

Gatehouse on Cormac's Crag

For Swords & Wizardry White Box

By David Bezio

Gatehouse on Cormac's Crag

a Swords & Wizardry White Box Adventure
for 4-6 Characters Level 1-3

By Dave Bezio © 2013

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This is an "old school" dungeon crawl. Characters are expected to make several forays to the gatehouse, returning to town often to replenish supplies, heal, and replace henchmen. Details are kept purposely brief, to be filled in by the DM and players as they develop the story together. The gatehouse has a history, things currently happening on each level, and a few mysteries. A nudge pushes the players toward the gatehouse, but what happens after is yet untold.

History of the Gatehouse

The ancient Keep was built as a meager defense on wild borderland during the dark times. In those days noble warriors fell and dark deals were made. The keep was eventually abandoned. But the evil aura of blood oaths and sorcerous spells lingered to curse any who dwelt there.

Dagfinn Copperbeard, loved sagas of dwarf heroes, but was a clumsy warrior and embarrassment to his father, a great lord. He was given a sack of gold, a kick in the arse, and told never to return. He took over the keep and hired masons to construct a city to attract dwarf followers. What it drew instead were the hordes of goblins that eventually decapitated him!

Isabella, Priestess of the Snake Armed Goddess, desired to be buried alive under the keep. She had architects build her a tomb, then, to keep its location secret, she had undead servants murder them all! However, one of the dwarves got off a lucky crossbow shot first!



Alazar the Archmage excavated copper mines in the bowels of the cliff. He sought wealth, and paying laborers proved to be costly, so he began acquiring unfortunate slaves. Wealth didn't come fast enough, and he was a cruel master. One day the slaves were seen pouring from the keep like crazed insects, but Alazar was never seen again. After this the keep was considered cursed and haunted.

Lord Jarlath, the keep's last occupant, was a wererat who escaped the throne city after a spree of skullduggery! Jarlath was a recluse who gave the locals the creeps on his rare forays to the village. One day the now ancient and dilapidated keep simply collapsed, save the gatehouse tower. Most people believed Jarlath was killed but, he actually still lives on, 75 years later, in the musty basements.



Players Introduction

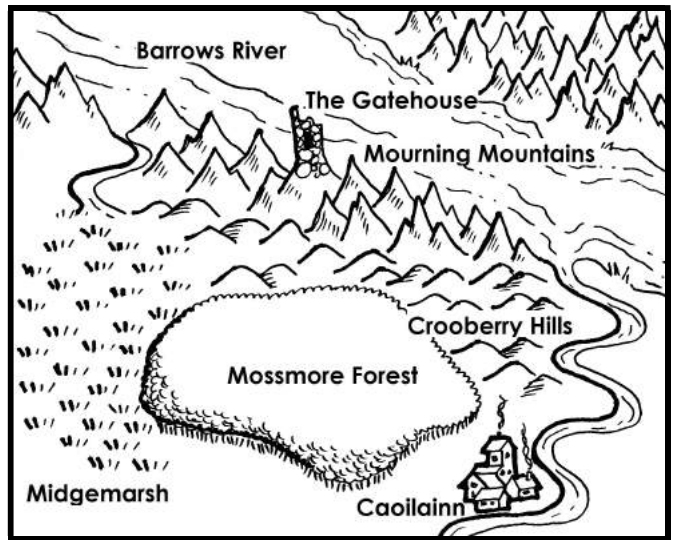
You arrive at the sorrowful bedraggled village of Caoilainn on a suitably gloomy day. Rain has soaked your clothing and your boots are filled with mud, that squishes between your toes with every step. The stench of pig droppings fill your nostrils and your mouth tasted like damp moss.

Your cloaks hang dripping rainwater on the floor in front of the meager fire at Pepsy's Pub n' Inn. The Halfling proprietor, Pepsy Tallfeller, is quick to fill your ears

with the latest local news. Seems three young maidens have gone missing while picking croob berries in the Crooberry hills.

Erik the Crass (the pub's resident drunken dwarf) is sure that the girls strayed too close to the haunted gatehouse on Cormac's Crag. The gatehouse ruins are all that remains of an ancient keep built on the precipice of the cliff. Why it was built and what purpose it served is long forgotten. That it is haunted is certain, as strange lights and sounds have been reported by fur trappers who brave the area. It is a cursed place to be shunned!

Pepsy adds that a group of delvers, a Wizard, Dwarf, and Halfling with a strange little dog, headed into the mountains last week, but never returned. "Said they were going to rescue the girls but I speculate they are more interested in the treasures the gatehouse might hold."



Wilderness below the Gatehouse

The gatehouse is a mere 3 hour foot march from Caoilainn. That isn't to say each trip to the gatehouse will be uneventful. Determine that path the characters will take to, or from, the

gatehouse and roll 1d6 and consult the chart where the encounter takes place.

Mossmore Forest

The dense Mossmore Forest gets its name from the deep green moss that grows on every tree. It is rumored that the Mossmore is protected by the fey folk, so hunters are sure to leave an offering if they make a kill. Rabbits are plentiful but killing a black one is considered bad luck.

1d6 Mossmore Forest Encounter

- 1-3 No Encounter
- 4 **Startled Black Rabbits**, 1 pauses to look curiously AC 9[10]; HP 1. If killed character to lose 1 hp permanently.
- 5 ▶ **1d12 Malicious Fairies**
AC 5[14]; HD 1hp; AT 1hp; MV Fly 20
- 6 ▶ **1d4 Centaur Forest Guardians**
AC 5[14]; HD 4; AT 1d6; MV 18
Armed with bows.

Barrows River

Although long forgotten, this river was named when it first came flowing into the valley destroying ancient barrow mounds. The mounds were flooded, dislodging their contents.

1d6 Barrows River Encounter

- 1-3 No Encounter
- 4 **Cottage on River**, Harmless talkative gossipy old crone who continuously offers food and drink.
- 5 ▶ **3 Bored Nixies**
AC 7[12]; HD 1; AT 1d4; MV 12
Special: 1 Charm Person spell.
▶ **Giant Bass**
AC 7[12]; HD 2; AT 1d6; MV 12
- 6 ▶ **Hungry Sea Serpent**
AC 5[14]; HD 6; AT 1d6; MV 20
Special: On successful attack, victim is constricted and suffers automatic 1d6 damage per round thereafter.

Midgemarsh

Midgemarsh gets its name from the plethora of small biting insects that inhabit it. Many barrow guardians were washed into the swamp by the Barrows River. They wander about lost and angry!

1d6 Midgemarsh Encounter

- 1-3 No Encounter
- 4 **Mummified Corpses**, chained and staked to bog floor
- 5 ▶ **1d4 Lizardmen in Cave**
AC 5[14]; HD 2+1; AT 1d6; MV 12
- 6 ▶ **Vengeful Barrow Wight**
AC 5[14]; HD 3; AT Special; MV 9
Special: AT=1hp+ Level Drain

Crooberry Hills

The Crooberry foothills are covered with thorny patches of crooberries, which are good for pie, jelly, whine, juice, beer, or just plain eating.

1d6 Crooberry Hills Encounter

- 1-3 No Encounter
- 4 **Dwarf Merchant**, donkey pulled cart full of weapons for sale at ½ price.
- 5 ▶ **Drunk Dwarf Prospectors**
AC 4[15]; HD 1+1; AT 1d6; MV 6
- 6 ▶ **Hungry Giant Hawk**
AC 6[13]; HD 3; AT 1d6; MV fly 20

Mourning Mountains

The Mourning Mountains are generally shunned, and there is little reason to surmount them. Goblins, orcs, trolls, and worse live there and the gatehouse is considered haunted.

1d6 Mourning Mountains Encounter

- 1-3 No Encounter
- 4 **Dead Decayed Mule**, pack contains 50' rope, mallet w/3 stakes, bedroll.
- 5 ▶ **2d4 Patrolling Goblins**
AC 7[12]; HD 1-1; AT 1d6; MV 9
- 6 ▶ **Bully Hill Giant**
AC 4[15]; HD 8+2; AT 2d6; MV 12
Special: Throw boulders for 2d6

Rumors

Characters may hear 1d4 rumors before they set off to the gatehouse. Some of these ideas can be fleshed out for further adventures or side treks.

1d12

Rumor

- 1 A bedtime tale tells of a beached pirate ship, guarded by a dead crew in the Midgemarsh. (True)
- 2 Those missing girls were bitten by a Vampire who flies over the village at night. (False)
- 3 A fur trapper says he saw a lot of Kobolds skulking around the ruins of the gatehouse last winter. (True)
- 4 Sir Ross started the rumors of the haunted gatehouse to keep folks away from his secret gem mine. (False)
- 5 Only a eunuch can pass through the gatehouse archway and live. (False...hopefully!)
- 6 Covering yourself in cow dung will protect you from mosquitoes and fairies. (False)
- 7 My great grandma said the last owner of the keep was a shifty dirty man with evil rats' eyes (True).
- 8 I've seen boats coming down the Barrows river full of Gnolls! (True).
- 9 Fey folk turn anyone who gets close to the gatehouse into frogs or mushrooms. (False)
- 10 When I was a wee lad, I saw a tree, big as a tower, in the Mossmore... and it had a door! (True)
- 11 Dwarf travelers who hear of the gatehouse spit and say "Curse Copperbeard!" (True)
- 12 A priest of Irnoch said that the keep's lady once worshiped a now forgotten dark goddess. (True)

Retainers for Hire



Keera Hellcat Fighter (L 2), Lawful
AC 4[15]; HD 2 (10); AT 1d6; MV 12
Chain, Shield, Sword

Liam the Crude Fighter (L1), Neutral
AC 3[16]; HD 1(5); AT 1d6+1; MV 12
Plate, 2-Hand Sword

Aednit Fighter (L1), Chaotic
AC 5[14]; HD 1 (5); AT 1d6; MV 12
Chain, Spear, Bow

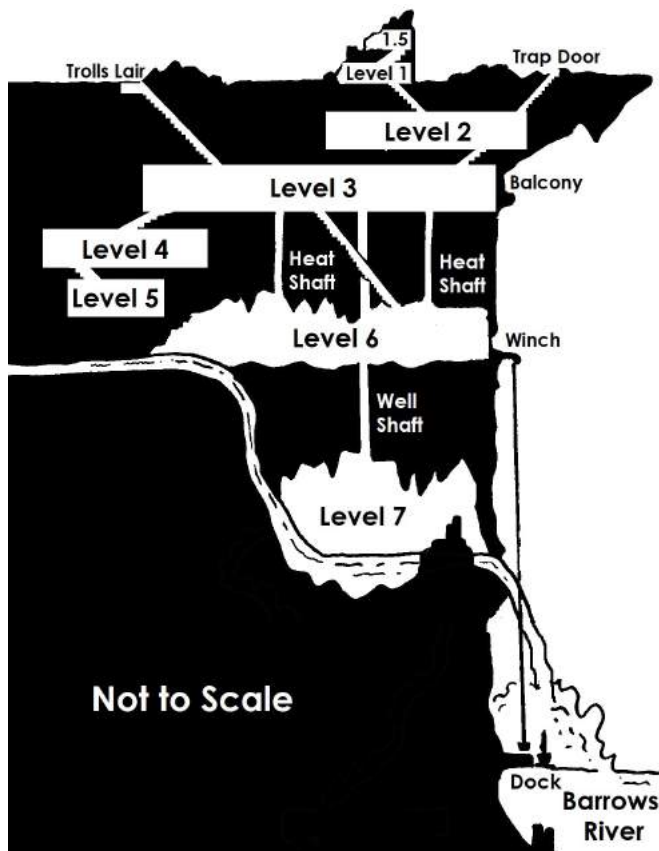
Hannah Cleric (L2), Lawful
AC 2[17]; HD 2 (8); AT 1d6; MV 12
Plate, Shield, Mace, Cure Light Wounds

Fergul Thief* (L2), Chaotic
AC 7[12]; HD 2 (7); AT 1d6; MV 12
Leather, Sword
*Optional, use your favorite thief rules.

Radha Magic User (L2), Neutral
AC 9[10]; HD 2 (6); AT 1d6; MV 12
Staff, silver dagger, Light, Magic Missile*
*Optional spell, L1; R 150'; D Instant; Hits automatically; AT1d4; at 5thL=3 missiles; at 10thL=5 missiles.

Ednan Magic User (L1), Chaotic
AC 9[10]; HD 1 (4); AT 1d6; MV 12
Staff, Charm Person

Summary of the Gatehouse's Levels



Level 1 (and 1.5): Gatehouse Ruins

The eastern tower of the gatehouse and partial upper level is all that remains of the keep. The gatehouse is overrun with Kobolds who are conducting nocturnal plundering of Caoilainn's fields.

Level 2: The Rat-Infested Basement

The basement is the domain of Lord Jarlath. He has created an army of kobold wererats called Ratlings who patrol the basement riding on giant rats. Lord Jarlath has grown lonely for a mate and plans to turn one of the girls missing from Caoilainn into a wererat.

Level 3: The Dwarf City

This is the level of halls built by Dagfinn Copperbeard. The halls have been overrun by two goblin clans who currently feud over the fertile moss and mold covered central halls.

