive pit in the floor. It leads down more than 60 feet to level 6d and 7d.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the “Random Happenings and Items” table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Steam Cave: The steam from the pit to 6d and 7d (see 1g) fills the room, making the walls wet and slimy. A roper hides among the stalactites that decorates the ceiling and will attempt to attack by surprise. If overwhelmed, it will retreat to over the pit and drag and drop opponents down the pit. It can also slither down the walls of the pit to try to get away.

The exit to the south is difficult to see because someone has piled a bunch of rubble in front of it (spot only in 6).

4) Gold ore in the walls of this tunnel. A narrow crevice leads to cave 3 and some steam can be seen emerging from it.

5) Rust Monster Chamber: Three rust monsters are eating some tools left here long ago. If anyone wearing metal armor or carrying metal weapons approaches within 30 feet, they will eagerly raise their antennae and bound towards the target. The southern half of the cave is filled with warm, moist steam that emerges from the narrow opening that gives access to level 5d.s (location 1g on the map).

Rust Monster: HD 5; HP 27, 24, 19; AC 2 [17]; Atk 2 antennae (0); Move 12; Save 12; AL N; CL/XP 5/240; Special: Cause rust.

6) Dead Miner: There is a dwarf skeleton in this room. There is some rust around the bones; the rust monsters from 5 probably ate his weapons and tools a long time ago (although an old pick axe handle of wood still lies beside the body). One the floor is a small cloth bag containing twelve small gold nuggets worth 1-12 GPS each.

7) fool's gold

8) Flood Chamber: This damp chamber has a waterlogged door in the northeast corner. If carefully observed, players will see that water is slowly leaking under the door and through the cracks between the boards. There are puddles of water covering the floor to a depth of 1-3 inches. If the door is forced, the river at area 8 will flood the chamber up to the intersection down the hall. Each character must roll his strength score or less on 3d6 (on 4d6 if medium burdened, on 5d6 if in plate or heavily burdened) or drown. Each character caught in the flood will take 1-6 points of damage from being battered about by the rushing waters.

9) Tool Room: Rope, spikes, shovels, picks, etc. A lantern full of oil hangs on a hook.

10) gold ore

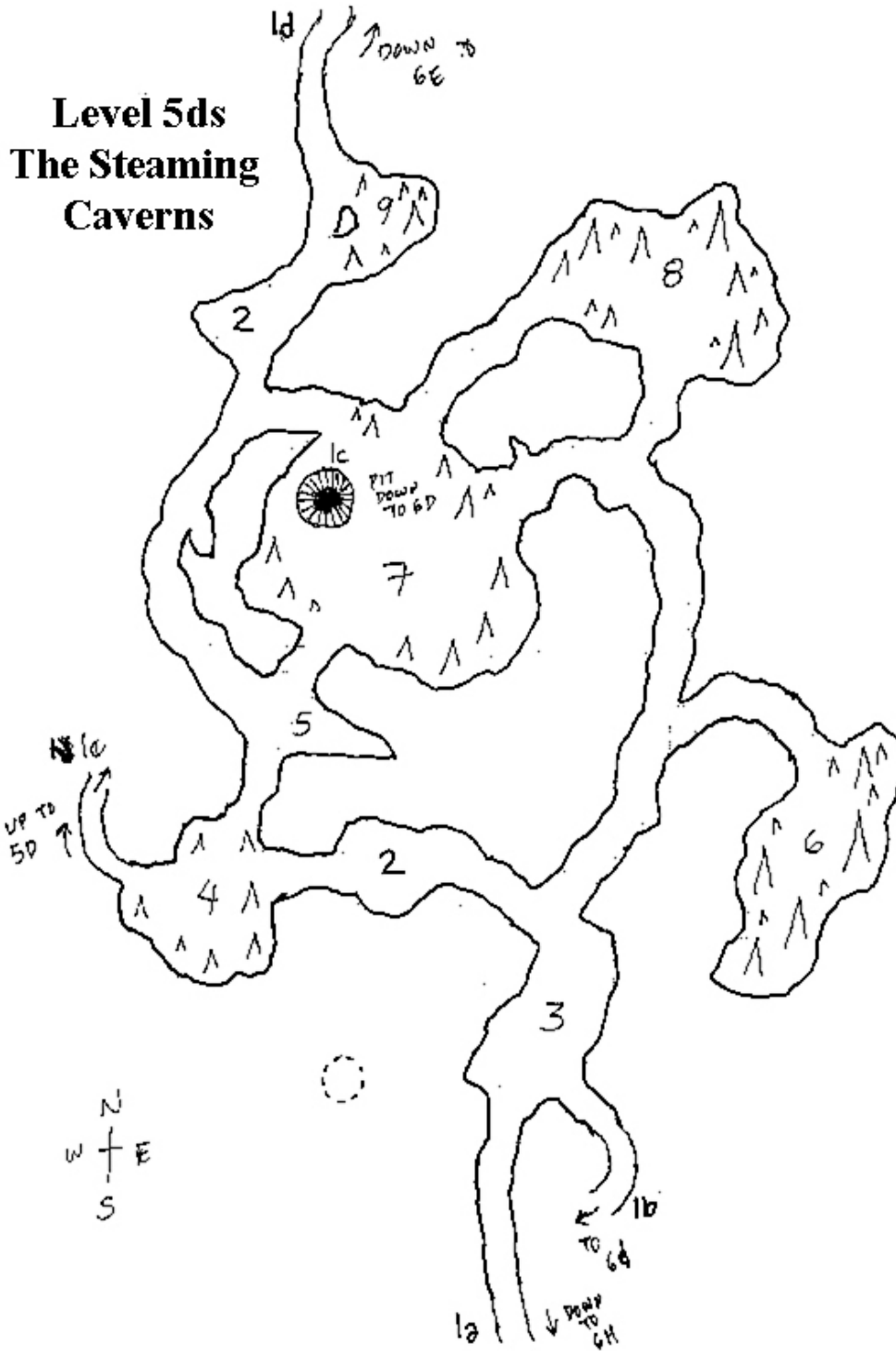
11) Shore of river: The most powerful creature on the level is a stone giant named Clausten. The red dwarves have given him a sizeable horde of blood gold and Clausten has become obsessed with obtaining more of it. If a remove curse spell is cast upon him, the stone giant will realize that he was tricked and will refuse to touch the bloodgold again. He will reward whomever freed him from the curse with the large nugget of starmetal . He will normally be found down by the river, hammering at the nugget of starmetal embedded in the wall; he intends to trade it to the red dwarves for more blood gold. Clausten will accuse any PCs he encounters of 'being after his precious red gold!' and will sprint to the attack. His bloodgold horde (a large sack made of bearskins that contains 24 bars worth 100 GPS each, a bloodgold cup worth 500 GPS and a bloodgold ceremonial helmet worth 100 GPS) is strapped to his back.

12) River is 20' deep. A giant albino pike (AC 5, MV 36", HD 4, 1 atk 4-16, surprise 1-4, 14' long) hangs around here.

13) Bitumen Staging Area: There are 6 barrels stacked here. They are full, but not of liquid; the barrels were filled with warm liquid bitumen down on level 7e which was brought up through level 6 via the tunnel 1e on this map. The bitumen is hard, black and shiny (it is a naturally occurring form of tar) and can be broken easily with a hammer and chisel. These chunks will burn if fire is applied. The bitumen can be used as an ingredient in pitch. When heated it is sticky and can be used as a waterproofing material, as a binder or an ingredient in medieval flammable pitch (a sticky substance used to create flaming arrows or flaming catapult shot). The bitumen is worth about 50 GPS per barrel, but each barrel weighs 50 lbs.

14) Tool marks on the walls. A scrap of parchment has a crude map of area 5, 6, 7, 9, and 10, including the secret passage. [See p. 18 of khunmar.8pdf for the crude map.]

15) Two giant phase spiders (AC 7, MV 6"/15", HD 5+5, 1 atk 1-6 + poison [-2 save], out of phase 50% of the time). A dead human in platemail has a burned-out torch, a battle axe, a silver dagger, and a sack of gold nuggets worth 1-4 g.p. each.



LEVEL 5d.s: The Steaming Caverns

Introduction: These caverns are above the boiling lake on level 6d and are filled with a thick, sulfur-smelling steam that reduces all vision (where via torchlight or darkvision) to maximum of 10 feet on this level. The walls and floor are all quite wet from the condensed steam; fungi and certain creatures find this environment quite pleasant. This area is home to different varieties of the roper monster and roper monsters from throughout the mines will come here from time to time in order to breed.

Special Effects: This entire level is quite warm and filled with steam from the boiling lake on the level below. All vision (where via torchlight or darkvision) is reduced to 10 feet. In addition, anyone moving faster than a careful walk is 1 in 6 likely to slip and fall on the slimy surfaces in these caves (unlikely to cause damage but will delay them for a round) and anyone running outright is 3 in 6 likely to slip and fall.

Updating the Level: The roper monsters (all varieties) will gradually replace losses over time since these hot and steamy cave are their favored breeding grounds.

1) **Entrance:** On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc. Because of the steam, all vision (where via torchlight or darkvision) is reduced to 10 feet on this level.

1a) This steamy passage slopes down to level 6h.

1b) This rough, curved passage slopes down to room 8 on level 6d.

1c) There is a large (20' diameter) rough hole in the floor here. A great volume of hot steam, smelling strongly of sulfur, emerges from the hole since it leads to the roof of the cavern of the boiling lake below (location 4 on level 6d). Because of the increased amount of steam, all vision (where via torchlight or darkvision) is reduced to 1-3 feet within 20 feet of the pit at 1c. Anyone not taking the utmost precautions (i.e.: probing the floor ahead, etc.) is 2 in 6 likely to fall down the hole if wandering through this area and plunging into the boiling hot water of the lake below (see location 4 on level 6e).

1d) This passage slopes gently down to level 6e.

1e) This natural passage slopes up to level 5d.

2) **Empty:** Because of the steam, all vision (where via torchlight or darkvision) is reduced to 10 feet on this level. Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) **Beetle Cave:** Because of the steam, all vision (where via torchlight or darkvision) is reduced to 10 feet on this level. Two tunnel beetles are in here, chewing on the remains of a morlock who was killed some time ago.

4) **Fungus Cave:** Because of the steam, all vision (where via torchlight or darkvision) is reduced to 10 feet on this level. This cavern is filled with blight fungus (as described in 'Fungus' in the appendix). Touching this squat, white and slimy toadstool will cause 1-3 points of damage to exposed skin for 1-3 rounds and players are 3 in 6 likely to brush up against fungus if casually walking through the cavern (the chance is reduced to 1 in 6 if the players specifically state that they are attempting to avoid contact with the fungus). If the skin affected is washed in vinegar or wine immediately after exposure, the damage can be reduced by half. If the fungus is eaten, the eater will take x3 damage for 2-7 rounds.

Near the passage that slopes up to level 5d (location 1e) is the rotted body of a goblin covered in blight fungus. Although his leather armor is rotted and ruined, his short sword and 2 flasks of distilled spirits can be recovered from his corpse if the blight fungus growing over everything can be dealt with (see

'Weapons' in the appendix for details on the distilled spirits Molotov cocktail). Note that if fire is used to clear off the fungus, the flasks of distilled spirits will catch fire and explode; everyone within 10 feet of the conflagration must make a saving throw or take 1-6 points fire damage.

5) Dead Roper: Because of the steam, all vision (where via torchlight or darkvision) is reduced to 10 feet on this level. This area smells particularly foul; the rotting corpse of a roper (now mostly reduced to a stinking goo) is in the eastern alcove. If investigated, a spellstone that can hold 3 1st level spells (or 1 2nd level spell) can be found (see 'Glorious Gems' in the appendix for details on spellstones), but anyone touching the roper's corpse will expose themselves to the nose rot disease (see 'Diseases' in the appendix).

6) Doping Roper Cave: Because of the steam, all vision (where via torchlight or darkvision) is reduced to 10 feet on this level. The cave has a particularly high ceiling and very large stalactites and stalagmites within it, making it the perfect hiding place for a doping roper (a variant of the roper monster; see 'Malevolent Monsters' in the appendix). The doping roper is hanging from the ceiling among the stalactites and will attempt to touch as many player characters as possible in order to disorient them with its hallucinogenic slime; it will then attempt to snatch up one of the player characters and retreat to eat them elsewhere in the caves, scuttling along the ceiling.

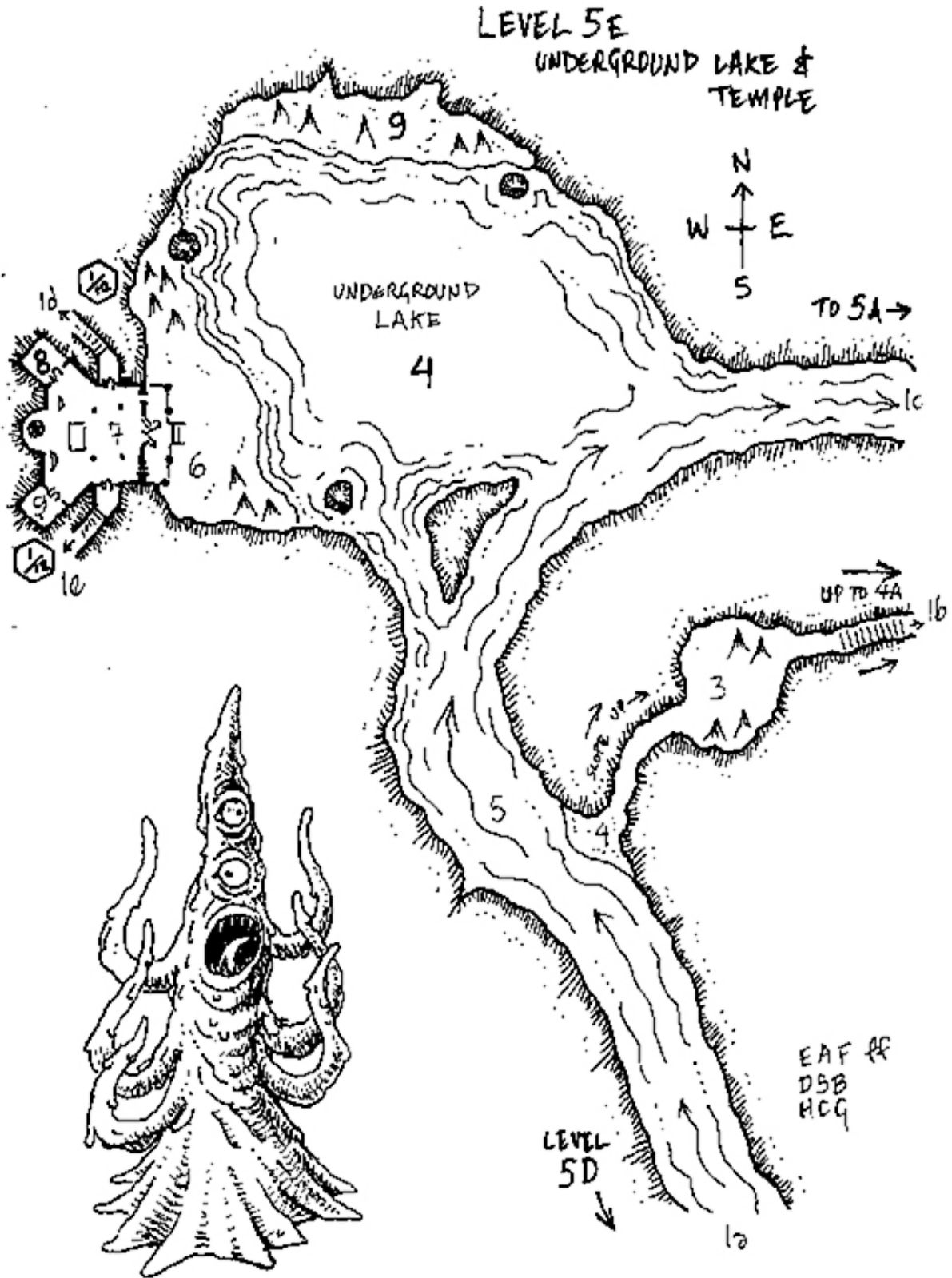
7) Steam Cavern: The steam is thicker in this cavern and smells strongly of sulfur. Because of the steam, all vision (where via torchlight or darkvision) is reduced to 5 feet in this cavern and is reduced to 1-3 feet in the vicinity (within 20 feet) of the pit at 1c (see 1c for details on the risk of explorers accidentally falling down the hole at 1c).

The cavern is filled with stalactites and stalagmites that drip moisture. Two ropers lurk in the southeast portion of the cavern.

In the other parts of the cavern, there is a 1 in 6 chance per turn of encountering 1-3 piercers who will attempt to impale from above. The ropers usually just ignore the piercers since they normally travel along the ceiling and walls where they are in no danger from falling piercers.

8) Nursery Cave: Because of the steam, all vision (where via torchlight or darkvision) is reduced to 10 feet on this level. There are 4 roperlings (baby ropers; see Roper, Roperling in 'Malevolent Monsters' in the appendix) in this cave that will attack anyone entering without regard for strategy or their own safety. The roperlings have no treasure, but two dozen blade crystals grow out of the east wall of the cave (see 'Glorious Gems' for details on blade crystals). Twenty two blade crystals are of a size suitable for crafting arrowheads (1-6 GPS each) and two are suitable as dagger/knife blades (3-18 GPS each).

9. Morel Cave: Because of the steam, all vision (where via torchlight or darkvision) is reduced to 10 feet on this level. There are several brown and gold morel fungi growing in this cave; if care is taken, 8 doses of the fungus may be gathered (see 'Fungus' for details on brown and gold morels). There is a 1 in 6 chance of encountering 1-3 piercers who will attempt to impale from above.



LEVEL 5e: Underground Lake and Temple

Introduction: In addition to a cave full of ropers (1), this level contains a huge underground lake filled with giant albino pike and worse(3). An underground temple dedicated to a long forgotten evil water god(5) is protected by traps, mummies and worse. This ancient temple was not built by the dwarves; it was simply built on the shore of this underground body of water long before Khunmar was built. The dwarves found it as they were constructing Khunmar, but always considered it a distasteful place and avoided it.

Special Effects: Anyone of non-chaotic alignment viewing the temple exterior must make a saving throw or suffer a temporary -1 to attack, damage, saves and morale while in the vicinity of the temple. They will report that the temple itself makes them uneasy, although they are not certain why. Similarly, anyone of non-chaotic alignment entering the temple interior must make a saving throw or suffer a temporary -1 to attack, damage, saves and morale while in the vicinity of the temple. If the player character fails BOTH saves, they have a -2.

Entrances and Exits:

Updating the Level:

The Original DM's Notes: Level 5e "Underground Lake and Temple" This level contains a huge underground lake filled with giant albino man-eating fish. A mysterious temple dedicated to a mostly forgotten sea-god stands here. My original thought was that the dwarves did not build this temple; it was already here when they started delving the mine and was, instead, 'discovered' by them during their excavations, much like ancient ruins are frequently discovered whenever someone digs a hole to repair a sewer in Italy.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) River flows in from level 5d

1b) Crude steps up to level 4a

1c) River flows out to level 5a

1d) Secret stairs down to temple cellar on level 6e

1e) Secret stairs down to temple cellar on level 6e

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Two ropers (AC 0, MV 3", HD 10, hp 52, 48, 1 atk 5-20 + 8 strands 2"-5" cause weakness [50% strength in 1-3 rounds], no damage from lightning, ½ damage from cold, -4 saves from cold).

Ropers (10HD): HD 10; HP 51,42, AC 0[19]; Atk 6x tentacle (weakness), 1 bite (2d10); Move 3; Save 5; CL/XP 11/1700; Special: tentacles grab and cause weakness, immune to electricity, half damage from cold but +1 per dice damage from fire.

Treasure: Each has 3-18 PPS and one has 12 gems worth 10-60 GPS in his gizzard.

4) The Crab Shore: 25' deep river here. There is a 30 GPS nugget of gold lying on the shore here. There are several large piles of 1 foot diameter white spheres piled by the shore. These are crab ogre eggs (difficult to break: ac 3[17]; if cracked open, miniature immature crab ogres will be found inside). Every turn there is a 1 in 6 chance of 1-3 crab ogres emerging from the water and attacking. The crab ogres will preferentially target anyone disturbing or standing near the eggs.

5) There is a 1 in 6 chance per turn of either 1-3 pikes (50%) (AC 5, MV 36", HD 4, 1 atk 4-16, surprise 1-4, 14' long) or 1-3 crab ogres.

5) Dark Lake:

6) Ancient Temple: There is an upward sloping shore here with an ancient stone temple built into the wall. The façade of the temple is set with hundreds of rock crystals in spiral patterns that cause the temple to glimmer and flash in the torchlight of visitors. Anyone of non-chaotic alignment viewing the temple exterior must make a saving throw or suffer a temporary -1 to attack, damage, saves and morale while in the vicinity of the temple. They will report that the temple itself makes them uneasy, although they are not certain why. The corroded bronze doors are unlocked but will open with a loud creak.

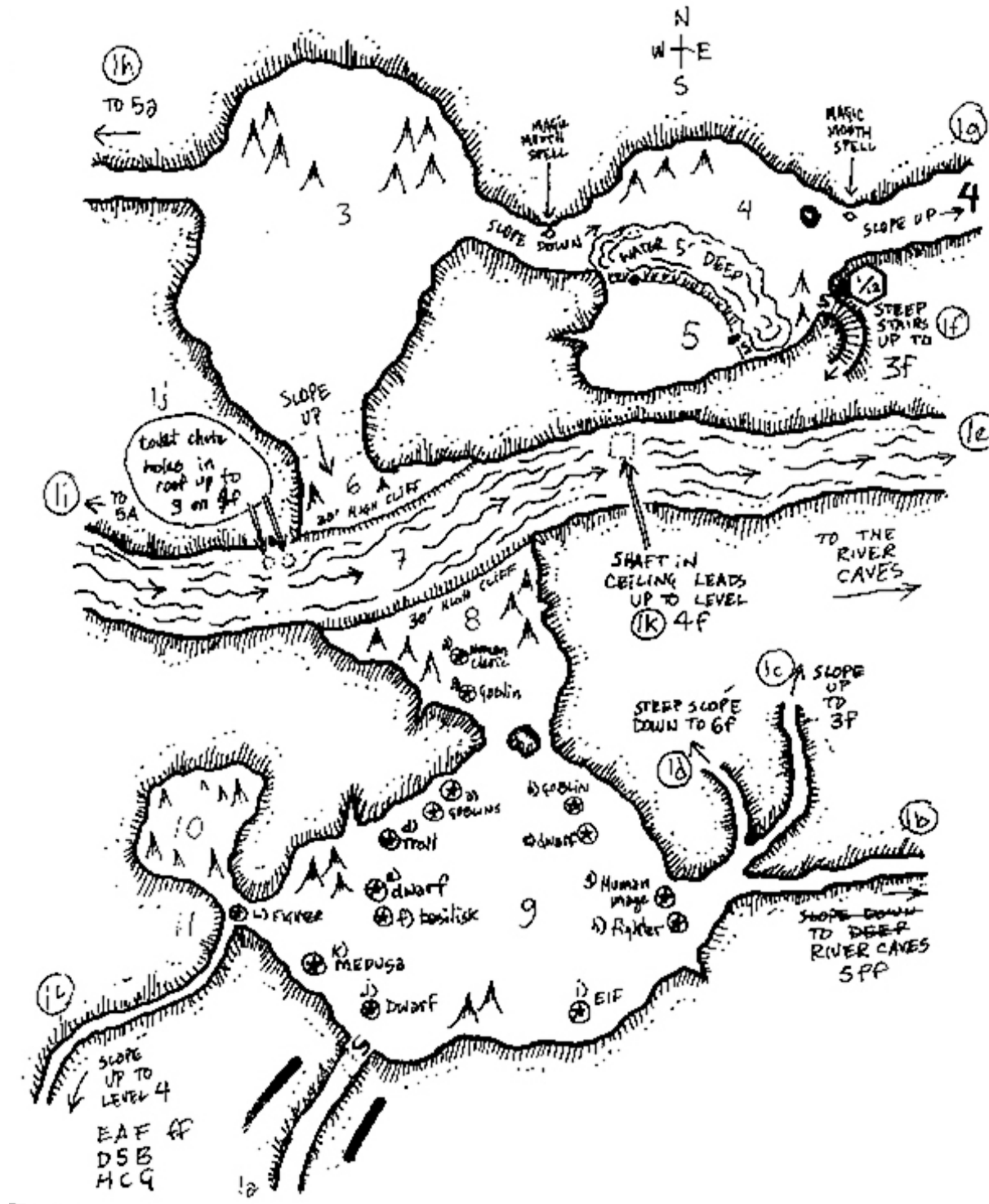
7) Temple Interior: At the front of the temple is a bronze altar, a bronze statue of a man with a fish-like head, webbed feet and tentacles substituted for arms, a pair of bronze gongs flanking the altar and four bronze pillars. Hundreds of rock crystals are set in the walls in swirling designs. As the temple is entered, it lights up with crackling energy across the pillars and statue. Anyone of non-chaotic alignment entering the temple interior must make a saving throw or suffer a temporary -1 to attack, damage, saves and morale while in the vicinity of the temple. If the player character fails saves for both the interior and exterior, they have a -2.

The two gongs will sound if anything is touched and the four bronze pillars will deliver 2-12 points of electrical damage if touched. The bronze altar will cause anyone touching it to feel a deep chill in their bones unless they are chaotic in alignment. Anyone of non-chaotic alignment must save or lose 3-18 points of Strength for 2-12 rounds upon touching the altar. If this reduces them to 0, they will fall to the floor and be unable to move for 2-12 rounds.

8) Secret Room: A stone chest contains 3 bronze cups, a silk bag full of 100 pearls (worth 10 GPS each), a silver box containing 5 pieces of **incense of purification** (box is worth 100 GPS; see 'Magic Items' in the appendix for details on the incense), a brass incense burner, a curved **+1 magic** sacrificial knife and some rotted robes. At the bottom of the chest is a book bound in mysterious hide (perhaps the hide of some fish?) and filled with a mysterious crabbed writing in an unusual language. This is s **Tome of Chaotic Worship** (see 'Magic Items' in the appendix).

9) A withered corpse wrapped in linen is dressed in a rotted mantle sewn with 3,000 g.p. worth of pearls and a gold crown worth 500 GPS sits upright on a throne-like stone chair. If the room is entered or anything touched, this mummy (AC 3, MV 6", HD 6+3, hp 29, 1 atk 1-12 + rotting disease, fear effect [saving throw or paralyzed with fear for 1-4 rounds], humans get +2 fear save, ½ damage from magic weapons, 1-3 damage from torch, vulnerable to fire) will rise and attack.

Level 5f: The Singing Caverns



LEVEL 5f: The Singing Caverns

A huge cave is filled with photosensitive crystals (See 'Tinkle quartz' in Glorious Gems in Appendix) that will tinkle and squeak if a light source is brought into the room. Another cave (4, 5) is home to a red dragon named Ralika. Ralika uses magic mouth spells to warn her when intruders are coming and usually waits for prey to come to her, having cast invisibility and haste on herself and hallucinatory terrain on the ditch around her platform (making it look like smooth floor). A tunnel leads to the surface (4) so Ralika can hunt or occasionally fly for exercise.

Crossing the river here will be difficult (5, 6 and 7) since it is 30 feet sheer drop down to the water. The far side of the river (7, 8) is lair to basilisks and numerous statues of their victims.

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

The Original DM's Notes: Level 5f The dragon caves have one of the 'mineral curiosities' of Khunmar --- the famous photosensitive "tinkle quartz." This mineral makes tinkling sounds when exposed to light... so as players walk into the caves with their torches and lanterns, the air will be filled with the sound of the quartz. I don't know what gave me this idea --- perhaps the cartoons where big diamonds emit an audible, "bling" when light hits them. But the players hated it since the tinkling noise always let the monsters know they were coming.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Crude and damp secret tunnel to level 5b

1b) Tunnel to river caves (Level 5f.f)

1c) This tunnel slopes up to 3f.

1d) This tunnel slopes down to 6f.

1e) The river flows out to Level 5f.f.

1f) Curving secret stairs up to 3f.

1g) Tunnel slopes up and out to the surface, 350 feet to the northeast. It ends in a small ravine where it is hidden by shrubs and trees and the dragon on this level occasionally uses this exit to stretch her wings.

1h) This tunnel leads on to 5a.

1i) The river flows in from level 5a.

1j) There are 2 holes 30 feet up only 2 feet in diameter that lead to the toilets on 4f in room 8.

1k) A 10x10 foot shaft in the ceiling 30 feet up leads to location 1c on level 4f

1l) This narrow tunnel slopes up to level 4.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Crystal Cave: Glittering crystals will tinkle and squeak if light is brought into the cave, warning the dragon in area 4.

4) Dragon Cave: 5' deep water. Here lairs Ralika, an ancient female red dragon (AC -1, HD 10, hp 77, 3 atk 1-8/1-8/3-30).

spells:

1st level: **charm person, shocking grasp**

2nd level: **invisibility, locate object**

3rd level: **fireball, haste**

4th level: **hallucinatory terrain, polymorph other**

Ralika will cast **invisibility** and **haste** on herself, then **hallucinatory terrain** on the water around her platform. She has cast **magic mouth** on both entrances to say "Who dares disturb me?" Will repeat five times.

5) Platform where Ralika sleeps. 13,000 c.p., 12,000 s.p., 10,000 g.p., 11 gems, 3 **potions (invisibility, plant control, and stone giant strength)**, 5 **scrolls** (one spell levels 1-6, five spells levels 1-6, seven spells levels 1-8, **protection from possession, protection from undead**), a **+2 battle-axe**, a **+1 shield**, elven chain (elf-sized suit), **studded leather +1**, a **deck of many things**, and a broken blade from the sword hidden upstairs in the kobold tunnels.

6) The floor slopes up from area 3 to this cliff that overlooks the river. The cliff 30' down to river 30' deep.

7) River is 30 feet deep.

8) Cave with stalactites: There is a 2 in 6 chance of 1-3 basilisks. Statues of petrified creatures here.

a) Human cleric with mace and a shield strapped across his back. He holds a torch in one hand.

b) A goblin attempts to cover his eyes with his hands. His short sword (still metal and rather rusty) lies on the floor beside him.

9) Basilisk Cave: This cave is filled with are stalactites, stalagmites and scattered statues in extraordinarily realistic poses. These statues are, of course, the petrified victims of the basilisks that inhabit these caves. Every turn there is a 2 in 6 chance of encountering 1-3. There are 4 basilisks total. Since this cave is a place that basilisks return to again and again to lay their eggs, monsters which are killed will gradually be replaced.

The statues are described by general type and marked on the map with letters. If players transform one or more of the petrified creatures back to life via a stone to flesh or similar spell, the 'former statue' will have no memory of having been petrified. Some of them could have been petrified dozens or even hundreds of years ago. It is left to the DM to decide on the identities and disposition of these petrified victims.

a) Statues of two goblins; one with sword and shield and the other with a bow and arrow.

b) Statue of a goblin shaman dressed in robes and a headdress made of a lizard skull. He gestures as if casting a spell.

c) A statue of a dwarf holds a throwing axe, as if he is about to throw it, and holds a battle axe in his other hand. He is dressed in chainmail and a horned helmet and there are 2 more throwing axes on loops on his belt.

d) A statue of a troll with claws held in front of his face, as if he is trying to cover his eyes.

e) A statue of a female dwarf holds a lantern and a flat disk (a mirror). Does she have a beard? That is for the DM to decide but I am inclined to say no.

f) A statue of a basilisk, looking at the dwarf at e. The dwarf managed to get this basilisk to look at her mirror (thus petrifying itself) right before she got petrified by another basilisk.

g) A statue of a human magic user in robes and a pointy hat holding a staff in one hand and a torch in the other.

h) A statue of a fighter in splint mail with sword and shield; a heavy crossbow hung across his back.

i) A statue of an elf in chainmail, holding a bow and pulling an arrow from a quiver.

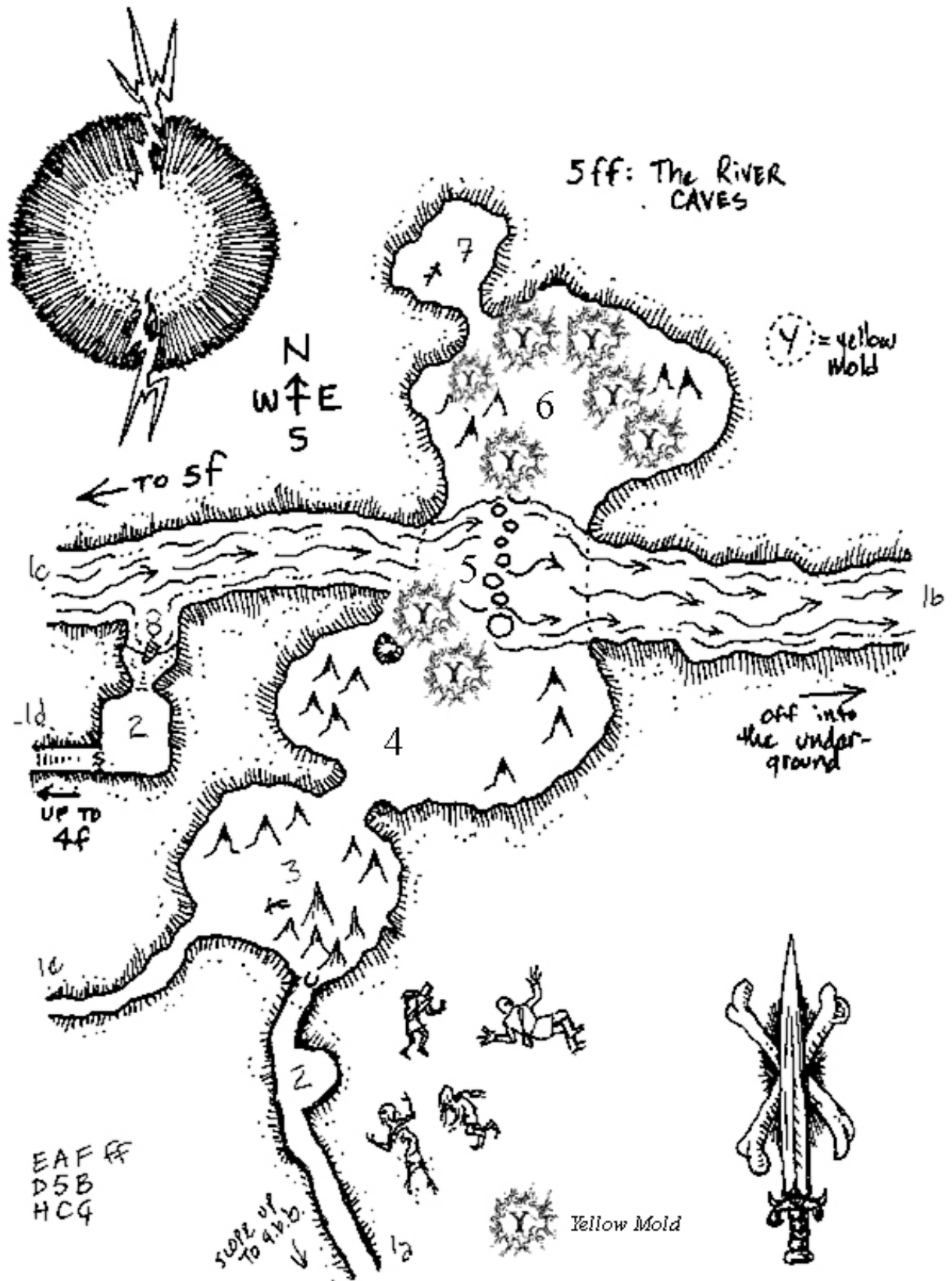
j) A statue of a dwarf with a warhammer and small shield.

k) A statue of a medusa.

l) A statue of a human fighter, dressed in platemail, with a two handed sword strapped across his back and a battle axe in one hand, a torch in the other.

10) The Darker Cave: This cave is filled with stalactites and stalagmites. One large and ancient basilisk is curled up on a pile of bones in here, sleeping. The sound of fighting in area 9 or the statue of the warrior at area 11 being pushed over and breaking will awaken it and it will crawl out to investigate. In his nest of bones, rocks and broken crockery is a perfectly preserved ancient sword with a graceful, leaf shaped blade made out of a gold colored metal (Elludium, see "Metals" in the appendix). The sword has no sheath but is +3 magic.

11) This passage is partially blocked by the statue of a petrified fighter in plate mail (statue L from cave 9). The statue weighs almost 300 lbs but is balanced on 2 human sized feet. In order to pass through the passage to or from level 4 (see exit 1), the stature will need to be moved or pushed over. If it is pushed over, it will shatter with a loud crash, alerting the basilisks at 9 and 10.



LEVEL 5f.f: The River Caves

These isolated caves are just downstream from 5f, the dragon caves. The caves are infested with yellow mold and will-o'-the-wisps. A path of boulders (4) leads across the river and the wisps will normally wait until players are halfway across, trying to knock them off the rocks and into the water where they can drown or be swept away.

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) This passage slopes up to 4b.b. The north end of the passage is partially concealed by stone formations and will be hard to spot from 3 (1 in 6 chance).

1b) The river flows off the map here and out to the east. The DM can expand the map here if he or she wishes or simply make it impassable.

1c) The river flows in from level 5f.

1d) These secret stairs of cut stone lead up to level 4f.

1e) This passage joins up with level 5f.

2) Empty: Areas labeled 2 on the map will always be empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Cavern with Stalactites: Body of a half-elf thief with some weird burns/blisters on his hands and face. A sword, dagger, and pouch of 16 g.p. The passage south (1a) is partially concealed by stalactites and will be hard to spot (only 1 in 6 chance) unless player characters specifically search that area.

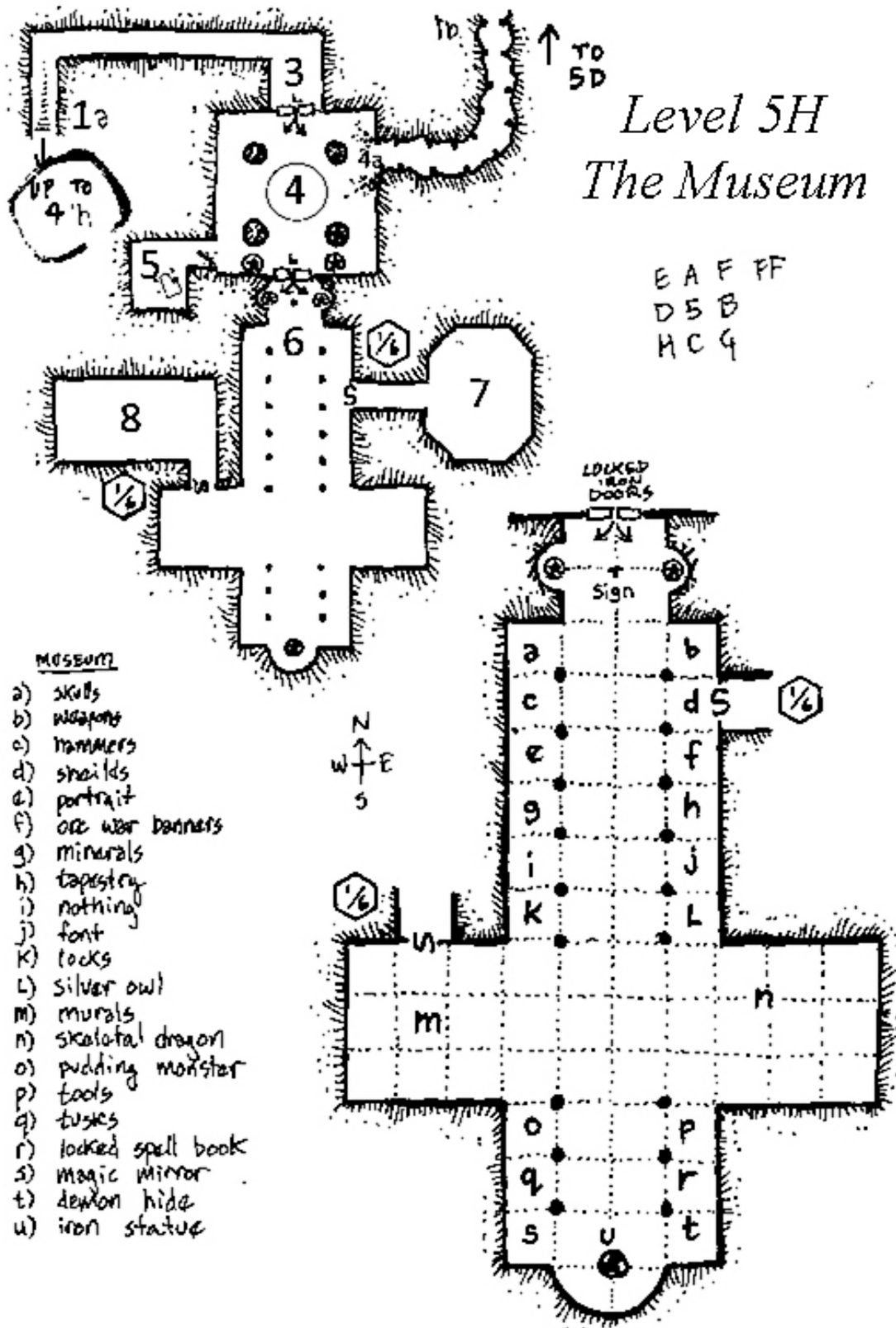
4) Y = yellow mold patches (AC 9, HD 0, 1 atk 1-8 + spores). One will-o-the-wisp (see page 101 of the **AD&D MONSTER MANUAL**). It will be invisible and will attack when any PC tries to cross at area 4. A dead dwarf and a dead human with a mace are half overgrown with yellow mold.

5) Slippery River Rocks: Roll 3d6 dexterity check to cross. A bloodworm (see **FIEND FOLIO**) lairs here.

6) Two will-o-the-wisps.

7) Skeleton of a wizard. A backpack of 350 g.p., 12 gems, and rotted iron rations. He has a **wand of lightning** (47 charges). A Will-o-the-wisp hides inside the dead wizard's skull and will attempt to attack anyone disturbing the remains by surprise.

8) Small (4-man) rowboat with oars in it pulled up on sandy beach. There is a 1 in 6 chance of 1-3 crab ogres emerging from the water and attacking anyone on the shore.



LEVEL 5H: The Museum

Introduction: This level houses an ancient 'museum' which included exhibits commemorating the Garagur clan and their achievements. Fortunately, it has not yet been plundered so player characters will (potentially) find many interesting and valuable items here. The minotaurs from 4H and giant spiders from 5D will occasionally wander into here.

While the Garagurs still lived here, the museum was a place to bring honored guests and reflect upon their accomplishments. When things started to go wrong for the Garagurs, they locked up the museum and set the guardians on alert. Special Effects: This level is somewhat hidden, so wandering monster encounters are extremely unlikely here. Most areas are covered in dust and grime from years of neglect, especially beyond the locked doors at 5H.3. Any dwarf character with even a single drop of Garagur blood (25% chance) in his or her veins will not be attacked by the elemental at 5H.3 or the golems at 5H.4. That character can actually command the elemental or golems not to attack or to stop attacking and they will obey.

Entrances and Exits: There are stairs up to level 4H and a rough passage leading to 5D.

Updating the Level: If player characters explore this level by managing to unlock the doors at 5H.3, it will take several weeks for other monsters to wander in and take it over. The minotaurs from 4H or spiders from 5D are both likely candidates to move in here. Alternately, a group of dwarves who consider themselves the rightful heirs of the Garagurs could move in here and fortify the place as a part of their long, slow, stubborn campaign to 'retake' Khunmar. These dwarves, if encountered, would demand that player characters turn over any 'dwarven heirlooms' immediately.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Stairs Down from 4H. There are a few minotaur hoof prints here and there in the dust.

1b) Tunnel from 5d: Some time ago, a group of adventurers attempted to tunnel into the museum from level 5d. They didn't make it past the guardians at 4, but the crudely cut tunnel, with wooden supports, remains.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations. There are no empty rooms on this level.

3) Locked Iron Doors: A single lonely Manotaur named Eustace rests here. Eustace is cowardly and will seek to surrender and beg to be left alone. He has never been past the doors at this point and doesn't think anyone else has either; at least not since the Garagur's left. He will share that rumors tell of a great treasure beyond the doors. Eustace's only possession is a pile of rags and moss that he sleeps on. If spared and treated nicely, Eustace will lead any party through the maze on level 4H, although he will not betray his brothers the minotaurs and will run away if attacked.

The iron doors are locked and much marked with tool marks, etc. from previous attempts to open them. The locks are so complicated (and so clogged with coagulated oil, grime and rust) that any thief will have -30% their usual chances to open them. These iron doors are considered AC2 [17] and will require at least 500 hit points worth of damage to batter down.

Eustace the Manotaur: HD: 6+4, hp 29, AC: 6 [13], ATK: Head butt (1d6), ST: 11, SP: Never get lost in mazes, MV: 12, AL: N, CL/XP: 6/400

4) Antechamber: This large chamber has 4 huge pillars each carved in the form of a stack of grim-looking heads that are all turned to the center of the room where there is a pool of water. Perhaps fifty or more years ago, someone dug a crude tunnel in from level 5D; one can see the rubble and a rough-looking entrance at this point. There are somewhat rusty iron doors to the north (see location 5H.2) and another set of iron doors, elaborately decorated with gilded vines, in the south wall. The door in the south wall is flanked by two statues of dwarven guards.

The pool is occupied by a water elemental who will attack anyone who attempts to approach the doors in the southern walls. Any dwarf character with even a single drop of Garagur blood (25% chance) in his or her veins will not be attacked by the elemental. That character can actually command the elemental not to attack or to stop attacking and they will obey.

Elemental, Water, HD: 8, (hp 36) AC: 2 [17], ATK: Strike (3d6), ST: 8, SP: capsize boats, MV: 6/18 (swimming), AL: N, CL/XP: 8 HD (9/1,100)

In the bottom of the pool are the skeletal remains of an elf and a human as well as some rusted bits of armor and weapons. A gem worth 5,000 GPS, a +2 dagger (+4 against fire breathing/using creatures) and a ring of protection +1 are in the pool. The pool magically refills and purifies itself; even if poison is poured into it, after an hour passes the pool will gradually become pure and clear.

The iron doors on the south side of the room should be considered AC2 [17] and will require at least 1000 hit points worth of damage to batter down. In addition, anyone touching them will take 1d6 per round electrical damage. The lock is so complicated that any thief will have a 1/4 their usual chance of picking it; reduce that to 1/8th unless the thief can figure out a way to avoid taking electrical damage while working on the lock.

4a) Tunnel: A group of adventurers tunneled their way in here from 5D, hoping to get to 'the dwarven treasure room.' Unfortunately, they did not get past the guardian of the pool at 5H.3. (some of their bones can be found on the bottom of the pool). Their comrades intended to come back when they had found some means of dealing with the water elemental; unfortunately, they must have met some other end and never managed to return.

5) Curator's Office: The door is broken down and inside is a smashed desk, a broken chair and a brass nameplate that says, in Dwarven runes, "Aldur Rondspule IV, Curator of Collections." Upon the floor in the room is a page apparently torn from a record book, dated more than 500 years in the past, that includes a fragment of a page, written in Dwarven.

"... so they brought him to the museum. With all of the other problems, they needed someplace to keep poor Petros Garagur safe and out of sight --- seeing a member of the mighty Garagur family like that would not be good for morale --- he had led an expedition down below as the orcs and goblins attacked from above... and there they must have encountered something... of twelve brave dwarves; he was the only one who made it back... but perhaps it would have been better if he hadn't because he's just not right anymore. It started out as a sickness of the skin and mind... first a rash, then hair and eyes growing where they shouldn't... and his behavior got stranger and more violent... naturally, they wanted to keep him out of sight, and, given the situation, the museum was closed to visitors and old Glom knew I could be trusted, so they brought him here. Poor Petros. He got worse and worse --- finally we couldn't control him, and, gods forgive me, we locked him in the secret unused storage room behind the big shield. I guess we'll deal with trying to lift the curse when the siege is over. What could have happened to him down below? Maybe we will never know. I've seen a lot of odd things as a museum employee, but this is the worst. Signed, A. Rondulspur, Curator of Collections."

Other than a few scattered papers, broken quills, dried out pots of ink and other things, there is nothing left of value in the desk or office other than a magnifying glass with a brass and ivory handle in the back of one broken drawer. This is worth 100 GPS to a collector of curios or someone with bad eyesight.

6) Museum: The main entrance is flanked by 2 stone golems carved in the form of grim looking dwarves with hammers. They will stand, unmoving, in their alcoves, until any non-dwarf crosses the threshold. Any dwarf character with even a single drop of Garagur blood (25% chance) in his or her veins will not be attacked by the golems. That character can actually command the golems not to attack or to stop attacking and they will obey. The golems will not leave the library or damage any exhibit in the library even if commanded to do so by a Garagur dwarf.

2x Golems, Stone, HD: 12 (60 hit points), AC: 5 [14], ATK: Hammer or fist (3d8), ST: 3, SP: Unaffected by +1 or lesser weapons, immune to most spells, MV: 6, AL: N, CL/XP: 16/3,200

The museum itself is lit by magical chandeliers that hang from above in this huge room with a soaring 30 foot ceiling painted with stars and constellations. There are many objects in the room (locations a. through u.) including a large statue of a dwarf at the end of the room. A sign at the entrance says (in dwarf), "Do not touch the exhibits." Everything is covered in dust and the room has obviously not been entered in a great many years.

- a. Shelves here hold dozens of humanoid skulls ranging from huge (giant) down to tiny (pixie).
- b. Dozens of unusual weapons are on display here, including an axe sized for a giant, various different types of swords (broadswords, scimitars, hook-swords, etc) and an assortment of pole arms. All of the weapons are of good or average quality and all were taken from defeated enemies. One mace is +2 magic.
- c. Different sized hammers are displayed here, from huge sledgehammers to tiny hammers for the most delicate jewel work. One of these is a +1 warhammer.
- d. A dozen different shields hang here, taken from the defeated enemies of the Garagurs. A scholar of historian might identify the sigils of various orc tribes, goblin tribes, red dwarf families, etc., on the shields. One giant's rectangular shield hides the secret door to room 5H.5.
- e. A large oil portrait of a very dour looking dwarf with a long grey beard hangs here. It is 3' wide x 4' high and would be worth 5,000 GPS to the right buyer. There in an inscription of the frame that identifies the subject as Glom "Ironfist" Garagur I.
- f. A dozen tattered war banners, decorated with skulls, mummified human hands, tusks, bones, etc., are hung on the wall. Anyone who knows humanoid battle standards will be able to identify these as belonging to different orc and goblin tribes.
- g. A display case holds hundreds different mineral specimens, including some that glow or exhibit other unusual qualities. Some of the more notable include:
 1. A large, rough diamond is worth 6,000 GPS.
 2. An uncut amethyst is worth 3,000 GPS.
 3. A pure gold nugget is worth 300 GPS.
 4. A large and very clear quartz crystal is worth 100 GPS.
 5. A dozen different blade-crystals (sharp crystals that can be used as blades or arrow tips; see "Gems" in the appendix).
 6. A glowing red firestone : (an orange crystal that glows with a pale orange glow; worth 1,000 GPS, see "Gems" in the appendix).
 7. A heartstone: (a reddish gemstone with pink flecks will increase the wearer's/owner's CON score by 1 point if it is worn against the skin ((see "Glorious Gems" appendix)).
 8. Khunmar thunder egg: (A geode that can be hurled and will explode on impact; see "Gems" in the appendix).

- 9. Magnetite: This dark grey rock is naturally magnetic (see "Gems" in the appendix).
- 10. A small blue spellstone: (this gem glows with a faint light and can be used to 'store' a single first level spell by a magic user; see "Gems" in the appendix).
- 11. starlight quartz: (sheds a dim light in a 10 foot radius, see "Gems" in the appendix)..
- 12. A small sample of tinkle quartz (emits a high pitched tinkling sound as long as it is exposed to light; see "Gems" in the appendix).

There are many other specimens (including samples of iron ore, coal, granite, marble, etc.) with no particular value. All the specimens are jumbled together and without identifying tags (the Garagurs took pride in being able to identify minerals at a glance). It might take some time and knowledge to work out which samples are valuable. If players insist on taking them all, the lot will weigh at least 200 lbs.

h. A rotting tapestry portrays a large family grouping of various dwarves. It will disintegrate if anyone attempts to remove it from the wall.

i. There are several empty hooks here, as if someone removed some pictures long ago.

j. A marble font built into the wall in the shape of an open-mouthed fish produces a continual stream of clear, cool running water (for the refreshment of visitors).

k. A dozen different well-made dwarven padlocks hang on pegs here, each with the keys included. The locks are worth 30-180 gps each (at the DMs option, the more expensive locks will be harder to pick or force open).

l. A life sized owl made of delicate silver, with turquoise eyes, sits on a perch. It has a small keyhole in its chest and a gold key hangs on a ribbon around its neck. If wound up with the key, the owl will come to life and follow around whomever carries the key. It can see in the dark up to 60' and cannot fight or communicate beyond hooting (although it could be commanded to answer questions via a simple code like, "hoot once for yes and twice for no"). It is a simple automaton and will follow the commands of its owner (whomever has the key) to the best of its ability. The only requirement is that it be wound up once every 24 hours. It is rather delicate but can walk (MV 3') or fly(MV12') and has an AC of 6 [13] and only 5 hit points. It cannot fight or carry anything that weighs more than a single pound, although it can keep perfect rack of time and will sound the hours with a series of hoots or awaken the owner at a specified hour if commanded. The owl is worth 10,000 GPS intact, perhaps half that if damaged yet still functional and no more than 200 GPS for the materials if rendered inoperable by being damaged for 5 hit points or more.

m. There are elaborate murals painted on the 3 walls of the alcove here of dwarves arriving at a mountain, fighting orcs and goblins and then digging a mine. As is probably obvious, this represents the glorious history of the Garagurs and Khunmar.

n. The skeleton of an enormous red dragon stands here; a sign in front of it says (in dwarven), "Do not touch." If the skeleton is touched in any way, it animates and attacks intruders.

Dragon Skeleton: HD: 10 (50 hit points), AC: 5 [14], ATK: 2 claws (1d4 each) and bite (2d8), ST: 4, SP: undead; cleric must turn as 10 HD undead creature, immune to most spells, MV: 12, AL: N, CL/XP: 11/1700

o. A huge glass barrel on a small pillar holds about 50 gallons of some mysterious black substance. If the lid is removed or the jar smashed, the black pudding (which has been held in stasis for hundreds of years inside the magical barrel) will instantly attack.

Black Pudding, HD: 10 (43 hit points), AC: 6 [13], ATK: Attack (3d8), ST: 5, SP: Acid attack, immune to cold, if hit with lightning will split into 2 smaller puddings, MV: 6, AL: N, CL/XP: 11/1,700

- p. An assortment of well-crafted tools are hung on the wall here, including a shovel, a scythe, a rake, pruning hooks, trowels, etc. All are of good quality. A mining pickaxe is actually a +1 magic tool and can be used as a weapon (see 'Weird Weapons' in the appendix).
- q. A set of giant tusks are mounted on the wall here. They are worth 400 GPS each but weigh 20 lbs each.
- r. A shelf here holds a locked spell book. The book contains 12 1st level spells, 8 2nd level spells, 5 3rd level spells and 2 4th level spells.
- s. A magic mirror hangs on the wall here. The mirror is made of silvered glass and is 2' wide by 3' tall and is in an elaborate gold-leaf frame. It weighs a total of 25 lbs. Although it is not very portable, it can function exactly as a crystal ball.
- t. The hide of a strange demon with green scales hangs here. If fashioned into armor, it could make a suit of +2 scale armor (ac 4 [15], encumbrance 20 lbs) that gives the wearer a +2 saving throw to magic spells.
- u. The large (12' tall) bronze statue of a large shouldered dwarf with a hammer in each hand. The statue is very impressive looking but is not magical.

7: The Flesh Horror: This creature is actually one of the Garagurs (Petros Garagur, to be precise) who underwent a transformation as the result of a curse. He/it is no longer even recognizable as a dwarf and has long since gone completely insane and will attack anyone or anything entering the room. 'The flesh horror' looks like a gigantic mass of rolling, flexing flesh covered in random patches of hair, eyes, mouths, fingers, nodules, ears and other, less recognizable things about 20 feet in diameter and 5 feet thick. It can assume different forms (rearing up 20 feet in the air, stretching across the room to attack an opponent, etc.) but cannot leave this room unless the door is unlocked --- if it is unlocked, the flesh horror will be free to wander the dungeon and players are likely to encounter it periodically thereafter. It has a nearly infinite number of mouths and can attack any creature within 10 feet of it 1-3 times per round for 1-6 points each bite. Any creature hit simultaneously by 2 or more attacks must make a saving throw against turn to stone or be engulfed in 1-3 rounds unless they can break free (roll your strength or less on 5d6). Any creature engulfed will be dissolved and become a part of the horror in 3 rounds. In addition, the sight of it is so horrifying that every creature looking at it must make a saving throw against fear or flee for 1-3 rounds. The flesh horror is immune to frost and electricity, takes 1/2 damage from fire and regenerate 3 hit points per round from ANY damage type.

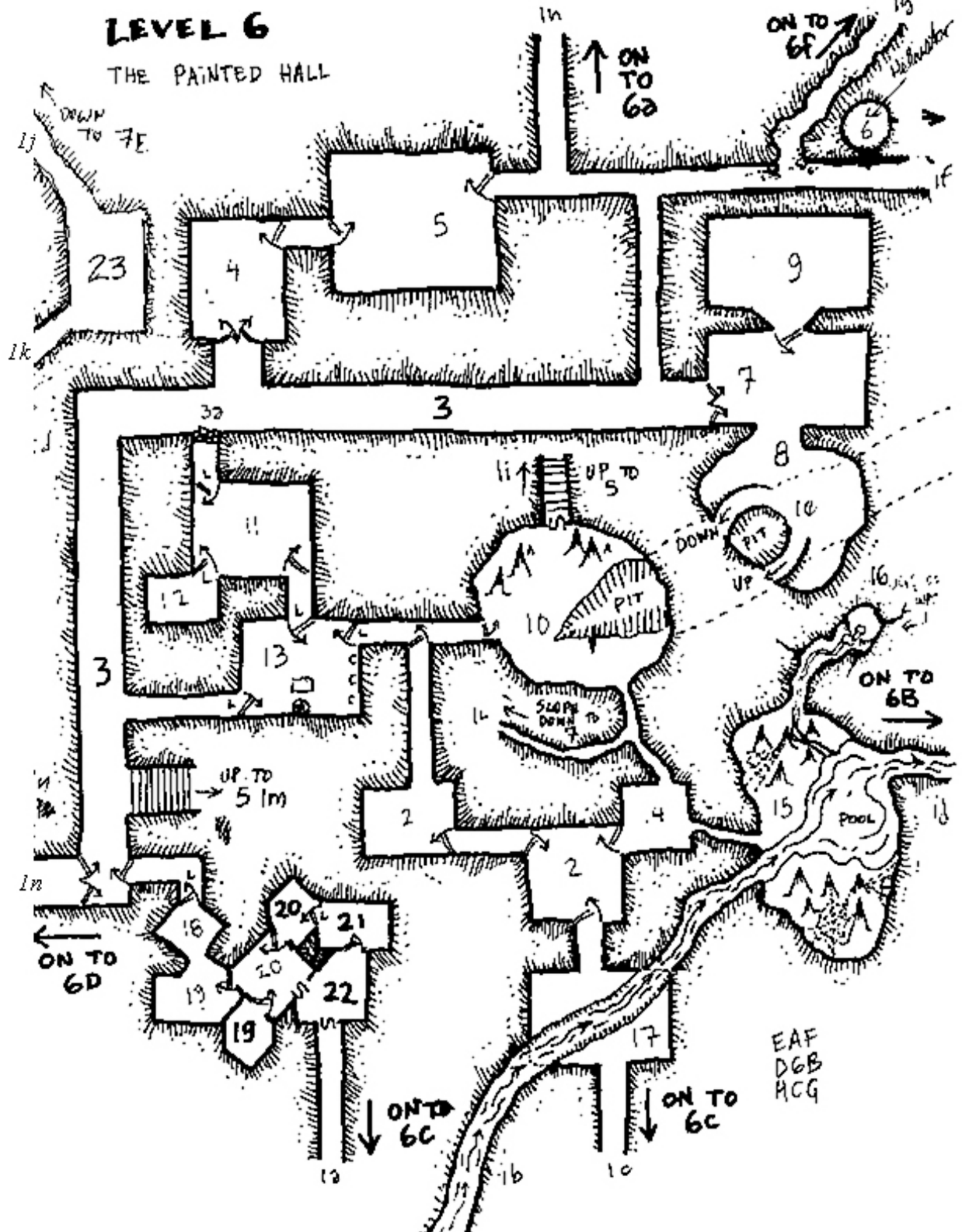
The flesh horror should be considered close to impossible to kill, although there is no reason not to allow very clever players a method of defeating it.

Flesh Horror, HD: 10 (100 hit points), AC:6 [13], ATK: 1-3 attacks for 1d6 each, ST: 6, SP: Magic resistance (75%), amorphous shape, MV: 6, AL: C, CL/XP: 10/1,400

8: Gorgon Hall: A black statue of a bull with golden horns stands in the center of the room. If the statue is touched, it animates to become a gorgon.

Gorgon, HD: 8, HP 38, AC: 2 [17], ATK: Gore (2d6), ST: 8, SP: Breath turns creatures to stone, MV: 12, AL: C, CL/XP: 10/1,400

If the gorgon is slain, it will break into pieces of black stone. At this point, one of its horns can be removed and used as a magical **horn of blasting**. The other horn will be a gold covered horn that can be used as a drinking vessel and works just like a **chalice of purity** (see Magic Items in the appendix).



LEVEL 6: The Painted Hall

This level is the lair of an evil high priest and his servitor mummies (9). Two of the caves (5 and 6) have pits that open up to the lava pits below and are thus filled with smoke. Anyone falling into or thrown down the pits will probably die. Fire giants (4), their pet hell hounds (3), a wyvern (6), trolls (2, 14) and other creatures make their home here.

Introduction:

Special Effects:

Entrances and Exits: There are 2 sets of stairs (one is extra wide, the second is hidden behind a secret door) that lead up to level 5. Passages lead off to levels 6A, 6B, 6C, 6D and 6F. A small stream flows off to 6B. A large, smoke-filled pit at location 6.6 and 6.7 leads down to level 7. There are ramps at location 6.6 that lead down to 7 and up to 5.

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Passage south to 6c

1b) Stream flows in from 6c. The stream is 4' deep with about 2-3 feet headway, so taller characters will be able to wade along it and pass from 6 to 6c by wading upstream, or from 6 to 6b by wading downstream.

1c) Passage south to 6c

1d) Stream flows out to 6b. The stream is 4' deep with about 2-3 feet headway, so taller characters will be able to wade along it and pass from 6 to 6c by wading upstream, out from 6 to 6b by wading downstream.

1e) Pits and ramps. One ramp leads down to the river of lava on 7, the other leads up to level 5. There is a great deal of smoke and heat and choking vapors in the vicinity. Creatures not properly protected will take 1-6 subdual damage per turn from the smoke and vapors if standing within 10 feet of the chasm.

1f) Passage east to level 6b.

1g) Rough cut passage to 6g.

1h) Passage north to 6a.

1i) Secret staircase up to level 5

1j) This dirty passage slopes down to level 7 from location 23 on level 6.

1k) This dirty passage slopes up to level 5d from location 23 on level 6.

1l) This narrow passage slopes down to level 7.

1m) Stairs up to 5.

1n) This steam filled passage leads off to level 6d.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) The Painted Hall: The western and northern walls are painted with scenes from the history of Khunmar; the eastern and southern walls are painted with portraits of esteemed dwarf nobles and heroes (most of which have been defaced with orc graffiti). Starting at the west doors to Level 6D, one can see dwarves arriving at a tall mountain and there are several battle scenes where orcs, goblins and other creatures are defeated. Proceeding north, one can see scenes of dwarves digging mines, cutting gems and working at their forges. As one gets further down the hall to the east, the paintings look less finished. There are some scenes of dwarves digging very deep tunnels and finding bigger and bigger

gems; the last wall has just the under painting of some dwarves breaking through a wall into a cavern with their pick axes. The cavern looks completely dark except for a single tendril of blackness, like a tentacle, curls out of it and starts to wrap around one of the miner's ankle. There is also a quickly sketched painting of 'normal' looking dwarves fighting savage looking albino dwarves with bright red hair. The rest of the hall is unpainted.

3a) Bricked Up Entrance: The doorway here has been crudely bricked up with stone blocks. The work looks relatively recent (and much too sloppy for dwarf work). It would require the proper tools and an hour or so of work to make a hole big enough to climb through, but doing so would 50% likely alert the priest, acolyte and undead at 13 or the trolls at 6.

4) Troll Den: This room smells really, really bad. Three trolls are chewing on various body parts and the remains of six humans hang on hooks embedded in the wall. If player characters are not immediately hostile, the trolls will assume that they are underlings of their 'employers' (the humans who serve the cleric in room 13) and will inquire, in broken common, what they want. If the players don't answer in a manner that the trolls find convincing, the trolls will demand the players accompany them to room 13 to 'see the priest.' If the players resist, the trolls will attack!

5) Love Machine: The players walk into this room just after a troll, who has been sampling potions from a chest, has swallowed a love potion. The first person the troll sees becomes his/her/its object of affection (arrange the gender of the troll however seems appropriate). The troll's name is "Gristle." Gristle will follow the object of affection around, praising their great attractiveness, and will refuse to be separated from them, eagerly attacking anyone that threatens the object of desire (even other trolls!). Gristle may become inappropriately demonstrative of his/her affection (which may even be dangerous to the object of desire, but, hey, a troll's passion knows no bounds) and will attack any creature whom Gristle thinks might be a rival for affection (so if the object of desire compliments someone on their appearance, Gristle will immediately kill that person and then earnestly instruct the object of desire that, "No one must come between us!"). The troll will help other members of the party only if asked by the object of affection and may, on occasion, mistakenly eat a pack mule or a henchperson or commit other unintended offenses. The troll can be a powerful ally, but the troll is also stubborn and stupid and difficult to manage. If the curse is ever removed or the magic of the potion is dispelled, the troll will fly into a rage and attack the former object of affection, assuming that they somehow tricked him/her. This is intended **not** to end well. Have fun with it.

The room contains some musty piles of straw, a few bones and an old, battered chest with a broken lid that contains four potion bottles marked with small symbols. A potion bottle marked with a heart is empty (this was, obviously, the love potion). A potion marked with a nose painted onto the bottle in gold ink is a potion of treasure finding. A potion marked with a skull and crossbones is poison. A potion marked with a bull headed man flexing his muscles is a potion of giant strength.

6) Hellavator

7) Kennel: Four hell hounds (AC 4, HD 4, hp 31, 22, 18, 14, 1 atk 1-10 + fire, surprise 1-4). Each wears a jeweled collar (12 gems worth 100 GPS each are fastened onto each collar, making each collar worth 1200 GPS). Barking will alert the giants area 5. Other than some chewed bones, a few pans of water and some rather singed straw bedding, there is nothing else in the room.

8) Guard Dogs: Two more hell hounds are here, chewing on some bones. Smoke rises from an open pit that leads down to Level 7 (see 1e for details). Anyone standing on the edge of the pit and looking down

will be able to see a red glow below and feel a strong updraft of heat. The barking of the hellhounds will alert the giants at 9. Note that if the giants attack the party in this room, they will attempt to knock opponents down the pit.

9) Giant Guard Room: Two fire giants (AC 3, HD 11+4, 1 atk 5-30, hurl rocks 2-20) are seated at a table, drinking black wine from large gold goblets worth 500 g.p. each.

The room is furnished with a giant-size table, two giant chairs, a large iron chest and two large barrels. One barrel contains a bitter black wine and the other contains water. Large slabs of spicy smoked meat from some large reptile (a dragon, perhaps?) hang from hooks on the wall.

One of the giants has a sculpture of a human skull made from bloodgold that weighs 6 lbs and would be worth 960 GPS for the gold alone hidden in a pouch on his belt. This skull was recently given to him as a gift by the red dwarves and he is already under the influence of the metal (see 'bloodgold' in the 'Metals' section of the appendix). The iron chest is trapped with a poison pin trap (key is on ledge above door) and holds giant-size garments, 3000 GPS and a pair of **boots of elven kind**.

10) Substitute small red dragon Wyvern (AC 3, HD 7+7, 2 atk 2-16/1-6 + poison).

11) Lounge: A large stone jar contains 27 scarabs. If touched, each becomes a rot grub. Under the jar is a hole containing 10 gems worth 100 GPS and 3 gems worth 500 GPS each.

Rot Grub: HD 1hp; AC 9 [10]; Atk 1 burrow; Move 1; Save 18; AL N; CL/XP 1/15; Special: Burrows to heart

12) Study:

13) Temple of the Void: Four torches placed around the room in wall sconces light the place. At the front is a large stone ring against the wall; beside it hangs a large tarnished copper gong with a hammer made of bone leaning against the wall beside it. Inside the stone circle is a pool of blackness with a few bright lights in it. The altar is of purplish stone. A high priest and 2 acolytes stand by the altar --- the lifeless body of a nude human female lies on the altar, her heart cut out with a sacrificial knife. There is a row of three coffins propped upright against the east wall and 4 guards stand near the north wall. If enemies are detected, the high priest will command his acolytes to ring the gong and he will summon 3 mummies from the coffins to help defend the temple.

Any turn attempt by a priest other than a worshipper of the Void will be at -4 due to the evil influence of the temple. If the gong is rung, and all lawful or good creatures must make a saving throw vs. magic at -3 or fall unconscious for 1-3 rounds. 1-3 rounds after the characters enter the temple, 2-5 tentacles 10'-30' long will enter the temple and attempt to pull someone in. The tentacles will pull victims 10' per round. Each tentacle has AC 6, and it takes 12 hp to sever. Anyone pulled through the gate is killed and his body utterly destroyed unless they are wearing the holy symbol of the temple (in which case they will be transported instantly to the front gate of the wall surrounding the Fane of the Void on level 9). Priests of the void might leap through the gate to escape; acolytes and guards and other lesser temple servants will always fight to the death. Severed tentacles will withdraw back into the void to be replaced in 1 round by a new one. Any part of the tentacle left in the room after being severed will melt into black slime in 1 round.

Evil Patriarch with 3 mummies, 4 guards and 2 Acolytes. The mummies are in coffins.

Mummies (AC 3, MV 6", HD 6+3, hp 36, 34, 22, 1 atk 1-12 + rot, fear effect [save or paralysis for 1-4 rounds, humans get +2 save], magic weapons cause ½ damage, rotting disease)

Human, Temple Guards, HD: 3, HP 13, 11, 9, AC: 5 [14], ATK: Weapon (1d8), ST: 17, SP: none, MV 12, AL: any, CL/XP: 3/60, each has a suit of chainmail, a sword and a shield

Acolytes (AC 4, hp 8, 6, 1 atk 1-6, **cause fear, cause light wounds**)

Level 9 Patriarch (AC 2 [**bracers of AC 2**], staff, **talisman of ultimate evil** [good clerics must save or be swallowed up by the earth] with 4 charges, key, silver sacrificial knife worth 30 GPS) and holy symbol (black jet disc pendant on silver chain worth 30 GPS).

spells:

1st level: **cause fear, cause light wounds, command, cure light wounds, protection from good**

2nd level: **hold person (x2), know alignment, silence, 15' radius (x2)**

3rd level: **cause blindness, cause disease, dispel magic (x2)**

4th level: **cause serious wounds, poison, protection from good, 10' radius**

5th level: **insect plague**

14) Troll Bedroom: Several piles of bones and rubbish serve as nests for the trolls on guard duty down at area 17. Thick, sulfurous smoke comes from the hole in the north wall that leads on to 10. One troll 'bed' has a sack of 3,000 SPS in it and the other has a **magic steel helm** with what looks like visor made of clear glass attached to it. The visor is made of starglass (a clear metal as strong as steel; see 'Metals' in the appendix). Anyone wearing this helm gets a magical +1 to AC in addition to any other bonuses from armor worn.

15) Six giant spiders (AC 5, HD 6, 1 atk 1-6 + poison [-2 to save]) attack by surprise on 1-4. One can wade down the 4' deep stream to Level 6B. A **+2 scimitar** (see 'Weapons' in the appendix) lies on the bottom of the pool. A small trickle of water runs in from a narrow passage to the north.

16) If anyone follows the rivulet up this passage, they will find a 20' wall which the water is running down the side of. 20 feet up, on a small ledge, is a **decanter of endless water** lying on its side with the stopper on the ledge beside it; this is the source of the continuous trickle of water. If turned upright, the stopper can be placed in the neck of the bottle and the decanter removed.

17) Two trolls (see room 1). If severely wounded, they will leap across the stream and run away.

18-22) All rooms are painted red with geometric designs painted on the walls. All creatures must make a saving throw or lose 1-3 points of strength in each room unless evil. 50% chance to meet 1-3 shadows (4 shadows maximum).

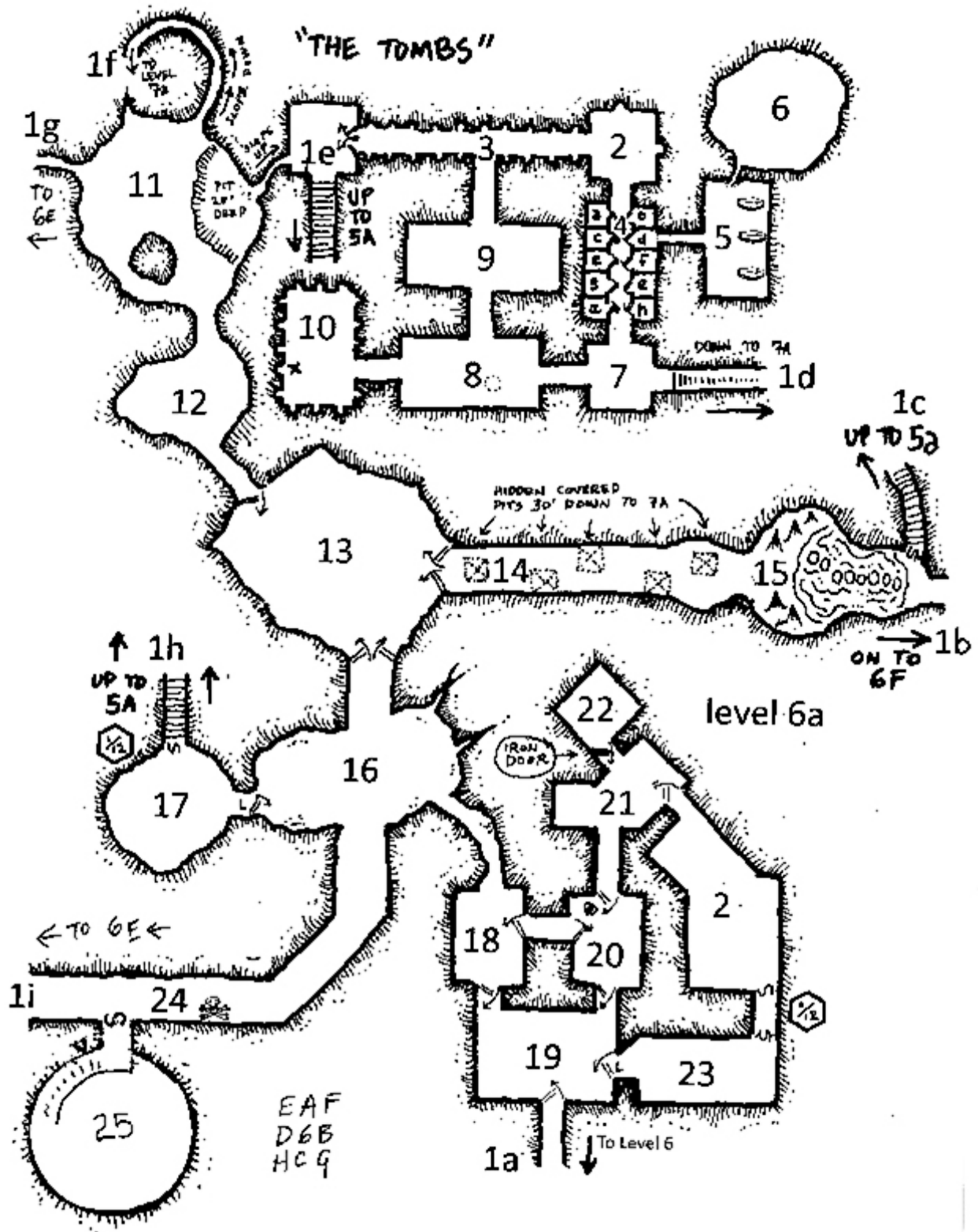
21) This room is furnished with rug, table, 4 chairs, cabinet, padded bench, pillows, tapestries, etc. The cabinet contains food and 12 bottles of wine. A small flask contains 6 doses of **healing potion**. A crystal flask contains 6 doses of a potion that will restore 1-6 lost points of strength.

22) Bedroom: A locked chest is protected by a **glyph of warding** (electrical for 18 points of damage). It contains 600 p.p., 3 sticks of incense (poisonous), a **-2 cursed berserking sword**, and a **necklace of ESP**.

23) Bitumen Staging Area: This dirty room has 2 exits; 1 ramp which sloped down to level 7e (location 1j) and 1 ramp which slopes up to level 5d (location 1k). There is a small cart and a stack of 8 barrels here. The cart is suitable to cradle 1 barrel at a time; the dwarves used it to move full barrels up to level 5d from 7e. The barrels are full, but not of liquid; the barrels were filled with warm liquid bitumen down on

level 7e long ago. The bitumen has long since cooled and thickened. It was brought up to level 6 via the tunnel 1j on this map. The bitumen is hard, black and shiny (it is a naturally occurring form of tar) and can be broken easily with a hammer and chisel. These chunks will burn if fire is applied. The bitumen can be used as an ingredient in pitch. When heated it is sticky and can be used as a waterproofing material, as a binder or an ingredient in medieval flammable pitch (a sticky substance used to create flaming arrows or flaming catapult shot). The bitumen is worth about 50 GPS per barrel, but each barrel weighs 50 lbs.

Treasure: Other than the bitumen, there is nothing of value in this room.



LEVEL 6a: The Tombs

Introduction: The entrance to the tombs is on 5a. Those who enter on 5a will find themselves in an area inhabited by undead (1 through 10), including wights, mummies, etc. Some wererats (14) have tunneled into the tombs (1) in hopes of stealing some treasure. One cave holds a huge number of ghouls (13) and a hall filled with pit traps (14) will drop the unlucky or unwary down to the bone pits in the level below. A hidden cavern is home to an undead creature who will deal cards from a Deck of Many Things to anyone who approaches.

Special Effects: A feeling of palpable evil permeates this area and lawful or neutral clerics will feel the 'evil' in the air. Each turn attempt on this level is done as if the cleric is two levels lower than their actual level (and 1st and 2nd level clerics won't be able to turn at all!).

Entrances and Exits:

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Hallway to Level 6.

1b) Tunnel to level 6f

1c) Secret stairs up to level 5a.

1d) Stairs down to 7a.

1e) There are the carcasses of what look like several burned rats on the steps. Stairs up to Level 5A are protected by 6 different magical **fire traps**. The fire traps take the form of runes inscribed on the stairs that are difficult to see unless you are looking carefully. Anyone going up or down the stairs has a 3 in 6 chance of stepping on a rune (roll 3 times) and each rune will blast the victim in fire from the step (3d4 damage; ½ if save is made), but if one looks carefully and avoids stepping on the runes you can avoid the effect. The burned rat carcasses are from rats that got caught in the fire trap; the rats have since learned to use the small tunnels in the west wall to enter/exit the room instead.. The room has scattered bones and 1-3 giant rats that serve as spies for the ratmen in room 11. The small tunnel leads to room 11. The door to area 2 is decorated with carvings of skulls and bones.

1-3 Rats, Giant, HD: 1d4 hit points, AC: 7 [12], ATK: Bite (1d3), ST: 18, SP: 5% chance of disease, MV: 12, AL: N, CL/XP: A/5; These rats have a 5% chance of infecting anyone they bite with the devil's sweats disease (see 'Diseases' in the appendix)

1f) Tunnel: Slopes upwards to level 7a. The rats in room 11 use this to travel between levels.

1g) Narrow Tunnel to level 6e.

1h) Secret Stairs up to 5a.

1i) Hallway leads off to level 6e.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Rotted Zombie Hall: This hallway has burial niches carved in the walls up its entire length. Twelve rotted zombies (see "Malevolent Monsters" in the appendix) will attack anyone entering here. Remember that there is a -2 to clerical turn attempts on this level. There are bits of bones and broken coffins and rags on the floor and in the niches along with a magical gold ring set with a dark red gemstone in the first niche searched This is actually a cursed **Ring of Vampiric Porphyry** (see 'Magic

Items' in the appendix). Anyone searching through the bones, rags, etc., in the niches has a 50% chance of being infected with tomb rot (see "Diseases" in the appendix).

12 Zombies, Rotted, HD: 2, AC:: 8 [11], ATK: strike (1d6) + disease, ST: 16, SP: Immune to sleep and charm spells, cause tomb rot disease, MV: 6, AL: N, CL/XP: 3/60

4) Mausoleums: These hallway is lined with a series of small rooms closed by iron doors with inscriptions upon them. Some of the doors are locked.

a) "Adanita the Brave: Taken from us too soon through tragic treachery." The iron door is unlocked and untrapped. On a slab inside the room is the skeleton of a female dwarf wearing a **Hangman's Necklace** (see "Magic Items" in the appendix) and a decayed dress.

b) "Wundro and Embronar: Faithful warriors." The door is locked. Inside are two stone slabs with two dwarf skeletons dressed in quality dwarf mail (non-magical +1) with axes (non-magical +1) and silver daggers at their sides lying upon them.

c) "Erdimal the Greedy: He couldn't take it with him." The door is locked. Anyone opening the tomb will be attacked by a specter that looks like a long bearded dwarf with a crazed expression who will scream that the player characters are trying to rob him as he attacks. Remember that there is a -2 to clerical turn attempts on this level. The room contains only a plain coffin. Inside the coffin, a dwarf skeleton clutches a pouch with a huge gem that appears to be worth 25,000 GPS or more in one hand and a note in the other that says in dwarven, "Take my gem and be prepared to pay the price!" The gem is a cursed **gemstone of rotting** (see 'Magic Items' in the appendix)

d) "Arthur Fischl." (Artie Fischl = artificial! Get it? Gygax isn't the only one who can use bad puns!) The door to this empty crypt is locked. The back wall is illusionary and hides a narrow hallway that leads to area 5. The only way to discover the illusionary nature of the back wall is to physically touch it and see your hand pass through it without the expected resistance.

e) This tomb is empty and unlocked. There is nothing in the room but dust.

f) Door is unlocked. Inscription reads "Ralker the Black: Disturb him at your own peril." Ralker has become a wraith (AC 4, HD 5+3), still equal to a 9th-level magic-user. Remember that there is a -2 to clerical turn attempts on this level.

spells:

1st level: **affect normal fires, hold portal, shocking grasp, unseen servant**

2nd level: **ESP, forget, mirror image**

3rd level: **dispel magic, hold person, slow**

4th level: **fire shield, polymorph other**

5th level: **cloudkill**

In his coffin are moldering bones, a **ring of fire resistance**, a **wand of polymorphing** (27 charges), and a gold scroll tube (worth 500 g.p.) holding a scroll with **cloudkill, fire shield, and polymorph other**.

g) "Ferlwyn the Arsonist: Liked to light fires. What a pity. His end was not pretty." The room holds only a charred looking wood coffin that contains ashes and blackened bones. If anyone opens the coffin, they will discover that it is trapped with a 6d6 **fireball** that is rigged to explode when the coffin is opened. If

someone looks through the contents of the coffin (charred bone and ash), they will find a tarnished **ring of fire resistance**.

h) "Hoodini the Mysterious: Chains and bars could not hold him." The room is locked and contains a bronze and oak coffin bound with chains and a padlock. The coffin is empty.

5) Mummy's Tomb: There are three coffins in the room along with some jars, a pile of blankets and other objects piled against the far wall. There are what appear to be the shriveled corpses of six people lying against the north wall and six shriveled corpses lying on the floor near the south wall. The north wall is crumbling and appears to have a large crack in it as well as a pile of rubble at its base.

As soon as anyone enters the room, the three coffins will open and three mummies will emerge and attack, pursuing anyone who attempts to flee from the room. The twelve shriveled human corpses will get up and attack as well; they are zombies. Remember that there is a -2 to clerical turn attempts on this level. All of the dead in this room are deceased humans; they were allies of the dwarves who were given honorable burial in Khunmar.

The crack in the north wall, if investigated, will prove to be big enough for a human to squeeze through if they remove their armor. If anyone squeezes their way down the narrow crevice, they can look down into the pit of location 6.

Treasure: Each mummy wears 1-3 pieces of jewelry worth 100-600 g.p. each. One also wears a **ring of protection +2**. Twelve zombie servants are simply dressed in rotted woolen clothing and leather; each has a sheathed dagger at his or her belt. In the room are three wooden coffins, a dozen jars of rotted food, a neatly folded stack of old blankets (now rotted and worthless) as well as 3 small silver jars filled with exotic funerary unguents (the jars are worth 100 GPS each and their contents an additional 300 GPS each to the right buyer, but anyone going through the cloth or food is 50% likely to be exposed to the tomb rot disease (see "Diseases" in the appendix). The unguents and silver jars are safe). An **Iron Skull Head Mace +1** is in one of the coffins (see 'Magic Items' in the appendix for details on the Skull Head Mace).

6) Urbus' Pit: If a player stands on the ledge from location 5 (The Mummy's Tomb), they will be able to look directly down, 30 feet, into the mouth of Ubrus on level 6a.z. Ubrus' mouth appears to be a red and slimy funnel-shaped orifice filled with waving cilia. A 'hole' at the bottom of the funnel is Ubrus' mouth. The 'mouth' has a long red tentacle that reaches almost to the ledge that flaps around lazily (although if anything is dropped into the funnel, the 'tongue' will spring to life and try to push any object or creature into the mouth).

7) Empty

8) Twelve skeletons (AC 7, hp 8, 8, 8, 7, 7, 6, 4, 4, 3, 3, 3, 1). . Remember that there is a -2 to clerical turn attempts on this level. A 2' diameter hole in the floor leads down to room 5 (The Garbage Room) on level 7a. If players look through the hole, it is about a 30 foot drop down to what looks like an immense pile of garbage in a small cave.

9) Twenty rotted coffins are here in neat rows. Each contains dwarf remains as well as 0-19 g.p. and 0-5 pieces of cheap jewelry worth 10 g.p. each. Any creature going through the remains in this room is 50% likely to be exposed to the tomb rot disease (see "Diseases" in the appendix).

10) Each niche in the walls contains a skeleton with a 50% chance of each having treasure as in area 9 above. One skeleton (in the niche marked with an x) holds the keys to door at room 1. Any creature

going through the remains in this room is 50% likely to be exposed to the tomb rot disease (see "Diseases" in the appendix).

11) Three wererats (AC 7, HD 3, hp 16, 14, 10) and twelve giant rats (AC 7, HD ½, hp 2 each).

12) Empty. One giant rat stands guard here and will run, as silently as possible, to warn his comrades at 11 if adventurers enter the room from the south.

13) Twenty ghouls (AC 6, HD 2, hp 15, 14, 13, 12, 12, 11, 10, 9, 9, 8, 8, 8, 8, 7, 6, 6, 5, 5, 4, 4 [-2 on turn attempts]) with no treasure. The walls are all covered with blasphemous runes and radiate evil. . Remember that there is a -2 to clerical turn attempts on this level.

14) Hall of Pits

15) Hot Mud Room: Most of the floor of this cave is filled with warm, wet mud heated by sulfurous springs. There is a path of rocks that protrude above the mud that can be used to cross. There is a 4' tall vaguely man-shaped pile of mud near the north end of the trail of rocks; if players break away the mud, they will find a dead red dwarf inside, still gripping a **+1 magic kopesh** and wearing his armor and a jade necklace worth 30 GPS (see 'Weird Weapons' in the appendix for details on the khopesh). Players can jump from rock to rock to cross the mud but should roll their dexterity or less on a d20 to avoid falling in. The mud is 6 feet deep in the center of the pool, 3 feet deep near the edges.

The pool is inhabited by 12 mud men who will attack anyone intruding in their realm. They usually will wait to attack until players are strung out across the trail of rocks.

12 Mudmen, HD 2, HP 8 each, AC 7 [12], Atk 2 slams (1d4) or mud blob, SP Engulf, mud blob, +1 or better weapon to hit, MV 6, ST 16, AL N, CL/XP 5/240

Treasure: In addition to the weapons and jewelry on the dead red dwarf, if players should find a way to dredge the bottom of the mud pool, they will find the bones of a dozen or more different creatures (including dwarves, orcs and humans), a **+2 magic mace**, a box made of silver, gold and mother of pearl worth 1000 GPS, 200 GPS and a **ring of fire resistance**.

16) Manticore Den: Three Hybrid Manticores lair in here. There are various carcasses scattered around the room and bits of bodies are nailed to the wall with large iron spikes.

3 Manticores, Hybrid, HD: 7+4, HP: 44, 39, 35, AC: 4 [15], ATK: 2 claws (1d6), 1 bite (1d8), 6 poison tail spikes (1d6 + poison), ST: 10, SP: poison tail spikes, MV: 12/18 (flying), AL: C, CL/XP: 9/1100

Treasure: There is a single gauntlet (right hand) made of silversteel lying on the floor on one side of the room and another still on a shredded arm pegged to the wall by an iron spike on the other side of the room. If worn together, they will be discovered to be magical **Gauntlets of Ogre Power**. A broken quiver contains 6 **magical +1 barbed arrows** (see 'Magic Items' in the appendix).

17) The Room of the Card Dealer: The first time this room is entered, a mysterious cloaked figure will be found sitting behind a table and dealing from a **deck of many things** by the light of a guttering candle. If spoken to, he will only answer, "Come forward, and see what the cards have in store." If anyone steps up to the table, he will deal a card, face up, onto the table in front of that person and it will immediately take effect upon them. His hands and what little can be seen of his face appear so thin as to be nearly

skeletal. If attacked, he disappears in a cloud of dust, dropping 3 cards that affect random members the party simultaneously (roll to determine, starting with those who attacked the card dealer first, then those standing closer, etc., until all cards are accounted for).

The second time this room is entered, it will look precisely the same but the 'card dealer' will actually be a banshee. The banshee will be wrapped in a dark cloak and holding a deck of cards while sitting behind the table. The banshee will wait until as many player characters are as close as possible before emitting the deadly banshee wail. The cloak and deck of cards possessed by the banshee are ordinary items. The third time the room is entered, it will be empty

Banshee, HD: 7, HP 37, AC: 0 [19], ATK: Claw (1d8), ST: 9, SP: Magic Resist 49%, howl of death, MV: 6, AL: C, CL/XP: 11/1700

Treasure: None, other than whatever good or bad might result from The Deck of Many Things.

18) Empty: a pair of dead red dwarfs lie on the floor. There are some blood stains on the floor with blood trails leading off to room 19. They appear to have died from violent axe blows.

19) Empty except for some blood trails leading off to 23.

20) Cockatrice (AC 6, HD 5, hp 16). A red dwarf with a kopesh is turned to stone.

21) Four red dwarves (AC 3, HD 4, hp 26, 21, 18, 13, 1 atk 1-10 + 2) armed with two-handed axes. They will attack any non-red dwarf in a rage. They were fighting with the dwarves now holed up in 23.

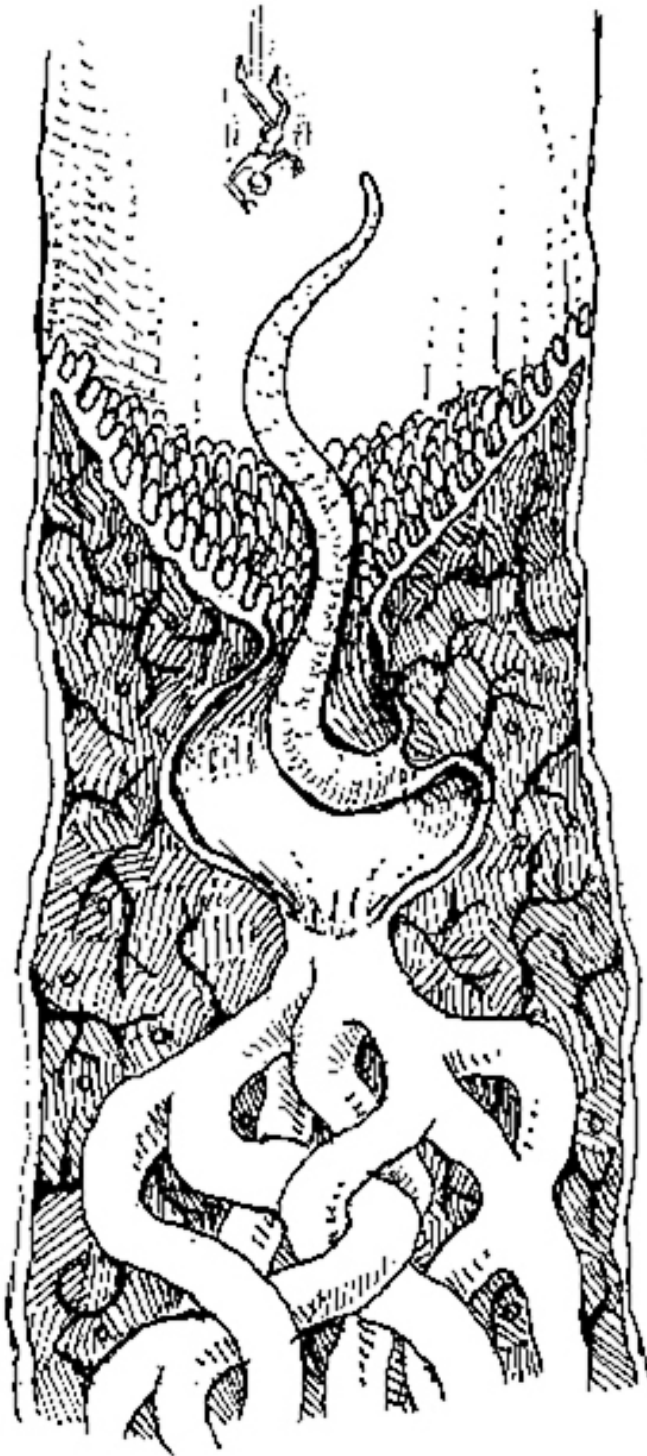
22) Locked iron door. The room appears empty. A locked invisible chest in the center of the ceiling contains 400 p.p.

23) A group of badly wounded dwarf adventurers are holed up in here, hoping to get a little rested and healed up.

24) A Dire Warning: A human skeleton is 'pegged' to the wall with iron spikes (3 are through his body and 3 are stuck in the walls at random around him). His weapons and other items were looted long ago, but his damaged chainmail is still useable (although it is rusty and could use some repair --- anyone wearing it as is will have an AC of 6[13] rather than 5[14] until it is repaired by an armorer). The iron spikes are the relic of a manticores attack.

25) The Underground Tower: This circular room is a tall shaft, leading 120 feet down, to level 9. On level 6a, it is hidden by a secret door (detect only 1 in 12). The stairs spiral around the inside of the shaft, all the way to the bottom. The 2nd step (marked with a triangle on the map) is **trapped**. If stepped on (3 in 6 likely unless players state that they are specifically avoiding the step), a block will slide rapidly out from the wall, pushing whomever is on the step off into the air where they will fall to the bottom of the shaft (120 feet below --- 12d6 damage!). Players MIGHT manage to dodge or grab hold of the edge (give them a save at -4 modified by their dexterity score).

URBUS'S GUT 6a.2. (SIDE VIEW)



FUNNEL AND TONGUE

MOUTH CAVITY

INTESTINES

LEVEL 6a.z: Ubrus' Gut

Ubrus's Gut:

This level will cover Ubrus' gut (which is a level in its own right). The Saurians worship him and will toss sacrifices into his mouth.

Ubrus: At the bottom of the 'pit' is an enormous creature named Ubrus. Ubrus cannot (or will not) move from his location. His tremendous eyeless head with its disgusting, slime-covered funnel-shaped mouth fills the bottom of the pit --- what the rest of his body really looks like is anyone's guess. Ubrus is close to immortal --- if one cuts at the slimy walls of his entrails, they will regenerate as quickly as you cut them as the creature shudders in pain. Stats and hit points are not given for Ubrus because it would probably require a god-like being to destroy it.

The local population of (what? Morlocks? Troglodytes? Sleestaks? etc?) worship it as a god and will frequently hurl living creatures into its open mouth as signs of their devotion. Ubrus's entrails are an endless extra-dimensional space filled with heaps of bones, piles of slime, strange creatures and a few other pitiful survivors (as well as valuable treasures). Every day spent within Ubrus will cause 1d6 damage from the acidic vapors that fill the air and the victim will lose 1 point of Constitution. In addition, everyone who ends up inside Ubrus will be exposed to the nose rot disease (see Diseases in the appendix --- check every 6 hours or fraction thereof to see if the victim gets the disease or if it progresses). Regaining hit points or lost ability damage (like constitution) while inside Ebrus is impossible unless someone were to have some means of protecting themselves 100% from the toxic environment. Ubrus cannot (or will not) move from his location. His tremendous eyeless head with its disgusting, slime-covered funnel-shaped mouth fills the bottom of the pit --- what the rest of his body really looks like is anyone's guess. Ubrus is close to immortal --- if one cuts at the slimy walls of his entrails, they will regenerate as quickly as you cut them as the creature shudders in pain. Stats and hit points are not given for Ubrus because it would probably require a god-like being to destroy it.

Wandering monster/treasures table for within Ebrus goes here

Every hour spent wandering, one is likely to encounter other creatures. Heaps of bones, treasures, etc.

The mouth of Ubrus: This is an enormous and slimy red and purple funnel-shaped mouth fills the bottom of the pit. It has hundreds of flailing cilia lining the inside of the funnel leading down to the 20' wide mouth. A large, motile tongue protrudes from the mouth and flails about when anything is detected in the mouth area, attempting to grab anything within range and thrust it down into the gut. If one falls into the mouth, there is a 2 in 6 chance that one will fall directly into the central orifice (take no falling damage but proceed directly to Ubrus's gut (see below). If one hits the inside of the funnel, one will take 3d6 damage if falling from 1a, 2d6 damage if falling from level 4a and only 1d6 damage if falling from 5a (the flesh of ubrus is soft and cushions the impact).

If the damage from falling kills the player character outright, the wiggling cilia and tongue will scoot their lifeless body into the mouth of Ubrus within one round. Otherwise, allow them a chance (roll your Dexterity or less on 1d20) to grab onto the squishy, disgusting cilia and hang on. It will take anyone within the mouth 1-3 rounds to climb out, during which time the tongue will attempt to grab and pull them down into the gullet. From there, they have to somehow climb the sheer walls of the shaft... the tongue of Ubrus can reach up to 30 feet above the mouth, so one will have to climb or fly more than 30 feet up to be beyond its grasp.

The tongue attacks as a 12 hit dice creature and only does 1-6 damage when it hits, but anyone struck by it must make a strength check (roll your strength or less on a d20) or become stuck to the tongue's sticky mucus. The tongue has an AC of 5 [16] and 50 hit points. It regenerates 3 hit points per round but

any attack that causes 25 points of damage or more causes it to withdraw for 3 rounds as the mighty Ubrus gives a roar of pain. Anyone in the funnel or mouth cavity when Ubrus roars must make a saving throw or go deaf for 1-3 days.

The Mouth Cavity: This is the space beneath the funnel (above) and right above the gut. The only way to reach the mouth cavity is to climb up from the gut; anyone falling in from above will simply end up in the gut (see below).

The mouth cavity is a circular chamber, 30 feet wide, made of the same red and purple slimy flesh as the rest of the monster. A 10 foot diameter hole in the floor leads to the gut (see below) and an undulating, 20 foot wide opening up above leads to the funnel (see above). A thick trunk of flesh grows out of the north wall and thrusts up through the hole in the ceiling, this is the root of Ubrus's tongue. If players injure the tongue or attack the walls of the mouth, Ubrus will attempt to swallow them (it has a 50% chance of being successful --- those who are swallowed end up in a random place in the gut). If players can work out a way of climbing or flying out of the mouth, they can escape, providing they can make it past the funnel.

The Gut: The entrails consist of looping, round and fleshy moist tunnels, passages and intersections that vary between 8 and 12 feet in diameter. Every time one enters the gut of Ubrus, it will be different --- the entrails are extra dimensional passages that loop and intertwine in a manner that is impossible to fathom or map. Any attempt to mark the red, fleshy mucus covered tunnels will result in eventual failure --- marks will gradually disappear from view, any attempt to cut signs into the flesh walls Ubrus will quickly regenerate and markers left in a given spot will not be there when you return. Every day spent within Ubrus will cause 1d6 damage from the acidic vapors that fill the air and the victim will lose 1 point of Constitution. In addition, everyone who ends up inside Ubrus will be exposed to the nose rot disease (see Diseases in the appendix --- check every 6 hours or fraction thereof to see if the victim gets the disease or if it progresses). Regaining hit points or lost ability damage (like constitution) while inside Ubrus is impossible unless someone were to have some means of protecting themselves 100% from the toxic environment during rest periods. Clerics will not be able to regain spells and spells that communicate with other deities, locate objects, etc., teleport, wind walk, etc., will not work (although the caster will realize that the spell has failed because of the magical properties of the environment. The only way out is to find your way out --- and then, hopefully, managing to climb out the mouth and fly or climb up the chasm to freedom.

When player(s) fall into Ubrus' gut, they will find themselves in a slimy round passageway made of flesh. They will be unable to determine north, but can choose to go 'right or left.' Roll on the following table randomly and check for wandering monsters/artifacts every 3 rolls. If players attempt to retrace their steps, keep rolling! After they leave a given area, it is likely to change!

Travelling Ubrus' Gut:

Roll 1d20:

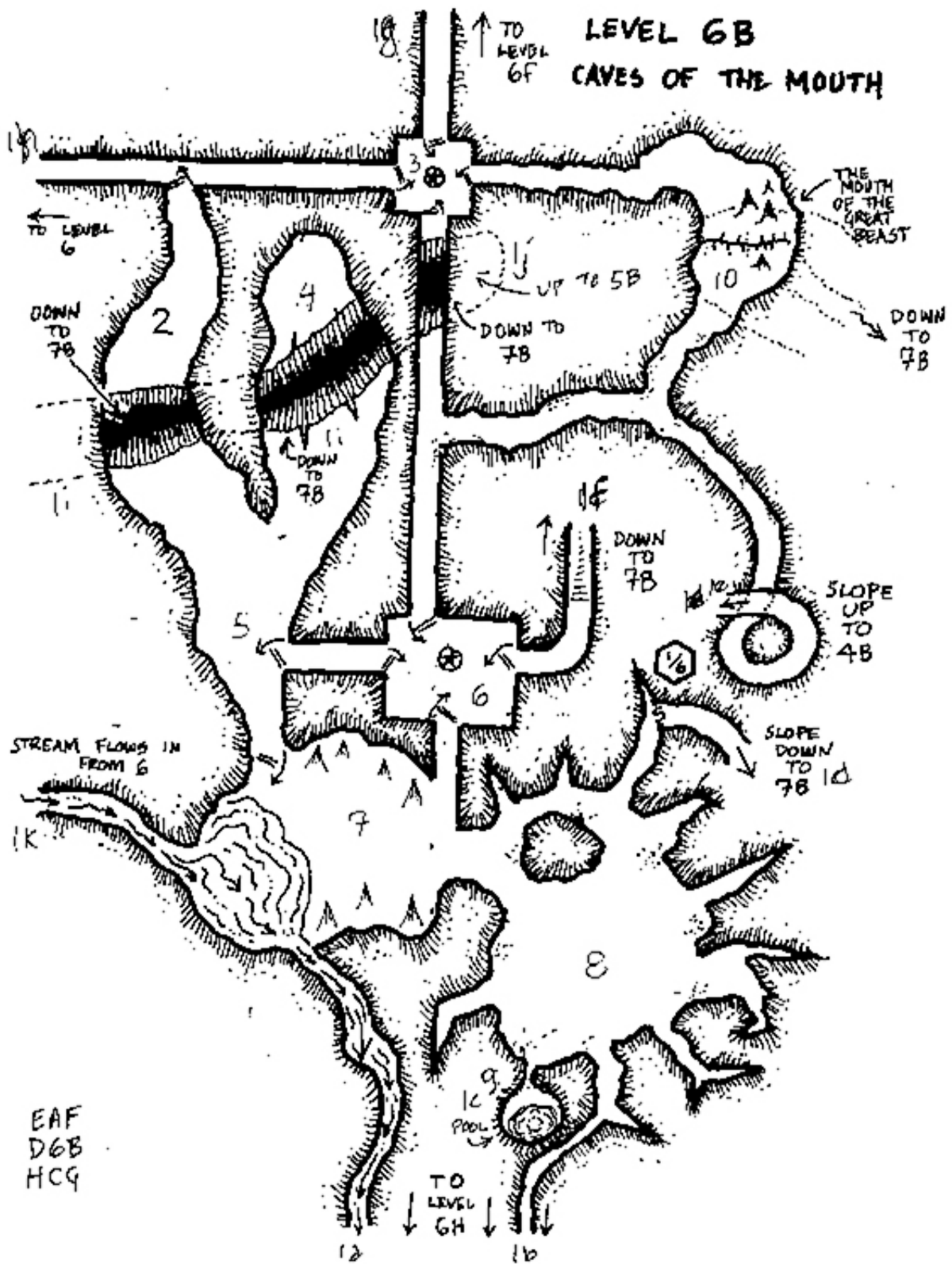
1. Passage ends in a Y. Players can choose to go left or right
2. Passage ends in a Y. Players can choose to go up or down
3. Passage ends in a 4 way intersection.
4. Passage ends in a sphincter-like 'door.' If touched, the door will open.
5. Passage curves and goes straight up 10-60 feet.
6. Passage curves and goes straight down 10-60 feet.
7. Passage dead ends in a round node, approximately 8-10 feet in diameter.
8. Passage curves downwards 10-60 feet.
9. Passage curves upwards 10-60 feet.
10. Passage curves right 10-60 feet.
11. Passage curves left 10-60 feet.
12. Passage squiggles left and right 10-60 feet.

13. Passage squiggles up and down 10-60 feet.
14. Passage ends in a spiral that wraps around a central dead end node 8-10 feet in diameter.
15. Passage ends in a pool of mucus 10-30 feet wide and 1-3 deep. Passage continues on the other side, but wading through the mucus inflicts 1d6 acid damage per 10 feet travelled through it.
16. Passage curves sharply left, right, up or down and is filled with numerous stringy tentacles that will cover the players with a dimly luminescent pink slime if they force their way through. There is no ill effect from the slime or the tentacles.
17. Passage is filled with large, round buboes. If stepped on or pierced, the buboes will explode and anyone within 10 feet must make a saving throw or be spattered with a black substance that will infect the victim with Leech's disease (see 'Diseases' in appendix).
18. Passage curves down and is filled to the top with a clear (harmless) fluid. Players will have to hold their breath while travelling 10-40 feet.
19. How peculiar: The passage is blocked by an ordinary looking dungeon door made of wood and bound in iron (always closed). The door is 50% likely to be locked; otherwise it can be opened easily simply by trying the latch.
20. EUREKA! The passage slopes sharply upwards and exits into Ubrus's mouth cavity!! (see above). Now all you need to do is climb out the mouth and funnel (easier said than done)!

Wandering Encounters(50% chance, check every 3 turns; roll 1d12):

- 1) Pile of bones (human, goblin, ogre, saurian or other)
- 2) 2-5 unarmed Saurian warriors (see 'Malevolent Monsters' in the appendix) who displeased members of the priest caste in some way and were sacrificed to Urbus. All will be unarmed (but they still have claws and teeth) and despondent at their fate, although if players seem threatening or do anything that implies a lack of respect for Urbus (such as slashing at the flesh walls with their weapons), they will attack.
- 3) 1 Trolgre (see 'Malevolent Monsters' in the appendix) named Bilgo. He speaks rough common and was pushed into the mouth of Urbus from an upper level by the saurians. Although not normally inclined to be cooperative with adventurers, he will attempt to parley offer to help in order to escape 'from this place.' If he makes it out of Urbus, he will go his own way and not bother the player characters in the future unless they attack him first. . If there are any saurians in the party, he will attack. If the group encounters the saurian (see above), he will attack.
- 4) 10-100 GPS, SPS and CPS. The Saurians throw heaps of coins into Urbus as offerings.
- 5) Gallstone: A fist sized lump of a yellowish rock-like substance. It has no real use, but an alchemist would pay 1000 GPS for it if they were allowed to examine it.
- 6) 1-3 Ochre Jellies
- 7) 1-4 Gelatinous Cubes (obviously, they won't be 'cube shaped,' but they are gelatinous enough to allow them to squeeze down the rounded corridors)
- 8) 1 black pudding
- 9) 1-3 orcs who were tossed into the pit by the Saurians. They will simply beg for their lives or flee
- 10) 1-3 goblins who were tossed into the pit by the Saurians. They will simply beg for their lives or flee
- 11) 1-3 Ghastopi (see 'Malevolent Monsters' in the appendix).
- 12) Random discarded items or creatures (roll 1d10; each of these will be found only once):
 1. A dead human male, wearing only a tattered tunic. He appears to be suffering from an advanced form of nose-rot disease and anyone handling the body is 50% likely to be exposed to the disease (see 'Diseases' in the appendix).

2. Glass bottle contains a potion of flying
3. Some sort of dungeoneering equipment, partially damaged/dissolved, but likely still useful (bundle of 2-7 torches, a rope and grapple, a flask of water, a dagger, a stone-headed hammer, a lantern half full of oil, a leather bag with 12 iron spikes, etc).
4. The body of an ogre, partially dissolved. His rotted belt pouch contains a perfectly preserved severed human hand wearing a Ring of the Explorer (see 'Miscellaneous Magic' in the appendix).
5. Small ivory music box carved with elaborate musical notes. Opening the lid and turning a silver key inside will play a delightful melody for a few minutes. The music box is a quality item made by the Garagurs and would be worth 3,000 GPS to the right buyer.
6. A single magical boot of the elves, containing a left foot and shin severed at the knee. Find item #7 and make a pair!
7. The body of an elf dressed in ruined chainmail. A dagger +1 is sheathed on his belt. His left leg is missing below the knee, but his right foot still wears a magical boot of the elves. Find item #6 and make a pair!
8. The (mostly intact) skeleton of a giant will come crawling down the tunnel, attempting to attack with its claw-like bony hands! Frost Giant Skeleton: HD: 10+1d6 hit points, HP 41, AC: 8 [12], ATK: 2 claws (1d8 each), ST: 5, SP: throw rocks, immune to frost, MV: 12, AL: C or N, CL/XP: 11/1,700
9. An ivory rod with a ball of amber on one end. The wand is inlaid with silver lightning bolts and is a wand of lightning with 32 charges.
10. A +1 shield made of a giga-snail shell (see 'New Equipment' in the appendix).



LEVEL 6b: The Chasms and The Mouth of the Great Beast

Level 6b is dominated by chasms which lead directly down to the lava on 7b (2, 3, 4) as well as two trapped statues (1 and 5) and a cave that serves as a xorn lair (7).

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) This stream is 3 foot deep and has a head clearance of only 1 foot. Anyone taller than an Halfling could wade along it to reach level 6g, although moving along this cramped and wet tunnel would be quite difficult and uncomfortable for humans.

1c) A hole in the ceiling, 30 feet above this pool, leads up into room 13 on level 5b.

1d) Secret tunnel slopes down to level 7b

1e) Curving tunnel spirals up to level 4b. Sulfurous smoke escapes from the cracks in the walls and floors.

1f) These stairs lead down to level 7b.

1g) Plain stone hallway to level 6f.

1h) Stone hallway to level 6.

1i) These massive pits lead down to level 7b. If one stands at the edge and looks down, one will be able to see orange light and feel great heat radiating from below. Anyone not protected from the smoke in the immediate vicinity of the chasm will take 1d6 subdual damage per turn as they cough and gasp for breath. Standing more than 10 feet away from the edge is sufficient to avoid the effect. Anyone falling into the chasm below will take 4d6 falling damage plus 10d6 per round fire damage from the magma in the river on level 7b.

1j) The chasm has opened up beneath the floor here as the floor collapsed into the river of fire below (see 1i for the details of the effect of the smoke and heat). In addition, the ceiling above has collapsed, giving access to level 5a above, but the climb will be difficult because of the smoke, toxic vapors and heat. Anyone falling into the chasm below will take 4d6 falling damage plus 10d6 per round fire damage from the magma in the river on level 7.

1k) This stream is 3 foot deep and has a head clearance of only 1 foot. Anyone taller than a Halfling could wade along it to reach level 6, although moving along this cramped and wet tunnel would be quite difficult and uncomfortable for humans.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Broken statue of a troll. One hand is broken off and on the floor. If restored he comes to life (AC 6, hp 3) and begins choking the one who restored the hand. Will strangle the PC in 2-7 rounds.

4) Across the gulf are some burnt boxes. 5,500 GPS spill from the charred remains. A small copper chest buried in the pile has a scroll with the **rope trick** spell, a **potion of fire resistance**, a **potion of haste** and a **Tabula Magica** (See 'Magic Items' in the appendix).

5) Hunting ground for a will-o-wisp (AC -8, hp 32) who will attack when creatures are crossing the ravines.

6) Pointing statue of a wise, old dwarf. Only the door he points at will open. (The statue swivels on its base.) On each subsequent visit he is only 1 in 4 likely to be pointed at any given door.

7) Stalagmite Cave: This large cave has many stalagmites and stalactites growing from the walls and ceiling. There is a large pool of water in the west side of the cave and a large growth of yellow mold growing over a 12 foot tall figure in the center of the room with smaller patches of yellow mold around the room. The ceiling in the cave is 20 feet high and there are a few glittering stones embedded in the walls.

The figure is actually a zombie created from a dead stone giant who is covered in yellow mold. If anyone enters more than 10 feet into the cavern or disturbs anything in the cavern in any way, the giant zombie will rise and attack, bashing with his club and releasing the yellow mold's poisonous spores. For the first 10 rounds, there is a 3 in 6 chance every round that player characters are within 10 feet of the zombie that they will need to make a saving throw to avoid inhaling the spores.

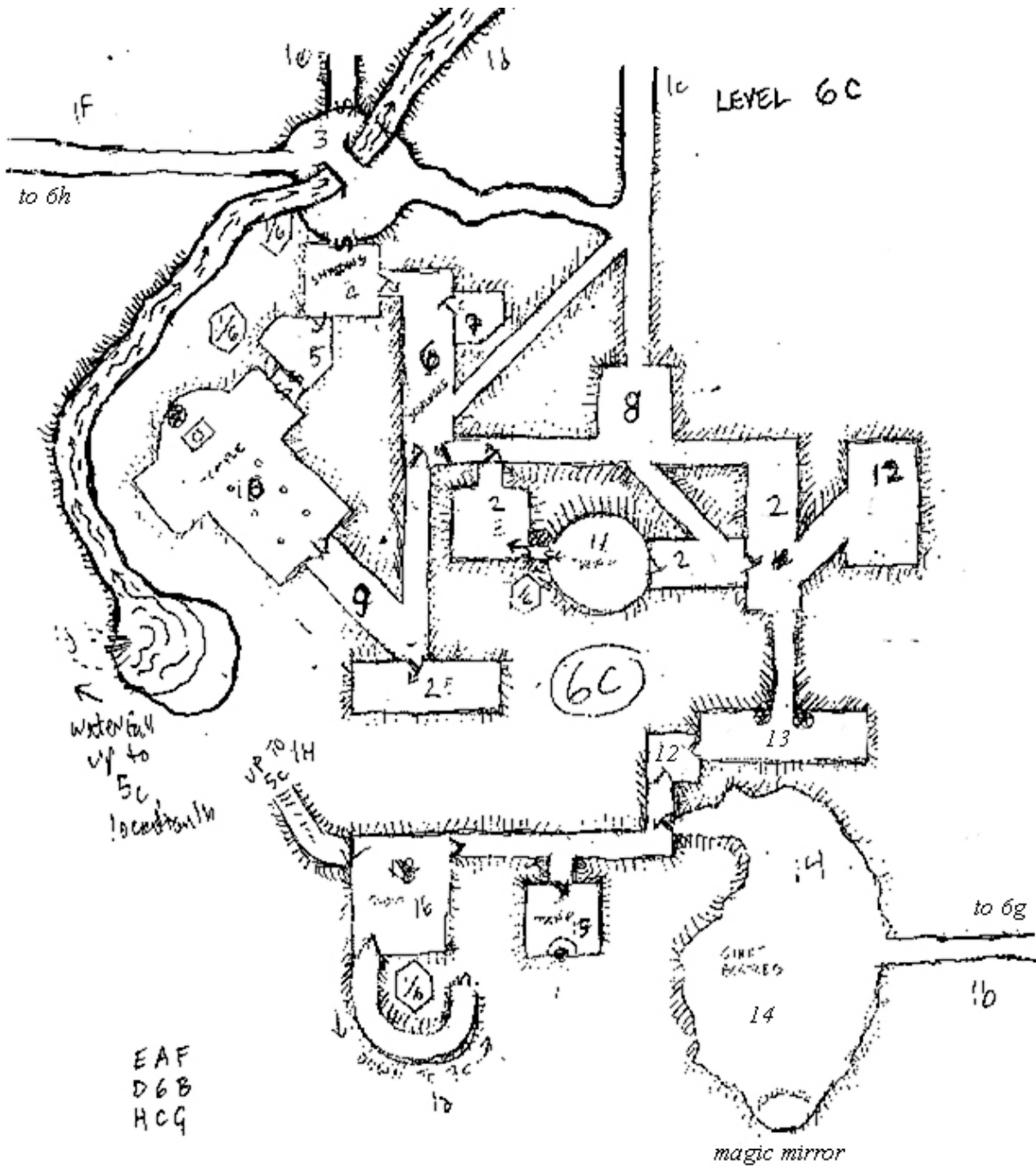
8) Earth Elemental Chamber: This cave has a large pit in the center, 15 feet across, that appears to be filled with rolling earth and stone. Any character entering the pit will take 6d6 damage per round. Anyone in the pit can only escape by magical flight or similar means; the walls of the pit will constantly churn and crumble. Anyone lost in the pit will be irretrievable. This pit is an actual gate to the elemental plane of earth; three rounds after player characters enter the cave, an earth elemental will rise from the pit and ask what the players require. The elemental will not leave the pit unless paid at least 10,000 GPS value in metal or gemstones for a service that takes a day or less to complete (including whatever travel time is required).

Elemental, Earth, HD: 8, AC: 2 [17], ATK: Fist (3d6), ST: 8, SP: break thru stone walls, MV: 6, AL: N, CL/XP: 8 HD (9/1,100)

If attacked or threatened, the elemental will attempt to push/pull/drag as many opponents as possible into the pit. If the elemental takes more than 75% of his hit points in damage, it will retreat back into the plane of earth and close the gate. The gate will then re-open in one week's time.

9) Pool Room: This room has a small pool of fresh water in it. The exit to cave 8 is very narrow; any creature larger than a Halfling will really have to squeeze (and probably need to remove armor) to fit through. The ceiling of the room has a 3' diameter hole that leads up to the level above (see 1c, above)

10) Mouth of the Great Beast: Blends in with the floor and has tooth-like protrusions that resemble stalagmites and a pebbled rocky skin. When anyone walks over his lips, he will open wide, hoping that the tasty tidbits will fall in. Anyone within 5 feet of the mouth falls in and is bitten. Anyone within 3-5 feet falls in unless he makes a dexterity roll at -6. Anyone 5-10 feet away must make a dexterity roll at -3 or fall in, and anyone 10-15 feet away must make a dexterity roll or fall in. It bites as a 10 HD monster for 6-36 points of damage and chews for 2-3 rounds (2-12 damage). Each item carried must make a saving throw vs. crushing blow or be destroyed. Then they will be in the stomach cavity 3-12 rounds (2-8 points of damage per round from acid, plus acid save for stuff). The interior AC is 4, and anyone inflicting 15 hit points in one round will cause it to vomit up. Whatever is left is deposited in location 12 on Level 8B.



LEVEL 6c: The Magic Mirror

This is a particularly ancient part of the dungeon. Doors here are made of corroded bronze. Some mysterious monsters like shadows (2 and 4) lurk here. An ancient temple (8) leads to an extra-dimensional space that is currently home to a trapped and very hungry puppetmaster. He will thank his rescuers by trying to eat their brains!

A few of the rooms are trapped with ceilings that descend and slowly crush the occupants(11), statues that attack(14) or a fountain which will cause any drinker to grow so large as to be unable to leave the room, possibly even getting crushed if they drink too much!(17).

Many of the dungeons in my original world were linked by a series of magic mirrors and Khunmar is no exception. In an enormous cavern infested with ravenous hungry giant Beetles stands a magic mirror (16) which will transport those who know the secret of its operation to another, similar mirror located elsewhere. Some of the locations include Runestone Castle(a ruined magical Castle), The Dungeons of Castle Bleekenmere (another huge dungeon), a green dragon's lair high in the mountains, etc. Anyone could step through the mirror and end up somewhere else – the trick was controlling where you ended up – otherwise the mirror might send you to any number of locations at random... which could be a very bad thing...

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Tunnel slopes down to 7c.

1b) Passage leads off to 6c.

1c) Passage leads north to level 6.

1d) Stream leads to level 6. The stream is 4' deep with about 2-3 feet headway, so taller characters will be able to wade along it and pass from 6c to 6b by wading downstream.

1e) Secret passage to level 6.

1f) Passage to level 6h.

1g) Waterfall: Water falls about 30 feet from level 5c location 1h to land noisily in a pool here on level 6c.

1h) Stairs up to level 5c.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Bridge Cave: An arched bridge of stone crosses the stream that runs from southwest to northeast.

4) Four shadows (AC 7, HD 3+3, hp 22, 16, 15, 14).

5) Empty Room with a secret: This empty room is very dusty and dirty. Cobwebs hang on the walls and in the corners. If the dusty floor is studied carefully before the room is entered, players will notice a set of human sized footprints leading over to the wall (at the location of the secret door), but if a number of player characters enter the room and walk around, this clue is likely to be obliterated.

6) Hall of Carvings: This room has deeply inscribed bas relief images of dwarves at work carved on the walls. The dwarves are hard at work happily mining, working at the forge, cutting and setting

gemstones, etc. Four shadow monsters are hiding in the cracks and will attempt to surprise and surround the party.

7) Locked Store Room: The sturdy corroded bronze door to this room is locked. The walls are covered in wooden racks that once held weapons, armor and tools but they are mostly empty and covered in dust and cobwebs. Two racks contain 24 canvas bundles tied up with string; 12 of the bundles are large (about 3' high x 2' wide) and the rest are small (about the size of a loaf of bread). The large bundles contain 12 heavy crossbows protected from rust with a layer of grease. The small bundles each contain a case of 20 bolts. A small chest contains 3 canvas bundles. The canvas bundles contain 2 cases of 20 silver bolts and 1 case of 20 **+1 bolts**. All of the items in this room have been carefully protected against rust but, other than the magic crossbow bolts, none of the weapons are particularly remarkable.

8) Wind Tunnel: Every time anyone passes through this area, a blast of wind will blow out torches on a roll of 1-5 on a d6 and lanterns on a roll of 1-2 on a d6. The breeze will possibly knock over small creatures, blow hats off of the head or propel lightweight objects down the hall. There are small holes (about 3 inches in diameter) high on the wall (8 feet up) on either end of the passage from which these blasts of air issue forth. Whichever direction the characters are walking, the wind will blow in their faces. If creatures are walking both ways down the corridor, the wind will blow in both directions, creating a kind of 'blustery day' effect.

The holes are actually gates to the elemental plane of air. If players attempt to plug the hole(s) with a hard object like a piece of wood or stone, the wind will propel this object down the hall with great force (1 in 6 chance of hitting anyone in the hall, attacks as an 8 HD creature for 1d6+1 damage).

9) Star Chamber: This room has elaborate carvings of star charts on the walls. Some of the positions of stars appear to have once been marked with inset stones, but these gemstones were pried from their settings and taken away long ago.

10) Temple of Lost Wisdom: These corroded bronze doors are locked and are carved with dwarven runes of warning as well as the words, "ancient evil." Inside the room, the walls are made of a weird green stone covered in ghastly abstract carvings that will cause each player to have to save vs. magic or temporarily lose 3-18 (3d6) points of wisdom. Lost wisdom will return at the rate of 1 point per day spent at least 100 feet away from this temple (and at a rate of 1-4 points per day if the victim is resting back in town in a comfortable room at the inn). Anyone whose wisdom is lowered below 3 will be nearly catatonic. They can be led around by a companion but will not fight, cast spells, etc. Anyone whose wisdom drops below 1 will be rendered unconscious for 3 days (at which time they will awaken with a wisdom of 3; the wisdom will return as described above but 1-3 points of wisdom will be permanently lost).

An altar of glowing green crystal stands before a 10 foot tall statue made of a jet black material. The statue portrays a four armed man with a lion's head, eagle's wings and a scorpion's tail. The statue radiates evil/chaos and anyone lawful or neutral touching the stone statue will take 1-6 hit points damage and a black tattoo shaped like a talon will appear on the back of their hand. Anyone touching the altar will be transported to a room identical to the temple occupied by a puppetmaster who will instantly attack. The puppetmaster has the key to the door which is the only way out. Once used, the key will teleport back to the altar.

11) Trap: After the room is entered, the door locks and the roof begins to descend 1' per round (ceiling is 20' high). Player characters who are in the room after the ceiling hits the floor can be considered 'dead' unless they have some exotic means of escaping the trap (i.e.: gaseous form or similar). The

secret doors in the room permit one-way egress. The sturdy wooden door requires that 50 hit points worth of damage be inflicted upon it in order to cut it down. At the DMs option, some weapons (like axes, maces and hammers) can score normal damage and other weapons unsuitable for cutting down a door (like swords) might inflict ½ damage.

12) Storage Room: Twenty three ancient clay urns are stored here. The urns are about 3.5 feet high and 3 feet wide. One has been smashed and what looks like dust or dirt and a few bones are all that is inside. Each urn that is opened will contain a perfectly preserved human-like body with a pronounced jaw and brow as well as excessive body hair curled up into a fetal position (they are Neanderthals, although player characters might not know that). The bodies will crumble into dust and bits of bone within minutes of exposure to air or upon being touched..

13) Statue Room: The statues in this room are crude man-like figures wearing kilts and turbans with hammer-like fists. When players enter the room, these ancient statues will animate and attack (AC -1, HD 10, hp 100 each, 1 atk 2-16), not allowing PCs to go north in the hall or exit by north passage.

14) Giant Cavern of the Beetles: Sixteen beetles crawl about inside this cavern and will ravenously attack anyone entering. The south and middle part of the room are filled with bones and parts of beetle carapace.

At the far end is a magic mirror (10 feet wide and 12 feet high) mounted on the wall with a large bronze lever set in the floor in front of the mirror. The lever is currently on 'position 1' and the mirror just reflects whomever or whatever is standing in front of it. With a great effort (roll your strength or less on a d20), the lever can be moved to another position (there are 6 positions in all). When the lever is moved to another position, the mirror will start to look more like a window looking off into whatever scene is portrayed. Brave explorers can step right through into the other side and explore, however, for every hour they remain on the other side, there is a 1 in 6 chance that the lever will move itself back to position 1. The players can return to this cave simply by stepping back 'through' the spot they emerged from. The portal will be invisible from the other side (although there might be a slight shimmering if they look very carefully). The DM can always come up with other ideas for what players can visit/see through the magic mirror --- perhaps adding locations from your own campaign.

1. Mirror will function as an ordinary mirror.

2. Mirror will show the cellar of an inn, with kegs of wine, sausages hanging from the rafters, etc. If they stand and watch for a while, there will be a 1 in 6 chance that they will see some employee of the inn come into the room, fetch something and leave. Anyone stepping through will find themselves in the cellar of the 'Dew Drop Inn' in Hamlet. The owner of the inn will be quite surprised to find them there, but will recount stories of the inn being haunted --- as long as the players behave themselves he will not call for the guard or accuse the players of malfeasance.

3. Mirror will show the interior of a red and white striped tent. Outside, through the tent flap, one can see people in medieval garb strolling around and the glimpses of what looks like a village on festival day, with some flags flapping in the breeze. This is a gate to a modern renaissance faire. Players will think they are in a normal fantasy village at first (and the LARPer will think the players are in costume). Random encounters can include a LARPer 'bopping' one of the player characters with a foam rubber sword, someone dressed as a 'wizard' claiming to cast a spell while flinging glitter in the air, belly dancers, drunken attendees, etc. At any sign of trouble, the people attending the faire will flee and call the cops.

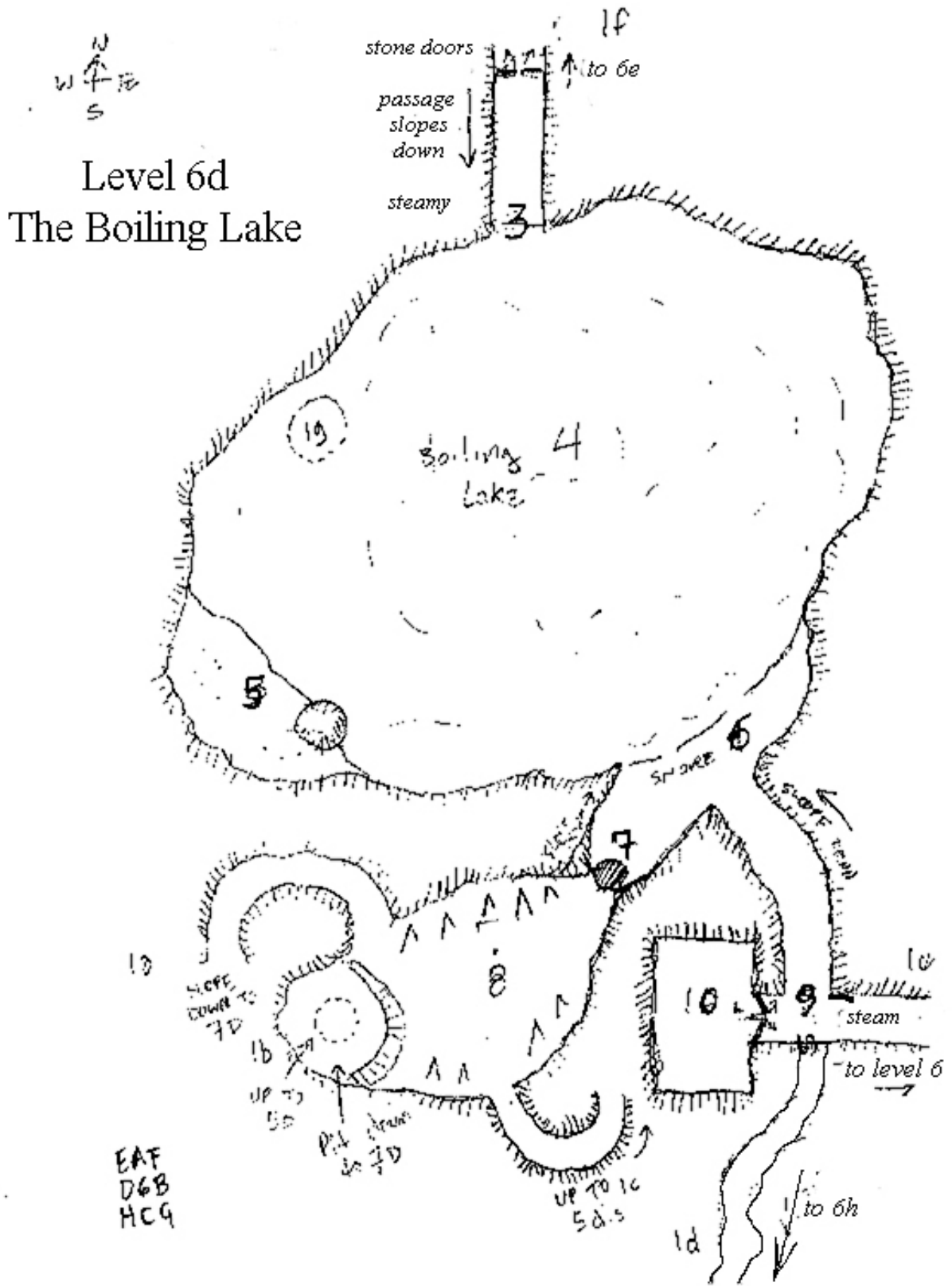
4. Mirror will show a darkened dungeon room where one is looking out onto a stone dais. If players step through, they will discover that it has given give access to location 11 on level 5 of this dungeon.

5. Mirror will look out onto what appears to be a 'hellscape.' A rocky shore is lit by a river of molten lava. The view is obscured by clouds of sulfurous smoke. Players might (1 in 6) spot some sort of serpentine creature *swimming* in the lava (a salamander out for a dip) or a giant red crab scuttling along on the shore. If players step through, they will discover that they are on level 7 (The Caves of Fire!) near location 6(?).

6. The gate gives access to the realm of the puppetmasters (see 'Lurid Landscapes'). Explorers who step through will find themselves on the west side of the island, standing on the shore. Anyone looking through will see a rocky hill surrounded by a dark ocean in what looks like a realm of eternal twilight. Atop the rocky hill, the dim outline of a square structure with a pointed roof. This 'structure' is the obelisk on the top of the island. In order to return to their realm, the players may use any of the other gates on the island or may step through the same spot they used to enter the realm (although, if the lever has moved to another position between the time they enter and leave, this may not work).

15) Trap: Fountain in wall. Dwarf runes read, "Fountain of Greatness". Anyone drinking will grow so large in 3 rounds that he cannot leave the room. If he drinks a second time, he will grow even larger and must make a saving throw vs. paralyzation or be crushed by the walls of the room. Wears off in 1 hour.

16) A ghost (AC 0, HD 10, hp 54) haunts this room.



LEVEL 6d: The Boiling Lake:

The Lake of Fire is on the level below this --- thus this huge, deep lake has been heated to the boiling point. At some point, someone placed the animate skeletons of sharks into the boiling water --- and these shark skeletons tirelessly swim about in the boiling hot water, savaging anyone unlucky enough to fall in. There are a few stone roper monsters in here (7). A locked and secure room holds stone tablets that chronicle dwarven history (6).

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

The Original DM's Notes: Level 6d: The Boiling Lake: When I was a youngster, the local UHF channel was constantly airing old monster movies; one of my favorites was a 1963 film version of the Jules Verne story, "Mysterious Island." The heroes take off in a balloon and end up on an island with dinosaurs, volcanoes and other creatures. At one point, they are attacked by a giant crab and they manage to tip the crab over so it slides into a pool heated by volcanis (I believe these formations are called 'fumarole'). Later in the film, they are shown munching on giant boiled crab claws. The idea for 'The Boiling Lake' came from 'Mysterious Island.' There is also a 'Pinnocchio' reference in this level

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Ramped passage slopes down to 7d.

1b) A hole in the ceiling here heads up to 5d and a pit in the floor leads down to 7d. If one stands at the edge and looks down, one will be able to see orange light and feel great heat radiating from below. Anyone not protected from the smoke in the immediate vicinity of the chasm will take 1d6 subdual damage per turn as they cough and gasp for breath. Standing more than 10 feet away from the edge is sufficient to avoid the effect. Anyone falling into the chasm below will take 4d6 falling damage plus 10d6 per round fire damage from the magma in the river on level 7b.

1c) Spiral ramp up to 5d.s.

1d) This rough secret passage leads down to level 6h. Every time this passage is used, one has a 2 in 6 chance of encountering 2-5 morlocks who will flee to warn their companions on level 6h.

1e) This steam-filled passage leads to 6d.

1f) These stone doors are unlocked but will require great strength (a combined strength of 30) to budge them. If opened, they will close again in 3 rounds.

1g) Hole in ceiling (20' in diameter) leads up to 5d.s

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Steamy Shore: The lake is boiling and the ceiling 30 or 40 feet up but even with infravision, so one will be able to see more than 10 feet due to all of the steam. Anyone entering the lake will take 1-6 hp damage per round. The water is not fit to drink due to its high sulfur content.

4) Undead skeletal sharks swim around in the lake, but the identity of the person who animated them and placed them here is lost in the mists of time. Anyone entering the lake will take 1-6 hp damage per round from the boiling water. The water is not fit to drink due to its high sulfur content.

12 Sharks, Skeletal: HD: 5, HP 20 each, AC: 6[13], ATK: bite (1d6+2), ST 12, MV: Swim 24, AL N, CL/XP 5/240 (see 'Monsters' in the appendix for more details on the skeletal shark).

Treasure: At the bottom of the lake (30 feet deep) is a very heavy stone box (weighs 500 lbs) containing 30,000 GPS worth of gems (A huge diamond worth 10,000 GPS, 10 large rubies and firestones worth 1,000 GPS each and 100 smaller assorted stones worth 100 GPS each). The lid of the box is sealed with mortar. This mortar must be chipped away or the box broken in order to get at the gems inside.

5) The Far Shore: The bleached bones of some enormous creature have washed up on the shore here and are half buried in the sand. Beneath the ribs of this long dead whale sized creature, partially buried in sand in the approximate area of this creature's stomach, there is a rotted, ruined boat containing a 3' tall wooden doll that looks like a boy with a long nose dressed in colorful clothing. If touched, the doll will spring to life as a friendly 'animate doll.' The doll will introduce himself as 'Pedro' and will attempt to attach himself as a follower to the person in the group with the highest charisma. Pedro will claim good intentions, but in reality he is neutral at best and will constantly cause trouble, engage in petty shenanigans and attempt to shift the blame onto others. If his 'master' is attacked, Pedro will attempt to defend them, although when faced with a serious threat (or fire), he will run and hide.

Pedro, Animate Doll, HD: 2, AC: 5 [16], ATK: fist (1d3) or other, ST: 16, SP: immune to sleep, charm and mind control MV: 9, AL: N, CL/XP: 2/30

Pedro has no memory of how he came to be in the mines.

A corroded brass lamp is mostly buried in the sand beside the dead creature's skeleton (discover only 1 in 6 unless actively searching the beach). If rubbed, the lamp will summon what looks like a djinni who will introduce himself as "Mister Clean." In reality it is an efreet named Pablo who will seek to pervert and intentionally misinterpret the instructions given to him by the holder of the lamp, claiming innocence all of the while. After his servitude is ended (he is compelled to perform 3 tasks), Pablo will show his true form to his former 'master' and taunt him for his or her stupidity, then vanish in a cloud of sulfurous smoke.

6) Steamy shore.

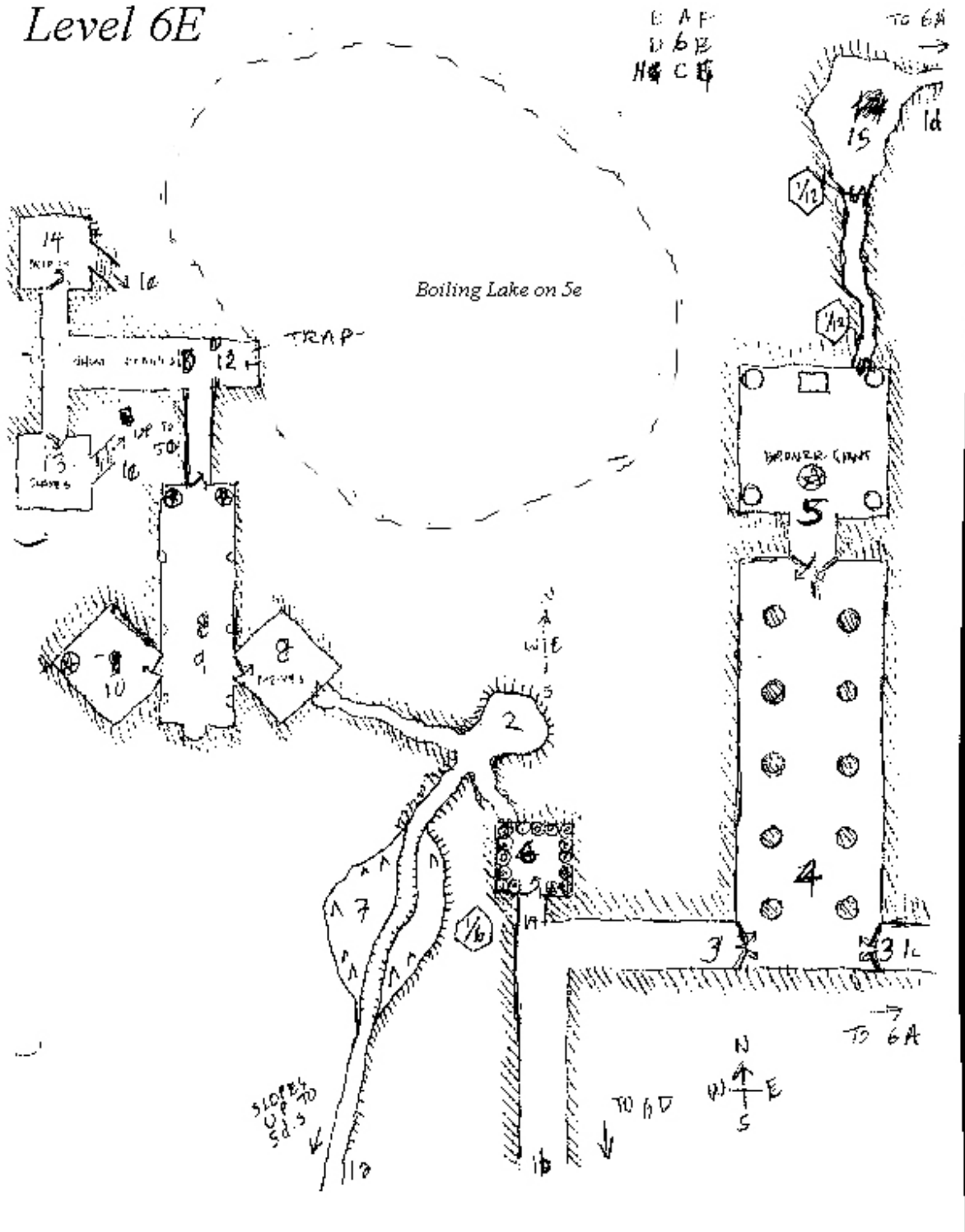
7) Huge boulder will require a combined strength of 30 to roll away.

8) Cavern with stalactites and a few sulfurous vapors. Two stone ropers (AC 0, HD 6, hp 32, 28, see p. 115 of **MONSTER MANUAL II**). There is a shaft in the ceiling that goes up to Level 5D, and a pit that goes down to Level 7D. Down in the pit one can see bubbling lava.

9) Steam-filled passageway.

10) Bronze doors are triple-locked, trapped with sleep gas, **glyphs of warding** (one on each lock: fire, electricity, and force). Teleport, etc. will not work to enter. Inside the room are hundreds of stone tablets chronicling the history of dwarfdom—worth 10,000 g.p. to a dwarf nobleman (or 100 g.p. each). The tablets weigh 30 pounds each.

Level 6E



LEVEL 6e: The Hall of the Bronze Giant

This is beneath 5e. Some rooms with mysterious contents (5 through 11) are a part of the ancient temple on the level above, including a hall of some mysterious half-ethereal octopus monsters who will seek to strangle anyone entering.

One room is trapped in a most unpleasant manner --- if a lever is pulled, the room is sealed and all of its contents are ejected into the lake above.

An enormous hall (2) is protected by a bronze giant (3) wielding a hammer. This automaton protects an ancient artifact of the dwarves.

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

The Original DM's Notes: Level 6e: The temple basement contains the creature I made up that would eventually become 'The Ghastopus.' I didn't finally name it 'Ghastopus' until recently, but it was intended as a kind of a floating octopus creature, inspired, perhaps, by equal measure of the Cthulhu mythos, the Grell from TSR's Fiend Folio book and seeing jellyfish washed up on the beach.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Passage slopes up to level 5d.s The further south/upwards one travels towards level 5d.s, the warmer the air becomes and slight wisps of steam can be seen as well as moisture condensing on the walls. At the top of the tunnel (south end of the map), vision is reduced to 10 feet due to the steam regardless if torchlight or darkvision is employed.

1b) Stone passage to 6d.

1c) Stone passage to 6a

1d) Narrow stone passage to 6a

1e) Steps up to 5e.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Bronze doors engraved with lightning bolts.

4) Enormous Hall: The roof is 30' high. Huge pillars carved with ancient dwarf runes. Footsteps will echo unusually loudly in here.

5) The Bronze Giant: This magical golem appears as a 12' tall dwarf with a huge hammer. It can see and hear invisible or silent creatures. In melee, can cast 6d6 lightning bolts from its hammer up to 6x per day; since lightning heals it, it will try to cast the bolt in such a manner that it hits a target and then rebounds (off a pillar or stone wall) to strike the golem and heal it. It will pursue through room 2 but not beyond. It guards a huge bronze chest emblazoned with lightning bolts that is held shut with the equivalent of a **wizard lock** spell that contains an artifact of the dwarves:

The Hammer of the Garagurs: This unique weapon will function as a +3 war hammer in the hands of a dwarf. The dwarf using it can hurl it at a target up to 20 feet away, and, after striking, it will immediately return to the user's hand. As long as the hammer is gripped in the hand, the dwarf can never be

surprised, he or she can cast a 6 HD thunderbolt 3 times per day, and fly at 12" at will 3 times per day. In a non-dwarf's hands it is only +2 and has no other special abilities. Any dwarf picking it up will feel the surge of power from the weapon, but the additional powers can only be discovered through experimentation. This hammer is considered a 'sacred relic' of the Garagur clan... and any Garagur will do his or her utmost to obtain it by any means necessary, especially if it is in the possession of a non-dwarf (sacrilege!) or a dwarf not descended from the Garagurs (not quite a sacrilege, but still pretty bad!).

Golem, Bronze Giant, HD: 16 (80 hit points), AC: 3 [16], ATK: Weapon or fist (4d10), ST: 3, SP: can cast 6x 6d6 lightning bolt spells per day, immune to all weapons +2 or less, slowed by fire, healed by lightning, immune to most spells, can see or hear invisible or magically silenced creatures, never surprised, MV: 6, AL: N, CL/XP: 17/3,500

6) The room is lined with leering, unpleasant statues. One statue with a long nose is hinged like a door (secret door).

7) Mangler Cave: The narrow passage leading south up to location 1a is like a narrow canyon here through a larger natural cave. The walls of the defile are 10 feet high on either side and in the dark cave above, the dim outlines of stalactites and stalagmites can be seen. Four manglers lurk on the ledges above and will attempt to attack the group by surprise. If they manage to capture/kill at least one character, they will retreat to the west ledge to devour their meal. If the player characters attempt to counter attack or climb up to retrieve their fallen comrade, the manglers will retaliate by hurling rocks off the cliff (1d6 damage each) and trying to knock climbers off the walls while using the rock formations as cover.

4 Manglers: (stats)

Treasure: Both ledges are covered with rags, bits of bone and fragments of wood that the manglers use as nesting material. On the west ledge is a short sword made of starglass (+1 magic; see 'Metals' in the appendix for details on starglass), a somewhat damaged suit of beetle carapace armor sized for a human (see 'New Equipment' in the appendix for details of beetle carapace armor), 58 scattered GPS, 270 SPS, 350 CPS and a few ripped up sacks and backpacks.

8) The room is filled with boxes that store rotted cloth, old robes, disintegrating candles, etc. Three 4th-level human thieves are looking through it for gold: Arnie, Gloron, and Terop (AC 6, hp 14, 13, 9). Each has a dagger, sword, usual dungeon gear, and 10-60 g.p.

9) Green Hall: The walls, ceiling and floor are made of a greenish stone. Six glowing glass balls 1' in diameter are mounted into iron sconces affixed to the walls and two statues of fish-faced men with clawed hands stand in the center of the room. Between the two statues is a stone font filled with greenish water (the water will radiate magic if detected for). Anyone drinking the water will temporarily gain the ability to breathe under water for 24 hours but will also come down with the Fish Curse (see "Diseases" in the appendix). The font holds just a gallon or so of water; if emptied out it will, over a period of 24 hours, refill itself.

10) Room has some casks of rotted food, spoiled wine, etc. A large stone statue of a crab in the west corner will animate and attack if anyone advances more than 10' into the room.

Crab, Stone HD: 7, HP 35, AC: 0 [19], ATK: 2x claws (2d6 each), ST: 9, SP: immune to most fire and cold, ½ damage from piercing and slashing weapons, MV: 12, AL: N, CL/XP: HD (8/800)

11) The room is filled with swirling mist. Three ghostly octopus-like creatures (Ghastopi; see entry in "Malevolent Monsters" in the appendix) will attack by surprise if possible.

12) Alcove with a large brass lever. If pulled, the alcove is sealed off. Anyone in it is flushed out into the lake on Level 5E. The room drains and the trap resets itself.

13) Four long dead slaves are chained to the wall here. Close investigation might reveal that the bones of three of the slaves are broken and gnawed... the fourth is intact. These poor souls were locked up here and forgotten several hundred years ago. The stronger slaves, out of desperation, attacked their weaker friends until only one was left. He then starved to death and his bones have lain here since.

14) Stone chair in which an ancient and withered priest is seated. 7th-level evil priest with a **rod of beguiling** (32 charges)

spells:

1st level: **command, cure light wounds (x2), detect good**

2nd level: **hold person (x2), resist fire**

3rd level: **blindness, disease, dispel magic**

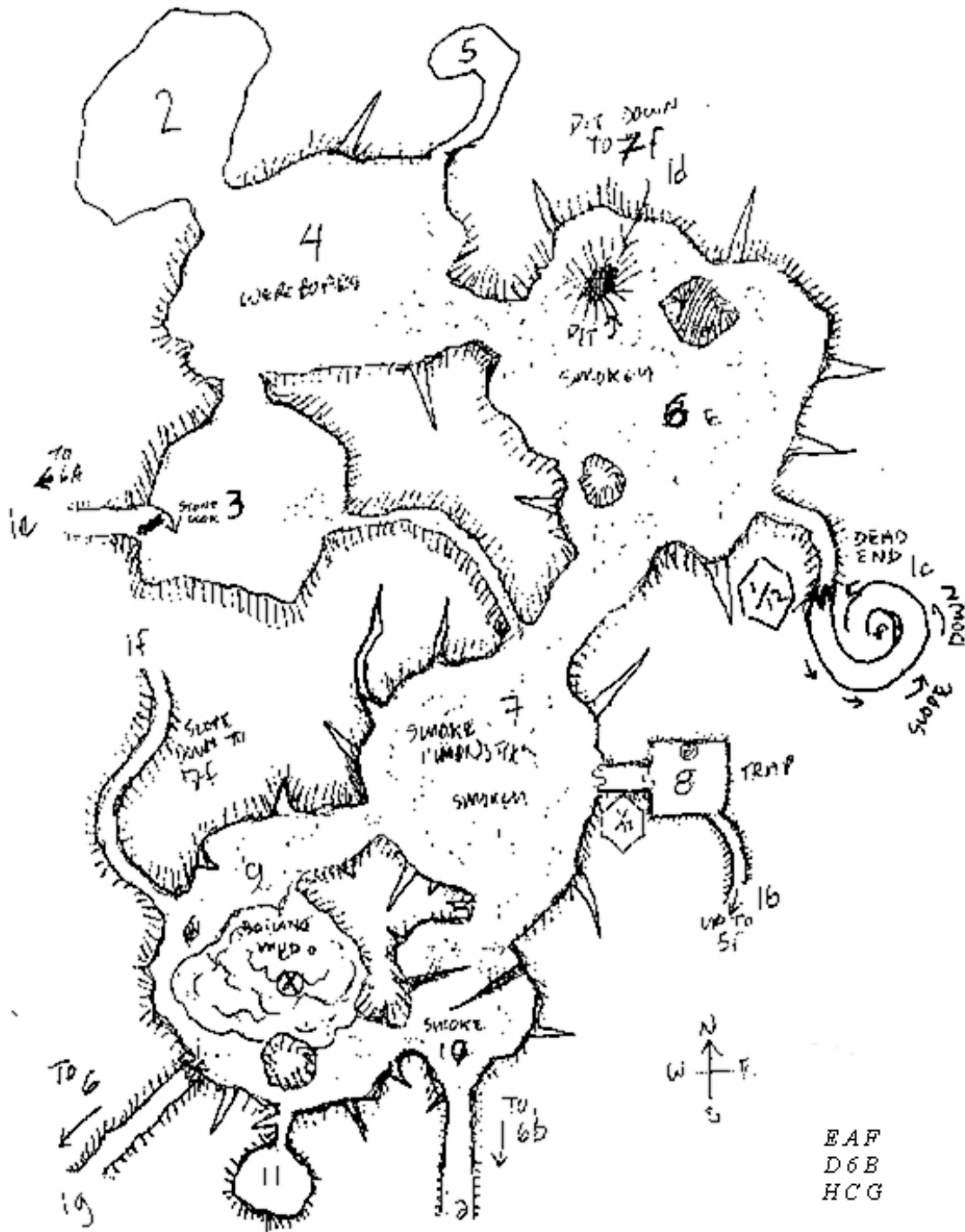
4th level: **poison**

Six zombies (AC 4, HD 2, hp 8 each) guard him with helmets closed. Two torches light the room. The walls are hung with threadbare tapestries with geometric designs in green and blue.

15) The broken bones of a dwarf lie here. An old pickaxe lies beside him. The pickaxe is actually a +1 magic tool.

6f

SMOKE FILLED CAVES



LEVEL 6f: Smoke Filled Caves

These caves are filled with choking, sulfurous vapors and boiling mud (6). In one cave, two wereboars (2) menace an elf maiden – this maiden later reveals herself (itself) as a doppelganger. A mysterious monster made of smoke guards one of these unpleasant caves (4).

Introduction:

Special Effects: Several rooms in this level are filled with thick, choking smoke that vents up from the level below. The entire level is much warmer than others on the level and the smell of smoke is everywhere.

Entrances and Exits:

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled 1a, 1b, 1c., etc.

1a) Finished stone tunnel down to 6b.

1b) Narrow passage slopes up to level 5f.

1c) Secret tunnel spirals down to 7f.

1d) This pit goes 40 feet down to 7f. A great deal of smoke and vapor pour out the pit from below. If one stands at the edge of the pit, one can see the glow of the lava river on level 7 through all of the smoke and feel the great heat.

1e) Passage to 6a ends in a stone door.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the “Random Happenings and Items” table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Smoke Filled Room: This is a rough cave with wisps of smoke escaping from east cave. Snarls and grunts can be heard from the north. The door is heavy and made of stone. A boulder in the northwest wall conceals the tunnel to area 8.

4) Three wereboars in boar form are snarling and clawing the wall below a female elf who clings to a narrow ledge just out of their reach. She will claim to be Lundora, a prisoner who escaped from the dungeons below. In reality, she is a doppelganger.

3 Lycanthropes, Wereboar, HD: 5+2, HP 27, 23, 22, AC: 4 [15], ATK: Bite (2d6), ST: 12, SP:

Lycanthropy, hit only by magic or silver weapons, MV: 12, AL: N or C, CL/XP: 6/400

Doppelganger, HD: 4, HP 18, AC: 5 [14], ATK: Claw (1d12), ST: 13 (5 against any magic), SP:

Mimics shape, immune to sleep and charm spells, MV: 9, AL: C, CL/XP: 5/240

Note that the doppelganger will not automatically be hostile to the players, but will keep up the ruse of being an elf and ask the players to be allowed to accompany them for as long as possible. “She” will even help the party as long as it is beneficial to her, but will use ‘her’ powers to deceive the party if they her badly.

5) Wereboar nest

6) Smokey room

7) Smoke Monster (AC 0 [90% invisible], HD 4, hp 23, 1 atk make saving throw or choke, temporarily lose 1-3 points of constitution per round, +1 or better weapon to hit, 30’ diameter cloud). A dead human in platemail bears a **+1 spear**, a plain sword, and a backpack with 50’ rope, 6 torches and a tinderbox, and

2 gems worth 100 g.p. and 200 g.p. A dead half-orc in chainmail has an axe and a dagger. A skeleton lies next to a pouch of 50 s.p. and a dagger.

8) Trap: A statue of a smiling woman will beguile anyone who looks at it (25% chance). Anyone who fails a saving throw at -4 will simply kneel before it, eventually wasting away.

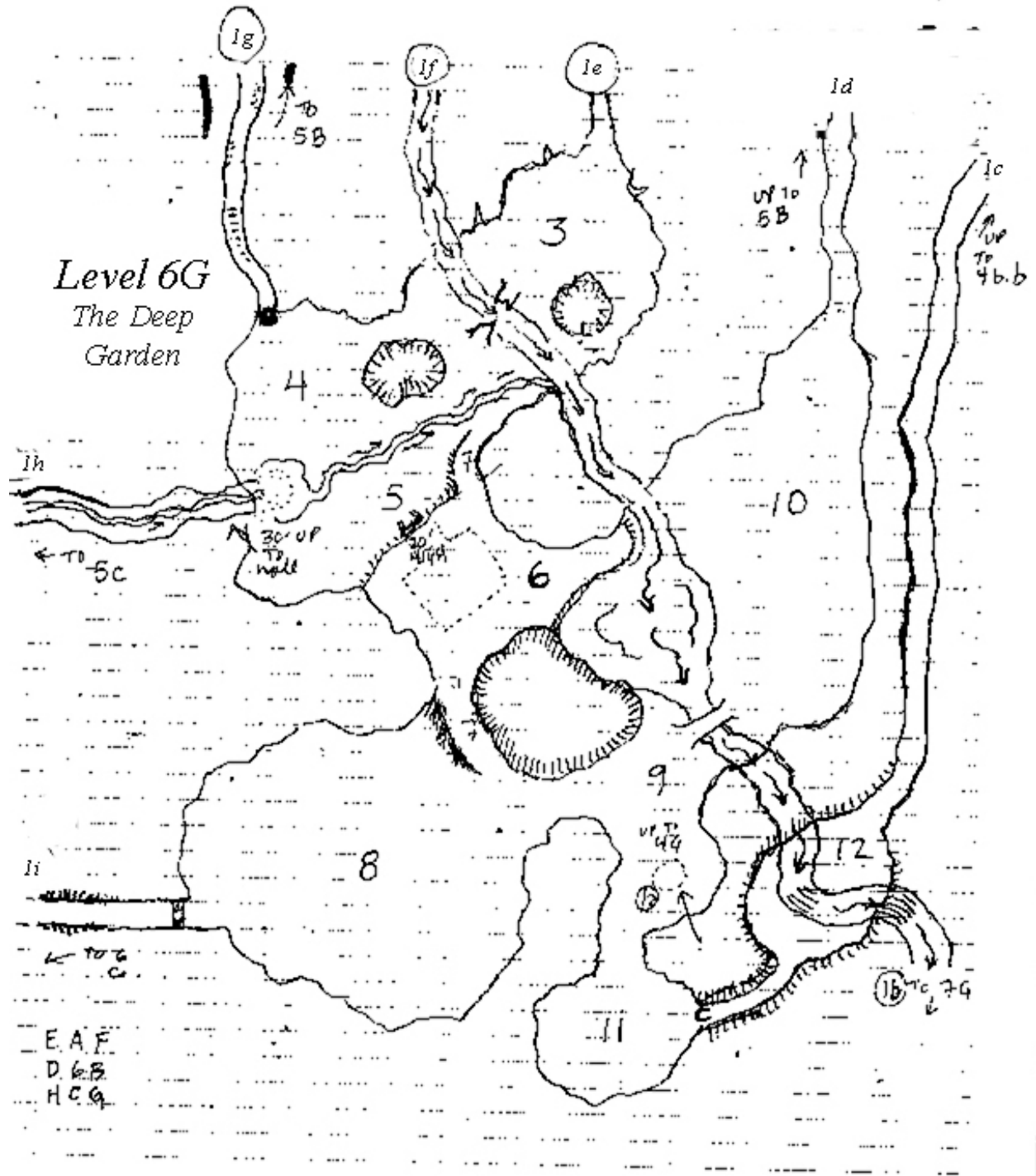
9) Boiling Mud Room: This room is filled with a large pool of boiling hot mud, but there is a narrow ledge along the south edge of the pool. The room has a very strong sulfur smell to it. If anyone goes into the mud, it is so hot that it will inflict -4 points of damage per round. The pool is also inhabited by 12 mudmen who will inflict an extra 1-4 points damage with every successful attack since they are made of boiling hot mud. At point X in the pool is a natural pillar of stone that pokes 2 feet above the mud; upon the pillar's top is a life-size skull carved from a single large gemstone.

12 Mudmen: HD 2, HP 7 each, AC 7 [12], Atk 2 slams (1d4) + 1d4 for boiling mud or mud blob;
SP: Engulf, mud blob, +1 or better weapon to hit, +1d4 damage to all attacks because of boiling hot state, MV 6; ST 16; AL N; CL/XP 5/240;

Treasure: The skull is worth 10,000 GPS but anyone touching it must save vs. magic or be subject to a **magic jar** effect and be possessed by a demonic spirit named Yahrtzee. Yahrtzee is chaotic evil, has an 18 intelligence, and can **ESP**. Otherwise he is just like the body he has possessed.

10) Large cracks emit a sulfurous stench. A **stinking cloud** effect is in this room.

11) Small cave filled with the bones of dead rats. Runic inscriptions that make no sense and will cast a **confusion** spell on anyone who tries to read them are on the walls. Beneath all of the rat skeletons are the bones of a Halfling with a silver short sword and **boots of levitation**.



LEVEL 6g: The Deep Gardens

Introduction: This level has various kinds of fungus plus an unusual treant tending the whole place. The treant, known as the 'gardener,' has been undergoing a slow evolution from a 'tree' based creature to a 'fungus' based creature... he appears as a leafless tree covered all over with different kinds of fungus and moss and usually just stands still beside his stream. Players who are not destructive or hostile might get some help from him, and the gardener will trade samples of helpful fungus for the severed heads of morlocks or red dwarves --- the hates red dwarves especially.

Special Effects: The various fungi scattered about this level may have special effects if touched, eaten, etc. There should be patches of yellow mold, black mold, shriekers, etc., scattered around the place along with samples of all the fungi listed in the 'Fungus' section of the appendix.