Level 4: Isabella's Tomb

This is the tomb that Isabella had built for herself. It has remained secret all these years, but its treasures are still guarded by her undead servants.

Level 5: Chapel of the Snake Armed Goddess

Lady Isabella built an area of worship for her beloved Snake Armed Goddess. As it is, this is the last remaining shrine to the goddess. If a cleric proves worthy (or chaotic enough) the adventurers might gain more than treasure.

Level 6: The Dungeon Mines

These silver mines are active under the rule of 3 ogre brothers. Slaves work the mine while pirates deliver the goods down the Barrows River. A hidden section of the mine still houses the tortured soul of Alazar, who will try to trick the adventurers into releasing him from his torment.

Level 7: The Underground Lake

Centuries before the keep was built, a great reclusive wizard, Tassach, and his students sought the solitude of this cavern to pursue their studies in peace. As is usually the case of these reclusive cults, things went to hell. The wizard is now long undead and his students, near extinction, degenerated into sub-humans. There is actually a nursery rhyme in the village, but nobody knows its origin or what it means:

*Magic went bad, wizard went mad,
children got really really sad.
River runs red, wizard got dead, children
never went to bed.*

Approaching the Gatehouse

As the characters near the cliff they will see the ruins of the keep. Piles of crumbling stone lay about in a roughly

square pattern with small sections of wall here and there. Everything is overgrown and covered with lichen and vines. The bottom level of one of the gatehouse towers still stands with the rusted portcullis half open. The structure looks as if it could fall over at any moment.

Kobold Guards

The kobolds who reside in level 1 keep a lookout for intruders...the only problem is they aren't very good at it. Roll 1d6 and consult the table below.

► Kobolds

AC 6[13]; HD ½; AT 1d6-1; MV 6
Short Swords, some have Short Bows

1d6	Kobold Guard Result
1-4	Stupid Kobolds , loafing on the job
5	Kobold Archers , in area 13 see the characters and start firing at them.
6	Kobold Patrol , the characters are confronted by 6 kobolds. Combat will alert the archers in area 13.

Poking Around the Rubble

Characters may choose to search the ruins and might find one of the entrances to lower levels. Roll 1d10 each turn spent searching (+1 if a halfling, or dwarf).

1d10	Search Result
1	► Disturb a Giant Centipede AC 9[10]; HD ½; AT Poison+4; MV 13
2	Kobold Guards , roll again on the kobold guard table above.
3-4	Nothing Interesting
5-7	Moss Covered Trap Door , that opens on a stair to level 2 area 21.
8-10	Trolls Lair , lead character falls through a concealed trap door to the Trolls Lair and the stair that leads to level 3 area 36. See: <i>The Trolls Lair</i> to the right.

The Trolls Lair

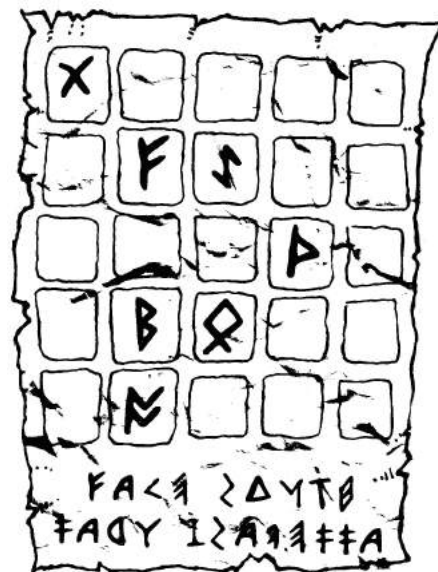
A troll found this spring trap door some time ago and enjoys the constant supply of food it delivers. When a character steps on it they fall to the lair below and the door swings back shut. Fortunately, the troll nest below is made up of dried weeds and is semi-soft, so a character doesn't take any damage from the fall.

The troll's lair is 20' x 20' feet with the trap door in the center of the ceiling 10 feet above. The troll has no interest in the lower levels and has placed a large boulder in front of the door that leads to area 36. The boulder can be moved by a combined strength of 30.

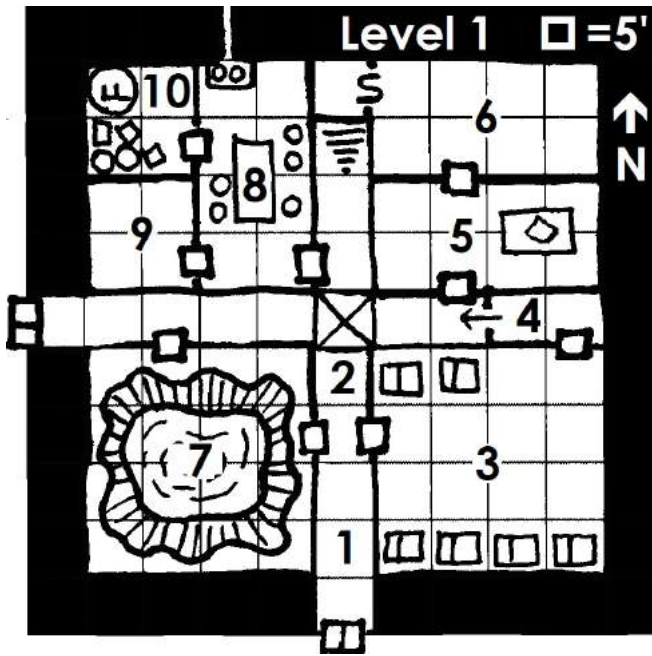
► Troll

AC 4[15]; HD 6+3; AT 1d6; MV 12
Special: Regenerates 3hp per round.

In a pile of bones and rot are 500sp, 3 gems (50gp, 50gp, 100gp) a potion of levitation, a dagger+1, and a scrap of paper with some strange markings on it...



The writing is in Dwarvish. It says "Face South Lady Isabella" and the letters (from bottom to top) "a,b,c,d,e,f,g". This is the safe pattern to area 93.



Level 1 (Lower) The Gatehouse Ruins

A band of kobolds have taken over the ruins. They aren't the brightest, but don't ignore the sound of battle. They use hit and run tactics to fend off invaders. Sunlight filters through cracks in the walls by day, and the kobolds light wall torches at night. Level 1.5 has no roof.

► Kobolds

AC 6[13]; HD ½; AT 1d6-1; MV 6
Short Swords, some have Short Bows

1) Murder holes

Murder holes in the ceiling, allow the archers in area 13 to fire from above.

2) Pit Trap

A 10' deep spring released (2:6 per character) pit trap (1d6 damage).

3) Kobold Barracks

6 bunk beds line the walls of this room. There are 6 kobold guards here. If aware of the characters, 2 kobolds will move to area 4. The kobolds have 25cp in belt pouches. There is a wooden doll hidden under one bed.

4) Arrow Slits

There are two arrow slits on the north wall. 2 short bows & 20 arrows lean in a corner.

5) War Room

This room contains a battered table with a crude map of Caolainn and the surrounding farms spread on it. Several of the farms have been marked with red ink (or blood). Grax may be here or area 6.

6) Chieftain Grax's Room

The floor is covered with furs and reeks of body odor and ale. Grax and his hulking concubines occupy the room. In a secret closet are 4 sacks containing 2,000sp.

► **Grax, Chieftain** HD 2 (9); AT 1d6+2

► **2 Kobold Concubines** HD 1 (6); AT 1d6

7) Putrid Cesspool

The doors to this room are jammed and anyone breaking them down has a 50% chance of toppling into the cesspool. This doesn't cause any damage, but is gross! The ceiling is gone and open to level 1.5.

8) The Dining Hall and Kitchen

A long rickety table lined with stools and piled with dirty dishes and rancid meat fills the center of the room. A wood stove on the east wall has a huge pot of stew boiling on it. 4 kobold cooks, armed with cooking utensils are here. Some tarnished silverware is actually silver, worth 500gp.

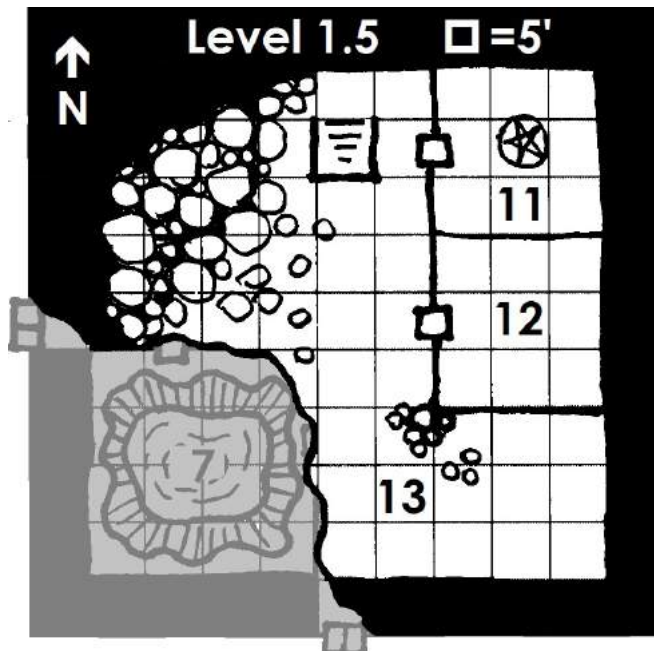


9) Deirdre (Missing Girl)

The doors to this room are locked. Inside is Deirdre, one of the 3 missing maidens. She is dirty and scared, but otherwise unharmed. She has no idea where the other two girls are.

10) Store Room

This filthy store room contains empty barrels and smashed crates. Underneath one barrel is a trap door to area 16.



Level 1.5 (Upper) The Gatehouse Ruins

11) Wasp Hive

A chipped statue of a fair maiden stands in one corner of this room (worthless). Underneath it is a wasp hive that will attack if the statue is tipped.

► Insect Swarm (Wasps)

AC 7[12]; HD 2: AT sting 1pt; MV 20

12) Weak Floor

This room appears to be empty except for a few mounds of rubble around the walls. The floor is weak and will cave in if anyone steps on it. A dwarf will notice this right away.

13) 4 Kobold Archers

Archers armed with short bows stand guard, looking over the broken walls, and down the murder holes into area 1 below.

Level 2

The Rat-Infested Basement

The basement served as storage, sewer, and dungeon. It is made of grey brick and is dank and dark. This level is infested with ratlings who have dug passages too small for men (but not Halflings) that they use to escape and surround foes.

► Ratling

AC 7[12]; HD 1: AT 1d6-1; MV 9

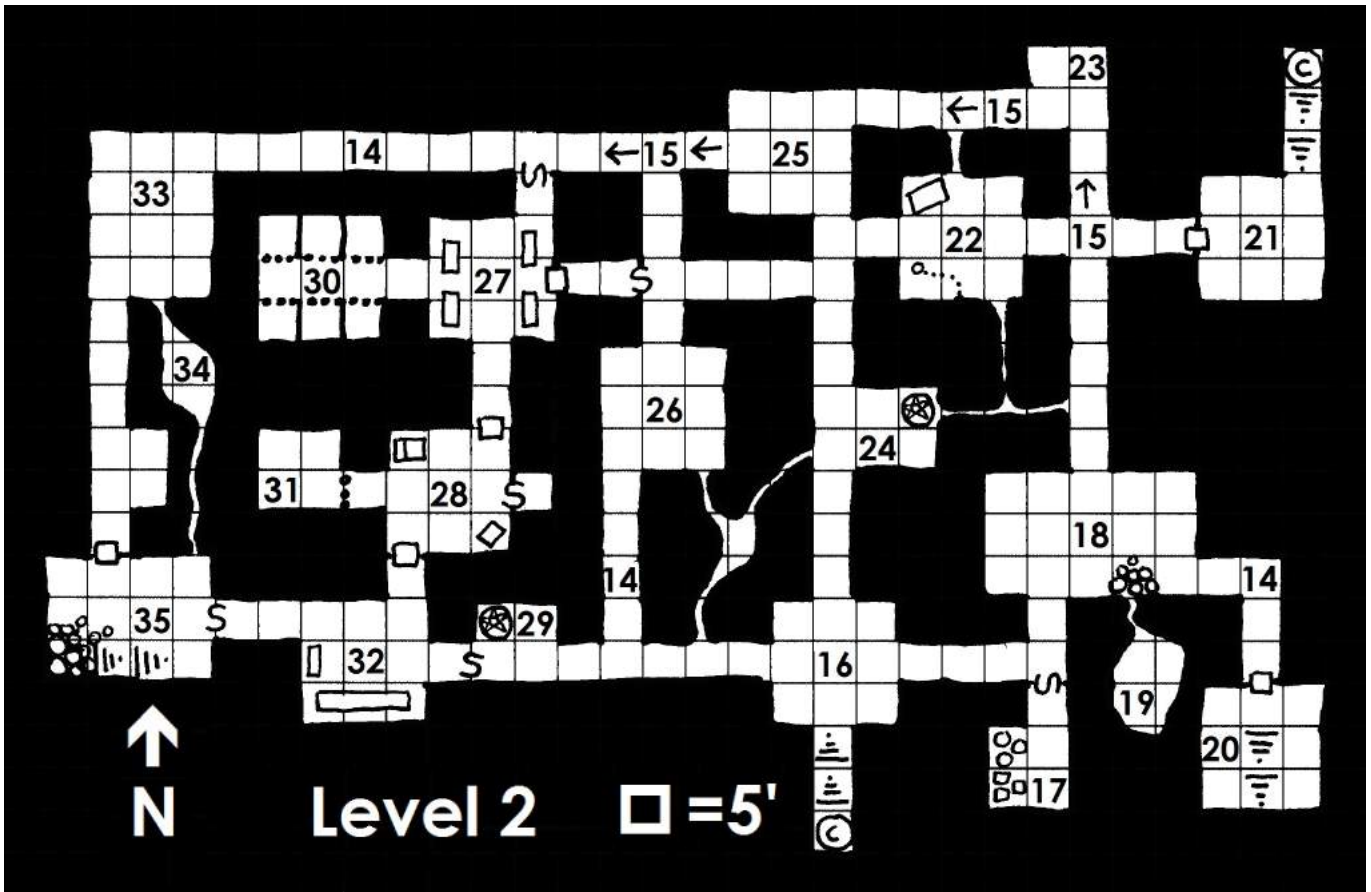
Ratlings are small humanoid rats created by Lord Jarlath from kobolds. They have infravision, but none of the benefits of wererats. They suffer an additional +1 damage silver weapons. Ratlings ride and can communicate with giant rats.