Entrances and Exits:

Updating the Level: If the 'gardener' is destroyed, the 'garden' will be occupied by 2-5 hostile shambling mound monsters within 2-3 weeks. Every shambling mound that is destroyed will eventually be replaced.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled 1a, 1b, 1c., etc.

1a) There is a 10' diameter hole in the ceiling that goes straight up, 90 feet, to the cave inhabited by gargoyles on level 4g.

1b) This rushing stream is only 3 feet deep with ~6 feet headspace, but the bottom is very slippery and anyone trying to wade it will have to roll their Strength score or less or be knocked off their feet and swept downstream. Anyone swept past the edge of the map of 6g will take 4d6 damage as they tumble down the falls and rocks to level 7g.

1c) This passage gently slopes up to level 4b.b.

1d) The tunnel here is filled with patches of yellow mold which the gardener on 6g has cultivated to discourage the red dwarves from 5b from using the tunnel. There are also three shrieker fungi that remain near the exit of this passage to serve as a 'warning' of intruders.

3 Shriekers, HD: 3, hp 12, 10, 8, AC: 7 [12], ATK: none, ST: 14, SP: noise, MV: 1, AL: N, CL/XP: 3/60

1e) This narrow, rough passage goes north to level 6b.

1f) This stream is 3 foot deep and has a head clearance of only 1 foot. Anyone taller than a Halfling could wade upstream to reach level 6b, although moving along this cramped and wet tunnel would be quite difficult and uncomfortable for humans.

1g) This passage is blocked at the south end by a huge boulder (will require a combined strength of 30 or more to move). The passage slopes up to level 5b.

1h) This passage accesses level 5c, above. A narrow trickle of water flows down this passage and then cascades 30 feet down to fall into a pool on 6g.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Garden Vault: This cavern looks like an underground forest of various fungi including gigantic mushrooms with caps 10 or more feet in diameter, puffballs several feet high, strange morels and other growths. Because of all of the growth, players will only be able to see about 10 to 15 feet clearly; the rest will be blocked by fungal growths.

There is a broken bridge that once crossed a 3 foot deep stream that bisects the cavern. What looks like an ancient, leafless tree covered in molds and lichens grows beside the stream. This 'tree' is actually a sentient being; a rare variant of treant known as 'the gardener.'

The "gardener" appears as an ancient, gnarled tree covered in fungus. He tends to stand in place for long periods of time, usually on the bank of the stream right next to the broken bridge. He is actually an ancient form of treant who retreated to this cave hundreds of years ago and doesn't even remember why or when he came down here. The 'gardener' (for that is what he calls himself) is basically neutral in outlook and prefers to spend his time meditating or tending his unearthly fungal gardens. When player characters enter the gardens, he will observe them. If the players seem basically 'good' or 'neutral' in alignment, he will attempt to communicate with them via his ESP medallion and offer 'magical plants' in exchange for red dwarf or morlock heads. The gardener does not speak aloud; he only uses the ESP medallion. If the players take a few samples of plants, he will not object, but if they take more than the equivalent of one plant per person per visit, he will ask them to stop picking... and if players attempt to destroy the garden, he will attack with the help of 2 7HD shambling mounds that are hidden in the mushroom garden. The Gardener does not like red dwarves or morlocks because these creatures have been quite destructive to his gardens in the past.

2 Shambling Mounds, HD: 7, HP: 35 each, AC: 1 [18], ATK: 2 fists (2d8), ST: 9, SP: Immunities, enfold and suffocate victims, MV: 6, AL: N, CL/XP: HD 7 (10/1400)

The Gardener (Treant) Treant, HD: 9, HP 47, AC: 2 [17], ATK: 2 strikes (3d6, or), ST: 6, SP: control the trees, ESP MV: 12, AL: N, CL/XP: 7 HD 9 HD (9/1,100), wears a **medallion of ESP** (beneath the bark and moss).

If the players are friendly, 'The Gardener' will give them various samples of the fungi from the garden that are helpful (see 'Fungus' in the appendix or the chart below) or allow the players take from 'the metal things' that he has tossed into the water under the broken bridge (there are 362 GPS, 245 SPS, 934 CPS, a silver bracelet worth 30 GPS, a +3 short sword made of Elludium and a small +1 shield made of Silversteel in the water along with the remnants of some iron weapons and armor that are ruined by rust (see 'Metals' in the appendix for details about elludium or silversteel)) but if players take any of the treasures, the gardener will feel like he can ask for favors in return. He will allow the players to rest in the garden cave, eat modest amounts of fungus and drink from the stream but will not allow them to build fires or cast spells like 'fireball' or burn the few patches of yellow mold or other dangerous plants in the cavern (he will simply expect the players to avoid the dangerous plants instead of destroying them --- plants which can move or attack will not attack the players while the gardener is present unless he wants them to). He vaguely remembers the dwarves who used to visit him long ago (during the days when the Garagurs still lived here) but has a very imprecise sense of time. He will sometimes use the word 'recently' to describe something that happened 100 years ago (as opposed to more than 1,000 years ago when he first arrived in the garden).

Some of the fungi that the gardener will offer include fungi from the list below, but he will not be very precise about their properties (possibly because he does not really know exactly how they will affect mammals that consume them --- he is a plant, after all). He might indicate the 'blue cap mushroom' and say, "This one should be eaten before battle; I'm pretty sure it will help you (see #2 on the list below)," or point to the bloodridge fungus and say, "Eat that if you get bitten by a spider... but I think it tastes pretty bad to your kind (see #1 on the list below)."

1. Bloodridge fungus: This is a shelf-like fungus that is usually a deep red color. If consumed immediately after having been poisoned, the consumer will gain a second poison saving throw,

and, if successful, no damage from the poison will be taken. Unfortunately, consuming the bloodridge fungus will sicken the user; he or she will have a -2 to most abilities (combat, movement, +10% chance of spell failure when casting, etc) for a day after consumption. The mushroom can be preserved by drying it out, but will then be less effective (-2 on second save). Value: 50 gps per plant when fresh, ½ that if dried.

2. Blue Cap Mushroom: This is a small mushroom with a blue cap. If eaten, this mushroom will increase strength by 1-3 points for 1 hour (18 maximum). Eating multiple doses will not have any effect. Value: 50 gps per plant when fresh.
3. Brown and Gold Morel: This spongy brown and yellow morel gives +2 saves against spells or charm for 1-6 turns after consumption. Eating multiple doses will not have any additional effect. Value: 25 gps per plant when fresh.
4. Glow Fungus: These tall, thin stemmed fungus with a bell shaped cap emit a pale greenish light in a 10 foot radius. The glow will remain for 1-2 days after picking, so the glow fungus can be used as an improvised light source. Value: 1 GPS per plant when fresh.
5. Gnome Cup: Small, cup shaped pink or white mushrooms. Each one will provide the equivalent of one day's sustenance (food and drink) for a human, elf, dwarf, etc. The gnome cup will remain edible for 1-3 days after picking. Value: 3 gps per plant when fresh.
6. Green Cap: This fungus is a mushroom with a pale green cap. Each consumed provides 1-3 points healing. Value: 50 gps per plant when fresh.
7. Red Amanita: Mushroom with a red cap and white spots. Eater must save versus poison or hallucinate for 2-12 hours possibly (25%) going permanently insane. If saving throw is made, the user will gain a temporary 1-3 points of Intelligence if a spell caster (for 24 hours) and anyone making a save vs. one of that caster's spells will take an additional -2 to their save. Value: 50 gps per plant, fresh or dried.
8. Witch's cap: If consumed, the user will experience visions and hallucinations for 2-3 hours after consumption. During this period of time, the user is only 50% likely to be able to react appropriately in any given stressful situation (check 1x per round). If attacked, for example, the user might simply stand defenseless 50% of the time or attack the wrong target (which might include his/her companions!). The visions, however, are likely to deliver a clue or message that may be helpful, especially if the user meditates upon a given question before taking the Witch's cap. Treat as a minor divination spell. Value: 25 gps per plant when fresh or died.

4) Garden Cave: This cave is similar to 3, above.

5) Tomb: An ancient stone door stands here, carved into the raised platform of stone at location 6. The 'door' is actually an ancient slab that must be slid aside (a crowbar or similar tool will be needed; a combined strength of 30 will be required to even budge it). If asked, the gardener will claim to know nothing about it, other than to say, "Old things like that usually ought to be left alone."

Inside is a 30x30 foot room with a single large stone sarcophagus in the center of it. If the lid is removed (will require a combined strength of at least 18 to budge it), the specter who has been trapped inside will attack.

Specter, HD: 7, HP 34, AC: 2 [17], ATK: Spectral weapon or touch (1d8 + level drain), ST: 9, SP: Level drain (2 levels) with hit, MV: 15/30 (flying), AL: C, CL/XP: 9/1,100

Treasure: Inside the sarcophagus is the shriveled corpse of a human woman wearing an ornamental silver helmet and a rotted robe and clutching a jeweled rod in her shriveled fingers. The helmet is a **helm of teleportation** and the rod is a **staff of withering**.

6) This 20 foot tall cliff leads to a small garden of mosses, toadstools and giant centipedes. One can either climb the cliff or use the ramps at 7. The gardener will warn players away from this area because of the centipedes, but if the gardener accompanies the party, the centipedes will remain docile. There are 12 giant centipedes (6-7 feet long each) in this area and the gardener will not approve of killing them unless absolutely necessary.

Centipede, Giant (Man-sized), HD: 2, hp 7 each, AC: 5 [14], ATK: Bite (1d8), ST: 16, SP: poison +6 save, MV: 15, AL: N, CL/XP: 4/120

7) Area 7 appears twice on the map. In each place is a rough stone ramps (one on the north side of 6 and one on the south side of 6) that allows access to the top of the cliff (area 6) without climbing.

8) Garden Cave: This cave is similar to 3, above.

9) Garden Cave and intact bridge: This cave is similar to 3, above. A stone bridge crosses the stream here, giving access to cave 10.

10) Garden Cave: This cave is similar to 3, above.

11) Garbage Toad Lair: This cave is the home to a garbage toad whom the gardener (see location 3) considers a 'pet.' If players are in the company of the gardener, the toad will not attack. The cavern is covered in different mushrooms and fungus and a large heap of humus serves as the toad's "nest."

Garbage Toad: HD: 6, HP 32, AC: 5 [14], ATK: Bite (2d6), ST: 11, SP: camouflage, sticky tongue, swallow on a roll of 20, MV: 9, AL: N, CL/XP: 7/600

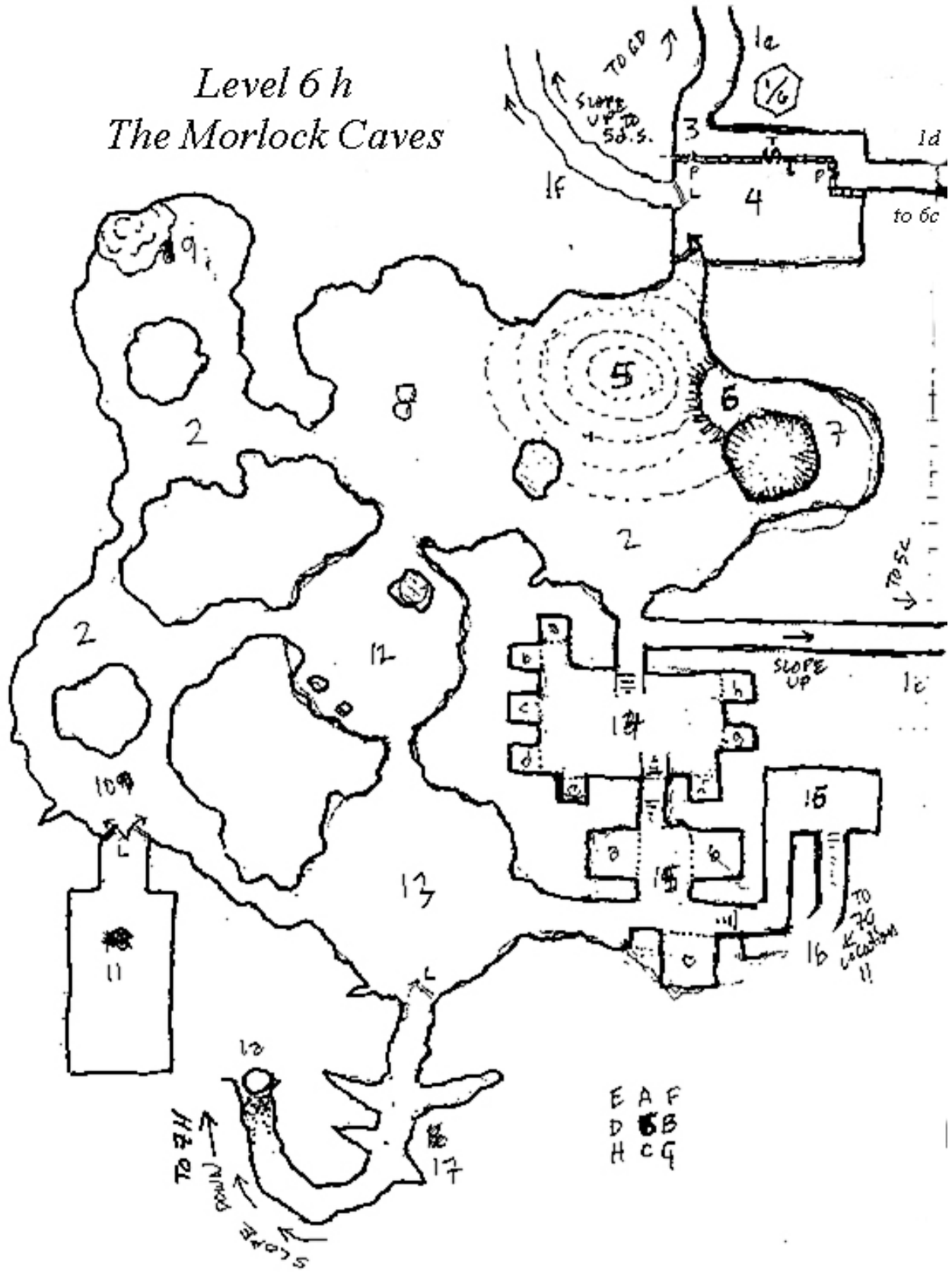
Behind a growth of hanging moss on the east wall is the concealed entrance to a narrow tunnel that reaches cave 12 (spot only 1 in 6).

12) River Cave: The river rushes through this small cavern marked with signs of mining. There is a pile of orc bones with a few glints of metal or glass down by the river covered in some sort of slimy brown substance and the cave is unnaturally cold. The brown slimy stuff is actually brown mold.

Mold, Brown, HD n/a, AC n/a, Atk none, Save n/a, SP: Drains body heat, fire causes growth, Mv 0, AL N, CL/XP 4/120

If the players can defeat the brown mold, they can recover a gold ring set with a diamond (worth 500 GPS), a scimitar made of silver (see 'Weapons' in the appendix for details of the scimitar) and 25 GPS as well as a few fragments of iron weapons and armor.

Level 6 h
The Morlock Caves



LEVEL 6h: Morlock Caves:

The morlocks here raid 5c above for slaves and meat

Introduction:

Special Effects:

Entrances and Exits: Add the hellavator!

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) This passage slopes down to level 7h and is blocked at the bottom with a large boulder (combines strength of at least 30 to move) along with a large pile of rubble (it would take 3 characters at least 2 hours to clear it out; half that if they had tools). On the top end (where it joins location 13), it is blocked by a crudely made door fastened shut from the north side with a beam.

1b) These crude stairs lead down to level 7h where they end in a secret door (1 in 12)

1c) This stone passage leads to a ramp that accesses the Lotus Caverns on level 5c

1d) This stone passage leads from level 6c to area 3 on level 6h. The morlock guards at 4 will be aware of anyone using the passage once they come within 30 feet of area 4.

1e) This stone passage leads from level 6d to area 3 on level 6h. The morlock guards at 4 will be aware of anyone using the passage once they come within 30 feet of area 4.

1f) This passage slopes up to level 5d.s. The wooden door that joins it to area 4 is closed and locked with a heavy beam on the east side (in room 4)

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Hallway: The south wall of this hallway is built from blocks of crudely cut stone that does not match the well-constructed north wall in 3 or the crudely cut stone tunnel of 1e. The wall is actually a later addition by the morlocks to hide their guard post at 4 and has 2 small 'peepholes' that the morlocks use to observe the passages from the north and east and a secret door in the middle (detect 1 in 6 under normal circumstances). The morlocks at 4 will be aware of anyone using the hall under normal circumstances. If the party looks weak, they will attempt to trap and capture them. At point "T" a 10x10 foot net is suspended on the ceiling (player characters might notice it on a 1 in 6 chance, otherwise they will only see it if they state they are looking at the ceiling); the morlocks will attempt to drop the net on intruders using a release lever inside the room at 4.

4) Morlock Guard Post: 6 regular morlocks and 1x 3hd morlock leader armed with blowguns, bolas, hand axes, clubs and short swords will be here, watching the hallway at 3. If intruders are detected, the morlocks will attempt to capture intruders in the net (see location 3) and will fire at any targets they can detect through the peepholes (marked with "P" on the map). They will then open the secret door and subdue as many intruders as possible, binding them with ropes, stripping them naked and locking them up in the cells at location 14 if successful.

The room has just a few mats for resting and some extra weapons and a pair of extra nets. There are several coils of rope (for binding prisoners) on pegs on the wall. On a stone shelf on the south wall is a pot of 12 doses of creeper venom and 12 extra blowgun darts (see 'Weapons' in the appendix). The door to level 1f is held shut on this side by a large wooden beam.

If the morlocks are unsuccessful in subduing intruders, they will seek help from location 5.

6 Morlocks: HD: 2, HP 8 each, AC: 7 [12], ATK: weapon (1d6) or bola (1-3 + special) or blow gun (1 point + creeper venom; see Weapons), ST: 16, SP: surprise 2 in 6, detect invisible, MV: 12, AL: C, CL/XP: 3/60

1 Morlock leader: HD: 3, hp 12, AC: 7 [12], ATK: weapon (1d6) or bola (1-3 + special) or blow gun (1 point + creeper venom; see Weapons), ST: 15, SP: surprise 2 in 6, detect invisible, MV: 12, AL: C, CL/XP: 4/120

5) The amphitheater: The uber morlock leader will stand on a ledge above (location 6) a shallow pit that serves as an amphitheater whenever an assembly of the morlocks occurs. The sunken floor here is about 10 feet deep at the center. If there is not an assembly occurring, there will be only 2-5 morlocks in this area, conversing with one another or chewing on bits of meat or bone. During an assembly, there will be ~100 of the morlocks here and the uber-morlock will be on the platform above (location 6) with two of the 4HD morlock bodyguards.

6) Pulpit: This platform is 20 feet above the floor of the cave at 7 and 30 feet above the bottom of the amphitheater at 5. During assemblies, the uber-morlock and 2 4 hd bodyguards will be up here.

7) Leader's Room: The uber-morlock and 2 of his 4 HD bodyguards will always be here. The morlock leader is extremely paranoid; his bodyguards take shifts and will always be on alert even when the uber-morlock is resting. The cave is furnished with a stone table covered in bowls that contain scraps of meat and fresh water, a small pallet made of the cast off clothes of elves, dwarves, humans and other people that the uber-morlock uses for sleeping and a small chest. Hanging on a hook on one wall is what looks like the partially desiccated severed arm of a skinny albino dwarf with a metal three-fingered claw gauntlet instead of a hand. The three fingered claw gauntlet is a **Threefold Claw** (see 'Magical Items' in the appendix). The claw can be removed from the dried out arm to reveal a stump at the wrist. This arm and claw are a 'trophy' that the morlock leader kept when they defeated one of the red dwarf claw rebels from level 8a.s. The threefold claw is a magic weapon, but only a character who has lost their hand can use it.

2 Morlock guards: HD: 4, hp 20 each AC: 7 [12], ATK: weapon (1d6+1) or bola (1-3 +1 + special) or blow gun (1 point + creeper venom; see Weapons), ST: 13, SP: surprise 2 in 6, detect invisible, MV: 12, AL: C, CL/XP: 5/240 These guards are chosen for their strength and ferocity, thus they get a +1 to attacks and damage.

Morlock, Uber: HD: 2, AC: 7 [12], ATK: dagger (1d4+1), ST: 13, SP: surprise 2 in 6, detect invisible, 3 charm person spells, 2 invisibility spells and 1 hold person spell per day, MV: 12, AL: C, CL/XP: 5/240; the uber-morlock has a +1 magic dagger, a key to the chest in this room, a key to locked doors of room 11 and a both a **magic ring of protection +1** and a **magic ring of invisibility**. The morlock leader does not normally wear the invisibility ring (since morlocks can detect invisible creatures anyway) but he will slip it on if faced with non-morlock opponents since he knows it works against humans, dwarves, elves, etc. He wears the ring of protection at all times.

The chest has a poison pin trap in the lock (-1 to saving throw). The pin will activate unless the opener turns the key TWICE in the lock before opening the chest. Inside the chest are a **wand of magic missiles** (31 charges), a clerical scroll of Hold Person (5th level), a **potion of strength**, a **potion of dragonsblood** and a **potion of panacea** (see 'Magic Items' for details of dragonsblood and panacea potions) as well as

a diamond necklace worth 5,000 GPS. In the bottom of the chest is a large iron key that will open the jail cells at location 14.

8) Morlock Common Area: Normally there will be 2-12 morlocks in this area. The morlocks will be resting, gnawing on bones or bits of flesh, arguing with one another, etc., unless intruders are known to be about. There are scattered piles of bones, weapons, mats or piles of rags for sleeping, etc. If players search carefully, they might find 1-6 CPS, SPS or GPS per turn (the morlocks are not very interested in coins and usually use food to trade or bribe one another) as well as various worthless 'magic charms' the morlocks like to carry around, necklaces made of human finger bones, bracelets made of goblin teeth, etc.

9) Food Storage Area: There is a 3 in 6 chance every turn that 1-6 morlocks will enter this room looking for something to eat. There are several human, goblin, orc and red dwarf corpses, with parts cut off of them, hanging on iron hooks driven in the wall. In the center of the room are some butcher blocks with some crude and rusty cleavers, knives, saws, etc. Well gnawed bones and bits of skin are piled around the edges of the room and there are 2 cages made of wire that contain a dozen rats each --- the morlocks like to eat rats on occasion. There is a large pool of fresh water in the northwest part of the room and some buckets and bowls scattered around the room filled with scraps of meat or water.

Treasure: One of the corpses (a red dwarf missing his entrails, both legs and his right arm) still wears a gold ring set with a ruby worth 500 GPS on one finger, but it is crusted over with blood and can only be found if players search carefully.

10) See area 8. A pair of doors in the south wall are sealed with a sturdy lock. The uber-morlock (usually at area 7) has the only key.

11) Loot Storage: The doors to this room are kept locked. The room is piled with a variety of objects plundered from the victims of the morlocks over the years as well as coins and gold. The objects are sorted into various 'categories' which are piled around the room.

a) Weapons and armor: There are 6-12 normal axes, spears, swords, etc., as well as 1-4 suits of leather, chainmail, scale armor, shields, etc., in a big, disorganized heap. The armor and weapons are in various sizes; about 50% is sized for humans, 35% for dwarves or red dwarves 10% for elves and the remaining 5% for smaller creatures like halflings or gnomes. Included in the heap are some cloaks, shoes, shirts, pants and other clothing. All of this stuff is worn and some of it is bloodstained. Mixed in the heap is a **+2 sword** (looks like an ordinary iron weapon with a brass hilt and pommel shaped like a lion's head), a dwarf made '**eagle eye**' **light crossbow** (see 'New Equipment' in the appendix) and a magic **Flail of Blood** (see 'Magic Items' in the appendix).

b) Trade Goods: There are piled boxes, bundles and kegs here. The contents include some cloth, a few bundles of dried tobacco leaves, bags of salt, ingots of iron, etc. None of the items are particularly valuable and probably too bulky to justify being dragged to the surface for sale, but creative players might find a use for some of this stuff.

c) Dungeoneering Gear: There are 8 knapsacks here, along with items like rope, spikes, cloth loot sacks, flasks of oil, lanterns, etc., all heaped together in a mess. All of the gear is ordinary, but a player wants a specific item from the standard equipment list, allow a base 50% chance for common items and 10% for rare items.

d) Alcohol: There is a pile of small kegs of wine, a few larger barrels of beer or ale and several bottles of better wine, brandy, etc. The morlocks do not drink alcohol; these are just supplies they have captured from others.

e) Treasure: There are 4 wooden chests, 6 sacks and 4 large urns in a pile here, along with a mixed heap of 23,000 CPS and 5,000 SPS. Each large urn contains 1,000 SPS (4,000 SPS total) and the 6 sacks contain a mix of rough gemstones (1,000 rough garnets, quartz and other stones worth 1 GPS each, 25 better gemstones worth 100 GPS each and 5 beautiful firestones worth 1,000 GPS each). The four wooden chests are unlocked --- the first three contain 1,000 GPS each and the last contains 34 different low value pieces of jewelry (1-10 GPS each --- rings, necklaces, pins, etc.), a silver crown worth 100 GPS, a **Helm of Mental Protection** and a **Magic Eight Ball** (see "Magic Items" in the appendix for the details on these last 2 items). The morlocks don't value gems or coins but realize that other races (particularly dwarves) do, so they keep these things for trade or bribes.

12) See area 8.

13) See area 8. The crude wooden door to the south (that leads to location 17 and 1a) is closed on this side by a large wooden beam. The morlocks never open the tunnel to 17.

14) Cells: Six morlock guards and a 3HD morlock leader hang near the center of the room playing a game that involves tossing arcane marked finger bones in a chalk circle on the floor and arguing over the outcome of each throw. There are 8 small cells closed with iron portcullis bars; pitiful looking prisoners are in each cell. In the center of the room is a large iron chain and an iron level with eight positions. The lever can be pulled from left to right and will stop at eight positions. A vigorous yank on a chain will raise the portcullis of one of the cells depending on where the iron lever is positioned (left to right for cells a through h) and a second vigorous yank will drop the portcullis back down (inflicting 4d6 damage and impaling in place anyone unlucky enough to be caught in the portcullis' path when it descends). These are cells where prisoners (who will later be used for food) are kept. *There will be a variety here --- several humans, at least 1 dwarf, an elf, a red dwarf, a saurian, orcs and goblins.*

6 Morlocks: HD: 2, HP 8 each, AC: 7 [12], ATK: weapon (1d6) or bola (1-3 + special) or blow gun (1 point + creeper venom; see Weapons), ST: 16, SP: surprise 2 in 6, detect invisible, MV: 12, AL: C, CL/XP: 3/60

1 Morlock leader: HD: 3, hp 12, AC: 7 [12], ATK: weapon (1d6) or bola (1-3 + special) or blow gun (1 point + creeper venom; see Weapons), ST: 15, SP: surprise 2 in 6, detect invisible, MV: 12, AL: C, CL/XP: 4/120. The morlock leader has a large iron key hanging from his belt that will open the cells at location 15.

Cells:

- a)
- b)
- c)
- d)
- e)
- f)
- g)
- h)

15) Secondary Cells: There are no guards here. 4 large cells (20x20 foot) are sealed with iron bars and locked doors. The morlock jailor at 13 has the key.

Cells:

- a)
- b)

c) A captured Crab Ogre is in this cage. It will instantly attack anyone in the vicinity if released and will then attempt to flee.

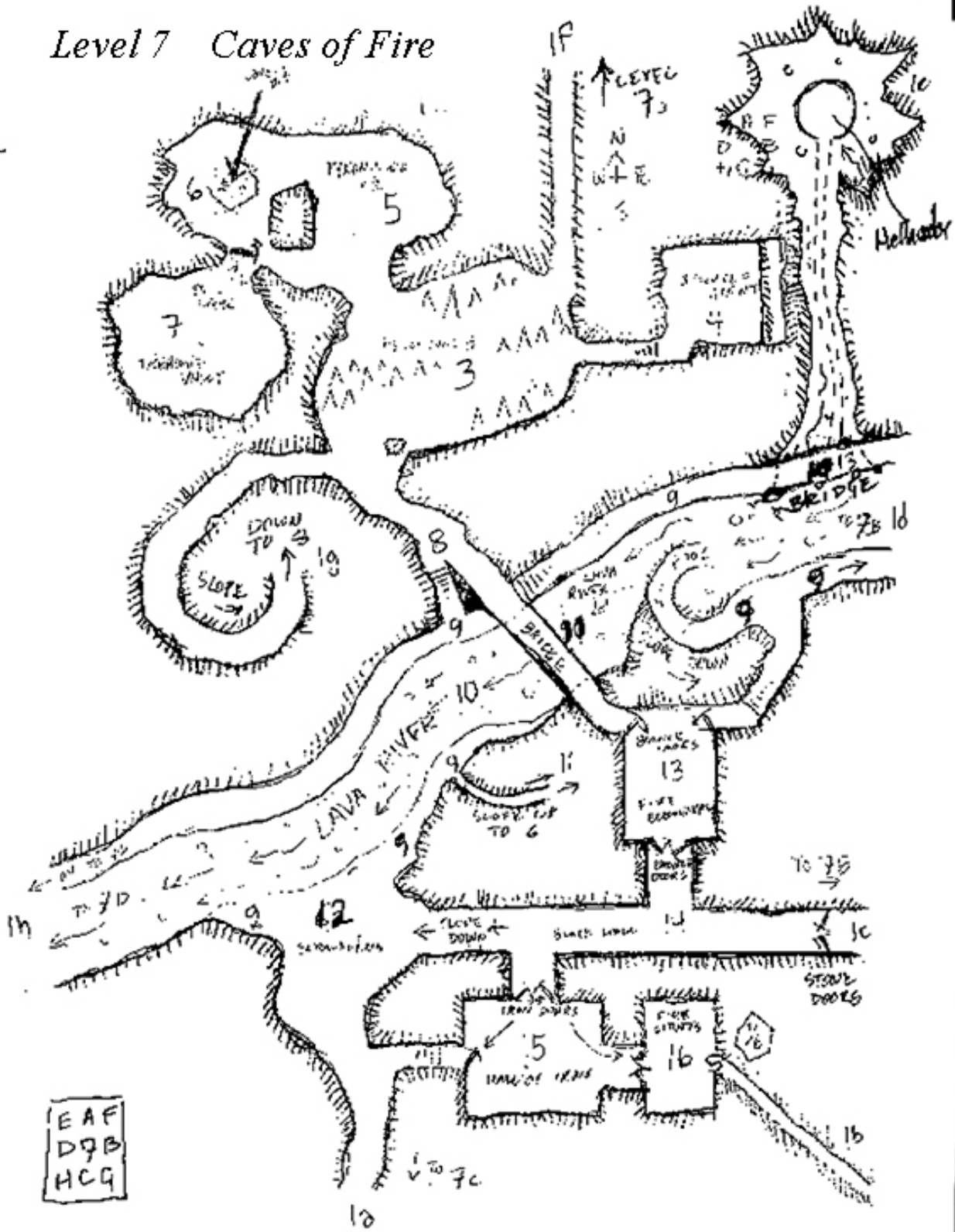
Crab Ogre, HD: 6+1, HP 27, AC: 3 [17], ATK: 2 pincers (1d6+2 each), bite(1d4), ST: 11, SP: grab ability; if both pincers hit will suck blood for 2d6 per round, MV: 9, AL: C, CL/XP: 6/480

16) Guard Post: Three rather inattentive guards are here, eating some human meat from a bowl and drinking water from another bowl. They are supposed to be watching the stairs (1b) that lead down to level 7g, but since nothing has ever threatened the morlocks from this direction they have become rather careless.

17) Snail tunnel: This nasty, moist tunnel is filled with a few bones and scraps of rotting meat so foul that even morlocks wouldn't eat it. The tunnel slopes downward as it goes towards 1a and is home to a dozen burning snails.

Snail, Lime (aka "Burning Snails"), HD: 1d2 hit points, AC: 3 [16], ATK: Bite (1 hp damage), ST: 18, SP: acidic slime inflicts 1d6 per round, save, MV: 3, AL: N, CL/XP: 1/15

Level 7 Caves of Fire



LEVEL 7: Caves of Fire!

Like upper levels were dominated by a river of water, level 7 is dominated by a river of lava. Anyone walking along its shore is likely to get at least singed by all of the heat and splashing magma. Salamanders swim and play in the lava.

A pair of mated pyro hydrae (4) guard a key to a cave filled with treasure (5). The pyro hydrae and the hellhounds (1) are the pets of a three headed fire giant (2).

The "hall of iron" (9) features a huge gong of iron and two single headed fire giants nearby (10). The gong is trapped to ring, alerting the giants and stunning PCs with the sheer volume of sound. The giants, of course, are immune to this effect and will seek to ring the gong as often as possible during any fight.

Other residents include a fire elemental (7) and some salamanders (6 and 6a).

Introduction:

Special Effects: In all locations in proximity to the river of lava (X, Y, Z), player characters will take 1d6 fire damage per turn from exposure to the extreme heat and toxic fumes unless they are suitably protected (a ring of fire protection, a protective spell or one of the asbestos suits that can be found throughout the dungeon will help protect player characters from this damage)

Entrances and Exits: Add the hellavator!

Updating the Level:

The Original DM's Notes: Level 7: Caves of Fire! I am of the opinion that every decent mega-dungeon needs at least one river of lava.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) This tunnel leads south to level 7c. The tunnel is quite hot and smells strongly of sulfur and the glow of the lava river at x can be seen to the north.

1b) This 5' wide secret passage leads northwest to southeast and connects level 7 and level 7g.

1c) This 20 foot wide passage has stone doors that lead to level 7h. The doors swing open if someone with a strength of at least 9 pushes against them and will swing shut after anyone passes through them

1d) The river of lava is about 30 feet across and 20 feet deep. Anyone falling in will take 10d6 damage per round from the lava; the DM should also roll saving throws for all significant possessions carried by the victim; items that fail will be instantly destroyed. Any creature killed by the lava will instantly be burned to ashes that will disappear into the lava. There are 10 foot wide stone ledges on either side of the river that can be followed along the river. Anyone walking upon them will take 1d6 damage per turn from the intense heat of the lava unless appropriately protected from fire (by a spell, magic item or one of the asbestos suits that can be found in the mines).

1e) There is a perfectly round shaft in the ceiling of this cave (30 feet above the pool of lava). This shaft leads directly upwards and is the source of the gas and heat that powers the hellavator (see location 27 on level 1). Anyone climbing up the shaft will take 2d6 damage per turn from the intense heat of the lava unless appropriately protected from fire (by a spell, magic item or one of the asbestos suits that can be found in the mines). The bottom of the car of the hellavator will block further progress up the shaft, but the climber may be able to open one of the entry/egress doors for the hellavator on levels 2 through 6 (assuming the car is stopped at level 1). If climbers use rope to climb the shaft, there is a 1 in 6 chance per turn that the rope will catch fire and burn through in 1-6 rounds.

1f) Stone passage leading north to level 7a. The passage feels warm and smells strongly of sulfur and smoke.

1g) Sloping passage down to level 8. The closer one is to level 7, the warmer it will become and the smell of sulfur and smoke will grow stronger.

1h) This location is almost exactly the same as 1d except this leads to 7d.

1i) This 5' wide x 8' high smoke filled tunnel leads down from level 6 directly to the shore of the river of lava on 7. The bright red glow of the river can easily be seen when one is ½ way down the tunnel from level 6 and the smoke and vapors within the tunnel will do 1-6 points of subdual damage per turn to those not properly protected.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Hellhound Cave: This warm and smoke filled cave has numerous stalactites and stalagmites around the edges, but clear areas and paths have been cleared through the center of the cave. The heat is strongest in the south part of the cave and the red glow from the river of lava to the south illuminates the area around the south exit. Seven hellhounds of the largest size (AC 4, HD 7, hp 35 each, 1 atk 1-10 + breathe fire). Their barking will attract the pyrohydra at area 5 and the giant at area 4.

4) Fire Giant: A huge 3-headed fire giant (AC 3, HD 13, hp 65, 2 ATKs 5-30/5-30) with two flails wears a gold belt worth 5,000 g.p. (which weighs 200 pounds). A stone chest in the room contains bones, 3 jeweled chalices worth 3,000 g.p. and 5,000 g.p., and a **potion of fire resistance**.

5) Two 7-headed pyrohydrae (AC 5, MV 9", HD 7, hp 52 each 7 atk 1-10 each). Each head can breathe fire two times per day.

6) 20' diameter pit with bubbling lava in it. A key hangs down on a thick chain 3' above the lava. The chain will break if more than 25 pounds are on it. The key unlocks the door to room 7. If anyone falls into the pool, the lava does 10d6 points of damage per round and anyone killed by the lava burns to ashes which immediately become a part of the lava pool (making the recovery of the body, short of a wish spell, impossible). If someone survives a dip in the lava, a savings throw should be rolled for each of the survivor's significant possessions; those items that fail would be utterly destroyed.

7) Three wooden chests. One contains 600 p.p. One contains a **helm of fiery brilliance**, three 10' iron chains, and a **scroll of protection from undead**. One contains a **potion of healing**, a **ring of invisibility**, and a **crossbow of speed**.

8) Landing: The smoke and heat of the lava river at 10 will be quite intense here, but areas 8, 9, 10, 11 and 12 will be illuminated by the red light of the lava. From this point one can see the bridge at 11 and the steps that lead down to the shore of the lava river.

9) Shore of the Lava River: Every turn that characters move along the shore of the lava river, they will take 1d6 damage per turn from the intense heat of the lava unless appropriately protected from fire (by a spell, magic item or one of the asbestos suits that can be found in the mines). If anyone falls into the lava, the lava does 10d6 points of damage per round and anyone killed by the lava burns to ashes which immediately become a part of the lava (making the recovery of the body, short of a wish spell, impossible). If someone survives a dip in the lava, a savings throw should be rolled for each of the survivor's significant possessions; those items that fail would either be lost or destroyed.

10) Lava River: The river is of blazing orange lava, 30 feet across and 20 feet deep and the ceiling is 50 feet overhead. Every turn that characters move along the shore of the lava river, they will take 1d6 damage per turn from the intense heat of the lava unless appropriately protected from fire (by a spell,

magic item or one of the asbestos suits that can be found in the mines). In addition to normal wandering monster encounters, every turn that one is in proximity with the lava river, there is a chance of attracting the notice of one of the creatures that dwells in the lava; roll on the following chart with a d20:

Roll 1d20 every turn:

- 1-2) Lava Spout: a Large bubble bursts in the river, possibly spraying everyone within 20 feet with hot lava drops. Each creature within 20 feet must make a saving throw or be hit by 1d3 droplets of lava that inflict 1d6 lava damage each.
- 3-4) 1-3 fire salamanders swimming in the river notice the players and attack.
- 5-6) 2-7 dragon crabs scuttle along the shore and attack anyone in sight.
- 7-8) 2-8 magmen swimming in the river notice the player characters and attack.
- 9-20) No encounter.

If anyone falls into the lava, the lava does 10d6 points of damage per round and anyone killed by the lava burns to ashes which immediately become a part of the lava (making the recovery of the body, short of a wish spell, impossible). If someone survives a dip in the lava, a savings throw should be rolled for each of the survivor's significant possessions; those items that fail would either be lost or destroyed.

11) Iron Bridge: A bridge made of iron is 20 feet above the lava river. The iron is hot to the touch; placing an unprotected hand on the iron railing will inflict 1-3 points of heat damage and anyone crossing the bridge will take 1d6 damage per turn from the intense heat of the lava unless appropriately protected from fire (by a spell, magic item or one of the asbestos suits that can be found in the mines). In addition, in the center of the bridge the sulfur fumes are quite intense; all characters must make a saving throw or pass out from the heat and fumes.

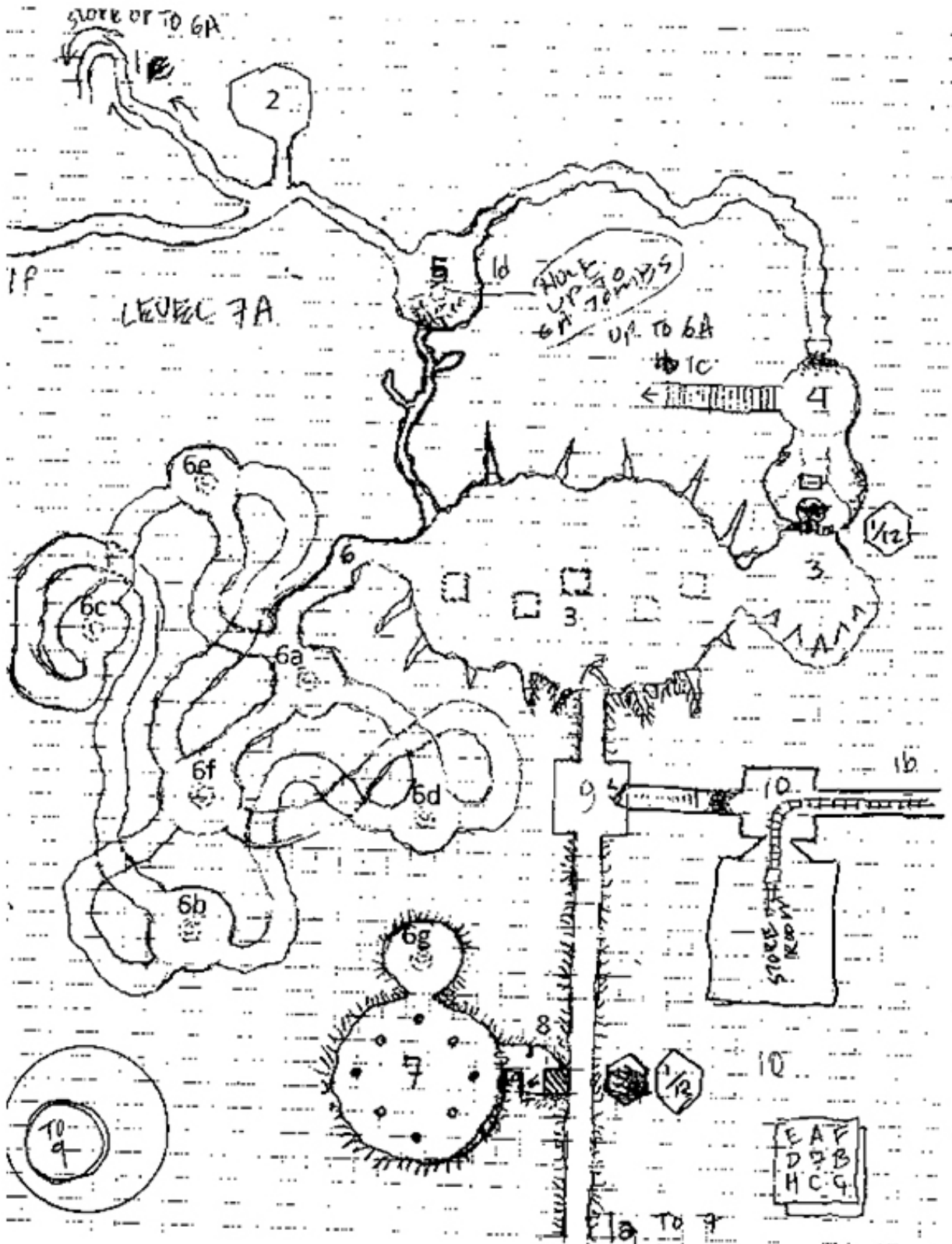
12) Shore Encounter: Here the PCs will be accosted by two salamanders who emerge from the river.

13) Elemental Room: All of the doors entering this room are made of bronze and the northeast and northwest doors are quite warm to the touch. Blackened stone room with a large bowl of fire in the center. A fire elemental (AC 2, HD 16, 1 atk 3-24, +2 or better weapon to hit) will attack.

14) Hall of black stone carved all over with weird runes. Anyone who attempts to read them will have to save or temporarily lose 1-3 points of strength. The red glow of the lava river at 10 can be seen to the west. The hallway smells of smoke and sulfur.

15) Hall of Iron: A huge bell hangs from the ceiling. The doors are of iron, and a table with four chairs (all iron) stands in the center with a locked iron chest on the table. If the room is entered, the bell will toll loudly. Each character must make a saving throw or be stunned for 3 rounds. The chest contains a **chime of opening**.

16) Three fire giants (AC 4, HD 11+2, hp 46 each, 1 atk 5-30) sit at a table drinking mead from golden horns (worth 500 g.p. each). Three sacks are under the table. One contains 500 g.p., one contains 500 p.p., and one contains 12 dwarf heads. A big barrel contains mead. A hole under the barrel has a large gem worth 5,000 g.p.



LEVEL 7a: The Bone Pit and Skinner's Lair

Introduction: Original: This bone filled cavern is located directly below 6a ---characters who fall through the pit traps at 14 on 6a will end up in a location called "the bone pits." The skeletons on this level will normally be no problem for characters of higher levels – except that there is an inexhaustible supply! This sad and lonely domain is the realm for a strange creature called the skinner. The skinner will use his crystal ball to constantly scry the area, and, when creatures enter the bone pit, he will prepare for them to eventually find their way to his maze (location 6). Throughout the maze are various rune circles that the skinner can use to teleport in, grab and paralyze a victim, teleport back to his lair at location 7 and start to skin them... The skinner will repeat this as often as he can. Each successful skinning will make the skinner more powerful.

The party will have to find their way through his maze and somehow make their way to location 7 (which can only be reached via there are periodic teleportation circles in the maze, but without a special ring (that the skinner wears), it just teleports each person to another random circle in the maze, the bone pit or the lair. The skinner will just teleport to the nearest circle, grab a victim, teleport back and skin them. He has seven posts to which he will fasten people before skinning them.

In his lair is a pile of treasures he has gleaned from all of the people whose souls he has devoured over the years.

It takes him 10 rounds to skin a victim alive... after which their soul is consumed and they can no longer be raised.

Each successful skinning will make the skinner more powerful.

The party will have to find their way through his maze, past several guardians... there are periodic teleportation circles in the maze, but without a special ring (that the skinner wears), it just teleports each person to another random circle in the maze, the bone pit or the lair. The skinner will just teleport to the nearest circle, grab a victim, teleport back and skin them. He has seven posts to which he will fasten people before skinning them.

In his lair is a pile of treasures he has gleaned from all of the people whose souls he has devoured over the years.

Special Effects:

Entrances and Exits:

Updating the Level:

The Original DM's Notes: Level 7a: The "Hall of Bones" was originally a pit where the inhabitants threw the corpses of their enemies. Of course, the place has since come under a curse (or perhaps powerful magic summoned by one or another of the inhabitants) that causes these skeletons to rise from the dead and attack any intruders. Skeletons probably don't scare characters who are powerful enough to have fought their way all the way down here, but the nearly inexhaustible supply might make for an interesting challenge.

This level is also home to 'The Skinner.' Originally, it just had a hall with a bone devil in it (and no reason for why the bone devil was there just hanging out there). The skinner is a serial-killer type enemy who abducts the player characters one by one, drags them back to his lair and skins them alive using a series of teleporters in a small maze. Hopefully the players can figure out the maze and rescue their friend(s) before he can finish!

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. These entrances are normally labeled 1a, 1b, 1c., etc.

1a) This stone passage leads south to level 7.

1b) This tunnel, 10 feet wide x 15 feet high, has a set of iron train tracks, 5 feet apart, leading from location 10 down the hall to level 7f. There is a strong, warm breeze that smells of sulfur blowing in from the west.

1c) These steep stone steps lead up to level 6a (the tombs area).

1d) A hole in the ceiling of this room, 30 feet above the floor, leads up to level 6a (Room 8). The hole is only 2 feet in diameter.

1e) This narrow (3' diameter) rough tunnel leads up to level 6a

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) The Bone Pit: This iron door from the passage to 1a is engraved with skeletons and held shut with the equivalent of a wizard lock spell cast by a 10th level spell caster. The skinner has a key that will open it. Behind the door is an enormous cavern filled with hundreds of skeletons and bones in enormous piles. In the ceiling, 30 feet above, are 4 square 10x10 openings from the level above; creatures that stumble into the pit traps there will fall into this cave. The eastern alcove is empty except for some stalactites; a secret door (discover 1 in 12) is hidden in the north wall of this smaller cave.

Skeleton, HD: 1, HP: 3 each, AC: 8 [11], ATK: claw (1d3), ST: 17, SP: none, MV: 12, AL: N, CL/XP: 1/15

If living creatures enter the cave, 2-12 animate skeletons will crawl from the enormous bone piles every round and attack until 100 total skeletons have animated. These will be the skeletons of orcs, goblins, humans, elves, dwarves and other creatures. If characters enter the skinner's tunnels at 6 or leave the room, the skeletons will not follow, but they will continue to attack until all are destroyed or turned for as long as the player characters remain in the cave.

4) Chapel to the red god: This roughhewn cavern gives access to the stairs at 1b. A pile of rubble conceals the 3' diameter tunnel to location 5. A crude stone altar and a 12' tall statue of what looks like a skinny dwarf dressed in a loincloth, his face twisted with rage and the outstretched stone hands stained with dried blood, is in the south part of the room. A copper knife and a copper bowl, both covered in dried blood, as well as a rolled up scroll that appears to be made of human or dwarven skin, are on the altar. There are a few piles of rubble scattered around the edges of the room.

A small secret door (locate 1 in 12) is concealed in the base of the statue. If one figures out how to open it, it will give access to location 3 on this level.

This room is a chapel dedicated to the red god (the god of cannibals; see malevolent monsters in the appendix) originally built by dwarves who had been overcome by the cannibal disease (see 'Donner's Hunger' in the 'Diseases' section of the appendix). The scroll is covered in a very disordered writing in the dwarven language. Most of it is gibberish, but it makes frequent mentions of hunger, fighting goblins, then says things like, "Oswald was killed by goblin arrows, so we ate him, too... then Dinmar fell two days later, so we didn't go hungry."

Treasure: The copper bowl and knife are worth a few silver pieces at most, although if the bowl, knife and scroll were sold to a historian or sage together, they would pay 300 GPs for the lot as red dwarf artifacts.

5) Trash Heap: The tunnels leading into and out of this room are only 3' in diameter; man sized players will have to crawl through them. This room is 30 feet wide and high, though. A hole in the ceiling, 30 feet above the floor, leads up to level 6a (Room 8), and the room is filled with bones, smashed urns, dirt, rubble and other rubbish that got dropped in here. A garbage toad (see 'Malevolent Monsters' in the appendix) lairs here (although how it got into the room is a mystery --- it certainly couldn't fit through the tunnels or the small (3 foot diameter) hole up above. Because it is hidden in the trash heap, the garbage toad attacks by surprise 90% of the time.

Garbage Toad: HD: 6, HP 33, AC: 5 [14], ATK: Bite (2d6), ST: 11, SP: camouflage, sticky tongue, swallow on a roll of 20, MV: 9, AL: N, CL/XP: 7/600

Treasure: A finely made silver cup (worth 100 gps) is lost in the heap of trash. A ruby (worth 1000 gps) is stuck to the warty side of the garbage toad.

6) Skinner's Maze: This area is a maze of roughhewn sloping passages that curve around each other. A creature named 'the skinner' lairs here --- he may have once been human, but has extended his life (and driven himself completely mad) by devouring the souls of others using his magic skinning knife and this teleportation maze. Elaborate spirals of mysterious runes are inscribed on the floor in the intersections; these rune spirals are 10 feet in diameter and will teleport anyone stepping onto them to the next spiral. In order to continue the journey, the user must step off the spiral he has just teleported to and then step on again. Each one sends the user to another teleportation spiral that must be activated in kind. The skinner knows all of these circles and locations and can use them to travel back and forth to his lair in 12 rounds (or just 6 rounds one way). Once he has returned to the lair with a paralyzed victim, he will start skinning the victim; he will complete the task in 6 more rounds, so, once someone is grabbed, the players have 18 rounds to rescue them before the skinner kills them. The players will probably first encounter the skinner when they pass circle 6a, where he will attempt to grab a party member. If he does not succeed, he will retreat to his lair where he will track the party's progress and attempt to grab a different party member when they pass another teleportation spiral.

The rest of the maze are just a series of winding, sloping paths with occasional bloody handprints scattered around.

The Skinner: HD: 7, HP 40, AC: 3 [16], ATK: Claw (1d3)+ paralysis (save at -2), or skinner's knife (+2 hit, 1d4+4 damage), ST: 9, SP: Magic Resist 49%, silver or +1 weapons required to hit, MV: 12, AL: C, CL/XP: 11/1700, skinner's knife +2, bracers of protection AC 4 [15], key to manacles and door to cave 3. He appears as a tall, cadaverous creature dressed in bloody rags with burning eyes, wild hair and an unkempt beard. His fingers have long, clawed nails and he wears a pair of iron bracers on his wrists. The knife he uses is equal to a +2 dagger and the iron bracers are 'bracers of defense' AC 4 [15]. His long, clawed fingers drip with a paralytic venom (victim saves at -2). His usual tactic is to use the circles to teleport into the midst of the party to attack by surprise (4 in 6 chance), paralyze a victim, use the circles to teleport back to his lair and skin them. Every hit point he inflicts on a victim in his lair will heal a like number of points of damage on the skinner and when he completes the ritual, he will be completely healed AND gain a temporary (24 hour) hit dice (so he will be 8 hit dice if he manages to kill 1 victim, 9 hit dice if he kills 2, etc. If destroyed, the skinner will crumble into dust, leaving his weapon, bracers, keys and rags behind.

6a through 6g) Teleporters: These are the 'teleportation spirals' used by the skinner to travel the maze. Each appears as a spiral of mysterious runes inscribed on the floor that is 10 feet in diameter. Stepping on 6a will instantly transport you to 6b. You must then step off the spiral at 6b and step back on to be transported to 6c, etc. Stepping onto 6g (the spiral within the skinner's lair) will transport you back to 6a.

7) Skinner's Lair: This room is lit by a blood red fire that burns in the center of the room. In the room are 8(?) iron pillars covered with barbed thorns and equipped with manacles. The skins of hundreds of humans, elves, dwarves, orcs and other creatures hang from the walls; some of the skins are quite dried and look hundreds of years old. Two flayed bodies, one is an elf and the other is a dwarf, are stuck to two of the pillars (these are recent victims of the skinner). To one side is a pile of discarded clothing, armor and possessions. Beside the fire stands a small stone pillar; atop it sits a crystal ball that the skinner uses to track his potential victims through the maze.

The skinner will remove a victim's clothing and armor, thrust them up against the pillar and start skinning them; finishing this process in 5 rounds (1 round required to unclothe and shackle them). Thrusting the victim against the pillar causes 2-12 damage from the barbed spikes; the 'skinning' inflicts and additional 2-12 hit points per round. The paralysis effect of the skinner's touch will wear off once the character is bound to the pillar (so the skinner can enjoy their pained writhing) but this will allow the victim one chance (using either strength or dexterity as a percentage chance; i.e.: a character with a strength of 13 would have a 13% chance) to break free or wiggle loose from the manacles. The skinner keeps a key on a cord around his neck with which he can open the manacles or the door at 3.

If attacked in his lair, the skinner will attempt to grab and hurl opponents into the fire for 2-12 damage per round (roll a d20 for the skinner and a d20 for the victim, adding any strength bonuses (Skinner gets +2); if the skinner's total is more than x2 the victim, he has picked them up and thrown them into the fire! If it is equal or greater, the skinner has hold of them and they cannot act (and he will try to paralyze them with his claws). If the victim's score is better than the skinner's, THEY have the advantage and can attack, break away, etc).

Anyone killed by flaying in the skinner's lair cannot be brought back to life; their soul is devoured.

Treasure: In addition to the crystal ball and the personal possessions of the skinner, there is a large pile of armor, weapons and other items from previous victims. Most of this gear is mundane; there are 1-6 sets of leather armor, chainmail, plate mail, helmets, shields, etc., of ordinary materials sized for dwarves, elves, humans, etc, all kinds of clothes, robes, cloaks, boots, etc., 4 backpacks, 3 coils of rope, iron spikes, flasks of oil, etc., and an assortment of weapons including 1-6 daggers, axes, swords, etc.

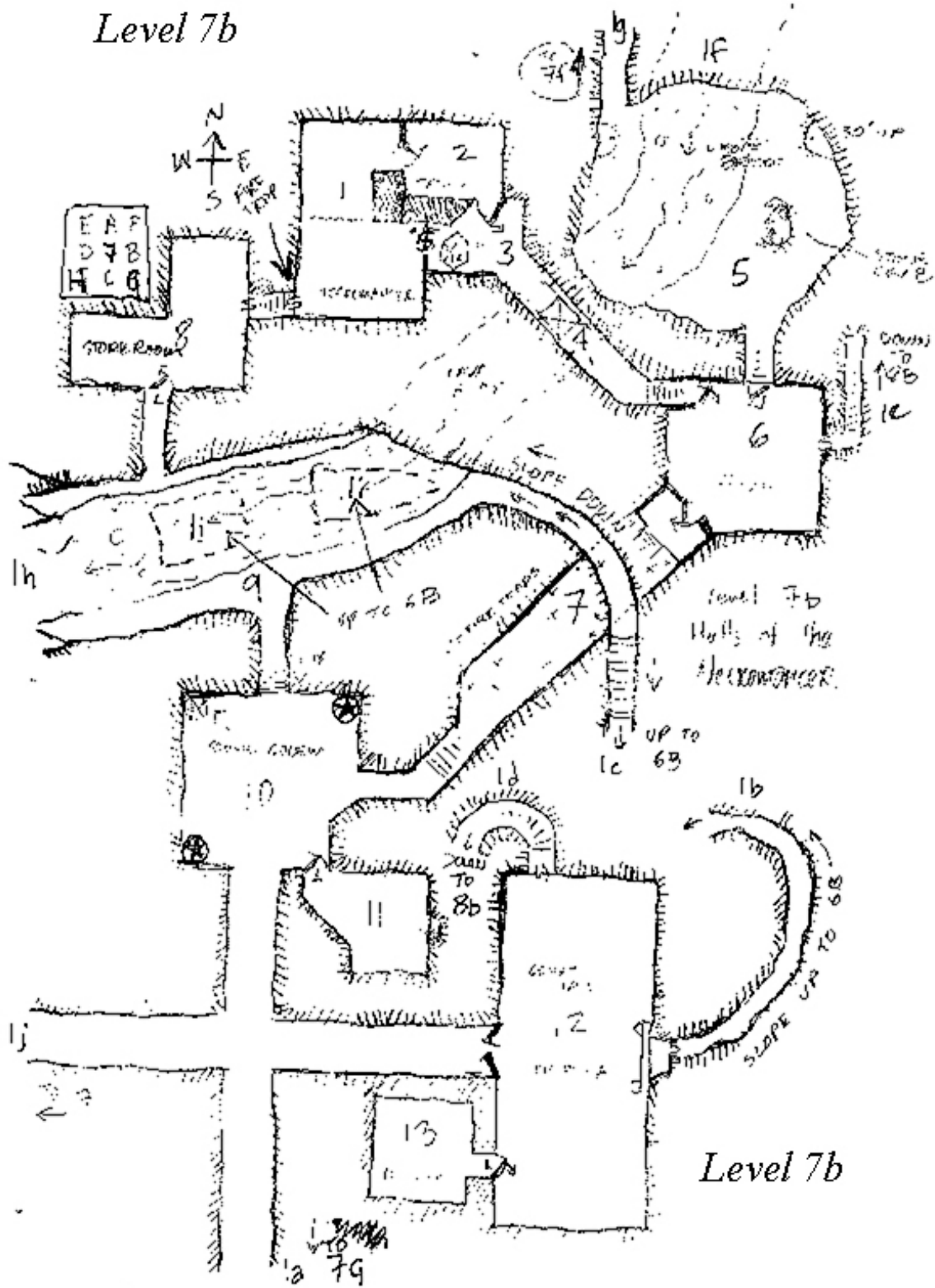
Mixed in the pile are a +2 sword, a +1 dagger (both made of silversteel), a suit of beetle carapace armor (see 'New Equipment' in the appendix), a chunk of magnetite worth 12 GPS, a starlight quartz worth 100 GPS and a spellstone (can contain 1 1st level spell, worth 1,000 GPS) (see 'Glorious Gems' in the appendix), a rope of climbing, 2 potions of healing and a clever cudgel (see 'Magic Items' in appendix). Scattered throughout the pile are 500 GPS and 3 gemstones worth 100 GPS each.

8) Exit from the skinner's lair: A secret door (detect 1 in 6) leads to a small room with an iron lever on the wall and a giant stone block. The lever is in the up position and there are scrape marks on the floor just west of the giant stone block. If the lever is pulled down, the stone block will slowly slide 10 feet west with a grating noise, revealing an opening to the hallway that leads to location 3 and level 7a. The block takes 3 rounds to move, so anyone can easily get out of the way, but if they don't it will inflict 10d6 crushing damage as it squeezes them against the wall. Pulling the lever back up seals the opening again.

9) The door in the east wall is locked, if forced open from the west side, will dump a pile of rubble out into room 2 (anyone standing in front of it must make a save or take 2-12 damage from falling rubble). From the east side, it will be obvious that the stairs and doorway have been filled with hundreds of pounds of rock. It would take hours to clear the rubble away. The rubble was placed here by the red dwarves, who wanted to limit access to the bloodgold furnace at 7f.

10) Track Room: This 30x30 room has a set of iron train tracks, 5 feet apart, leading from location 10 and then turning west down the hall to level 7f.

11) Storeroom: Stored ore here for the bloodgold furnaces; now mostly empty. A set of iron train tracks, 5 foot wide, lead down the center of the room. An empty ore cart is parked at the end of the line.



LEVEL 7b: Halls of The Sorcerer

Like level 7, this place is dominated by the river of fire(9). This area is home to an evil sorcerer and some cambion servants (1, 2 and 3). The Necromancer is protected by a number of traps, including over a dozen fire glyphs (7), a pit trap that will drop intruders into the lava (4) and a stone golem (10). A chimera (12) guards some prisoners (13). Another cave(5) contains a stone statue of a crab that hides an ancient and cursed tomb.

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) This 20' wide passage leads south to level 7g.

1b) A secret passage hidden in the back of a fireplace in room X leads to a narrow tunnel (3' wide x 6' high) that slopes up to level 6b. The tunnel is filled with spider webs and every time anyone uses the tunnel there is a 2 in 6 chance that 1-3 members of any group will be attacked by 1-4 jackspiders (see 'Malevolent Monsters' in the appendix)

Jack Spider, HD: 1 hp each, AC: 3 [16], ATK: Bite (see appendix), ST: 17, SP: jump 10 feet, surprise 3 in 6, MV: 3, AL: N, CL/XP: B/10

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

1) Mordecai: 10th-level magic-user (AC 9, hp 35)

magic items: **potion of diminution, ring of fire resistance, wand of magic detection, bowl of commanding water elementals**

spells:

1st level: **burning hands, magic missile, protection from good, shield**

2nd level: **audible glamour, stinking cloud, web, wizard lock**

3rd level: **clairvoyance, fireball, phantasmal force**

4th level: **confusion, wall of fire**

5th level: **cone of cold, monster summoning III**

He is in the south part of the room, reading. The room is set-up as a bedroom in the north part. If alarm at area 3 or secret door is set off, he will cast:

1. **clairvoyance** (lasts 9 rounds)

2. summons water elemental (AC 2, HD 12, hp 80, 1 atk 5-30, +2 or better weapon to hit, lose 1 hp from each die he inflicts)

3. **shield** (lasts 45 rounds, +1 saves, AC 2 vs. hurled, AC 3 vs. missiles, AC 4 vs. all other)

4. **protection from good** (+2 AC, all saves)

5. **audible glamour** (18 rounds)

6. **phantasmal force** (of a balrog)

Twelve zombie servants (AC 8, HD 2, hp 8 each).

2x cambions.

North part of room is bedroom. South part of room is study with tables, books, lamp, decanter of wine, etc. Add in the black cabinet.

Black Cabinet: (Warning: This dungeon feature is supposed to be disturbing. If you don't think this encounter is appropriate, have the cabinet be empty, full of treasure or perhaps a demon of some sort pops out of the cabinet when it is opened.) A large black wooden cabinet caved with leering demon faces has three shelves inside of it. The top shelf holds 24 small test-tube vials of a white fluid (incubi semen) in wooden racks of 6 each, 12 jars with what looks like a single tiny fleshy red polyp suspended in clear fluid on one shelf (succubae ovum) and a copy of "The Book of Cambions" bound in the black hide of some unknown creature (see 'Magic Items' for details on this book). The second shelf holds two dozen steel, wood and rubber medical instruments of particularly gruesome aspect. The third shelf just holds extra glassware and alchemical gear (alembics, retorts, vials, tubes, mortars and pestles and the like) as well as 12 flasks that hold distilled spirits (see the entry for 'Molotov Cocktails' under 'Weapons' in the appendix).

If the demon's semen is combined with a demon's ovum in any way, it will instantly create a flesh horror which will explode outward from the point where the semen contacted the ovum in 3 rounds. The creature will instantly attack anyone in the vicinity. If the demon's semen is used to fertilize a human female or demon ovum is placed in the uterus or stomach of a human size or larger creature (including cattle, etc.) and fertilized with human sperm, a cambion will be created (see 'Cambion' in 'Malevolent Monsters' in the appendix). The cambion has a gestation period of three month, and, if it is implanted in the stomach (by forcing the host to swallow the fertilized egg), it will tear apart and kill the host when the cambion is born.

Treasure: To the right (and very evil buyers), the demon's semen and ovum will be worth 1,000 GPS each, but selling them rather than destroying them is probably an evil act. 'The Book of Cambions' would be worth 5,000 GPS to a wealthy scholar or magical researcher. All of the medical instruments are worth about 300 GPS to a doctor or a merchant who deals with doctors, but the whole collection weighs about 24 lbs.

One hundred books in the room are worth 100 g.p. each. Two carpets are worth 500 g.p. each. A gold urn (worth 500 g.p.) holds 1,000 g.p. of the purple lotus dust (make saving throw or fall asleep with dangerous visions). Small jade casket worth 500 g.p. holds 12 gems worth 500 g.p. each. A silver box holds 150 g.p. A slab under carpet is a secret compartment trapped with a summoned air elemental and lined with lead. It contains his 5 spell books.

2) Replace the Four trolls (AC 4, HD 6+6, 3 atk 5-8/5-8/2-12) with cambions. No treasure.

3) If the floor is stepped on at entrance, the alarm bell rings in area 1.

4) Trap door will drop anyone 20' down into lava. There is a stone on northwest side and on southeast side that can be pressed to temporarily shut-off the trap. (Pops back out in 1 turn.) If anyone falls into the lava, the lava does 10d6 points of damage per round and anyone killed by the lava burns to ashes which immediately become a part of the lava (making the recovery of the body, short of a wish spell, impossible). If someone survives a dip in the lava, a savings throw should be rolled for each of the survivor's significant possessions; those items that fail would either be lost or destroyed.

5) Cavern with Lava River: Two ledges are 30' up with handholds to climb. A single rope with two "handrail" ropes is across the bed of the river of lava.

On the shore are scuttling dragon crabs which will attack anyone walking on the sand.

If anyone falls into the lava, the lava does 10d6 points of damage per round and anyone killed by the lava burns to ashes which immediately become a part of the lava (making the recovery of the body, short of a wish spell, impossible). If someone survives a dip in the lava, a saving throw should be rolled for each of the survivor's significant possessions; those items that fail would either be lost or destroyed.

X) Crab Tomb: There is a large stone statue of a crab here. Between the claws of a large statue of a crab is a secret door (discovered on a 1 in 12) that leads to a 10x10 room. A 5x5 foot stone slab in the floor (requires a combined strength of 30 to move) covers a 4' x 4' shaft that goes 30' down to a 30' x 30' room with a floor made of sand. In the room, seated on a throne carved of stone, is a mummified fishman wearing a magical gold headdress, a gold ring on it's finger, a blue scarab on a chain around his neck, an elaborate short sword with an ivory hilt and mother of pearl scabbard fastened at his belt and a gold scepter in his hand. The mummy will rise as soon as the room is entered and attack. 4 stone crabs will climb out of the sand and attack as well. In addition, the room is protected by a cold spell that will drain 1d6 hit points per round (cumulative – so 1d6 on round 1, 2d6 on round 2, etc.) for as long as anyone is in the room. The cold spell ends when the mummy is defeated or when the last living creature leaves the room and, of course, the mummy and the stone crabs are immune to this effect.

Mummy, HD: 6+4, HP: 30, AC: 3 [16], ATK: Fist (1d12), ST: 11, SP: Rot, hit only by magic weapons, rod of beguiling, headdress confers ESP power, ring of fire resistance (+5 saves vs. magical fire), MV 6, AL: C, CL/XP: 7/600

4 Crabs, Stone HD: 7, HP 30 each, AC: 0 [19], ATK: 2x claws (2d6 each), ST: 9, SP: immune to most fire and cold, ½ damage from piercing and slashing weapons, MV: 12, AL: N, CL/XP: HD (8/800)

The headdress is equivalent to a **Medallion of ESP**. The rod adds a +2 to charisma of the owner as long as it is held and is also a **rod of beguiling**. The scarab is a **Scarab of Rotting** (see 'Magic Items' in the appendix for details of the Scarab of Rotting). Anyone touching the scarab must make a saving throw at -4 or be forced to claim it as their own and wear it. They will then come down with the mummy rot curse which can only be cured by removing the scarab. The magic ring is a **ring of fire resistance**. The ivory hilt short sword with Mother of Pearl scabbard is a **+1 magic weapon** and has a blade made of silversteel (see 'Metals' in the appendix for details of silversteel).

The fishman mummy was a great king of the fishmen in the distant past until he died a natural death. Why his followers decided to place his tomb here is currently unknown, although since the tomb has not been plundered and his treasures have not been removed, it seems like they made a good choice.

6) Three trolls (AC 4, HD 6+6, 3 atk 5-8/5-8/2-12) each wear a necklace and two armbands with gems and gold worth 500 g.p. each. Replace these with Cambions.

7) Every X = a **glyph of warding** (20 points of fire damage, [F-CH, feh]). A small trail of pebbles (not casually noticed) shows the safe trail.

8) Store Room: Barrels of wine, food, etc. Huge pile of torches, jugs of ale, rope, spikes, food, etc.

9) 1 in 6 chance of a salamander. Anyone falling in will be inflicted with 8d6 points of damage per round.

10) Three huge statues of giants stand in the corners. One is a stone golem (AC 5, MV 6", hp 60, 1 atk 3-24, cast **slow** spell every other melee round, +2 or better weapon to hit).

11) Sitting room with rugs, huge chairs, bearskins, and brass candelabras. Cabinet contains liquors.

12) Great Hall: Broken tables, charred tables, etc. Chimera (AC 6/5/2, MV 9"/18", 6 atk 1-3/1-3/1-4/1-4/2-8/3-12) will 50% of the time breathe fire 5" for 3-24 points of damage.

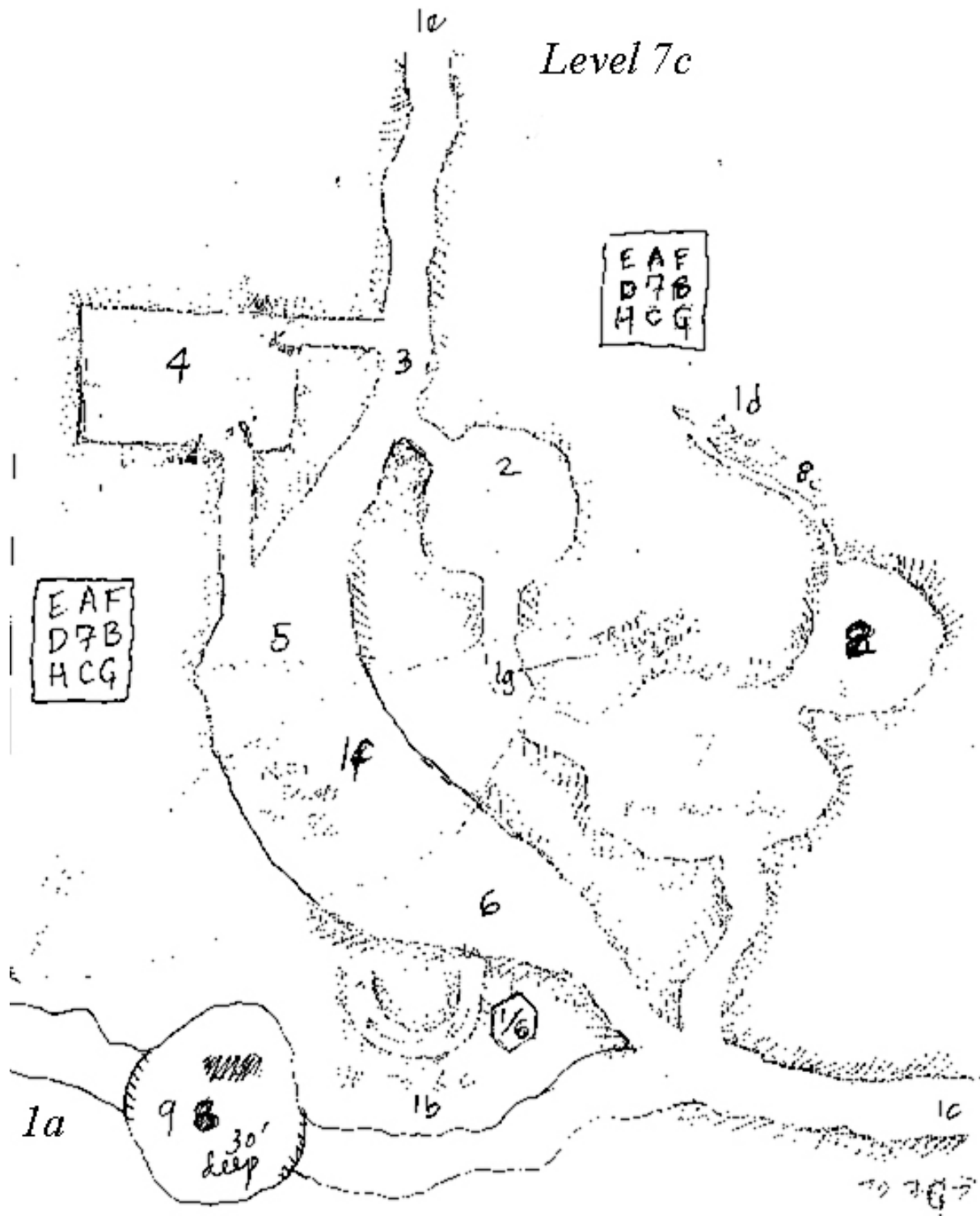
13) Three prisoners are chained to the wall: Larrick (lawful evil 3rd-level human fighter), Umbo (neutral 4th-level dwarf fighter), and Bobral (neutral 6th-level human thief).

13. Cave: The entrance is boarded-off with crude wood. Anus of giant worm from Level 6B in ceiling. Huge pile of slimy dung. (Anyone who enters the cave must roll their Constitution or less on a d20 or feel ill (-2 on attack, damage and all other actions, 10% chance of spell failure, move at ½ speed for as long as they stay in the cave. Check every turn.) Digging through the dung one is 50% likely to find 1-3 rot grubs, 50% likely to expose you to Leech's Disease (see "Diseases" in the appendix) and 50% likely to find a treasure; check every turn. If players use a spade or similar tool to dig through the dung, they are only 25% likely to come down with Leech's disease.

Rot Grub: HD 1hp; AC 9 [10]; Atk 1 burrow; Move 1; Save 18; AL N; CL/XP 1/15; Special: Burrows to heart

Random items one might find in the dung (1d12; Each can be found once):

1. bone scroll tube contains a scroll with **fireball**, **lightning bolt**, **teleport**, **blink**, and **stone to flesh** (12th level)
2. **+3 battle axe**
3. **+2 shield**
4. rotted sack of 167 g.p.
5. silver holy symbol
6. gem worth 5,000 g.p.
7. Orichalcum chainmail (rust-proof) AC -4 [+4]; worth 6000 GPS.
8. bottle of wine
9. **+1 red dragon hide** armor (AC 4, +2 saving throws vs. fire, counts as ring or scale mail)
10. **wand of light** (50 charges)
11. empty glass bottle
12. 50' rotten rope (rotted and obviously useless: breaks if used)



LEVEL 7c: Manticore Caves

Introduction: Some time ago, a magic-user interested in breeding manticores for fun and profit moved into this level. He used his skills to breed the standard manticore (which has tail spikes that it can fire like crossbow bolts) with the Eastern (or Persian) manticore (see 'Monsters' in the appendix; this variant is larger and has a scorpion's tail with stinger instead of a tail with spikes) to create a 'hybrid' manticore (which has a tail that fires poisoned spikes. Again, see 'Monsters' in the appendix). Unfortunately, the magic wand he used to keep these fierce monsters under control ran out of charges at an inopportune moment. Players might find his remains and the evidence of his research in one of the rooms on this level. And, of course, they can run into all three varieties of manticore throughout the dungeon.

Special Effects: This level will be occupied by manticores and gargoyles (which have flown up from the level below). The roars of these creatures will echo through the halls.

Updating the Level: Manticores from elsewhere in the complex will return here to breed and challenge one another. The DM should use their judgment in determining if the manticores within the complex are depopulated to the point that they are not being replaced. At that point, gargoyles from the lower levels will probably move into this level.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Rough tunnel to level 7h

1b) Secret passage ramp up to level 6c.

1c) Rough tunnel to 7g

1d) Narrow rough tunnel (3' wide x 6' high) down to level 8c. The further down one goes, the stronger the odor of sulfur becomes.

1e) Tunnel north to level 7. Player characters travelling north along this tunnel will see a red glow to the north and feel a warm draft tinged with the smell of sulfur (from the river of lava on level 7).

1f) Pit down to level 8c. Anyone falling down it will land on the floor 120 feet below (and taking 12d6 damage!). Anyone falling into the pit has a 30% chance of landing on the bridge on level 8c (30 feet down; thus 3d6 damage). Rift down to Level 8C: 30' down and you see a bridge, then 100+ more feet.

1g) This section is also a pit down to level 8c here is covered with an illusion of a stone floor. Anyone falling down it will land on the floor 120 feet below (and taking 12d6 damage!).

2) Empty: Areas labeled 2 on the map will always be empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc. In addition, the DM can use these spots to place their own encounters or locations.

3) Hallway: 2 in 6 chance one of the manticores at area 2 will notice anyone here.

4) Manticore Project: The door to this room appears to have been ripped off of its hinges from within. The room filled with six cages; the bars are broken or the cage doors ripped from their hinges. The remains of a dead human, who appears to have been ripped to pieces, lie on the floor. A rod made of wood with a silver tip and a ripped up leather bound journal lie on the floor beside him. On the wall is a large chart with line drawings of 3 types of manticores; the first is labeled "Eastern Variant; note large size and scorpion tail." The second is labeled 'Standard variety; very dangerous!' The third is labeled, "Hybrid – tail has poisonous spikes!" There are spikes embedded in the walls, floor and the human's corpse.

The ripped up journal belongs to someone who writes that he is very 'excited' about his manticore breeding project. Although the book is hard to read because it has been ripped up and splattered with blood, the author writes a bit about the Eastern manticore being larger and having a poison stinger instead of the tail that can shoot iron spikes and says he has successfully bred the two species together to create what he calls a 'hybrid' manticore that can shoot poisonous spikes. He states that he can control the manticores through the use of a magic rod of wood that makes the manticores obey his every command. On the last page, in a shaky hand, he writes that the magic rod no longer works; perhaps it is out of charges? He also notes that the manticores are growing more and more restless, and battering against the bars of their cages...

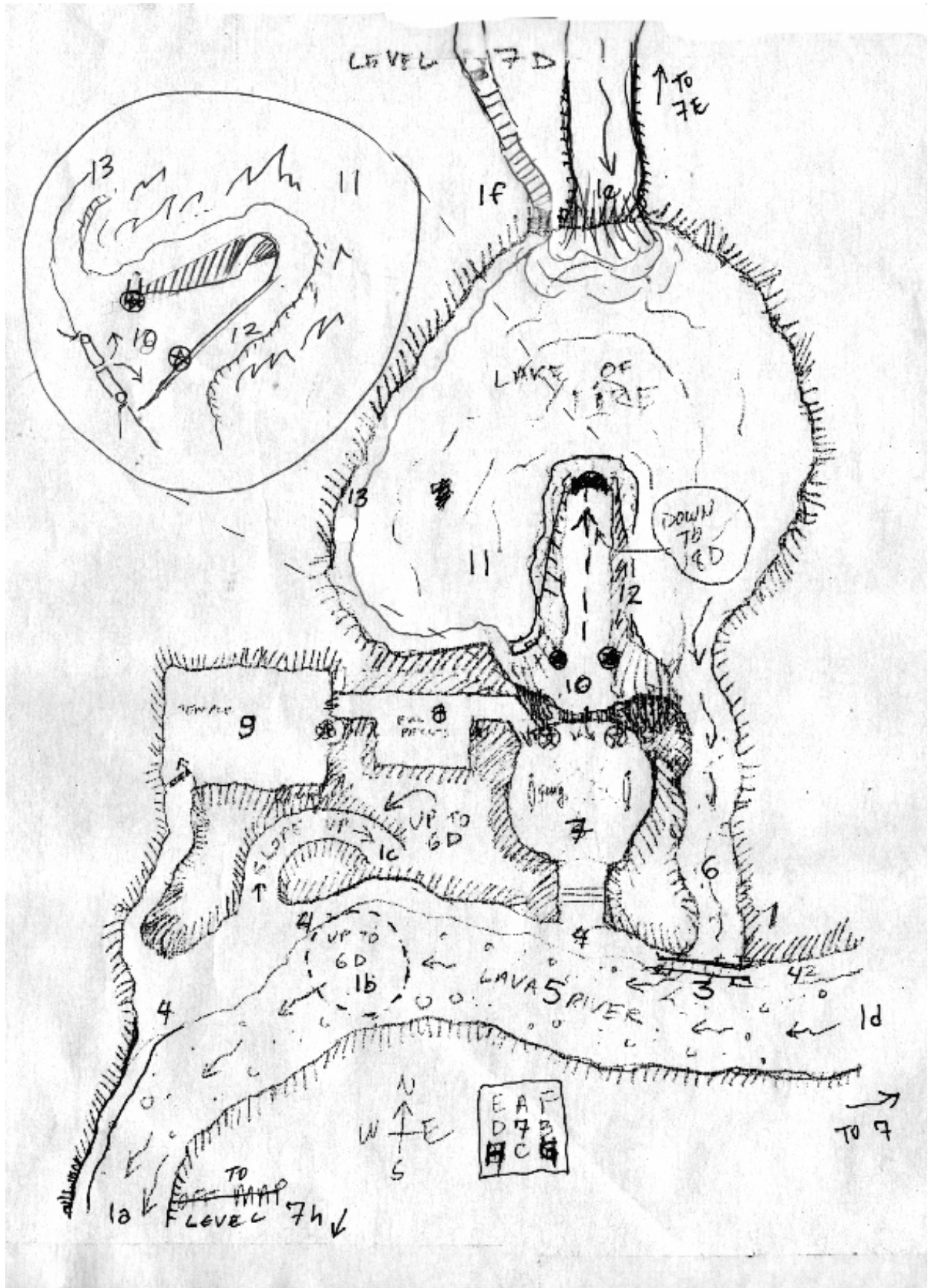
The wooden rod radiates magic to a slight degree but cannot be recharged.

6) Cave: There are just a few scattered bones here. The manticores at 5 (above) are likely to see any creatures on this side of the pit at 1f and will hurl several volleys of spikes over here before flapping across the pit to attack. A secret door (discover 1 in 6) is hidden in the south wall (leads to location 1b)

7) Eastern Manticore: A large eastern manticore is chewing on the body of a dead standard manticore.

8) This room is empty. A small passageway (1d) gives access to level 8c below. The room smells of sulfur.

9) Pit: This room has a pit 30 feet deep within it. There are the rotted remains of a half dozen goblin carcasses in the pit and four cave beetles are in the pit, eating the dead goblins. Other than 2d6 CPS, 2d6 SPS and some goblin weapons, bits of armor and personal effects (tooth necklaces, combs made from fish bones, useless charms, etc.), there is no treasure.



LEVEL 7d: Lake of Fire

The river of lava flows in from the east here and then south, off the map. Anyone walking along the path along its bank or crossing the metal bridge (1 and 2) is likely to take damage from the heat or globs of hot magma.

An entrance cave to the lake of fire (3) is protected by 2 trapped statues of efreet that spray liquid fire, two gongs that will alert the guards and stun anyone caught in the chamber when they ring and two huge stone doors. A temple to a fire dragon god (5) is attended by an evil priest and two fire giant guards (5). The priest and his guards will seek to trap invaders in room 3 – the giants attacking from behind and the priest triggering the efreet statues and gongs from a secret hidey-hole. The giants are immune to the gong effect.

The gate leads to the lake of fire (6). A ramp, surrounded on 3 sides by red hot rock walls that hold back the fire, lead to a door to the Balrog's Lair. The lake is home to "firesnakes;" large, snakelike creatures that are immune to fire.

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Lava Path: This connects to level 7h. The lava river flows towards the south and you can walk in relative safety along the path on the bank of the river, although anyone not protected (**resist fire**) takes 1-6 points of damage per turn from the intense heat. If anyone falls into the lava, the lava does 10d6 points of damage per round and anyone killed by the lava burns to ashes which immediately become a part of the lava (making the recovery of the body, short of a wish spell, impossible). If someone survives a dip in the lava, a savings throw should be rolled for each of the survivor's significant possessions; those items that fail would either be lost or destroyed.

1b) Chimney: There is a large natural chimney above the river of lava here that leads up to level 6d. Because of the smoke and heat, travelling up or down this flue will be dangerous unless magically protected from the heat and fumes (a resist fire spell might be a good idea).

1c) Sloped passage: This 10 foot wide x 20 foot high stone passage slopes upwards to level 6d. Anyone travelling down it will feel the heat and smoke and stench of sulfur increase as they travel from level 6d to 7d.

1d) Lava Path: Similar to 1a, above, except the path and river of lava join with level 7.

1e) Flaming Falls: Flaming liquid spews out of a hole in the wall and plunges into the lake of fire (location x). This is the river of bitumen from level 7e that pours into the lake here and catches fire as it enters the level. The stench of sulfur near this point is quite intense; anyone within 30 feet of this area must make a saving throw or be sickened for 2-5 turns (-1 on attack and damage, move at 3/4 speed).

1f) A narrow and hot stairway climbs up from the path circling the lake of fire (location x) to location 1a on level 7e.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Bridge across River of Fire: The lava river (location 5) flows east to southwest and the burning river (location 6) joins the lava river at this point. The stench of sulfur near this point is quite intense; anyone

within 30 feet of this area must make a saving throw or be sickened for 2-5 turns (-1 on attack and damage, move at 3/4 speed). Anyone here not protected (by spells like **resist fire**) takes 1-6 points of damage per turn from the fire. A blazing river flows from the north and joins the lava—crossed by an iron bridge. Anyone not suitably protected takes 1-6 points of damage from the heat crossing the bridge. If anyone falls into the lava, the lava does 10d6 points of damage per round and anyone killed by the lava burns to ashes which immediately become a part of the lava (making the recovery of the body, short of a wish spell, impossible). If someone survives a dip in the lava, a savings throw should be rolled for each of the survivor's significant possessions; those items that fail would either be lost or destroyed.

4) Shore of the Lava River: This stone ledge is just a few feet above the lava river. Every turn that characters move along the shore of the lava river, they will take 1d6 damage per turn from the intense heat of the lava unless appropriately protected from fire (by a spell, magic item or one of the asbestos suits that can be found in the mines). If anyone falls into the lava, the lava does 10d6 points of damage per round and anyone killed by the lava burns to ashes which immediately become a part of the lava (making the recovery of the body, short of a wish spell, impossible). If someone survives a dip in the lava, a savings throw should be rolled for each of the survivor's significant possessions; those items that fail would either be lost or destroyed.

5) Lava River: The river is of blazing orange lava, 30 feet across and 20 feet deep and the ceiling is 50 feet overhead. Every turn that characters move along the shore of the lava river, they will take 1d6 damage per turn from the intense heat of the lava unless appropriately protected from fire (by a spell, magic item or one of the asbestos suits that can be found in the mines). In addition to normal wandering monster encounters, every turn that one is in proximity with the lava river, there is a chance of attracting the notice of one of the creatures that dwells in the lava; roll on the following chart with a d20:

Roll 1d20 every turn:

- 1-2) Lava Spout: a Large bubble bursts in the river, possibly spraying everyone within 20 feet with hot lava drops. Each creature within 20 feet must make a saving throw or be hit by 1d3 droplets of lava that inflict 1d6 lava damage each.
- 3-4) 1-3 fire salamanders swimming in the river notice the players and attack.
- 5-6) 2-7 dragon crabs scuttle along the shore and attack anyone in sight.
- 7-8) 2-8 magmen swimming in the river notice the player characters and attack.
- 9-20) No encounter.

If anyone falls into the lava, the lava does 10d6 points of damage per round and anyone killed by the lava burns to ashes which immediately become a part of the lava (making the recovery of the body, short of a wish spell, impossible). If someone survives a dip in the lava, a savings throw should be rolled for each of the survivor's significant possessions; those items that fail would either be lost or destroyed.

6) Burning River: The flaming bitumen from the lake of fire (location x) flows into the lava river at this point. The stench of sulfur near this point is quite intense; anyone within 30 feet of this area must make a saving throw or be sickened for 2-5 turns (-1 on attack and damage, move at 3/4 speed). Other than flying, there is no way to pass unless one is completely invulnerable to all types of fire; a fire giant might be able to swim up the bitumen river to the lake of fire at location X.

Any unprotected person who falls in will probably instantly be incinerated (see location 5, above).

7) The Fire Gates: Two huge (20' x 20') stone doors flanked by iron statues of efreet. The doors are locked. Two huge gongs hang on the west and east sides of the room. If anyone walks between them, they sound, alerting area 4 and making necessary a saving throw vs. magic. Those who fail their saving

throw will be stunned for 2-4 rounds from the noise. The statues of efreet can be commanded to breathe fire in cones about 60' long and 20' wide at the base. One breathes southwest, the other breathing southeast. They will do so only if commanded by the cleric at area 8.

8) An evil priest and two fire giant minions (AC 3, MV 12", HD 11+2, hp 54, 48, 1 atk 5-30, hurl rocks for 2-20) hide in here. The priest sits reading blasphemous tracts, while the fire giants sit with two hell hounds (AC 4, MV 12", HD 7, hp 29, 24, 1 atk 1-10 + breathe fire) curled at their feet. The room is furnished with a chair, table, lamp, and books. A cabinet contains 10 red **cloaks of Fire Resistance** (as the ring of the same name; see 'Magic Items' in the appendix). Any disturbance at area 3 will cause the giants to move through the temple, arriving in area 3 in 4 rounds. The priest observes through the peephole in the secret door and tries to cast spells or catch intruders in the flames from the sculptures of efreet.

The priest (10th-level cleric, hp 39, 1 atk 1-6 + 1) is armed with a **staff of striking** and wears a **ring of fire resistance**.

spells:

1st level: **command, cure light wounds (x2), detect good, resist cold**

2nd level: **hold person, know alignment, resist fire, spiritual hammer (x2)**

3rd level: **animate dead, dispel magic (x2), prayer**

4th level: **cure serious wounds, poison, sticks to snakes**

5th level: **flame strike, insect plague**

9) Temple of Yordixthalal: Huge statue of a dragon/man with three heads. Walls are covered with dancing flame mosaics. Two braziers illuminate the room. A gold key to the door at area 3 hangs on a silver chain around the statue's neck. If touched by anyone who is not evil, 1 point of wisdom is permanently lost. The key teleports back here after having been used.

10) Entrance to the Lake of Fire: The ramp goes north to a carved archway, surrounded on all three sides by smoking walls of volcanic rock that hold back the flaming "waters" of the Lake of Fire. Two statues of salamanders flank the ramp. To the west, a narrow path (4 or so feet wide --- see location 13) weaves along the shore of the lake of fire (Location 12). Here one can hear the roar of the creatures at 12 and see the demons thrusting the wailing humans into the fire lake

11) The Lake of Fire: This flaming lake is fed by the river of bitumen from level 7e. In addition to the magmen and demons at location 12 (see below), every turn that one spends moving around, over or through the lake, one is 50% likely to encounter firesnakes (need to be added to the bestiary) Firesnakes (AC 2, HD 8, hp 40 each, 1 atk 2-24 + 1-6 fire damage if within 10', immune to fire-based attacks) inhabit the lake.

The lake is, of course, made of flaming liquid bitumen so anyone in it is probably severely fucked but add something here about how much damage per round they will take.

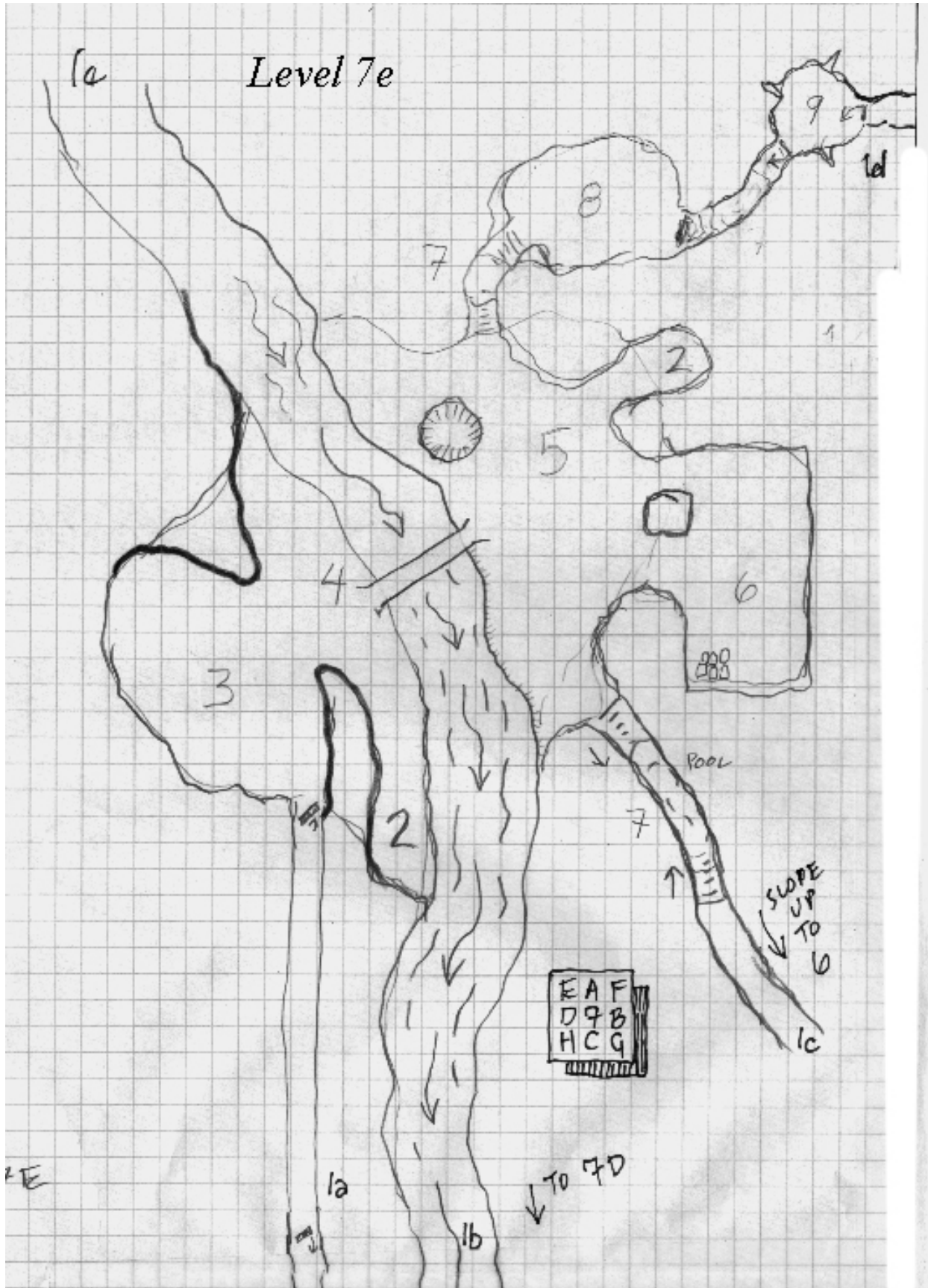
12) The Shore of the Lake of Fire: This lake appears to be a huge, flameswept lake of pitch filled with screaming naked men and women in agony. Demons of the shore continuously poke at the people with pitchforks, thrusting them back into the fires. The lake of fire is real, as are the demons, but the 'people' are actually magmen who enjoy this sport very much. If anyone attempts to interfere, the demons and the magmen will gang up on their would be 'rescuers' and attempt to drag them into the lake of fire.

It will be nearly impossible to see through all of the smoke and fire, but there is a flaming waterfall at the back (north side) of the lake of fire. A flaming liquid is pouring in from a point in the wall about 20

feet up and landing in the lake of fire. A narrow path encircles the lake along the west side. Using this path, one can reach the stair to level 7e (The Obsidian Caves and Bitumen River)

The lake of burning pitch inflicts 6-36 points of damage per round. Unless the flames are extinguished immediately, it will take 5 rounds for the flames to burn out (inflicting 5d6 on round 1, 4d6 on round 2, etc).

13) Path: Leads from location 10 to 1f. Travelling along the path is hot and stinky due to the river of flaming pitch. The stench of sulfur near this point is quite intense; anyone within 30 feet of this area must make a saving throw or be sickened for 2-5 turns (-1 on attack and damage, move at 3/4 speed). Anyone here not protected (by spells like **resist fire**) takes 1-6 points of damage per turn from the fire.



Level 7e: Obsidian Caves and the Bitumen River

Introduction: This level is accessed via a ramp from level 6 or a series of stone doors from level 7d. The dwarves found large deposits of obsidian in this area as well as a river of naturally occurring bitumen. The entire level is uncomfortably warm and the river of bitumen emits a great deal of this heat, as well as smoke and sulfur fumes.

The walls and floors of the caves here are of glassy black stone that have a curious magical property. Every spell cast upon a target within the obsidian caves has a 50% chance of either rebounding against the attacker or affecting a target other than the intended one. This makes spellcasting within these caves very dangerous. Curiously, it only affects the spells of magic users and elves; clerical spells are unaffected.

Special Effects: The entire level is uncomfortably warm and the river of bitumen emits a flammable gas that is difficult to breathe. Every hour that players spend in the level, they must make a saving throw or (temporarily) lose 1 point of constitution. If their constitution drops to below 3, the players will pass out and die without 1-6 turns from suffocation. Anyone removed from the level will regain lost constitution at the rate of 1 point per hour.

Bitumen is a black, tar-like substance which can be used as a construction material, a fuel, waterproofing, etc. It is flammable and viscous when heated. Bitumen itself isn't terribly flammable unless refined and combined with other ingredients. When allowed to cool, it becomes black and brittle and can be broken up with a hammer into chunks. Any creature coated in bitumen which is subsequently set on fire will take an additional 1d6 damage for 1-3 rounds as the bitumen burns off.

If anyone proceeds past the stone doors(location 1a) or the water-traps (locations 7) with an open flame (torch, candle, casting fireball spell, etc.), the gasses that seep forth from the bitumen river in area 5 will ignite and flame will roar through the level, inflicting 3d6 on all within the level who are vulnerable to fire. This 'burning off' will last only a second and if players continue on with torches or open flames, the effect will not repeat and the 'poison gas effect' that steals 1 point of constitution per hour will be nullified, although the torches or candles will burn with a flickering blue light.. If the characters leave the level and return 24 hours later, the effect will repeat since that will be sufficient time for the flammable gasses to build up again.

The walls and floors of the caves here are of glassy black stone that have a curious magical property. Every spell cast upon a target within the obsidian caves has a 50% chance of either rebounding against the attacker if it is an attack spell (magic missile, fireball, sleep, etc) or a 50% chance of affecting a target other than the intended if another type of spell (roll randomly --- if the magic user tries to put a strength spell on the fighter, it might increase the magic user's strength OR it might increase the attacking monster's strength. Curiously, it only affects the spells of magic users and elves; clerical spells are unaffected.

Entrances and Exits:

Updating the Level: Obsidaxians will regenerate over time; if all of the obsidaxians on the level are destroyed, they will be replaced in 2-7 days. The spirit zombies will also gradually repopulate.

The Original DM's Notes: This level was added later. It was inspired by the natural phenomena known as 'Tar Pits' (like those at LaBrea in California and found throughout the Middle East). As I developed the idea, I grew more and more interested in the idea of a) the uses for the bitumen as a resource (throughout history it has been used as a building material, a waterproofing material, an embalming material, an ingredient in flammable pitch, a roofing sealant, etc.), and b) the possibility that the trapped gasses and flammable bitumen were located so close to the lake of fire on level 7d. Adding the river of bitumen helped explain what fueled the continually burning lake on level 7d. The obsidian creatures and the magical effects of the walls were added afterwards --- by the time player characters reach level 7, they ought to be prepared for a variety of challenges.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) The entry from 7d is closed by 2 swinging doors of stone that close behind the user. The inner (north) door has a sign that says (in Dwarven), "No smoking. Douse all torches." If anyone proceeds past the second door with an open flame (torch, candle, casting fireball spell, etc.), the gasses that seep forth from the river in area 5 will ignite and flame will roar through the level, inflicting 2d6 on all within the level who are vulnerable to fire. This 'burning off' will last only a second and if players continue on with torches or open flames, the effect will not repeat. If the characters leave the level and return 24 hours later, the effect will repeat since that will be sufficient time for the flammable gasses to build up again.

In addition, the entire level smells strongly of sulfur. Every hour that players spend in the level, they must make a saving throw or (temporarily) lose 1 point of constitution. If their constitution drops to below 3, the players will pass out and die without 1-6 turns from suffocation. Anyone removed from the level will regain lost constitution at the rate of 1 point per hour.

1b) Bitumen River: The warm liquid bitumen fills this passage to the roof here as it flows south into the Lake of Fire (map 7d) where it catches fire and burns. See location 4 for more details on bitumen.

1c) This passage slopes up to level 6. The dwarves used to lug filled barrels of bitumen from the river at location 4 through the sealing pool (location 7) and then place it on a cart which they would haul up to room 23 on level 6 via this ramped passage.

1d) This passage is closed by a battered wooden door at location 9. It gives egress to the tunnels on level 7a.

1e) Bitumen River: The raw bitumen flows in from underground here. This passage is probably impossible to traverse; the sticky bitumen reaches the ceiling. Enterprising DMs may wish to expand the dungeons here by increasing the height of the tunnel to allow players to paddle rafts up the river into an area north of 7e. See location 4 for more details on bitumen.

2) Empty: Areas labeled 2 on the map will always be an empty room. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Obsidian Cave: This large cave has walls of glistening black stone. Anyone with a pickaxe can harvest 2-7 chunks of obsidian per hour from the walls; these will be worth 1-10 GP each and will weigh 1 ounce each. If players spend extended time harvesting obsidian without training in mining, the DM should also allow for an increasing likelihood of a dangerous cave in. This area is occupied by 1-4 obsidiarians. Obsidiarians are elemental creatures made of sharp blades of obsidian --- they can shoot out blades like arrows or stab with claw like blades and appear as man-like shaped heaps of obsidian shards that make a tinkling noise as they move. These creatures lurk in here and every time the cave is entered, there is a 50% chance of encountering 1-4 of the creatures. See 'Monsters' in the appendix for more details on this creature.

Obsidiarian, HD: 8+2, HP 34 each, AC: 1 [19], ATK: 1 attack for 3-18, ST: 8, SP: can hurl obsidian up to 30 feet, immune to sleep, charm, poison, heat, cold, half damage from piercing attacks, x2 damage from blunt attacks, shatter when destroyed, MV: 12, AL: N, CL/XP: 10/1400

4) River of Bitumen and Bridge: The river is made up of a thick, opaque black molasses-like liquid. It is warmed by volcanic action and anyone immersed in the stuff will take 1d6 heat damage per round. The bitumen river is 20 feet deep and anyone caught in the river must roll their strength every round or be drawn 10 feet downriver and possibly (50%) under the surface. Anyone trapped under the surface will die of suffocation in a number of rounds equal to their constitution.

When allowed to cool, bitumen becomes black and brittle and can be broken up with a hammer into chunks. Any creature coated in bitumen which is subsequently set on fire will take an additional 1d6 damage for 1-3 rounds as it burns off. The dwarves used scoops to collect the bitumen and pour it into barrels where it would eventually cool and harden. The barrels would be brought up to levels 6 and 5d via a series of ramps at location 1c.

The cavern also contains a group of 8 tar covered spirit zombies which normally lurk around this bridge. These will come wallowing out of the river of bitumen and attack when player characters draw near. If set on fire, they will be flame covered spirit zombies who will score an extra d6 of flame damage while they attack (although the flames will help destroy the zombies). Note that fire or open flame in the area will ignite the gasses in this level and player characters who are on this level must make a saving throw every hour or gradually succumb to the poisonous gas (see 'Special Effects' for this level, above). See 'monsters' in the appendix for more details on spirit zombies.

8 tar covered Zombies, Spirit, HD: 4, HP 16 each, AC: 5 [14], ATK: 2 fists (1d6 each), ST: 12, SP: Immune to sleep and charm spells, silver or magic weapons required to hit, MV: 12, AL: C, CL/XP: 5/240

The bridge is an arch of stone 10 feet wide and 30 feet high at the center. The bridge is without guard rails.

5) Black Pudding Menace: A black pudding lurks in this part of the cave, disguising itself in a hollow in the floor. At first glance, it looks like a part of the floor or a layer of tar. It will strike by surprise on a roll of 1-4 on a d6 if anyone passes within 10 feet of it.

Black Pudding, HD: 10, HP 43, AC: 6 [13], ATK: Attack (3d8), ST: 5, SP: Acid attack, immune to cold, if hit with lightning will split into 2 smaller puddings, MV: 6, AL: N, CL/XP: 11/1,700

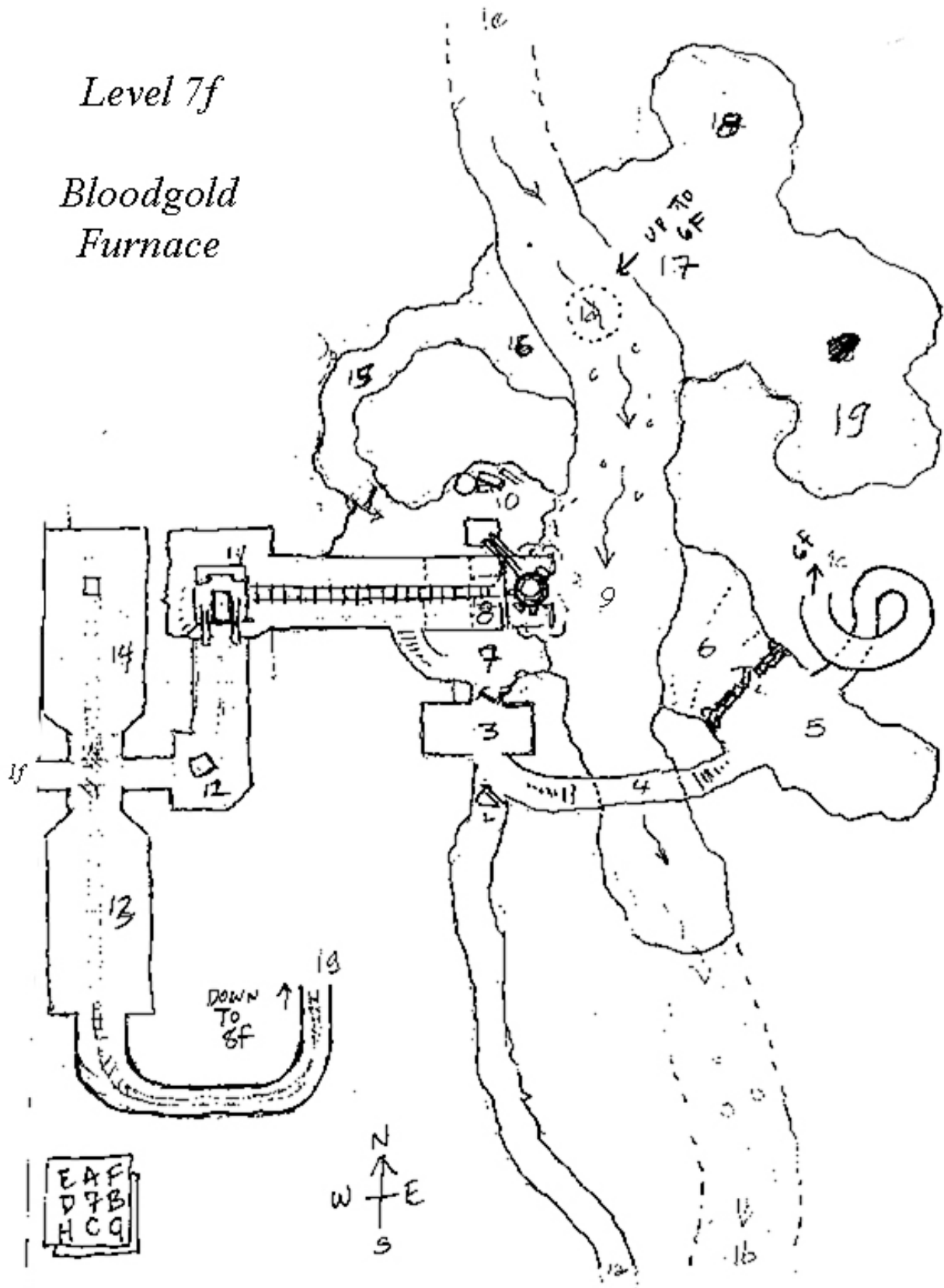
6) Storage: There are a few scoops, buckets, scrapers and rakes piled against the north wall of this room. All are old and covered in bitumen. The dwarves used to use these tools to scoop the bitumen from the river and pack it into barrels. There are also two dozen barrels stacked in the south part of the room, although this is a fairly large cavern which has been enlarged with tools and looks like it could hold many more barrels. The wood of both the barrels and the tools is crumbling with dry rot. These barrels were once to be used to transport bitumen to the surface.

7) Sealing Pools: There are two of these locations on the map. Each has a set of rough stairs leading down into a tunnel filled to the roof with dirty water. The dwarves used to pass through these pools by holding their breath; the water fills the passage to prevent the gasses that fill the cavern at 4 from escaping.

8) Clean Air Cave: This cave can only be reached by passing through one of the passages completely filled with water (Location 7; these provide an air seal that keeps the gasses on the rest of the level out). The room is lit by a pair of 'continual light' spells cast upon a pair of iron spikes nailed into the walls; one is in the right part of the room and the other is in the left.

The room is furnished with a few wooden benches, some stools and cots. On the wall, hung from pegs, are a few old canvas coats and gloves and aprons, all much stained with bitumen. All of these garments are dwarf sized. This was a room where dwarven miners who were harvesting bitumen from the river on this level would periodically come and rest and escape the heat and fumes of the bitumen.

9) Chamber: A table in this dirty cave has a big stack of bitumen impregnated torches (24) upon it. There are several footprints of what look like tar from boots on the floor. Under the table is a wooden box that contains 6 rough pieces of high quality obsidian that are worth 1-10 GPS each.



LEVEL 7f: The Bloodgold Furnace

I think this is 7f Bloodgold Furnace: passage down to 7b plus the lava river (which only a salamander could navigate and live), ramp with tracks for ore cart down to 8f... plus a hole in the ceiling up to 6f through which many gasses are vented.

Near the workshops where there is a furnace as well as ore smelters, etc., the players can come across a group of red dwarves draining the blood of an innocent into a molten cauldron of gold as a priest chants an incantation. The book will explain that this is how 'bloodgold' is made and will explain that bloodgold is a cursed metal; anyone possessing it will be driven to possess more of it.

The room has a stone cauldron suspended over the lava to smelt the gold, the exsanguinated victim hung above that, molds to cast the metal into bars, etc.

The red dwarf warriors will try to pull players into the lava using their war whips. They might also try to burn opponents with molten bloodgold!

Treasure includes the cauldron of molten bloodgold, bars of cooling bloodgold, bloodgold scrap and tools. There might also be a cage with several prisoners who are going to be used in the future to make bloodgold.

These are all on the lava river.

Dangers include high level red dwarves in asbestos suits, and a magman colony who help the red dwarves with their bloodgold in exchange for fresh flesh!

There are ore storage areas, plus tracks with ore carts that go down to level 8f

The Original DM's Notes: Level 7f: "The Bloodgold Furnace" In one of my campaigns from years ago, I had a substance I called 'bloodgold' which was supposed to inspire greed in anyone who possessed it. This was probably inspired by Tolkien's Dwarves from, 'The Hobbit' who go kind of crazy with greed once they get their hands on Smaug's treasure. Eventually, this evolved into the idea that this 'bloodgold' was a type of gold with a magical curse attached to it --- the more bloodgold a person is given, the more they want it (and the more dependent they become on whomever is supplying the cursed gold). I guess it's a form of a drug, but the idea of greed as a kind of madness is a pretty common theme in fantasy.

I had been kicking the idea of bloodgold around for a while, but never quite figured out where it came from. 'The Bloodgold Furnace' on level 7f attempts to address that. The red dwarves (one of the few creatures immune to the influence of the cursed metal) create the bloodgold in a furnace on this level through human sacrifice. If players can destroy the furnace and kill or drive out the evil dwarves working it, they can stop the supply of bloodgold at the source.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Rough stone tunnel to level 7b location 1g. The tunnel is hot and filled with sulfurous vapors. The south end of the tunnel is lit by a ruddy red light (from the river of lava on level 7b). The north end of the tunnel is closed by a locked stone door.

1b) Lava River: Only salamanders and magmen can come this way. At this point the ceiling slopes down to meet the lava, so even if a creature were protected from the intense heat and able to fly, they could not pass this way. See location 9 for more details on the lava river.

1c) Sloping, curved tunnel up to 6f. The tunnel is fairly warm and has slight odor of sulfur, but not as intense as other areas that are exposed directly to the lava river.

1d) Hole in the ceiling, directly above the river of lava, about 20 feet in diameter, that leads up to level 6f. Anyone coming down from 6f by this pit will need to make a saving throw each round or pass out from the intense heat and odor of sulfur. In addition, they will take 1d6 heat damage every round. See location 9 for more details on the lava river.

1e) River of Lava: Here the river of lava leads off the map. The ceiling is ~20 feet above the surface of the lava, so creatures protected from the heat and vapors of sulfur might be able to travel along the ceiling or fly down this tunnel to a location of the DM's invention. See location 9 for more details on the lava river.

1f) Mine Cart Tunnel: This tunnel, 10 feet wide x 15 feet high, has a set of iron train tracks, 5 feet apart, leading from location 10 on level 7a down the hall to locations 12, 13 and 14 on level 7f. There is a strong, warm breeze that smells of sulfur blowing in from the west.

1g) Mine Cart Tunnel: This tunnel, 10 feet wide x 15 feet high, has a set of iron train tracks, 5 feet apart, leading from location 13 down to level 8f. The tracks and hall slope down at an angle.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Storage Area: This area holds a cage full of slaves and various racks of tools, clothing and supplies that the red dwarves use for their smelting operation. This includes 2 racks of asbestos suits (one for dwarves and 1 for slaves), a rack of tools and a rack holding dozens of sets of manacles in various sizes.

There are 4 slaves currently in the cage who will beg to be freed (they are destined to become a part of the bloodgold ritual). The slave all wear manacles on their wrists and feet and only know that the red dwarves come in here periodically, grab someone from the cage and take them away. They are:

- Carlos, a level 3 human fighter. Carlos was a caravan guard who was captured by the were-rats on level 4 when they shot him with a crossbow bolt covered in sleep venom during a raid. The were-rats traded him to the red dwarves and Carlos has attacked his captors at every opportunity. Carlos has extremely high strength and will gladly join the adventuring party as a henchman if it means that he can kill more red dwarves and were rats.
- Krista, a level 3 human thief. Krista was a member of an adventuring party that was captured by the red dwarves. She saw her comrades killed and eaten by the dwarves; she really just wants to escape but will cooperate as much as possible until an area of relative safety is reached. Out of gratitude, she will help the group however she can (fighting, picking locks, etc.) if she is given weapons and tools.
- Cheeves, a Level 1 Halfling. Cheeves has been badly beaten and is somewhat cowardly to boot. He will beg to be rescued but at the first sign of serious trouble he will panic and attempt to flee in a random direction.
- Uelph, an older man who worked as a slave in the red dwarf mines until his health began to fail. Uelph has heard that the red dwarves use human sacrifice to create the bloodgold. He thinks it unlikely that he will ever make it to the surface and will be willing to sacrifice himself in order to help defeat the red dwarves if given the chance.

The first rack holds 22 plain asbestos suits in various sizes. 10 of them are human/elf sized, 8 them are dwarf sized and 4 are Halfling sized (see 'New Equipment' in the appendix). The suits are made of a stiff and coarse white material and include hoods that cover the face with glass lenses for the eyes, boots, pants, coats and gloves. These suits are worn by the slaves/servants while smelting gold at the bloodgold furnace.

Another rack holds 8 armored asbestos suits made especially for the red dwarves. These are just like the other asbestos suits, but include armored panels that raise the armor rating of the suits to the equivalent of chainmail and shield.

The third rack holds various tools that include long-handled rods with stone bowls on the end (for scooping molten metal), long handled pokers, crucibles in various sizes and long-handled tongs, hammers, pry-bars and 10 foot lengths of chain with hooks on one end. These tools are used in operating the bloodgold furnace.

The fourth rack holds three dozen manacles in various sizes. There are no keys but every red dwarf on this level carries a key that will unlock the manacles worn by the slaves on this level.

4) Passage over Lava River: There are stairs going up on one side of this passage and down on the other. The passage is extremely hot and anyone spending more than a turn it is likely need to make a saving throw or suffer 1-6 points damage from the heat. Anyone touching the floor or walking on the floor with bare feet (halflings!) will take 1-3 points damage from the heat and even those wearing boots and shoes will find the floor uncomfortably hot. The passage goes from room 5 to room 3 over the lava river.

5) Red Dwarf Bunkroom: This room is stifling hot. The northeast wall is made of rock roughly piled and mortared together and has a locked iron door in the center of it that is hot to the touch (leads to the beach at 6). The rest of the room is a cave that has been enlarged with tools to accommodate a dozen rough beds and a few trunks, barrels and cabinets. The room is lit by burning natural gas jets that spring from fissures in the walls that fill the room with a flickering blue light. 2-5 of the beds will be occupied by sleeping red dwarves (each round that characters are in the room, there is a 1 in 10 chance that one of the dwarves will awaken). The sleeping dwarves will be unarmed and unarmored, but their weapons and armor will be lying on the floor beside them. Red dwarves who become aware of enemies will attempt to flee across the bridge at 4 to warn their associates at 7.

Treasure: The barrels all contain water or sour wine. One cabinet contains various pieces of human and demi-human bodies (food!) as well as a few bottles of cheap wine and some jars of hot spices and salt. Another cabinet contains 2 khopesh swords, 2 war whips and 2 daggers (see 'Weapons' in the appendix for details on these weapons) and 4 armored asbestos suits sized for dwarfs (see 'New Equipment' in the appendix). The dozen trunks are all unlocked and most just contain clothing and other personal effects, although 1 in 4 of the trunks will contain 3-18 coins made of bloodgold (see 'Metals' in the appendix for details of bloodgold). A large iron key in the 3rd trunk searched will open the door to 6 or the door south of 3 on this level.

6) Hot Beach: This area is extremely hot and illuminated with a red light by the river of lava that flows past at location 9. The shore that slopes down to the river is covered in hot sand. In addition to other encounters, every turn there is a 50% chance that 1-3 magmen will come out of the river. From here, one can see the dwarves and slaves working at locations 7, 8 and 10. The dwarves will have a 1 in 6 chance per turn of noticing anyone standing on this side of the river. If they notice intruders, the dwarves will direct the magmen from the river at 9 to emerge from the lava and attack while half their number fires crossbows across the river and the other half attempts to cross the bridge at 4 and attack from behind.

The river is of blazing orange lava, 30 feet across and 20 feet deep and the ceiling is 50 feet overhead. Every turn that characters move along the shore of the lava river (within 10 feet), they will take 1d6 damage per turn from the intense heat of the lava unless appropriately protected from fire (by a spell, magic item or one of the asbestos suits that can be found in the mines). In addition to normal wandering monster encounters, every turn that one is in proximity with the lava river, there is a chance of attracting the notice of one of the creatures that dwells in the lava; roll on the following chart with a d20:

Roll 1d20 every turn:

1-2) Lava Spout: a Large bubble bursts in the river, possibly spraying everyone within 20 feet with hot lava drops. Each creature within 20 feet must make a saving throw or be hit by 1d3 droplets of lava that inflict 1d6 lava damage each.

3-4) 1-3 fire salamanders swimming in the river notice the players and attack.

5-6) 2-7 dragon crabs scuttle along the shore and attack anyone in sight.

7-8) 2-8 magmen swimming in the river notice the player characters and attack.

9-20) No encounter.

If anyone falls into the lava, the lava does 10d6 points of damage per round and anyone killed by the lava burns to ashes which immediately become a part of the lava (making the recovery of the body, short of a wish spell, impossible). If someone survives a dip in the lava, a savings throw should be rolled for each of the survivor's significant possessions; those items that fail are destroyed.

7) Work Area: A pair of red dwarf guards in armored asbestos suits stand guard here with crossbows and khopesh. See area 6 for details of the dangers of standing too close to the shore of the lava river.

8) Bloodgold Furnace: A huge red-hot stone crucible hangs from a crane above the river of fire and is filled with crushed ore by slaves pushing carts along the ramp. The crucible is then lowered into the river of fire where the ore is heated to the point that the pure gold sweats out of the crushed rock. A fire giant cranks the wheel to raise and lower the crucible. The molten gold is poured off into a smaller crucible and the remaining slag is dumped into the lava river. The smaller crucible holds the molten gold (about 1000 GPS worth). It is also suspended by chains over the lava river. When the molten gold is ready, the dwarves haul a sacrifice up to the platform. As the red dwarf cleric begins the ceremony, the sacrifice thrashes and screams due to the pain of the heat from the river blistering their skin. The priest then slits their throat with the sacrificial knife and the blood runs down into the crucible of gold. Thus the molten gold is converted to bloodgold as the sacrifice dies. The body of the sacrifice is then tossed into the lava river (where it is devoured by the magmen as it burns) and the red dwarves pour the bloodgold into a set of molds that are used to cast bars. The mold in current use creates 8 bars worth 100 GPS each with a little left over as sprues. The sprues are cut off with hammer and chisel once the gold cools and are added to the next batch. The gold bars are stacked in the storage area by the slaves. The red dwarf cleric has a set of magic **manacles of binding** (see magic items in the appendix) that he will throw at the first opponent that threatens him.

See area 6 for details of the dangers of standing too close to the shore of the lava river.

4 guards

Red Dwarf High Priest

Fire giant

2 slaves

12 magmen

9) Lava River: The river is of blazing orange lava, 30 feet across and 20 feet deep and the ceiling is 50 feet overhead. Every turn that characters move along the shore of the lava river (within 10 feet), they will take 1d6 damage per turn from the intense heat of the lava unless appropriately protected from fire (by a spell, magic item or one of the asbestos suits that can be found in the mines). In addition to normal wandering monster encounters, every turn that one is in proximity with the lava river, there is a chance of attracting the notice of one of the creatures that dwells in the lava; roll on the following chart with a d20:

Roll 1d20 every turn:

1-2) Lava Spout: a Large bubble bursts in the river, possibly spraying everyone within 20 feet with hot lava drops. Each creature within 20 feet must make a saving throw or be hit by 1d3 droplets of lava that inflict 1d6 lava damage each.

3-4) 1-3 fire salamanders swimming in the river notice the players and attack.

5-6) 2-7 dragon crabs scuttle along the shore and attack anyone in sight.

7-8) 2-8 magmen swimming in the river notice the player characters and attack.

9-20) No encounter.

If anyone falls into the lava, the lava does 10d6 points of damage per round and anyone killed by the lava burns to ashes which immediately become a part of the lava (making the recovery of the body, short of a wish spell, impossible). If someone survives a dip in the lava, a savings throw should be rolled for each of the survivor's significant possessions; those items that fail would either be lost or destroyed.

10) Storage: A pair of red dwarf guards in armored asbestos suits stand guard here with crossbows and khopesh. There is a pile of stone molds used to cast bloodgold pars and a heap of iron ladles, pry bars, hooks and other tools used in processing the ore into bloodgold.

There is a pile of freshly cast bars of pure bloodgold --- 40 bars weighing 1 lb each worth 160 GPS each. See area 9 for details of the dangers of standing too close to the shore of the lava river.

11) Ore Crusher: A single red dwarf guard in an armored asbestos suit stands guard here with a whip and khopesh. This gigantic iron machine, filled with gears that are turned by a captive earth elemental, makes a tremendous racket as slaves dump carts of ore in from the top (location 12), 30 feet up, and the chunks of ore fall into the machine where the wheels pound and grind it to gravel which falls into a mining cart under the machine. A staircase on the east side of the machine leads up to location 12. Two exhausted slaves dressed in asbestos suits push the cart down the tracks to 8 when it is full.

The grinding machine has a large iron door on the eastern side of it locked with an adamantite padlock. The door is about 20 feet off the floor, but if a thief were to climb up the side of the machine and pick the lock, an angry earth elemental would be released. The elemental would go on a rampage for 3 turns (30 rounds), attacking any red dwarves in sight and then any other creature that got in its way. After all the dwarves are dead or gone, the elemental will attack the machine (destroying in 6 rounds) and then smashing the smelter at 8. After 30 rounds or if seriously threatened, the elemental will appear to sink into the floor (returning to the elemental plane of earth).

12) Ore Dumping Station: This location is 30 feet above location 11. Every half hour or so, a pair of exhausted slaves accompanied by a red dwarf guard armed with a whip and a khopesh will appear with an ore cart filled with ore from area 13. The slaves will dump the contents of the cart into the ore crusher at 11 from above and the red dwarf guard will eagerly administer the whip if they don't move quickly enough.

13) Ore Room: Areas 12, 13 and 14 as well as the passage down to level 8f and the passage west to level 7a are all joined by iron tracks set into the floor. Iron ore carts are pushed up and down the tracks by slaves. They move the ore up from the level below (level 8f) to area 13, then the slaves described at 12 pick it up and move it to the ore crusher at 11.

This room has a few shovels used to put the ore into the cart and several large piles of gold ore.

Although there are thousands of pounds of gold ore here, 5 pounds of ore will be required to create 1 ounce of gold, so unless the gold is smelted from the ore before being carried from the dungeon, players are unlikely to get much treasure from this area.

Every half hour, the red dwarf guard and 2 slaves from 12 will appear with an ore cart. The slaves will use the shovels to fill the cart as the red dwarf shouts orders and administers whip lashings, then they

will return with the cart to 12. Every two hours or so, four slaves with two ore carts and two red dwarf guards will appear, pushing 2 heavily laden carts up the south tunnel from level 8f. They will dump the ore on the piles and return to level 8f.

14) Empty Ore Room: This room is much like 13 but is currently not in use. There are a few small piles of gold ore scattered around the floor and piled in the corners, a few shovels and a single unused ore cart sitting on the tracks.

15) Hot passage: This rough tunnel leads from area 10 to area 16 and is closed by an unlocked stone door on one end.

16) Lava River Shore: The river is of blazing orange lava, 30 feet across and 20 feet deep and the ceiling is 50 feet overhead. Every turn that characters move along the shore of the lava river (within 10 feet), they will take 1d6 damage per turn from the intense heat of the lava unless appropriately protected from fire (by a spell, magic item or one of the asbestos suits that can be found in the mines). In addition to normal wandering monster encounters, every turn that one is in proximity with the lava river, there is a chance of attracting the notice of one of the creatures that dwells in the lava; roll on the following chart with a d20:

Roll 1d20 every turn:

1-2) Lava Spout: a Large bubble bursts in the river, possibly spraying everyone within 20 feet with hot lava drops. Each creature within 20 feet must make a saving throw or be hit by 1d3 droplets of lava that inflict 1d6 lava damage each.

3-4) 1-3 fire salamanders swimming in the river notice the players and attack.

5-6) 2-7 dragon crabs scuttle along the shore and attack anyone in sight.

7-8) 2-8 magmen swimming in the river notice the player characters and attack.

9-20) No encounter.

If anyone falls into the lava, the lava does 10d6 points of damage per round and anyone killed by the lava burns to ashes which immediately become a part of the lava (making the recovery of the body, short of a wish spell, impossible). If someone survives a dip in the lava, a savings throw should be rolled for each of the survivor's significant possessions; those items that fail would either be lost or destroyed.

17) Lava River North Shore: The river is of blazing orange lava, 30 feet across and 20 feet deep and the ceiling is 50 feet overhead. There are 2-5 dragon crabs scuttling on the shore here and they will eagerly attack anyone who looks like 'food' (see 'Monsters' in the appendix for details of the dragon crabs).

Every turn that characters move along the shore of the lava river (within 10 feet), they will take 1d6 damage per turn from the intense heat of the lava unless appropriately protected from fire (by a spell, magic item or one of the asbestos suits that can be found in the mines). In addition to normal wandering monster encounters, every turn that one is in proximity with the lava river, there is a chance of attracting the notice of one of the creatures that dwells in the lava; roll on the following chart with a d20:

Roll 1d20 every turn:

1-2) Lava Spout: a Large bubble bursts in the river, possibly spraying everyone within 20 feet with hot lava drops. Each creature within 20 feet must make a saving throw or be hit by 1d3 droplets of lava that inflict 1d6 lava damage each.

3-4) 1-3 fire salamanders swimming in the river notice the players and attack.

5-6) 2-7 dragon crabs scuttle along the shore and attack anyone in sight.

7-8) 2-8 magmen swimming in the river notice the player characters and attack.

9-20) No encounter.

If anyone falls into the lava, the lava does 10d6 points of damage per round and anyone killed by the lava burns to ashes which immediately become a part of the lava (making the recovery of the body, short of a wish spell, impossible). If someone survives a dip in the lava, a savings throw should be rolled for each of the survivor's significant possessions; those items that fail would either be lost or destroyed.

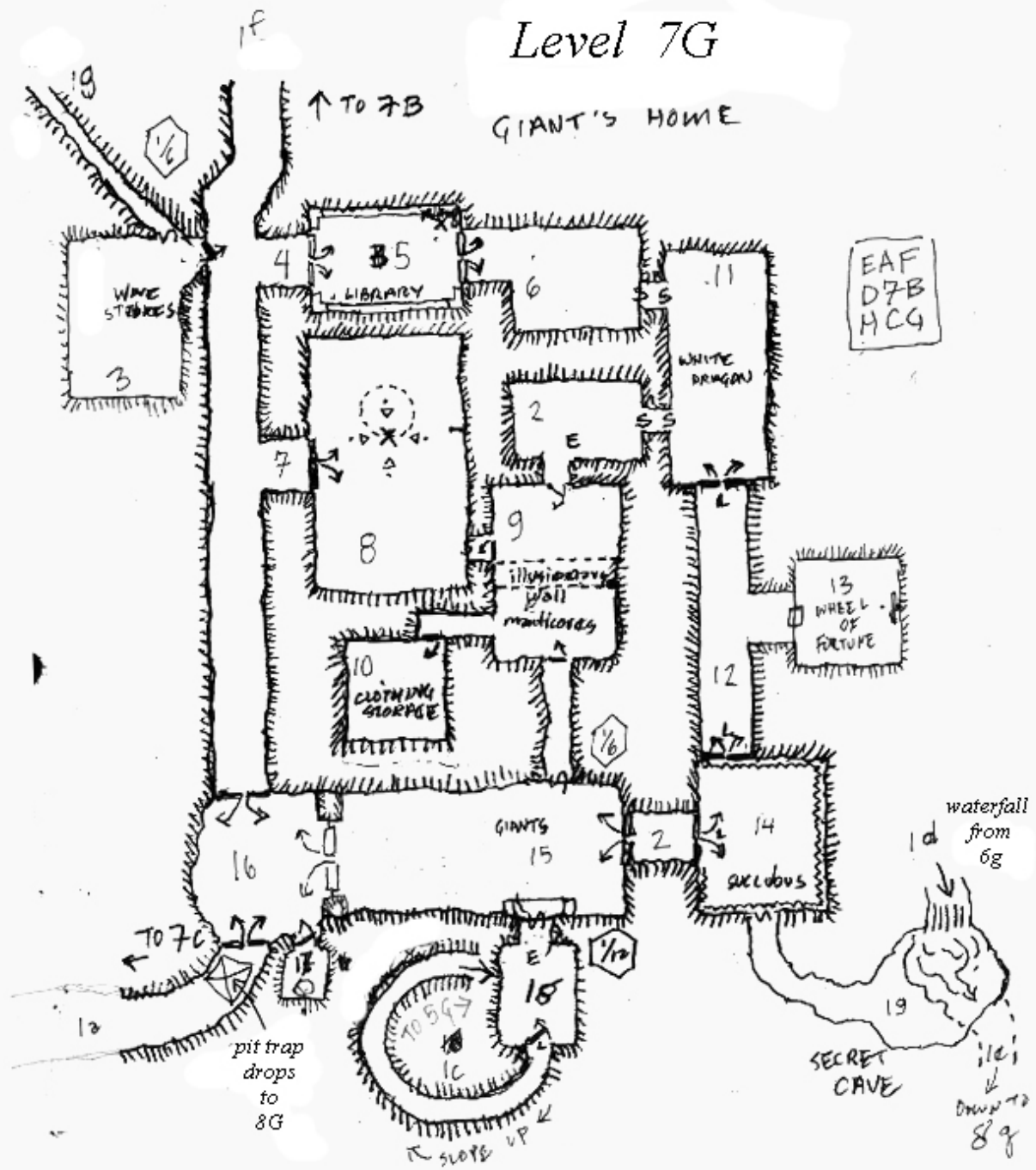
18) Dragon Crab Nest: A gigantic dragon crab of unusual size nests in a huge pile of bones here with six smaller crabs scuttling around in the mess. All of the crabs will instantly attack any creature they detect that looks or smells like food. The larger crab can actually 'communicate' with the smaller crabs by clicking it's smaller pincers and will order them to attack the weaker looking prey (lightly armored and unarmored characters) while it engages the fighters.

Tangled in among the bones and burned mess is a skeleton dressed in battered plate armor made of orichalcum (a yellow metal that resists rust and is as strong as steel; equal to AC -6 [+6] and worth 4,000 GPS in it's current condition --- see 'Metals' in the appendix for details of orichalcum). Around the skeleton's waist is a belt with a +2 sword in a sheath of white dragonhide. The sword does an additional +1d6 freezing damage with every successful hit and it burns with a cold blue light when unsheathed. The name of the weapon, '*Coldfinger*,' is written on the blade in silver runes. The skeleton also wears a silver ring of **Fire Resistance** on his bony finger

Crab, Dragon, gigantic HD: 12, HP 72, AC: 0 [19], ATK: 2x claws (3d8 each), ST: 8, SP: breathe fire for 6d6 damage, immune to fire, double damage from cold, MV: 12, AL: N, CL/XP: (12/2300)

6 Crabs, Dragon HD: 6, AC: 1 [18], HP 24 each, ATK: 2x claws (2d4 each), ST: 11, SP: breathe fire for 3d6 damage, immune to fire, double damage from cold, MV: 12, AL: N, CL/XP: 6 HD (7/600)

19) Starglass Vein: The cavern down here is heaped with the shells of dead dragon crabs and ash. There is a vein of a glass-like substance in the walls, if investigated, will prove to be a vein of pure starglass (an extremely valuable magic metal that can be used to make objects as clear as glass and as strong as steel). It will take 12-23 hours (11 + 1d12) for a team of skilled miners or dwarves to dig the metal out of the wall and every hour there is a 50% chance that one of the tools being used to dig will break (unless a magic pickaxe is being used). Using a magic pickaxe will reduce the time by one hour. The starglass obtained is enough to make 3 longswords, 6 short swords, 12 daggers or the equivalent if a smith of sufficient skill is found. All weapons forged from starglass are +1. On the open market, this deposit of raw starglass is worth 8,000 GPS.



LEVEL 7g: Giant's Home

This level represents a slightly more civilized living area. A library (3) holds many interesting books – but if players retire to the lounge (4) they will be attacked by the furniture.

This level also contained one of my more bizarre dungeon ideas (6). A huge wheel is suspended from the ceiling and 12 enormous chunks of ice, each with a man-shaped lump inside of it, are suspended from the wheel. A set of 3 prisms with lamps are positioned so if the lamps are lit the prisms will concentrate the light on one of the chunks of ice and melt it in a few rounds. A lever on the wall causes the wheel to rotate – thus the players can, through trial and error, discover that the prisms melt the ice and then choose which chunks of ice to melt. Each chunk of ice contains a monster or a possible ally or enemy.

Another large room contains a white dragon (10) who guards a vampire's coffin along with all of that treasure and a pair of cloud giants with their pet wolves (14, 13). A succubus (12) will attempt to convince those gullible players that she needs rescuing.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Passage west to Level 7c.

1b) A pit trap near the doors to 13 drops anyone falling through it down to Level 8g (40 feet).

1c) Ramp up to level 5g ends in a locked stone door to room 18.

1d) The waterfall here plunges 30 feet down from level 6g into a pool in room 19 on level 7g which then flows under the wall and plunges again down to 8g. Anyone coming down this way is likely to take 3d6 falling damage as they are pounded against the rocks and will need to make a strength check (roll your STR or less on a d20) or get trapped underwater and possibly drown. Characters with access to a fly spell or similar magic could travel up and down to 6g without injury.

1e) The water flows under the wall and then plunges another 35 feet down to level 8g (see 1d, above). Unlike the passage to 6g at 1d, there is no air clearance here so one cannot fly or spiderwalk to level 8g without submerging yourself in the water (and getting washed downstream by the strong current).

1f) Stone passage to level 7b.

1g) Secret passage, 5 foot wide, that leads to level 7. The secret door can be discovered on a roll of 1 on a d6. The fire giants on level 7 and the cloud giants on level 7g do not know this passage since it is too small for them.

2) Empty: Areas labeled 2 on the map will always be empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Winecellar: There are forty huge barrels stored here, laying in rows on their sides with small spigots installed. The room smells strongly of wine and beer. The barrels are numbered, but the list that describes their contents is long gone. There are a dozen stoneware pitchers scattered around the room and the floor is quite sticky with the residue of spilled wine and beer. Each barrel would contain 50 or so gallons if full. If investigated, each barrel will be found to be 10-100% full (roll 1d10 and multiply by 10) unless the chart below indicates that the barrel is empty.

1d20: Contents

1-2	Spoiled wine (vinegar)
3-4	Wine of average quality
5-6	Spoiled ale or beer
7-8	Water

9 Enchanted Wine (if tasted, the imbiber must save vs poison or continue to drink deeply until drunk (lasts 2-3 hours; -1 attack and -1 armor class plus a propensity to boisterous behavior, loud talking, etc. If the drinker is a spell caster, he or she will have a 30% chance of ruining a spell when casting while drunk). This barrel will only be found once; if 9 is rolled again, treat as empty (11-20).

10 Barrel contains an enchanted Ale Ooze; a magical creature which takes the form of an animate puddle of foamy beer. The creature will burst out of the barrel an attack as soon as the barrel is touched.

Ale Ooze, HD: 10, HP 43, AC: 6 [13], ATK: Attack (1d8), ST: 5, SP: causes drunkenness, absorbs victims after a 3rd failed save, immune to cold, MV: 9, AL: N, CL/XP: 11/1,700

See 'Monsters' section of the appendix for more details on the ale ooze. This barrel will only be found once; if 10 is rolled a second time, treat as empty (11-20).

11-20 Empty

4) Hallway: The wooden doors to area 3 are elaborately carved with letters and runes. It says in elvish, "Storehouse of the Mind's Treasures".

5) Library: This room has long shelves with hundreds of books of history, poetry, genealogy, etc, stacked upon them and tossed around on the floor. Others have clearly searched this room before. It will take a turn to search a 10 foot section of shelf, and, for each section, allow a roll on the chart below to see what sort of 'special' book has been found (magic or cursed). The non magical books are of good quality and will be worth an average of 100 GPS each, Each book weighs 3 lbs. Each special book or scroll will only be found once (with the exception of the cursed book listed on #8, below; that one can be found up to 6 times).

Roll 1d20 for each turn spent searching.

1. Spell book (Read Magic, Detect Magic, Sleep, Knock, web, Ventriloquism, Invisibility, Lightning Bolt, Dispel Magic)
 2. Libram, Magical
 3. Manual of Beneficial Exercise
 4. Manual of Golems (Flesh)
 5. Manual of Intelligence
 6. Manual of Quickness
 7. Manual of Wisdom
 8. Cursed Book (drains one randomly determined characteristic (STR, INT, WIS, etc), by 1-3 points. This loss is permanent).
 9. Cursed Book (Character perusing the book loses 1 level of experience as if drained by undead).
- 10-20. No magical book found.

The books in the corner marked with an 'x' are all infested with black mold. Anyone touching these books risks becoming infected as a black mold zombie (see 'Zombie, Black Mold' in the monster's section of the appendix). Anyone looking at the books in this corner is 50% likely to notice that the books have some dark spots on the covers, but the books in the library have dark leather covers so the mold damage is not obvious on the outside. If there were any books in this corner with magical properties, they have been destroyed by the black mold.

6) Parlor: A comfortably furnished room with rugs, tables, chairs, benches, etc. all very elaborately upholstered. Three rounds after anyone enters, the furniture attacks:

6 chairs (AC 6, MV 12", HD 3, hp 15 each, 1 atk 1-3)

1 large table (AC 4, MV 6", HD 7, hp 35, 1 atk 2-7)

- 2 small tables (AC 7, MV 15", HD 2, hp 7, 1 atk 1-2)
- 3 rugs (AC 8, HD 6, hp 30 each, 1 atk for 1-2 + smother)
- 2 swords crossed on wall (AC -1, HD 4, hp 20 each, 1 atk 1-8)
- large cabinet (AC 6, MV 9", HD 3, hp 15, will attempt to "bite" for 2-7 + swallow on a 20 doing 2-7 points of damage per round until "killed")

7) Cold Doors: The doors to area 8 are made of iron and feel very cold. A random character will be overwhelmed by the urge to touch his or her tongue to the door (save vs. magic at -4). If they do so, their tongue will stick to the door. If a companion applies alcohol or warm water, the victim may pull his or her tongue free without injury. If they simply tear away from the door, they will take 1-2 damage as the sensitive tissue on their tongue sticks to the door. Spell casters with injured tongues will have a 20% chance of mispronouncing words (and thus ruining the spell) during casting spells that have verbal components until the tongue heals (1-2 days) or a cure spell is applied specifically to the injured tongue.

8) Cold Storage: The room is kept cold by magical means. The entire room is so cold that anyone attempting to stay in here without proper protective clothing will take 1d3 damage from the cold every hour. The floor is icy and icicles hang from the ceiling. A huge iron wheel, 20' in diameter, is mounted on the ceiling like a massive chandelier. Twelve large chunks of ice hang from it by chains equipped with hooks. Four prisms with candle sticks with candles in them are permanently mounted on stone pillars that stand on four sides of one of the chunks. If all four candles are lit, the prisms will focus the light onto the ice chunk and it will melt the ice, releasing a creature inside (but only the creature contained in the block between the prisms). It takes 3 rounds to melt the ice. A large iron lever on the wall will advance the wheel one notch if pulled down, then the lever will automatically ratchet back up with a loud clang. The ice chunks contain the following creatures (none of them will remember how they came to be imprisoned in the ice):

1. This chunk of ice contains a dead human dressed in a loincloth with his hands bound together with iron manacles.
2. Ogre named Gavim. He will agree to help, but will run away when he can.
3. 7th-level dwarf fighter named Anton Garagur who will want to restore his family's lost empire.
4. An elf named Orland (ftr 3/m-u 3)
5. This iceberg contains a man who claims to be a wealthy merchant named Ralgar. Ralgar is really a 6th-level thief named Garral. He will promise to reward the players if they return him safely to the surface; in reality, the promised reward will never arrive and Garral will attempt to help himself to whatever treasures he can before slipping away.
6. This chunk of ice contains a frozen mummy who will immediately attack when freed from the ice. Because the mummy is permeated with ice and water, it will take normal damage from fire.
7. This piece of ice contains an inanimate skeleton dressed in a ragged jester costume.
8. This ice chunk contains an ordinary goblin named Twitch.
9. a female elf named Lyra. At the DMs option, Lyra can be a non combatant who will reward the players when returned safely to the surface (a magic wand or similar useful item might be a suitable reward) or she could be a fighter/magic-user who will join the party if given arms and armor and treated fairly.
10. This chunk of ice contains a dead fishman. The fishman wears a wide belt made of sharkskin that functions as a magical **Girdle of Giant Strength**.
11. a flesh golem (which immediately attacks when freed)
12. empty

9) Manticore Hunting Grounds: The chamber is divided in half by an illusionary wall. Three hybrid manticores (see 'Monsters' in the appendix) are in the opposite side from the PCs. The illusionary wall in the middle of the room allows the manticores to see (and fire poisoned tail spikes) through the illusion of a solid wall and the manticores will use this to attack by surprise.

10) Clothing Storage: This room contains a huge pile of hundreds of capes, cloaks, robes, shoes, boots, pairs of pants, shirts, etc. Most of the clothing is human or dwarf sized; a few garments are for smaller creatures (like hobbits or goblins) or larger creatures (like ogres and giants). Other than a few magical items (see below), none of the items are particularly valuable. A **cloak of elven kind** (human-sized) and a pair of **winged sandals** are mixed into the pile (winged sandals are described in the Magic Items section of the appendix).

11) Dragon Room: This chamber is kept cold through magic, much like room 6 (described above). The walls and floors are covered with chunks of ice, icicles and a huge, very old white dragon sits on a pile of treasure in the center of the room, curled around a large silver chest in the center of the loot pile. (AC 3, HD 7, hp 49, 3 atk 1-3/1-3/2-16, frost breath weapon in a 7" x 2 1/2" cone).

Treasure: A silver chest the size of a coffin sits on a pile of coins (26,000 c.p., 13,000 s.p., 12,000 g.p., 6 gems worth 500 g.p. each, **+2 sword**, **potion of healing**, and a **bag of holding** (which contains 6 torches, 2 weeks' iron rations, a bottle of wine, and 500 g.p.). The silver chest is locked and contains a vampire (AC 1, MV 12"/18", HD 8+3, hp 43, 1 atk 5-10 + two level drain, regenerate, gaseous form, etc.). He wears a necklace worth 5,000 g.p., a ring worth 2,000 g.p., and has a **+1 flaming sword** sheathed at his belt. The chest can easily be opened from the inside.

12) Dark Hall: This hallway is filled with a permanent **continual darkness** spell from end to end. Torches, continual light, infravision, etc., will not work in this area. The local inhabitants know their way through the hall and make their way through by stepping carefully. Players will have to feel their way along. Three werabats hang from the ceiling by their feet 20 feet above the floor in the center of the hall. They will attempt to swoop in and abduct the last person(s) in a group (preferably someone smaller and weaker) using their echolocation ability.

3x Lycanthrope, Were-bats, HD: 4, HP 20, 17, 13, AC: 6 [13], ATK: Bite (1d6), ST: 13, SP:

Echolocation ability, control bats, lycanthropy, hit only by magic or silver weapons, bite causes disease 50%, MV 12/18 flying, AL: C, CL/XP: 5/240

13) Wheel of Fortune: The chamber is brightly lit and a very charismatic man in a multicolored entertainer's costume with colorful tights will greet the player characters, inviting them to 'Give the wheel a spin!' A large wheel of wood painted in colorful white (good) and red(bad) wedges with little pictures of faces and objects around the rim is set vertically on a stand with a pointer at the top. A lever protrudes from the floor before it with a bright red knob on the end; if pulled, the wheel will spin, landing on a random image in 3 rounds. If there is a good result, the M.C. will congratulate the player as an audience (who cannot be seen) will cheer loudly. If the result is bad, a buzzer will sound, the invisible audience will say, "Awwwwww" and the M.C. will say, "Well, that's too bad." Good or bad results are delivered immediately. Each player gets three spins (unless they get bonus spins). Players do not need to take all of their spins (and can opt not to play at all). If the players attempt more spins than they deserve, the lever will not work and the M.C. will smile, shake his head and say they had their chance.

Roll 1d20 for each spin of the wheel:

1. Donkey (Red: Lose a turn)

2. Money Bag (White: The MC plucks a sack containing 100-1000 GPS out of the air and hands it to the player character).

3. Domino Mask (Red: The player's most valuable possession vanishes).
4. Ape (White: The player gains 1-6 points of STR permanently (18 max)).
5. Skinny beggar (Red: The player immediately loses 1-6 points of STR (3 min)).
6. Book (White: The player gains 1-6 points of INT permanently (18 max)).
7. Dunce Cap (Red: The player immediately loses 1-6 points of INT (3 min)).
8. Angel with Halo (White: The player gains 1-6 points of WIS permanently (18 max)).
9. Devil Face (Red: The player immediately loses 1-6 points of WIS (3 min)).
10. Ox (White: The player gains 1-6 points of CON permanently (18 max)).
11. Worm (Red: The player immediately loses 1-6 points of CON (3 min)).
12. Juggler (White: The player gains 1-6 points of DEX permanently (18 max)).
13. Boot with a hole in the sole (Red: The player immediately loses 1-6 points of DEX (3 min)).
14. Crown (White: The player gains 1-6 points of CHA permanently (18 max)).
15. Clown Face (Red: The player immediately loses 1-6 points of CHA (3 min)).
16. Scepter (White: The player gains 1000-6000 XP (maximum is just enough to put them 100 points below next level).
17. Broom (Red: The player immediately loses 1000-6000 XP (maximum loss is 1 level).
18. Heart (White: Player gains 1d6 hit points (permanent bonus)).
19. Skull (Red: Player immediately loses 1d6 hit points permanently. If this puts them at 0 HP or lower, they die).
20. SPIN AGAIN (White: Player is given another spin).

If attacked, the M.C. will vanish and the room will go dark, suddenly looking like a dank and musty empty store room with a large wooden wagon wheel leaning against the wall. This room can only be visited once; on subsequent visits, it will just be an empty room with an old wagon wheel in it (although there might be wandering monsters, etc.).

14) Luxurious room with incense, soft couches, hangings, rugs, etc. is occupied by a succubus (AC 0, HD 6, 2 atk 1-3/1-3 + energy drain, see **MONSTER MANUAL**, p. 18). She will attempt to **charm** and convince PCs she needs rescuing, saying that she is a prisoner of an evil priest. She wears 6,000 g.p. worth of jewelry.

The succubus is infected with "Putnam's Complaint" (see 'Diseases' in the appendix) and will pass this disease on to anyone who has intimate contact of any kind with her (including a kiss). Note that the succubus is immune to the disease; she is merely the carrier.

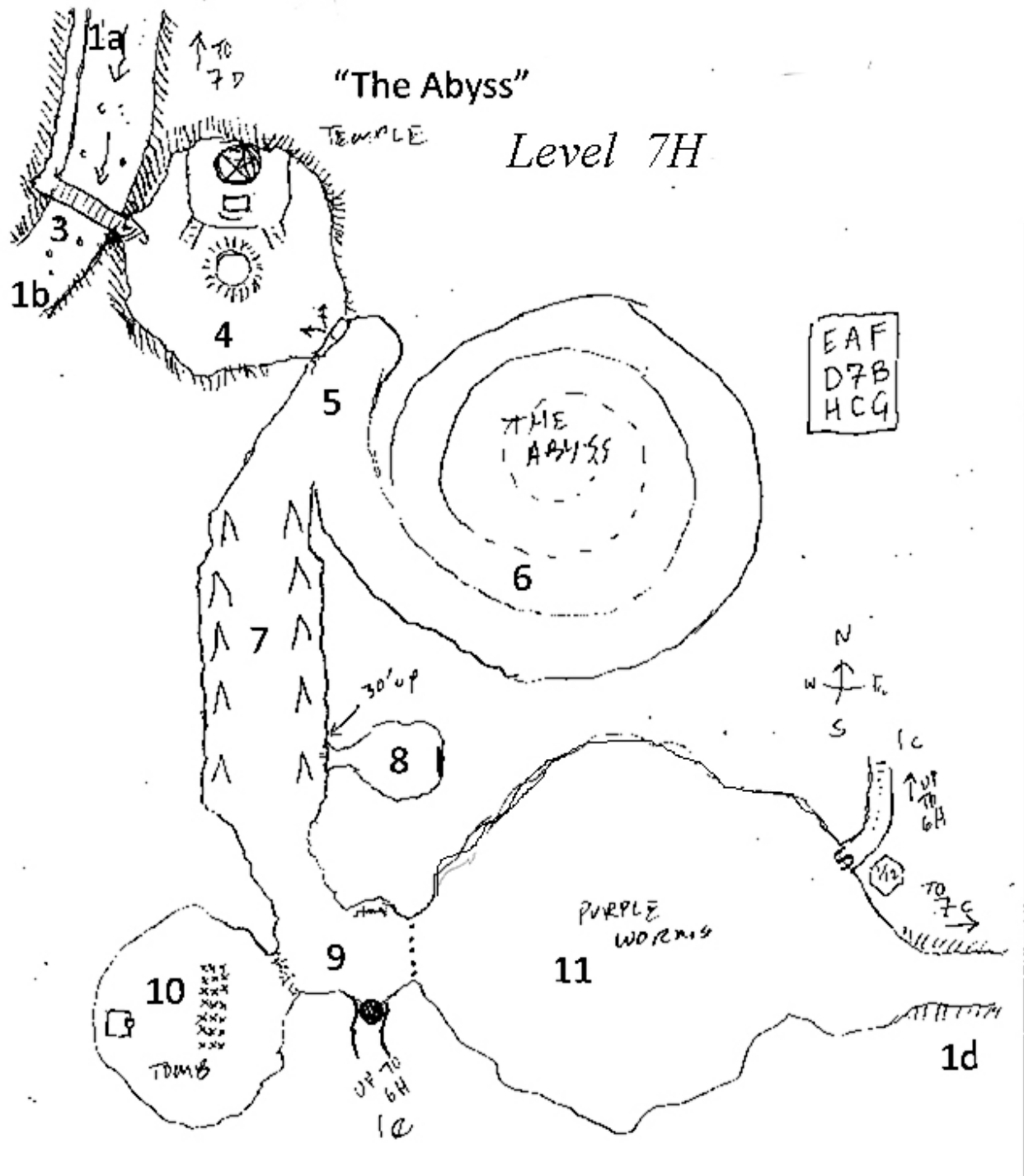
15) Two cloud giants (AC 2, MV 15", HD 12 + 2-7, hp 67, 59, 1 atk 6-36 + hurl rocks 2-24). Mr. and Mrs. Cloud Giant are cooking stew in a big pot in the fireplace. Mrs. Giant wears a necklace worth 5,000 g.p. A key to room 12 hangs around her neck. A **+3 axe** is on the chopping block in the kitchen; the giantess uses it to cut meat. A **potion of extra-healing** and a **potion of cloud giant strength** are in the spice rack. There are 2 secret doors in the room. One is in the north wall (discover 1 in 6) and the other is in the back of the fireplace in the south wall (discover 1 in 12). Unless the fire is put out first, anyone attempting to pass through the south secret door will take 1d6 damage from the flames per round.

16) Four giant wolves (AC 6, MV 18", HD 6, hp 33, 1 atk 2-16) as big as ponies. They will alert the giants at area 15.

17) Giant's Toilet: This stone pit toilet consists of a giant stone bench with a 3 foot diameter hole in it that leads 40 feet down to the garbage pit in Level 8G. A bad odor fills the room.

18) Secret Room: This room can only be accessed by a secret passage in the back of the fireplace or via the tunnel down from 5c. The stone door in the south of the room is locked. Anyone attempting to pass through the secret door into the giants' home (15) will take 1d6 from the blazing fire in the fireplace. The secret door through the fireplace will be warm to the touch on this side.

19) Waterfall Cave: This cave is filled with the rushing sound of water. A waterfall plunges down from the level above (1d) and then flows under the wall to the level below(1e).



LEVEL 7h: The Abyss

This level features a huge pit with a path winding down, not only to the next level (8g) but also into the endless depths of the abyss... Actually, I never clarified if the Abyss actually led to hell or was just a really deep hole.

A small hidden side cave (3), guarded by a eyespider, contains a gate to a huge underground sea. Upon an island in that sea is the city of the puppetmasters. I never got around to making the map of description of that area.

A large cavern (6) is sealed off by a wall of rubble (5). This place is the home to a Lich Lord who has an army of skeletons standing at attention here in his cave. I was always glad that my players never made it this far since I don't have that many skeleton minis.

Another cave is the nesting ground of those nasty purple worms(4).

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

The Original DM's Notes: Level 7h:"The Abyss" When I was originally designing Khunmar, I never clarified if the Abyss actually led to hell or was just a really deep hole. I was usually designing the dungeon as I went along --- while the players were fighting the goblins on the second level, I was probably designing the fourth and fifth levels, so I probably figured that I would decide what belongs at the bottom of the abyss when the players got a little closer to it. Once I decided to prepare Khunmar for publication, I finally had to commit to what belonged in the abyss. After much thought, I decided to take my inspiration from a combination of A. Merritt's excellent and inspirational story, "The People of the Pit" and an Erol Otus illustration from the original edition of 'Deities and Demigods' published by TSR in 1980.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled 1a, 1b, 1c., etc.

1a) River of Lava Path: The lava river flows towards the southwest and you can walk in relative safety along the path on the bank of the river, although anyone not protected (**resist fire**) takes 1-6 points of damage per turn from the intense heat. If anyone falls into the lava, the lava does 10d6 points of damage per round and anyone killed by the lava burns to ashes which immediately become a part of the lava (making the recovery of the body, short of a wish spell, impossible). If someone survives a dip in the lava, a savings throw should be rolled for each of the survivor's significant possessions; those items that fail would either be lost or destroyed.

1b) Lava river exits the map here. There is no path and anyone in the lava will take 10-60 points of damage per round (see 1a above).

1c) Secret stairway up to 6c. The secret door is only detected 1 in 12.

1d) Tunnel to 7c.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Iron Bridge: The blazing river flows from the north and joins the lava—crossed by an iron bridge. Anyone not suitably protected takes 1-6 points of damage from the heat crossing the bridge. If anyone falls into the lava, the lava does 10d6 points of damage per round and anyone killed by the lava burns to ashes which immediately become a part of the lava (making the recovery of the body, short of a wish spell, impossible). If someone survives a dip in the lava, a savings throw should be rolled for each of the survivor's significant possessions; those items that fail would either be lost or destroyed. On the eastern end of the bridge is a stone door. Anyone grasping the iron handle with a bare hand will take 1-3 damage from the heat of the door handle.

4) Temple of the Cultists: This room is surprisingly cool in contrast to the river of lava flowing on the other side of the wall. In the north part of the room is a platform of stone, 10 feet above the floor, with an altar and a 30 foot high statue made of green stone of a hulking beast with two tentacles tipped with pincers and a single giant red eye. Two braziers light up the room and a large fire burns in the pit in the center of the room. Thirteen men in green hooded robes are in the chamber; twelve on the floor and the thirteenth up on the altar with a stone chalice in his hands. On the altar is a muscular human male wearing only a loincloth, bound hand and foot with leather straps.

The man on the altar is a 3rd level fighter named Kristof but he is unlikely to survive the encounter since, as soon as player characters enter the room, the man holding the stone chalice (the high priest) will dump the contents of that chalice (green slime) onto him. Kristof will dissolve into green slime within 3 rounds.

As soon as the cultists become aware of invaders, they will crowd up around the altar and seek to defend it as the high priest casts spells. If desperate, they will scoop green slime from the altar with their bare hands and attempt to fling it at invaders and/or then attempting to embrace enemies with their slime infected bodies (even though this is certain to cause their death --- any cultist voluntarily infecting themselves with green slime will dissolve into a puddle of slime on the floor).

If the high priest believes his defeat is inevitable, he will withdraw a small flask from his robe, shout, "Oh great horror of the abyss, avenge me!" and drink the contents of the flask. His body will begin to dissolve into sentient green slime (see 'Green Slime, Sentient' in the Monster section of the appendix) and the stone statue will animate and attack the next round.

12 slime cultists (level 2 human fighters), HD: 2, HP 9 each, AC: 9 [11], ATK: Scimitar(1d6), ST: 13, SP: slime throwing, slime sacrifice, MV: 12, AL: C, CL/XP: 2/30; Each cultist wears a green robe with a hood and a bronze medallion marked with a single red eye worth 5 SPS each and has a scimitar sheathed at their hip (see "Weapons" in the appendix for details on the scimitar)

High Priest, Cleric LVL 12, HP 36, AC: 9 [11], ATK: +1 ritual dagger (1d4+1), ST: 4, SP: spells, slime sacrifice, MV: 12, AL: C, CL/XP: 13/2300; Wears a green robe and hood with a silver medallion marked with a single red eye worth 25 GPS. Spells: Light, Protection from Good, Cure Light Wounds, Cause Light Wounds, Bless, Hold Person x2, Silence 15 foot radius, Cause Disease x2, Prayer, Curse, Poison x2, Protection from Evil 10 feet, Sticks to Snakes, Dispel Good, Insect Plague, Finger of Death x2, Blade Barrier

Gigantic Stone Statue (treat as x3 size stone golem) HD: 36 (180 hit points), AC: 5 [14], ATK: 2x claws (3d8 each), ST: 3, SP: Unaffected by +1 or lesser weapons, immune to most spells, MV: 6, AL: N, CL/XP: 36/12,500

If the players somehow manage to rescue him, Kristof is a third level fighter who will eagerly seek to attach himself to the party and help fight if given armor and weapons. If a lawful character offers Kristof

a position as a henchman, he will eagerly accept and will serve faithfully, provided he is given at least a henchman's share of treasure and isn't asked to undertake risks that other party members are unwilling to take.

Kristof, Fighter LVL: 3, HP 16, AC: 9 [11], ATK: Unarmed (+1 hit and damage due to STR if given weapons), ST: 12, SP: none, MV: 12, AL: L, CL/XP: 3/60; STR 16, DEX 12, CON 13, INT 9, WIS 8, CHA 8; Wears only a loin cloth.

5) Stone Doors: Branch to southeast. An unearthly green glow can be seen from the abyss (area 6 on the map).