► Giant Rat

AC 7[12]; HD 1-1: AT 1d6; MV 12

Special: 15% of being diseased. SR or get sick for 1d6 days (-1 to all rolls until well).





Level 2 Wandering Monsters

1d6	Encounter
1-3	No Encounter
4	► 1d10 Giant Mosquitoes AC 5[14]; HD 2hp; AT 1d4; MV fly16 Special: Attach with hit and suck 1hp of blood per round until killed
5	► Pack of 2d10 Rats AC 9[10]; HD 1hp per rat; AT 1d6; MV 20; Special: Fights as a single 1 HD monster with 2D10hp. With successful hit, SR or take 1 additional point of damage from disease.
6	► Ratling Patrol 2d4 riding giant rats. Can charge with a 20' running start for double damage (spear).

14) Slippery Spots

At these points there is some slime, a puddle of water, or a festering pile of rat feces. Characters not proceeding cautiously slip and fall for 1 pt of damage on a d6 roll of 4+.

15) Chalk Arrows

There are arrows drawn on the wall in chalk here.

16) Ratling Guards

There are 6 ratling guards [HP 8,7,5,5,4,3] here to keep out the kobolds from the upper level. The stair leads to area 10.

17) Antiques

This secret room was used to store artistic treasures. There are 3 tapestries (100gp each), 5 statues (125gp each), and a vase worth 200gp. Unfortunately, these things are bulky and fragile. There is a 3 in 6 chance each vase and statue will break in transport.

18) Ratling Game

4 ratlings [HP 3] sit in a circle playing a game involving human teeth and a sharp stick. Cautious characters without a light may sneak up on them. There is a heap of stones against the south wall.

19) Shiny Stuff

The ratlings have been collectively storing shiny things here. Much of it is junk like buttons, thimbles, quartz rocks, and mirror fragments, but there are 560sp, and a ring of protection +1.

20) Stair to Level 3

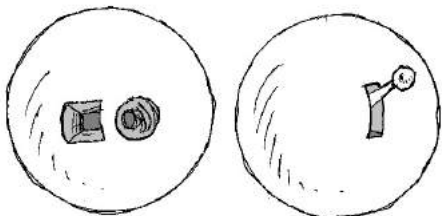
This room is empty save a staircase going down (to area 46). The construction is different, and a dwarf will instantly be able to tell this room was constructed by dwarves. "Lego was here" is scratched on the wall by the door.

21) The Dusty Stair

A hidden, moss covered, trap door from the surface leads to this room. The stair and room are dusty with age, but it is obvious that a group used them recently (one with bare feet). In the room are the remains of a small fire and disturbed dust indicate 3 bodies slept here. There is a spike hole by the door, but no spike. "Lego was here" is scratched in the wall.

22) Mechanical Junk (Automaton's Brain)

An old split workbench is turned over in the NW corner of the room and a metal collar with a very long chain is attached to the south wall. In disarray around the floor are rusted tools and pieces of dull metal, wire, sprockets, and springs. There is a metal sphere the size of a fist with a square hole and a round hole on one side and a switch on the other (this is the automaton's "brain" (see area 114). Under the table is a crumpled parchment with the message: "I want it finished on the morrow you little worm, or else I'll find a place for you in the mines!-Alazar".



23) Mounted Ratlings

There are two ratlings armed with spears [HP 4] mounted on giant rats [HP 3] here. They will charge anyone coming down one of the long hallways (with a 20' running start they do double damage).

24) Statue of Innoch

There is an old chipped stone statue of the god Innoch in this alcove (a muscular warrior with a flaming eye for a symbol). The statue is worthless, but hides a fissure in the eastern wall. If the statue is moved, a rat swarm will pour out the crack.

► Rat Pack (10 rats)!

AC 9[10]; HD 1hp per rat(10): AT 1d6; MV 20; Special: Fights as a single 1 HD monster. With successful hit, SR or take 1 additional point of damage from disease.

25) More Mounted Ratlings

Same as area 23. One has a spear+1.

26) Escaped Kobolds

There are 2 unarmed kobolds huddling in this room. They have escaped from area 30 and just want to get out of this place.

► Kobolds AC 6[13]; HD ½: AT 1d6-1; MV 6

27) New Blood

There are 4 tables in this room with unconscious kobolds strapped to them. They have needles stuck in their arms that are attached to some kind of thin intestine which leads to a bladder full of blood hanging from the ceiling.

28) Lord Jarlath's Lair

The wererat is in this room! Roll 1d6. On a 1-3 he is taken by surprise, while on a 4+ he hears the characters coming and is hiding behind the door as it opens, surprising them. The room is sparsely furnished with a bed in the NW corner and a chest in the SE corner. The chest has a poison trap, and if a button on the right side isn't depressed a cloud of

poison gas is released affecting anyone within 5 feet of the chest (SR+4 or die). Inside are items of clothing, but a concealed compartment on the bottom contains 2 gems worth 150gp each, and an ornate ruby and platinum necklace worth 1,000gp. A secret closet in the east wall contains 2 sacks of silver (3,000sp), a potion of healing with 3 doses, and a wand of magic detection with 6 charges.

► **Lord Jarlath, the Wererat**

AC 6[13]; HD 3(15): AT 1d6; MV 12
Special: instantly summons 3 rat packs.

► **Rat Pack (3x10 rats each)**

AC 9[10]; HD 1hp per rat(10): AT 1d6; MV 20; Special: Fights as a single 1 HD monster. With successful hit, SR or take 1 additional point of damage from disease.



29) Grog Teleporter <<Teleporter>>

One of Dagfinn's teleporters is in this alcove with bricks to the East Halls, West Halls, and Shrine. For full details of the teleporter see *Level 3*.

30) Old Dungeon Cells

There are 6 filthy damp cells divided with iron bars here. 2 have cowering kobolds in them and one has a beautiful woman in it (actually a malicious doppelganger). If players need to roll up new characters, you can place them here to introduce them into the adventure.

► **Kobolds**

AC 6[13]; HD ½: AT 1d6-1; MV 6

► **Ana (Dopplganger)**

AC 5[14]; HD 4(12): AT 1d6; MV 9

31) Leannán (Missing Girl)

Inside this lavishly decorated cell is Leannán, one of the 3 missing maidens. She has been pampered by Jarlath. She has no idea where the other two girls are.

32) Alchemists Library

This library has a collection of books on alchemy. Most are poppycock, but one is valuable (200gp). Any MU who studies it for a week gains 100 XP. In a jar on a top shelf is a large odd key (to area 56).

33) Scene of the Battle

There are magic missile blasts and blood splattered all over the walls. A big smear of blood leads into the ratling tunnel in the south wall. There is a piece of chalk lying on the floor near the tunnel.

34) Corpse of Temmen (MU Adventurer)

The corpse of Temmen is being devoured by 4 giant rats [2hp each]. Temmen, was with the party of 3 adventurers who came here from Caoilainn last week. He wears a cloak of protection +1, and has a scroll with the spells *hold portal*, *protection from chaos*, and *web* on it.

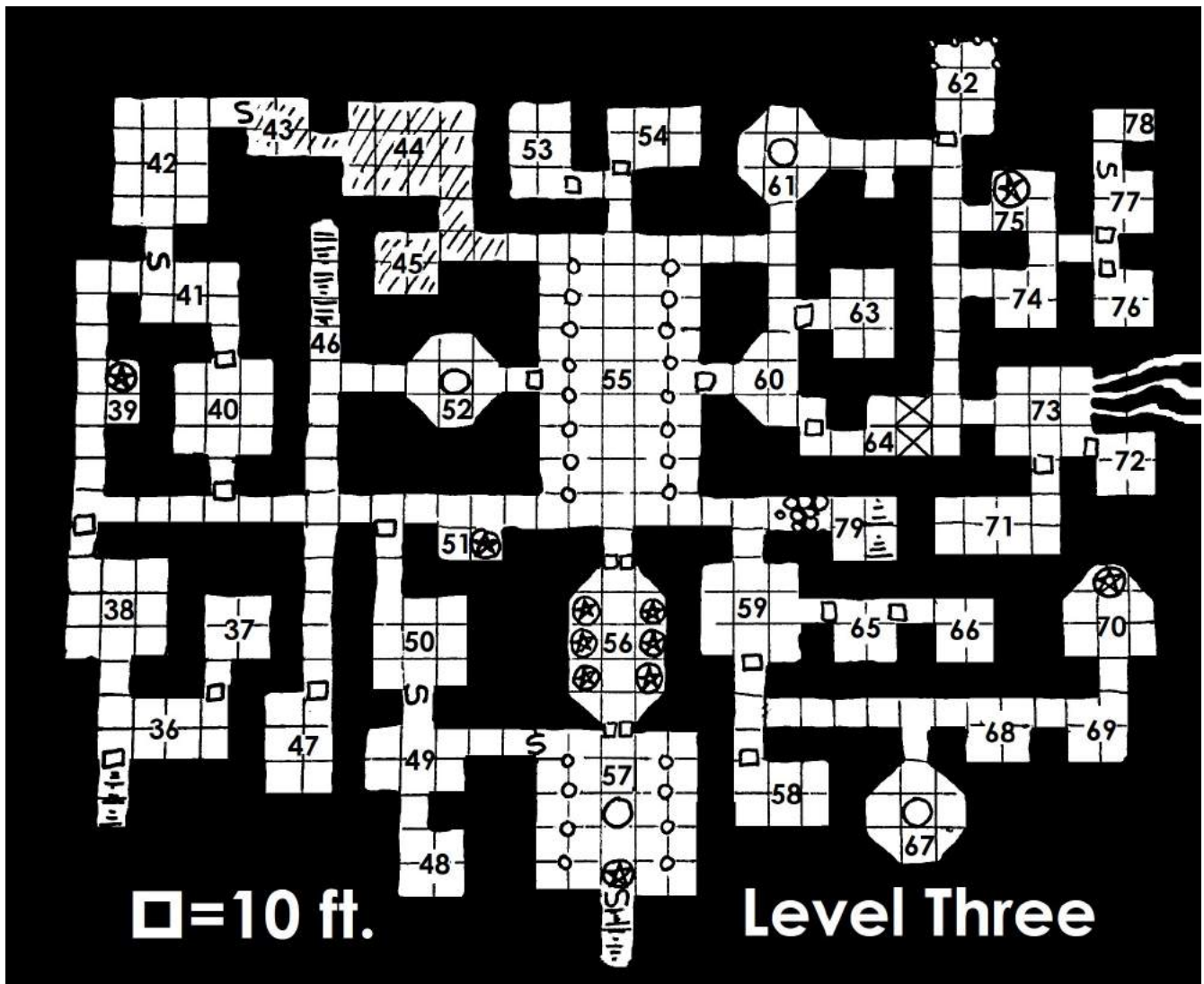
35) Stairs to Nowhere

A set of stair leads up out of this room but, has caved in badly and can't be used. A flock of giant mosquitoes nest here and will attack if the rocks are disturbed.

► **8 Giant Mosquitoes**

AC 5[14]; HD 2hp; AT 1d4; MV fly16

Special: Attach with hit and suck 1hp of blood per round until killed.



Level 3 The Dwarf City

The humid conditions of this level have caused much of it to become a breeding ground for all types of moss, mold, and fungi. Two feuding goblin clans reside here. Characters may decide to take a side, or attempt to negotiate peace. Each clan member proudly wears a wooden medallion around his neck declaring him as a member of the Gecko or Tiger Beetle clan.