6) The Abyss: Lit by an unearthly green glow, this pit appears to go hundreds of feet down. Fly spells, etc. will not work here and anyone falling in will be sucked down (eventually landing on 'the horrible thing in the pit' and thus being destroyed). The ramp slopes down in a spiral, circling the pit in a counter clockwise fashion, and gives access to level 8g (directly below this one), and, from there, goes 100 more feet down to level 10g.z. (The Horrible thing in the Pit). The walls are streaked with a fungus which gives off a faint greenish glow.

Anyone traveling up or down the ramp is 1 in 6 likely to run into 1-3 slime devils (50%) or 2-8 sentient green slimes (50%) travelling up or down the ramp every 3 turns.

Slime Devil: HD: 6+3, AC: 4 [15], ATK: touch (1d6 electricity + constitution damage), ST: 11, SP: green slime, constitution damage, regenerate 3 hp per round, electrical attacks increase HD, MV 6, AL: C, CL/XP: 8/800

Green Slime, Sentient: HD: 4, AC: 9[11], ATK: touch (1d6 + constitution damage), ST: 12, SP: immune to weapons, dissolves flesh, constitution damage, MV 6, AL: N, CL/XP: 5/240

7) Gallery of Stalactites: This long natural hallway is filled with stalactites and stalagmites. On the southwest wall, 30' up, is a 10' x 10' hole, the lair of an eyespider guard. Unless players are specifically studying the walls and looking for entrances/exits, they are only 1 in 6 likely to notice the hole since it will look like a shadowy nook behind a stone formation.

8) Eyespider Guardpost: An alert eyespider lurks in this cave to prevent unauthorized use of the luminescent mirror (see below).

Eyespider HD: 10, AC: 0 [19], ATK: 2 claws (1d8+poison), ST: 5, SP: Magic Resist 50%, paralysis ray, acidic venom (-2 save; 3d6 dmg for 3x rounds), spell failure 30 foot radius, MV: 12, AL: C, CL/XP: 14/2600

At the back of the cave is a large silvery disc, 10 feet in diameter, that glows with a slight blue light. Treasure is scattered on the floor of the cave: 6 gems (three worth 10 g.p. each, two worth 100 g.p. each, and one worth 500 g.p.), 4 pieces of jewelry (2 worth 300 g.p. each, and 2 worth 3,000 g.p. each), a **protection from magic scroll**, and a scroll with **fireball** and **invisibility**. The luminescent mirror is a gate to the cavern of the puppetmasters (see 'Lurid Landscapes' in the appendix). Anyone touching the mirror is immediately transported to the luminescent mirror portal on the east side of the island in the vault of the puppet masters. Curiously, the luminescent disc will transport a given creature only once every 12 hours. The players can use the disc to move to the island in the vault of the puppeteers, but then must wait 12 hours before they can use it to travel back to this cave.

9) Rubble Wall and Gate: Wall of rubble to the west, a lowered portcullis to the east. An iron crank against the north wall raises and lowers the portcullis. It will take a character of average strength 2-5

rounds to crank the portcullis up 2-3 feet (high enough to crawl under) and 10 rounds to raise it thoroughly. If players want to get through the wall of rubble that blocks the entrance to cavern 10, it will take them at least an hour to clear hole large enough for a man to pass through if the players have tools (picks and shovels), twice that if they are only using their hands.

10) Tomb of Esheral: The cavern entrance is blocked by a crude wall of piled rubble. It will take players at least an hour to clear hole large enough for a man to pass through if the players have tools (picks and shovels), twice that if they are only using their hands. This large cavern has a ceiling nearly 30 feet high. In the north portion is an elaborately carved mausoleum of stone with a bronze door. Sixty skeletal soldiers, armed with ancient arms and armor, stand at attention in several ranks in the center of the cave. Before them, a magical eternal fire burns in a 5 foot wide pit. This 'eternal fire' produces no smoke and lights a 30 foot radius. It has no visible fuel and cannot be extinguished except with a **dispel magic spell** or similar spell. In addition to providing light and heat, the fire creates an **evil aura effect** within the cave; any attempt to turn undead within the cave is performed as if the cleric were 4 levels lower than his/her actual level (thus, 1-4th level clerics cannot turn at all, 5th level clerics turn as if they were 1st level, 6th level clerics as if they were 2nd, etc.).

The stone tomb is the current home to a lich named Escheral who dwells here for reasons known only to himself. If anyone disturbs the wall of rubble or enters the cave via passwall or similar spells, he will be aware of their presence and will use wizard eye spell to observe them and an ESP spell to communicate with the intruders, demanding to know their purpose. If the players have nothing of interest to offer Escheral, he will demand that they leave his cave and put the rubble wall back the way they found it. He will not reveal himself unless he absolutely must and will normally stay in his tomb for as long as possible, summoning a fire elemental from the magical fire pit to assist his skeletons in ejecting any intruders. At the DM's option, Escheral can request that they perform some sort of service for him (obtaining a certain book from one of the libraries, retrieving an artifact or destroying Hamurkerl the Ghost (on level 8h) are all good quests.

The walls of the cave and the outside of the tomb have a total of 10 **Babbling Magic Mouth spells** cast upon them (See 'Spells in the appendix; the location of each magic mouth is marked with a 'B' on the map) and these will be triggered when anyone passes within 10 feet of the point at which a single instance of the spell is cast. Escheral, his skeletons and any creatures he summons to aid him are immune to the babbling magic mouths and will not trigger them.

Sixty skeletons stand guard; 20 are armed with spear, shield and short sword and 40 are armed with a short bow, 12 arrows and short sword. The archers are in two ranks behind the spearmen and will continually fire arrows at opponents unless engaged directly (in which case they will either step back and fire their bows or draw their swords and fight). The skeletons will attack at any hostile act or if PCs enter the cave. Attempts to turn the skeletons by clerics will be much reduced because of the magic **evil aura effect** from the fire (see above). These 'soldiers' are armed with ancient hide armor and weapons of an ancient pattern; they were clearly once the soldiers of an ancient empire.

60 Skeletons, HD: 1, HP 5 each, AC: 6 [13], with shield 5 [14], ATK: spear, shortbow or short sword (1d6), ST: 17, SP: none, MV: 12, AL: N, CL/XP: 1/15

The tomb is occupied by a lich named Escheral (equal to a 21st level magic user for spell casting purposes).

Escheral, Lich, HD: 18, AC: 0 [20], ATK: Hand (1d10 + automatic paralysis), ST: 3, SP: causes paralytic fear, touch causes automatic paralysis, spells, MV 6, AL: C, CL/XP: 18 HD (21/4,700)

Escheral has the following spells memorized (spells in parentheses are in his spell books but not currently memorized).

1st level: **fire dart***, **detect magic**, **magic missile**, **shield**, **third hand***, (charm person, ice dart*, light, read magic, sleep)

2nd level: **detect invisibility**, **ESP**, **invisibility**, **mirror image**, **web** (continual light, knock, locate object, phantom messenger*, strength)

3rd level: **dispel magic**, **fireball** (x2), **haste**, **suggestion** (babbling magic mouth*, hold person, rope trick)

4th level: **dimension door**, **greater invisibility***, **polymorph other**, **wall of ice**, **wizard eye** (massmorph)

5th level: **cloudkill**, **cone of cold**, **magic jar**, **monster summoning III**, (contact other plane)

6th level: **death spell**, **disintegrate**, **invisible stalker**, **stone to flesh**

7th level: **conjunction of demons**, **monster summoning V**, **reverse gravity**

8th level: **Monster Summoning IV**, **power word: blind** (fireball trap*)

*These spells are explained in the 'Spells' section of the appendix.

The bronze door to the tomb is locked (and trapped with a fireball trap spell which will detonate whenever anyone other than Esheral touches the door; see 'Spells' in the appendix) and there is a second secret door (detect only 1 in 12) in the back wall of the stone tomb (also trapped with a fireball trap spell which will detonate whenever anyone other than Esheral touches the door; see 'Spells' in the appendix). Esheral normally enters and leaves via the secret door (and will usually cast 'Greater Invisibility' upon himself when leaving the tomb).

Inside, the interior of the tomb is covered in golden mirror-like mosaic tiles. In the center of the room is a white marble slab with 4 marble legs (like a table) covered in rotted blankets upon which Esheral normally lies. Upon a shelf is an elaborately carved ivory box worth 1,000 GPS that contains 18 emeralds worth 1,000 g.p. each, a huge ruby worth 5,000 g.p. (used for the **magic jar** spell), a **ring of 3 wishes** (which Esheral will attempt to retrieve and use to save himself if needed), a large bronze key (that opens the door to the tomb), a smaller iron key (that opens the chest beneath the bed) as well as a pair of gold framed reading spectacles that Esheral no longer uses (since becoming undead, he no longer needs them). Under the marble bed is a plain locked iron chest (also trapped with a fireball trap spell which will detonate whenever anyone other than Esheral touches it) that contains a **rod of cancellation**, a scroll with **stone to flesh**, a scroll of **The Babbling Magic Mouth spell** (see 'Spells' in the appendix), an **iron mace of the skull +1** (see 'Magic Items' in the appendix), a +3 dagger made of elludium with a sheath made of basilisk hide (see 'Metals' in the appendix for details of elludium) and Esheral's spell books (which will contain all of his spells listed above).

11) Two purple worms (hp 62, 54) lair in here. Six different heaps of dung around the chamber contain some treasure:

1. none

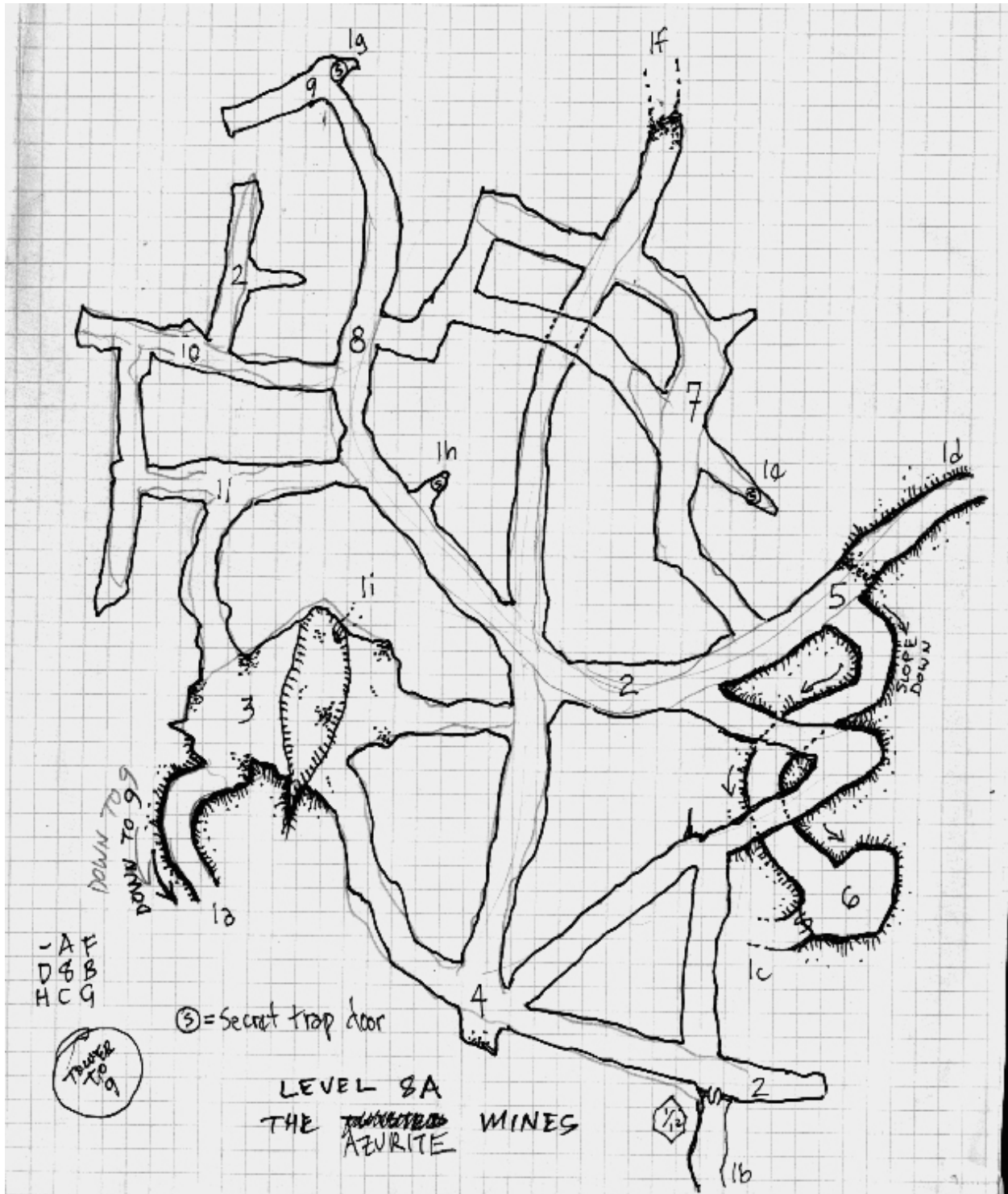
2. **+2 short sword**, slightly bent, made of silversteel (see 'Metals' in the appendix for details of silversteel). The sheath is missing.

3. 4 vials of holy water, a **+1 magic shield** made of orichalcum (see 'Metals' in the appendix; the orichalcum shield will not rust) and a bracelet of gold set with gems worth 3,000 GPS.

4. none

5. 2 **healing potions**, a **potion of dragonsblood** (see 'Magic Items' in the appendix for a description of the dragonsblood potion), and a **potion of human control**

6. an ordinary helmet decorated with silver wings (worth 20 GPS).



LEVEL 8: The Demon Caves

Introduction: Level 8 starts off with a bang --- 3 dwarf vampires (1) with their hidden “coffin stash” (3). A nearby cave holds hundreds of pet rats (6). Two type IV demons are hanging out in one room filled with dismembered cadavers (2)... around this time I was probably starting to run out of ideas.

Special Effects: The entire level radiates evil and has strange lighting effects. All torches and darkvision functions at half power (i.e.: creatures who can normally see 60 feet in the dark can see only 30; torchlight which normally reaches 30 feet will only reach 15 feet). Creatures that are native to the level will not be subject to the vision limits.

Entrances and Exits:

Updating the Level: If the demons in room 5 are destroyed, they will be replaced by similar creatures within 24 hours unless the master on level 8d is destroyed. Rats, bats, oozes and crab ogres will gradually be replaced if killed. If any of the servitor vampires are destroyed, they will eventually be replaced (possibly with player characters) as long as at least one of the dwarf brother vampires still survives. If the dwarf brother vampires and servitor vampires are destroyed, other creatures will eventually enter the level --- possibly ‘screamers’ and crab claw red dwarves from level 8a and 8a.s.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Stone passage south to level 8c.

1b) Pit trap: Opens on a roll of 1-3 on a d6 and drops anyone falling in 30 feet down to level 9 (3d6 damage).

1c) Underwater tunnel from pool in location 10 leads to the crab ogre cave (location 12). The tunnel is 10 feet in diameter and underwater all of the way. Anyone swimming the tunnel is 50% likely to encounter 1-4 crab ogres.

1d) Secret passage to level 8b. The secret door is detected 1 in 12.

1e) Rough-cut tunnel to level 8a.

1f) Passage sloping down to level 9.

1g) Secret tunnel to level 8d. The door can only be found 1 in 12.

1h) Sloping ramp tunnel up to level 7.

1i) Secret tunnel to level 8d. The door can only be found 1 in 12.

1j) Stairs down to level 9. These steps are hidden by a powerful illusion and a locked door at location 11. See 11 for details.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the “Random Happenings and Items” table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Dwarf Brothers Room: This chamber is furnished with a stone table equipped with throne like chairs. Three dwarves with long beards sit at the table, each wearing fine clothes and having swords and axes near to hand. There are silver goblets, plates of food and lit silver candelabras on the table and the dwarves will welcome the heroes and invite them to drink, eat and discuss their progress in ridding the dungeon of the invaders. They will introduce themselves as Lukos, Darnos and Ervan of Clan Garagur. Six dwarves dressed in armor with weapons stand against the wall and 6 wolf-like dogs wander around the room or sit under the table, gnawing on scraps.

Lukos, Darnos and Ervan are actually all vampires and the six dwarves are lesser (servitor) vampires. See 'Monsters' in the appendix for more details on servitor vampires. Anyone tasting the wine must make a saving throw at -4 or become enthralled by the dwarf lords and will seek to prevent any harm from coming to them. Those that make the saving throw will notice that the wine tastes like blood. The meat, bread and fruit on the table similarly appears delicious; anyone who fails the saving throw (again, at -4) will eagerly eat the food. Those who make the save will notice that the food appears spoiled and is covered in flies and worms. Anyone eating the food will temporarily lose 2-12 points of strength (temporarily; it will return in 3 hours). Anyone reduced to a strength of 0 will be unable to rise from their chair.

The vampires will attempt to charm as many opponents as possible before combat begins (they understand that it will begin eventually; in fact they look forward to it). Once they have charmed/weakened/decommissioned as many player characters as possible, the vampires, the wolves and their servitors will attack. The vampires will summon bats and rats from nearby to help.

3x full blooded Vampires, HD: 9, HP 55, 48, 43, AC: 2 [17], ATK: Bite (1d10 + level drain), sword (1d8+2) or axe(1d6+2), ST: 6, SP: See description, MV: 12/18 (flying), AL: C, CL/XP: 9 HD (11/1,700); each wears a ring, pin and necklace worth a total of 1,500 GPS (500 GPS each), each has a hand axe and jeweled sword worth 100 GPS. In addition to these items, each vampire has the following magical items:

1. Lukos carries a **+2 axe of the Headsman** (1-10 +4 damage, beheads opponent on a roll of 20) (see Magic Items in appendix). In a case on his belt, Lukos carries a leather case that contains a crystal scepter that is octagonal in cross section with a gold octagonal key. Both of these items radiate magic (these are the 'keys' to the treasury on level 5s).
2. Darvos wears **boots of speed** and **gauntlets of ogre power**: His movement speed is doubled and he gets +6 damage bonus from attacks.
3. Ervan wears a **+1 ring of protection** and carries a **Flail of Blood**: a +2 weapon that will heal the same number of hit points for the user that it inflicts on the target. The flail of blood has a 10% chance per combat of turning the user chaotic. (see Magic Items in appendix)

6x Servitor Vampires. HD: 5, HP 25 each, AC: 3 [16], ATK: Bite (1d6 + 50% chance of level drain), sword (1d8+1) or axe(1d6+1), ST: 11, SP: See description, MV: 12/18 (flying), AL: C, CL/XP 8/800; each wears chainmail and is equipped with a sword, 2x hand axes (for throwing) and a dagger. Servitor vampires are weaker versions of full vampires; their bite only level drains 50% of the time, they regenerate only 2 points per round and they can be struck with silver or magical weapons. They can control ½ the number of bats, wolves or rats as a full vampire and cannot charm.

6x wolves, HD: 2+2, HP 10 each, AC: 7 [12], ATK: Bite (1d4+1), ST: 16, SP: None, MV: 18, AL: N, CL/XP: 2/30

In addition to the weapons above, each vampire lord has a sword made of good quality steel set with gold and gems (non-magic but worth 100 GPS) and a throwing axe. The servitors all wear chainmail and carry swords, 2 hand axes each and daggers. On the table are 12 silver goblets (worth 50 g.p. each), 4 silver trays covered in rotted food (worth 100 GPS each) as well as several bottles of wine polluted with blood and 2 elaborate silver candelabras (worth 150 GPS each).

4) Secret Room: A key to the door to room 5 hangs on a peg on the wall beside the door. Three elaborate coffins, decorated with over 10,000 g.p. in gems and 500 g.p. worth of gold, sit in a row in the room. Inside each coffin is some earth as well as some relics that are personally significant to each of the

vampire brothers. If these treasures are stolen or destroyed, the vampire brothers will eagerly seek to hunt the thieves down.

Coffin 1) A small jeweled box made of wood inlaid with mother of pearl (worth 150 gps). Inside the box is a plain clay pipe and a small pouch of tobacco.

Coffin 2) A +1 battle axe made of silversteel (see 'Metals' in the appendix for information about silversteel).

Coffin 3) A gold ring set with a glowing red firestone (see 'Gems' in the appendix for details on the firestone gem). This ring is worth 2,500 GPS.

5) Gore Chamber: Four flaming torches are in sconces on the walls. There is a large wooden tub (10 feet in diameter and 3 feet deep) filled with human parts and blood and pools of blood are on the floor. Iron chains with hooks upon which someone has impaled human, elven, dwarven and Halfling body parts hang from the ceiling and a rough wooden table is covered in bloody bone saws, hammers, large cleavers and other grisly tools made of iron. Dozens of flies buzz around the room and the whole place smells of rot.

Two of the flies are Nalfeshnee demons polymorphed into insect form. They will seek to polymorph into their demon form and attack by surprise and/or use their magical abilities while in fly form. They will attempt to toss anyone they can seize into the tub because the remains are infected with rot grubs. Anyone thrown into the tub will be attacked by 1-3 rot grubs per round. There are a total of 12 rot grubs in the tub at any given time.

The demons in this room are minions of the master on level 8d and are tasked with protecting access to that level from here.

Demon, Nalfeshnee (Fourth-Category Demon), HD: 11, AC: -1[20], ATK: 2 claws (1d4), 1 bite (1d6+2), SP: Magic resistance (65%), +1 or better magic weapon needed to hit, immune to fire, +2 on to-hit rolls, magical abilities, MV: 9/14 (flying), ST: 4, AL: C, CL/XP: 13/2300

12 Rot Grubs: HD 1hp; AC 9 [10]; Atk 1 for 1d3 per round; ; SP: Burrows through flesh to heart in 3-8 rounds, Move 1; Save 18; AL N; CL/XP, 1/15.

6) Bone Room: Contains dozens of human, elf, dwarf, and goblin skeletons. Hidden in the mess is a pouch of 15 p.p., a quiver of thirteen **+1 arrows**, a **potion of restoration**, and a **potion of heroism**.

7) Anteroom: The walls are covered with crumbling plaster. Bloody handprints on the walls and door to area 6.

8) Rat Cave: 38 giant rats (AC 7, MV 12", HD ½, hp 2 each, 1 atk 1-3 + disease). The chewed bones of various creatures lie about the cavern. At "X" is a fist-sized gemstone worth 10,000 g.p., but it is covered in muck and anyone passing within 10' has only a 1 in 6 chance of seeing it. The door in the northeast wall is made of stone and is solidly locked. There are 4 2' diameter rat holes in the wall leading on to room 9.

9) Bat Cave: This dirty cave is heaped with guano. There are a dozen giant rats on the floor of the cave and twelve giant bats along with three werebats hanging from the ceiling. In one corner, under some Halfling bones, is a large iron key that will open the door at

10) Large pool of fresh water. The whole cave is wet. Three gray oozes (MV 1", HD 3, hp 15, 1 atk 2-16, impervious to fire, cold, and spells, lightning causes full damage) attack by surprise.

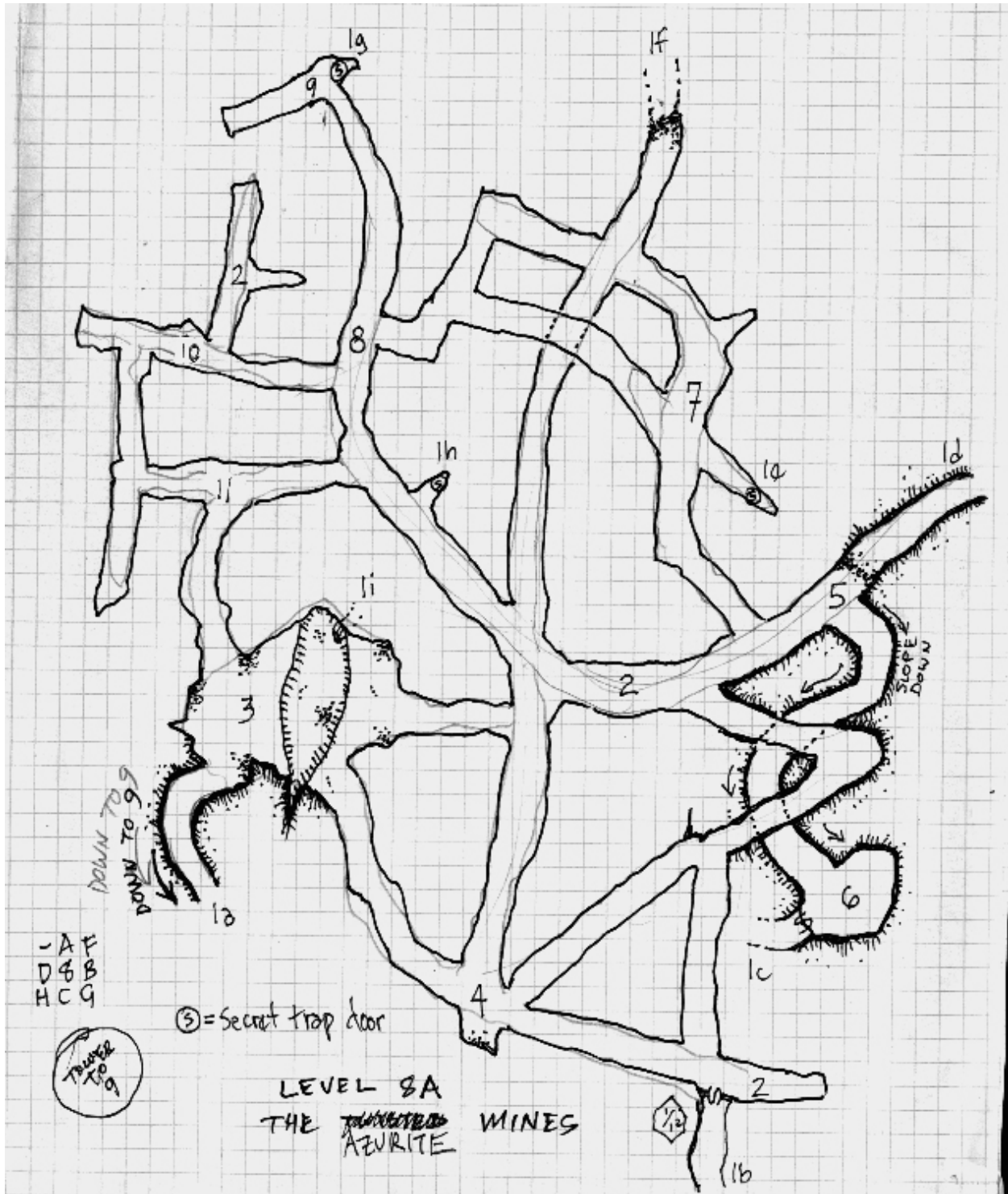
11) Illusion: The door here is locked. If the door is opened, the room looks like a 10x10 foot cell. In reality, the west wall of the room (which hides the steps down to level 9; see location 1j) is an illusion. Anyone entering the room and studying the wall carefully must make a save at -4 versus magic to perceive it as anything other than a solid wall --- it will even feel like cold stone to the touch.

Note that there is sufficient space under the door for the vampires on this level to pass under in gaseous form.

Anyone coming UP the stairs from level 9 below will not see the illusion unless they attempt to turn around and go back the way they came; in that case, they will need to make the -4 saving throw to see the illusory wall for what it is and pass through it.

12) Crab Ogre Cave: This large cave spans the corner of the map from levels 8, 8b, 8c and 8g. This cave is filled with water to a depth of 8 feet and is reached by swimming through an underwater tunnel. There are x number of crab ogres wandering around the room. In the center of the room is a massive pile of rubble that protrudes above the waterline. A dozen piles of white spheres, each a foot in diameter, are scattered around the edges of the rubble pile. These are crab ogre eggs; if broken open, each will be found to contain an immature crab ogre (although breaking the eggs open is difficult; they have an AC of 3[17]).

Treasure: On one side of the rubble pile, half buried in rocks and mostly submerged in the water, is a rusty iron chest that can only be found if the area is searched carefully. The lock is so rusted it can no longer be picked, but the chest can be smashed open if someone inflicts 12 points of damage on the lock or hinges with a suitable tool (a hammer and spike might do it). Inside the chest are some rotted leather garments, a small bar of silversteel (worth 1,000 GPS), 4 bars of orichalcum that weigh 1 pound each (worth 120 GPS each) and a dozen peridot gems of low value (5 GPS each) in a rotted pouch.



LEVEL 8a: The Azurite Mines

Introduction: These are narrow mine tunnels that join up to 8f to the east, 8 to the south and 9 below. They are rough-cut passages, filled with the ghosts of dwarven miners.

Azurite, a blue colored mineral, streaks the walls of these tunnels. Long ago, the dwarves dug copper, gold and azurite here. The azurite was used mostly as an ingredient in paints or as inexpensive ornamental stone. Azurite is valued at about 1 SPS per ounce (weight).

These mines have recently become infested with 'screamers.' These are horrifying creatures that consist of humans turned inside-out; the sight of them is so horrifying that anyone exposed to them must make a save or temporarily go mad. The screamers are in constant pain and will seek to inflict their brand of suffering on others. The 'screamers' are the creation of the Claw Rebels. These are red dwarf rebels who have their stronghold on level 8a.s.

Azurite Mines: This mineral can be dug up and ground up as pigment. It is valued at about 1 SPS per ounce (weight).

A sack of chunks of azurite is worth 16 GPS (has about 10 lbs of azurite).

Special Effects:

Updating the Level: If the claw rebels are defeated and driven from this area, the red dwarves from 8f and 7f will probably try to reclaim the level. The screamers will continue to haunt the level and will gradually be replaced (possibly with captured player characters) for as long as the claw rebels survive.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Sloping passage winds down, about 75 feet, to level 9.

1b) Secret passage to level 8. Secret door can only be located 1 in 12.

1c) Secret passage to level 8a.s. Secret door can only be located 1 in 12. Access to 8a.s.

1d) Rough walled passage leads to level 8f.

1e) Secret door, 3x3 foot, hidden in the floor, can only be detected 1 in 12. Access to 8a.s.

1f) Collapsed passage. This tunnel collapsed years ago. If the referee wishes to expand the maps, this might be a good place to add a level.

1g) Secret door, 3x3 foot, hidden in the floor, can only be detected 1 in 12. Access to 8a.s.

1h) Secret door, 3x3 foot, hidden in the floor, can only be detected 1 in 12. Access to 8a.s.

1i) 30 feet down, in the bottom of the pit in room 3, is a 2x2 foot tunnel, like a giant rat hole, that accesses level 8a.s. Access to 8a.s.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place their own encounters or locations.

3) Crevasse Room: There is a crevasse about 20 feet deep at the south end sloping to about 30 feet deep at the north end. A small hole (2' diameter) in the east wall of the north end of the crevasse leads to level 8a.s (see 1i, above). There are three screamers in the room (see 'Monsters' in the appendix); two are on the west side of the crevasse and the third is in the bottom of the crevasse. If anyone other than red dwarf claw rebels enter the room, the screamers will immediately attack. Since these creatures climb well and can jump across the southern part of the pit on a 5 in 6, crossing the pit presents no problem for them.

Unless the screamers are defeated in three rounds or less, the noise of their attack will attract 1-3 more screamers. In addition, the giant troll at location 11 will arrive in 2 rounds if it detects the sound of battle.

There are some streaks of azurite and copper ore in the walls. Rubble is piled around in the room. There is no treasure.

4) Ghost Miners: Three dwarven Khunmar Phantoms (see 'Monsters' in the appendix) are here with pickaxe and shovel, silently chopping at the wall with their tools. They will ignore anyone who does not interfere with their work. After a few moments, they will fade from view. See 'Monsters' in the appendix for more details on the Khunmar Phantoms.

3 Khunmar Phantoms: HD: 3+3, HP 15 each, AC: 7 [12], ATK: 1 touch (1d4+1 + Con Drain), ST: 14, SP: Drains 1 Str with hit, can only be hit by magical weapons, MV: 12, AL: N, CL/XP: 5/240
Treasure: If someone searches the rubble pile where the dwarves were working, they will find a cache of four **Khunmar thundereggs** (see 'Gems' in the appendix).

5) Rubble Wall: A rubble wall (12 feet high in this 20' tall passage) stands here. Three screamers and two red dwarf rebels are on guard here. A large copper gong hangs from spikes in the north wall; if anyone strikes the gong, the screamers from location 6 will come and join the fight. The screamers will attack as indicated by their red dwarf masters. The dwarf rebels will beat the gong at the first sign of trouble; they are stationed here to guard invaders from 8f.

6) Screamers Guard post: This small chamber is at the bottom of the passage sloping down from location 5. Four screamers are here, wandering around the room and moaning to themselves. If anyone other than red dwarf rebels or other screamers enter the room, they will begin to scream and attack. There is a secret door in the west wall (detect 1 in 12; see 1c above). See 'Monsters' in the appendix for more details on screamers.

4 Screamers

The walls and floors here are smeared with blood and shreds of flesh. If the room is carefully searched, a long lost **ring of the explorer**, crusted over with blood, will be found in one corner (see 'Magic Items' in the appendix).

7) Gold Ore Deposits: There are streaks of gold in the walls here which could be mined to yield a few thousand pounds of ore. Large scale mining operations on the part of the players are probably impossible because of all of the enemies present, but if players were able to clear the mines and bring in tools, supplies and workers, figuring out how much ore they could retrieve and bring to the surface could be an interesting logistical challenge.

8) The Smoker: Players will note a strong smell of tobacco when they enter this area. The transparent form of an elderly dwarf, leaning on a cane and smoking a pipe, will be seen standing in this area. He will smile and nod pleasantly to the players, and then fade from view. He is, of course, another Khunmar Phantom who will attack if molested. See 'Monsters' in the appendix for more details on the Khunmar Phantoms.

Khunmar Phantom: HD: 3+3, HP 14, AC: 7 [12], ATK: 1 touch (1d4+1 + Con Drain), ST: 14, SP: Drains 1 Str with hit, can only be hit by magical weapons, MV: 12, AL: N, CL/XP: 5/240

9) Lost Screamers: The cave here is streaked with blue azurite and copper ore. Some rotted sacks are piled in the west part of the passage and a hidden trap door (detect 1 in 12; access to level 8a.s; see 1g, above) is in the east portion of the area. Two translucent screamers who attacked some of the Khunmar

Phantoms lurk here, softly moaning to themselves while standing over their own dead bodies. These monsters were drained of all of their constitution and became phantoms themselves. Unlike the rest of the Khunmar phantoms, they will attack anyone they detect. See 'Monsters' in the appendix for more details on screamers and Khunmar Phantoms.

2 Khunmar Phantoms: HD: 3+3, HP 14, AC: 7 [12], ATK: 1 touch (1d4+1 + Con Drain), ST: 14, SP: Drains 1 Str with hit, can only be hit by magical weapons, MV: 12, AL: N, CL/XP: 5/240

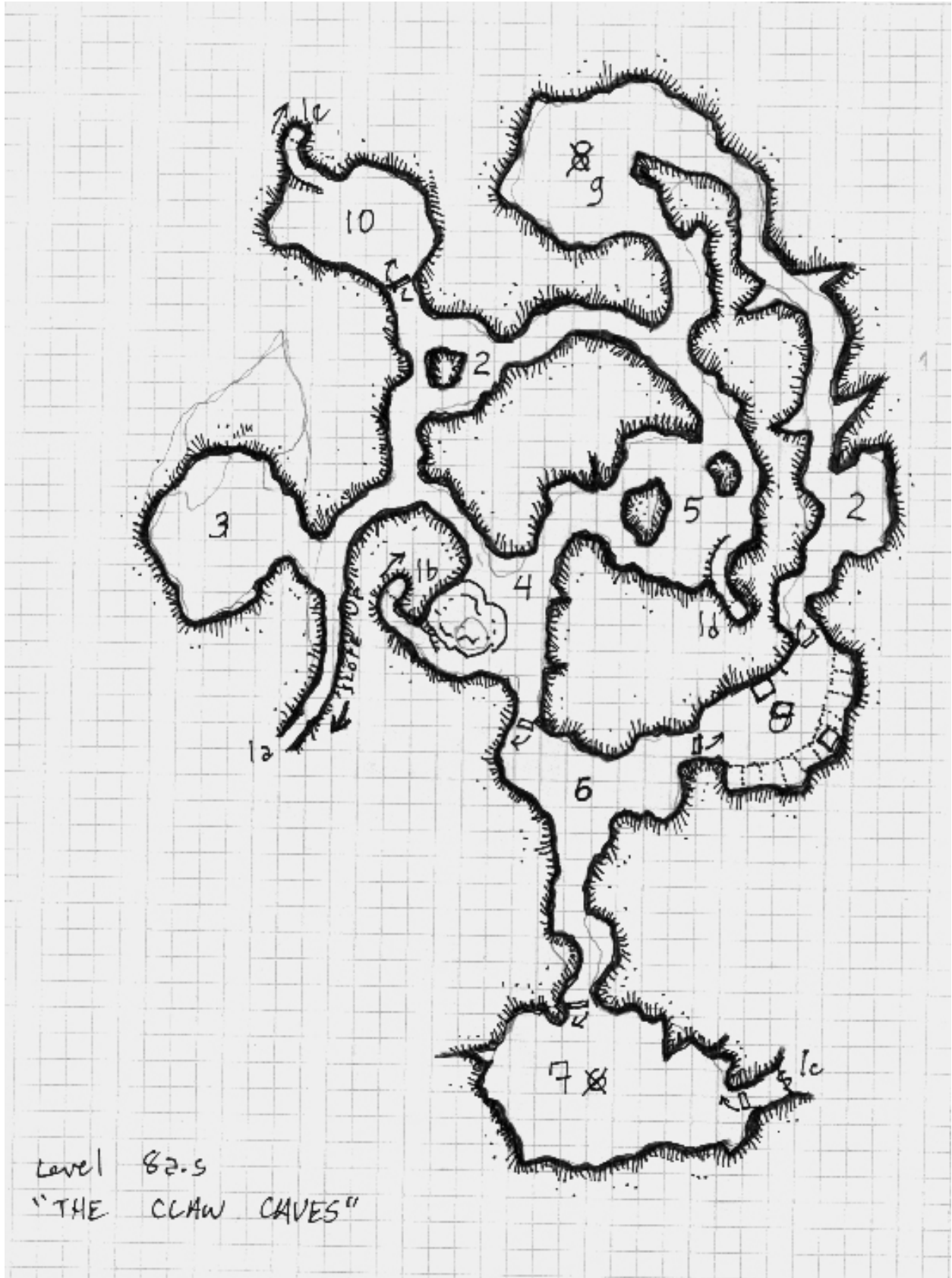
Treasure: The pile of rotting sacks contain chunks of azurite. The sacks are so rotted that they will disintegrate if moved, but there is a total of 350 pounds of azurite here in chunks (worth a whopping 1 SPS per ounce and a total of 16 SPS per pound or 560 GPS for all 350 pounds).

10) Red Dwarf fugitive: A red dwarf from level 7f, who got lost in this level and is desperately attempting to hide from the claw rebels and screamers, is hiding in the niche in the north wall here. If captured, he will babble incoherently about the 'inside out fiends' in dwarven and attempt to escape at first opportunity. His name is Hiskalf.

Hiskalf the Red Dwarf, HD: 2, HP 9, AC: 4 [15], ATK: Khopesh (1d6+1), ST: 17, SP: surprise 1-3 on a d6, insanity, darkvision 90', -1 attack in direct sunlight, MV: 6, AL: C, CL/XP: 2/30

11) Giant Troll: A giant troll (see 'Monsters' in the appendix) which wanders the level is normally found here. If the screamers at location 3 are engaged in noisy combat, it will run down there to investigate. Likewise, if the troll is attacked, the screamers at 3 will come to investigate in 2 rounds. The claw rebels and the giant troll have a mutual 'non aggression pact,' but will aid one another in attacking anything or anyone that invades this level.

Troll, Giant, HD: 10+4, HP 54, AC: 3 [16], ATK: 2 claws (2d4), 1 bite (2d8), ST: 8, SP: regenerate 3 hp per round, MV 12, AL: C, CL/XP: 11/1700



LEVEL 8a.s: The Claw Caves

Introduction: These secret tunnels are hidden beneath the Azurite mines (level 8a) and are the headquarters for the red dwarf claw rebels. The red dwarf claw rebels are an offshoot clan who parted ways acrimoniously with the main body of red dwarves and now make their home on level 8a.s. They create and control the 'screamers' (see 'red dwarf claw rebel' and 'screamer' in the 'Monsters' section of the appendix) and are currently seeking to disrupt the production of bloodgold on level 7 with mixed success. In every respect they are similar to regular red dwarves except, instead of a right hand, they wear the magical threefold claw (described below and in 'Magic Items' section of the appendix). They usually fight with a threefold claw and a dagger in the left hand.

Their tunnels here are wet and unpleasant. There will be a lot of bloody hand prints and puddles of blood in the level (from 'screamers' wandering around) and, while exploring this level, players are likely to occasionally hear a scream echoing down the halls.

Special Effects:

Entrances and Exits:

Updating the Level: If all of the claw rebels are defeated, the red dwarfs whom the claw rebels oppose might eventually occupy this level. If the corpse heap is released from room 10, it will wander the level, preying upon whatever it can find. If the screamer creation device in room 8 is destroyed, there will be no new screamers to replace losses. In this case, even if they are not yet defeated, the claw rebels will mount a suicide attack upon the blood gold furnace on level 7f since, without the screamer creation device, they believe their cause to be hopeless.

The Original DM's Notes: Level 8a.s.: The 'Threefold Claw' that the red dwarf rebels within the mines employ came to me in a dream while I was rewriting the Mines for publication. I had a dream in which a device like a paper-cutter was being used to amputate people's hands and their hands were being replaced with a claw that had three 'fingers' on it. Although I didn't remember the dream very clearly, I had distinct memories of the claw and decided it needed to be in the adventure. 'Screamers' were inspired by radio ads for a horror movie I remember hearing from the early 1980s when Mines of Khunmar first came to be. The advertisement for this movie stated that a 'screamer' was a man who had been turned inside out. Unfortunately, the film in question was just a re-edited Italian horror film about a mad scientist who was turning human captives into 'fish men' in order to loot the ruins of Atlantis; there were no 'inside-out' people in the actual film. The radio ad for the movie, however, made a big impression on me at the time, and, as a tribute to the early 1980s pop cinema culture, I decided that at least a reference to the film needed to be included in the adventure.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) This narrow passage slopes up to the crevasse at location 3 on level 8a. The passage is 2' in diameter at its upper end.

1b) This narrow tunnel slopes up to a stone trap door that opens in the floor of 8a.

1c) This short hallway has a secret door (discover 1 in 12) that exits into the screamer's guard post (location 6 on level 8a).

1d) This narrow tunnel slopes up to a stone trap door that opens in the floor of 8a.

1e) This narrow tunnel slopes up to a stone trap door that opens in the floor of 8a.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the “Random Happenings and Items” table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Mess Hall: There are four tables in this room, each covered in bloody bits of humans, dwarves and other creatures a half dozen claw rebels are in here, gorging themselves on what lies upon the tables.

Treasure: Each dwarf has 2-5 GPS. There are also a dozen drinking vessels in the room, all smeared with blood. Four of them are made of silver and worth 30 GPS each. There are also forks, knives, spoons, platters and bowls made of brass, steel and iron in the room. Other than that, there is no treasure in the room.

4) Pool Room: Four screamers lurk in here, awaiting orders. If anyone other than red dwarf rebels or screamers enter the room, they will attack. The room has a naturally occurring spring that has formed a pool of fresh water, three feet deep and twenty feet across. This is the source of drinking water for most of the creatures on this level.

5) Guillotine Machine Room: In this room is a stone block that is crusted with dried blood and the walls of the room are covered in handprints made of dried blood. Atop the block rests a small guillotine used to chop off the right hand of each rebel before he or she can have their ‘claw’ attached (see ‘Threefold Claw’ in ‘Magic Items’ in the appendix). There are piles of gnawed finger and hand bones scattered around the room; some of the hand bones appear to be several years old. On a stone shelf sit two of the ‘Threefold claw’ devices (they look like metal gauntlets shaped sort of like lobster claws but with three rather than two tines; see “Magic Items” for more details on the Threefold Claw).

6) Barracks: There are a dozen pallets here, along with a half a dozen crates, chests and boxes, scattered around the room. 2-7 red dwarf claw rebels will be in the room at any given time (half of them will be unarmored and asleep at any given time, unless alarm is raised).

7) Chief Audience Chamber: The chief of the claw rebels is in this room, meeting with his three lieutenants. There is a table made of bones in the center of the room and 4 bone stools around it. Six screamers are huddled around the edges of the room. Silver bowls and cups, smeared with blood, are on the table. The walls are decorated with evil looking runes, drawn in blood.

Treasure: There are 4 bowls and 4 cups made of silver (worth 30 GPS each or 240 GPS for the whole set). A chest is in a crevice in the west wall, it is unlocked and contains 12 1 lb. bars of gold worth 160 GPS each and 24 1 lbs bars of orichalcum worth 120 GPS each.

8) Screamer Creation: This room is lit by a pair of oil lamps that hang from hooks in the ceiling and burn with a red light. Against the south wall are 10 cages made of iron bars; some of these cages have prisoners in them. Against the north wall is an iron maiden type contraption filled with hooked wheels and spikes with a large crank on its side. Beside it, on the wall, is a large brass dial with 10 positions and an iron lever (currently in the down position). Four claw crab rebels, a claw crab rebel master and six screamers are in the room (see 'Monsters' in the appendix for details on the claw crab rebels or screamers). Two of the claw rebels carry mancatcher pole arms (see 'weapons' for details of the mancatcher pole arm).

The rebels open and close the cages by using the lever and dial on the wall (the dial is turned to position 1 for the first cage, 2 for the second, etc. and the lever pushed up; the front of the cage rises into the ceiling like a portcullis; if the lever is pushed down, the portcullis goes back down). They will grab a prisoner with the mancatcher pole arms and thrust that unfortunate into the 'iron maiden' and shut the doors (this process inflicts 2-12 hit points and completely incapacitates the victim). If the crank is then turned, the victim is turned into a screamer and pops out of the machine the next round, ready to obey it's new masters.

There are 4 slaves currently in the cages. One of them is a human bandit named Wulther; although equal to a 2nd level fighter, if rescued he will give up his thieving ways and offer to become a henchman for the most powerful fighter in the group. The other three are captured red dwarves from level 7f. They are likely to make all sorts of promises but will simply seek to run away at first opportunity.

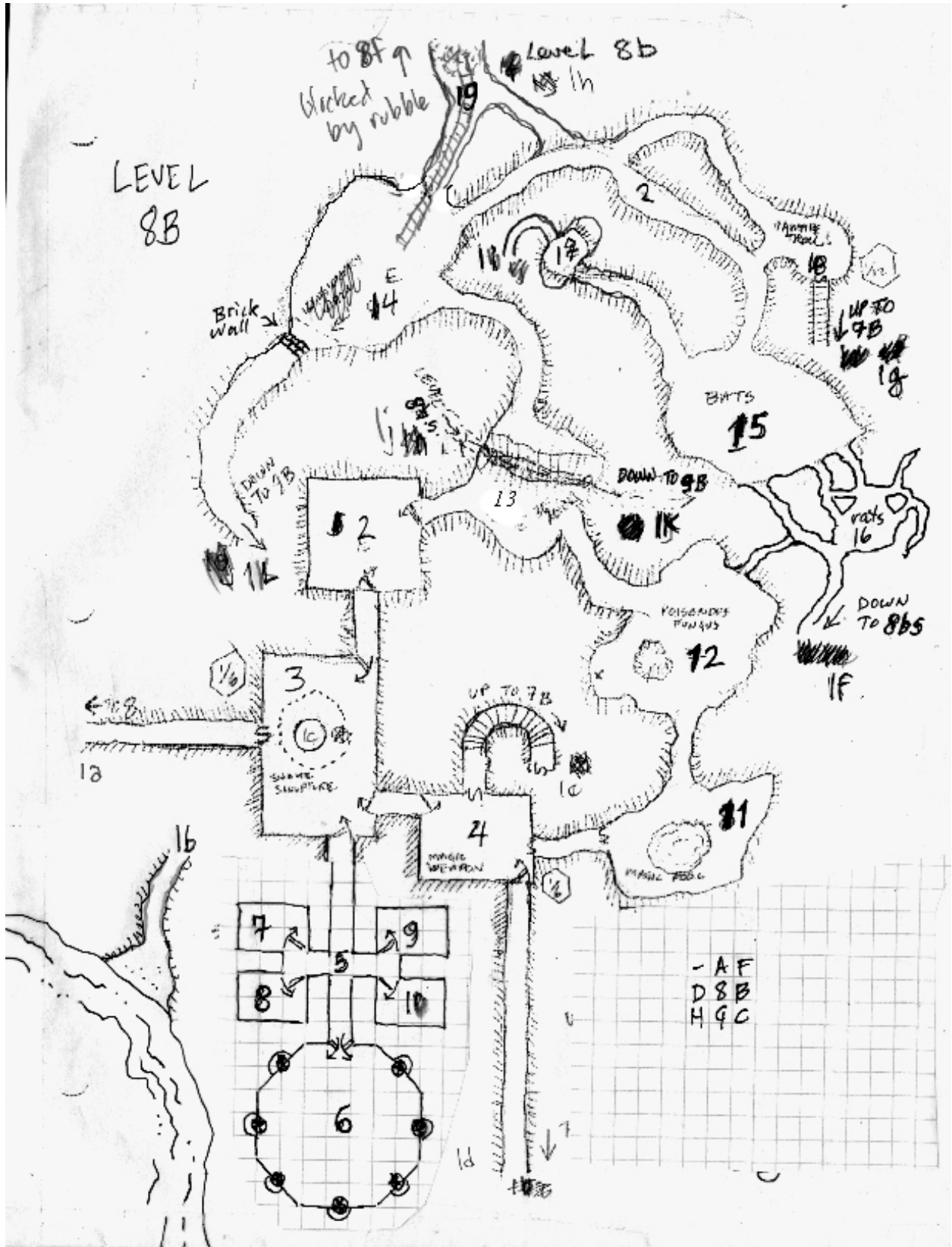
If player characters enter the room, the leader will direct the screamers to attack and his minions will attempt to create more screamers. The leader will attempt to man the switch and dial to open the cages as his underlings use the mancatcher pole arms to grab another prisoner, thrust that unfortunate into the iron maiden and then turn the crank to create another screamer. If the minions manage to grab a player character with the mancatcher pole arms, they will attempt to place them in the machine as well!

9) Barracks: There are a dozen pallets here, along with a half a dozen crates, chests and boxes, scattered around the room. 2-7 red dwarf claw rebels will be in the room at any given time (half of them will be unarmored and asleep at any given time, unless alarm is raised).

10) Corpse Heap: A corpse heap monster (see 'Monsters' in the appendix) which wandered into the level has been trapped in here by the claw crab rebels who have no idea how to deal with his creature. The sturdy, iron bound door to the south is locked and the corpse heap is not intelligent enough to figure out how to open the secret trap door at the top of the ramp at 1e. It currently sits, brooding, in the center of the room and will eagerly attack anything or anyone that enters the room.

Corpse Heap: HD: 10, HP 80, AC: 5 [14], ATK: 2 fists (3d6), ST: 5 (10HD), SP: +1 or better weapon needed to hit, touch causes disease, absorbs victims, heals itself by harming others, MV: 9, AL: N, CL/XP: 10 HD (12/2000)

Treasure: This was once a barracks for some of the crab claw rebels. There are pieces of smashed furniture and stoneware, a few scattered weapons and bits of armor and some bedding in the room. Almost everything has been ruined by the corpse heap, which thrashed around smashing everything in frustration when it discovered that it was trapped in here. Three of the 'Threefold Claw' devices (see 'Magic Items' in the appendix) are still in the room. The claws were left behind when their owners were absorbed into the corpse heap.



LEVEL 8b: Lair of the Vampire Troll

A stone chamber with a statue of a snake(1) had a small fountain formed from venom dripping from the snake's fangs. If you caught a drop and swallowed it, it would have various effects depending upon your alignment cross referenced with a die roll. Another room (2) contained a disembodied weapon that attacked even though there was no one to wield it. A third weird room (3) contained a disembodied hand monster. Other dungeon treats included a magic pool (8) and a really nasty troll (10) who had been infected with vampirism. In many ways I'm sorry that the players never made it this far – I really would have liked to see them dealing with the vampire troll.

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Secret tunnel to level 8. The secret door on the east end can be discovered 1 in 6.

1b) Crab Ogre Tunnel: The water at 12 on level 8 laps up against a sandy beach here that slopes upwards to the north, then downwards to level 8b.s. Anyone studying the sand will see a great many of the distinctive two toed footprints of crab ogres going up and down the tunnel and the shore here is littered with several piles of the distinctive spherical white crab ogre eggs. Every turn spent here, there is a 3 in 6 chance of encountering 1-6 crab ogres and combat, light or activity on the beach is likely to attract the attention of the crab ogres at 12 on level 8 or from the tunnel to 8b.s.

1c) The hole in the floor here (room 3 on level 8b) leads straight down to a chamber on level 8b.s. This is the pit that that pale worm in room 3 uses to snatch its prey.

1d) Tunnel to level 8h.

1e) Secret stairs up to level 7b. The secret doors on both ends of this passage can be discovered 1 in 6.

1f) Sloping tunnel 3' in diameter, that goes down to level 8b.s. Whenever using this tunnel, one is 50% likely to encounter 2-5 rats from location 16 on level 8b.

1g) Secret stairs up to level 7b. The secret doors on the north end can be discovered 1 in 12. The vampire troll who occupies this level uses these stairs to come and go, usually just passing through a crack using his gaseous form ability instead of opening the door.

1h) This mine tunnel to 8f is blocked by a huge pile of rubble. A set of mine car tracks pass under the rubble from level 8f to level 8b. The vampire troll can still pass through the rubble using his gaseous form ability and he occasionally goes into level 8f to prey upon the slaves or their red dwarf masters. Given tools and several days time, player characters could clear a passage through the rubble.

1i) This narrow, sloping tunnel winds down to level 8b.s.

1j) Access to Level 8b.s.: The stream in the chasm from location 13 on level 8b flows in from level 8b.s at 1h and out to level 9 at 1i. The tunnel here is about 10 feet in diameter and the water is 5 feet deep. Anyone attempting to travel upstream is going to have to make a strength check every round (roll your strength or less on a d20 to pass) or get washed downstream 10-60 feet taking 1-6 HP as they are battered against the rocks and walls. Anyone failing 3 successive checks will get washed all the way down to level 9 via 1i, taking 3d6 damage and possibly drowning in the process (50% minus their Con score as a percentage; thus a 38% chance with a CON of 12, 37% chance with a CON of 13, etc). If player characters take appropriate precautions (suing flotation devices, etc.), the DM may want to improve their chances.

1k) Access to Level 9.: The stream in the chasm from location 13 on level 8b flows in from level 8b.s at 1h and out to level 9 at 1i. The tunnel here is about 10 feet in diameter and the water is 5 feet deep. Anyone attempting to travel downstream is going to have to make a strength check every round (roll your strength or less on a d20 to pass) or get washed downstream 10-60 feet taking 1-6 HP as they are battered against the rocks and walls. Anyone failing 3 successive checks will get washed all the way down to level 9 via 1i, taking 3d6 damage and possibly drowning in the process (50% minus their Con score as a percentage; thus a 38% chance with a CON of 12, 37% chance with a CON of 13, etc). If player characters take appropriate precautions (suing flotation devices, etc.), the DM may want to improve their chances.

1l) This passage is blocked on the north end by a crudely constructed wall of stone blocks. There are a few gaps in the wall only an inch or two in diameter that the vampire troll on 8b can use to travel down to 9. The tunnel slop

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Lair of the Pale Worm: This room contains a large stone sculpture of a snake carved from white marble. In front of the sculpture is a pit 10 feet in diameter that goes down 30 feet to a cave (location 4 on level 8b.s.) in which a giant pale-skinned worm dwells. Overhead, a large brass bell is suspended from the ceiling. If anyone comes within 10 feet of the statue or the pit, the bell will toll loudly and the servant will poke it's head out, attempt to swallow whomever is nearest and retreat back down into the pit. The worm is 60 feet long and about 8 feet in diameter; it is equivalent to a very large 'purple worm' (complete with stinger) but has an unusual albino color.

Albino Purple Worm, HD: 15, HP 75, AC: 6 [13], ATK: Bite (2d12), sting (1d8), ST: 3, SP: Poison sting, swallow alive, MV: 9, AL: N, CL/XP: 17/3,500

4) Chamber of the Sword: A stone table is in the center of the room and a two handed sword lies upon it. When anyone enters the chamber, an invisible ghose named Knut will pick up the sword and attack. Knut is quite an effective swordsman and every time he strikes, he will drain 1-6 points of strength (which will return at the rate of 1 point per day). He will occasionally grunt and curse as he strikes, but otherwise he is completely silent. Every time Knut drains an opponent's strength, it heas 1d6 on Knut for every point of strength it drains. Knut will not leave this room.

Knut the Ghost, HD: 10, HP 45, AC: 0 [19], ATK: +4 attack with sword (2d6+4), ST: 4, SP: invisible, only struck by +1 or better weapons, 50% Magic Resistance, attack drains 1-6 points of Strength, each point drained heals 1-6 points damage, MV: 12, AL: C, CL/XP: 12/2,000

Treasure: Knut's sword is a +2 2 handed weapon. When (if...) Knut is defeated, the sword will fall to the floor and a long, low moaning sigh will be heard.

5) Hallway; perhaps the giant hand lurks here. The Hand": A huge, clawed disembodied hand (AC 0, HD 12, hp 62, 1 atk 2-12, on a roll of 18+ will begin to throttle the victim [lasts CON / 5 rounded up], MR 65%).

6) Chapel of the Seven Deadly Sins: The room is octagonal, with one wall having a door in it, the other 7 walls each having a niche with a statue in it carved of colored stone. Anyone looking at or touching any of the statues must make a saving throw at -2 or become possessed by the spirit embodied in that statue. Each statue can only claim one person at a time. Anyone succeeding in the save will find themselves repulsed by the statue in question (although this will not prevent them from being

possessed by the spirit of one of the other statues; even if they walk through the room looking at the floor or with their eyes shut, there is a 1 in 6 chance that they will inadvertently look up at one of the statues or brush against one and need to make a save.

Anyone 'possessed' by one of the statues will begin to alter their behavior over the course of the next three weeks. In the first week, they will simply begin to exhibit whatever sin has possessed them (pride will make them demand more credit for the group's accomplishments and make them insist on special treatment, envy will cause them to bicker with or attempt to discredit their companions, sloth will make them need more rest, etc.). During the second week, this behavior will start to have a serious impact on their behavior and at any given time they are 50% likely to be indulging their vice whether or not it has a disastrous effect (a glutton might stop to eat in the middle of a battle, leaving his companions in the lurch, a victim of sloth will be too lazy to help comrades when they need it, etc). During the 3rd week, the vice will consume them 75% of the time. By the time the 4th week rolls around, the player character will be utterly lost to the vice and will end up dead or in jail because of his or her excessive behavior. The DM can effectively remove them from the campaign since they will be too busy 'indulging their vice' to be an effective character. In all cases, the condition will eventually prove fatal (the glutton will eat himself to death, the angry will be killed brawling with strangers in the street, the lustful will end up killed by a jealous lover, etc).

'*Remove Curse*,' cast by a friendly cleric, is required to remove the effect. In the 2nd week, the '*Remove Curse*' spell has only a 50% chance of working and in the 3rd week it has only a 25% chance of working. By the time the 4th week rolls around, only a '*wish*' spell can save the character.

Lust: This statue is of a hermaphrodite (half man/half woman divided right down the middle) is carved from dark blue stone. Anyone under its spell will gradually become more and more obsessed with sex to the exclusion of all other interests.

Gluttony: An orange statue of a fat woman with a pig-like head stuffing her mouth with food. Anyone under its spell will gradually their food intake until they are eating almost all of the time.

Greed: This statue carved of yellow stone portrays a thin man with his arms wrapped protectively around a chest. Anyone under its spell will desire wealth to the exclusion of all other interests.

Sloth: This statue of a seated woman is carved of light blue stone. Her head rests on her shoulder, her eyes are closed and she slumps back in her chair, as if falling asleep. Anyone under its spell will require more and more rest until they are eventually sleeping 100% of the time.

Wrath: A bare chested bearded man carved from red stone holds an axe in each hand and his face is distorted with rage. The afflicted will initially fly into rage during combat, getting a +2 bonus on attack and damage (and a -2 penalty to AC) as they fight with greater and greater ferocity. Eventually they will be unable to control their fury and may attack comrades or will fly into a rage and attack whenever frustrated.

Envy: This statue carved of green stone portrays a tall woman giving a sidelong look out of the corner of her eyes. Those under the spell of envy will feel constantly jealous of others; these feelings will increase until they are actively making enemies and seeking to sabotage all others around them.

Pride: A statue of a nobleman carved of violet stone with a crown on his head and a smirk on his face. Those under the spell of pride will become more and more demanding of attention and favor. They will always want the greatest reward and the best place (usually placing them in conflict with those who follow envy or greed). They will eventually grow so demanding that no praise or reward is enough for them, usually ending in conflicts that cause their death.

7) Ship in a Bottle: The door to this room is sealed tight and locked. The room is empty save for a stone pedestal, three feet all and two foot square, in the center of the room. Atop the pedestal is a glass bottle, lying upon it's side, containing an extremely accurate model of a merchant ship. The model of ship obviously would not fit through the neck of the bottle, so how it came to be placed inside the bottle is a bit of a mystery.

If anyone touches the bottle, they will instantly be transported aboard a full size ship floating in a dark ocean under a cloudy, starless twilight sky. The world here is eternal twilight, with no stars visible in the dark clouded sky. Beside the ship's wheel is a device like a compass with a needle that points towards the island (see below). The ship is adrift about half a day south of the island in the sea described in 'Puppeteer's Vault' (see 'Landscapes' in the Appendix). The water is not salty, but is slightly acidic; anyone attempting to use it as drinking water will find the taste repulsive and will eventually sicken and die.

Initially, if studied closely, the deck of the model ship inside the bottle will appear to be empty. For each person transported onto the deck of the ship, a tiny figures (smaller than a single grain of rice) will appear on the deck of the ship. If they subsequently leave the ship, the tiny figure will vanish. If the ship in the puppeteer's vault takes damage, the model ship will exhibit similar damage. If the ship itself in the puppeteer's vault sinks or is destroyed, the model ship will vanish and the bottle will lose all of its magical properties, becoming an ordinary empty bottle.

Player characters can return to the character's home plane via magic spells that allow them to move between dimensions, by means of a wish or similar magic or by sailing to the island and using the gates there.

8) Lair of the Hand: The 'hand' monster that normally lurks at location 5 sometimes comes here for a bit of rest. The room is furnished with a table, chairs, a bed covered in rotted blankets and a cabinet of clothes (the clothese were once quite nice but are not rotted away and moth eaten). Everything is covered in dust and swathed in cobwebs, but if someone studies the floor, they might see the print of 5 large circular 'feet' in the dust (the fingertips of the hand; it walks around like a spider). In the bed is the dessicated body of a dead man, now reduced to bones with dried skin and sinew stretched over bones. His right hand is missing and appears to have been severed at the wrist. If players disturb his remains, he will animate and attempt to strangle the person nearest him with his right hand, but the skeleton is just the equivalent of a normal 'animate' skeleton, so this encounter is unlikely to do more than give the players a momentary scare.

Treasure: In the wardrobe, among the fine but ruined clothes, is an intact **shadowcat cloak** (see 'Magic Items' in the appendix for details). A box under the bed contains a **suit of cave lizard hide armor** (see 'New Equipment' in the appendix).

3b) Twelve bottles sit on a ledge. 1, 3, 5, and 12 are empty. 2, 4, 7, and 9 are **healing potions**. 6, 8, 10, and 11 are full of poison.

3c) empty

3d) empty

4) Statue of a pot-bellied god with a crown and trident hides the entry. He will swing aside if his belly is rubbed. The room is furnished with table, chair, small bed, lamp, and the bones of a scribe sitting in the chair. Upon the table lies "Collected Works of the Poets: Plinus of the Elder Ages, including The Odes to Summer".

11) Magic Pool: Anyone bathing in it will receive 2 points added to his charisma (but only once).

12) The Cold Chamber: The floors, walls and ceiling of this cave are covered in brown mold. Four mummies are within, all covered in brown mold (the mummies are, of course, immune to the mold, but fire attacks used against the mummies will benefit the mold). The mummies will pursue any creature that invades this room tirelessly, carrying some of the mold with them on their bandages and bodies.

4 Mummies, HD: 6+4, HP 32, 28, 26, 24, AC: 3 [16], ATK: Fist (1d12), ST: 11, SP: Rot, hit only by magic weapons, MV 6, AL: C, CL/XP: 7/600

Treasure: At point x, underneath the mold, is a **ring of regeneration**. This powerful item was lost in the room decades before the mold grew here. Other than this, there is no treasure.

13) Ravine 20' wide, 90' deep. Water flows below. One can climb down to Level 9B. See 1h and 1i (above). The vampires cannot cross this, can they?

14) Empty Cave: The tracks run in from 19 to the north. The south exit (to 1g) is bricked up with a crudely made wall of cut stone blocks. (see 1g)

15) The Batcave: This cave contains hundreds of bats that will normally simply cling to the walls and ceiling. If surface dwellers enter the cavern with lights and noise, a few of the bats will awaken and flap about. Combat or loud noises are likely to stir up the bats to the point that they panic and begin to flap about in a swarm. See the rules for 'bat swarms' in the Monster section of the Appendix.

Cave Bat Swarm: HD 1-6 (with 8 hit points per hit dice), AC 7[12], ATK: Swarm of bites (see below), ST 16 or better, MV 12, AL N, XP/CL: 1-6/13-400

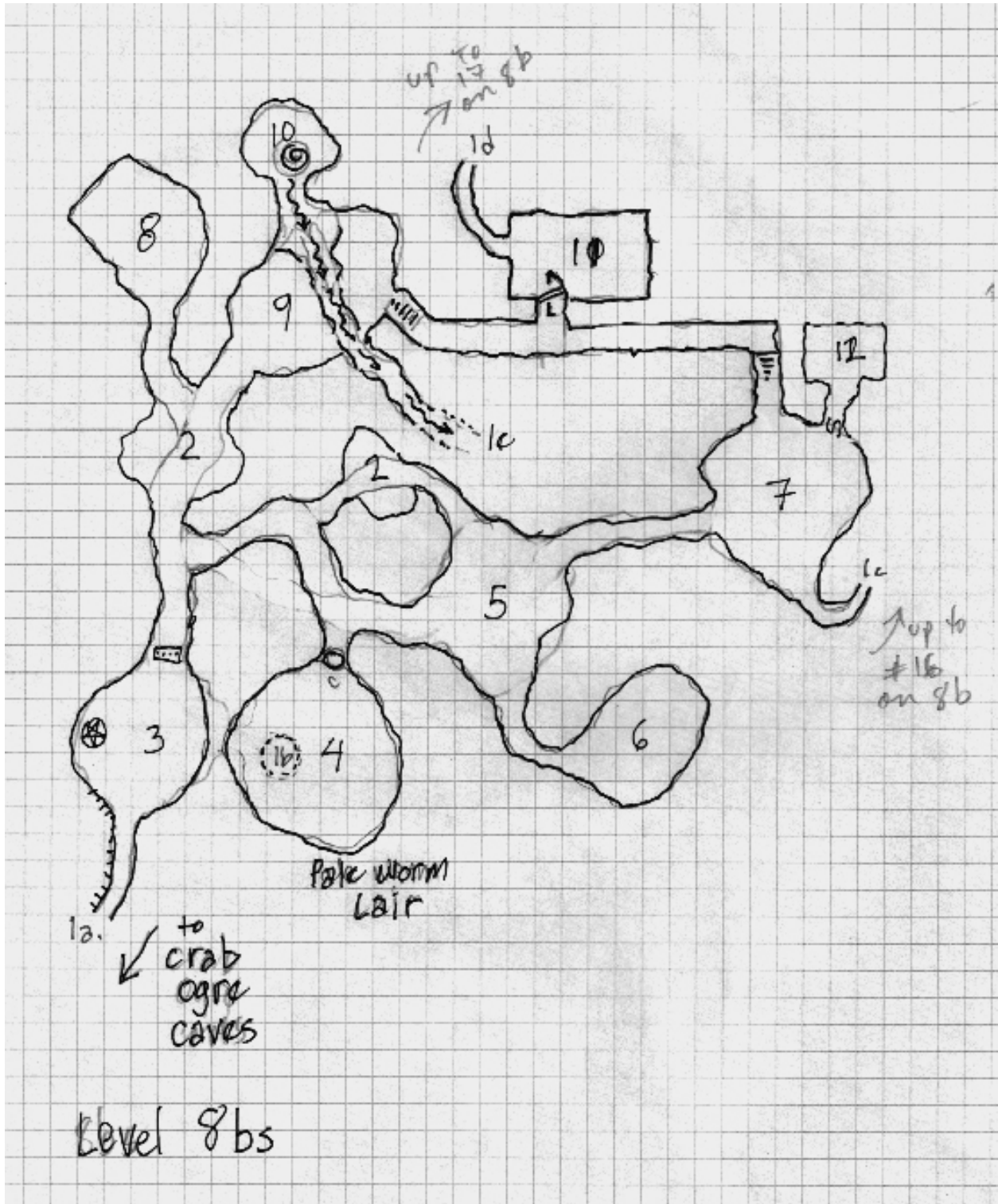
Other than some guano and the corpses of a few dead bats on the floor of the cave, there is nothing of interest in here.

16) Ratcave: Hundreds of rats. Tunnel 1d goes down to 8b.s.

17) Cavern blocked by rubble. (The vampire troll reaches here with gaseous form.) It contains a huge coffin, a chest of 500 p.p., a gold cup worth 1,000 g.p., **boots of elven kind**, a **+2 dagger**, and twelve **+2 arrows**.

18) Vampire troll named Ergus (AC 2, HD 10, 3 atk 5-8/5-8/2-12 + level drain, all other vampire powers), a very rare and fearsome monster. With him is a half-strength vampire human (AC 2, HD 5, 1 atk 1-10 + level drain) he has just drained. Ergus wears a **Ring of Vampiric Porphyry** on one hand (see 'Miscellaneous Magic' items in appendix)

19) Empty cave. Mine car tracks lead north under the massive pile of rubble that blocks the exit to level 8f (see location 1e).



Level 8b.s: Moldy Sublevel

Introduction: This level is directly beneath 8b and is simply a small series of caves that connect 8b to levels 9 and the lair of the crab ogres on this level.

Special Effects: There is water running down the walls and the area is quite moist. There are patches of mold and slime on the walls and floors, but, unless noted otherwise, none of these fungi are harmful.

Entrances and Exits:

Updating the Level: Crab ogres occasionally wander into this area from the lake on level 8. In addition, bats, rats and a few other creatures are plentiful. The vampire troll occasionally feeds on creatures that enters this level (when he can get nothing better). The vampire troll easily evades creatures like the black puddings that wander into this level through use of his gaseous form.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

1a) Crab Ogre Tunnel: This sandy tunnel, marked with many crab ogre footprints, wends its way downwards and north. The crab ogres at 12 on level 8 use this tunnel to reach location 3 where they nest. Anyone studying the sand will see a great many of the distinctive two toed footprints of crab ogres going up and down the tunnel and the shore here is littered with several piles of the distinctive spherical white crab ogre eggs. Every turn spent here, there is a 3 in 6 chance of encountering 1-6 crab ogres and combat, light or activity on the beach is likely to attract the attention of the crab ogres at 12 on level 8 or from the tunnel to 8b.s.

1b) The hole in the floor here (room 3 on level 8b) leads straight down to a chamber on level 8b.s. This is the pit that that pale worm in room 3 uses to snatch its prey.

1c) Sloping tunnel 3' in diameter, that goes up to level 8b. Whenever using this tunnel, one is 50% likely to encounter 2-5 rats from location 16 on level 8b.

1d) Narrow tunnel slopes up to level 8b. The vampire troll uses this tunnel to travel back and forth between 8b and 8b.s and it is just large enough (5' wide x 8' high) to accommodate him.

1e) Access to Level 8b.: The stream that flows from location 10 on level 8b.s travels east and flows down into the chasm at location 13 on level 8b. The water is 5 feet deep. Anyone attempting to travel upstream is going to have to make a strength check every round (roll your strength or less on a d20 to pass) or get washed downstream 10-60 feet taking 1-6 HP as they are battered against the rocks and walls. Anyone failing 3 successive checks will get washed all the way down to level 9 via 1i, taking 3d6 damage and possibly drowning in the process (50% minus their Con score as a percentage; thus a 38% chance with a CON of 12, 37% chance with a CON of 13, etc). If player characters take appropriate precautions (using flotation devices, etc.), the DM may want to improve their chances.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

3) Crab Ogre Cave: There is a crude stone statue of a crab in the west part of this sandy cave. Four crab ogres make their home here and will eagerly attack anyone who enters the cave. On the north side of the statue, buried in the sand is a silver steel helmet with a fish shape crest; this '**Helm of the Fishman**' helmet will allow the wearer to breathe underwater (see 'Magic Items' in the appendix). The north exit is blocked by a rusty gate fastened with a padlock. The key to the lock is hidden in a crack in the west wall just 10 feet beyond the gate. This gate was installed to keep the crab ogres from wandering the level, although the vampires of 8b.s come this way to feed on the crab ogres when they can get nothing better (blood is blood, but they prefer to feed on humans, elves, dwarves and other sentient mammals).

4) Lair of the Pale Worm: This cave is occupied by a large, albino purple worm (similar to a purple worm in all respects but a pale white color). This is the worm which will thrust its head forth from the pit at 1b in order to devour whomever it can find in room 3 on level 8b and then retreat here to digest its meal. A massive boulder blocks the exit to the hallway to the north (it will require a percentage chance equal to the player character's strength to budge the boulder).

Albino Purple Worm, HD: 15, HP 75, AC: 6 [13], ATK: Bite (2d12), sting (1d8), ST: 3, SP: Poison sting, swallow alive, MV: 9, AL: N, CL/XP: 17/3,500

Treasure: There should be some treasure here.

5) Servitor's Cave: The cave itself has a wet sandy floor and mysterious runes drawn on the walls. Four servitor vampires (a human bandit, two red dwarves and a white ogre) are in this cave, grumbling about the fact that they have nothing better than crab ogres to eat. There are twelve furious wights chained to the walls of the chamber --- the servitor vampires enjoy tormenting these creatures. An iron chain with a ring on the end hangs down into the chamber; if this ring is given a good yank, all twelve wights will be released. The servitor vampires will pull the ring and release the wights if there is any trouble. The rotted bodies of several crab ogres are piled in the corners and a freshly killed crab ogre lies on the floor in the center of the room; the stench is overpowering.

12 Wights, HD: 3, HP 12 each, AC: 5 [14], ATK: Claw (1d4 + level drain), ST: 14, SP: Level drain (1 level) with hit, can only be hit by magical or silver weapons, MV: 9, AL: C, CL/XP: 5/240

6) Blue Cap Mushroom Garden: This cave is filled with mushrooms that have bright blue caps and gray dangling fungus growing from the ceiling. There are dozens of the blue mushrooms sprouting from the walls, floor, etc. If eaten, this mushroom will increase strength by 1-3 points for 1 hour (18 maximum). Eating multiple doses will not have any effect. The gray dangling moss is inedible. People can collect a dozen doses of blue cap mushroom from the cave. See 'Blue Cap Mushroom' and 'Dwarf's Beard Moss' in 'Fungus' in the appendix.

7) Glow Fungus: This cave is filled with tall, thin stemmed fungus with a bell shaped cap that emits a pale greenish light in a 10 foot radius. The glow will remain for 1-2 days after picking, so the glow fungus can be used as an improvised light source. Anyone can gather a dozen samples of glow fungus in the cave.

8) Silver Stash: A large pile of raw silver nuggets is heaped against one wall of this cave. If gathered up, 53 total pounds of pure silver can be taken from here (silver is worth 48 GPS per pound, so this stash is worth 2544 GPS in total).

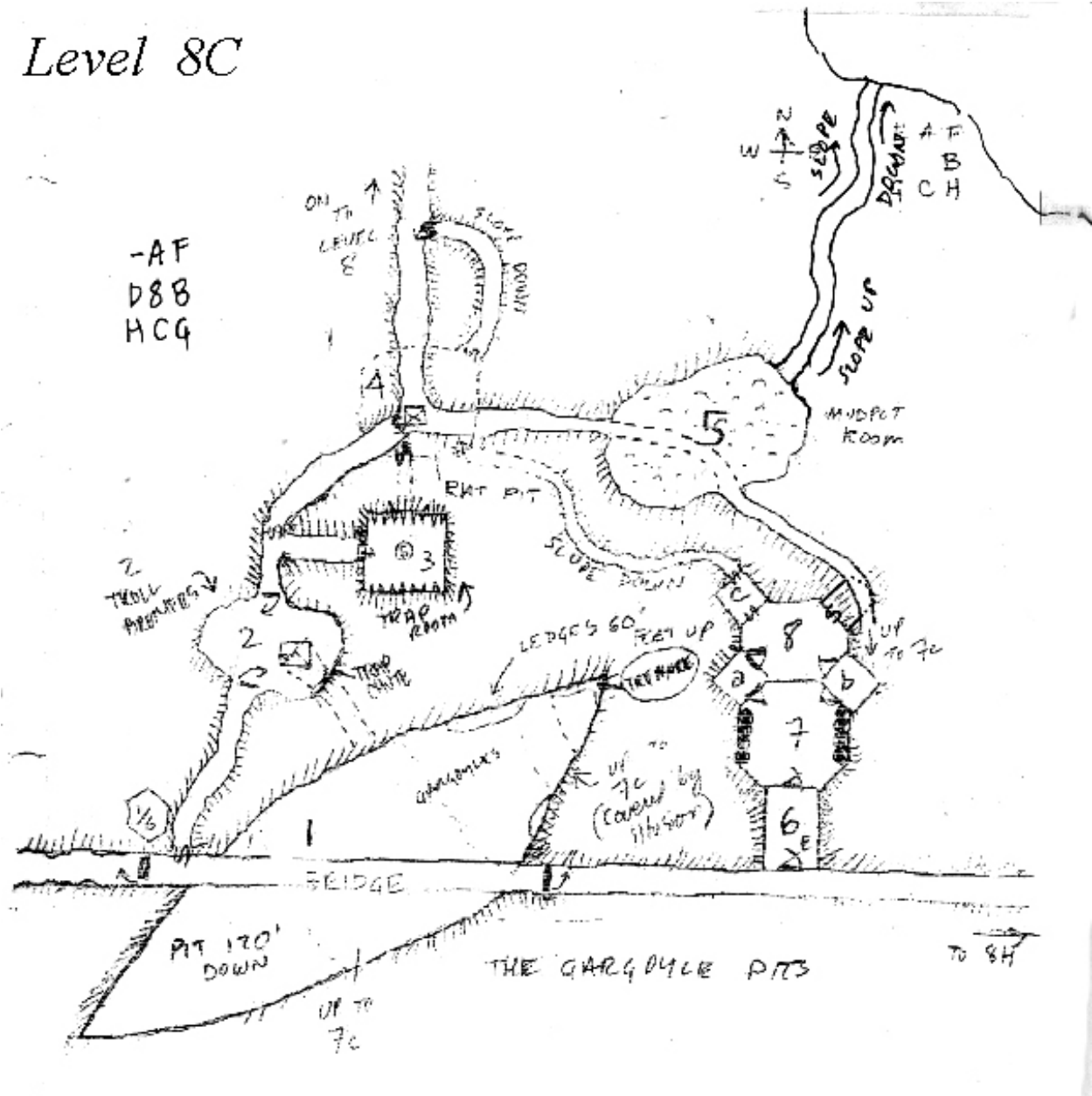
9) River Cave: The vampires cannot cross this, can they?

10) Gate to The Elemental Plane of Water: The water that bubbles up here flows straight out of the elemental plane of water.

11) Treasure Room: The troll vampire stores his treasures here. In addition, there is a human sized coffin, an extra large coffin and two dwarf sized coffins in the room (Each contains a small amount of grave dirt; these are places for the servitor vampires to rest).

12) Ergus' Secret Coffin: This huge coffin is made of stone and contains a small amount of grave dirt. If his other coffins have been found and destroyed, Ergus will retreat here. There is a crack in one side of the coffin that Ergus uses to enter and leave the coffin while in gaseous form.

Level 8C



LEVEL 8c: The Gargoyle Pits

The path forms a bridge across a deep pit (1) that drops 120 feet below. A flock of gargoyles dwell here and will seek to swoop down and drop characters off the bridge. A pair of particularly viscous trolls (2) will seek to hurl players into a pit chute that will also drop them in the same pit. A room with spiked walls (3) and a pit trap (4) both deposit characters in a room filled with hundreds of famished rats who will gnaw the flesh right off their bones. Another cave is filled with boiling mud (5). A troop of wights dwells in a room here as well (7).

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

2) Empty: Areas labeled 2 on the map will always be an empty room. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

1) Gargoyle Pits: 120' down. Some ledges on the northeast part are home to 12 gargoyles and their margoyle leader. Cavern goes 60' up and gives access to Level 7C (see map). On the ledge marked "treasure" is a **bag of holding** that contains 7,000 g.p., a **wand of magic detection**, and a cloak that is actually a **cape of flying** (see 'Magic Items' in the appendix for details on the cape of flying).

Margoyles: HD 6+1, HP 30, AC 1 [18], Atk 2 claws (1d6), bite (1d6), gore (1d6); Move 15/24 (Flying); ST 11, SP: +1 or better weapon to hit, can freeze in place, AL C; CL/XP 8/800

12 Gargoyles, HD: 4+4, HP 20 each, AC: 5 [14], ATK: 2 claws (1d3), 1 bite (1d4), 1 horn (1d6), ST: 13, SP: +1 or better weapon to hit, MV: 9/15 (flying), AL: C, CL/XP: 6/400

2) Troll Brothers: Three big, mean, and nasty trolls (AC 4, MV 12", HD 6+6, hp 42, 39, 3 atk 5-8/5-8/2-12, additional 1-8 rending damage if both claws hit, regenerate 3 hp/round). The room is filled with bones and filth. The trolls will seek to toss enemies down the open pit. (The chute leads to the pit in area 1, fall 60'.) There is a chance of 10% + 1% per point of dexterity that anyone falling down the pit will catch himself before falling all the way down.

3) Trap Room: Illusion of a bound and gagged elf maiden in the center of the room. The door will lock and the elf disappear. The door cannot be opened from inside. The walls move in at 10' per turn and emit huge spikes. A secret hatch in the middle of the floor leads to a moist tunnel crawling with bugs that leads to area 4.

4) Rat Pit: 126 rats (AC 7, HD 1, hp 1, atk 1 + 5% chance of disease) are crowded in this chamber. Every round 13-24 (1d12 + 12) will attack. A pit in the intersection above will drop victims into this room. Several skeletons, a shirt of chainmail, 2 swords, a battle-axe (without handle), 536 c.p., 365 s.p., and 286 g.p. are scattered around the room.

5) Mud Pit Room: Anyone straying off the path will take 2-12 hp damage per round due to the boiling mud. The fumes in here are bad (save vs. poison every round or lose 2-7 points of strength. If strength reaches 0, fall unconscious and die in a number of rounds equal to constitution score). Because of the fumes, vision is limited to 20 feet.

In the far north east corner, 5 feet above the bubbling mud, there is a hole, 3 feet in diameter. The tunnel slopes up and then slopes back down, eventually ending in the crab ogre cave that spans levels 8, 8b, 8g and 8c (location X). Because of the smoke and fumes, this exit will not be seen by anyone unless they leave the path.

x) Crab Ogre Cave: See location 12 on level 8.

6) empty

7) Wight Chamber: There are ten emaciated dwarves and humans with glowing red eyes (wights; six dwarves and four humans) in the room. The room contains eight statues of dwarven kings and queens and has a number of bones, broken coffins and rotted body parts in the room.

10 Wights, HD: 3, HP 12 each, AC: 5 [14], ATK: Claw (1d4 + level drain), ST: 14, SP: Level drain (1 level) with hit, can only be hit by magical or silver weapons, MV: 9, AL: C, CL/XP: 5/240

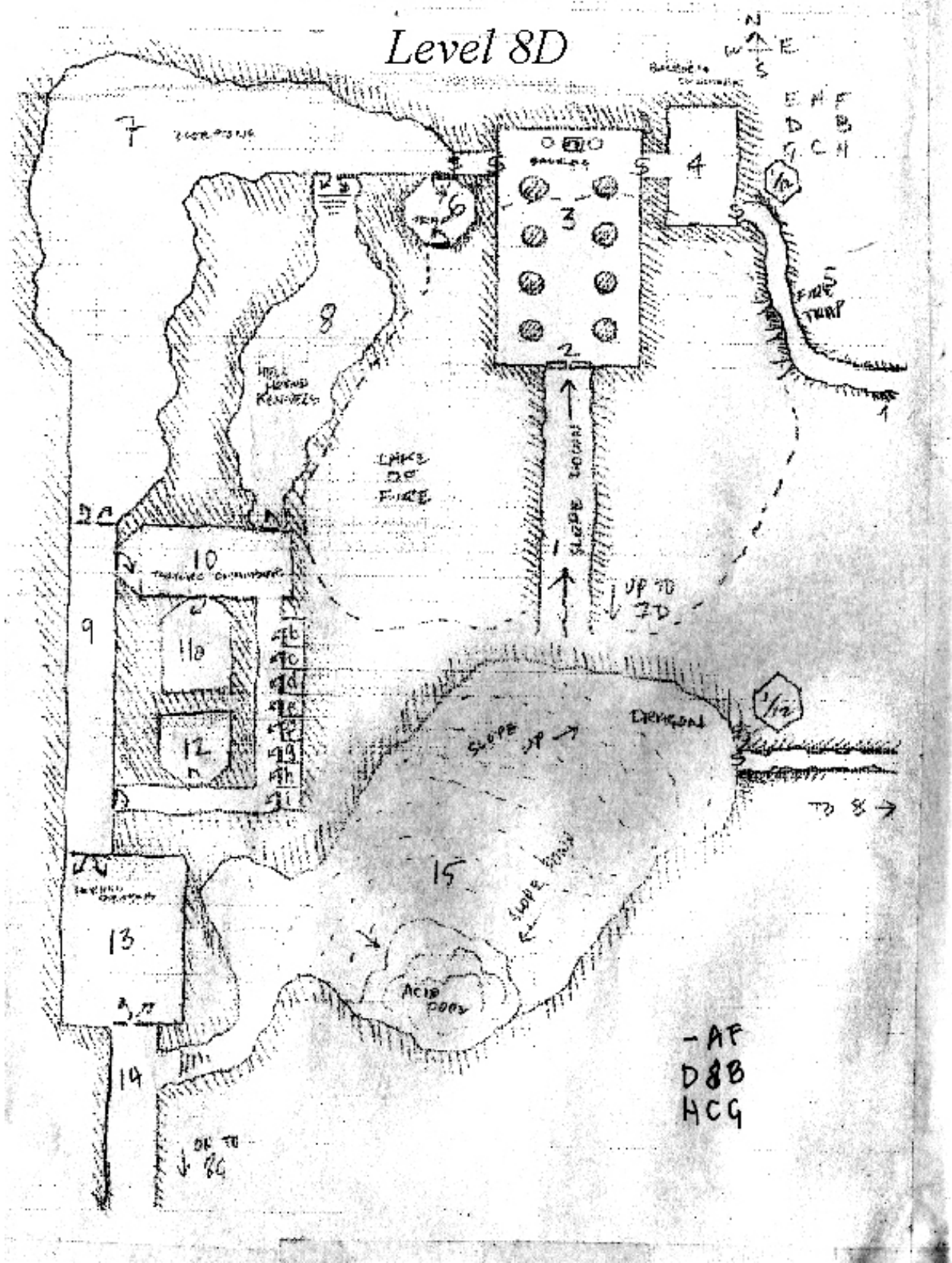
Treasure: One of the broken coffins has a sheet of tanned human skin that has the formula for the 'Greater Invisibility' spell tattooed on it. This can be used as a spell scroll (equivalent to 7^h level caster) or can be copied into the spell book of a spell caster.

8) A huge brass bell hangs from the ceiling with a dangling rope. If the rope is pulled, it will summon a type III demon (**MONSTER MANUAL**, p. 18).

8a) empty except for a broken bottle

8b) empty

8c) An iron chest trapped with poison pin and fire rune (2d6 points of damage) contains 6,000 g.p., a **potion of delusion**, and a **+2 short sword**.



LEVEL 8d: Halls of the Master

Introduction: Since 8d lies directly beneath the lake of fire on 7d, the whole level is uncomfortably warm; see the key for more notes on what effect this might have on creatures adventuring within the level. The 'master' is a powerful demon who was originally imprisoned deep beneath the earth long before the mines existed. In digging their mines, the dwarves of Khunmar released him and he went about creating the alliance of humanoids and other evil creatures that eventually drove the Garagurs from Khunmar. The master has a huge throne room (3) where he holds court – the throne is an ancient and evil artifact whose powers were never defined fully back in the day; I have made some effort to define them in this version of Khunmar.

Various creatures will serve as 'the master's' courtiers – usually demons and the like. This level also has a treasure room filled with ill-gotten wealth and magic (4). A secret passage (5) protected by fire traps (and guarded by demons on level 8) leads to the treasure room. A really deadly trap (6) is nearby – this room floods with liquid fire from the lake of fire above, completely incinerating anyone unlucky enough to get stuck in here.

Other caves include a kennel for the master's pet Hell Hounds (8) and a huge cave that is filled with giant scorpions (7) as well as a prison with two vrocks as guards (10). A hallway filled with animate chains (9) will flay intruders alive unless they carry one of the special **Skull Head Maces** hidden around the dungeon (see 'Magic Items' in the appendix for more details on the Skull Head Mace). A huge cavern with a pool of acid (16) is home to a mated pair of black dragons.

Special Effects:

Entrances and Exits:

Updating the Level:

The Original DM's Notes: Level 8d: When I was originally designing the mines, I had the vague idea that a 'balor' type demon was in charge of the place and all the other small fry monsters had to report to him. Level 8d was supposed to be his domain, and, since it lay directly beneath a lake of fire, it was uncomfortably warm. For the revision, I decided to leave him in there, but revised the idea slightly so that a) although many of the weaker monsters fear the master and his friends, they don't have to report directly to him, and b) rather than just being a 'balor' demon, I hope to have made 'The Master' a more interesting opponent. Level 8d has a large prison; if one wanted to use Khunmar as a part of a player quest, one quest could be to rescue some poor soul from the prisons here.

When we were first playing D&D and trying to figure out how this crazy game worked, we somehow got the idea in our heads that the 'dungeon master' should have a character too... and as player characters were killed, the dungeon master would accumulate experience points. Obviously, this whole idea becomes problematic since the DM has influence over nearly everything other than the actions of the player characters in the; even without the promise of XP rewards, some people don't handle the power over the rest of the game very well. I don't know where we got this idea, but we never took this concept beyond the discussion phase. If we had, I suppose the 'master' on level 8d would have been my 'DM Character.'

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

1) Hell passage: This passage slopes downward to level 8d. The stone walls (which radiate extreme heat from the lake of fire above and around) are carved with the images of tortured souls being dragged by chains towards the doors at 2. The tunnel is very hot, inflicting 1d6 heat damage per turn to creatures not protected from fire or heat via magical or mundane means (i.e.: something like a **ring of fire protection** or one of the asbestos suits (see the "New equipment" section of the appendix)).

2) Glowing Iron Doors: These doors glow a dull orange and radiate extreme heat. The door is engraved with a scene of hell --- the bottom half of the door looks like the gaping mouth of a monster breathing fire and screaming naked people are being cast into this mouth by grinning demons. Anyone touching them with an unprotected hand will take 2-12 points of fire damage; a hand protected by a gauntlet or rags soaked in water will reduce the damage by half. The doors will open automatically for anyone bearing one of **Skull Head Maces +1** or servants of the master; a man of normal strength (9-12) has only a 10% chance per round of being able to pull them open (adjust -2% per point of strength below 9 and +5% per point of strength above 12).

The doors are heated by magic. Extreme means of cooling them (like a 'Cone of Cold' spell) might nullify the heat effect for a few turns, but unless destroyed or the magic is dispelled, the doors will always eventually heat up again.

3) Hall of the Master: The hall is stifling hot and the ceiling is 60' above the floor. Two 10' diameter iron braziers which burn with eternal fire blaze on either side of a craggy throne of iron. The master is seated upon the iron throne, flanked by two Marilith demons armed with an assortment of swords and axes. Directly in front of them a wounded dwarf with enormous muscles lies on the floor, wrapped in chains. they have a dwarf named Elgrin (7th level dwarf, STR 18/50, INT 10, WIS 12, DEX 12, CON 17, CHA 14, AC 10, hp 54 [currently 34]) before them, bound in chains. If released and given weapons, Elgrin will fight. One of the Mariliths has a key to his chains hanging on her belt; Elgrin also has a 20% chance per round of being able to burst free from his chains (taking 1d6 damage in the process). Elgrin is a proud descendant of the Garagurs; although he will eagerly aid adventurers, he will also insist that they turn over any important 'relics' (such as the Hammer of the Garagurs from level X).

The two braziers will be used to summon a pair of fire elementals in the first round when opponents appear.

The throne is an evil artifact. It gives the one seated in it constant **protection from good** and allows them to **ESP** at will, as well as cast a spell equal to a **rod of beguiling** three times per day. Any neutral or good creature seating himself in it must make a saving throw vs. magic or turn chaotic evil. Those who successfully save will take 2-24 points of damage... unless they are already chaotic evil in which case they will find the throne quite comfy.

4) Treasure Room: Heaped high with the following items:

- 10 coffers each containing 1,000 g.p. (each unlocked)
- 20 coffers each containing 1,000 s.p. (each unlocked)
- 3 coffers each containing 1,000 gems (900 worth 1-3 g.p. each [1,800 g.p. for the lot], and 100 worth 100 g.p. each)
- 1 coffer containing 300 gems (250 worth 100 g.p. each, 45 worth 500 g.p. each, and 5 worth 1,000 g.p. each)
- rack of weapons: six swords (three swords are worth 1,000 g.p. each due to craftsmanship and ornamentation, two are **+1 swords**, and one is a **+1 flametongue**), two **+1 shields**, three spears (one is a **+2 spear**), three axes (one is a **+1 axe**, and one is a **+2 axe**), a hand axe, a hammer, an **iron skull head mace +1** and a **clever cudgel** (see 'Magic Items' in the appendix to learn more about the skull head mace and the clever cudgel).

- four suits of dwarf-sized plate mail (non-magical +1)
- one suit of elf-sized **+1 elven chainmail** equipped with a **helm of mental protection** (see 'Magic Items' in the appendix).
- a **+1 longbow**
- twelve **cursed arrows of returning +1** (see 'Magic Items' in the appendix)
- a pile of 47 drinking horns and cups of gold and silver (each worth 100 g.p.). One of them is a **Chalice of Purity** (see 'Magic Items' in the appendix).

5) A **fire trap** is here.

6) Door opens onto fire lake. Door to hall will close and lock as door to lake is opened. 10-60 points of damage per round.

7) Twenty-four giant scorpions, pets of the balrog lord, are here. A **Skull Head Mace +1** (see area 9) lies on the floor along with the bones of hundreds of victims.

8) Kennel: Twelve hellhounds of the largest size. Each has a collar with a tag engraved with its name. The names are Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner, Blitzen, Moe, Larry, Curley and Shemp. Shemp is the largest hellhound any of the player characters will have seen.

11 large Hellounds: HD: 7, HP: 35 each, AC: 4 [15], ATK: Bite (1d6), ST: 9, SP: fire, MV: 12, AL: C, CL/XP: 4 HD (5/240), 5 HD (6/400), 6 HD (7/600), 7 HD (8/800)

1 Gigantic Hellhound (Shemp): HD: 9, HP 50, AC: 4 [15], ATK: Bite (1d6), ST: 6, SP: fire, MV: 12, AL: C, CL/XP: 9 HD (10/1400)

9) Hall of Moaning and Clinking: Chains with hooks and barbs hang all down this hall and will part and open for authorized personnel. Others will suffer three attacks (as per a 3 HD creature) per round from the chains inflicting 2-7 points of damage, entangling (as per the spell and inflicting double damage) on a roll of 20. Anyone brandishing an **Skull Head Mace +1** (or of demon race) can walk through unharmed.

10) Torture Chamber: Two vlocks lurk here. Full-service torture chamber with whips, chains, iron maiden, etc. An **Skull Head Mace +1** (see area 9) is hidden in a rack of whips and clubs. The keys to 11 hang on a hook 8' above the floor.

11a) prison cell: eight humans (1st level fighters, commoners, merchants, etc.) are here, terrified. Most are of neutral or neutral good alignment. Each has 3-4 hp.

11b) Ulfli the dwarf (5th level dwarven fighter, only 3 hp left, L alignment). He has been badly tortured, but if healed, given food and water and provided with weapons and armor will gladly aid any basically lawful or neutral group.

11c) empty

11d) three goblins, who will betray the party if possible

11e) empty

11f) type I demon, will betray if possible

11g) Pupkin (6th-level magic-user, CG alignment) will help the party. His spell book is hidden in area 12.

11h) Keral (5th-level paladin, LG alignment)

11i) empty

12) Chamber of the Torturers: The door to this room is locked. In the center of this place is a large brazier with spits over it from which dangle some burnt human remains. Chains and hooks hang from the ceiling and walls and there is a large wooden block, stained with blood, against which leans an **axe of the headman +2** (see 'Magic Items' in the appendix). A huge locked iron chest in the corner will transform into an iron golem and attack if anyone attempts to open it without using the proper key. If defeated, it reverts back to an iron chest. The chest contains eight bloodstained knives, three sets of manacles, a **Skull Head Mace +1** (see area 9 above and 'Magic Items' in the appendix), and a spell book that belongs to Pupkin (see area 11g). The key to the chest is in the possession of one of the demons in room 13.

Pupkin's spellbook contains Charm Person, Detect Magic, Light, Magic Missile, Read Languages, Read Magic, Shield, Sleep, ESP, Knock, Levitate, Strength, Web, Dispel Magic, Haste, Lightning Bolt and Suggestion.

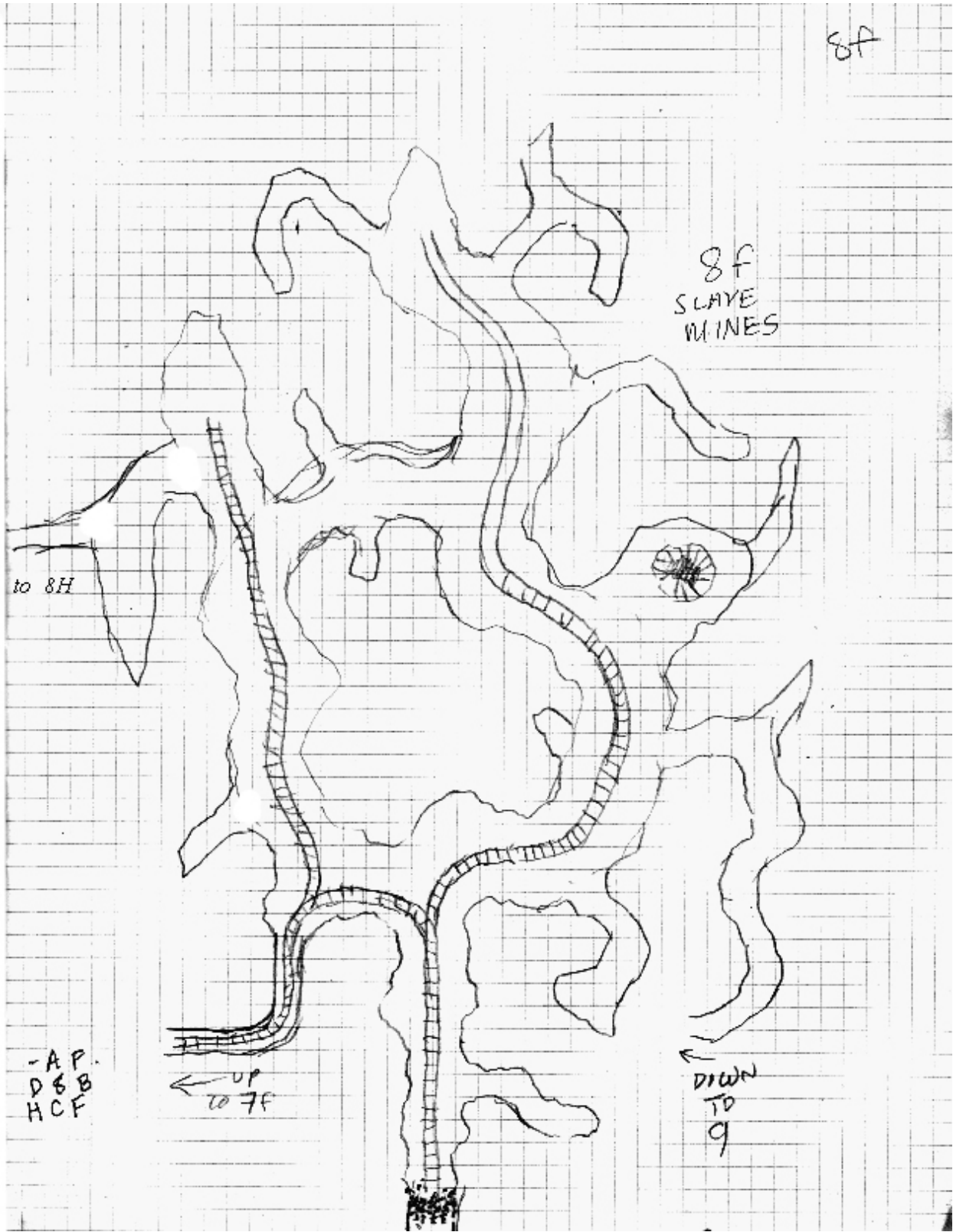
Golem, Iron, HD: 16 (80 hit points), AC: 3 [16], ATK: Weapon or fist (4d10), ST: 3, SP: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most spells, MV: 6, AL: N, CL/XP: 17/3,500

13) Room of the Punished: This room is hot and smoky. A large fire burns in a 10' x 10' pit in the center and 2 dozen lemures (the damned, not the monkeys) crawl about on the floor, moaning to themselves. The lemures will turn to attack when enemies are detected. Two horned devils with barbed whips hide on ledges 30' above in the gloom, leaping down to attack by surprise 4 in 6.

The stronger of the 2 demons has a large iron key on a chain around his neck (the key unlocks the chest in room 12).

14) Portals of Punishment: Doors are carved with runes that operate as a **symbol of pain** as cast by a 20th-level cleric.

15) Large cavern with huge pool of acid. In the upper northeast corner lurk two black dragons (AC 3, MV 12"/24", HD 8, 7, hp 56, 49, 3 atk 1-4/1-4/3-8 each, ½" x 6" stream of acid three times per day), pets of the balrog. The nest has four black dragon eggs, 20,000 c.p., 60,000 s.p., 12,000 e.p., 30,000 g.p., 8,000 p.p., 68 gems worth 100 g.p. each, a **potion of human control**, a **wand of fire**, a **rope of climbing**, **+2 plate mail**, and a **Pouch of the Traveller** (a small pouch that miraculously provides enough food for up to six persons per day; see 'Magic Items' in the appendix). Buried in the pile of coins is a locked iron box (the lock is trapped with a poison pin bearing wyvern extract poison; -2 to the victim's save or death). The box contains a pair of monkey gloves (see 'Magic Items' in the appendix).



LEVEL 8f: The Slave Mines

This level is roughly mapped but needs detail. There are carts and tracks running through the place. Red Dwarf slave drivers whip enslaved humans and make them dig for gold.

Introduction:

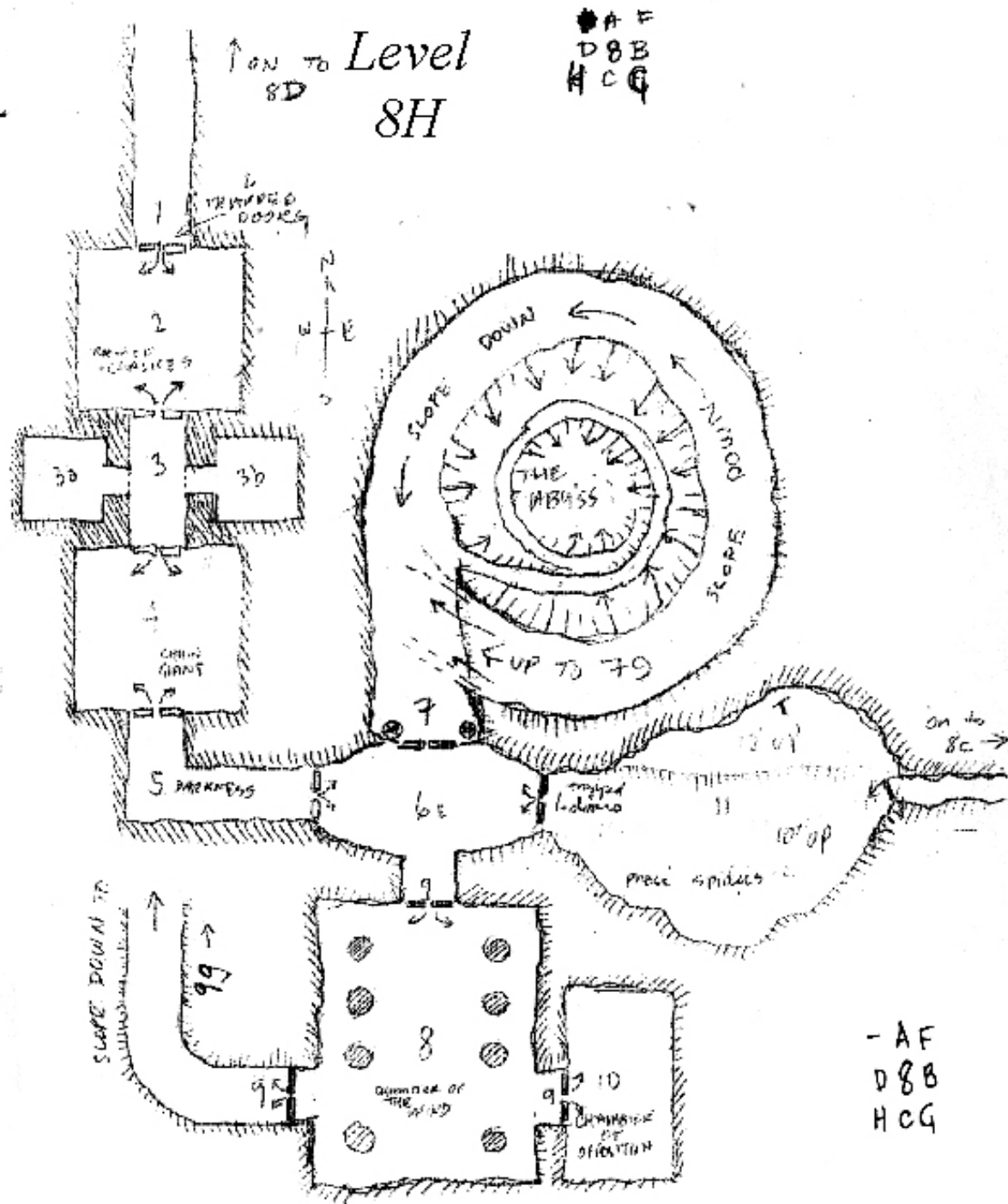
Special Effects:

Entrances and Exits:

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.



LEVEL 8G: The Tomb of Hamurkerl the Ghost

Level 8h isn't the most interesting level – I think I was seriously running out of ideas here. There are rooms with wights that were once dwarves (7) or were rats (3 and 10). A hidden room that could only be reached by swimming through a pool contains the remains of a wizard named Hamurkerl who has become a ghost (5 and 6). A large room contains a mysterious pyramid(12). If players manage to ascend the pyramid and survive, they can enter a small passage which gives access to another gate to the puppetmaster realm(13).

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

The Original DM's Notes: Level 8h: Level 8h used to include a pyramid that allowed players to access a realm occupied by a race of intelligent, brain eating monsters inspired by the fiction of H.P. Lovecraft. Unfortunately, in writing the Open Game License, Wizards did not include this monster as Open Game Content, so a substitution had to be made. I came up with 'The Puppeteers' because a) puppets are creepy, and b) the idea of a tentacled brain-thing that jams its tentacles into your skull and then uses your body to attack your friends like a puppeteer with a marionette gives me the willies.

The horrible thing in the pit: This is at the bottom of the pit usually known as 'the abyss' and is one of the malign intelligences that caused the dwarves downfall. Lower level characters will be too terrified to do anything other than run from it, cower in place or go insane. It is a slimy mass of grey flesh covered with eyes, ears, mouths, limbs and other unrecognizable organs. It will periodically vomit forth creatures that it will send on errands, when they return they will flop back into its mass and be re-absorbed. It is worshipped as a god by a group of degenerate cultists who will attempt to toss creatures into its flabby, flatulent mass.

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

1) Cave of skulls: This room is filled with hundreds of skulls of all kinds, from tiny pixy skulls to giant skulls, all set on ledges. Some of the skulls have unnatural horns or ridges, others have long fangs, extra eye sockets, etc. One of the skulls (a normal, human looking one) will answer 1x question a day with absolute truth (as far as he understands it) but will also demand bribes in the form of being taken to a mountain top to feel the sun on his dome, being washed seven times in a stream by a young female virgin, being carried in a bag made of owlbear skin, etc. The skull's name is Elsidicus; he was a wizard who died over 200 years ago (so he doesn't have much knowledge of current events) and has no idea how he ended up in this cave or why his skull can still speak.

2) Scything Blade Trap: Attacks as an 8 HD monster for 3d8 damage, decapitating on a 20.

3) Three wererat spies (lookouts for area 10) are in this large, rough room. They will run to get help.

4) Secret Room: The walls are hung with several dozen lawful holy symbols that have been broken and defiled. 12 vampire bats hang from the ceiling and will attack when they see light or if the room is entered. The room contains three dwarf-sized coffins made of black wood trimmed with silver hardware, a red rug and a small wooden chest. This room is the 'emergency' back-up rest area for the three dwarf brother vampires on level 8.

On a successful attack, the vampire bats have a 25% chance of infecting the victim with Leech's disease (see appendix for details on Leech's disease)

The silver hardware on the coffins is worth 30 GPS per coffin but will take several rounds to pry off. Each coffin is filled with a small amount of grave dirt.

The chest is unlocked and contains 24 zombie hands that will leap out and attack whoever is closest. The zombie hands are 25% likely to infect the victim with the 'tomb rot' disease on a successful hit (see 'Malevolent Monsters' in the appendix for more information on zombie hands and 'Diseases' in the appendix for more information on tomb rot).

This serves as an extra resting place for the vampire dwarves in room 1 on Level 8.

Bat, Giant (Vampire Bat), HD: 1, HP 4 each, AC: 8 [11], ATK: Bite (1d6), ST: 17, SL: drains blood for 1d6, 25% chance of infecting the victim with Leech's disease (see appendix for details on Leech's disease), MV: 4/18 (flying), AL: N, CL/XP: 3/60

Zombie Hands, Animate: HD: 1d6 hit points, HP 4 each, AC: 7 [12], ATK: 1 claw for 1d3, ST: 18, SP: 25% of infecting target with tomb rot disease, MV: 9, AL: N, CL/XP: 1/15

5) The walls are covered with various runes and signs. A few scattered bones are on the floor. An opening in the west wall is bricked-up and has several wooden crosses and 4th-level **runes of warding** embedded in it. A scroll hangs from the wall. On the scroll is written, "Do not disturb the evil Hamurkerl imprisoned beyond this wall."

6) Hamurkerl's Tomb: On a plain stone bier lie the shattered bones of Hamurkerl, a great wizard of ancient times. His spirit has become a ghost who can cast spells (see below) and will attack anyone who opens the doorway to his crypt. The ghost cannot leave the room unless an opening of some kind (however small) is made into the crypt. If players remove even a single brick from the wall, Hamurkerl will be able to escape.

Hamurkerl the Ghost: HD: 13, HP 43, AC: 0 [19], ATK: 1 touch for 1d8 + magical aging (increases victims age by 2-12 years if a human; 10X that if elven or dwarven., no save). ST: 5, SP: all within must save every round or take 1-6 cold damage, can moan 1x every 3 rounds (save or paralyzed with fear for 2-5 rounds), requires +1 or better magic weapon to hit, can pass through walls, floors and other barriers at will, spell casting, MV: 12, AL: C, CL/XP: 15/2,900

Level 1: Charm Person, Detect Magic, Hold Portal, Protection from Good, Shield

Level 2: Detect Invisibility, ESP, Invisibility, Mirror Image, Web

Level 3: Dispel Magic, Fireball, Haste, Hold Person, Lightning Bolt

Level 4: Confusion, Fear, Polymorph Other, Wall of Ice

Level 5: Cloudkill, Feeblemind, Magic Jar, Monster Summoning III

Level 6: Monster Summoning IV, Stone to Flesh

When Hamurkerl detects anyone outside his crypt, he will cast ESP to find out who it is. If they appear to be ready to enter, he will cast invisibility and then his Monster Summoning spells to summon monsters to attack the party. Before revealing himself, he will try to cast 'haste' and mirror image upon himself, then try to divide the party using spells like fear to get them to split up and 'wall of ice' to split them up. Another favorite tactic is to cast cloudkill centered upon himself since the fumes will not affect him.

Treasure: Wrapped in the folds of his rotted robe are an **Skull Head Mace +1** (see Level 8D) and a **wand of fire** (16 charges), and on his finger is a **ring of shooting stars**. His cloak is fastened with a gold pin set

with a ruby worth 500 GPS and there are a pair of **boots of levitation** on his bony feet (see 'Magic Items' for details of the boots of levitation). Hamurkerl the ghost cannot use these items, but he will relentlessly pursue those who dares touch his remains or steal his possessions.

7) Tomb Room: This large room with scattered rubble in it has several broken stone coffins. As players enter the room, several squat figures with fiery red eyes and disheveled beards will rise from the rubble, and, snarling, attack. These are seven dwarves who were turned to wights by an ancient curse long ago.

7 Dwarf Wights, HD: 3, HP 12 each, AC: 5 [14], ATK: Claw (1d4 + level drain), ST: 14, SP: Level

drain (1 level) with hit, can only be hit by magical or silver weapons, MV: 9, AL: C, CL/XP: 5/240

Treasure: Each wight wears a gold ring set with a large blue gem, but the rings have a curse. If worn, each will slowly steal constitution and the wearer will be unable to remove the ring without a remove curse spell. The ring will 'steal' 3 points of constitution per day. When the wearer's constitution reaches 0, they die and become a wight. Once placed on

8) Music Shop: This ancient workshop is filled with dust-covered work benches and shelves. The dwarves once made lutes and harps here. There are several broken and unusable instruments, bits of dry-rotted wood and lots of old tools including rusty chisels, saws, hammers, etc. Under a ragged cloth on one dust covered bench is a small golden-stringed harp inlaid with ivory and carved with serpents which is worth 1,000 GPS. Despite its age, the instrument is in perfect condition.

9) Latrine Pit: Full of feces and garbage tossed or dumped down by the giants on Level 7H.

10) Eight wererats are in this room which is furnished with rough furniture, beds, ragged rugs, etc. One rat has a **+1 sword**. Under one bed is a chest holding 3,000 g.p.

11) 36 giant rats

12) Room of the Pyramid: The roof is 60' tall. Inside the room is a 20' tall pyramid with a 10' x 10' x 15' structure on top with a bronze door. 30' tall sculptures of men with bird heads, outstretched wings, and claws for feet stand in each corner. A flight of stairs leads up the steep pyramid.

stairs: Each round spent on the stairs drains 1-3 points of strength. The puppetmasters, mind worms and eyespiders are immune to this effect. Two eyespiders (currently hidden by an invisibility spell that will be broken as soon as they attack) lurk on the ceiling above the entrance. They will wait until as many characters as possible enter the chamber and then attempt to attack from behind by surprise (see 'Malevolent Monsters' in the appendix for details about the eyespider).

2 Eyespiders: HD: 10, HP 47, 35, AC: 0 [19], ATK: 2 claws (1d8+poison), ST: 5, SP: Magic Resist 50%, paralysis ray, acidic venom (-2 save; 3d6 dmg for 3x rounds), spell failure 30 foot radius, MV: 12, AL: C, CL/XP: 14/2600

door: The door is of bronze, locked (-15% chance to open lock), and protected by a **symbol of insanity**.

interior: Walls, ceiling, and floor are covered in multicolored, swirling mosaics. A secret trap door is in the floor. Mosaics on the walls will affect all as a **confusion** spell unless a save at -4 is made. The puppetmasters, mind worms and eyespiders are immune to this effect.

passage to 13: Under the trap door, a ladder set into the wall descends 30' to a 5' x 10' high passage that goes 45' to end in an iron door. The door is trapped with a **symbol of fear**. The puppetmasters, mind worms and eyespiders are immune to this effect.

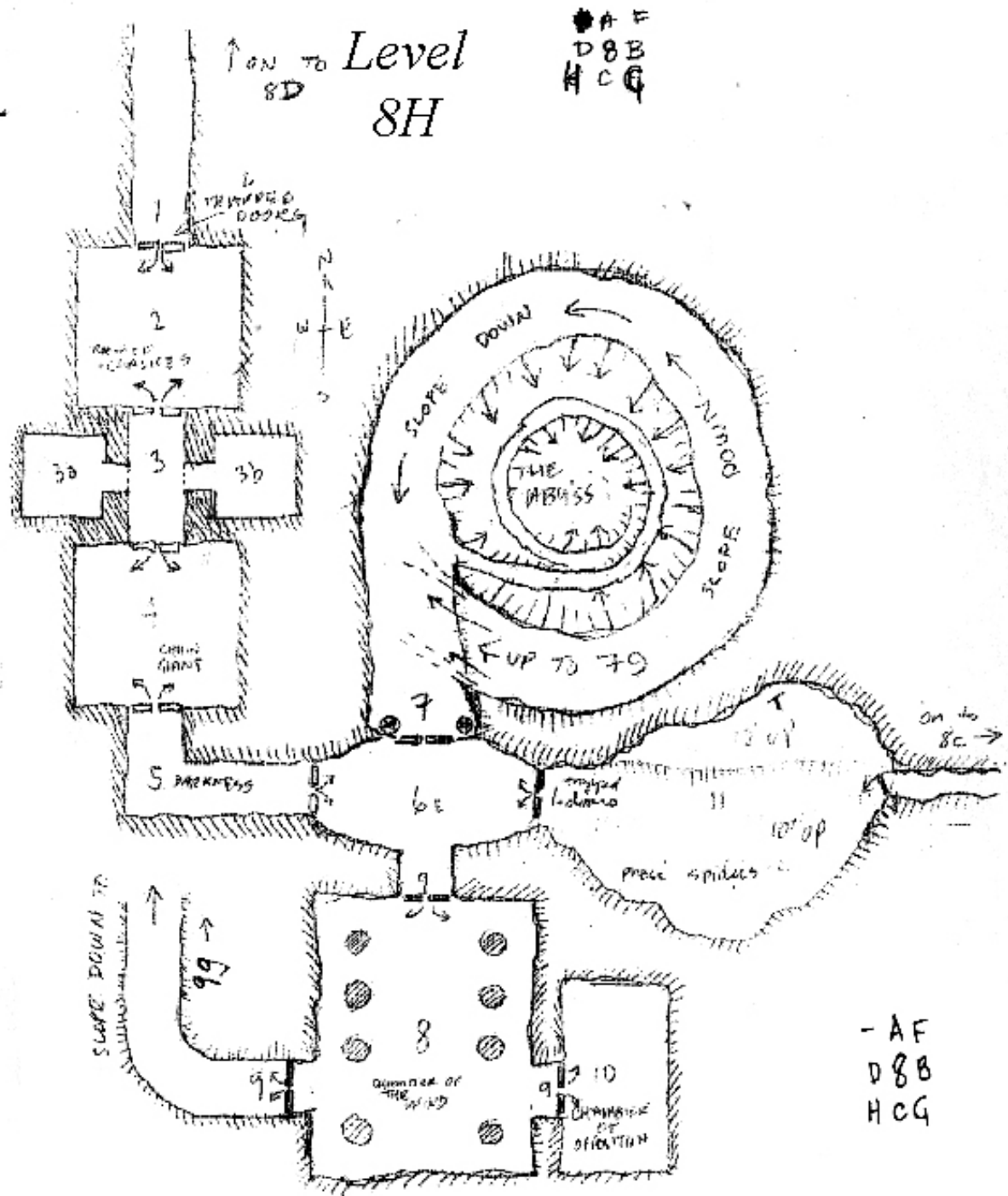
13) Small Room: A single puppetmaster sits on a throne, guarding this room. Two braziers emit a smoke that will cause sleep unless a save is made. The puppetmasters, mind worms and eyespiders are

immune to this effect. There is a carved wooden throne and a golden-framed mirror of black glass that will give access to the Puppetmaster Vault. If seriously threatened, the puppetmaster will attempt to flee through the mirror.

Anyone who is not a puppetmaster has a 1 in 10 chance of losing 1-6 points of intelligence permanently and a 1 in 20 chance of being utterly destroyed (the body and soul both disappear) whenever using this gate to travel back and forth between the realms.

14) Cave: If you can hold your breath long enough, you can swim from room 5 to this sandy cave. There is a 50% chance of there being 1-4 crab orgres in here. The room has a sandy floor and the water flows out through a cave/passage to 15. There is an 8 man boat in here with 2 sets of oars.

15) Crab Ogre Cave: This is the same as room 12 on level 8. There is a slight current and sound of roaring water to the east; the water flows down the passage there and all the way down a waterfall to level 9; if the boat goes more than 20 feet down that cave, it will probably get pulled right over the falls (causing lots of damage).



LEVEL 8H: "The Gate to the Abyss"

Like level 7g above, this level gives access to the abyss. A mysterious room filled with chalices (2) might hurt or help the players. In another room filled with the remains of former victims (4), the chain giant, a demon servant of the Balrog, lies in wait. Yet another large chamber (8) contains a demon known simply as "the mind." The mind is very weak physically but will attack enemies with illusions and considerable psionic powers. Another room (10) creates duplicates of the player characters (a "mirror of opposition"). A last cave (11) contains numerous phase spiders.

Introduction:

Special Effects:

Entrances and Exits:

Updating the Level:

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

1) Bronze doors sculpted with distorted faces all over. No handles or locks, held shut with the equivalent of a 12th-level **wizard lock**. Only the password "Mazerabal" will open them. If touched 1-3 of the mouths will bite, inflicting 2-12 points of damage + save vs. paralysis each bite or the mouth seizes hold, giving subsequent mouths a +2 to attack. Each attacks as a 12 HD creature. Each door is AC -2, has 150 hp, requires a +2 or better weapon to hit, and regenerates 1 hp per round.

2) Room of Chalices: Twelve large silver chalices (worth 200-800 g.p. each) are on a stone table. Each is filled with 2-5 doses of a potion:

1. **extra healing**
2. poison
3. **growth**
4. **diminution**
5. poison
6. **heroism**
7. poison
8. poison
9. **gaseous form**
10. poison
11. poison
12. **invulnerability**

3) Cold Hallway: Very cold here. Illusions cover the alcoves, making them look like solid wall. Two greater specters lurk in the alcoves and attack by surprise (4 in 6).

4) This room is strewn with skulls, bones, and bits of flesh. The ceiling is 40' above, and a fire burns in the center of the room. The chain giant (AC -4, HD 12, hp 68, 2 atk 2-16/2-16 + weakness [temporarily lose 1-6 points of strength], +2 or better weapon to hit, turn invisible at will, no damage from fire, half

damage from piercing, **cause fear** in a 10' radius, **detect invisible objects**, immolate [6d6 **fireball** effect centered on demon] three times per day, attack opponent up to 20' away, each attacker must make a saving throw vs. paralysis or be helpless, taking damage and saving vs. weakness every round, anyone reduced to 0 will lie helpless on the ground), a demon servant of the balrog, inhabits this room. The chain giant levitates near the ceiling and will attack by surprise. A gem brooch worth 2,000 g.p., a **wand of lightning** (26 charges), a **+2 sword**, a **dagger of venom**, and a **cursed -2 chainmail shirt** are in the mess on the floor.

5) **continual darkness**

6) empty

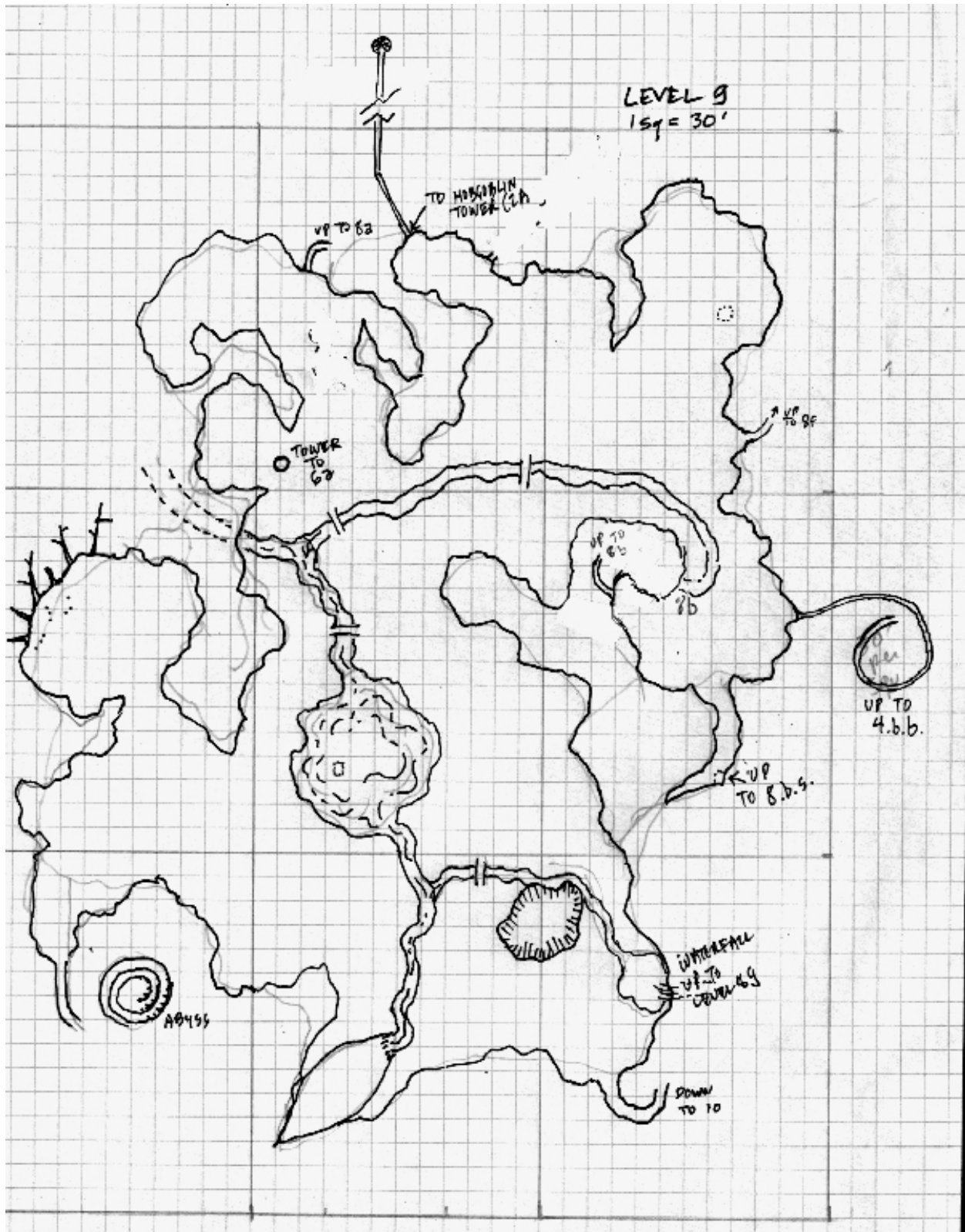
7) Sloping Corridor of the Abyss: Going up joins Level 7G, down goes to the Abyss of Hell. Doors have three locks. Statues of dog-headed humans with lobster-claw hands flank the doors.

8) Chamber of the Mind: 10' tall roof with pillars of black stone. An invisible brain (AC 10, HD 1, hp 6) floats high above which can **magic jar** (-2 to save) and will try to get characters to attack one another. It also has **telekinesis** (3,000 g.p.) and can create illusions (**phantasmal force** plus **audible glamour**).

9) Black Doors of Volcanic Rock: Anyone touching them must make a saving throw vs. magic or temporarily lose 2-8 points of strength.

10) A **mirror of opposition** hangs on the wall.

11) Twelve phase spiders (AC 7, HD 5+5, hp 25 each, 1 atk 1-6 + poison [-2 save], phasing ability) lurk on ledges above. The place is hung with webs. At point T is a human skeleton wearing a suit of **+1 plate mail**. A **+2 mace** lies on the floor beside him, along with an empty lantern and a silver holy symbol of St. Cuthbert.



LEVEL 9: The Deeper Caves

These caves are on a scale of 30 feet per square. This is a large level with huge caverns including fungal forests, an underground lake, a village of trolls, maybe some gigantic purple worms, etc.

The Original DM's Notes: Level 9: Level 9 did not appear in the original designs. It is a gigantic cavern inspired by TSR's "Vault of the Drow" adventure and the many large caves within the excellent dungeon, "Rappan Athuk," published by Frog God Games (tm).

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

Chapel of Ubermensch! A blue stone obelisk, 20 feet tall, with a gold 'U' engraved on it stands here. If the surface is carefully examined, a faint palm print will be found on the north face of the obelisk. Underneath it, in tiny letters, it says, "Only the strong may enter! Push here!" Each player gets one chance to 'press' on the handprint. Roll 2xd20 and compare the result to the user's strength. If it is equal to or lower than their strength score, the secret door opens, revealing a tunnel with iron rungs built into the side of it. Anyone climbing down the rungs will find themselves in the chapel of Ubermensch.

The ladder goes down 30 feet and ends at the south end of a 30x60 foot rectangular room that serves as the chapel to an ancient god called 'Ubermensch!' Torches mounted permanently on the wall will flare to light as soon as the room is entered. The walls are covered in colorful murals and, at the far end, is a life-size statue of Ubermensch, standing with hands on hips, on a short pedestal inscribed with his name. Ubermensch is a tall, well-built man wearing a blue body suit with a red cape, red boots, red shorts and a yellow shield on his chest. His well chiseled face is without moustache or beard and he has a head of close-cropped hair with a single curl draped over his forehead. The walls of his chapel have brightly colored murals of 'Ubermensch!' lifting large monsters over his head, socking devils in the jaw, flying through the air, throwing bandits through the air and disguising himself as a humble scribe. The statue is carved of white marble but an invisible **cape of flying** (see "Magic Items") is hung around the statue's neck. Anyone touching the cape of the statue or saying the name "Ubermensch" aloud will cause the cape to become visible. The statue is wearing this cape over the carved stone one that is a part of the statue.

Tower: This tower, 50 feet in diameter, stands like a pillar in the cave. It reaches up to the ceiling of the cave, 60 feet above. The only entrance to the tower is a secret door on the south side of the tower. Players will only have a 1 in 12 chance of finding the secret door. Inside the tower there are the broken bones of a red dwarf on the floor of the tower and a spiral stair winds around the inside of the tower. The red dwarf has rusted armor and a khopesh sword and 6 GPS; he was pushed from the top of the tower by a trap on the stairs 120 feet above. If one climbs the stairs, one will find they wind around and around inside the tower to level 6a, 120 feet above (see location 25 on level 6e for details).

Fungal Forest: This large forest is made completely of giant mushrooms, some of which are 10 or more feet in height and with caps that are 10 to 20 feet in diameter. The majority of mushrooms are simply giant versions of standard fungus varieties (30% of which will be poisonous if eaten), but if players

diligently search each 30x30 square they might (1 in 6) find a special variety of fungus (roll randomly on 'Fungus' in the appendix). Vision is reduced to less than 20 feet because of the mass of fungus and most travel will be at ½ normal rates. Every 3 turns there is a 1 in 6 chance of a special wandering monster encounter.

Firefly Lake: This dark lake has numerous tiny luminescent flies that hover over its surface. Anyone swimming or falling into the lake is 1 in 6 per turn likely to be attacked by 3-18 voracious giant eyeless albino piranhas. The muddy shores of the lake are the hunting grounds for giant albino crayfish and crab ogres (1 in 6 per turn spent near the shore of encountering either (50%) 1-6 giant albino crayfish or 1-6 crab ogres). The 'fireflies' are harmless. See "Malevolent Monsters" in the appendix for more details on the crayfish and the eyeless Piranha.

Crayfish, giant albino HD: 4-7, AC: 2 [17], ATK: 2x claws (1d6 +1 per hit dice above 4 per claw), ST: 13, 12, 11, or 9, SP: swim, MV: 12, AL: N, CL/XP: 4 HD (4/120), 5 HD (5/240), 6 HD (6/400), 7 HD (7/600)

Piranha, Eyeless albino, HD: 2, AC: 5 [14], ATK: Bite (2d4), ST: 16, SP: 16, SP: none, MV: 12, AL: N, CL/XP: 2/30

Note that there is a pit that drops victims from level X above the lake. Because the monsters above occasionally toss victims down that pit, the Piranhas tend to gather beneath the pit area (marked with a dotted circle on the map) and anyone falling in at this point is 3 in 6 likely to be attacked by a swarm of 3-18 fish a round or two after falling in.

Clam Island: This small island is in the midst of the lake. Upon it is a small pagoda made of white stone that contains a gigantic clam but the island is inhabited by a sleepy, evil cloud giant named Ersillus. Ersillus wears a dirty robe and will usually be lying on the island, looking like large rock formation. Unless specifically looking for him, the players will only be 1 in 6 likely to notice him. Ersillus will be asleep 30% of the time; if awake, he will attempt to seize one of the characters in his hands and then hurl that creature out into the lake (10-60 feet away), then battering player characters with his club. He will attempt to repeat this trick every 1-3 rounds. If the clam can be opened (each player can try once, rolling their characters strength score or less on a d100 to wrench the clam open), a black pearl worth 5,000 GPS will be revealed.

Ersillus Giant, Cloud, HD: 12+1d6 points, HP 67, AC: 2 [17], ATK: Weapon (6d6), ST: 3, SP: throw rocks, MV: 15, AL: C, CL/XP: 13/2,300; club, dirty robe.

Ersillus is cunning and will attempt to parley with players if he thinks it is to his advantage. He has no idea how he ended up here but suspects he was the victim of a curse of some kind. If players can return him to the surface, Ersillus will offer them a 'treasure of great value' in exchange. This treasure will be a giant-sized belt made of gold links set with gemstones with 1000 GPS worth of gold and 5,000 GPS worth of gemstones which he left hidden on the surface. If players demand he swear an oath, Ersillus will abide by that oath, but if they just make him 'promise,' then he will attempt to betray them if possible.

Fane of the Void: This large black stone block is surrounded by a 30 foot tall smooth stone wall topped with sharp iron spikes. There is a circular gate at the front of the wall which looks like a flat black circle. Anyone wearing one of the holy symbols of the priest of the void may simply walk through the solid black wall is if it were not there; anyone else will be repulsed and take 2-12 hit points damage. Anyone passing through the void gates in other locations wearing holy symbol of the void will appear here. The 'Fane' has only 1 entrance/exit: a circular hole 10 feet in diameter filled with a black void. Anyone can simply walk through this circle and appear inside the front entrance.

Inside the tunnel is a gate to the void.

Fisherman's Wharf: This simple wharf, made of stone, juts out into the lake. Three swamped boats (thoroughly ruined with their bottoms rotted out) are still tied to the wharf. In the center of the wharf is a secret trap door (discover 1 in 12) that leads down a narrow flight of steps and into a small chamber beneath the wharf.

The room contains a bronze egg shaped vehicle, 10 feet in diameter and 15 foot long, which is half submerged in the water alongside a narrow (3' wide) dock. A sloping tunnel, barely wide enough to accommodate the 'egg', runs down into the water of the lake.

This 'egg' is the dwarven aquatic cable car. A ladder is built into the side of it and leads up to the top (where there is a round bronze trap door with a wheel in the center of it). The sides of the 'cable car' are set with thick glass portholes. Inside, a ladder leads down into a small compartment that is about 8 feet high x 8 feet wide x 18 feet long. A ladder leads up to the topside bulkhead and in the back is a small 'bottom side' bulkhead --- also round and fitted with a wheel to unlock it. The 'bottom side' bulkhead is labeled in dwarven: *"Caution: This hatch is for emergency use only! NEVER open bottom hatch while top hatch is open!"* If players do not heed this warning, they risk flooding the craft. It should be noted that the top bulkhead is fitted with a bolt lock on the INSIDE of the craft. The bottom bulkhead has no lock but only has an opening wheel on the inside of the craft. The bolt lock was added to keep water trolls from opening the bulkheads from the outside and attempting to drown the occupants.

The rest of the compartment is fitted with wooden benches where one can sit and gaze out the portholes. A pair of 'continual light' spells cast on brass lamps hanging from hooks illuminate the interior. Set into the floor are 2 large levers... the first is marked, "Forward – Neutral – Reverse" and is currently in the 'Neutral' position. The second, larger lever is marked, "Crank for power."

If the second lever is worked back and forth, a grinding noise will be heard from beneath the floor. This is the clockwork motor getting powered up. After cranking the level 12 times, it will lock into place. If the other lever is moved into the 'Forward' position, the 'egg' will start to move forward. If it is moved backwards while the 'egg' is in the berth, it will shudder and make horrible grinding noises. The 'egg' has a clockwork motor that will pull the vehicle along the chain. Every 30 minutes the mechanism will run down and the 'egg' will halt; one then has to pump the lever another 12 times to start it up again. Travel to the black lake takes about 2 hours. There is enough air in the egg to sustain 12 people for 3 hours; if there are fewer passengers, the air will last longer and vice-versa. One can use the 'reverse' lever to return to the berth at any time.

During the trip, players will see eyeless albino piranha and giant albino crayfish as well as other creatures. There is a 50% chance of encountering 1-3 water trolls. The water trolls will attempt to open the top hatch of the submersible; if it is not locked, they will probably manage to flood the car and devour the helpless occupants (see 'Malevolent Monsters' for details on giant crayfish, albino piranhas and water trolls). The trolls will also leer at the occupants through the portholes and pound on the outside of the craft and make other threatening gestures, but if the bulkhead is locked, there is nothing that they can do and they will eventually get bored and swim away.

One can open the bottom bulkhead to escape the craft and air pressure will keep water from flooding the hatch as long as the top bulkhead is closed and there are no other holes in the vehicle. Players could use this hatch to swim for shore, but unless they are relatively close this is unlikely to work.

Passage to Black Lake: In the bottom of the lake here is a natural tunnel, water filled, that leads off map to Black Lake (see 'Lurid Landscapes' in the appendix). A thick bronze chain leads from 'The Fisherman's

Wharf' to the tunnel and through it all the way to Black Lake; this chain is the means by which the dwarven 'aquatic cable car' travels back and forth between the 'Fisherman's Wharf' and the Black Lake. The cable car is detailed under the 'Fisherman's Wharf' entry.

LEVEL 9g: level missing ; referenced on 8g map

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

LEVEL 9h level; missing referenced on 8h map

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

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LEVEL 10 level; ?

1) Entrance: On every map, locations labeled 1 will be the entrances to that map. They are normally labeled a, b, c., etc.

2) Empty: Areas labeled 2 on the map will always be an empty rooms. The DM can spice them up however he or she likes, adding wandering monsters, a roll from the "Random Happenings and Items" table, etc.. In addition, the DM can use these spots to place his/her own encounters or locations.

Level 10g.z: The Horrible thing in the Pit

The horrible thing in the pit: This is at the bottom of the pit usually known as 'the abyss' and is the malign intelligence that caused the dwarves downfall. Lower level characters will be too terrified to do anything other than run from it, cower in place or go insane. It is a slimy mass of grey flesh covered with eyes, ears, mouths, limbs and other unrecognizable organs. It will periodically vomit forth creatures that it will send on errands, when they return they will flop back into its mass and be re-absorbed. It is worshipped as a god by a group of degenerate cultists who will attempt to toss creatures into its flabby, flatulent mass.

Appendices:

appendix goes here.

Diseases

Here is a simple list of fantasy diseases and the means of using them in play. In most circumstances, player characters can either get a magical cure or attempt to 'tough it out' and let the disease run its course. It is suggested that the DM not 'tell' the players that they have been infected with this disease or that --- simply tell them the symptoms that the player character is experiencing over time and hopefully they will work out that a cure is needed. Fantasy diseases are the perfect excuse to introduce the non-player character class of 'doctor' to your campaign (see "NPC Class: Doctor" in the appendix).

Disease Category: Diseases are organized into different categories depending upon how they are spread. These include ingestion (food or drink), bites (i.e.: bitten by a giant rat or an infected mosquito), contact (i.e.: putting on an orc's filthy cloak) or environment (inhaling musty dungeon air). Some diseases appear in more than one category. There are eight diseases in each category, so if one wants to generate a disease randomly, select the category and roll a d8.

Two diseases (vampiric porphyry and Lycanthropy) are not placed in any category since players can only catch it from specific creatures.

Diseases by Category:

Bite: 1. Blackspot Plague, 2. Devil Sweats, 3. Donner's Hunger, 4. Leech's Disease, 5. Mad Dog's disease, 6. Scale Sickness, 7. Shaking Cough, 8. Wizard's Fever

Contact: 1. Blackspot Plague, 2. Goblin's Itch, 3. Leech's Disease, 4. Putnam's Complaint, 5. Sallowhide, 6. Tomb Rot, 7. White Eye, , 8. Zombie's curse

Environment: 1. Fish Curse, 2. Goblin's Itch, 3. Nose Rot, 4. Miner's Cough, 5. Sallowhide, 6. Swamp Foot, 7. Tomb Rot 8. Zombie's curse

Ingestion: 1. Belly Spasms, 2. Devil's sweat, 3. Donner's Hunger, 4. Glutton's Curse, 5. Nose Rot, 6. Shaking Cough, 7. White Eye, 8. Worm pest

Catching a Disease: When a player character is exposed to a disease, have them make a saving throw. If successful, the player character resists the disease. If it fails, the first symptoms (loss of strength, etc.) will usually present in 1-6 days. The player must then make another saving throw at -2, a third saving throw at -4 in another 1-6 days, etc. Symptoms continue to accumulate as time goes on. If the player succeeds at the saving throw, they start to get better. Players may get a +1 to saves if they are getting 100% bed rest. Players under the care of a doctor (NPC Class) roll their saves TWICE and can use the better of the two. **Note that if any ability score reaches 0 at any time, the patient dies!** If the player character is cured or manages to survive the disease, ability score loss will be regained at the rate of 1 point per day of rest unless the description of the disease specifies otherwise.

The Diseases:

Blackspot Plague (bite or environment): Most diseases require the sufferer make a saving throw check every 1-6 days; blackspot plague requires that the check be made every 1-6 HOURS. The patient will feel weaker and feverish and black spots will appear upon their skin. These spots will develop into pustules that will burst, leaking a black fluid. The disease takes 1d4 Constitution from the victim every 1-6 hours.

Belly Spasms (ingestion): This disease is caused by eating contaminated food or drinking polluted water. The victim will feel pain in the stomach and have trouble keeping their food down until cured or the disease passes. They will lose 1d4 Constitution and 1d4 Strength.

Devil Sweats (bite or ingestion): This fever causes the loss of 1d6 intelligence and will cause the victim to sweat profusely and become confused easily. Victims of chronic devil's sweat will usually grow delusional at the end.

Donner's Hunger (ingestion or bite): This disease turns the victim into a cannibal (see 'Diseased Cannibal' in Malevolent Monsters appendix). One risks getting it by eating infected meat or by eating a creature of their own species, raw or cooked (humans get it from eating other humans, elves get it by eating other elves, etc.). The patient suffering from a light case of Donner's hunger will feel the urge to eat other sentient creatures, especially when surrounded by the bodies of the slain. The severe case will need to make a saving throw or stuff themselves full, and, when no appropriate meat is available, they might turn on their own friends and family. Dwarves who come down with a chronic case of Donner's Hunger will eventually turn into red dwarves. Diseased cannibals can heal 1-6 hit points damage on themselves by dining on fresh meat and blood of a creature of the same species as their own; this 'meal' also gives them a +2 to physical attacks and damage for 1 hour. Hobgoblins, goblins, orcs, etc., all are immune to Donner's Hunger.

Fish Curse (environment): The victim's skin will begin to grow scales, like a fish. The patient will lose 1d4 wisdom and charisma and will gradually turn more and more fish-like in appearance. If their skin is not kept constantly moist, they will take 1d6 damage per day as their skin painfully cracks and peels. If any of their ability scores reach 0, their race will change to fishman (see 'Monsters' in the appendix).

Glutton's Curse (ingestion): The glutton's curse will cause the patient to grow thinner and weaker, losing 1d6 Strength and Constitution per bout. In addition, they will feel constantly hungry and are likely to eat all of their rations at a single meal (roll your wisdom score or less on a d20 at every meal to avoid binge eating). Unfortunately, unless they are cured or recover, victims usually end up starving to death no matter how much they eat.

Goblin's Itch (environment or contact): This disease manifests as red bumps and itching all over the skin. It causes 1 point loss of dexterity and 1 point loss of strength. Goblins and their ilk can serve as carriers of the disease, but do not suffer from it.

Leech's disease (bite or contact): The patient will feel weaker and lose 1d4 Constitution and 1d4 Strength. In addition, wounds bleed worse than normal --- any cut or puncture will cause the victim to lose 1 point of damage per round from blood loss unless the wound is bound up, cauterized, stitched up or healed with a spell.

Lycanthropy (bite of a lycanthrope): Lycanthropy is caused by the bite of a lycanthrope (werewolf, wereboar, etc.). It cannot normally be cured by doctors; normally a curse removal by a high level priest is required, but it is rumored that some doctors are experimenting with unusual (and dangerous) therapies for the condition. Refer to rules for lycanthropy in your fantasy game rule book.

Mad Dog's disease (bite): This very powerful disease steals 1d6 wisdom AND constitution. The sufferer will gradually grow more and more irritable and violent and will usually complain of great thirst (and will consume all of their water rations at x2 the normal rate). If wisdom drops below 3, the victim will mindlessly attack whoever is nearest to them with tooth and nail at +2 on the attack due to their ferocity (and possibly spreading the disease).

Miner's cough: (environment) A persistent cough with a lot of phlegm that will cause the patient to lose 1d4 constitution. Miner's cough is frequently caught by persons who spend a lot of time underground.

Nose Rot (environment or ingestion): Any victim of the nose rot disease will lose 1d4 charisma per bout of the disease. Their nose will shrivel away and eventually die; extreme cases result in the victim's nose falling completely off (leading to a horrific appearance). If cured quickly or only a mild case is suffered, the nose will usually heal without permanent damage.

Otyugh's Disease (bite): 90% of those bitten by the otyugh monster will contract this disease. Unless the patient is given a cure disease spell, this disease is fatal in 3-18 days. This disease can only be spread by the bite of the otyugh itself; a creature dying of otyugh disease cannot infect another by biting them.

Putnam's Complaint (contact): This strange disease steals only 1 point of Constitution from the sufferer, but will also cause them to gradually behave in a more and more scandalous manner. Initially, the patient will feel increased sexual desire. As this increasing urge continues, the victim will spend more

and more of their money and time on visits to brothels, seeking out unusual or perverted forms of sexual contact, etc. Eventually the urge for satisfaction will overwhelm all self control, and the victim will seek to satisfy themselves by whatever means possible at any hour of the day or night. If not cured, the patient will usually end up dead or in jail.

Sallowhide (contact or environment): This disease will cause the patient to have a sallow complexion and lose 1d4 of strength per episode.

Shaking cough (ingestion or bite): The victim will shake and cough uncontrollably and will lose 1d6 constitution and 1d6 dexterity. In addition to making it difficult to remain still or quiet, if the patient is a spellcaster they will have a spell failure chance of 10% every time a spell is cast because the coughing or shaking might ruin the incantation.

Scale Sickness (bite): This disease will spread from the place where the victim was bitten, creating a rough, red, scaly rash on the skin. The victim will lose 1d4 Constitution and Strength per episode.

Swamp Foot (environment): This disease affects the feet first and is usually caught by wading through contaminated water or stepping in polluted areas. The victim will suffer 1d6 Constitution loss. Their feet will become swollen and smelly; as the disease advances, the skin will begin to rot and fall off. Each bout with swamp foot reduces the victim's speed by $\frac{1}{4}$ until they are unable to walk.

Tomb Rot (environment or contact): This disease can be caused by the touch of a rotted zombie (see Malevolent Monsters section) or by contact with items or surfaces that rotted zombies have been in contact with. The skin of a person infected with tomb rot will turn dry and scaly and they will gradually come to resemble an undead creature more and more. Tomb rot causes 1d4 loss of Strength, Constitution and Charisma. Anyone who dies of tomb rot will return as a rotted zombie (see "Malevolent Monsters" in the appendix).

Vampiric Porphyry: (bite of vampire or vampire bat) This disease is caused solely by the bite of attack of a vampire and/or the bite of a vampire bat, thus it is not included in the list of random diseases. Once infected, the victim goes through four stages. By the time the fourth stage is reached, the victim is a full vampire and cannot be cured. Before that stage is reached, a 'remove disease' spell has a 75% chance of working on a victim with early stage vampirism, a 50% chance of working on a victim with middle stage vampirism and a 25% chance of working on a person with late stage vampirism. Note that once a patient is infected with vampiric porphyry, it is only a matter of time (10 days!) before they become a full fledged vampire (unless cured).

1. Early stage (days 1 to 3): The diseased one's skin goes pale and they will be sensitive to sunlight. They will only receive $\frac{1}{2}$ benefit from healing and cure spells, but spells like 'cause light wounds' will only inflict $\frac{1}{2}$ damage. Lawful creatures will become neutral in alignment; neutral creatures will become chaotic. The victim gains +1 strength and +1 constitution (18 Maximum) and will be able to ignore $\frac{1}{4}$ of all damage from mundane attacks (an attack that would normally inflict 4 points damage will only inflict 3) although magic and silver weapons will affect them normally. Garlic and holy symbols will become painful to touch. The victim will desire fresh blood and will be immune to charm spells (other than charm monster). Holy water will cause $\frac{1}{3}$ damage if poured on them.
2. Middle Stage (days 4-6): Sunlight will cause 1 hit point damage per round of exposure. The victim's eyes will grow wider and he/she will gain the ability to see in the dark up to 60 feet if they did not already possess this ability. Teeth will become longer and pointier. Cure light wounds will cause a like number of hit points damage and cause light wounds will heal. The victim gains another +1 strength, +1 dexterity and +1 constitution (18 Maximum) and will be able to ignore $\frac{1}{2}$ of all damage from mundane attacks (an attack that would normally inflict 4 points damage will only inflict 2). Garlic and holy symbols will inflict 1-6 points damage at a touch and the victim must save or withdraw for 1-3 rounds.. The victim will be unable to eat normal food and desire only fresh blood; every hit point damage inflicted on a non-vampire

from blood drinking will cure a like amount in the diseased. The victim will desire fresh blood and will be immune to charm spells (other than charm monster) and will be able to cast a 'charm person' spell once per day by meeting another mortal's gaze. Holy water will cause 2/3 damage if poured on them.

3. Late Stage (days 7 to 9): Sunlight will cause 2-7 hit points damage per round of exposure. Cure light wounds will cause a like number of hit points damage and cause light wounds will heal. The victim gains another +1 strength, +1 dexterity and +1 constitution (18 Maximum) and will be able to ignore 3/4 of all damage from mundane attacks or silver weapons (an attack that would normally inflict 4 points damage will only inflict 1). Garlic and holy symbols will become inflict 1-6 points damage at a touch and the victim must save or withdraw for 1-3 rounds.. The victim will be unable to eat normal food and desire only fresh blood; every hit point damage inflicted on a non-vampire from blood drinking will cure 2 hit points in the diseased. . The victim will desire fresh blood and will be immune to charm spells (other than charm monster) and will be able to cast a 'charm person' spell 3x per day by meeting another mortal's gaze. Holy water will cause full damage if poured on them.
4. Full Vampirism (10th day and beyond): The victim is now a vampire. He or she will probably become an NPC in the campaign, unless the DM can work a 'vampire player character' into the game.

White-eye: (ingestion) The victim's eyes will cloud over and they will eventually go blind. With a mild case, the patient will suffer a -1 on attack and defense, -2 on missile weapons. If a serious case of white-eye goes unchecked for 1-6 days, the patient will become completely blind at the end of that time period. White-eye does not kill the patient; it only blinds them.

Wizard's fever: (bite or contact) A case of wizard's fever causes the victim to feel light headed and lose 1d4 points of intelligence. If the victim is a magic user or elf, they also have a 10% chance of spell failure every time they attempt to cast a spell.

Worm Pest (ingestion): Worm Pest is usually caused by a parasite in contaminated food or water. The parasites grow into worms that live in the victim's gut and begin to consume the digestive organs from within. The user loses 1d6 Strength and Constitution per bout of the disease. If any ability score drops below 3, the victim becomes too weak to move. If any ability score drops to 0, the victim will die. One way of 'mitigating' the effects of worm pest to an extent is to drink alcohol constantly. The drinker will get an effective +2 to his Constitution if he remains inebriated for the entire time that the disease runs it's course (however, this will obviously impair the patient's abilities).

Zombie's Curse (contact or environment): The victim will lose 1d4 Constitution and Charisma as their skin rots, flakes and falls off. Because of their horrific appearance, sufferers of this disease are often mistaken for the undead.

Dungeon Dressing

This is a list of 100 random effects, encounters or items that can be sprinkled about the dungeon for effect. Most of the 'random encounter' tables from the different levels have a 'horrendous happening or random rubbish' entry; when the dice indicate a 'horrendous happening or random rubbish,' you can roll a d100 and choose something at random. These entries can be 'red herrings' or can be used as adventure seeds/inspiration.

1. A pool of blood is on the floor.

2. Rats run squeaking from the players.
3. A skull lies on the floor.
4. A trail of 3-18 copper pieces, one every two or three feet, leads down a hallway or across a floor.
5. A freshly severed body part (human, elf, kobold, demon, gnome, goblin, dwarven, etc., can be a hand, foot, finger, toe, ear, nose, etc.,) lies on the floor.
6. A blood curdling scream echoes down the hallway or through the room.
7. Players hear a distant thud or door slam.
8. A pile of gnawed bones, scraps of flesh and blood are on the floor.
9. An old burnt-out torch lies on the floor.
10. An empty flask lies discarded on the floor.
11. A dozen stones have been carefully piled in the center of the room or hallway.
12. A nest contains the eggs of some underground creature (centipedes, stirges, beetles, reptiles, etc). At the DM's option, these could be edible. Or they could eventually hatch...
13. "Kill the defilers," is written in dwarven runes on the wall.
14. Pair of rusty manacles lie on the floor.
15. A brass or iron key is found on the floor or elsewhere. At the DM's option, it can open a given door, chest or lock.
16. Faint, glowing magical runes are seen on the floor. If magically deciphered, they prove to be a part of a previously cast summoning spell.
17. The sound of anguished howling can be heard from far away.
18. A scrap of parchment is found with a faded map giving a rough outline of a few surrounding halls/chambers.
19. A humanoid-shaped pile of ash is found here.
20. Several large teeth litter the ground.
21. The body of a human being, dressed in rags, lies here. Age, sex, evident cause of death, etc., are up to the referee; 6 suggestions include:
 1. Young human male, body appears partially devoured by rats.
 2. Elderly human female, apparently dead of natural causes.
 3. Desiccated corpse of middle aged human male, throat slit.
 4. Human female child; hair is white and eyes are filmed over, appears to have starved to death.
 5. Half orc dressed in leather armor with a battle axe and dagger. A bite on the neck is swollen and discolored and his features are distorted as if in great pain (death by venomous bite).
 6. The badly burned body of an elf or human (at this point it is hard to tell much more).
22. A moist and cold wind blows down the hall/through the room with a low moan, causing torches to flicker. The wind has no apparent source but the vicinity will briefly radiate magic if detected for.
23. The area smells of sulfur.
24. The broken shell of a large egg (3 feet in diameter) is found. There is no evidence of what hatched from the egg.

25. Someone has cast a magical 'light' spell in midair in the vicinity. The spell will expire in a few turns.
26. An arrow is stuck in the wood of a nearby door or piece of furniture, stuck in a nearby corpse or just lying on the floor.
27. A cloth sack, soaked in blood, contains a freshly severed head (human, orc, elf, dwarf, goblin, etc.).
28. A broken crate.
29. A broken, empty barrel.
30. Maniacal cackling laughter is heard in the distance.
31. A gold ring set with a diamond is found on the floor. It radiates faint magic. If taken, it is later discovered to be made of brass and glass and is worth only a few silver at most; perhaps some temporary illusion magic made it appear more valuable.
32. Someone wrote, "Itzak was here and now he's not" on the wall with chalk. Above the inscription is a crude drawing of a long nosed, bald headed person peeking over a wall.
33. An iron bear trap is chained to a spike in the floor (does 1d6 damage and will hold the leg fast if you step on it; STR check to get out (and an additional 1d3 damage if the STR check fails!). The trap should be easy for adventurers to avoid unless they are running, moving without light, etc.
34. Footsteps are heard in the distance.
35. The horrible smell of rotting flesh fills the air.
36. An usually large number of flies are in the area.
37. The bones of a skeletal hand have been carefully laid out on the floor in order to point at some nearby feature (could be an encounter, a hidden treasure, a stairway up or down, a secret door, etc.).
38. A single gold coin is found.
39. A broken 10 foot pole has been discarded here.
40. Blood spatter on the walls and floor.
41. Green slime drips from the wall or roof! Randomly determined player must save or be infected with green slime!
42. A perfect stone statue of a giant rat, centipede or other dungeon critter stands here. It is obviously a creature that has been afflicted by a petrification effect from a basilisk or similar creature.
43. Someone has scratched this message on a wall or door, "Volker: We lost Elias and the dwarf --- we are out of spells, food and water and most of us are wounded. If you and Donar are still alive, meet us back at camp. Avoid the troll. Good luck, signed, Z."
44. Someone has used tools to dig a hole in the wall here. Rubble is scattered around the floor.
45. The wall or floor appears to have been repaired here. If in a natural caverns area, perhaps someone has erected scaffolding or a pillar to help prevent a future collapse.
46. A pile of rags that some creature has been using as bedding is found nearby.
47. A pile of ordure.
48. A bag of salt (1 lbs).
49. The sloughed-off skin of a giant snake is found.
50. A pile of rotting flesh swarms with maggots.

51. The body of a human/dwarf/goblin/orc etc., is slumped against the wall. The body is either pierced with several crossbow bolts or obviously seared with powerful magical energy. A morning star or sword of low quality lies on the floor beside them and their armor will be of little value since it is extensively damaged.
52. As the player characters pass, a magic mouth spell on the wall activates and says, "There once was a duchess of Kent... whose cervix was horribly bent. She said with a stammer, "I require a hammer... to get a man in my vent!" The spell will only activate once and is then finished.
53. A pentagram is drawn on the floor in chalk. The area radiates dim magic.
54. A burning torch is wedged into a crack in the wall or floor.
55. A slimy residue coats the wall and floor.
56. Water drips from the roof and puddles on the floor.
57. An old chest with a broken lock is found. There are only a few (1-3) copper coins left inside.
58. A lonely bat comes fluttering down the hallway or across the room.
59. A randomly determined type of fungus grows in this area (see 'the 'Fungus' appendix).
60. An animal or monster can be heard, roaring in the distance.
61. A rusty weapon (sword, axe, mace, etc.) is found.
62. A broken shield or a scrap of armor is found.
63. A bricked up alcove is in a wall or side cave. If the wall is broken down, a skeleton dressed in a jester costume with heavy manacles fastening it to the wall is within. Beside the skeleton lies an empty liquor cask.
64. A magic circle 5 feet in diameter is drawn in blood and salt on the floor. If anyone steps within it, they are magically transported to a location 1-3 levels lower (all persons stepping in will be transported to the same place). This is a one way trip. Wiping up or brushing away the circle will destroy the magic. The next time players pass this way, the circle will be gone.
65. A semi-transparent figure is seen. It moans and moves towards the players, then vanishes.
66. The remains of a fire are found along the wall, in a corner or some other spot. It appears as though someone some papers here some time ago.
67. A scrap of rope 4 feet long is found.
68. A dozen luminescent beetles are found. The beetles are harmless and about an inch in length.
69. A leather backpack containing a few common supplies is found (flask of water, coil of rope, 3 torches and a blanket).
70. An animate skeleton wanders by on some unknown errand (Skeleton, HD: 1, HP: 4, AC: 8 [11], ATK: NA, ST: 17, SP: none, MV: 12, AL: N, CL/XP: 1/15). The skeleton will seek to ignore the party and will continue to wander at random until destroyed. If attacked, it will not seek to defend itself and will simply try to go on its way.
71. An ancient glass bottle with a red logo and sealed with a metal cap containing an effervescent brown beverage is found. The bottle is caked with dirt. The liquid tastes sweet and will give fatigued adventurers a slight 'lift,' but has no magical properties.
72. A raw silver nugget (worth 5 sps) can be found here.
73. A large severed hand, possibly from a demon or similar monster, is staked to the wall with an iron spike.