► Goblins

AC 7[12]; HD 1-1(3): AT 1d6; MV 9

► Gecko (Giant)

AC 5[14]; HD 3(11): AT 1d6+1; MV 20
Special: Can climb walls and ceilings

► Tiger Beetle (Giant)

AC 3[16]; HD 3(10): AT 1d10; MV 24

Level 3 Wandering Monsters

1d6	Encounter
1-3	No Encounter
4	► 2 Mounted Goblins , Roll 1d6: 1-3 = Gecko Clan, 4-6 = Tiger Beetle Clan.
5	► 1d10 Cave Locust (2' long) AC 4[15]; HD 2: AT 1d4; MV 20, fly 40 Special: Can spit 10', SR or unable to do anything 1 round due to smell.
6	► Rust Monster AC 3[16]; HD 4(16): AT rust; MV 12 Special: Successful attack strikes weapon, armor, or shield which crumbles to rust.

The Fungi Forest

Rooms marked with a * symbol are filled with the fungi forest. The floor, walls, and ceilings are covered with moss and mold. There is also a bizarre array of fungus of all shapes, sizes, and color, some as big as small trees. Mushrooms are the most predominant, some with interesting uses.

Glow Shrooms: (green) these give off a dull green glow that dimly lights all these chambers, but the glow dies if picked.

Healing Shrooms: (red with yellow spots) A daily meal of fresh picked healing shrooms recovers 1d6 lost hp overnight.

Funky Shrooms: (brown) these grow in goblin droppings, SR or feel euphoric and dizzy, all die rolls are at -2 for 1d6 hours.

Dagfinn Copperbeard's Grog Teleporters

Area 29 Level 2	Area 39 West Halls	Area 51 Shrine	Area 75 East Halls
West Halls	Shrine	West Halls	West Halls
Shrine	East Halls	East Halls	Shrine
East Halls	Level 2	Level 2	Level 2



Dagfinn found walking from one place to another on such short legs tiresome, so he hired a wizard to create a teleportation system. Teleporters can be found in areas 29, 39, 51, and 75. Each teleporter has a statue of Dagfinn holding out a drinking horn. On the wall are a series of 3 square bricks with the names of other locations inscribed in Dwarvish. Alcohol is the catalyst needed to make the magic work. Pouring a splash of booze into the horn charges the device, while pressing one of the bricks teleports anyone touching the brick to that location.

36) Tiger beetle Clan Chief

The Tiger beetle Clan chieftain can be found here unless already encountered in area 55. The room has various rotted blankets, pillows, and a rickety wooden "throne" in it. A bookcase on the south wall blocks the steps which go to the Trolls Lair (see page 7). The bookcase is filled with worthless moldy books (poetry and romantic sagas). The stair is completely covered with dust from disuse. Behind the throne are 3 sacks containing 300sp and 3 jade trinkets worth 50gp each.

► Tiger beetle Clan Chief

AC 6[13]; HD 3(12): AT 1d6+1; MV 9
Special: Axe+1

37) Tiger beetle Clan Woman & Children

6 goblin women chop mushrooms here while 16 children play. One of the women, is beautiful by human standards, but ugly by goblin standards. This is Gilda, the chieftain's daughter.

► Goblin Women & Children

AC 9[10]; HD 1-1(2hp each): AT 1d4; MV 9

38) Tiger Beetle Clan Barracks

There are 4 goblin warriors [HP 3] here accompanied by an equal number of tiger beetle mounts [HP 7]. They will come to the aid of the chief or women and children if they hear fighting.

39) West Halls Teleporter <<Teleporter>>

The grog teleporter for the west halls.

40) Dingleberry

The doors to this room are spiked shut. Singing can be easily heard from outside:

*Rancid meat and fetid cheese
Spoiled milk and putrid mead
Eat em fast and drink some snot
All night on the chamber pot*

Inside the room, Dingleberry the gnome, is frying sausages and green tomatoes over a small campfire. He is an adventurer who specializes in acquiring magic items and selling them. He's also a crook. He currently has a bag of "fairy dust" that he will sell to the adventures for 100gp. He doesn't know exactly what it does (which is absolutely nothing unless you are a fairy) but knows it glows if a detect magic spell is cast on it. He will hastily leave once the deal is made.

► Dingleberry

AC 5[14]; HD 1(5); AT 1d6-1; MV 9

41) Sewage

This room is filled with stinky, slimy, sewage. This is where the goblins come to defecate. There is a 50% chance of slipping while crossing the room.

42) Copperbeard's Fall

On the north wall hangs a gleaming set of chain armor (+1) and a dwarven battle axe (+1). In the center of the room is a mahogany chair with a moldy red velvet cushion and a small table. A single candle in a bejeweled candelabrum (400gp) sits on the table. If the candle is lit, all other light sources in the room go dark and the sound of battle can be heard. A 3D scene of Dwarven warriors engaged in battle with elves, orcs, and goblins unfolds as if in the room. One dwarf "warrior" sticks out as being

particularly pathetic. The final scene is of a great lord pointing the shamed dwarf away from his community, banishing him forever.

43) Tadpoles*

This room is flooded with 2 ft. deep murky water that bubbles in a few places. There are a few giant tadpoles (harmless, but good eating) here, but otherwise empty.

44) Giant Toads*

This room is also flooded with 2ft. deep murky water. 6 giant toads use this room as their lair and will fight to protect their tadpoles in area 43.

► 6 Giant Toads

AC 7[12]; HD 2(6 hp each); AT 1d6; MV 12
Special: shoot tongues 15' to drag victim in for the bite. On a natural 20 the victim is swallowed, taking 1d4 damage each round automatically.

45) Ochre Jelly *

This room is flooded with 2 ft. deep murky water. There is a mold covered statue of a husky Dwarf woman in the SW corner. An Ochre Jelly lurks on the ceiling and will drop on any potential victim.

► Ochre Jelly

AC 8[11]; HD 6(16); AT 1d6; MV 3
Special: On a to hit, 1d6 damage every round until killed.

46) Stair from Level 2

This is the stair down from area 20.

47) Snitz the Goblin Armorer

The door to this room is ajar. The goblin Snitz [HP 6] is inside clubbing a giant cockroach the size of a cat. He has a large sack full of dead cockroaches that he uses to construct armor (AC 6). He is from the Tiger Beetle Clan and if the characters befriend or intimidate him, he will tell them how bad the Gecko clan sucks and how they will be at war with

them until the Gecko clan Chief marries the Tiger Beetle Chief's ugly daughter, Gilda...as tradition dictates.

48) Arianne's Treasures

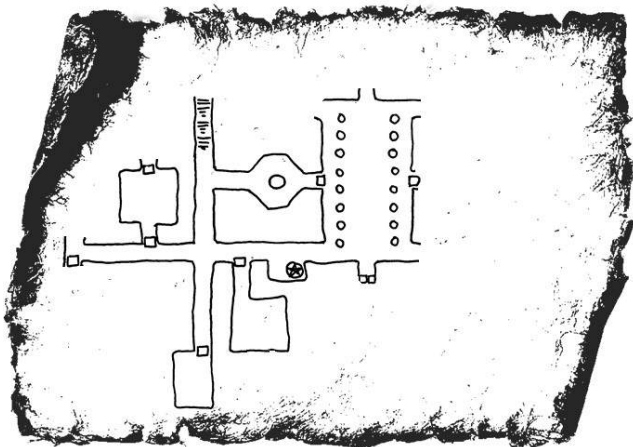
A statue of the elf maiden Arianne stands in the SE corner. The statue is tarnished brass, but she holds a real book and staff. Anyone approaching the statue without uttering the magic word "beloved" will fall into a 20ft pit trap unless a SR + any dexterity bonus is made. The book is a spell book (Hold Portal, Read Magic, Knock) and she holds a staff of Striking.

49) Shrine to Arianne

Torches on the walls instantly light when someone enters this room (they only work in the shrine). Dagfinn was hopelessly in love with an elf maiden he could never be with. He built this shrine to remember her. There is a portrait of her on the west wall and a broken chair in front of it.

50) Corpse of Gunner (Dwarf Adventurer)

Gunner, one of the adventures who came here from Caoilainn, met his end here fighting goblins. An empty sack lies next to him with several items spilled about. There is a pipe, some pipe weed, a pen, a small bottle of ink, 3 sheets of parchment, a partial map, and a scrap of paper saying in common "*Fire and steel, your humble servant comes*" (which is the phrase that will open the secret door behind Roak's statue in area 57).



51) Shrine Teleporter * <<Teleporter>>

This is the teleporter for the west shrine.

52) The Well *

Overgrown with moss and mold is a mound of broken stone that used to serve as a well. To one side are a rusted metal winch, the remains of a tattered rope, and a splintered wooden bucket. The slippery well shaft itself goes down 100 ft. before opening into area 115 on level 6, and then continues down to the underground lake. there is a 50% chance of disturbing a small cloud of bats every 10 feet. About 25' down, caught in a spider web, there is a crusty satchel with 2 magic scrolls in it, one has Cure Light Wounds and Detect Magic, the other has Knock and Levitate.

► Bat Swarm

AC 7[12]; HD 2 (12); AT See below; MV 30
Special: Confuse characters on a "hit". Confused characters suffer -2 to all rolls, cannot cast spells, and have a 50% chance of falling if climbing.

53) Empty *

This room contains some broken furniture. A rotted and ripped tapestry of a hunt scene hangs on the north wall. There is a 3' long stick with some tarnished copper wire wound around it in some muck.

54) Green Slime *

There is an old wood and iron chest against the east wall containing 100gp, 2 potions of healing, and one of giant strength. There is a green slime on the roof camouflaging with the mold. A character who specifically states he searches the ceiling will spot the slime.

► Green Slime

Will fall on any characters approaching the chest. Each character can make a SR to jump out of the way applying any dex bonus. See rulebook for slime details.

55) Great Hall *

The fungi forest is it's thickest in this vast chamber. The sound of shouting (taunts in goblin) can be heard from any of the adjoining halls. Unless the characters have negotiated some sort of peace or arrangement there will be there will be a dozen each gecko clan and tiger beetle clan goblins, facing off here. If the characters choose to take part in the battle let them run the goblin clan they side with. If the characters choose not to take part in the battle roll randomly to decide the outcome of the battle (1-3 Tiger beetle clan wins, 4-5 Gecko clan wins). If the characters help one side they will gain honorary membership into the clan and be given a reward of 25gp each.

56) Heroes of Yore

The ornate double doors to this hall are locked, and can only be opened with the key from area 32, magic, or by an expert lock pick. The east and west walls of the hall are lined with 6 huge statues of famous dwarf heroes of legend and lore. The double doors on the south wall appears to have the same lock as the ones on the north wall, but there is actually a secret compartment to the right of the door (a loose brick) that hides the true keyhole. Anyone who tries to open the door in any way other than the secret keyhole causes one of the statues to come to life!

► Living Statue (rock)

AC 3[16]; HD 5(20): AT 1d4/1d4/1d6; MV 9
Special: 3 attacks, 2 fists and can belch hot magma from their mouth (10' range).

57) Shrine to Roak (Row-ahk)

This large room is lined with ornately carved pillars depicting dwarves slaying goblins, ogres, trolls, and dragons. In the center of the room a magic blue fire burns in a huge brass bowl, casting eerie

shadows on the walls. The south wall is a huge mosaic of the dwarf god Roak crafting a golden sword in the smithy of the gods. In front of the mosaic stands a 15 ft. tall depiction of Roak in his dwarf form with black onyx eyes. If anyone attempts to deface the shrine in any way, the eyes shoot an energy blast at the blasphemer, who must make a SR or suffer 3d6 damage. Any dwarf who pauses to pay the deity reverence receives a +1 bonus to either his armor or weapon. There is a secret door behind the statue that leads to level 4 area 80. It radiates magic and can only be opened by uttering the phrase "Fire and steel, your humble servant comes".



58) The Evil Cleric

A bald man, dressed in black robes with a red spider medallion, stands before the south wall with arms upraised uttering guttural chants. On the south wall is

painted some evil looking symbols in blood (a small fairy, throat cut, lays on the floor). Two lizardman body guards lean against walls on either side of the room. This is Quara-gul, an evil cleric who worships the god of 1,000 spiders. He believes (falsely) that this wall hides a secret door into the halls of the dead. He doesn't like being interrupted!

► **Quara-gul (level 4 Cleric)**

AC 5[14]; HP 16; AT Mace+2 1d6+2; MV 12
Spells: Dark 1, Protection from Law 1, Hold Person

► **2 Lizard Men**

AC 5[14]; HD 2+1(18,9): AT 1d6; MV 6

59) Gecko Clan Scouts *

Two gecko clan scouts [HP 3,3] on giant gecko mounts [HP 10,7] have been following Quara-gul (area 58) to see what he is up to. They are contemplating attacking him.

60) Shadow Fairy *

Cautious adventurers will hear loud snoring as they approach this room. A bell hangs 8ft. up on the east wall and a huge figure armored in full plate mail sits in a chair leaning against the wall. Inside the huge plate mail is a wee fairy that is paid by the gecko clan to guard this passage. If awoken, he will fly out of the faceplate and ring the bell. The bell will bring 6 gecko clan goblins [3 hp each] in 1d6 rounds.

► **Sprite**

AC 4[15]; HD ½ (2): AT 1d4; MV 6 fly 20

61) Heat Shaft *

This shaft draws heat from the mines below to the upper levels. The shaft leads down 100 ft. to level 6 and opens up in area 102.

62) Griffons Nest

The door to this room has the warning, "No Go!" etched in goblin on it and has

been spiked shut from the outside. This room has a small balcony overlooking the side of the cliff. The entire room is filled with twigs and leaves and has become the nest of a griffon. The nest is scattered with bones and treasure and there are two peeping babies here about the size of medium sized dogs (must be carried, 50 lbs.). As soon as the room is entered a screech can be heard from outside, and an adult griffon can be seen rapidly approaching. If characters choose to run instead of stay to fight, they have time to do one quick action each before getting out. A character can grab a baby griffon or one random item of treasure. If a baby is taken, the parents will relentlessly hunt down the characters on the next trip back to town.

► **Griffon (Angry Adult)**

AC 3[16]; HD 7 (35): AT 1d4/1d4/1d6; MV 12 fly 27

1d6	Random Treasure
1	3d6 x 10 gold peices
2	1d4 gems worth 50, 100, 150, 200gp
3	Shield +1
4	Sword +2
5	Short Bow+1
6	Boots of Elvenkind

63) Gecko Clan Barracks

There are 2d4 goblins warriors [3hp] here accompanied by an equal number of giant geckos [9hp]. They will come to the aid of the chief or women and children if they hear fighting.

64) Mantraps

This room appears to be empty. There are 2 mantraps spanning the center of the room that are sprung 50% of the time if walked on. The traps are 10 ft. deep (1d6 damage) and fill with a poison gas when sprung. The poison has weakened over the years and saves are made at +4.

65) Haunted Room

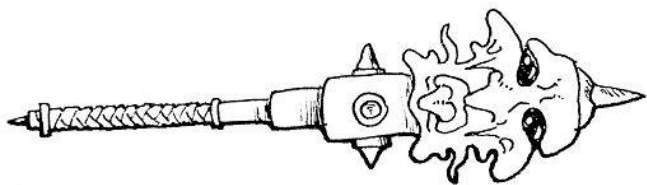
The door to this room spiked shut and the words "No Go" are carved into it in the goblin tongue. The room is heavily dusted, and as soon as the door is opened, the ghost of a dwarf warrior with a large gash across his face and a bloody stump for a right arm appears. It moans, "aawwaayy, there is nothing for you here, goo baaack!" The ghost is incorporeal and harmless, but very determined to keep people away from area 66.

66) Gobbojagare (the goblin destroyer)

Piles of goblin skeletons lay about the room in a semicircle around the skeleton of a dwarf which lies slumped against the east wall. It has a grievous crack in the skull across the face, and its right arm bone is severed. The lower portion of his right arm lies to one side, the skeletal hand still clutching a marvelous mace (Gobbojagare +1 to hit, 2d4+1 damage). If the mace is touched the dwarf skeleton assembles and attacks the person who touched it. If the mace is taken, the skeleton will reappear every night (at a random hour) moaning the character's name and attacking. This will go on until the mace is returned or the character kills 20 goblinoids (goblins, hobgoblins, orcs, or bugbears).

► Dwarf Skeleton

AC 4[15]; HD 4 (16): AT 1d6; MV 9
Special: Can only be hit by magic or silver



67) Heat Shaft

This shaft is used to draw heat from the mines below to the upper levels. The shaft leads 100 ft. down to level 6 area 120. This is now the home of 2 giant

centipedes that will attack if anyone investigates the shaft.

► 2 Giant Centipedes

AC 5[14]; HD 2 (7,9): AT 1d6-1; MV 15

68) The Betrayers!

Dagfinn felt betrayed by his friends, Agnar and Alf. He had them executed and the bodies put on display in these alcoves (also see area 69). This alcove contains the remains of Agnar. The mummified corpse holds a spear and wears rusted chain and a helm with gold designs worth 300gp.

69) Gelatinous Cube

This is the same as area 68, but has the remains of Alf, who wears chain, holds a short sword, and wears a helm worth 300gp. This body, however, is encased in a gelatinous cube!

► Gelatinous Cube

AC 5[14]; HD 4 (20): AT 1d6; MV 6
Special: If hit, save or paralyzed for 6 turns

70) Defiled Statue

Engraved murals on the west, east, and north walls depict the story of a great dwarf king. In the center of the north wall stands a 15' tall iron statue of the king. Jeweled eyes have recently been pried out with a dagger. At the base of the statue the words, "Lego was here", have been crudely scratched.

71) Gecko clan Chieftains Room

Thick moss creates a carpet of green, while a crude bed of other lichens is in the SW corner. Against the north wall is a set of shelves lined with various bottles of alcohol. Some are goblin moonshine, but some are fine elven wines. The Gecko clan chieftain is here, and will protect his wine with his life!

► Tiger beetle Clan Chief

AC 6[13]; HD 3(12): AT 1d6+1; MV 9
Special: Warhammer+1

72) Gecko Clan Women and Children

There are 4 goblin women chopping up fish heads for stew in this room. Running around their feet are a half dozen goblin brats of various ages.

► **Goblin Women & Children**

AC 9[10]; HD 1-1(2hp each); AT 1d4; MV 9

73) Brapp the Ant Hunter

The floor is covered with dirt. The east wall has several fist sized holes bored into it. There is a big wooden post in the NE corner, and a grumpy goblin is painting it with some yellow goop out of a bucket. This is Brapp, the Gecko clan ant hunter. The sweet goo attracts the large ants (good eating) which Brapp then skewers with a spear. If the characters befriend or intimidate him, he will tell them how bad the Tiger beetle Clan sucks and how they will be at war with them until the "magic tubes" (see area 112) are returned to the Gecko clan. The two clans used to be one until the tubes were lost. Since then the peace has been kept by having the clan chiefs marry the daughters of the other clan chief...but the Tiger Beetle chieftain's daughter is so ugly the Gecko clan chief has declared open war again.



74) Empty

There is nothing in this room except piles of goblin droppings.

75) East Wing Teleporter <<Teleporter>>

This is the grog teleporter for the west shrine. The cup on this teleporter has been smashed, so while you can teleport to this location, you can't teleport from it.

76) Toilet

This room contained a toilet. There is a stone chair with a hole in the bottom that leads down to a room of approximately the same size. In the room below is a black pudding (waste disposal).

► **Black Pudding**

AC 6[13]; HD 10(40); AT 1d6; MV 6

Special: Acid, see rulebook

77) Thief's Bedroom

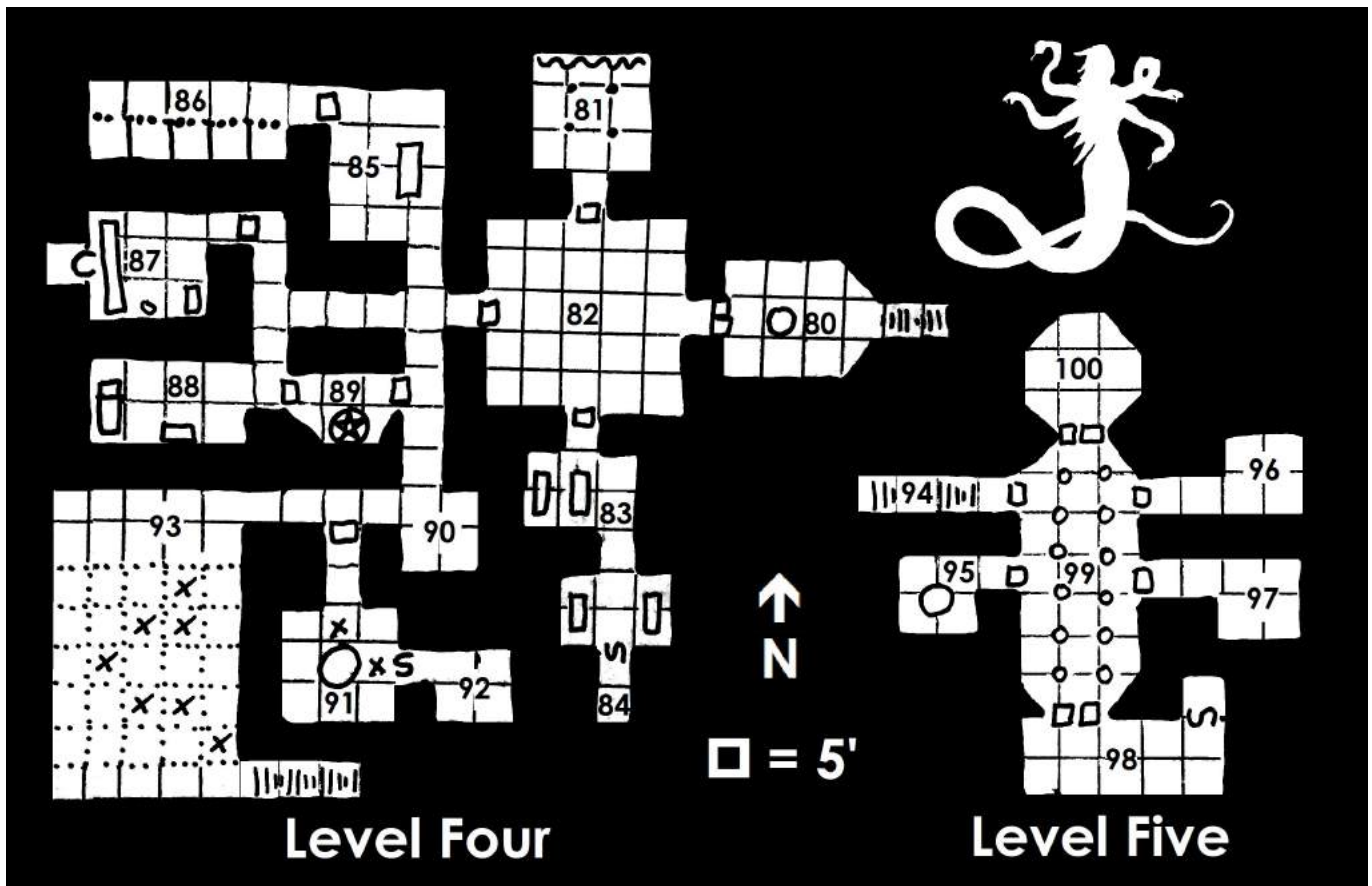
This bedroom contains a broken and rotting bed. An old wooden chess board is set up on a table in the SE corner and a set of rusted thief's tools can be found under the remains of the bed. The secret door on the north wall contains a trap that will release enough poison gas to fill this entire room, save or die.

78) Thief's Secret Horde

This room contains 2 chests. One chest has 1,000sp 500gp, 15 gems of random value, and 5 pieces of jewelry of random value. The second chest contains leather armor +1, and a potion of invisibility.

79) Stair to Level 6

The door to the stair has been buried with large stones by the goblins. It will take 6 characters 1 hour to clear the stones, and the noise will require at least 2 rolls on the wandering monster table. The stairs lead to level 6 area 101.



Level 4 Isabella's Tomb

The Lady Isabella decided to build a sanctuary below the keep where she could lock herself away from the outside world to study the dark arts and worship the Snake Armed Goddess. She hired the best dwarf architects and stoneworkers to build her living "tomb" and a chapel to worship her beloved goddess (level 5).

To keep the tombs location secret, she sealed all the dwarves in with her and ordered her undead servants to kill them all! Before being slain, one of the architects got off a crossbow shot that impaled Isabella between the eyes and ended her life.

For all these years the tomb has remained secret, its dark, dry, dusty halls patrolled by skeletal guardians who will protect her treasures for eternity.

Restless Dead

All the monsters on this level re-animate at midnight. Any character corpses will turn into zombies, and relentlessly hunt the rest of the character in his party.

► **Zombie** AC 8[11]; HD 2(6): AT 1d6; MV 6

Level 4 Wandering Monsters

1d6	Encounter
1-3	No Encounter
4	► 2 Giant Skeletal Snakes AC 7[12]; HD 3(10): AT 1d6; MV 9 Special: Venomous, SR vs poison or additional 1d4 damage
5	► 1d4+4 Skeletal Guardians AC 8[11]; HD 1(4): AT 1d6; MV 12
6	► Bone Golem AC 4[15]; HD 8(25): AT 4x1d6; MV 12 Special: 4 arms, Unaffected by fire, cold, electric, or piercing attacks

80) Sacrificial Chamber

A large bronze bowl floats in a red mist in the center of this room. The Archway of the ornate double doors on the west wall depicts a woman with 4 snakes for arms. On the door in an ancient script (Clerics read with a SR) "These doors yield to blood alone". The doors are magically locked, but open if fresh blood (at least a cup) is poured into the bronze bowl. A Knock spell will also open the door.

81) Flagellation Chamber

A large tapestry of the Snake Armed Goddess covers the north wall. In the center are bolted two iron posts with chains and manacles. Several varieties of whips are mounted on the west wall.

82) Isabella's Fate

The floor by the east entrance is littered with 6 dwarf skeletons. A skeleton, in a decayed but fancy dress, is pinned to the west door by a crossbow bolt between her eyes. Two skeleton guards flanking Isabella instantly attack. Once the last guard falls, the dwarf skeletons animate and attack. Isabella wears a necklace and earrings worth 1,000gp.