74. Teleportation accident: The lifeless body of an elderly human male, with a horrified expression on his face, protrudes from the wall; a teleportation spell has gone terribly wrong. One hand, a shoulder, most of the head and a leg and foot are all that stick out. On the hand is a +2 ring of protection. The corpse is (was) a powerful wizard; if he can somehow be removed from the wall, his friends and family might pay a hefty reward.
75. The skinned and dressed bodies of 3 giant rats are wrapped in an old piece of canvas. These have obviously been prepped for cooking. If one waits, the hunter might eventually return for them...
76. A large crack in the wall or floor emits a strange smell. The source of the smell is a slimy and harmless moss.
77. An old bucket is half-filled with foul water. Anyone tasting the water will be exposed to the shaking cough (see 'Diseases' in the appendix).
78. An arrow is scratched on the wall or floor. It can point the way to the lair of a nearby monster, an entrance or exit or other interesting feature.
79. A severed dwarf's head is mounted on a spike embedded in the wall.
80. A freshly gnawed apple core is on the floor.
81. A skull-shaped logo is painted on the wall or floor in white paint.
82. Black hand prints are on the wall or floor.
83. Cobwebs hang from the walls and roof.
84. A heap of garbage (bones, ordure, rags, fruit rinds, pottery shards, etc.) is in the area. Anyone digging through the garbage has a 25% chance of being infected with 'Goblin's Itch' (see 'Diseases' in the appendix).
85. A heap of dirty straw is piled beside the wall.
86. A broken liquor bottle is on the ground.
87. A hole has been broken into the floor and it appears that something has been removed from underneath the floor. Depending on the size of the area, it could be as big as a human body or smaller than a breadbox.
88. A large iron hook is embedded in the wall.
89. A nearly door is scarred with claw marks.
90. A complicated glowing sigil floats in midair. If players figure out how to read it, they discover that it is the name of a powerful demon lord. Within 24 hours, it fades from view.
91. A severed, rotted hand crawls along the floor.
92. There is a strong smell of tobacco smoke in the area.
93. Multiple creatures howling can be heard in the distance.
94. A dim light can be seen down a distant hall or around a far corner. By the time player characters travel to that spot, it has vanished without a trace of what caused the light to appear.
95. Distant cries for help are heard.
96. An inscription on the wall says "Beware of (insert name of nearby monster or hazard here)."
97. Some scraps of food are found. Apparently someone chose this spot for a picnic.
98. Players hear an evil laugh from behind.
99. Water drips for the roof or runs down the walls, gathering in puddles on the floor.

100. A single glove, white and covered in rhinestones, is found on the ground. At the DM's option, anyone picking up the glove and wearing it becomes a better dancer and singer but every day that the glove is worn there is a chance that they will catch the nose rot disease (see "Diseases" in appendix).

Factions

As you read over the dungeon materials, it will become clear that there are various powers within Khunmar, all of whom have different goals and most of whom are not on friendly terms with one another. If the players parley with one faction, one of the terms that may be negotiated is whether or not the players will aid the faction against their rivals. The kobolds on level 1, for example, might attempt to hire the players to help fight the goblins of level 2. The goblins might ask the players to help defeat the ghouls of level 3, etc. In addition, if players clear out one section of the dungeon or eliminate one faction, rival factions might gradually take over that area of the dungeon. Suggestions for an evolving dungeon are given at the start of each level under 'Updating the Level.'

Bloodgold Addicts: On level 7f, the red dwarves (see below) have a furnace where they use human sacrifice to create a magical substance called 'bloodgold' (see 'Metals' in the appendix). The dwarves will use this substance as bribes or will leave it in places where other creatures they wish to enslave will pick it up because anyone who obtains a quantity of bloodgold is likely to desire more and more of the substance. Throughout the dungeon, one can encounter various creatures who are 'addicted' to bloodgold and will go to great lengths to possess more of it (attacking others whom they suspect of possessing bloodgold). Spells like 'Remove Curse' or 'Cure Disease' will allow the victim of the bloodgold to be free from its addiction.

Dwarves: There will be numerous dwarves encountered wandering around in the mines. 25% of these will be related (usually distantly) to the founders of the mines which may affect how certain areas, monsters and artifacts react to their presence (see "An important note about dwarf player characters and dwarf non-player characters" in the Introduction). Most dwarf NPCs encountered in the mines will tend to consider humans, elves, Halflings, etc., as 'interlopers' who are less deserving of Khunmar treasure because of their race, thus dwarf NPCs will tend to strut around like they own the place and may even demand that strangers turn over a portion (or all) of the treasure looted from the mines as a part of a 'dwarf tax.'

Ghouls of Level 3: This 'faction' does not have leadership or concrete goals beyond expanding their own numbers and gaining flesh to eat. However, the ghouls will naturally gravitate towards more powerful undead; vampires, specters and similar creatures can command their loyalty.

Humanoid Factions: There are kobolds, goblins, orcs and hobgoblins in the dungeon. The kobolds, goblins and orcs are in a state of constant war that has recently reached a stalemate. The kobolds control the valuable 'surface entrance' and, if wiped out, the goblins, orcs or human bandits will take it over. The goblins are currently preoccupied with a ghoulish infestation on level 3. The orcs control the ruins of castle Ortrar and have been raiding the surrounding countryside. Of all the humanoid factions, the orcs are probably the most powerful and numerous (although many of their number will be off on raids at any given time). The hobgoblins keep the lowest profile; they have discovered a secret staircase down to level 9 and are carefully exploring the deeper caves.

The Master: The 'master' is a powerful and evil creature (probably most accurately described as a demon) on level 8. He had been trapped under the earth thousands of years before the Garagur dwarves arrived at Khunmar and started digging. In their desire for valuable metals and gemstones, the Garagurs dug too deep and released him. He masterminded the attacks against the stronghold of the dwarves, summoning tribes of orcs and goblins to attack from the surface while the master and his minions attacked from below. The master commands the loyalty of giants, demons, salamanders, human followers and some of the undead on level 8 and the surrounding areas. Although the orcs and goblins will defer to the master because they fear him, they no longer serve him directly.

Red Dwarves: The red dwarves are a faction all their own. With the exception of The Master, they will not bargain with any other faction and will attack all other creatures on sight unless they are one of the few ogres or other creatures that work for the red dwarves. If given a choice, red dwarves will attack non-red dwarves in preference to all other targets first. They never take prisoners and will torture, execute and devour any creature they capture. They red dwarves control levels 4f, 7f, 8a and 8f as well as a portion of level 9. The red dwarves produce bloodgold on level 7f (see 'Marvelous Metals' in the appendix) and use this to corrupt their enemies.

Saurians: Providing they don't decide to sacrifice player characters to Ubrus by tossing them into his mouth (see level 6a.z), the saurians are probably the close to 'neutral' and the most likely to work with the players providing a mutually beneficial arrangement can be found. Note that since the players and the saurians are unlikely to share a language, making a deal or even understanding one is going to be hard. The saurians originally come from another plane of existence (see 'Lostland' in 'Landscapes' in the appendix) and were members of an expeditionary force who were transported to Khunmar via the mysterious gates found elsewhere in the dungeon; a few escaped slaughter by The Master's forces and were able to establish small outposts on levels 3B and 3D. While here, they discovered Ubrus and began worshipping him. If the saurians could be convinced that by travelling over the waterfall on the east end of level 3D they could return the Lostland, a schism would develop within the community. The warrior caste saurians would want to return to Lostland while the priest caste would want to stay and continue to worship Ubrus. Eventually, the warrior caste saurians would overpower the priests, toss them into the mouth of Ubrus and then depart for Lostland by swimming down the river on 3d. In the unlikely event that the players who informed the saurians that the waterfall led back to Lostland were to meet up with any of these warrior caste saurians back on their home plane, these individual saurians would be inclined to view the players as friends and allies (although the rest of their species might just see them as potential food).

Slime Cultists: These human cultists worship a terrible and incomprehensible being usually referred to as 'The horrible thing in the pit' (see level 7h). They consider their own lives to be insignificant and will happily sacrifice themselves if they think it would serve the greater glory of their deity. Curiously, they and the 'Worshippers of the Void' reserve their greatest hatred for one another, even though both cults would eventually like to see their god destroy the earth and every living thing on it.

Undead: There are many undead within the mines who view most living creatures as 'food.' In most cases, more powerful undead (specters, vampires, etc.) can command the loyalty of the weaker undead (ghouls, wights, etc). In addition, the various evil clerics can command the undead by calling upon their god(s). In addition to the 'regular' undead, there are also a number of bodies animated by a sentient fungus (see 'black mold zombies' in the monster section of the appendix). These 'black mold zombies'

are not animated by 'unlife,' thus holy water of clerical turning have no effect upon them, but they represent a faction of their own since they are animated by the will of the black mold.

Worshippers of the Void: The worshippers of this nihilistic god have temples within Khunmar --- including a small chapel on level 3, a larger temple on level 4 and an even larger installation on level 9. Human sacrifice and the like are their standard practice and player characters are likely to be viewed as potential offerings for their alien god. Each of their temples contains a large circular black 'gate' through which offerings are delivered to their dark god. Note that if one has one of the cult's holy symbols (which usually look like a disk of black jet in a silver setting worn on a chain around the neck), these gates can be used to travel directly to the main temple on level 9.

Fungus

Various fungi grow in different parts of the dungeon and may be encountered randomly. Some of these fungi are unique to the dungeon. At the DMs option, the player may combine some of the different funguses for even further effects. In addition, they could make most excellent potion ingredients or magical agents. The different types of fungi are scattered throughout the dungeon; descriptions are gathered here for your convenience.

There are 12 different fungi listed; they may be determined randomly by rolling 1d12.

1. **Black spot Amanita:** This pale brown mushroom with black spots on the cap is deadly poisonous (-2 save or death if eaten). Value: 10 gps per mushroom fresh or dried
2. **Black Zombie Mold:** This fast growing black mold thrives on wet stone, wood, flesh, etc. If touched, it will attach itself to skin, cloth, leather, etc., and eventually eat through to the flesh. It can only be destroyed by fire or sunlight. See 'Zombie, Mold' in the Malevolent Monster's section. Value: 10 gps per sample, provided it is appropriately (and safely!) contained. One black mold zombie will potentially yield 2-7 samples.
3. **Blight fungus:** Touching this squat, white and slimy toadstool will cause 1-3 points of damage to exposed skin for 1-3 rounds. If the skin affected is washed in vinegar or wine immediately after exposure, the damage can be reduced by half. If the fungus is eaten, the eater will take x3 damage for 2-7 rounds. Value: 2 gps per sample, provided it is appropriately (and safely!) contained.
4. **Bloodridge fungus:** This is a shelf-like fungus that is usually a deep red color. If consumed immediately after having been poisoned, the consumer will gain a second poison saving throw, and, if successful, no damage from the poison will be taken. Unfortunately, consuming the bloodridge fungus will sicken the user; he or she will have a -2 to most abilities (combat, movement, +10% chance of spell failure when casting, etc) for a day after consumption. The mushroom can be preserved by drying it out, but will then be less effective (-2 on second save). Value: 50 gps per plant when fresh, ½ that if dried.
5. **Blue Cap Mushroom:** This is a small mushroom with a blue cap. If eaten, this mushroom will increase strength by 1-3 points for 1 hour (18 maximum). Eating multiple doses will not have any effect. Value: 50 gps per plant when fresh.

6. Brown and Gold Morel: This spongy brown and yellow morel gives +2 saves against spells or charm for 1-6 turns after consumption. Eating multiple doses will not have any additional effect. Value: 25 gps per plant when fresh.
7. Dwarf's Beard Moss: This grey fungus grows in groups of long strands that hang from the walls or ceiling. It has no known useful properties and is not suitable as a food source for humans, dwarves, elves, etc. Value: none.
8. Glow Fungus: These tall, thin stemmed fungus with a bell shaped cap emit a pale greenish light in a 10 foot radius. The glow will remain for 1-2 days after picking, so the glow fungus can be used as an improvised light source. Value: 1 GPS per plant when fresh.
9. Gnome Cup: Small, cup shaped pink or white mushrooms. Each one will provide the equivalent of one day's sustenance (food and drink) for a human, elf, dwarf, etc. The gnome cup will remain edible for 1-3 days after picking. Value: 3 gps per plant when fresh.
10. Green Cap: This fungus is a mushroom with a pale green cap. Each consumed provides 1-3 points healing. Value: 50 gps per plant when fresh.
11. Red Amanita: Mushroom with a red cap and white spots. Eater must save versus poison or hallucinate for 2-12 hours possibly (25%) going permanently insane. If saving throw is made, the user will gain a temporary 1-3 points of Intelligence if a spell caster (for 24 hours) and anyone making a save vs. one of that caster's spells will take an additional -2 to their save. Value: 50 gps per plant, fresh or dried.
12. Witch's cap: If consumed, the user will experience visions and hallucinations for 2-3 hours after consumption. During this period of time, the user is only 50% likely to be able to react appropriately in any given stressful situation (check 1x per round). If attacked, for example, the user might simply stand defenseless 50% of the time or attack the wrong target (which might include his/her companions!). The visions, however, are likely to deliver a clue or message that may be helpful, especially if the user meditates upon a given question before taking the Witch's cap. Treat as a minor divination spell. Value: 25 gps per plant when fresh or died.

Gems:

These gemstones are (perhaps) unique to Khunmar, although you can certainly use them elsewhere in your adventures. Some gemstones are a part of treasure (and will be listed in the map key). Others can be discovered embedded in the tunnel walls or found at random when the DM needs to add a new treasure or create a new encounter area. Roll 1d8 to generate randomly.

1. Azurite: This blue stone is generally considered too soft for ornamental use, but is valued as a pigment for artists. It is valued at about 1 SPS per ounce (weight).
2. Blade-crystals: These stones grow in sharp points from cave walls. Small ones can be used as arrow heads. Larger ones can be used as knife blades. Although they are delicate, the blades are extraordinarily sharp (non-magical +1 to hit but are 50% likely to shatter whenever used in battle). Arrow head sized crystals will be worth 1-6 GPS each while knife blades will be worth 3x that. A blade crystal knife needs to be fitted with a handle so it can be used without cutting the user's hands.

3. **Dragoneye Stones:** These gemstones are naturally occurring cabochons that bear an uncanny resemblance to the eye of a dragon. They are worth 3000 GPS each. Dragoneye stones grant the owner the same benefit as a luckstone (+1 saves and +1 to attacks) but an individual can benefit from only one dragoneye / luckstone at a time. The dwarves of Khunmar sometimes set these magical stones into rings, pendants, etc.
4. **Firestones:** Reddish-orange crystals that glow with a pale orange glow. These are usually not bright enough to use as a source of illumination, but make attractive gemstones. It is rumored that these very rare gemstones can be used in casting powerful spells or charms. Each firestone is worth an average of 1,000 gps.
5. **Heartstone:** This reddish gemstone with pink flecks will increase the wearer's/owner's CON score by 2 points if it is worn against the skin (most users wear it in a ring or pendant). Wearing more than one heartstone does not confer any additional benefits. 2000 GPS
6. **Khunmar Thunderegg:** These unusual geodes can be hurled as weapons, and explode in a 5 foot radius from the point of impact. Anyone in the area takes 2d4 damage and will be stunned for 1-3 rounds if of 4 HD or less, half damage and no stun effect if a save is made. The explosion of the geode is accompanied by a loud bang, like a clap of thunder. Note that extracting a Khunmar thunderegg from the rock surrounding it with a chisel or pickaxe is a dangerous proposition. Khunmar thundereggs are worth 50 gps each to the right buyer.
7. **Magnetite:** This dark grey rock is naturally magnetic and is considered more of a curiosity than anything else, although there are rumors of islands of this material generating a magnetic field that pulls the nails right out of the hulls of ships that sail too close, destroying the ships and drowning the sailors. A small chunk of magnetite will be worth 1-12 GPS depending upon its size and the power of its magnetic attraction.
8. **Spellstone:** These appear as multicolored gems, usually roughly oval in shape, that glow with a faint light. Each stone can be used to store up to 1-6 1st level spells or its equivalent (a single 2nd level spell will take up the same space as 3 1st level spells and a single 3rd level spell will take up the same space as 5 first level spells). A magic user can cast spells into the stone, store them there, and then later 'release' the spell at a time of their choosing. Each time the spell stone is used, there is a 5% chance that it will crack, turning it into a worthless lump of crystal. Roll 1d6 to determine the relative power of the spellstone and its value (1,000 gps per level of spell that can be stored within it).
9. **Starlight quartz:** These small stones will shed a dim light in a 10 foot radius. They are prized by miners and explorers as emergency light sources and are also used as decorative stones. They are worth 100 GPS each.
10. **Tinkle quartz:** These small, cloudy colorless pieces of quartz will make a tinkling or faint squeaking sound when they are exposed to light --- the larger the crystal, the lower the tone. The dwarves of Khunmar used to manufacture toys and curiosities from these strange gems; novelty chandeliers decorated with tinkle quartz that would make faint, ringing sounds when lit, 'alarm clocks' kept on the window sill that would awaken the sleeper when the first rays of sunlight struck the gemstone or music boxes in which wheels studded with tinkle quartz would

turn, exposing a series of the sound producing stones to light and thus playing tunes. Despite its strange qualities, tinkle quartz is only worth 10-40 gps per chunk, mostly as a curiosity. Some spelunkers have noted that attacks from underground predators often occur shortly after a formation of tinkle quartz has been exposed to light, leading to the conclusion that these crafty predators have learned to associate the sound of the quartz with prey.

Landscapes:

There are several magical gates and extra dimensional portals to 'different worlds' in Khunmar. Since these new worlds are adventures in and of themselves, they are described here in brief. The enterprising DM can use these settings as short side adventures or even create expanding campaigns based upon them.

Black Lake: Black Lake is an underground lake of massive size that can be reached via the dwarven aquatic cable car hidden under 'Fisherman's Wharf' on level 9 (or by swimming through the tunnel in the bottom of Firefly Lake on level 9).

Black Lake is a massive underground cavern half filled with water that can be the home to numerous different water dwelling creatures. A small rocky island near the underwater tunnel to Firefly Lake on level 9 of Khunmar has the 'terminus' of the bronze chain that the dwarven aquatic cable car uses --- anyone riding the aquatic cable car will end up here. The island is empty, although each time it is visited there is a 50% chance of encountering 1-4 ravenous aquatic trolls (these creatures are the same as regular trolls but have webbed claws, feet and neck gills; they swim and can breathe on land or under water. They take double damage from fire (!) but regenerate 6 HP per round when immersed in water!

Giantland: I still need to figure out where Giantland entrance is in the dungeon. This part of the dungeon that is occupied by several different giant insects and mice (that have wandered in from giantland). The magical gate leads into what looks like a forest of tall, green striped pole plants that look like spears but is actually a garden of a giant filled with asparagus. If the players exit the cave, they will find that they have come out through the legs of a huge statue of a gnome at least 100 feet tall --- in reality, they have exited into a dimension where they are around 2 inches tall. Looking back at the statue, it will appear as though they can see right through the statue's legs into the garden behind it (and if they try to return the way they came, they will just pass underneath the statue). If one exits from the Mines, one will emerge from the front of the gnome (from between the legs under the belly). In order to leave giantland and return to The Mines, one must walk through the legs from the back (under the gnome statue's buttocks).

One of the treasures could be a giant coin dropped in the garden somewhere.

Lostland: The most common method for players to reach 'Lostland' is via the river at location 1e on level 3d. Players using a boat or swimming past this point in the river will find themselves swept up in the current and driven downstream --- eventually falling down a waterfall so large that it seems to take an eternity to reach the bottom. The players will awaken to find themselves washed up on the shore of a river flowing through a hot and steamy jungle. This 'Lost World' is populated with dinosaurs, giant insects, Neanderthals and Saurians (see 'Malevolent Monsters' in the appendix). There are also volcanoes, fumaroles, tar pits and other natural hazards as well as some ancient ruins. Scattered around the landscape and hidden in the jungle will be a number of black stone pyramids with a small entrance large enough for one human to pass through at a time. Inside the pyramids, one will find a room with a short pillar that holds a strange glowing crystal formation and various alien rune markings. If the energy fields from the crystals are manipulated, the persons inside the pyramid will find themselves transported to another pyramid (or even forward or backwards in time). Once could use the pyramids to

travel back to Khunmar (there is a pyramid in location X on level X). It will remind most players of Sir Arthur Conan Doyle's "Lost World" novel (or, more likely, a 1970s Saturday morning live action adventure show involving a man and his two children trapped in a crazy world).

Puppeteer Vault: If the players manage to travel to the realm of the puppeteers, they will find themselves on the dark shore of a grey ocean, near the magic portal by which they have come. The small rocky island they have landed on is barren of all vegetation, but there are a number of paths that snake upwards to a stubby stone obelisk on the highest point on the island. The water is not salty, but is slightly acidic; anyone attempting to use it as drinking water will eventually sicken and die. The world here is eternal twilight, with no stars visible in the dark clouded sky. (authors note: I originally envisioned this realm as an island in an underground sea cave that was so large that the players might never figure out they were actually underground, but never actually got around to fleshing this out --- if players make it this far and you don't like what is offered, have fun making something up or substitute some other adventure of your own choosing).

Every hour spent on the island, characters have a 1 in 6 chance of encountering 1-3 eyespiders. These creatures wander the island, continually searching for intruders.

On the north side of the island is a small pyramid (20 feet tall) with a circular stone ring at the top. Anyone passing through the mirror at location 13 on level 8h will arrive here. Anyone who is not a puppetmaster has a 1 in 10 chance of losing 1-6 points of intelligence permanently and a 1 in 20 chance of being utterly destroyed (the body and soul both disappear) whenever using this gate to travel back and forth between the realms.

On the east side of the island is a large stone with a silvery disc, 10 feet in diameter, embedded in the stone in the side of the rock. Anyone touching the disc will immediately be transported to the cave at location 8 on level 7h. Curiously, the luminescent disc will transport a given creature only once every 12 hours. The players can use the disc to move from the island to the cave on level 7h, but then must wait 12 hours before they can use it to travel again.

There are no pyramids, disks or other monuments on the west side of the island, but anyone who travels to the realm of the puppet masters via the gate on level 5 will arrive on the shore here.

The last method of reaching the realm of the puppetmasters is via the ship in the bottle in room X on level XX of the mines.

On the highest point in the island is a stubby stone obelisk about 50 feet tall and measures 40x40 at the base carved by an eye shaped rune on each face. If a hand (or tentacle or flipper or whatever) is pressed against the eye and held there for a moment, the face of the obelisk will allow the user to pass right through for about 10 minutes (although it will look solid and non-living materials that are not worn or carried by a living being, like missiles, cannot pass through) Inside is a circular room, almost 40 feet in diameter, with a spiral ramp 20 feet wide made of stone that leads straight down, hundreds of feet below, to the subterranean city occupied by the puppeteers. For the first 100 feet or so, the ramp will go through solid rock. The ramp will then enter a huge cavern, several miles wide and at least 100 feet high. Chunks of phosphorescent stone embedded in the ceiling give the place a weird, glowing light. Those without darkvision will be able to see out to 100 feet or so. Those with darkvision will have vision that extends at least 2x that distance.

The cavern appears to be partially filled with strange rock formations, forests of fungi and lakes of placid water. A road of crushed quartz crystals leads north to a city of square buildings (most of which have only a single bronze door providing egress and entrance). The city houses dozens of puppeteers, fifty or sixty mind worms and hundreds of slaves (human, dwarf, elf, morlock, etc).

The 'puppeteers' and mind worms are described in greater detail in the 'Monsters' section of the appendix.

Magic Items:

Arrows of Returning +1, Cursed: These appear to be +1 arrows but are actually cursed magic items. Whenever the archer fires one of these arrows, instead of hitting the intended target, they will turn in mid air and hit the person who fired them! Once someone has taken and attempted to use these arrows, the next 12 arrows they fire will always return to hit them (make the player roll to hit themselves). If thrown away without using a 'remove curse,' the arrows will magically find their way back into the quiver of the shooter until all 12 have been used. They are always found in groups of 12.

Axe of the Headsman +2: This large +2 axe can only be used 2 handed unless wielded by a giant. It scores 1-10(+2) damage per hit and will decapitate any human or humanoid on a roll of a natural 20.

Barbed Magic Arrows: These magic +1 arrows have a tip with sharp barbs. When a barbed arrow strikes the target, it inflicts 1d6+1 damage. Each round thereafter it inflicts an additional 1d4 damage as the arrow magically embeds itself deeper into the flesh. Pulling it out inflicts 1d4 damage and takes 1 round but stops further damage. Unintelligent monsters will usually pull the arrow out with claws or teeth but will have to pause in order to do so. 1-12 arrows are usually found at a time.

Bat Helmet: This magical artifact allows the user to summon and command a cave bat swarm 1x per day. Depending upon the proximity of a sufficient number of cave bats, it may take 1-10 rounds for the swarm to arrive and command lasts for 2 turns (20 rounds) Note that the time it takes for a sufficient number of bats to arrive counts against the time that the bats can be commanded. The helmet is made of a silvery metal and has two bat-like wings protruding from its sides.

Blood Rune Stick: These wands of blackened wood will be carved with mysterious magical runes and can only be used by magic users or elves. If read magic is employed to read the runes, the user will understand that the runes are a spell formula that can be activated when the user cuts themselves (inflicting 1-4 hit points damage per use) and rubs the blood into the carvings of the stick. This will cast whatever magic spell is embedded in the stick. Most rune sticks have spells of first, second or third level carved into them and only a magic user of a level capable of casting the spell may employ the stick. A stick can only be used once per day.

Book of Cambions: : (Warning: This item is intended to be disturbing. If you don't think this is appropriate for you or your group, eliminate this item from your campaign.)The only known copy of this book is in the possession of Mordecai (an evil magic user residing on level 7b of Khunmar) but the creative DM may place copies elsewhere. The book is bound in black leather from some unknown creature studded with metal and is filled with blasphemous illustrations and text written in a demonic language. Unless 'Read Languages' or a similar spell is used, the book will be incomprehensible, but the illustrations are of various forms of artificial insemination being portrayed as medical illustrations, a series of drawings of a creature that looks like a blob of flesh covered in eyes, ears, fingers and other unrecognizable parts (a 'flesh horror,' although players may not know what this creature is), and illustrations of various creatures that look like humans, but having certain demonic traits (some have cloven feet, others have wings, claws, horns, etc (these are cambions). One particularly gruesome illustration shows a baby with horns, fangs and clawed hands tearing it's way out of the stomach of a man bound to a table as several people in robes look on.

The book describes the process of obtaining the ova or semen of incubi and succubae and how one can use these ingredients to create a cambion through artificial insemination. It also warns of the danger of mixing the ova and semen directly (since this creates a 'flesh horror') and describes the cambion in

some detail (see 'Malevolent Monsters' in the appendix for descriptions of the cambion and the flesh horror).

Boots of Levitation: These boots allow the user to 'levitate' (as per the spell) at will up to 100 feet off the ground.

Brown Helmet: This cursed helmet looks like a shiny, impressive helmet until it is placed on the head. At that point, the helmet will look like an ill-fitting helmet of crude design covered in brown rust and the wearer will seem annoying and unpleasant to all he or she interacts with. Their jokes will fall flat; their personality will become annoying and, rather than inspiring or attracting people, they will annoy and irritate them. The wearer will even smell unpleasantly. The wearer's charisma score is reduced to 3 for as long as the helmet is worn. The cursed helmet can only be removed with a remove curse spell or upon the death of the wearer.

Cape of Flying: This cape allows the wearer to fly, as per the spell. The wearer cannot carry more while flying than he or she could carry while walking. The user can fly at a rate of 12.

Chalice of Purity: This will usually look like a silver or gold cup, possibly for ceremonial use. Whatever harmful liquid is placed into it, no matter how poisonous (even acid) will do no harm to the drinker as long as it is sipped from the chalice itself. If poisoned liquid is poured from the chalice into another container and then consumed, it will harm the drinker. Unfortunately, potions sipped from the chalice will have no effect on the user either. Alcoholic beverages sipped from the cup will still intoxicate the drinker (the chalice does not recognize intoxication as a harmful effect). The chalice of purity is prized by those who fear assassination through poison.

Clever Cudgel: This knobbed wooden stick serves as a +1 weapon if picked up and used. However, once someone has claimed it as their own, they can hurl it at an opponent up to 10 feet away and the clever cudgel will attack 1x per round as a creature equal in hit dice/strength/prowess as the owner. When 5 rounds are over or the opponent is dead, unconscious or surrenders, the cudgel will fly back to the owner's hand. While the cudgel is attacking on its own, the owner may rest, cast spells, drink a potion, attack with a different weapon, etc. If the owner is busy with some other task or has his hands full when the clever cudgel's attack is over, it will come to rest at the owner's feet. The clever cudgel can strike any creature that can be struck by magical weapons, but cannot attack invisible creatures or creatures that are more than 10 feet away from the owner. The cudgel has an AC of 2[17] and 12 hit points. If 12 hit points are inflicted upon the cudgel in the course of the 5 rounds, it breaks into pieces and loses its power. The clever cudgel can be used by fighters, clerics and thieves.

Cloak of Fire Resistance: This cloak, if worn, functions in a manner similar to the ring of fire resistance. If the hood is drawn up and the cloak pulled around the body, the wearer gets +5 to saving throws vs. magical fire, and is immune to normal fire. If the cloak just hangs loose (as when moving or fighting), the saving throw is reduced to +2.

Conch Shell of the Myrmidons: This shell, if held to the lips and blown, works much like a silver Horn of Valhalla. Instead of summoning 2d4 2 HD berserkers to fight on the behalf of the user, it summons 2d4 2hd fishmen warriors armed with tridents, daggers and nets (see 'Malevolent Monsters' in the appendix for details on the fishman).

The Eyes of Night: These magical convex lenses are carved from red crystal and can be placed directly in the eyes like contact lenses. In complete darkness they allow the wearer to see with infra-vision (60 foot range). At night they will be able to see as easily as a human sees in full daylight. During the day, the light of the sun will be blinding (-2 on attack and -2 or -10% to all actions requiring sight). While wearing the lenses, the user's eyes will look like they have bright red irises.

Flail of Blood: a +2 weapon that will heal the same number of hit points for the user that it inflicts on the target. The flail of blood has a 10% chance per combat of turning the user chaotic.

Gemstone of Rotting: This gemstone will usually be guarded by a specter when found. It will infect the first person to pick it up with a rotting disease that steals 1 point of strength, constitution and charisma per day. Every night they will have bad dreams about the gem. Cure and heal spells will not cure the disease; the only cure is to return the gem from the place you got it or resort to a 'Remove Curse' spell (which will only work 50% of the time). If the any of the ability scores reach 0, the victim dies and becomes a specter who guards the gem. If the curse is removed or the gem returned before the victim dies, the Strength, Constitution and Charisma will return at the rate of 1 point per ability per day.

Gauntlets of the Troll: These wicked looking spiked iron gauntlets have claws on the ends of the fingers and raise the wearer's Strength to that of a troll. Hit probability is not increased, but damage bonuses from Strength are increased to +8 (not cumulative with other Strength bonus). If fighting unarmed, the wearer can make 2 attacks per round for 1-4+8 damage. Unfortunately, once the gauntlets are put on the hands, spikes inside will clamp into the user's flesh (inflicting 2-5 points damage) and making them impossible to remove. Every time the user fights with the claws of the gauntlets, there is a 5% chance that the wearer will begin to transform into a troll over the course of 7 days unless a Remove Curse is used to remove the gauntlets (or the hands are amputated!). Their skin will turn green and warty, their human features will transform, their body will grow and they will gain the regeneration power, but within a week they will be 100% troll and nothing, short of a wish, can turn them back. Usable only by members of the fighter class.

Grapeshot: This sling bullet is made of lead and appears to be molded in the form of a small bundle of grapes. When slung at a target, it transforms, mid-air, into a dozen or more +1 sling bullets which rain down on the target and everyone in its vicinity. A single man-sized target within 10 feet of the point of impact will be (potentially) hit by 2-5 bullets; larger targets will be hit by more and smaller targets will be hit by fewer bullets.

Hammer of the Garagurs: This unique weapon will function as a +3 war hammer in the hands of a dwarf. The dwarf using it can hurl it at a target up to 20 feet away, and, after striking, it will immediately return to the user's hand. As long as the hammer is gripped in the hand, the dwarf can never be surprised, he or she can cast a 6 HD thunderbolt 3 times per day, and fly at 12" at will 3 times per day. In a non-dwarf's hands it is only +2 and has no other special abilities. Any dwarf picking it up will feel the surge of power from the weapon, but the additional powers can only be discovered through experimentation. This hammer is considered a 'sacred relic' of the Garagur clan... and any Garagur will do his or her utmost to obtain it by any means necessary, especially if it is in the possession of a non dwarf (sacrilege!) or a dwarf not descended from the Garagurs (not quite a sacrilege, but still pretty bad!).

Hangman's Necklace: This is a cursed item. It appears as an ordinary necklace, but if placed around the neck, it will strangle the wearer to death in 3 rounds. Casting 'Remove Curse' before 3 rounds are up can save the victim; otherwise the necklace remains clasped onto the throat until the wearer is dead.

Helm of Mental Protection: The wearer is immune to ESP and gains a +2 save to all mind control, charm, sleep and similar spells. Can be worn by any class.

Helmet of Stupidity: This looks like a magical, shiny helmet but anyone placing it on their head has their intelligence instantly reduced to a score of 3 and is 1 in 6 likely to confuse friend and foe in any combat for 1-3 rounds, 1 in 6 likely to talk in a loud manner, pout, cry, and argue pointlessly, etc. The helmet can be removed from the wearer's head if a 'remove curse' is cast or the wearer is killed.

Helm of the Fishman: This magic helmet will allow the wearer to breathe normally underwater or on dry land.

Incense of Purification: This incense comes in small cone-shaped pieces. If lit, it fills a 5foot radius with a sweet smelling smoke that nullifies the effect of all attacks that employ smell (ghost or troglodyte stench, the spray of giant skunks, stinking cloud spells, etc.). It will not protect from poisonous gas. Each piece burns for 1 turn and the effect will travel with the user if they carry the burning incense. If the effects of the 'smell attack' are still in effect when the incense burns out, the user must make a save as normal.

Instant Man-in-a-Jar: This clear glass jar has a tight fitting lid sealed with wax and appears to be filled to the rim with a thick pink liquid. If opened (or smashed on the floor), a synthetic man forms from the pink substance in 1 round and attacks whomever is nearest (see 'synthetic man' in Malevolent Monsters' appendix). The synthetic man lasts for 10 rounds, after which it dissolves back into a puddle of pink liquid.

Magic Eight Ball: This simple divination device is a sphere of jet marked with a white circle containing the number '8.' On the bottom is a small porthole that appears to contain a dark liquid of some sort through which the short messages appear to float up to the surface when the eight ball is consulted. If one asks questions that can be answered with simple 'yes' or 'no' answers, roll a d20 and if the result is equal to or less than the user's charisma score (but NOT a natural 1), the answers appear in the porthole. The answers will be either 'Signs point to yes' or 'Our sources say no.' If the user rolls over their charisma, the ball will say, "Ask again later," and then will not function for 1-8 days. If a natural 1 is rolled on the d20, the ball disintegrates into worthless black dust.

Magical Silvershot: These sling bullets (usually 2-24 will be found at a time) appear to be made of silver. They are +1 magic and will automatically score x2 damage against lycanthropes if they hit.

Manacles of Binding: These magical manacles come with a key. The owner (whomever possesses the key) can throw them at a humanoid up to 30 feet away (the target may not be smaller than a gnome or larger than a bugbear). The target must make a save vs. magic spell or the manacles will clamp on their wrists and the chains wrap around their body, holding them fast until released. A thief can pick the lock on the manacles to free the victim (normal chances) or the victim may try to wriggle free (roll your DEX score or less as a percentage) or try to break the chains (roll your STR score as a percentage). Each of these attempts can only be tried once. A *knock* spell or *dispel magic* will free the prisoner instantly. Anyone possessing the key can also open the chains.

Marlowe's Magical Monocle: This monocle is on a silk cord and can be worn as a pendant. If held up to the eye or clamped into the eye socket, it will allow the user to *read magic* as if they had cast the spell of the same name. Only magic users may employ this item.

Monkey Gloves: These rather unattractive fur-covered gloves will transform the wearer's hands into a set of strong, monkey-like paws when they are worn. Spell casting, lock picking and similar intricate activities are impossible while wearing these gloves, but the user will be able to climb as a thief of the same level (and thieves wearing the gloves will be able to climb as a thief of 2 levels higher than their actual level). The wearer will be able to scramble around on branches and up trees with ease, and even be able to travel through dense jungle at normal walking speed by swinging from vines and branches above the ground. In addition, the wearer will have an extremely strong grip --- any chance to accidentally drop or lose one's grip should be halved when wearing the gloves. One unfortunate side effect is that while wearing the gloves, the user will on occasion scratch themselves inappropriately or engage in 'grooming behavior' without realizing it.

5% of all 'monkey gloves' are a cursed version that will turn the wearer into a gorilla.

Multimissile: These magical missiles usually appear as ordinary bolts (50%) or arrows (50%) with an unusual forked tip with three tines. The missile is +1 magic, and when fired, the single arrow or bolt will split into three, all of which will speed towards the same target (roll to hit 3x times).

Obsidian macuahuitl, +2: This ancient magical weapon resembles the wooden club inset with blades of black stone along the edge such as were used by the ancient Aztec warriors in pre-Columbian times. It is equal to a +2 sword in the hands of a warrior. Those who are forbidden the use of edged weapons cannot use the macuahuitl.

Obsidian macuahuitl of Razor's Edge, +1: This weapon is similar to the +2 Obsidian macuahuitl but it has only a +1 enchantment. On any strike roll of a natural 20 on the attack dice, the weapon will score 3x normal damage and, if this is sufficient to kill the target, the target's head (or other important organ) will be severed from the body.

Potion of Dragonsblood: When this potion is consumed, the user will feel invigorated; as if fire were coursing through his veins (or he had a shot of really strong whiskey!). For 6 turns after consumption, any creature that bites the drinker must make a saving throw against poison or take 3-18 points of damage --- the blood of the potion user will burn their tongue and throat like acid. Note that only creatures making biting attacks are affected --- creatures that attack with claws, spikes, etc., will not take damage.

Potion of Panacea: This magical potion will cure diseases or sicknesses (including lycanthropy!), remove curses and even serve as an antidote to any poison if administered before the victim succumbs. Curiously, it will not heal damage from physical attacks (i.e.: if a player is stabbed by a poisoned blade for four points of damage, the potion will remove all poison from the wound but will not restore the four hit points).

Pouch of the Traveller: This small leather bag will provide enough food to feed up to six persons per day.

Ring of the Explorer: This useful ring is usually a plain band of silver. When worn, the user gains a +1 on all saves and does not suffer penalties due to indirect effects of the environment around themselves. The wearer will become immune to all 'environmental' diseases while wearing the ring (although

diseases caught through polluted food or bites would not be protected from and the ring won't cure diseases that the user is already infected with). The wearer won't suffer from the excessive cold of winter or the excessive heat of the desert (although fire spells and freeze spells will still harm them).

Ring of Vampiric Porphyry: This large gold ring has a bright red ruby set in it. Placing this cursed ring on your finger immediately inflicts the user with the Vampiric Porphyry disease (see 'dread diseases in the appendix'). The ring can be removed with a 'remove curse' spell, but the vampiric porphyry remains until it is either cured or the victim becomes a full vampire.

Scarab Flesh Beetle: This looks like an ordinary scarab or small carved gem until touched or picked up. At that point, it will bore into the flesh of the victim causing 2-12 damage per round for 3-6 rounds until it reaches the heart of the victim, killing them. The victim will be in such pain that they are unlikely to be able to do anything other than scream in agony during this process. A timely 'Remove Curse' will cause the beetle to turn back into a scarab and drop from the wound, but if the scarab is touched again, the process repeats itself.

Scarab of Rotting: This small stone scarab will instantly infect the owner with the rotting mummy curse. This disease causes a rotting of the flesh; it prevents magical healing and wounds to heal at one-tenth of the normal rate. In addition, the user loses 1-4 points of charisma per day; when his or her charisma reaches 0 or if they are killed, they will become a mummy. A Cure Disease spell can increase healing rate to one-half normal, but a Remove Curse spell is required to completely lift the mummy's curse.

Scimitar of Slicing: The 'Scimitar of Slicing' is a +1 curved sword that inflicts 1-6+1 damage per successful attack and scores double damage on a roll of 19 or 20 (2d6 +2).

Shadowcat Cloak: This cloak is made from black fur of shadowcat. Any non-thief who wraps themselves in it and puts up the hood can 'hide in shadows' with 75% success (as a thief of 10th level). Any thief wearing the cloak will gain +25% to their hide in shadows skill or have a hide in shadows skill of 75% when wearing the cloak (whichever is greater). The wearer is subject to all restrictions that a thief hiding in shadows would normally be subject to.

Skull Head Mace +1: These maces have a head shaped like a human skull made of iron and perform as +1 weapons. Having one of these maces on your person will allow the user to pass through certain warded doors and portals in Khunmar (see level 8d).

Tabula Magica: This magical chalk board measures about 12x8 inches and functions as a re-useable first level spell scroll. If a magic user understands its use, he or she can inscribe a single first level spell upon its surface and the Tabula Magica can be employed to cast that spell, erasing it from the slate in the course of casting. The tabula can only be used to cast one spell within a 24 hour period and the spell can only be inscribed upon it during the magic user's normal course of 'memorizing' their spells for the day, but once a spell is inscribed, it will remain upon the tablet until employed. Every time the tabula is used, there is a 1 in 20 chance that it will crack (rendering it useless). If a tabula containing a spell is dropped or struck, it will shatter (causing anyone within 10 feet to save versus spell or take 1-6 damage from the leased magical energies).

Threefold Claw: This rare magic item is possessed by a small number of red dwarf rebels within Khunmar. It looks like an metal gauntlet for the right hand made in the form of a lobster's pincer with 2 (instead of just 1) flexible 'thumbs.' The claw grafts itself onto the stump of the user's right wrist (in

order to use it, the user must amputate the right hand) and cannot be removed unless the wrist is severed or the user is killed (in which case the claw can easily be removed). It makes an acceptable artificial hand (fine manipulation like writing, spell casting, etc., is impossible, but the user may wield weapons, hold torches, open doors, etc.). If used as a weapon, the claw is +1 and inflicts 1-6+1 damage per successful attack. The user may also use it to grip an opponent after a successful attack (roll your strength or less on a d20 to break free) in order to prevent them from escaping. If the claw user has an opponent in his grip and a small weapon (like a dagger) in the other hand, they may make attacks with the dagger at +2 to hit since the opponent will be unable to evade as easily.

Tome of Chaotic Worship: Any character examining this book may take it and attempt to read it, but any non-chaotic character who does so will simply lose 1 point of wisdom (permanently) and lose 10% of their current experience points. A non-chaotic cleric will lose 2 points of wisdom and 10% of their current experience points. Chaotic clerics will gain +2 wisdom (18 maximum) and will gain bonus experience points equal to 10% of their current total. Chaotic characters who are not clerics will neither gain nor lose anything from reading the book. If a chaotically aligned cleric reads the book, it will crumble into dust after conveying the benefits.

Wand of Silver Daggers: This small wand can only be used by magic users. If pointed at a target and activated, it fires a small projectile that looks like a silvery dagger up to 60 feet. The projectile attacks as effectively as a melee strike from the user and hits for 1d4+1 damage unless the target is a lycanthrope (in which case it is +4 to hit and does 4d4+1 damage). The 'silver daggers' disappear after being fired. The wand usually has 81-100 charges when found (roll 1d20 and add the result to 80).

Wig of Venkya: When the witch Venkya was defeated, the conquering heroes somehow removed and reserved her scalp. This gruesome item can be worn like a wig and will increase the intelligence of the wearer by 1 point plus it will cause the users spells (if he or she is a magic user) to be more potent --- the spells cast by the wearer function as if the caster was two levels higher in terms of range, area of effect, damage, etc. If that is not enough, whenever the caster casts a spell that causes damage, any damage dice that rolls a 1 can be re-rolled, and, if it scores higher, the new total is used. Unfortunately, the wig of Venkya has an unusual side effect; every time the wearer kills an opponent with magic, he or she must make a saving throw or the hideous wig will fuse with their scalp, becoming their actual hair and their alignment will switch to chaos. If the wig has fused to the scalp, it will fall off when and if the user dies. It looks like a hideous 'scalp' of dried skin with long black hair streaked with grey.

Winged Sandals: These leather sandals are decorated with small wing-shaped emblems on the ankles. When the wearer wishes, the wings will sprout forth from the sandals, like dove's wings, and allow the user to fly at a speed of 12' per turn. Flying with the sandals is tiring; the user cannot fly indefinitely and must land to rest at least once every eight hours.

Metals:

There are going to be times when players may find samples of unusual or valuable metals in Khunmar or items made from usual metals. Here are some suggested metals and their properties.

1. **Bloodgold:** This gold has a deep, reddish color. It is a cursed metal; anyone handling blood gold must make a saving throw or covet it. Those failing their save will beg, borrow or steal to obtain the metal and will desire it so strongly that they will actually trade other items instead of parting with whatever Bloodgold is in their possession. Bloodgold will normally be worth the same amount as regular gold (see below), but knowingly selling bloodgold is a chaotic act. Bloodgold is gold cursed by the red dwarves

(see the furnace on level 7f) and should radiate evil/chaos if detected for. A 'remove curse' spell cast upon a victim of bloodgold will cause them to be able to part with the gold. If the remove curse spell is cast directly on the bloodgold itself, the bloodgold will be transformed into normal gold. Bloodgold holds the same value as regular gold, however, trading in bloodgold will be difficult since anyone who takes possession of it is unlikely to be able to bear to part with it.

2. Copper: Copper will be found in 2 forms in Khunmar. The more valuable form is in its pure form (if pure copper is in its natural form, it is called 'nuggets'). The less valuable (but more common form) is copper ore, which must be crushed and smelted to remove the gold from the stone. An ounce of raw copper is worth 3 sps. If players wish to remove ore and refine it, 5 lbs of copper ore will render 1 ounce of raw copper.

3. Electrum: Electrum is an alloy of gold and silver that is worth half as much as a comparable quantity of gold. It is either naturally occurring or an alloy made by combining quantities of gold and silver. The dwarves of Khunmar used electrum to manufacture jewelry, coins, decorative items and jewelry.

4. Elludium: The rarest of the rare metals. It is pale yellow in color. Ordinary smiths will probably be unable to work this metal; only the most skilled with access to special tools will be capable of forging weapons or armor from it. Any weapon or armor forged from this will automatically be +3 (these items can also be further enchanted, but the metal alone imparts the +3 benefit). Elludium items weigh half as much as comparable items made of iron or steel and usually cost at least x1000 more. Because of its rarity, Elludium is worth 1000x more than an equal quantity of gold.

5. Fool's Gold: This is not a metal at all, but is a mineral that so closely resembles raw gold that it will frequently fool prospectors to waste their time extracting it or filling their backpacks with worthless loads of the stuff. Give characters a 5 in 20 chance (modified by INT) of identifying this material as 'fool's gold' when encountered, 10 in 20 if they are dwarves or experienced prospectors.

6. Gold: Gold will be found in 2 forms in Khunmar. The more valuable form is in its pure form (usually called 'nuggets'). The less valuable (but more common form) is gold ore, which must be crushed and smelted to remove the gold from the stone. An ounce of raw gold is worth 10 gps and an ingot of gold weighing 1 lb is worth 160 GPS. If players wish to remove ore and refine it, 5 lbs of gold ore will render 1 ounce of raw gold.

7. Nickel silver: This low cost silvery alloy of copper, nickel and brass is also known as 'argentum.' It was extensively used by the metalworkers of Khunmar for vessels, buttons, buckles, costume jewelry, sword and dagger hilts and decorative items. Nickel silver is worth twice as much as the same weight in copper.

8. Orichalcum: This rare and valuable metal appears as a pale gold metal resistant to rust and corrosion. It is thought to be an alloy of gold, silver and other metals and the secret of making orichalcum is lost to all but the most skilled dwarven smiths. Orichalcum is valued at 75% of a similar quantity of gold but since orichalcum is stronger and holds an edge better than soft metals like copper or gold, it can also be used to make rust resistant blades, weapons and armor as well as decorative items, jewelry, etc. Some adventurers have brought back bars of pure orichalcum from Khunmar which are eagerly snapped up by merchants and metal smiths.

9. Silver: Silver, like gold, will be found in 2 forms in Khunmar. The more valuable form is in its pure form (usually called 'nuggets'). The less valuable (but more common form) is silver ore, which must be

crushed and smelted to remove the silver from the stone. An ounce of raw silver is worth 3 gps. If players wish to remove ore and refine it, 5 lbs of silver ore will render 1 ounce of silver.

10. Silversteel: A lightweight, silvery metal; stronger than steel, also known as mithril. Ordinary smiths will probably be unable to work this metal; only the most skilled with access to special tools will be capable of forging weapons or armor from mithril. Any weapon or armor forged from mithril will automatically be magic +1 (mithril items can also be further enchanted, but the metal alone imparts the +1 benefit). Mithril items weigh less than similar items made of iron or steel and usually cost at least x100 more (so a weapon that would cost 10gps when made of iron would cost 1000 gps if made of mithril). Because of its rarity, silversteel is worth 100x more than an equal quantity of gold.

11. Starglass: This strange metal is as strong as steel, but is as clear as glass. It has been used to forge alchemical devices, special potion bottles, see-through visors for helmets and magic blades. Any weapon or armor forged from starglass will automatically be +1 magic (these items can also be further enchanted, but the metal alone imparts the +1 benefit). Starglass is extremely rare and is worth 200x more than a comparable quantity of gold. Items made of starglass are worth 400x more than comparable items made of steel.

12. Starmetal: Not to be confused with 'starglass,' this metal looks like a dark-colored fine steel when worked. It is usually found in small, irregularly shaped nuggets and is suspected to be of meteoritic origin. Only the most skilled metalworkers can forge weapons or armor from starmetal. Any Starmetal item will automatically have a +2 bonus but usually cost x500 more than comparable items made of mundane metal (so a weapon that would cost 10gps when made of iron would cost 5000 gps if made of starmetal).

Monsters

Goblins and orcs became related creatures rather than the distinct species in Gygax's fantasy world. In addition, Goblins were assumed to be smaller and sneakier (gaining the Bugbear's surprise ability) and orcs were assumed to be larger and fiercer members of the same general species (gaining +1 on attack and damage due to ferocity). Kobolds are much more like the creatures described as being "dwarf-like" in the original D&D books rather than the little reptile men they became in the 1st edition Monster Manual. Kobolds are small, feral looking gnomes in appearance with dirty, stone colored skins and hair. They are skilled at hiding and climbing and often attack from surprise.

Ale Ooze, HD: 10, AC: 6 [13], ATK: Attack (1d8), ST: 5, SP: causes drunkenness, absorbs victims after a 3rd failed save, immune to cold, MV: 9, AL: N, CL/XP: 11/1,700

An 'ale ooze' is actually a magical creature made from enchanted ale. It appears as a large (8' tall and wide) vaguely man-shaped blob of liquid (like a water elemental made of brown foamy ale) that smells strongly of hops and malt. Anyone struck by the elemental must save vs. poison or become extremely drunk (-2 attack, -2 armor class, 45% chance of spell failure; lasts 8 hours; if the creature is struck a second time, they must save or take -4 attack, -4 AC, 90% spell failure chance --- if they fail a save after being hit a third time, they will simply pass out and be absorbed into the ale ooze. Any creature absorbed by the ale ooze will drown in a number of rounds equal to their constitution score).

Animate Doll,, HD: 2, AC: 5 [16], ATK: fist (1d3) or other, ST: 16, SP: immune to sleep, charm and mind control MV: 9, AL: N, CL/XP: 2/30 Animate dolls are constructs, usually made of wood (although they could be made of other materials). They sometimes are imbued with personalities and given the ability to speak and have free will, but other animate dolls are simple automatons that will do whatever is

asked of them by their owners. Since they are not truly alive, spells like sleep, charm, etc., do not work on them and they do not require food, water or rest. Some of these dolls are made in the form of children and may be able to fight by striking opponents with their hard wooden fists. An animate doll made in the form of a crocodile or a bird might be able to bite or fly.

Bookworm: HD 1 hit point, AC 9[10], ATK: NA, ST 16, SP Devours books and scrolls, MV 1, AL N, XP/CL: B/10

Bookworms are normally found in groups of 1-6 in ancient libraries and places where paper is kept. Unless a book infested with bookworms is examined carefully, players will have only a 1 in 6 chance of noticing the tiny creatures. They eat paper and will devour magical writings in preference to all other foods, destroying 1 random spell per day per worm if in a spell book and 1 spell scroll per day if infesting a magic scroll. Every 1-6 days, the bookworm will spawn another worm (thus the damage they cause tends to spread exponentially).

If books or paper infested with bookworms are placed in a backpack or on a shelf with other books or papers, the worms have a 50% chance per day of spreading to the other volume(s).

The worms are easily killed by looking through the books and squashing them, although they have a 1 in 6 chance of returning within 1-6 days (eggs hidden in the book or paper may hatch). The best method of destroying them is through burning the infested books (thus destroying the worms and the books), using 'cone of cold' or similar spell to freeze the book(s) and kill the worms. A 'Cure disease' spell cast upon a pile of books will kill all the bookworms within the pile.

Cave Bat Swarm: HD 1-6 (with 8 hit points per hit dice), AC 7[12], ATK: Swarm of bites (see below), ST 16 or better, MV 12, AL N, XP/CL: 1-6/13-400

Individually, ordinary cave bats are no more than a nuisance—each will have 1 hit point (at most) and will seek to avoid intruders in their caves. However, under the right conditions they will form into massive flying swarms who will attack a target relentlessly. Smaller swarms will have 1-2 hit dice, larger ones will have 3-4 hit dice, etc. For each hit dice, give the swarm a better saving throw (16 at 1 hit dice, 15 at 2 hit dice, etc.). The swarm will attempt to cover an opponent and gnaw at every inch of exposed flesh, climbing up clothing, chewing through shoes, etc. Each round that a player is within a swarm of rats, he will take 1d8 of damage (subtract 1 if they are wearing leather armor, 2 if they are wearing ring mail, 3 if they are wearing chainmail and 4 if they are wearing plate; if this reduces damage below 1 they take no damage that round). A swarm will be able to attack as many human sized opponents as it has in hit dice (thus a 5 hit dice swarm can attack 5 people at a time). Each hit dice will have 8 hit points --- every time 8 hit points are inflicted on the rats, the swarm is reduced in size by 1 hit dice. Swarms will take x2 damage from fire.

Beetle, Dragon HD: 4, AC: 0 [20], ATK: Bite (3d8), ST: 13, SP: breathe fire 3x per day, +4 Save versus all fire, ½ damage from fire, MV: 12, AL: N, CL/XP: 6/400 These large (10+ feet long) red beetles can exhale an oil 3x per day which ignites on contact with air and does 5d6 of damage to anyone caught within the 30' long x 10' wide base cone of fire (1/2 damage if save is made). The beetle itself is fairly fire resistant (+4 save and ½ damage from all fire attacks). If the oil can be extracted from the gland and placed into an airtight container without exposing it to air, it will make an effective weapon. Such oil normally sells for 100 GPS per pint.

Brain Worm:

The brain worm is a lesser form of puppeteer. The worm attaches itself along the back of the victim's head and neck, sending needle-like probes into the brain and spine. It can control the victim as an automaton and can see through the host's eyes, hear through the host's ears, etc., but cannot use

special abilities like spells nor does it gain access to the host's knowledge or memories. The brain worm is of average intelligence and are immune to the puppeteer's mental attacks. In addition, the brain worm can automatically sense creatures that are invisible or otherwise hidden within 30 feet and can navigate in complete darkness; they make excellent guards and servants. The brain worm itself is weak but will use the host body to protect itself. It can leap up to 10 feet and will attempt to attach itself to the head and neck of a new victim if the host is destroyed.

Cambion: (stats)

Cambions are created when demonic ova are fertilized by human semen or human ova are fertilized by demonic semen. Fertilization may occur when humans breed with incubi or succubae or when the fertilization occurs through the various methods described in the 'Book of Cambions' (see 'Magical Miscellany' in the appendix).

Cambions may be (roll 1d10) male (1-4), female (5-8) or hermaphrodites (9-10). Fully 50% of them appear as attractive humans, usually with only some small sign of their demon heritage (fangs, small horns that might be hidden beneath the hair or a hat, cloven hoofs hidden by shoes, a forked tongue, etc).

Cannibal, diseased: HD: varies, AC: varies, ATK: by weapon, ST: varies, SP: heal 1-6 hit points on self from meat and blood, +2 attack and damage after meal, MV: varies, AL: C, CL/XP: Varies

Diseased cannibals may be humans, elves, gnomes, etc., infected with the Donner's Hunger disease (see 'Dread Diseases' in the appendix), so their AC, hit dice, abilities, etc., will depend upon their race and class. Dwarves who are infected with Donner's Hunger eventually turn into Red Dwarves. Diseased cannibals can heal 1-6 hit points damage on themselves by dining on fresh meat and blood of a creature of the same species as their own; this 'meal' also gives them a +2 to physical attacks and damage for 1 hour. Player characters may become diseased. Their alignment turns chaotic, and, if they are clerics, they switch their worship to a The Red God. It might be a nice option to allow players who become diseased cannibals to keep playing their character. Orcs, goblins, kobolds, etc., are immune to Donner's Hunger and will not become diseased cannibals (although these races regularly practice cannibalism).

Cave worm HD: 4+4, AC: 5 [16], ATK: Bite (2d6), ST: 13, SP: surprise 4 in 6, adhesive tongue, swallow on a natural 20, MV: 18, AL: N, CL/XP: 6/400

The cave worm is a subterranean predator that travels as easily along the walls and ceiling as the floor due to its multiple legs and sectional body with which it can hold onto nearly any surface. It has a rubbery, tentacle-like tongue with an adhesive tip which it can hurl up to 10 feet away; any creature man-sized or smaller must make a strength check or be drawn up to the mouth of the worm to be bitten at +2. On a natural 20, the worm will have swallowed man-sized or smaller prey. If the victim has a small weapon (like a dagger), he can make attacks from the inside at -2 (but will inflict x2 damage). Anyone swallowed by the worm will take 2d6 damage per round.

Clockwork Bots: These clever clockwork automatons were originally constructed by the Garagurs and are programmed not to harm anyone of Garagur blood. If given an order by a Garagur, (including a red dwarf), the clockworks will do their best to obey. Remember that any dwarf character has a 25% chance of having Garagur ancestry. If a clockwork is given contradictory orders, roll a 1d6. On a roll of 1 to 2, it will do nothing. On a roll of 3-4, it will simply sit in place. On a roll of 5-6, the clockwork robot will self-destruct, spraying springs, cogs and screws all over the place.

If red dwarves command bots to attack a party that has a dwarf with Garagur ancestry in it, that will not count as a 'contradictory' order since the automatons will simply attack everyone in the party except the dwarf with Garagur ancestry. If, however, the red dwarves specifically command the automaton to

attack a dwarf with Garagur ancestry (or a dwarf with Garagur ancestry commands the automaton to attack a dwarf), then roll for 'contradictory orders.'

Bolter-bot: HD: 5 (25 HP), AC: 3 [16], ATK: 2 clamps (1d3 each), 1 drill (1d10) and 1 bolter (1d8), ST: xx, SP: contradictory orders malfunction, immune to cold and normal fire, ½ damage from magical fire, immune to charm, hold person and ESP, removing rivet causes 1d6 damage, MV: 12, AL: N, CL/XP: x/x
This three wheeled 4 armed anthropomorphic dwarf-bot has 2 'arms' that end in clamps, 1 arm that ends in a metal drill and 1 arm that ends in a hot-rivet gun. It was originally used for assembly and repair work. The clamps would clamp together the substance to be riveted, the drill would drill a hole and the hot rivet gun would pop a red-hot rivet through it and crimp the end of the rivet. Any wound caused by the rivet-gun will not heal until the rivet is removed (removing the rivet will cause 1-6 additional damage). Alternately, the rivet-bot can shoot rivets up to 60 feet away (1d6 damage; 1x per round). Wounds from rivets that are fired from a distance are not crimped and thus heal normally.

Hammer-bot: HD: 5 (25 HP), AC: 3 [16], ATK: 1 pincer (1d3 each), 1 hammer (1d6), ST: xx, SP: contradictory orders malfunction, immune to cold and normal fire, ½ damage from magical fire, immune to charm, hold person and ESP, removing rivet causes 1d6 damage, MV: 12, AL: N, CL/XP: x/x
This anthropomorphic clockwork robot has arms equipped with an iron hammer head and a pair of pincers. It is used for blacksmithing tasks. The hammer-bot scoots around on three wheels and cannot go up or down steps.

Hauler-bot: HD: 4 (20 HP), AC: 3 [16], ATK: none, ST: xx, SP: contradictory orders malfunction, immune to cold and normal fire, ½ damage from magical fire, immune to charm, hold person and ESP, MV: 12, AL: N, CL/XP: x/x

A simple robot on wheels with attached cart that scoops up rubble and tosses it into the cart that it hauls behind itself. The hauler bot can't really attack (although it will seek to aid other bots by blocking or pushing opponents) and rolls around on 4 wheels with cog-like treads.

Miner-bot: HD: 8 (40 HP), AC: 2 [17], ATK: 1 drill (3d6), 2 hammer chisels (1d6+1 each), 2 scoops (1d3 each), ST: xx, SP: contradictory orders malfunction, immune to cold and normal fire, ½ damage from magical fire, immune to charm, hold person and ESP, MV: 3, AL: N, CL/XP: x/x

This large, slow mining robot is equipped with four heavy spiked iron wheels and a large drill as well as 4 extendable arms with hammering chisels and scoops that move rubble out of the way. It is very slow and not terribly effective in combat because of its speed, but the drill and chisels will do a great deal of damage if it manages to trap someone in a corner or similar place, but in most cases, anyone attacked by a miner-bot can simply attempt to avoid it. It can dig an 8x8 rough passage through hard stone at a rate of about 3 feet per turn, converting the stone into an equal volume of rubble.

War Bot: HD: 10 (50 HP), AC: 0 [19], ATK: 1 pincer (1d3 each), 1 hammer (1d6), ST: xx, SP: contradictory orders malfunction, immune to cold and normal fire, ½ damage from magical fire, immune to charm, hold person and ESP, removing rivet causes 1d6 damage, MV: 12, AL: N, CL/XP: x/x

Still experimental at the time that Khunmar fell, this automaton looks like an armored dwarf with two arms ending in twin axes and a heavy crossbow built into the chest that clanks around noisily on 4 spiked iron wheels. Unfortunately, the engineers did not get all the kinks worked out and the war-bot is 2 in 6 likely to have a malfunction every round. On a roll of a 2 on a d6, it will simply sit and do nothing whereas on a roll of a 1 it will deliver an attack in a random direction (damaging a friend, foe, empty space, wall, etc.). The War-bot can breathe fire 3 times before it's alcohol reservoir needs to be refilled (30' long by 10' wide base cone) and is 50% likely to do so every round that 1 or more targets are within range and directly in front of it.

Treasure: Will include raw materials, gemstones as well as various knick knacks (including wind up brass mice) and the weapons/tools. A dwarf with Garagur ancestry could command any surviving automatons.

Battering Ram Bot: A mechanical goat that travels about slowly on 2 large spiked rollers, looks like goat with big horns and a lowered face, made all of iron. If commanded by a Garagur, it will roll up to a door or section of wall and begin to batter, the goat-head pistoning forward and back, inflicting 6-36 points of damage per round.

Corpse Heap: HD: 7 to 10 (56 to 80 hitpoints), AC: 5 [14], ATK: 2 fists (3d6), ST: 9 (7HD), 8 (8HD), 6 (9HD), 5 (10HD), SP: +1 or better weapon needed to hit, touch causes disease, absorbs victims, heals itself by harming others, MV: 9, AL: N, CL/XP: 7 HD (9/1100), 8 HD (10/1400), 9 HD (11/1700), 10 HD (12/2000) This 'creature' is made from a pile of undead bodies and will regenerate an equal number of hit points as it inflicts on opponents every round. It looks like a man-shaped pile of dead and rotting corpses and body parts that pummels with giant fists. It can be turned as a high level undead and holy water harms it. Every 'corpse' it can absorb (usually on the round after killing it) increases the size of the monster by one hit dice. It's touch has a 50% chance of infecting the target with the tomb rot disease (see dread diseases).

The corpse heap has 8 hit points per hit dice. Each corpse added adds 8 hitpoints to the creature's total.

Crab, Dragon: HD: 4–7, AC: 1 [18], ATK: 2x claws (2d4 each), ST: 13, 12, 11, or 9, SP: breathe fire, immune to fire, double damage from cold, MV: 12, AL: N, CL/XP: 4 HD (5/240), 5 HD (6/400), 6 HD (7/600), 7 HD (8/800)

These creatures are rumored to come from the elemental plane of fire and are completely impervious to all fire and heat attacks, although cold attacks cause them double damage. Once every three rounds they can exhale a small puff of fire (10' long cone with 5' diameter base) which will inflict 1d6 worth of damage per 2 hit dice of the dragon crab (thus 4-5 HD crabs emit a 2d6 fire blast, 6-7 HD crabs emit a 3d6 blast), half if a save is made.

Crab Ogre, HD: 6+1, AC: 3 [17], ATK: 2 pincers (1d6+2 each), bite(1d4), ST: 11, SP: grab ability; if both pincers hit will suck blood for 2d6 per round, MV: 9 (swim 9), AL: C, CL/XP: 6/480

No one is certain of the origin of this tough subterranean predator. It walks about on two legs, attacking anything and everything with its crab-like pincers and bite. If both pincers fasten onto the victim, the crab ogre will bite and then suck the victim's blood for an automatic 2d6 damage per round. The crab ogre is covered in a hard shell, much like a sea crab, and they favor areas with access to water.

Crab, Stone: HD: 7, AC: 0 [19], ATK: 2x claws (2d6 each), ST: 9, SP: immune to most fire and cold, ½ damage from piercing and slashing weapons, MV: 12, AL: N, CL/XP: HD (8/800)

This monster is a construct made of stone in the shape of a statue of a crab. It can scuttle about quickly on its many legs and attacks with its giant pincers. It is not actually alive, so ESP and similar spells will not work on it. Because it is made of stone, slashing weapons (swords and axes) and piercing weapons (spears and arrows) will score ½ damage. Blunt weapons (maces and hammers) will have full effect.

Crayfish, giant albino: HD: 4–7, AC: 2 [17], ATK: 2x claws (1d6 +1 pe hit dice above 4 per claw), ST: 13, 12, 11, or 9, SP: swim, MV: 12, AL: N, CL/XP: 4 HD (4/120), 5 HD (5/240), 6 HD (6/400), 7 HD (7/600)

These giant white crayfish are normally scavengers, but will attack any eat anything that enters their realm.

Crystal Men:

These men may be encountered in the active or dormant state.

Crystal Man, Active: HD: 1-6, AC: 6 [13], ATK: fist (1d6 + drain 1d3 Constitution), ST: 17, 16, 15, 14, 13, 12, SP: drain Constitution, MV: 9, AL: N, CL/XP: 1 HD (2/30), 2 HD (3/60), 3 HD (4/120), 4 HD (7/240), 5 (6/400), 6 (7/600)

Crystal Man, Dormant: HD: 1/2 (1d4 hitpoints), AC: 6 [13], ATK: contact (1d6 + drain 1d3 Constitution), ST: 17, SP: drain Constitution, MV: 0, AL: N, CL/XP: (1/15)

If a crystal man has not fed in a while, it will lose 1 HD per day. When it reaches 0, it goes "dormant" and just shrinks down to a small pale blue or white crystal of about fist size. Anyone touching the crystal must save or take 1-6 damage and temporarily lose 1-3 points of constitution (lost constitution is regained 1 point per day). The crystal will erupt into a man-shaped 'active' form and attack (feed). Active crystal men have 1-6 hit dice (depending on how recently they have fed; with each successful attack that drains Constitution from a victim they gain 4 hit points and 1 hit dice. They will continue to feed until the victim is dead (reduced to a dessicated husk), then plod off to find more victims. The crystal men attack by slamming with their claw-like paws.

Crystal men grow up to 8 foot tall at 6 hit dice and will be about 1/2 that size at 1 hit dice. Crystal men who have 6 hit dice will continue to feed and every successful attack gives them an extra day before they go dormant again.

An attack roll of a natural 20 will shatter a crystal man into tiny glittering fragments.

Eel, Electric: HD: 1, AC: 9 [11], ATK: bite (1d6) plus electricity, ST: 17, SP: electrical shock (1d6), MV: 9 (swimming), AL: N, CL/XP: 2/30

The electric eel will generate an electrical field whenever prey or an enemy are attacking or when the eel is in a feeding frenzy. Victims must save or take 1-6 electrical damage every round they are within 10 feet of an agitated electric eel. Eels hunt in packs and are immune to the skocking effect of their fellow eels.

Faceted Warrior, HD: 16, AC: 2 [17], ATK: Fist (4d6), ST: 3, SP: break thru stone walls, immune to fire, electricity, cold and most other spells, reflects lightning back at the caster, +1 or better weapon to hit, all weapons except blunt cause only ½ damage, MV: 12, AL: N, CL/XP: 16 HD (19/4,100)

These rare creatures from the elemental plane of earth appear as 8 foot wide and 10 foot tall crudely man-shaped figures made of numerous crystals that continuously tinkle and chime as the creature moves. It does not have 'thoughts' as humans or similar creatures and is immune to most spells like hold monster, ESP, etc. It is unaffected by fire, cold, etc., and will reflect lightning bolts directly back at the caster. A magical weapon of +1 or better is required to damage the faceted warrior and piercing or slashing weapons like arrows or axes and swords, cause only ½ damage; blunt magic weapons (like maces and hammers) score full damage. The faceted warriors are usually sent to the prime material plane by elemental gods on missions known only to those elemental gods themselves.

Flesh Horror: The Flesh Horror: This creature is actually one of the Garagurs (Petros Garagur, to be precise) who underwent a transformation as the result of a curse. He/it is no longer even recognizable as a dwarf and has long since gone completely insane and will attack anyone or anything entering the room. 'The flesh horror' looks like a gigantic mass of rolling, flexing flesh covered in random patches of hair, eyes, mouths, fingers, nodules, ears and other, less recognizable things about 20 feet in diameter and 5 feet thick. It can assume different forms (rearing up 20 feet in the air, stretching across the room to attack an opponent, etc.) but cannot leave this room unless the door is unlocked --- if it is unlocked, the flesh horror will be free to wander the dungeon and players are likely to encounter it periodically thereafter. It has a nearly infinite number of mouths and can attack any creature within 10 feet of it 1-3 times per round for 1-6 points each bite. Any creature hit simultaneously by 2 or more attacks must make a saving throw against turn to stone or be engulfed in 1-3 rounds unless they can break free (roll

your strength or less on 5d6). Any creature engulfed will be dissolved and become a part of the horror in 3 rounds. In addition, the sight of it is so horrifying that every creature looking at it must make a saving throw against fear or flee for 1-3 rounds. The flesh horror is immune to frost and electricity, takes 1/2 damage from fire and regenerate 3 hit points per round from ANY damage type.

The flesh horror should be considered close to impossible to kill, although there is no reason not to allow very clever players a method of defeating it.

Flesh Horror, HD: 10 (100 hit points), AC:6 [13], ATK: 1-3 attacks for 1d6 each, ST: 6, SP: Magic resistance (75%), amorphous shape, MV: 6, AL: C, CL/XP: 10/1,400

Eyepider: HD: 10, AC: 0 [19], ATK: 2 claws (1d8+poison), ST: 5, SP: Magic Resist 50%, paralysis ray, acidic venom (-2 save; 3d6 dmg for 3x rounds), spell failure 30 foot radius, MV: 12, AL: C, CL/XP: 14/2600 The eyepider is a malevolent creature, perhaps created by the puppetmasters as guards or soldiers. It has eight long legs, like a spider's, that join together in a central clump from which dangles a large eyeball. The eyeball can swivel 360 degrees and the eyepider can climb walls and ceilings as easily as it can walk on the floor. The creature can leap up to 30 feet in any direction. Two of the legs at the 'front' of the creature terminate in pincer-like claws that drip poisonous venom; the eyepider uses these claws to attack or manipulate objects and the other six legs for locomotion. In addition to having 50% magic resistance, any spell caster within 30 feet of the eyepider must make a savings throw whenever casting a spell or the spell will fail. Any creature the eyepider focuses its gaze upon must make a saving throw or be paralyzed for 2-5 rounds. The eye spider will attempt to inject any paralyzed victim with an acidic venom with its stinger that will inflict 3d6 damage for 3 rounds unless a save (at -2) is made.

Fishman (Ichthyoid), HD: 1, AC: 7 [12], ATK: Weapon (1d6), ST: 17, SP: Breathe water, MV: 9/14 (swimming), AL: N, CL/XP: 1/15 Fishmen (and women) are aquatic bipeds with fins along their backs, gills on their necks and webbed hands and feet as well as greenish, scaled skin. Most fight with daggers, nets, spears or tridents. Freshwater fishmen live in underwater caves while saltwater fishmen usually live in castles made of coral under the sea. Fishmen can emerge from the water and walk about on land for short periods of time but must keep their skin moist so seldom venture far from shore. In rare cases, humans who are victims of a disease can turn into fishmen (see Dread Diseases in appendix).

Gargoyle, Margoyle: HD 6+1, AC 1 [18], Atk 2 claws (1d6), bite (1d6), gore (1d6); Move 15/24 (Flying); ST 11, SP: +1 or better weapon to hit, can freeze in place, AL C; CL/XP 8/800, The margoyle is a larger and tougher gargoyle that will usually serve as the leader of any group of standard gargoyles it is encountered with..

Golem, Coin, HD: 10 (60 hit points), AC: 6 [13], ATK: Coin blast (up to 30 feet) or batter (3d10), ST: 5, SP: Immune to non-magical weapons, immune to most spells, engulf opponent, MV: NA, AL: N, CL/XP: 14/2,600

The coin golem is a powerful magical spirit that can animate a large pile of coins (of at least 10,000 in number). Normally, the golem will simply lie there, appearing like a normal coin pile, but if a certain condition is met (intruder comes within x number of feet, touches the pile of coins, etc.), the pile will animate, either slamming opponents with waves of coins or shooting coins up to 30 feet away. Once every 3 rounds, after a successful attack, the coin golem can attempt to envelop an opponent. That opponent must save or be pulled into the coin pile and covered with coins. They will take 3d6 damage per round and can attack at a -4 from within the coin pile. Intricate or delicate actions (like uncorking potion bottles, reading scrolls, casting spells) are impossible within the coin pile. The coin golem can

only engulf one opponent at a time but it can attack other opponents with a slam or blast while dealing damage to engulfed opponents.

Dispel Magic will do 6d6 damage to the coin golem (1/2 that if saving throw is made). If 'animate object' is cast upon the coin golem, it must save or act as if charmed by the caster for the spell's duration. If 'lightning bolt' is cast upon the golem, it will heal the golem up to full strength and split it into 2 30 HP 5 HD golems.

The Coin golem cannot move more than 30 feet from its original location (the coin pile)

Goblin, average, HD: 1d6 hit points, AC: 7 [12], ATK: Weapon (1d6), ST: 18, SP: -1 to hit in sunlight, MV: 9, AL: C, CL/XP: B/10

Goblin, scout, HD: 1d6 hit points, AC: 7 [12], ATK: Weapon (1d6), ST: 18, SP: -1 to hit in sunlight, ambush, sneaking and hiding (3 in 6), backstab for x2 damage, MV: 9, AL: C, CL/XP: 1/15

Goblin, sapper, HD: 1d6 hit points, AC: 7 [12], ATK: Weapon (1d6), ST: 18, SP: -1 to hit in sunlight, alchemical weapons, MV: 9, AL: C, CL/XP: 1/15

Goblin, wolfrider, HD: 1+1, AC: 5 [14], ATK: Weapon (1d8), ST: 18, SP: -1 to hit in sunlight, MV: 9, AL: C, CL/XP: 1/15

'Goblins' in Khunmar (and in the Aldeboran campaign in general) have always been imagined as slightly smarter and sneakier than the similarly named creature from the world's oldest role playing game. They are clever green or gray skinned humanoids with misshapen features and broad, wizened heads. They can be assumed to be organized into several different 'roles.' The 'goblin scout' is a skirmisher who is skilled at ambush, sneaking and hiding. They are assumed to have 50% (3 in 6) skill at all of these tasks and will score double damage when attacking an unaware opponent from behind. Goblin scouts usually wear leather armor and bear short swords, daggers, blow guns with creeper venom darts (see 'Weird Weapons' in appendix) and similar. The 'goblin sapper' is a specialist equipped with Molotov cocktails, smudge pots, goblin crackers (aka flash bangs) and similar alchemical weapons (see 'weird weapons' in the appendix). The sapper will usually attempt to use these area of effect weapons to harass or disorient the opponent. The goblin wolfrider is an elite soldier who is usually bigger and stronger than other goblins and is given better weapons. The wolf rider often fights mounted on wolf cavalry. Goblins which are not sneaky enough to be scouts, clever enough to be sappers or strong enough to become wolf riders/heavy infantry will become members of the 'goblin foot' (otherwise known as the 'catapult fodder').

Usual goblin tactics include having sappers and skirmishers continually harassing the enemy and then retreating behind the goblin lines, hopefully provoking them into an assault against the 'goblin foot.' As the foot are being slaughtered, the wolf riders usually charge in and attack from the flank or rear.

Ghastopus, HD: 6, AC: 4 [15], ATK: 4 tentacles (1d6+paralysis), beak (1d8), ST: 11, SP: 50% invisible, ½ damage from blunt weapons, immune to mind control, paralytic touch, Stench (save or -2 attack rolls), regain 1d8 hit points per round if feeding, MV: 6, AL: N, CL/XP: 7/600 This hideous creature probably originates in some other dimension. They appear as semi-transparent octopus-like creatures will cling to walls, floors and ceilings, using 4 of their tentacles to move about and the other 4 to attack. Like the undead 'ghast,' the ghastopus emits a foul stench (all those within 10 feet must make a save or suffer a -2 to attack rolls for the next hour), but the ghastopus is NOT an undead creature and cannot be turned. Anyone hit by the ghastopus tentacle will take 1-6 damage and need to make a successful save or be paralyzed for 1-6 rounds. The ghastopus will strangle paralyzed victims (in a number of rounds equal to half their constitution) while biting them with its beak (1-8 damage per bite). The ghastopus is semi-transparent (surprise 3 in 6), immune to spells like fear, sleep or ESP and takes ½ damage from blunt weapons. A wounded ghastopus which bites a paralyzed victim will regain the same number of hitpoints that it inflicts with its bite as healing.

Golem, Bronze Giant, HD: 16 (80 hit points), AC: 3 [16], ATK: Weapon or fist (4d10), ST: 3, SP: can cast 6x 6d6 lightning bolt spells per day, immune to all weapons +2 or less, slowed by fire, healed by lightning, immune to most spells, can see or hear invisible or magically silenced creatures, never surprised, MV: 6, AL: N, CL/XP: 17/2500

The bronze giant golem may well be a unique construct found only in Khunmar (then again, maybe there is more than one). It was built by the dwarves to guard some of their prized treasures. It appears as a 12 foot tall bronze statue of a very burly dwarf holding a huge hammer. It can use the hammer to cast the equivalent of a lightning bolt spell 6x per day. Since lightning heals it, the bronze giant golem may opt to use the spell to repair itself, or, if possible, blast a target with lightning in such a manner that it rebounds and heals the golem even as it harms an enemy. The bronze giant can detect all magically hidden, invisible and silenced creatures so they make excellent guardians.

Green Slime: HD: NA, AC:NA, ATK: touch (1d6 + constitution damage), ST: NA, SP: constitution damage, MV 0, AL: N, CL/XP: NA

Green slime will eat through leather armor in one round, chainmail in two or plate mail in three. Any weapon striking the slime will slowly dissolve. The slime can be burned away with a torch or scraped away with a weapon (1-4 hit points per application; the weapon will dissolve) or frozen using a spell. A 'cure disease spell' will kill the green slime. It will dissolve wood, metal and organic substances but will leave glass or stone unaffected. Green slime will cause 1-6 Constitution damage and 1-6 hit points acid damage per round; if Constitution or hit points reach 0, the victim dissolves into a pool of green slime.

Green Slime, Sentient: HD: 4, AC: 9[11], ATK: touch (1d6 + constitution damage), ST: 12, SP: immune to weapons, dissolves flesh, constitution damage, MV 6, AL: N, CL/XP: 5/240

Sentient green slime is an evolved version of the dungeon hazard that has gained consciousness and mobility. It can slither along at 6 and will eat through leather armor in one round, chainmail in two or plate mail in three. Any weapon striking the slime will slowly dissolve. The slime can be burned away with a torch or scraped away with a weapon (1-4 hit points per application; the weapon will dissolve) or frozen using a spell. A 'cure disease spell' will kill the green slime. It will dissolve wood, metal and organic substances but will leave glass or stone unaffected. Green slime will cause 1-6 Constitution damage and 1-6 hit points acid damage per round; if Constitution or hit points reach 0, the victim dissolves into a pool of green slime. Fire and cold are the best ways to destroy this monster.

Jackspider, HD: 1 hp each, AC: 3 [16], ATK: Bite (see below), ST: 17, SP: jump 10 feet, surprise 3 in 6, MV: 3, AL: N, CL/XP: B/10 These tiny spiders have a painful bite that will inflict 1 point of damage on the victim for 2-12 rounds. If the saving throw is made, no damage is taken (although the victim will have a painful welt). Because of their small size and dark coloration, they are difficult to spot and can leap up to 10 feet if surprised or frightened.

Khunmar Phantom: HD: 3+3, AC: 7 [12], ATK: 1 touch (1d4+1 + Con Drain), ST: 14, SP: Drains 1 Str with hit, can only be hit by magical weapons, MV: 12, AL: N, CL/XP: 5/240

These ghost-like semi-transparent images of dwarves appear mysteriously in Khunmar. Most appear to be dwarves going about common tasks (mining, smithing, eating, etc.) and they usually eventually fade from view without acknowledging the presence of others. Most are silent and even their tools will make no noise, but 25% will speak or sing aloud.