► 2 Skeletal Guardians

AC 7[12]; HD 1(5): AT 1d6; MV 12

► 6 Dwarf Skeletons

AC 9[10]; HD 1(3): AT 1d4; MV 9

83) Forgotten Children

These 4 alcoves contain small ornate sarcophaguses. These are the remains of Isabella's daughters, who she sacrificed to her goddess. Their dresses have rotted away, but they wear silver and diamond jewelry depicting various snake motifs (worth a total of 5,000gp). One of the necklaces radiates magic, and is cursed, -1 AC (remove curse spell to remove).

84) Bone Golem

Once the final sarcophagus in area 83 has been plundered, the north wall of this alcove explodes outward (SR or take 1d4 damage) and a bone golem charges out gaining automatic surprise and attacking.

► Bone Golem

AC 4[15]; HD 8(25): AT 4x1d6; MV 12

Special: 4 arms, Unaffected by fire, cold, electric, or piercing attacks

85) Stone Table

In this room is a stone table with rotted leather straps designed to hold down a victim. An ornate sacrificial dagger sits on the table (+1 for chaotic characters).

86) Prison of Doom

Each of these small cells holds the skeletal remains of a woman. These victims were destined for sacrifice, but when Isabella was killed, they simply died of starvation.

87) Library of the Damned

A torch on the south wall lights when anyone enters this room. There is a couch in the SE corner and a bookcase lines the west wall. The books are about horrible chaotic religions and their practices. A chaotic cleric who takes an hour to read gains 200xp. A lawful cleric who destroys the books gains the same. The torch is magical and will light on command, (each time it is lit it consumes a charge, 10 charges left). The bookcase conceals a closet that contains a scroll rack. There are several mundane scrolls, but one has the spells levitate and web. One ancient scroll contains the following ballad:

*It is a most unfortunate tale,
Of pupils proud in blessed vale,
Tassach was keeper of great lore,
But knowledge settled ancient score,
Away from touch, and love, and life,
In caverns deep and void of light,
Though vale long gone and Orla weeps,
In dark chamber Tassach still sleeps.*

88) Isabella's Bedroom

This ornate bedroom is in disrepair. The wood has splintered with age, and the canopy bed has collapsed in on itself. A mirrored vanity leans on two broken legs against the south wall. The bottom drawers are filled with women's clothing, while the top drawer holds jewelry worth 700gp. One of the necklaces in the drawer looks like a thin silver snake and if touched the necklace animates and bites (hits on 15+, save vs. poison or die).

89) Minor Shrine

This is a small shrine to the Snake Armed Goddess. There is a bronze statue in the southern alcove and an empty sconce on the wall.

90) Hall Guardians

6 skeletal guardians lurk in this chamber. They glare down both hallways, and will charge anyone who enters.

► 6 Skeletal Guardians

AC 7[12]; HD 1(5); AT 1d6; MV 12

91) Snake Circle

A circle is carved into the floor of this room. The center is empty, while the border image is made up of hundreds of intertwined snakes. One turn after entry, the entire floor, save the areas marked with an "x" and the circle itself, retract, dumping victims into a 10 ft. deep pit. In the pit is a large skeletal constrictor snake!

► Large Skeletal Constrictor Snake

AC 5[14]; HD 8(25); AT 1d6; MV 9

Special: If a hit is for 4 over the required to hit roll, it coils around his victim and does 1d6 damage per round automatically.

92) Worldly Possessions

Isabella collected every known item to depict the Snake Armed Goddess. There are vases (10 x 50 gp), jewelry (5 x 100gp), statuettes (6 x 200gp), and tapestries (4 x 150gp).

93) Spear Trap

This room contains a deadly spear trap. The floor contains multiple pressure plates that trigger spears from the ceiling or walls [Hits as 5HD monster for 1d6 damage]. The only safe areas on the floor are shown with "x" marks. The pressure plates are only triggered by 50 pounds or more and are totally undetectable until depressed. A safe path key for this room is found in the troll's lair (see page 7).

Level 5

Temple of the Snake Armed Goddess

The Snake Armed Goddess is an ancient, selfish deity. She desires worship, but doesn't offer a lot in return. Still, the ancient scrolls of her first worshippers, the snake people of Xzox, tell of great power to be gained by being a faithful servant. Every couple hundred years, the scrolls resurface and inevitably lead to some naive dupe starting a cult.

Lady Isabella found a vague reference to the goddess which started her obsession. She began collecting all the relics of the goddess she could find. To the dismay of the goddess, Isabella worshipped alone instead of starting a cult.

Now the Snake Armed Goddess is all but forgotten. The Scrolls of Xzox have been lost and this temple, hidden for hundreds of years, is the only proof she ever existed. She has no worshipers or sacrifices to draw power from.

When the characters descend the stair to this level, they will immediately feel the omnipresent aura of evil power. Lawful characters suffer a -1 penalty to all rolls on this level. There are no wandering monsters in the temple.

Blessing of the Goddess

The Snake Armed Goddess desperately wants to feel the power of worship and sacrifice again. She sees the characters as a way to revive her presence in the world. When the characters get to area 100, she will temporarily "stop time" for all the characters save one she has chosen. The one chosen will be a cleric first, then a MU, then a fighter, then whomever might be left (halflings last). Of those she will first choose chaotic characters, then neutral, then lawful.

The goddess makes the following offer in secret: If that character sincerely agrees to worship her (including ritual sacrifices) and faithfully spread her "word", she will instantly grant that character a rise in level (+1 level), and bless their armor and favorite weapon with +1 (in addition to any bonuses those items already have). The character's alignment will instantly change to chaotic. If the offer is refused, time is unfrozen and the effigy of her image in area 100 will attack the party.

94) Passage of the Snake

When characters try to ascend the stair, stone snakes partially emerge from the steps to entangle and bite adventurers. The door to area 99 is locked.

► Stone Snakes (2 per character)

AC 9[10]; HD ½ (1hp each): AT 1d4; MV 0
Special: On a hit, feet are entangled, characters cannot move from the spot and take 1d4 damage each round until the snakes are destroyed.

95) Disposal Pit

In the center of this room is a round 10 ft. pit. It is filled with the skeletons of children, the remains of Isabella's many sacrifices.



96) First Priestess's Remains

In this room is a sarcophagus crudely hewn from petrified wood. The exterior depicts snake images while an ancient script says, "Here lies Xzox, a curse to those who call her forth!" A wizard or cleric can read the script with a SR with any Int or Wis bonus. If the name Xzox is said aloud at any time, the script begins to glow, 3 scorpions crawl out of a crack in the lid, grow into giant scorpions, and attack. The scorpions will pursue the

characters until dead, smashing through doors and such. The sarcophagus holds the shriveled remains of a tiny woman with some worthless stone jewelry.

► 3 Giant Scorpions

AC 3[16]; HD 4(12): AT 1d4/1d4; MV 15
Special: if any of the two pincer attacks hit on a roll of 20, the victim is also hit with the stinger for 1d4 damage + save vs poison or die.

97) Script of the Snake

The walls of this room are painted from top to bottom with an ancient forgotten script. Characters with a 16+ Intelligence or Wisdom can piece together enough to figure this is some sort of foul prayer or ritual. Studying the text for a day or more will cause a character to go slightly insane, losing 1 point of intelligence or wisdom.

98) Holy Symbols

The south wall of this room is lined with hundreds of small iron pegs. On each peg hangs a holy symbol of the Snake Armed Goddess. They are made of various materials from wood and ivory to precious metals and gems. Lawful characters will be repulsed and suffer a -2 to all die rolls when within 5 feet of any of these. 50 of these are valuable and can be sold for 100gp each. There is a secret compartment in the NE corner of the room that slides open to reveal a Staff of the Snake (50 charges).

99) Hall of the Naga

Wall torches with green flames spring to life when characters enter. The pillars in this room seem to be made up of hundreds of writhing snakes in some macabre mating dance. A Naga with a child's face slithers stealthily around the room. Before she is seen, the Naga will taunt the characters verbally, in a hissing voice, then attempt to charm them.

► Naga

AC 3[16]; HD 8(28): AT 1d6+2; MV 15
Special: She can cast charm 2 times.

100) Effigy of the Snake Armed Goddess

A great brazier with glowing purple coals rests in the center of this room casting an eerie glow about the chamber. Against the north wall is a huge bronze statue of a beautiful woman with the lower body of a great serpent and four snakes for arms. See "Blessing of the Goddess". If the statue attacks her thrashing will cause the room to cave in in 1d4+3 rounds. The entire temple level will rumble and collapse in 1d4 rounds afterwards.

► Effigy of the Goddess

AC 2[17]; HD 10(40): AT 4 x 1d6; MV 9
Special: attack rolls of 20 throws victim against wall for 1d4 additional damage.



The Ogre Brothers

The mines lay empty for hundreds of years until 3 ogre brothers just happened upon them while climbing the cliff for sport. Rather bright (for ogres) they started up operations, selling the copper downriver to various human settlements. The ogres figure the mine must contain gems, because they found 3 beautiful stones in their initial search (the soulstones), which they wear on necklaces as good luck charms.

The Soulstones

There are 3 soulstones, yellow (+1 AC), red (+1 to hit), and blue (+1 Damage). If smashed, the souls inside are set free and Alazar finally dies. If Alazar possesses all 3 he can break the spell and be free.

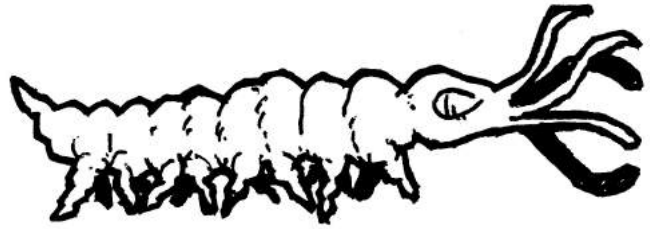
The Haunted Chambers

The ogres are brave...but they fear the supernatural. They are convinced the eastern chambers (areas 119-124) are haunted, since anyone that goes that way never returns. No possibility of gems will get them to enter those areas.

Cave-in Areas

The mines are old and construction is shoddy. Places marked on the map with an "x" are subject to cave-ins, roll 1d6.

1d6	Cave-in Result
1-3	No Cave-in results
4	Cave-in happens before characters pass, blocking the way.
5	Cave-in happens after characters pass, blocking the way back.
6	Cave-in! SR or take 1d6 damage. On a 1, character is buried for 3d6, and must be dug out.



Level 6 Wandering Monsters

1d6	Encounter
1-3	No Encounter
4	► 4 Hobgoblin Guards AC 5[14]; HD 1+1(4); AT 1d6; MV 9
5	► 2 Bugbears (with docile slaves) AC 5[14]; HD 3+1(10); AT 1d6; MV 9
6	► Carrion Creeper AC 7[12]; HD 3(10); AT 6x; MV 12 Special: 6 tentacle attacks, SR vs. paralyzed for 1d4 turns. Cure light wounds negates the effects.

101) Rough Stair

Roughly hewn stairs lead down from level 3 area 79. Characters will feel a dry heat on this level and smell sooty smoke.

102) Smelting Furnace

A shaft in the ceiling allows the heat from this level to rise to area 61. A clay furnace and bellows in the center of the room is used to smelt crushed copper ore into bars. There are 4 buckets of ore (worth 100gp), and a rickety cart holding 100 bars (10 gp each). 2 blank eyed human slaves work the furnace while a Bugbear with a whip leans against the west wall. A fight in this room has a 25% chance of attracting Darr from area 103.

► Bugbear

AC 5[14]; HD 3+1(10); AT 1d6; MV 9

103) Darr, Ogre Brother (Yellow Soulstone)

Darr, along with 2 hobgoblins, supervise 6 goblin slaves mining in this room. Darr wears a crude copper necklace with a huge yellow gem (+1 ac). The slaves are tired and weak and will not fight or help.

► **Darr (ogre)**

AC 4[15]; HD 4+1(10); AT 1d6+2; MV 9

► **2 Hobgoblins**

AC 5[14]; HD 1+1(3,5); AT 1d6; MV 9

104) Cesspool

The tunnel opens on a stinking cesspool. This is where all the chamber pots and mine refuse are dumped. Poking about has a 75% chance per turn of attracting the scumsquid that lurks in the cesspool.

► **Scumsquid**

AC 7[12]; HD 8; AT 8x1d4; MV 6

Special: Victims only see the tentacles that shoot out from the slime. It has 8 attacks, and each tentacle has 4 hp. On a hit, the tentacle entangles the victim, causes 1d4 damage immediately and 1d4 automatically each subsequent round. Once a tentacle takes 4 hp of damage it is severed. The scumsquid will retreat if it loses 4 tentacles.

105) Bat Crap

This room is empty save for some rubble and a broken pickaxe. To the north is a narrow, downward sloping natural tunnel. Several tunnels, too small to access, branch off of this one. Bats live here, and the passages are covered with bat crap, making it very slippery. Anyone climbing down the tunnel has a 50% chance of slipping, sliding, and shooting out of the cliff face into the river for 2d6 damage.

106) Troll & Thief

This room is dissected by a 20' deep chasm littered with bones. The walls are slick, and can only be climbed with a rope. The ogres keep a troll as a "pet" here, feeding him unruly slaves. Right now, an old man named Gar fights for his life. Gar is a thief and, even if rescued, will steal from the characters and slip away as soon as possible.

► **Gar (3rd level thief)**

AC 9[10]; HD 3(12); AT 1d6; MV 12

Special: Use your favorite thief rules

► **Troll**

AC 4[15]; HD 6+3 (22); AT 1d6; MV 12
Special: Regenerates 3hp per round.

107) Winch

The north half of this chamber is open to the outside. A large ramshackle winch is used to lower and raise copper bars, slaves, and supplies from the pirate ships on the Barrows River below. 3 gnolls savagely order 6 cowering slaves to crank the winch. There is a stack of 75 bars of copper (worth 10gp each) next to the winch, and another 25 bars on the pallet being lowered about halfway down the cliff. Several barrels of wine and foodstuff are lined against the south wall.

► **3 Gnolls**

AC 5[14]; HD 2 (6); AT 1d6; MV 9

108) Slavers Barracks

This is where the various bugbear, hobgoblin, and gnoll guards sleep. There are 20 rough cots and bedrolls about the room and 1d6 hobgoblins here at any time. Any combat has a 25% chance of drawing the attention or Dakk in area 109. Searching each cot will take 1d4 turns, roll twice on the wandering monster table, and will turn up 100gp, 200sp, a jeweled dagger worth 500gp, and a ruby necklace worth 750gp.

► **1d6 Hobgoblins**

AC 5[14]; HD 1+1(4); AT 1d6; MV 9

109) Dakk, Ogre Brother (Blue Soulstone)

Dakk lay resting with his ogress mate (who doesn't particularly like him, and won't fight unless she has to). He only wears a loincloth and a large blue gem on a crude copper necklace (+1 damage).

► **Dakk (ogre)**

AC 6[13]; HD 4+1(13); AT 1d6+3; MV 9

► **Ogress**

AC 7[12]; HD 3(9); AT 1d6; MV 9

110) Punishment Pits

Moaning can be heard coming from this room. There are 6 small pits, barely big enough to fit a standing human. This is where unruly or "lazy" slaves are placed to "learn their lesson".

111) Slave Pens, Freya (Missing Girl)

3 slave pens on the west side of the barracks hold unfortunate human, kobold, and goblin slaves. They are all weak and useless in a fight. In the center pen (the area numbered 111) is Freya, the last missing girl from Caoilainn.

112) Kitchen (Magic Tubes)

A pot of stew boils on a stove in this filthy kitchen. Pots and pans litter the eastern wall. Inside one huge pot, Gnutz, the goblin cook, hides from the characters. Though a slave, he still wears a geko clan medallion. On a shelf are the magic tubes! Two brass shakers labeled "salt" and "pepper" in some ancient script. The magic shakers never run out.

► Gnutz, Goblin Cook

AC 7[12]; HD 1-1(3): AT 1d6; MV

113) Dagg (Ogre Brother, Red Soulstone)

A turbulent underground river rushes through this room, to and from low ceiling tunnels. A huge waterwheel powers a grinder that crushes excess rock to dust which flows away in the river. 6 bedraggled human slaves load the grinder while Dagg the ogre, wearing a large red gem (+1 to hit) on a crude copper necklace, and 2 hobgoblin guards supervise. Unless a SR (-1 for plate armor) is made, the river sweeps anyone who enters it away into the tunnel and deposits them in the underground lake (level 7). This causes 2d6 damage.

► Dagg (ogre)

AC 5[14]; HD 4+1(10): AT 1d6+2; MV 9

► 2 Hobgoblins

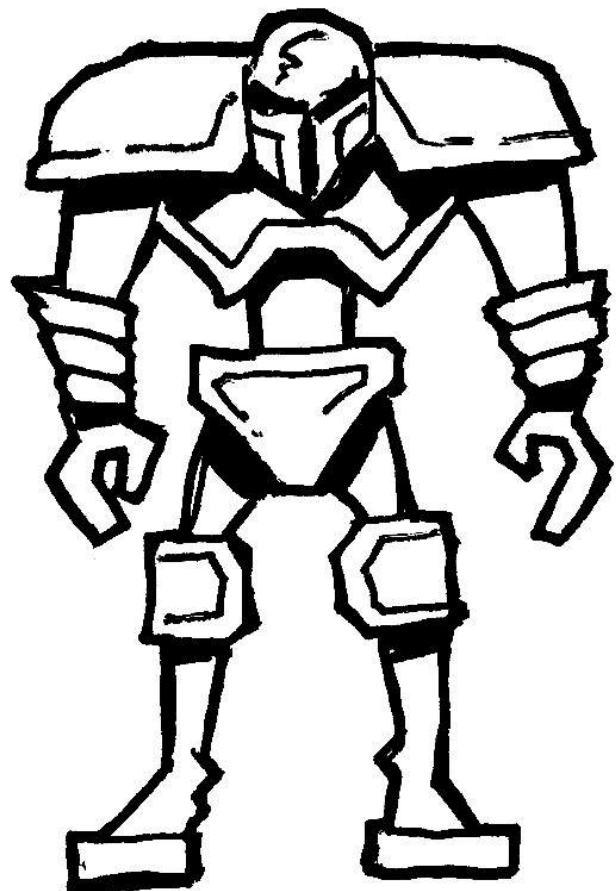
AC 5[14]; HD 1+1(3,5): AT 1d6; MV 9

114) Automaton

A large, dust covered, metal robot stands in the middle of this room, shoulders hunched and arms drooping. This was built by gnome technicians to do labor in the mines. If examined, the top of the head has an empty compartment with a round and square peg inside. If the "brain" (from area 22) is plugged in, and the switch thrown, the automaton will animate. The automaton can follow simple, 1-word commands, like "follow", "fight", "dig", "lift", ect. And is as strong as 2 men. The automaton can be repaired of 1d10 points of damage after a fight, but if it ever reaches zero hp it has been totally destroyed. If you like, the Automaton can become more intelligent and "self-aware" in time, learning to speak and gaining levels as a fighter.

► Automaton

AC 3[16]; HD 3(15): AT 1d4, 1d4; MV 9



115) The Well

The well has been equipped with a new winch, rope, and bucket used to get drinking water from the underground lake 100' down. A shaft in the ceiling goes up to area 52.

116) Frothy, Beaten Gnome Slave

3 gnolls are beating and kicking a gnome slave in this room. The gnome is named Frothy, and if rescued he will tell the characters he found a diamond in area 19. If the party needs a new PC, he is a 2nd level fighter. Otherwise he just wants to escape.

► **Frothy, 2nd level gnome fighter**

AC 8[11]; HD 2 (8); AT 1d6; MV 9

► **3 Gnolls**

AC 5[14]; HD 2 (6); AT 1d6; MV 9

117) The Owlbear!

6 slaves are digging the rock out of a vast pit, while 3 bugbears motivate them with curses and beatings. One of the bugbears relentlessly whips an owlbear, who is chained to a grinding wheel, that is grinding copper ore out of rock. If the owlbear is set free roll a d4. On a 1 it attacks the characters, on a 2-3 it runs away and escapes, on a 4 it joins the characters until they reach the outside.

► **3 Bugbears**

AC 5[14]; HD 3+1(10); AT 1d6; MV 9

► **Owbear**

AC 5[14]; HD 5(17); AT 2x1d4, 1d6; MV 12
Special: If both claws hit, the owlbear hugs its victim for another 2d6 damage.

118) Empty Room

Rarely traversed, characters could rest here for a day or two without being discovered or checking for wandering monsters. "Lego was here", is scratched in the wall next to the entrance to the north. There is a tiny pile of three-day old fox scat along the south wall.

119) Here be Diamonds!

The southern half of this room caved in a long time ago. If anyone pokes around the rubble, they will discover a skeletal hand. It takes 1d4 turns to dig out the remains of a dwarf miner with a pick axe. His belt pouch contains 6 uncut diamonds worth 1d6x100gp each.

120) Heat shaft & Bone Golem

The heat shaft in the ceiling leads to area 67. A bone golem, constructed to guard the passage to Alazars prison, waits just under the first layer of the rubble, and will attack anyone who disturbs the rocks.

► **Bone Golem**

AC 4[15]; HD 8(25); AT 4x1d6; MV 12

Special: 4 arms, Unaffected by fire, cold, electric, or piercing attacks

121) The Black Widow & Teluhla

This entire area is filled with thick and sticky webs. Anyone approaching can hear a faint pathetic whining noise coming from area "A". An ancient black widow spider lives here, surviving on slaves and guards who wander (or are thrown) into her lair. She will be hidden, waiting to attack her prey. Wrapped in webbing in area "A" is Lego's "funny little dog" which is actually a fennec fox named Tallulah. She is very smart and loyal and will follow any character who rescues her. If the room is explored, there is 300gp worth of coins, a sword +2, and a pouch with 3 potions (flying, undead control, extra-healing).

► **Black Widow Spider**

AC 6[13]; HD 3(12); AT 2d6+poison; MV 12

Special: SR vs. poison or die with bite. Treat lair as web spell.

► **Tallulah (Fennec Fox)**

AC 3[16]; HD ½(4); AT 1d4; MV 22

Special: Anything larger than man-sized hits at a -2 penalty.

122) Torture Chamber

Long unused, this room is littered with destroyed implements of torture. There is an overturned rack, smashed knee splitter, a bent head crusher, an iron maiden with the hinges removed and spikes bent, and many bent and broken "tools" of the trade.

123) The Silent Guard

Nine skeletons of different races stand unmoving in the center of this room in 3 ranks of 3. Each is armed with a pick axe, shovel, or hammer. These slaves fell in the last battle against Alazar and stand guard to prevent him from leaving. They will not attack unless they, themselves are attacked, or anyone touches the bricked-up entrance to area 24. Muffled screams can be heard coming from the bricked-up wall.

► 9 Skeletal Miners

AC 7[12]; HD 1(4): AT 1d6; MV 12

124) The Burning Archimage!

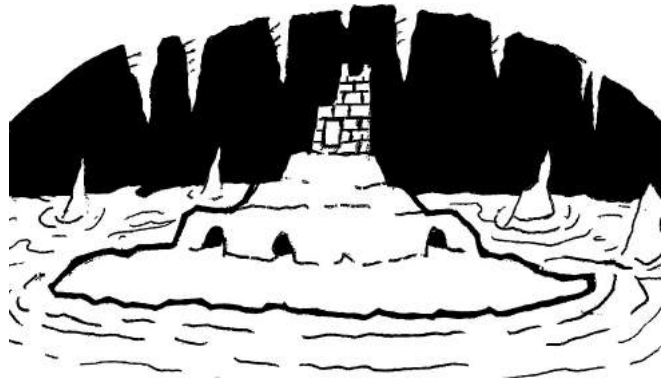
A skeletal figure, engulfed in blue flames, stands chained to a white-hot metal post in the center of this room. He screams in agony and writhes in pain. Through barely intelligible gibberish he tells of being put here by the evil wizard Alazar because he ran away with his wife. He must suffer here as long as the three soulstones exist. If all three are hung around his neck he can at last be free! Of course, if this happens, the fire dies, the chains snap, he laughs evilly, takes form (along with his magic items), and tries to kill the characters. He may cast each spell listed once.

► Alazar 8th level MU

AC 4[15]; HD 8(32): AT 2d6; MV 12

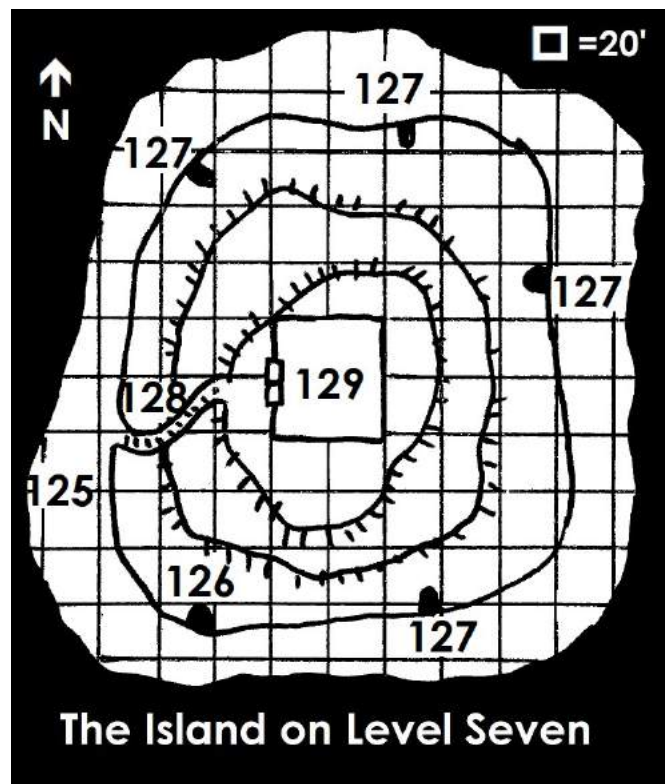
Spells: Charm person, sleep, web, hold person, lightning bolt, dimensional portal.