They can only be hit by magical weapons or holy water. If attacked or otherwise prevented from carrying out their 'tasks,' they will attack, each touch from their ghostly hands doing 2-5 damage and permanently draining 1 point of Constitution from the victim. Anyone killed by a Khunmar Phantom will

either vanish entirely (50%) or later appear somewhere in the mines, endlessly repeating some mundane action or task. The phantom can be turned by a cleric; on the chart, consider it equal to a wight.

Lizard, Cave, HD: 3, AC: 4 [15], ATK: Bite (1d6), ST: 14, SP: Can climb walls at speed of 6, MV: 12, AL: N, CL/XP: 3/60 These large (10-12 foot long) lizards are fairly common predators. They can climb cave walls with their adhesive feet and attack with their powerful jaws. Cave lizard hides are worth 50 GPS each to an armorer or leather worker.

Lobotomite: HD: 2, AC: 9 [12], or by armor type, ATK: Weapon (usually 1d8), ST: 16, SP: Immune to mind control and charm spells, MV: 12, AL: N, CL/XP: 2/30 "Lobotomites" are persons (usually humans, although other races can be used) who have been given brain altering operations to make them docile and easily controlled by their puppeteer masters. They are usually heavily scarred on the temples and simply stand around with a blank stare unless commanded to action by their masters (who can control lobotomites through the power of thought alone). A heal spell, cast upon the lobotomite, will repair the damage and return the class and levels (if any) previously held by the subject.

Lycanthrope, Were-bat, HD: 4, AC: 6 [13], ATK: Bite (1d6), ST: 13, SP: Echolocation ability, control bats, lycanthropy, hit only by magic or silver weapons, bite causes disease 50%, MV 12/18 flying, AL: C, CL/XP: 5/240

Were bats are a rare form of lycanthrope. They can take three forms... that of a human, that of a large bat or, their favorite, a man-bat form (which looks like a human/bat hybrid with webbed wings that extend from misshapen human arms and a bat-like face). Each can summon and control 3-18 bats. Their bites will infect victims with a disease 50% of the time. In addition to their other sharp senses, were bats can employ 'echolocation' (using sonar-like senses) to navigate in the dark and see invisible enemies.

Magman HD: 2, AC: 6 [13], ATK: Burning Touch (1d6 + save or 1d6 per round), ST: 13, SP: burning touch, fiery aura, +1 or better magical weapon to hit, immune to fire, x2 damage from cold attacks, MV 12, AL: C, CL/XP: 5/240

The magman are small (3-4 foot tall) creatures from the Elemental plane of fire. They are often capricious and like to set things on fire simply to watch them burn. They are completely immune to fire of all types and happily swim around in rivers of lava. The magman's touch inflicts 1d6 damage and the target must make a save or take 1d6 additional damage per round as the flames spread unless they spend a round putting out the fire. Anyone standing next to a magman must make a save or take 1d6 damage from the intense heat it's body radiates and flammable items (straw, paper, etc.) will burn when the magman comes near. Anyone striking the magman with a weapon of any kind must make a save or the weapon will be consumed by fire. A magman will take double damage from any cold attack and if a pail of water (~1 gallon) were to be thrown or poured on one, it will take 3d6 damage. Water and cold are the only things that magmen fear.

Mangler : HD: 6+4, AC: 4 [15], ATK: 2 claws (1d6), 1 bite (1d8), ST: 11, SP: blunt weapons do ½ damage, surprise 5 in 6, grapple attack, MV: 12, AL: C, CL/XP: 8/800 An ape-like creature, naked, with large 'hands' on the ends of its arms and legs and a rough grey skin that gives it chameleon-like powers and the ability to move with absolute silence. It climbs on walls and ceilings with ease, blending into the stone formations, and will attempt to pick off stragglers or adventurers who are away from the main group by grabbing them, killing them as silently as possible by crushing and strangling them and carrying the bodies away to be devoured. Due to stealth and silence, the mangler surprises 5 in 6. If both paws hit, it will do an extra 1d6 'grapple' damage that round and an additional 1d6 damage per round until

the victim breaks free or dies. The mangler has an effective strength of 18. Roll 1d10 for the mangler and 1d10 for the victim and add to their strength; if the victim has a higher total, he breaks free. If the score is tied, the victim does not break free but manages to shout or cry for help. It has no bones, only cartilage, so blunt weapons do 1/2 damage.

Manticore, Eastern (aka Persian manticore), HD: 8+4, AC: 4 [15], ATK: 2 claws (1d6+1), 1 bite (1d10), stinger (1d4 + poison (-2 save)), ST: 8, SP: poison stinger, MV: 12/18 (flying), AL: C, CL/XP: 10/1400

The Eastern manticore is larger than the common manticore. Instead of a tail tipped with iron spikes, it has a scorpion's tail with which it can sting once per round. The poison is so powerful that the victim must save versus poison at -2 or die.

Manticore, Hybrid, HD: 7+4, AC: 4 [15], ATK: 2 claws (1d6), 1 bite (1d8), 6 poison tail spikes (1d6 + poison), ST: 10, SP: poison tail spikes, MV: 12/18 (flying), AL: C, CL/XP: 9/1100 The Hybrid manticore combines the worst features of the common manticore with the Eastern manticore. It is slightly larger than the common manticore. Like the common manticore, its tail is tipped with 24 iron spikes which it can fire, like crossbow bolts, up to 6 at a time up to 180 feet away. Each of these spikes is poisonous; anyone struck by them must save versus poison die within 3 rounds.

Manotaur: HD: 6+4, AC: 6 [13], ATK: Head butt (1d6), ST: 11, SP: Never get lost in mazes, MV: 12, AL: N, CL/XP: 6/400 The 'manotaur' is a rare mutation of the minotaur monster --- rather than appearing as a muscular man with a bull's head and tail, the manotaur has a bull's body topped by a man's head. Like the minotaur, they never get lost in mazes. Unlike their violent bull-headed brothers, the manotaur is not fierce, evil or warlike. If attacked, it will beg for mercy, and, if none is forthcoming, it will attempt to flee. They are usually somewhat lonely and inclined towards conversation with strangers, but seldom have anything of value. In exchange for food or wine or friendship, a manotaur might exchange information, but will not give information that will hurt any minotaurs (the minotaurs might be evil, but they are family, after all...)

The Meat Wall: HD: 6+4, AC: 9 [11], ATK: 1-6 tentacles (1-6 damage each), ST: 11, SP: electricity heals and empowers, can absorb prey, MV: 0, AL: N, CL/XP: 6/400 A 'meat wall' is a possibly unique creature created by an alchemist. An expanse of wall is covered in glistening muscle with a metal trough on the floor beneath it filled with water. Various tendrils extend into the water. The meat wall will attack anyone who comes near it with muscular tentacles up to 10 feet long --- anyone killed is absorbed into the meat wall in a few rounds and all inorganic matter dropped into the trough. The meat wall will grow by 1-2 hit dice every time it is fed. Electrical attacks will regenerate hit points instead of harming it and will cause the meat wall to go into a frenzy for 2-7 rounds (getting +2 attack, +2 damage and x2 the number of attacks). The alchemist, Urlin, has a silver tuning fork which produces a tone that will make the meat wall completely docile for 3 rounds when sounded. The meat wall even will allow the alchemist to slice steaks from its "body" which cook up nicely and taste like the finest grass-fed beef while it is docile.

Mold, Brown, HD n/a, AC n/a, Atk none, Save n/a, SP: Drains body heat, fire causes growth, MV 0, AL N, CL/XP 4/120 This strange mold draws heat from the body of any creature that comes within 5 feet of it (other than special cold using or dwelling creatures like frost giants or white dragons). This heat drain causes 2d8 damage per round and creatures that are killed will be frozen solid. Fire causes brown mold to double or triple in size and it will then draw heat from any other creature it is in proximity to. The only way to kill brown mold is with magical cold spells like cone of cold.

Brown Mold: **HD** n/a; **AC** n/a; **Atk** none; **Move** 0; **Save** n/a; **AL** N; **CL/XP** 4/120; **Special:** Drains heat.

Source: Monstrosities

Morlocks: **HD:** 2, **AC:** 7 [12], **ATK:** weapon (1d6) or or bola (1-3 + special) or blow gun (1 point + creeper venom; see Weird Weapons), **ST:** 16, **SP:** surprise 2 in 6, detect invisible, **MV:** 12, **AL:** C, **CL/XP:** 3/60
Driven underground generations ago, these creatures have degenerated into a race of subterranean hominids who can navigate in complete darkness through hearing and other senses (thus invisibility does not work against them unless the invisible creature is 10 or more feet away and remains silent). Due to their natural stealth, they surprise 4 in 6. They are normally armed with bolas or blow guns (see weird weapons appendix), clubs, spears and stone axes. They are quite fond of human flesh and will seek to capture humans to be stored as food.

One in 10 Morlocks will be 3 HD creatures. One in 20 morlocks will be 4 HD creatures. One

Morlock, Uber: **HD:** 2, **AC:** 7 [12], **ATK:** dagger (1d4), **ST:** 14, **SP:** surprise 2 in 6, detect invisible, 3 charm person spells, 2 invisibility spells and 1 help person spell per day, **MV:** 12, **AL:** C, **CL/XP:** 5/240

The Uber Morlock is a highly intelligent morlock with spell-like abilities developed through mental discipline. The Uber Morlock can cast the equivalent of 3 charm person spells, 2 invisibility spells and 1 help person spell per day.

Mudman: **HD** 2; **AC** 7 [12]; **Atk** 2 slams (1d4) or mud blob; **SP:** Engulf, mud blob, +1 or better weapon to hit, mindless, mud pool, **MV** 6; **ST** 16; **AL** N; **CL/XP** 5/240;

In it's natural state, a mudman will just appear as a pool of liquid mud. When disturbed, it forms into a humanoid shape and begins hurling mud blobs at enemies within 30 feet. Each glob that hits will slow the opponent's movement rate by 3. When their movement reaches 0, the victim is immobile. An opponent may spend a round scraping each mud blob off. The mudman will attempt to engulf opponents nearby. If it succeeds on its attack attack, the mudman engulfs the victim in mud that instantly solidifies and cuts off the victim's air. Any character will suffocate in a number of rounds equal to their constitution. Those who are not engulfed can attack the mud, but, on a successful attack, half of the damage is applied to the mudman and the other half to the victim.

Source: **Mudman** from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by David J. Browne, Tom Kirby, and Graeme Morris.

No One Cares: **HD:** 1d6 hit points, **AC:** 7 [12], **ATK:** none, **ST:** 18, **SP:** insignificance camouflage, sleep spell, **MV:** 9, **AL:** C, **CL/XP:** 2/30 This wretched little grey creature simply wanders around, exuding a magical field that causes all other creatures to automatically ignore it unless they make a saving throw (at -4 on the dice). This unusual defense is called 'insignificance camouflage' by the few sages who have managed to make their saves and observe the creature. The 'no one cares' will wander around, scrounging food when it can and warming itself at stranger's campfires. If a player character manages to notice a 'no one cares' and engage it in conversation, it will simply drone on (in common) of the misery of its existence. The listener must make a saving throw or fall asleep for 1-6 turns, after which the 'no one cares' will help itself to any food or drink nearby and then go off on its wanderings again.

When questioned, the creature will reply, "No one cares," to as many questions as possible (i.e.: "Who are you?" Answer: "No one cares." "What are you doing here?" Answer: "No one cares." etc.).

Obsidiavian, HD: 8+2, AC: 1 [19], ATK: 1 attack for 3-18, ST: 8, SP: can hurl obsidian up to 30 feet, immune to sleep, charm, poison, heat, cold, half damage from piecing attacks, x2 damage from blunt attacks, shatter when destroyed, MV: 12, AL: N, CL/XP: 10/1400 Obsidiavians are elemental creatures made of sharp blades of obsidian --- they can shoot out blades like arrows up to 30 feet away or stab with claw like blades once per round for 3d6 damage. They appear as man-like shaped heaps of obsidian shards that make a tinkling noise as they move. They are immune to charm, sleep and poison and are unaffected by heat or cold. Blunt weapons (like maces and hammers) will score x2 damage against them while piercing weapons (like spears or arrows) will inflict only ½ damage.

When destroyed, the obsidiavians shatter, spraying blades of obsidian everywhere. Those within 30 feet will suffer the equivalent of 1-3 attacks from the flying razor-sharp shards. The remains of an obsidiavian will consist of 10-100 pieces of obsidian worth 1-10 GPS each (100-1000 GPS total value).

Ogre, White, HD: 5+5, AC: 4 [15], ATK: Weapon (1d12+2), ST: 10, SP: none, MV: 9, AL: C, CL/XP: 6/400 The white ogre is an albino species found only underground. The white ogre is larger than the standard ogre and usually fights with a large axe or morningstar. They often hurl giant spears (1d8+2) before closing with melee weapons.

Ogrillon, HD: 2, AC: 5 [14], ATK: 2 fists (2-7 each) or weapon (+2 attack and damage due to STR), ST: 16, SP: none, MV: 9, AL: C, CL/XP: 2/30 The ogrillon is a hybrid species of orc and ogre and are often found among orcs, serving as muscle for the leaders or as 'shock troops' in battle. They resemble either very muscular orcs with warty, thick skin or half-sized ogres. Although they can use weapons (with a +2 hit and damage due to strength), they usually prefer to just smack their opponents with their hard, scaly fists (2-7 damage each)

Otyugh: HD 7; AC 3 [16]; Atk 2 tentacles (1d8), bite (1d4+1); Move 6; Save 9; AL N; CL/XP 8/800; Special: Disease.

Otyughs are scavengers that live underground. Their preferred nests are in large piles of garbage. They have a large, flabby body, three legs, a pair of abrasive tipped tentacles and three feet upon which this horrible creature waddles about. The otyugh communicates telepathically. Their bite has a 90% chance of causing the victim to come down with otyugh disease (see 'Otyugh Disease' in dread diseases).

Source: Monstrosities

Pirhana, Eyeless albino, HD: 2, AC: 5 [14], ATK: Bite (2d4), ST: 16, SP: 16, SP: none, MV: 12, AL: N, CL/XP: 2/30 These are larger, albino versions of their surface-water cousins. They usually are encountered in packs (3-18 or more) and will go into a 'feeding frenzy' when they scent blood in the water. Since they are accustomed to hunting in the dark, they navigate and attack by means of a well-developed sense of hearing and smell; the albino pirhana has no eyes and is immune to visual effects like the medusa's petrification gaze.

Pumpkinbear: HD 4+1; AC 6[13] body, AC 9[11] head, Atk: 2 claws (1d3), 1 bite (1d6), ST:13, Special: Hug, exploding head, MV 9, AL: C, CL/XP 5/240 This absurd looking creature has the body of a bear topped by a glowing orange pumpkin head. It is rumored to have been created by a wizard named Bell who was given incomplete instructions by a patron with a tight deadline. If a pumpkinbear hits with

both claws, it hugs for an additional 1d8 hit points of damage. The head is much more delicate than the rest of the creature (thus an AC of 9 if the player specifically targets the head), but if the pumpkinbear is killed by striking the head, the pumpkin explodes in a flaming, fiery mess, inflicting 2d6 on all creatures within 10 feet (half damage if saving throw is made).

Pumpkinbear, Juvenile: HD 1, AC 6[13] body, AC 9[11] head, Atk: 2 claws (1point each), 1 bite (1d2), ST:13, Special: exploding head, MV 9, AL: C, CL/XP 2/30 Unexpectedly, although pumpkinbears have been created in the laboratory, they obtained their ability to breed. The explosion of a juvenile pumpkinbear head causes only 1d6 damage in a 5 foot radius.

Pumpkinbear vines sprout from the bodies of creatures killed by the exploding heads of pumpkinbears. The vines eventually 'fruit' and grow tiny pumpkins with a fetus-like bear body attached. Within a few days, they will 'wake up,' disconnect themselves from the vines and start to feed and grow as juvenile pumpkinbears. After a few more weeks, they will go from 'juvenile' to 'adult' pumpkinbears.

Puppeteer (stats) http://aldebora.blogspot.com/2011/11/brain-eater_06.html?zx=daf1b95e7d6e9176
"Puppeteers" are creatures rumored to have come to our world from elsewhere --- perhaps another planet, perhaps another plane of existence. On their own, they are extremely physically weak, but they possess extremely high intelligence and unearthly mental powers that simulate magical abilities. The puppeteer embeds itself into the brain and organs of a host creature (humans are a favorite), gaining both the abilities of the host creature and the considerable mental abilities of the puppeteer. See Brain Worm.

Rat Swarm: HD 1-6 (with 8 hit points per hit dice), AC 7[12], ATK: Swarm of bites (see below), ST 16 or better, MV 12, AL N, XP/CL: xxx

Individually, ordinary rats are not normally dangerous enough to inspire fear in the common adventurer. However, on some occasions they will form into massive swarms of hundreds of rats who will attack a target relentlessly. Smaller swarms will have 1-2 hit dice, larger ones will have 3-4 hit dice, etc. For each hit dice, give the swarm a better saving throw (16 at 1 hit dice, 15 at 2 hit dice, etc.). The rat swarm will attempt to cover an opponent and gnaw at every inch of exposed flesh, climbing up clothing, chewing through shoes, etc. Each round that a player is within a swarm of rats, he will take 1d8 of damage (subtract 1 if they are wearing leather armor, 2 if they are wearing ring mail, 3 if they are wearing chainmail and 4 if they are wearing plate; if this reduces damage below 1 they take no damage that round). A swarm will be able to attack as many human sized opponents as it has in hit dice (thus a 5 hit dice swarm can attack 5 people at a time). Each hit dice will have 8 hit points --- every time 8 hit points are inflicted on the rats, the swarm is reduced in size by 1 hit dice.

Red Dwarf, HD: 1, AC: 4 [15], ATK: Khopesh (1d6+1), war-whip(1d3) or crossbow (1d6+poison), ST: 17, SP: surprise 1-3 on a d6, insanity, darkvision 90', -1 attack in direct sunlight, MV: 6, AL: C, CL/XP: 2/30 Red Dwarves are believed to be an evil offshoot of the dwarven race, but in actual fact they are the descendants of some of the Garagur clan who were driven to cannibalism out of desperation during the siege of Khunmar. They are all infected with Donner's Hunger and routinely engage in acts of cannibalism, torture and fratricide. They consider all other creatures their enemies but will reserve the most horrible tortures for any regular dwarfs unlucky enough to fall into their hands. Red dwarfs have white skin, bright red hair and tend to be skinnier than other dwarves. Their bodies are usually covered in scars and crude tattoos. They dress in rags and scraps of ancient armor which they braid with cords or

cover in pitch in order to prevent clinking noises and to suppress reflections. They are skilled at sneaking and hiding, gaining a 50% chance of surprising enemies (1-3 on 1d6). Because of the disordered state of their minds, red dwarves are immune to fear spells and similar magics and gain a +2 save to all other mind control spells. If ESP or some other form of mind control is performed on a red dwarf, the spell caster is only 25% likely to gain any useful info because the red dwarf mind will seem muddled and confused to non red dwarfs --- in most cases, ESP on a red dwarf will only bring momentary glimpses of enemies undergoing horrible tortures and other ghastly imaginings. For weapons, the red dwarves favor the khopesh (hook sword) and war-whip (see 'weird weapons' in the appendix). About a third will also be armed with crossbows that fire darts dipped in weakness venom (save or lose 1d6 points of STR; anyone reduced to STR 0 will fall unconscious. STR is recovered 1 point per hour).

Red Dwarf Claw Rebel, HD: 3, AC: 4 [15], ATK: Threefold Claw +1 magic (1d6+1), dagger(1d4) or crossbow (1d6+poison), ST: 15, SP: surprise 1-3 on a d6, insanity, darkvision 90', -1 attack in direct sunlight, MV: 6, AL: C, CL/XP: 4/120

The red dwarf claw rebels are an offshoot clan who parted ways acrimoniously with the main body of red dwarves and now make their home on level 8a.s. They create and control the 'screamers' (q.v.: "Screamer") and are currently seeking to disrupt the production of bloodgold on level 7 with mixed success. In every respect they are similar to regular red dwarves except, instead of a right hand, they wear the magical threefold claw (described below and in 'Magic Items' section of the appendix). They usually fight with a threefold claw and a dagger in the left hand.

Threefold Claw: This rare magic looks like an metal gauntlet for the right hand made in the form of a lobster's pincer with 2 (instead of just 1) flexible 'thumbs.' The claw grafts itself onto the stump of the user's right wrist (in order to use it, the user must amputate the right hand) and cannot be removed unless the wrist is severed or the user is killed (in which case the claw can easily be removed). It makes an acceptable artificial hand (fine manipulation like writing, spell casting, etc., is impossible, but the user may wield weapons, hold torches, open doors, etc.). If used as a weapon, the claw is +1 and inflicts 1-6+1 per successful attack. The user may also use it to grip an opponent after a successful attack (roll your strength or less on a d20 to break free) in order to prevent the opponent from escaping. If the claw user has an opponent in his grip and a small weapon (like a dagger) in the other hand, they may make attacks with the dagger at +2 to hit since the opponent will be unable to evade as easily.

The Red God: The god of cannibals is simply know as "The Red God." His followers practice cannibalism and are all infected with 'Donner's Hunger' (see Dread Diseases in appendix). The Red God is usually portrayed as a muscular man with pointy teeth and blood stained hands (although when he appears to his followers in visions or dreams, he usually appears as member of that follower's race; so elves will see him as an elf, humans will see him as a human, etc.). His symbol is a bloody red hand print.

Roper: HD: 10-12, AC: 0 [19], ATK: 6x tentacles, 1 bite (2d10), ST: 5,4 or 3, SP: weakness caused by touch, chameleon ability, surprise 5 in 6, MV 3, AL: N, CL/XP: 11/1700, 12/2000 or 13/2300 Ropers are rubbery creatures shaped like a rock or a stalactite with six rubbery tentacles that it can extend up to 50 feet away. It has a single large eye and a large mouth lined with vicious teeth. It has chameleon-like skin that allows it to blend with underground stone formations (thus surprising prey 5 in 6). By using its snail-like 'foot,' it can adhere to and travel along walls and ceilings as easily as the floor. The roper attacks by hitting creatures with its sticky tentacles and using them to drag prey to its mouth, 10 feet per round. The tentacle is AC 0 [19] and takes . The tentacle is covered in a sticky mucus that reduces the victim's strength by 50% unless a save against poison is made. Victims have a 1 in 6 chance per

round to break the roper's hold if their strength has been halved, 2 in 6 if strength remains normal. These monsters take no damage from electricity and half damage from cold but are vulnerable to fire (+1 damage per dice from fire attacks)

Source: Monstrosities

Roper, Doping: HD: 10-12, AC: 0 [19], ATK: 6x tentacles, 1 bite (2d10), ST: 5,4 or 3, SP: weakness and intoxication caused by touch, chameleon ability, surprise 5 in 6, MV 3, AL: N, CL/XP: 12/2000, 13/2300 or 14/2600. The 'doping' roper variant is much like the regular roper, except, in addition to causing weakness, the slimy mucus upon its six tentacles also forces victims to make a save vs poison or become intoxicated for 2-5 turns. Intoxicated victims will become passive and will allow themselves to be drawn to the mouth of the Doping Roper and devoured. If they can be rescued, intoxication wears off in 1-6 turns.

Doping roper venom is worth 100 GPS per ounce to alchemists, doctors or drug dealers. 2-5 ounces can be recovered from the corpse of a slain doping roper.

Roper, Roperling: 'Roperlings' are a smaller variant of roper

Roper, Stone: Stone ropers have a strong hide covered with 'scales' created by hundreds of small stone fragments adhered to the stone roper's body. 'Transmute rock to mud' or a 'Stone to Flesh' spells will destroy the stone roper's protective coat and reduce it to AC 6 [13].

Roper, Urchin: The urchin roper appears as a tangle of tentacles with a single large toothed mouth. Rather than using tentacles to draw prey to itself, the urchin roper grabs at prey up to 50 feet away with its elastic tentacles and draws itself to the prey in 1-3 rounds.

Rot Grub: HD 1hp; AC 9 [10]; Atk 1 for 1d3 per round; Move 1; Save 18; AL N; CL/XP 1/15; Special: Burrows through flesh to heart in 3-8 rounds. These horrific maggots bury directly into the flesh of the victim, inflicting 1-3 points of damage per round. Rot grubs can be burned out with a torch or cut out of the victim with a blade (each attack inflicts 1d6 damage per attempt upon the patient; if it successfully hits the rot grub, it is killed). After 3-8 rounds, the grub(s) will burrow into the victim's heart; killing them. A 'cure disease' spell will kill all of the rot grubs within a victim's body. Source: Monstrosities

Rust Monster: HD 5; AC 2 [17]; Atk 2 antennae (0); Move 12; Save 12; AL N; CL/XP 5/240; Special: Cause rust.

These bizarre creatures look like lumpy armadillos that scamper around quickly on their four legs, waving their feathery antennae and forked tails eagerly as they try to sniff out metal. Any iron, steel or magical metal touched by the monster will dissolve into rust (which the monster will eagerly gobble up). Even weapons used to attack the rust monster will rust away as they strike it. Magic weapons and armor have a 10% chance per +1 of enchantment of being able to resist the rust each time they contact the monster.

Source: Monstrosities

Saurian, Devolved, HD: 3+1, AC: 5 [14], ATK: 2 claws (1d3), 1 bite (1d6) or by weapon +2, ST: 15, SP: Swim, chameleon skin, surprise 3 in 6, MV: 9/12 (swimming), AL: C, CL/XP: 3/60

Saurian, Evolved HD: 2, AC: 6 [13], ATK: 2 claws (1 point), 1 bite (1d4) or by weapon, ST: 15, SP: Swim, chameleon skin, surprise 3 in 6, clerical spell use, MV: 9/12 (swimming), AL: C, CL/XP: 2/30

Saurians are reptilian humanoids who have separated their race into two 'castes' after hundreds (or perhaps even thousands) of years of selective breeding. They look like scaled humanoids with claws and tails and lizard-like tails and large eyes that allow them to see in the dark up to 90 feet away. In addition, they have chameleon-like skin that will assume the coloration of the environment. Because of this, they will surprise 3 in 6 in most situations, and, if attempting to hide, will surprise 5 in 6.

Devolved saurians are the warrior caste. Although of rather low intelligence, they are fearless and will not hesitate to obey their leaders. Devolved saurians use spears and clubs as weapons and will usually hurl missiles before closing with claws and teeth.

Evolved Saurians are smaller and lighter colored. They are more intelligent and serve as the race's "priestly" class. Each ordinary evolved Saurian will be a priest of level 1, although a tribal leader will be a priest of higher level.

Shadowcat: HD 5, AC: 6 [13], ATK: Bite (1d6) and 2x claws (1d6), ST: 12, SP: rend (1d6), surprise 9 in 10, 50% invisible, MV: 15, AL: C, CL/XP: 7/600 The shadowcat is a skilled and intelligent magical predator. It normally appears as a completely black outline of a large panther-type cat and will hide easily in shadows or blend into dark spaces. It will attack by surprise 90% of the time and every attack directed against it has a 50% chance of missing. If both paws hit, the claws will tear and rend for an additional 1d6 damage. The fur of a shadowcat is worth 500 GPS if relatively undamaged.

Shark, Skeletal: **HD: 5, AC: 6**[13], **ATK:** bite (1d6+2), **ST 12, MV:** Swim 24, **AL N, CL/XP 5/240** Sharks are normally ocean dwelling creatures; these animate undead skeletons are found as guardian creatures on level 6d of Khumar. They can be turned by a cleric as if they were a CL 5 undead creature (wight).

Slime Devil: HD: 6+3, AC: 4 [15], ATK: touch (1d6 electricity + constitution damage), ST: 11, SP: green slime, constitution damage, regenerate 3 hp per round, electrical attacks increase HD, MV 6, AL: C, CL/XP: 8/800

These creatures usually appear as a vaguely humanoid shaped pile of green slimy goo with waving tentacles and a single large and red eye. They will regenerate 3 hit points per round from any weapons that are not fire or cold based. Electrical attacks will actually cause them to grow in size (add 1 hit dice for every 5 points of damage inflicted by electricity). Their touch causes 1-6 points of electrical damage and coats the victim with a patch of green slime. The slime will eat through leather armor in one round, chainmail in two or plate mail in three and any weapon striking the slime devil will slowly dissolve. The slime can be burned away with a torch or scraped away with a dagger (1-4 hit points per application) or frozen using a spell. A 'cure disease spell' will kill the green slime and the slime devil carrier. It will dissolve wood, metal and organic substances but will leave glass or stone unaffected. Green slime will cause 1-6 Constitution damage and 1-6 hit points damage per round; if Constitution or hitpoints reach 0, the victim dissolves into a pool of green slime. They can force themselves through openings less than 1 foot wide, climb vertical surfaces by 'flowing' up them and even form their bodies into any form needed. For example, they could cross a pit by simply stretching across it. Slime devils are actually portions of the horror in the pit. The horror will periodically spew a number of these creatures out and send them on errands; when their errands are complete, they will return to the horror and rejoin it.

Snail, Lime (aka "Burning Snails"), HD: 1d2 hit points, AC: 3 [16], ATK: Bite (1 hp damage), ST: 18, SP: acidic slime inflicts 1d6 per round, save, MV: 3, AL: N, CL/XP: 1/15

These fist-sized snails are sometimes found in damp caves and mines. They are not particularly aggressive, but their acidic slime will inflict a painful 1-6 points damage per round and will dissolve leather, cloth, wood or other organic material. Metal, ceramic, glass and stone are unaffected.

Snail, Giga, HD: 6+4, AC: 7 [12] skin, 0[20] shell, ATK: bite (2d4) or spit acid, ST: 11, SP: spit acid, 1/2 damage from blunt weapons, salt vulnerability, MV: 3, AL: N, CL/XP: 7/600

These gigantic snails will grow 10-15 feet long and 5-10 feet wide. If seriously threatened, they will just pull inside their nearly invulnerable shells. Once every three rounds they can spit a glob of acidic mucus up to 60 feet away (will inflict 2-12 damage for 1-3 rounds; dumping 'bicarbonate of soda' on the wound will reduce the damage by half). Snails are sensitive to salt; throwing a handful on their skin will cause 1d6 damage. Giga snail shells are 6-8 feet in diameter and weigh 200 lbs or more. To an artisan or talented armorer, they would be worth up to 500 GPS in good condition and the most talented armorers have discovered that shields can be made from the shell material (see Giga snail shield in odd objects appendix). If a proper method of extraction can be devised, 2-8 pints of acid can be harvested from the giga snail's stomach. This acid is worth 100 GPS per pint, but eats through most substances other than glass or stone.

Stone Spirit Guardian, HD: 12 (60 hit points), AC: -1[20], ATK: 2 fists (4-24) plus stone splinters 3 times per day (6-36), SP: contact causes 3d6 damage per round, Magic resistance (65%), +1 or better magic weapon needed to hit, immune to fire, cold, electricity, ESP, Charm and most spells, MV: 9/14 (flying), ST: 4, AL: C, CL/XP: 13/2300

The stone spirit guardian is a creature which is summoned to protect a place, person or thing when certain conditions are met ("attack anyone entering this room," etc.). When inactive, it looks just like a pile of loose rocks, but when the activation conditions are met, the rocks will form into a whirling, vaguely man-like shape of rock debris that will pound enemies with its giant fists and can only be damaged with magic weapons of +1 or better. Any creature coming into contact with it will take 3d6 damage per round from the whirling rocks. Once every three rounds, the stone spirit guardian can spray a mass of splinters of stone in a cone 3 feet long and 20 feet wide at the base; anyone caught within the cone will take 6-36 damage unless they successfully save (in which case they take ½ damage). The stone spirit guardian is normally 12' tall and 12' wide, but it can re-arrange its mass to fit in smaller spaces. Note that damaging or removing the rubble that the stone spirit guardian will arise from before activation conditions are met will not damage the stone spirit guardian. Since the stone spirit guardian has no actual consciousness (it is just a series of magical commands that harness the power of the elemental plane of earth), spells which affect the mind (ESP, charm, etc.,) will have no effect upon it.

Synthetic Men: HD: 4+1, AC: 5 [14], ATK: 2 fists (1d6 each), ST: 13, SP: electricity empowers and heals, MV: 6, AL: N, CL/XP: 4/120 Synthetic men are alchemical creations created from an alchemical slime and powered by electricity. They are eight foot tall and pink in color, without noses or visible ears and no features other than eye-holes and a slit for a mouth. They are nearly mindless, and, if given no orders by their creator, will simply attack whatever creature is nearest (other than other synthetic men). They employ no tactics; they just lumber up to an opponent and batter them with their large fists. If attacked with electricity, the electrical current will heal rather than harm the synthetic men and will cause them to move faster (4 attacks per round, move at 12 per round) and attack and damage at +2. If destroyed, a synthetic man will collapse into a puddle of pink slime.

Giant Tick: HD 3; AC 4[15]; Atk 1 bite (1d4); Move 3; Save 14; CL/XP 3/60; Special: Drain blood. These giant versions of the common tick will bite into a victim for 1d4 damage and then drain blood at a rate of 2-7 hit points of damage per round.. Their bite will cause a random disease (roll 1d8: 1. Blackspot Plague, 2. Devil Sweats, 3. Donner's Hunger, 4. Leech's Disease, 5. Mad Dog's disease, 6. Scale Sickness, 7. Shaking Cough, 8. Wizard's Fever, see 'Dread Diseases' in the appendix, Cure Disease spells will remove the infection). A giant tick can be forced off a victim by fire as well as by killing the beast.

Toad, Garbage: HD: 6, AC: 5 [14], ATK: Bite (2d6), ST: 11, SP: camouflage, sticky tongue, swallow on a roll of 20, MV: 9, AL: N, CL/XP: 7/600

These giant toads usually lives in garbage piles. It's skin exudes a sticky glue so the toad is normally covered with rags, bones, dirt, stones and other items and will look like a huge pile of refuse. It will attack by surprise 90% of the time. Its tongue can extend it up to 10 feet and is covered in glue to attach it to prey in order to 'reel them in.' The toad gets a +2 attack on its bite if prey is attached to the tongue (it requires the victim roll their strength or less on a d20 to escape --- alternately, some wine or other alcohol poured on the tongue will break the glue's hold). On a natural roll of '20' on its bite attack, the toad will have swallowed any prey man-sized or smaller (prey automatically takes 2d6 damage per round and can attack for double damage if they have a dagger in hand; larger weapons cannot be employed inside the toad). The 2 salivary glands inside the garbage toad are worth 250 GPS as glue.

Toad, Ice HD: 5; AC: 5[14]; Atk 1 bite (1d10+2); ST: 12; SP: Immune to cold, radiate cold, hop 10 feet; MV: 9; AL N; CL/XP: 6/400; Special: Radiate cold. These large, white toads are completely immune to cold and cold based attacks like the breath of white dragons. Any creature standing within 10 feet of them will suffer 1d6 damage per round from the intense cold that radiates from their bodies. Their mouths are lined with sharp teeth.

Trolgre: HD: 5+3, AC: 4 [15], ATK: 2 claws (1d2), 1 bite (1d6) or by weapon +2(1d12+2), ST: 11, SP: regenerate 2 hp per round, MV 12, AL: C, CL/XP: 7/600

These troll/ogre crossbreeds combine the worst/best features of both creatures. Although they can regenerate 2 hit points per round, severed parts will not grow a new trolgre. The trolgre usually fights with a giant-sized axe or mace and will dress in scraps of hide and bits of armor taken from defeated opponents.

Troll, Giant, HD: 10+4, HP 54, AC: 3 [16], ATK: 2 claws (2d4), 1 bite (2d8), ST: 8, SP: regenerate 3 hp per round, MV 12, AL: C, CL/XP: 11/1700

The giant troll is simply a mutation of the normal troll. It is similar in every respect except it is much larger (and consequently tougher).

Troll, Water, HD: 6+3, AC: 4 [15], ATK: 2 claws (1d4), 1 bite (1d8), ST: 11, SP: regenerate 3 hp per round or 6 hp per round while in water; x2 damage from fire, MV 12, 12 swimming, AL: C, CL/XP: 8/800

Water trolls come in both freshwater and saltwater varieties. They are nearly identical to their land dwelling cousins but are equipped with gills, webbed claws and webbed toes. They can breathe with ease underwater and can survive for up to 12 hours on land (after which they will start to dry out, taking 1-6 damage per hour unless they have liquid to moisten their skin). If immersed in water, water trolls regenerate 6 hp per round instead of 3. However, they are quite sensitive to fire attacks of all kinds (taking double damage from it).

Tunnel Beetle : HD 5, AC: 2 [17], ATK: Bite (2d6) plus acid (1d6 per round) ST: 12, SP: acid, burrow, MV: 12, AL: 2, CL/XP: 7/600

The tunnel beetle is a voracious predator that grows up to 10 feet long and 5 or 6 feet wide. It has powerful mandibles with which it will clamp onto prey and then will automatically inflict 1d6 of damage per round with acid that squirts from its mouth. The victim can tear itself free if they can make a

successful strength check (inflicting 1d6 on themselves in the process). Tunnel beetles will often bury themselves in sand, loose soil, rock, etc., and will strike by surprise 5 in 6.

Ubrus (stats) Ubrus is a possibly unique creature, worshipped by some of the primitive cave dwellers as a god. Write more here.

Varghoul, HD: 1, AC: 8[11], ATK: bite (1d4+ poison), MV: 0 (Fly 12); ST: 17; CL/XP 4/120; SP: poison causes permanent hit point loss, disease, shriek attack, Varghoul's Kiss attack.

Varghoul are strange, horrific creatures that consist of a demonic head with bat-like wings and writhing tentacles growing from the chin and neck. Their bite is deadly, causing permanent hit point loss (unless a saving throw is made). Upon a successful attack, a varghoul will attempt to latch onto prey with its tentacles, giving it a +2 attack and damage on subsequent attacks. 3x a day, the varghoul can emit a shriek that will paralyze any creature facing the varghoul within 30 feet for 1d6 rounds. A varghoul will attempt to kiss any paralyzed opponent (roll an attack at +2). If successful, the victim will turn into a varghoul in 3 days unless cure disease is cast upon them. On the first day, their hair will fall out and their face will become distorted and their teeth pointy. On day 2, tentacles will start to sprout and their ears will elongate and transform into wings. On the end of the third day, their body will die and fall off and the creature will become a varghoul.

Void Guardian, HD: 7, AC: 2 [17], ATK: touch (1d8 + 1d8 STR drain), ST: 9, SP: immaterial and 90% invisible, magic weapon needed to hit, Strength drain with hit, MV: 30 (flying), AL: N, CL/XP: 9/1,100
These extraplanar horrors are similar to shadows. They attack by surprise and are 90% invisible in most environments in which there are any shadows or areas of darkness to hide in. Because they are immaterial, they can pass through walls and floors. In full daylight they can be seen as a black outline of a man-like figure. Their touch causes 1d8 damage and drains an equal number of points of strength. Anyone drained to below 3 will be too weak to move. Anyone drained to 0 points will become a shadow and will serve the void guardian who drained them. Drained strength will return at the rate of 1 point per turn.

Zombie, Rotted, HD: 2, AC:: 8 [11], ATK: strike (1d6) + disease, ST: 16, SP: Immune to sleep and charm spells, cause tomb rot disease, MV: 6, AL: N, CL/XP: 3/60

Rotted zombies look like regular zombies, but every time a healthy individual is struck or comes in contact with a rotted zombie, there is a chance they will come down with the 'tomb rot' disease (see 'tomb rot' in "Deadly Diseases" section of the appendix). Anyone killed by a rotted zombie will rise as a rotted zombie within 24 hours unless the body is destroyed (fire is a good method) or a 'cure disease' spell is cast upon the corpse.

Zombie, Black Mold: (aka "moldies")

False Zombie / Moldus Negrus

Zombie, HD: 2, AC:: 8 [11], ATK: strike (1d8) + black mold spores, ST: 16, SP: Immune to sleep and charm spells, black mold, x2 damage from fire, immune to Clerical turning, MV: 6, AL: N, CL/XP: 2/30

Ingredients: Black Mold

Black mold 'zombies' are not actually undead creatures and thus are not true zombies; they cannot be 'turned' by a cleric. They are the bodies of dead humanoids animated by a deadly black fungus that grows on flesh. The fungus has a rudimentary intelligence and will seek to infect other creatures in order to spread the colony.

Any creature coming in contact with the black mold zombie (example: being struck by a black mold zombie) or touching a patch of black mold must make a save against poison or become infected with the black mold spores. The mold will consume 1d6 points of constitution per turn after contact; when CON reaches 0, the victim will become a black mold zombie. Torches can be used to burn the mold off the victim (1d6 damage per application). Fire causes a black mold zombie x2 damage; cold will cause no damage but will render the mold inert for 1-6 rounds. Because they have no functional internal organs, they take ½ damage from blunt and pierce weapons. A cure disease spell cast on a black mold zombie will kill the mold, de-animating the corpse. A cure disease spell cast on a victim infected with black mold will cure them.

The black mold grows on leather, flesh, wood or other organic substances underground. Daylight causes it to become temporarily dormant.

Zombie, Brain-Eating: (aka “brain eaters” or “mind zombies” or “Romeroan Zombie”)

False Zombie / Brain Eater

HD: 2, AC:: 8 [11], ATK: 2 strikes (1d6) and 1 bite (1d6), ST: 16, SP: Immune to sleep and charm spells, immune to clerical turning, ½ damage from blunt and pierce weapons, eat brains! MV: 6, AL: N, CL/XP: 2/30

Ingredients: Brain eating virus (saliva)

Brain eating zombies are the bodies of dead humanoids animated by a virus and cannot be turned by a cleric. Like most zombie class creatures, they are slow moving and often appear as rotting humans. Their usual tactic is to attack with 2 claws, and, if both claws succeed, they will bite for 1d6 damage. Their saliva carries the virus: anyone bitten must save or contract the virus. Failed save means the victim will gradually lose his intelligence (1-6 points per day). When INT reaches 0, they die and become a brain eater.

Anyone killed by a brain eater will have their brains devoured and will arise in 1-6 rounds as a brain eater themselves.

The best way to ‘deactivate’ a brain-eater is to strike it in the head. Criticals scored against them are always assumed to strike the head. Players may elect to strike at the head (for a -2 attack penalty) in order to score +1d6 damage.

Because they have no functional internal organs, they take ½ damage from blunt and pierce weapons.

Zombie Hands, Animate: : HD: 1d6 hit points, AC: 7 [12], ATK: 1 claw for 1d3, ST: 18, SP: 25% of infecting target with a disease, MV: 9, AL: N, CL/XP: 1/15 These undead animate hands scamper about on their fingers and will claw or grab at opponents for 1-3 points damage. Each is 25% likely to infect the target with tomb rot (see ‘Dread Diseases’) upon a successful attack.

Zombie, Headless, HD: 3, AC:: 8 [11], ATK: 2 strikes (1d8), ST: 14, SP: Immune to sleep and charm spells, ½ damage from blunt and pierce weapons, cannot be decapitated, MV: 12, AL: N, CL/XP: 3/60

Ingredients: None

These look like normal undead zombies (minus the head part, naturally) and tend to be more aggressive (and faster!) than their cranially equipped cousins.

Because they have no functional internal organs, zombies are immune to cold and shock and take half damage from blunt and pierce weapons.

They can be turned as 3 hit dice undead.

Zombie, Spirit, HD: 4, AC:: 5 [14], ATK: 2 fists (1d6 each), ST: 12, SP: Immune to sleep and charm spells, silver or magic weapons required to hit, MV: 12, AL: C, CL/XP: 5/240

Spirit Zombies are more than just animate corpses --- they are possessed by an evil spirit that is bound to the body through a perverse ceremony. Their eyes, mouth and ears usually appear sewn shut and their skin is tattooed with arcane symbols. They can only be harmed by silver or magic weapons. Clerics turn them as 4 hit dice undead.

New Equipment

Non magical and miscellaneous objects which may be found in and around Khunmar.

Asbestos Suits: The suits are made of a stiff and coarse white material and include hoods that cover the face with glass lenses for the eyes, boots, pants, coats and gloves. They are the equivalent of leather armor (ac -2 [+2]) but armor cannot be worn under them (although, 50% of the time, if armor is loose enough or the wearer is skinny, the wearer might be able to strap his/her armor OVER the asbestos suits). The asbestos suits will give the wearer a +4 save against magical fire and allow them to walk through normal fires without harm. They can walk along the banks of the lava river without harm from exposure, if they fall into the lava, they will take a -1 damage from each dice of damage due to extreme heat (like lava, dragons breath or fireballs). Unfortunately, if the wearer of the suit takes 12 points of damage from swords, claws, arrows, etc., the effectiveness of the suit's protection is reduced by half and if the wearer takes 24 points of damage from cutting, piercing or slashing attacks, the suit falls to bits and becomes useless. The suits weigh 30 lbs and are worth 500 GPS each.

Asbestos Suits, Armored: These are just like the Asbestos suits (above) but include armored panels that raise the armor rating of the wearer to the equivalent of chainmail and shield (-5 [+5]). Since these are manufactured by the red dwarves, they are only made in red dwarf sizes. These suits weigh 50 lbs and are worth 1000 GPS each.

Cave Lizard Hide Armor: This armor is made from the tough and thick grey hide of the cave lizard. It is lighter weight than most metal armors and not subject to rust. Although non-metallic, it is too stiff for normal use by thieves. AC -3 [+3] , Value: 80 GPS, weight 20lbs

Doctor's Robe and Mask: This item is also described in the appendix under the NPC class, 'Doctor.' This is the uniform that the doctor normally wears to visit patients when disease is suspected. It includes a broad-brimmed hat, robe with long sleeves, elbow length gloves and a mask with lenses for the eyes and a 'beak' filled with herbs that serve to filter the air that the doctor breathes. The doctor will also usually carry a rod-like wand to point to areas on the patient, lift bandages, etc. While wearing this getup, the doctor gains a +4 on saving to resist catching any disease, but the costume interferes with vision (a -2 to attacks). Value: 100 GPS, weight 20lbs.

Beetle Carapace Armor: This armor is made from the carapace plates of a giant beetle which are fastened together with leather straps. Although somewhat bizarre in appearance, it is lighter weight than most metal armors and not subject to rust. Although non-metallic, it is too stiff for normal use by thieves. AC -4 [+4] , Value: 200 GPS, weight 25lbs

Giga-snail Shield: If properly sectioned with special tools, a full grown giga-snail's shell can be made into 2 shields of +1 (non-magical) value by a talented armorer (1 shield can be cut from each side). The shields produced will be circular and have a beautiful spiral upon their glossy surface, although they can be decorated with paint as well. A snail shield will not rust or be affected by magnetism. AC -2 [+2], Value 1000 GPS per shield, weight 10 lbs.

Random NPCs

Our list of Random NPCs goes here

Rumors

Rumors go here.

Spells

Babbling Magic Mouth

Spell Level: Magic-User, 3rd Level

Range: 10 feet

Duration: Special

The Babbling Magic Mouth is a spell trap that can be cast upon any inanimate object (a door, wall, floor, etc.). Like the regular 'Magic Mouth' spell, the 'mouth' remains invisible until certain conditions are met; when triggered, a pair of lips appear on the surface and begin to speak. Unlike a regular 'magic mouth' spell, the babbling magic mouth does not deliver a pre-recorded message... it simply makes a series of babbling noises for 2-5 rounds. Any creature within 10 feet of the mouth must make a saving throw or simply stand, motionless, for that time listening to the sound. The undead, non-living monsters (like golems), deaf creatures and unintelligent creatures (like oozes and slimes) are unaffected.

Fireball Trap

Spell Level: Magic-User, 7th Level

Range: 0

Duration: Special

This spell is similar to the 3rd level spell, Fireball, except it is cast upon an object or place and a trigger condition is created at the time of casting. The fireball trap can be cast upon a section of floor where it will detonate when someone steps upon it, cast upon a door to detonate when someone opens it, etc. The caster can pass through the area warded by the fireball trap without triggering it, but if someone else triggers the trap while the caster is within the blast radius, the caster will be harmed by their own fireball trap.

Fire Dart

Spell Level: Magic-User, 1st Level

Range: 120 feet

Duration: 1 round

The caster shoots a small ball of flame from the hand that can travel up to 120 feet away. The caster must 'roll to hit' in order to strike the target but can add a dexterity bonus. If the dart misses the target, it will continue in a straight line until it strikes something or maximum range is reached. The fire dart inflicts 1d6+1 damage and shines as bright as a torch. It does not work underwater and does ½ damage in a rainstorm or against a target that is soaking wet. It can be used to set oil, dry straw, etc., alight but will not normally burn through wooden doors, etc. For every three levels of experience, the user gains another dart.

Greater Invisibility

Spell Level: Magic-User, 4th Level

Range: touch

Duration: 2-5 rounds + 1 round/level of caster

This spell is similar to the second level *Invisibility* spell but the spell does not end if the caster attacks. It lasts for 2-5 rounds + 1 round per level of the caster and the caster can place the spell upon themselves or another with a touch.

Ice Dart

Spell Level: Magic-User, 1st Level

Range: 120 feet

Duration: 1 round

The caster shoots an icicle missile from the hand that can travel up to 120 feet away. The caster must 'roll to hit' in order to strike the target but can add a dexterity bonus. If the dart misses the target, it will continue in a straight line until it strikes something or maximum range is reached. The ice dart inflicts 1d6+1 damage; half of this from piercing and half of this from cold (so creatures that are immune to cold will take just 1/2 damage). For every three levels of experience, the user gains another dart.

Percy's Flaming Purgative

Spell Level: Magic User 3rd level

Range: 100 feet

Duration: 3 rounds

This spell affects only 1 person, animal or monster (undead and golems, machines, etc. are unaffected). If the target fails it's saving throw, they will be incapacitated for 3 rounds as pain wracks their body and flames shoot out of their eyes, ears, nostrils, mouth and other orifices. This will inflict 2d6 per round damage on the victim (thus, 6d6 damage over 3 rounds). During those 3 rounds, the victim will be incapable of any action other than involuntary convulsions.

Phantom Messenger

Spell Level: Magic User 2nd level

Range: 25 miles + 1 mile per level

Duration: Special

The caster casts the spell and utters a short message of up to 25 words, then names a person known to the caster. If that person is alive and within range (25 miles + 1 mile per level of the caster), a semi-transparent apparition that resembles the caster will appear before that person and utter the 25 word message. If the receiver is dead, incapacitated or out of range, the spell fails. The phantom simply utters the message and disappears. It cannot interact with the target or bring a message back (although two casters who both know the spell could send messages back and forth with multiple castings of the spell).

Third Hand

Spell Level: Magic-User, 1st Level

Range: 50 feet

Duration: 1 turn

The caster creates a disembodied hand that can do anything the caster could do with his or her hand (hold a torch, stab with a dagger, etc). The hand travels 12 per round, has an AC of 9[11] and any

damage inflicted upon it causes it to disappear and drop whatever it was holding (i.e.: the hand cannot reach into a burning fire or submerge itself into acid).

Treasures, Random

This is a list of 100 small random treasures that can be placed, as needed, in areas that have been re-occupied by monsters after having been cleared by the players, to add some item of value or interest to a container or room, etc. Not all of the treasures are gold or silver; some can be useful items, trade goods, hints or clues as to what lies elsewhere in the dungeon, etc.

Treasures are sorted (more or less) from least to most in value. The DM has the option of just rolling a d100 or to roll 1d10 and add 10 if you want a 2nd level treasure, 20 if you want a 3rd level treasure, etc. (thus, 11-20 for level 2, 21-30 for level 3, etc).

Level 1

1. Pouch of 2-12 cps and 2-12 sps
2. Bone comb, spoon, etc., worth 1-3 sps.
3. 1-3 flasks of lamp oil
4. Useful tool (pry bar, 1-6 iron spikes, wooden mallet, iron hook, rope)
5. Dagger or hand axe
6. 1-6 silver arrows or 1-6 silver crossbow bolts
7. Bottle of wine (3 gps value)
8. Exactly 2,000 cps in a cloth sack marked '2000 CPS.'
9. Map fragment (could be of a portion of the dungeon, location of a treasure, show a secret door, etc.)
10. 2-12 torches or a lantern filled with oil.

Level 2

11. Bearskin cloak worth 25 gps.
12. Silver brooch set with low value gem worth 20 gps total
13. Chainmail shirt and cowl, sized for a human male
14. Pair of leather gauntlets reinforced with iron studs on the knuckles
15. Flask of holy water
16. Silver holy symbol (25 gps)
17. Horned helmet
18. Battle axe, sword or flail; average quality, good condition
19. Silver drinking cup (30 sps)
20. Silver mirror

Level 3

21. Engraved silver tinderbox (35 gps)
22. Silver dagger (30 gps)
23. 1-8 gemstones worth 10 gps each
24. 2-12 pewter dishes worth 5 gps each
25. Bottle of very fine brandy (worth 30 gps)
26. Ivory statuette (worth 25 gps)
27. Ivory and mother-of-pearl box inlaid with silver wire (35 gps)
28. 1-6 small bottles of perfume (10 gps each)
29. 1-10 yards of silk worth 5 gps per yard
30. Large chunk of amber worth 50 gps

Level 4

31. Ceremonial baton decorated with silver and garnets worth 45 gps
32. 1-6 jars of unguents worth 10 gps each
33. Set of thief lock picks in a small leather case
34. 2 handed sword with silver grip set with blue gemstone; worth 60 gps total.
35. Glass 'scrying ball' (non-magical glass ball 3 inches in diameter worth 30 gps)
36. 5 gallon cask of rare wine worth 8 gps per gallon (40 gps total value; weighs ~40 lbs!)
37. Brass statue of a frog with jasper eyes (30 gps value)
38. String of low quality pearls (35 gps value)
39. Finely crafted brass horn (25 gps)
40. Silver bowl decorated with geometric designs (50 gps)

Level 5

41. Velvet pouch with 1-3 gemstones worth 50 gps each.
42. Candle in a brass holder with a permanent *light* spell cast on the wick (worth 100 gps to the right buyer).
43. Small gold pendant shaped like a fish on a chain (50 gps)
44. Box of 6 small silver bars worth 10 gps each.
45. Blank spell book with leather cover and 50 fine vellum pages; cover marked by bloodstains, still worth 45 gps.
46. Wooden box inlaid with silver and lapis lazuli, lined with velvet worth 30 gps, contains a plated silver chain worth 3 gps, 3 gps and a pair of gold hoop earrings worth 4 gps for the pair.
47. Crystal decanter with silver stopper worth 60 gps
48. Gold ring set with a blue gemstone worth 50 gps
49. Pornographic ivory statuette worth 40 gps
50. Malachite axe head; ancient ceremonial artifact worth 50 gps on open market or 500 gps to a collector of antiquities.

Level 6

51. Gold pectoral ornament set with green gems and silk cord to wear around neck (70 gps)
52. 1-20 silver bracelets worth 5 gps each
53. Silver dagger with ebony scabbard and ivory grip (100 gps)
54. 2-12 furs worth 10 gps each
55. Collection of 37 old coins in a wooden box --- worth 20 gps if used as currency, but worth 5 gps each if sold to a collector (or 200 gps for the lot).
56. 6000 cps in 60 sacks (each containing 100 cps). Each sack bears a tag saying, "Property of the Eordian Mint --- Contents: 100 Copper"
57. 1-3 small gold rods (30 GPs each)
58. Small box or bag containing 1-10 rough gemstones worth 10 gps each.
59. Small silver hand mirror inlaid with mother of pearl (worth 75 gps).
60. Small gold key set with a ruby worth 100 gps (at DMs option, may open some exotic lock).

Level 7

61. Small book of poetry illustrated with gold leaf; worth 75 gps.
62. 7 small jars of spice worth 10 gps each.
63. Magnifying glass on a lanyard (100 gps value)
64. Pair of fine leather boots made of exotic fire lizard hide (sized for a human male with medium size feet) worth 60gps; like new condition.
65. Ivory wand topped with an octopus carved from malachite; worth 70 gps.
66. Chalice made from a human skull lined with silver with turquoise inlay (80 gps).
67. Belt of silver links (60 gps)

68. Large chunk of amber (80 gps)
69. Black wood box lined with red velvet, contains 2 knives of silver (box is worth 10 gps, knives are worth 30 gps each).
70. Perfect sphere, 6 inches in diameter, carved of black jet (100 gps)

Level 8

71. Black silk cloak with silver clasp set with a large (fake) red gem; still worth 80 gps.
72. Helmet decorated with small silver wings (70 gps).
73. Silver war hammer with handle made from a dragon's thighbone (100 gps).
74. Set of 10 plain gold rings set with small blue gemstones (8 gps each).
75. Small silver pocket flask with ivory stopper filled with a healing potion (flask is worth 75 gps)
76. Ivory handled walking stick with a concealed steel short sword (The wooden cane is hollow and serves as the scabbard; the user can twist the handle to withdraw the blade; worth 80 gps)
77. Otter skin pouch contains 8 platinum pieces
78. 7 1 lbs jars of high quality pepper (each worth 12 gps)
79. Gold and silver snuff box decorated with small green gems (box is worth 100 gps --- contains poisonous snuff!)
80. Wood and leather case contains a high quality fiddle and bow (worth 80 gps).

Level 9

81. 1-4 flasks of holy water.
82. A pair of large silver candlesticks worth 45 gps each
83. Leather armor made of basilisk hide (well-made but non-magical; sized for a an average sized human, optionally gives wearer a +1 save vs. gaze and petrification attacks, worth 100 gps if kept in good condition).
84. 8 small silver cups with gold plated insides worth 10 gps each.
85. Exotic bonnacon horn made into a musical instrument with gold mouthpiece and silk lanyard (80 gps).
86. Pair of silver chainmail gauntlets for ceremonial use (80 gps for the pair).
87. Gilded helmet with a boar crest set with boar's teeth (90 gps value)
88. Exotic bamboo and silk parasol, hand painted with gold fish (100 gps).
89. An old wizard's satchel of material components; contains bits of moss, salt, sand, a bottle of coagulated blood, a desiccated dead toad, ruined and spoiled material components... buried at the bottom is a 100 gps pearl.
90. An old but very good quality longsword of steel with an ivory grip and plain leather scabbard, worth 100 gps.

Level 10

91. Simple gold crown worth 100 gps.
92. String of pearls worth 100 gps
93. 1-3 small ingots of mithril worth 50 gps each.
94. Medallion engraved with a stag, made of platinum, no chain, worth 120 gps.
95. A mummified human hand in a glass jar sealed with wax; the hand wears a gold ring set with a large ruby worth 100 gps (at DM's option, the hand could be cursed, magical, attack anyone who attempts to remove the ring, etc).
96. A wind-up mechanical mouse with wheels, made of nickel and brass with garnets for eyes; wind it up and it rolls around on the floor... a fine example of dwarven craftsmanship (100 gps).
97. Three sets of manacles, made of silver, with keys, worth 50 GPS each. These might be handy for restraining lycanthropes and other magical creatures.
98. Necklace made of giant lizard teeth with beads of lapis lazuli worth 100 gps.
99. Large chalice carved from green jade worth 200 gps.

100. Silk bag with 101-110 gps.

Village of Hamlet

Description of the village goes here --- the map is not yet provided.

Hamlet: This small trading village was built upon the ruins of the former village (also named Hamlet) which existed during the reign of the Grugnar Clan in Khunmar. When the Grugnars were defeated and Khunmar fell, the original village was overrun by goblins and orcs and destroyed. In recent years, as the monsters residing in Khunmar have reduced their raiding and humans have returned to the area, Hamlet was resettled.

The new village is a fraction of the size of the former and mostly serves as a 'jumping off point' for adventurers brave enough to try their luck in the mines. Unfortunately, this means that Hamlet attracts the foolish, dangerous, ruthless and desperate. Most common adventuring supplies, basic weapons and armor as well as services like weapon and armor repair, basic alchemist services, lodgings, etc., should be available most of the time.

Hamlet is just 7 miles away from Khunmar. The trail to the mines is fairly well travelled (although the people who live in town don't take it --- generally, they make their living supplying those who do with goods and services). Any resident can point out the way to the mines and some helpful resident has even erected a wooden sign with an arrow that says, "To the Mines." If questioned, the residents will admit that the close proximity of the mines does seem to cost them a higher than average loss in stolen sheep, murdered shepherds and the occasional night watchman gone missing, but it seems a small price to pay in comparison to the outrageous profits to be made selling whiskey, food, lodgings and 10 foot poles to the credulous adventurers eager to toss themselves into the mines. Asked about the threats to be faced in the mines, most locals will list kobolds, goblins, orcs, the ghosts of dead dwarves and other adventurers.

There are a few small temples, inns, workshops, some stables and a small market in Hamlet. More exotic services include a gem and jewelry merchant, an alchemist and a local wizard who might be convinced (for the right price) to help with magical research. The town also has a small thieves' guild which attempts to keep a low profile but anyone knowing the 'Thieves' Cant' language will be able to find it if they ask around (It's at The Black Cat Tavern!). There are scattered ruined walls on the outskirts of the village; these are remains from the former town.

Current Funds: Each merchant will have 'Current funds' listed. If players sell to the merchant, the merchant's will be unable to offer more than whatever is in their current funds and the amount of 'current funds available' to the merchant will change by that amount. In addition, whatever item sold to the merchant will be converted to its GP value and added to the merchant's funds in ~ 1 week. If players buy from the merchant, the merchant's starting funds will increase by whatever amount the player's pay to the merchant. Since the merchants will presumably be dealing with others, with each subsequent visit the merchant's funds will have gone up or down by -50% to +50% (roll 1d10; score of 1-5, funds have gone down 10-50%, score of 6-10, funds have gone up 10-50%).

Noteworthy Events: When players visit the town of Hamlet, you might want to allow a 1 in 6 chance of some randomly determined event of note to occur. These can be the spur for adventures, inspiration for other events or just things occurring in the background to make Hamlet seem less like a static environment.

1d12 random events in Hamlet:

1. A raiding party of 30-180 goblins or orcs attacks the town. If the invaders sustain 50% losses, they withdraw.

2. Locals complain about bandit raids on travelers and caravans --- would the players like to help?
3. EMERGENCY WEAPON TAX: In order to deal with revenue shortfalls, the local ruler imposes a 5 GPS tax per weapon (daggers and staves are exempted) on all non-residents per weapon they own. (i.e. adventuring types). Be sure to get a receipt or risk being charged twice.
4. "Are you licensed for spellcasting?" The local ruler has 'outsourced' a licensing process to the town's most powerful magic user. Spellcasting within town limits without a license is strictly verboten; licenses cost 5 GPS each/caster level and are good for 1 year from date of issue.
5. Rat plague! The town is overrun by thousands of ordinary rats. This could be just a natural (and unpleasant) rat infestation, some form of a curse, the work of evil were rats, etc. Food costs will double until the rat problem is solved since the rats devour or destroy food stocks.
6. Revival: A group of cultists calling themselves 'The Holy Scourge' show up in town. They engage in very public displays of self mortification, including whipping themselves and each other, thumping themselves in the head with boards, sticking thorns in their flesh and walking on hot coals, etc., and telling everyone else that they are going to burn in hell unless they repent. The Holy Scourge will hang around for 2-7 days, attempting to gain converts. Each day there is a 10% chance of a riot.
7. MURDER MOST FOWL: Someone has been killing all of the chickens at night and the locals are beside themselves with anger. Because of the egg shortage, omelets are now x2 the price and chicken is almost never on the menu anymore. If the players investigate, they will discover that the culprit is the daughter of a wealthy merchant who has been infected with lycanthropy.
8. Freedom of Religion isn't free: All Clerics must pay a one time fee of 10% of their total personal funds to the local ruler. Anyone refusing to pay will be thrown in prison for 2-5 days and have 50% of their personal wealth confiscated.
9. Plague! Pick a random environmental disease from 'Dread Diseases' in the appendix. 25% of the people come down with this disease (and, if the players are in town, each player character has a 25% chance of catching it as well).
10. CIRCUS! An itinerant group of entertainers set up a big striped tent on the edge of town. The circus includes clowns, acrobats, exotic creatures, fortune tellers and games. Come one come all!
11. Thieves' Guild Tax: All licensed thieves must contribute 10% of their current funds to help pay some 'legal costs' (bribes) for the local guild.
12. Ominous Portents: A comet is seen in the sky, a two headed calf is born, an unexpected snowfall occurs on a warm summer's day or some other strange event makes the villagers nervous.

Locations in Hamlet:

Alchemist: This small stone building will emit foul odors and clouds of curiously colored smoke at odd hours. The proprietor is a mild mannered and portly man named Jerrold; he is assisted by 6 young apprentices. Jerrold keeps odd hours and is frequently engaged in intense research; any time the players visit this establishment, they are 50% likely to be met at the door by an apprentice and told to come back in 1-8 hours. They will buy and sell strange ingredients (including exotic plants and animal parts) and will occasionally offer magic potions for sale (at very high prices). Jerrold can be hired to 'test' a potion and discover it's properties, but the tests will cost anywhere from 1-100 GPS (and he has only a 75% chance of being correct --- if Jerrold is wrong, roll again on the potion table and he has misidentified it as the new result). Starting funds: 1200 GPS.

Armory: During the day, this workshop will usually have the doors wide open to let out the heat and smoke and several dwarves and humans will be busy repairing armor and weapons. Most armor and weapons can be purchased here. The armory will buy 'used' equipment for 10%-50% of cost on the price list, depending upon condition, but won't buy more than 1000 gps worth of used gear in a single month and will reject buying the run-of-the-mill dirty and rusty orc, goblin or kobold equipment as anything other than scrap metal (although the gear of humanoid leader types will probably be of better quality). Starting Funds: 2000 GPS

Black Cat Tavern (Thieves' Guild): A sign marked with the silhouette of a black cat clutching a beer stein decorates this run-down establishment. This is a 'front' for the local thieves' guild. Most locals know the Black Cat's unsavory reputation and stay away. Inside, strangers will find a dirty tavern with a few sullen patrons and an unfriendly, uncommunicative bartender. The beer will be both expensive and of poor quality unless one is a 'member' (in which case they will be served better drinks at reasonable prices and may even be permitted to see the guild master or his assistants in their offices upstairs) Hamlet's thieves' guild attempts to keep a low profile but will insist that any thief operating out of Hamlet pay dues (5% or 1 gps per month, whichever is the greater). Belonging to the local guild is not entirely disadvantageous; exotic or expensive loot that other merchants cannot (or will not) take off of the player's hands can be exchanged for cash or credit, items can be 'pawned' for a loan of ½ their value plus 5% due in full after one week, and, if needed, the guild could serve as a means of hiring NPC thieves. The guild does not take kindly to 'freelance' thieves committing unsanctioned burglaries or robberies within city limits. The first infraction will result in a fine of 100 gps plus forced restitution to the victims. The second infraction will result in loss of a hand. No one other than the guild master knows what the punishment is for a third infraction, but the one thief unlucky enough to get caught has never been seen again. Starting Funds: 1500 GPS

Chapel of Saint Bart's: This small stone church is decorated with four leaved clovers, stars, horse shoes and other symbols of good fortune. There is bingo on Sunday nights and games of chance all during the week (note that if players want to gamble, they can, but in any game of chance, the house will win fully 50% of the time --- Saint Bart ain't the god of luck for nothing!). There are several acolytes and the high priest named Pastor Elumel (level 7) oversees everything. Starting Funds: 1000 GPS

Dew Drop Inn: This ordinary inn has fairly standard accommodations. Rumors persist that the basement of the inn is haunted, and, if questioned, the owner will admit that the current inn was built on the foundations of an older structure, but he has never seen anything strange or inexplicable in the place. The inn's previous owner (now long dead) claimed that strange people would somehow show up in the inn without having been seen enter. One of the teleportation devices in The Mines of Khunmar will deliver anyone using it to the basement of the inn; the foundations of the inn were previously from a

structure used by allies of the Dwarves of Khunmar and they used this device to travel back and forth in a hurry.

The Green Dragon: One of the most favored inns of Hamlet. Lodging ranges in price from 3 SPS per night for 'flop space' in the tavern, 2-3 GPS per night for a modest room and 5-10 GPS per night for luxury accommodations. Meals and beverages are similarly priced --- a few coppers for gruel and dry bread on up to a feast costing 5 GPS. The Green Dragon is a good place to pick up rumors. Starting Funds: 500 GPS

Gus' Grill and Boarding House: Gus and his family run this inexpensive boarding house and grill where grilled beef (always good, fresh and served rare!) is always on the menu. Unfortunately, the owners are all secretly cannibals and frequently mix human meat with the cuts of beef served to guests (so players have a 30% chance of getting Donner's Hunger disease with every meal! (see 'Dread Diseases' in the appendix)). That 'all you can eat' buffet is too good to be true. Gus and his brother Wesley occasionally restock the larder by murdering one of the guests in their sleep and then taking them to the basement and butchering them. Starting Funds: 250 GPS

Henderson's Dry Goods: This shop sells all manner of common goods, including cloth, clothing, food supplies, etc. They specialize in stocking the types of goods that adventurers want (rope, lamp oil, backpacks, loot sacks, torches, etc.). Other than hand axes, daggers and hammers, they don't really have weapons, and, due to a non-compete agreement with the armory, will not buy weapons from adventurers. Starting Funds: 500 GPS

Hero's Rest Inn and Tavern: Lodging ranges in price from 3 SPS per night for 'flop space' in the tavern, 2-3 GPS per night for a modest room and 5-10 GPS for luxury accommodations. Meals and beverages are similarly priced --- a few coppers for gruel and dry bread versus quality meals costing several GPS. The Hero's Rest is a good place to pick up rumors. Starting Funds: 300 GPS

Market: During the day, there will be 2-7 merchants here offering a diversity of wares that can include vegetables, weapons, armor, liquor, animals, hides, fabric, etc. On weekends there will usually be 2-12 merchants. Merchants will buy or trade for items of value the player characters might have, usually offering 25% of book value and going up to 50% of book value depending upon the bargaining skills of the seller and the desirability of the item. Magic items will rarely be purchased here (and almost never sold here unless the players are the sellers). Each merchant will have starting funds of 1d20 x 100 GPS. There will also be a lot of beggars, entertainers, fortune tellers and other characters here --- as well as the occasional (5%) pickpocket.

Mill: This is an ordinary water-powered mill. The miller, his wife, his brother and his grown son are all were-rats and serve as spies for the were rat bandits on level 3g of the dungeon. The miller and his family often visit the local taverns (both as human guests and by sneaking in under the floorboards in rat form) where they overhear gossip and gather intelligence for raiding caravans that they share with the dungeon were rats. There are three dozen giant rats and three times that many normal rats hiding in the mill and granary.

Ruins: Outside of the walls of the current boundaries of the town are a number of ruined buildings from the time when Hamlet was a larger town. These ruins are used by the locals as a source of building materials.

Ruined Warehouse: This structure was once a stone building with thick walls; it is now completely ruined and ignored. In the rubble filled basement there is a dry cistern; in the wall of the cistern is a secret door (if searched for will be discovered on a roll of 1 on a d6) which leads to an underground stream that gives access to level 3b.b of Khunmar. When Khunmar was still operational and the humans of Hamlet provided the dwarves with meat, flour, ale and similar provisions, some supplies were loaded

into barrels and dropped into this stream. They would drift downstream to be collected by the dwarves at 'The Watergate' on level 3b.b of the dungeon. The water in the stream is clear and cold and the passage averages 20 feet wide x 20 feet high. The stream is around 10 feet deep. If one had a boat or a raft, it would be a simple matter to go downstream to Khunmar (the trip would take about 45 minutes to an hour) or row back upstream (which would take almost 3 hours since one would have to row against the current). The locals have no idea that this entrance/exit is here (and would probably want to fill in the cellar with rubble if they did know).

Temple of Hypnos: This temple made of blue stone features the sign of a large closed eye above the door. Within, the purple robed acolytes and lower priest see to the regular affairs of the temple and consult with believers about dream interpretation and insomnia. The high priestess Erisa may only be disturbed with matters of great import. The temple also runs a small hotel where simple (but comfortable) lodgings can be had for 5 SPS per night (3 GPS for a private room). A 'sleeping draught' (which will make rest deeper and more healing; the drinker will heal 2 hit points per night's rest rather than just 1) can be had for 5 GPS. This drug will make one nearly impossible to wake during their sleep, so it is not recommended for use when sleeping in the dungeon. Starting Funds: 1000 GPS

Walls: The stone walls surrounding the town are built from rubble scavenged from ruined buildings. The walls are about 12 feet tall with gates made of wood. The gates are normally guarded by a pair of men and, at night, an additional 4 men patrol the walls. Unknown persons are not permitted to enter the town at night.

Wandering Monster Tables

Wandering Monster Tables go here

Weapons

These are some custom weapons which may be found in Khunmar or added to your campaign. They should be considered 'exotic' and will probably not be found for sale in every weapons shop. Most players who find these weapons will suffer a -2 on use of the weapon unless a player gets 'trained' over time by a skilled user or uses the weapon a dozen times in combat and practices with it before gaining a level.

Auto-loading crossbow: This light crossbow fires via pumping a lever on the bottom of the crossbow while bolts drop into the firing groove every time the lever is pumped. It is unwieldy and somewhat underpowered (-2 to hit, only scores 1d4 damage) but can fire off 3 light crossbow bolts per round. The box-like "magazine" on top of the crossbow holds twelve bolts and takes 1 round to reload. The auto loading crossbow is an ancient dwarf-made device which contemporary armorers will be not able to replicate. Value: 1000 gps, range 40 feet, Weight: 5 lbs

Blow-gun: This tube-like weapon fires tiny darts with a puff of air from the user's lungs. The tiny darts score only one point of damage (and, at referee's option, should probably take a -2 to hit versus anyone wearing leather or heavier armor or it's equivalent (scales, thick hide, etc.)) but can be used to deliver poison. One of the favorite poisons is 'creeper venom' (paralyzes for 1-6 rounds). Value: 5 gps for blow-gun, 1 sps per dart, 25 gps per dose of creeper venom, Weight: 1 lbs

Bola: This simple weapon consists of two weights (stone or lead) tied together with a strong leather cord. Although simple to make, it is hard to use unless one is trained in its use (perhaps allow its use at a -4 penalty (with an automatic "hit self" whenever the user rolls a 1) unless a player gets "trained" (see

above). Any creature of man-size or smaller who is hit by the bola will take 1-3 points of damage and must make a save vs. paralysis or suffer the following effects (roll 1d8 : 1-2: Bola wraps around 1 leg, ½ movement until the user spends 1 round removing it; 3-4: Bola wraps around both legs, knocking the opponent over (1d4 rounds to get up and untangle the legs); 5-6: Bola wraps around left or right arm (limb cannot be used until victim spends 1 round removing it; 7: Bola wraps around both arms (1d4 rounds to untangle); 8: Bola wraps around neck (double damage; user takes 1-3 points damage per round until they can remove it(1-4 rounds to remove). Value: 3 gps Weight 3 lbs

Hook-Net: This small net works on man-sized enemies or smaller creatures. It is much like the net used by Roman gladiators to entangle foes, but the hook net is covered in sharp metal hooks, which make escaping from it harder (and more painful). On a successful hit, the net wraps around the target and inflicts 1d4 damage. The victim may make an attempt every round to escape the net (rolling their Dexterity or less on 4d6 to wiggle free or the Strength or less on 4d6 to tear free, destroying the net). Each round spent attempting to escape will inflict 1-4 more damage as the hooks dig into the flesh of the victim. A victim who has a sharp blade in his hands may cut his way free in 2-5 rounds --- roll for 1-2 damage every round in this case. Every friend with a dagger or knife helping to cut away the net can reduce the time needed to cut the victim free by 1 round. Untrained users who attempt to use a hook net will always entangle themselves on a roll of a natural 1. Value: 20 gps Weight: 8 lbs

Eagle-eye crossbow: This crossbow (light or heavy) is equipped with a 'scope' in the form of a brass tube fitted with lenses atop the weapon. This 'scope' reduces the range penalty for medium or long range by HALF. The scope is an ancient dwarven device which no modern armorer will be able to replicate. It is fairly delicate, and, if dropped or struck, might break (generate a percentage chance based on the situation --- perhaps a 1 in 6 chance of breakage if dropped to the floor, 2 in 6 chance if dropped 10 feet, etc.). Value: 1000 gps Weight: 5 lbs

Giga Snail Acid: The acid of the giga snail can be harvested from the corpse and placed into small glass jars. These can be hurled as missile weapons; the acid will dissolve metal, leather, wood, flesh, etc., (and inflict 2-12 damage for 1-3 rounds; dumping 'bicarbonate of soda' on the wound will reduce the damage by half) but will not dissolve glass or stone. 1 jar (pint) is worth 100 GPS and weighs 1/2 lb.

Goblin Cracker (flash bang): This clay cylinder is equipped with a 'fuse' much like a Molotov cocktail. It contains a mixture of flammable substances, including ground minerals and other ingredients. If the fuse is lit and the device thrown, it will explode with a loud peal of thunder and a flash of light (1 in 6 will misfire, and if thrown in water or allowed to get wet it will be ruined). Anyone hit directly by the cracker will take 1-3 points of fire damage; anyone within 10 feet of the cracker when it explodes must save or be stunned for 2-5 rounds (-2 on all actions, move at ½ speed for that time). If the goblin cracker is used outdoors, it is much less effective (+2 save and stuns the victim ½ as long (but always at least 1 round if save is made)). The construction of the goblin cracker is a closely guarded secret. Value: 50 GPS. Each weighs 1/2 lb.

Khopesh (sickle sword): This clumsy looking sword will be -2 to hit in the hands of anyone not skilled in its use. It inflicts 1d6 damage. Those skilled in its use can, at their option, force an opponent to make a save vs. paralysis instead of scoring damage on a successful hit. If the opponent fails the save, they might (1-2) drop any item held in the left hand, (3-4) drop any item held in the right hand, or (5-6) trip and fall (-2 ac and attack next round). Value: 10 gps Weight: 8 lbs

Mancatcher Pole Arm: This pole arm is 8 feet long and features a wicked looking barbed two-tined claw on one end. The weapon only inflicts 1d4 damage per attack, but on a successful hit, the victim can be snagged around the arms, legs, waist, etc.. The victim must make a successful STR check to escape (roll your strength score or less on a d20) and will inflict 1d4 damage upon themselves as they tear free (unless they can somehow convince the user to release them gently, in which case they will take no further damage). The user can attempt to use the mancatcher pole arm to hold the victim fast. The red dwarf claw rebels use this device to force prisoners into their 'screamer' creation device (see level 8a.s). Value: 30 GPS Weight 10 lbs.

Molotov Cocktail, lamp oil: This is a flask of flammable oil equipped with an oily rag wick which can be lit and then the whole thing hurled; on impact the flask smashes and the oil (hopefully) catches on fire (2 in 6 will misfire and go out without causing damage). If hit with a flask of flaming oil, an opponent will take 1d6 per round for 2x rounds. If the flask lands on the floor, it will make a flaming pool of oil 5 feet in diameter that will inflict 1d6 fire damage to anyone passing through it. The pool will burn for 1-6 rounds. Value: 1 GPS per flask Weight: ½ lbs.

Molotov Cocktail, Distilled Spirits: Distilled spirits are more flammable than oil and thus make better weapons (When hurled, 2 in 6 will misfire and go out without causing damage). A flask of distilled spirits, smashed upon an enemy and set aflame, will inflict 2d6 damage for 2 rounds and burns with an eerie blue light. Value: 10 GPS per flask Weight: ½ lbs.

Pickaxe: The pickaxe requires 2 hands and is unwieldy as a weapon (being designed for digging rather than fighting), but will score 1d6 damage on a successful hit. There are several 'magical' pickaxes in Khunmar; these were not intended as magic weapons but instead as superior digging and stone working tools. Value: 3 GPS (1,000 GPS for a magical +1 pickaxe), Weight 8 lbs.

Scimitar: This curved slashing sword only inflicts 1-6 damage, but on a roll of a natural 20, it inflicts 2d6 damage. This bonus damage should be in addition to any other 'critical hit' damage you apply. The magic 'Scimitar of Slicing' is a +1 weapon that inflicts double damage on a roll of 19 or 20. Value: 10 gps Weight: 8 lbs

Smudge Pot: This small clay pot is sealed with wax and equipped with a wick. It is much like the goblin cracker or Molotov (q.v.), but the smudge pot produces a volume of smoke that can be used as concealment(1 in 6 will misfire, and if thrown in water or allowed to get wet it will be ruined). On the first round, it will produce a 20' diameter cloud of smoke. Melee attacks against opponents within the cloud will be at -2. Sending missile attacks into, out of or through the smoke will be close to impossible. Value: 25 GPS. Each weighs 1/2 lb.

Spit Bomb: This is a clay jar filled with the contents of the saliva gland of a garbage toad and sealed with wax. If smashed, it creates a 5 foot diameter patch of sticky glue which is quite handy for gluing someone's feet to the floor, gluing a door shut, etc. Garbage Toad spit is a permanent adhesive (although alcohol will dissolve it). If clothing or shoes are stuck to the floor, a character may get free by removing the clothing. A creature may tear itself free (successful strength check plus causes 1d6 damage if skin/flesh is torn to escape). Value: 300 GPS Weight: 1 lbs.

War Whip: This weapon is favored by the red dwarves. It consists of a 6' long whip of tough leather braided with spikes and sharp hooks. It inflicts 1-3 points of damage but the untrained user is 2 in 6 likely to strike himself or a friend if he misses the target. On an attack that scores 2 or more points than

are needed to hit, the whip inflicts an extra 1-6 hit points damage as the hooks tear the flesh and the victim must make a saving throw or lose his or her next action. Value: 10 gps Weight: 8 lbs

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