Magic Items: Bracers of Defense, Staff of striking



Level Seven The Underground Lake

Level seven is little more than a vast basin filled with a very turbulent and cold underground lake. Large, blind, albino fish swim in the water, living off of minerals and bacteria washed from the tunnels above. Long twisted stalactites and stalagmites stretch from the lake bed to the high ceiling. A small island, riddled with caves and surmounted by a moss covered dilapidated tower rises from the water.



The Island on Level Seven

125) The Stone Beach

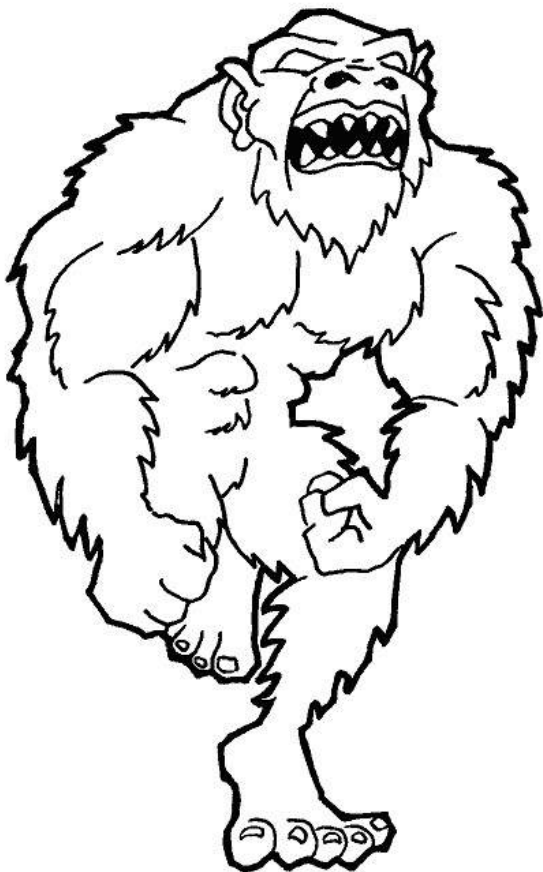
The rim of the island is battered by waves and is covered with a thin layer of algae. The "beach is very slippery and any actions that require die rolls (including to hit rolls) are at -1. Mounds of fish bones, with the occasional humanoid skeleton, litter the beach. The bones are picked clean and scratched from large sharp teeth.

126) The Last Degenerate Ape-men

Descendants of humans, the last living family of Ape-men live in this dirty cavern. It reeks of fish and is little more than a place to sleep and groom. There are various polished rocks and fishbone combs, but nothing of value. The 4 Ape-men who live here will rush out onto the beach and attack anyone who gets within 40' of the cave mouth.

► 4 Albino Ape-men

AC 6[13]; HD 3(10); AT 3x1d4; MV 12



127) Abandoned Caves

Once the homes of students turned degenerate ape-men, these caves have become shrines to generations past. Each one is filled with dusty stone shelves lined with hundreds of skulls. Astute characters will notice the skulls in the NW cave are human, while the skulls in subsequent caves (moving clockwise) gradually degenerate to ape-men. Some of the early skulls have small trinkets or jewelry next to them, but nothing of real value. The students were hippie seekers of knowledge and enlightenment, not material gain.

128) The Winding Stair

A crudely carved stair winds up to the tower. On one step the words, "Lego was here", and a smiley face, has been hastily carved.

129) The Tower of Tassach

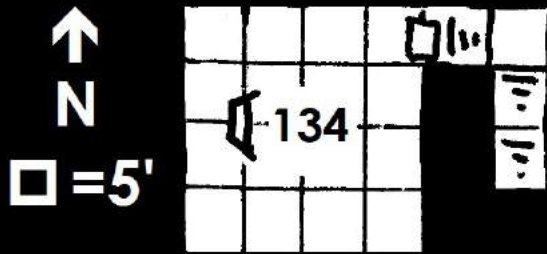
The square tower is ancient, and stones are crumbling, but the core structure is still solid. It is built of crude square bricks and void of ornamentation. There are no windows, and a single wood and iron door is covered with thick moss. Swaying seaweed like thorny vines engulf the entire structure, as if holding it together. Half a dozen skeletons of various races lie about the entrance. Scraps of rotting clothes and rusted armor look to be from various time periods. As the characters approach the door, several pods on the vines open up to reveal human looking eyes...all staring at them. The door is locked, but the rotted wood can easily be kicked in. The bloodsucking vines will attack anyone within 10' of the tower, but they give a wide berth to open flame (like a torch).

► 12 Blood-sucking Eyeball vines

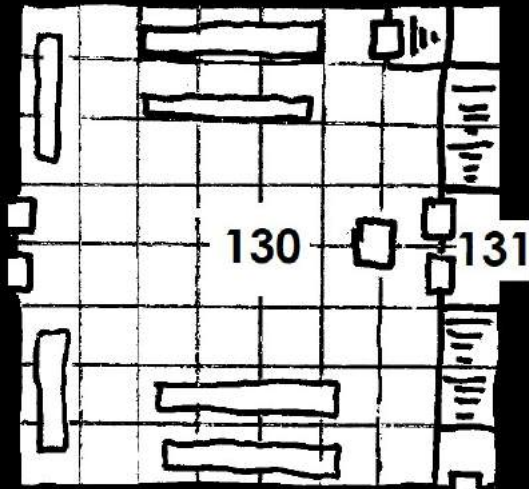
AC 9[10]; HD ½ (1); AT 12x1 point; MV –

Special: On a hit, entwines character for 1 point of damage per round until cut off.

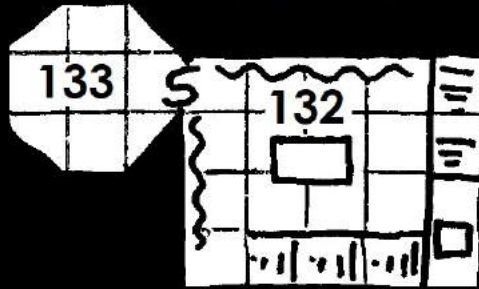
The Tower of Tassach



Upper Level



Ground Level



Lower Level

130) Kitten and Lego (Halfling Adventurer)

This large chamber was once an area of meditation and study. Old bookshelves have collapsed long ago and rotted tomes lie in piles of dust and mold. In the center of the room, the fresh corpse of a halfling lays face down in a pool of congealed blood. His hand clutches a dagger and it looks like his last act was

scratching, "Lego was he..." on the floor. In front of a double door on the opposite side of the room rests a velvet pillow upon which a small kitten sits, licking its paws. If Tallulah is with the party, she runs into the room whining and sniffing Lego's corpse, then starts growling at the kitten. Lego is wearing leather armor +1, has a short sword+2, and a backpack with lockpick tools, 2 emerald gemstones (see area 70) worth 150gp each, and 60pp. The kitten is a magical guard, and grows into a huge two headed sabretooth tiger if anyone attempts to pass through the room.

► 2 Headed Sabretooth Tiger

AC 6[13]; HD 8(28); AT 4x1d6; MV 20

Special: If the tiger hits one character with both claws, that character is pinned to the ground and can't take any action unless the tiger attacks with its claws again.

131) The Exploding Stair

A single torch with a bluish flickering flame lights the stair. It descends to the south and ascends to the north with locked doors on either end. As the characters enter, the torch begins to blink on and off, as if a timer, and on the east wall 4 blue hand prints appear with a glowing rune in the center of each palm. A read magic spell translates the rune to the letters L, R, A, and O, which must be pushed in the order to spell "Orla" (sequence: 4,2,1,3). The characters have about 10 seconds to do this (give them a couple minutes real time) or the room and stair combust in a magical blue explosion that causes 2d6 damage. The trap instantly resets once sprung.



132) The Shrine to Orla

In stark contrast to the rest of the tower, this room is pristine. Velvet and lace hang like tapestries from all the walls. In the center of the room is a padded bed-like table, and on this lies a handsome middle-aged woman in a plain green dress. She is alive, but in eternal slumber. Tears drip from the corners of her eyes, but evaporate into mist before they hit her silk pillow. She wears modest antique diamond earrings and necklace worth 1,000gp. She can be killed as normal, but only Yazyazz can remove the curse of endless sleep. 2 Shadows guard her body from harm. If revived somehow, Orla will be confused, but grateful and friendly.

► 2 Shadows

AC 7[12]; HD 3+3(13): AT special; MV 12
Special: Damage is 1d6+1 pt. of strength

► Orla (if revived)

AC 9[10]; HD 3(10): AT 1d6; MV 12
Spells: Charm person, Light 1, Knock

133) Yazyazz the Demon

Long ago Tassach and the love of his life, Orla, sought eternal life together. In their search, they summoned the demon, Yazyazz. Demons are vindictive though, and the knowledge that granted eternal "life" condemned Orla to an everlasting comma, and Tassach to eternity as an undead shadow of his former self. The demon is still imprisoned in this room. He is a squat purple ugly thing, sitting in the center of a glowing pentacle. He will beg for his freedom (breaking the circle) and offer just about anything (maybe true, maybe lies). He is bored, lonely, and unpredictable...and DMs can play out the encounter and end result any way they find fun and interesting.

► Yazyazz (Demon)

AC 3[16]; HD 10(40): AT 2x1d6; MV 20
Special: Breathes fire for 2d8 attack
Spells: detect magic, phantasmal force, alter time, remove curse, animate dead

134) The Loft of Tassach

When the door is opened, any character in the tower is drawn instantly into the dreams of Tassach (see the next page). Once the characters escape the dreams, they will see the room is completely empty save a plain stone chair upon which sits a skeleton in tattered robes, head tilted to one side, as if in slumber. If anyone gets within 10' of the skeleton, or disturbs it in any other way, Tassach wakes from his slumber and attacks. If Tassach is awake, all characters are released from the dreams and can take initiative in the next round. If Orla is revived and with the characters, Tassach doesn't attack, embraces her, then turns to dust.

► Tassach Undead Abomination

AC 5[14]; HD 8(25): AT 1d6+2; MV 9
Special: Instantly killed with remove curse spell, Staff +2, Regenerates 1hp per round except fire or acid damage.
Spells: Charm person, invisibility 1, web, polymorph



The Dreams of Tassach

Part of Tassach's curse is that he is forever in slumber, dreaming about trying to rescue his true love Orla, who is always just out of his reach. Any character drawn into his dreams are suddenly, inexplicably in the world of his mind. While their bodies remain physically in the tower, everything in the dream world seems 100% real, and they can take damage and die there. All hit points and spells are fully refreshed before a new dream begins.

Each time Orla is lost (at the end of each dream sequence), Tassach is temporarily weakened and the characters can all make a SR. On a success their minds return to their real bodies, while on a failure, they continue in the dream world, but each subsequent save is made at a cumulative +1 to the roll.

First Dream...The Cyclops

The characters find themselves in a wooded clearing, where they see a wizard in green robes with red hair. He introduces himself and explains that his love, Orla, has been taken captive by a cyclops in the cave yonder, and asks for their help to free her. In the cave, a cyclops has her imprisoned in a stalagmite cage. If the cyclops is killed, just as Tassach reaches for her, the cage floor collapses and she falls into a tunnel, where you see a troop of rock baboons carry her off kicking and screaming.

► Tassach, Young 4th level MU

AC 9[10]; HD 4(unlimited): AT 1d6; MV 12
Spells: 3 x Magic Missile (see page 5)

► Cyclops

AC 5[14]; HD 12(32): AT 2d6; MV 20
Special: -2 to hit (depth perception)

Second Dream...Rock Baboons

The characters find themselves on the foothills of a cliff where 6 rock baboons (larger, smarter baboons) have tied Orla to a stake. They are beating clubs on the ground, gnash teeth, and throwing rocks at the characters as they approach. Just before Orla can be rescued, a gigantic eagle swoops down and carries her away.

► 6 Rock Baboons

AC 6[13]; HD 2(6): AT 1d6/1d4; MV 12
Special: Can throw rocks 20' for 1d4.

Third Dream...Eerie of the Eagle

The scene opens with the characters scaling the cliff face. In the huge nest above, Orla, still tied to the post, is about to be fed to 4 hungry and vicious chicks. She is tossed to one side as our heroes crest the lip of the nest. Before she can be rescued, a secret door suddenly opens in the side of the cliff behind the nest, and several reptilian hands drag her inside.

► Giant Eagle

AC 6[13]; HD 3(10): AT 3x1d4; MV 12, fly 24

► 4 Giant Eagle Chicks

AC 8[11]; HD 1(3): AT 1d4; MV 9

Fourth Dream...Lair of the Troglodytes

A damp dripping subterranean tunnel opens into a large natural cavern where several squat, spine covered reptilian humanoids prepare to torture Orla, who is hanging in chains that disappear into the darkness above. As she is about to be rescued, she is pulled up, and disappears into the darkness above! (if you need more dreams...make them up).

► 6 Troglodytes

AC 5[14]; HD 2(28): AT 1d6+1; MV 12

Special: They stink so horribly that all attacks suffer a -2 to hit them.

**This is the end...
Good Day!**

