



MAXIMILLIAN'S MANSION

Level One

A Game Master Dungeon for
Tunnels & Trolls.
By AR Holmes.

Welcome to Maximillian's Mansion!

Maximillian's Mansion is a dark forbidding dungeon of despair skulking far beneath the bleak mountaintop castle of Maximillian Mandrake, conjuror of demons, master of the black arts, prince of the undead, lord of darkness and king of all things evil!

The castle interior has never been seen by anyone alive apart from the magician and his minions. Perched high upon the lonely Mountain of Ostoran, it is devilishly difficult to reach. Any creature flying near to the ominous castle is attacked with magic, flying demons or a huge ballista, which launches massive iron spikes into the sky with deadly accuracy. The Wastes of Thosill, which lie at the foot of the mountain, are desolate and deadly, haunted by demons and the wandering undead.

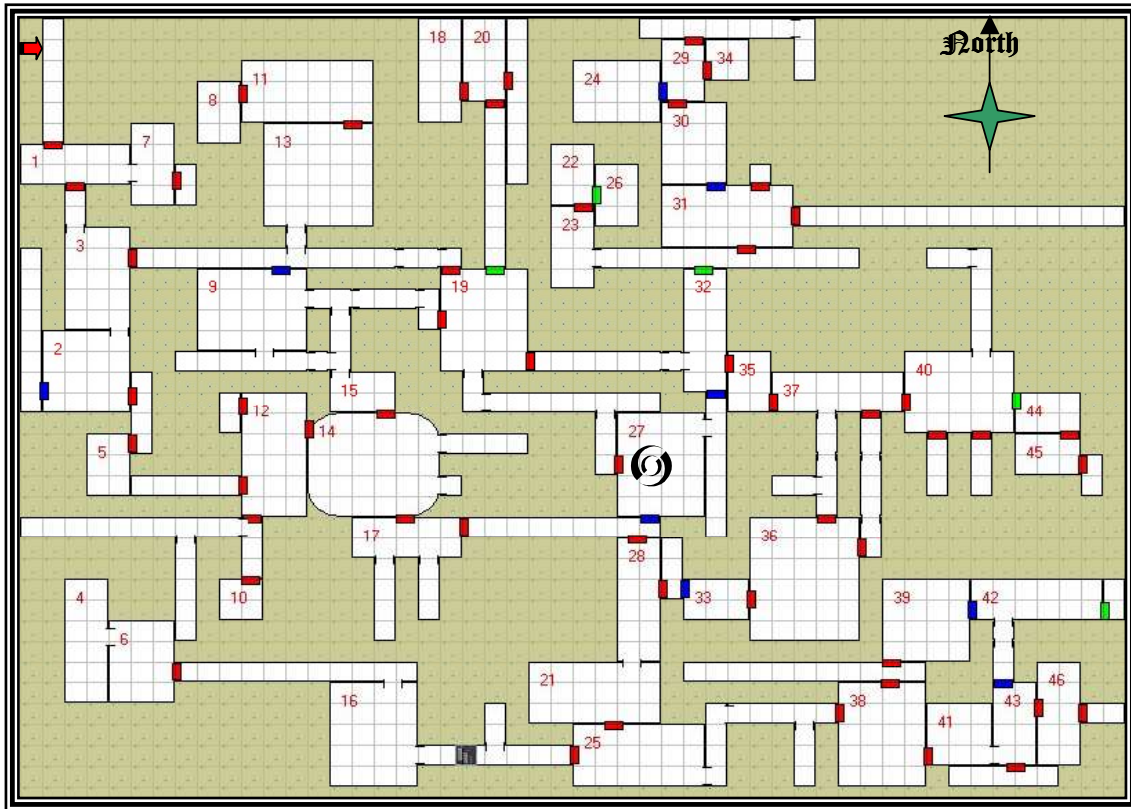
Beneath the castle, within the bowels of the mountain, a complex of tunnels and chambers play host to a variety of challenges for the intrepid thief or treasure-seeker. Within this monstrous labyrinth mighty treasures lie amongst the dust of ages, and mighty magic trinkets sleep hidden deep within the darkness of the mountain caverns.

Adventurers must beware however, for these baubles are not to be lifted lightly, for the halls and corridors of Ostoran are stalked by nightmarish monsters and protected by evil magic and deadly traps.

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Maximillian's Mansion Level One – Game Master's Map

Scale: 5' per square. Corridors are 20' high. Rooms vary in height (see text).

Dungeon Doors: Doors marked in **red** are standard dungeon doors, 7' high, 5' wide and 6" thick. They open into the room with the hinges on the right hand side, but cleverly constructed so as to be very difficult to unhinge should the delvers wish to remove a door or two along the way. Doors are constructed from Ironwood and strengthened with 3 6" wide iron bands and iron studs. Door handles are of the lever variety, and pull down to open. All doors have keyholes, but not all are functional. Some are false, some real, and some magical. The dungeon text will provide details of any unusual locks or keyholes.

Doors marked in **blue** are secret doors, being constructed from the same material as the wall in which they exist, and requiring a second level saving roll on LK to discover, and a level 3 saving roll on DEX to open. The dungeon text will provide any additional details required regarding secret doors and their operation.

Doors marked in **green** are concealed doors, which means that they have been hidden in some way, either within wooden panelling, covered with a layer of plaster, or be disguised in some other way. If the relevant area is searched, the saving rolls required to find and open are often the same as they are for secret doors. Again, the dungeon text will provide further details as necessary regarding concealed doors. Openings between corridors and rooms where only two lines mark the entranceway are open arches, pointed at the apex. They display the same dimensions as a standard dungeon door, i.e. 7' high and 5' wide.

**A larger version of the GM dungeon map is included at the rear of this game module. Permission granted to copy this map for personal use.*

Dungeon Construction & Flooring: The chambers and corridors deep within the rock of the mountain are encased in exceptionally hard granite, which will prove difficult to hack through. It also contains a certain degree of magical elements, which make the rock harder and more resilient to damage. As a result, the delvers will find it nigh on impossible to dig into the dungeon walls, roof or floor should they wish to. Any non-magical digging implement that is used on the rock will break, becoming useless, should the user fail a third level saving roll on LK each turn it is used. Unless it breaks, it will dig through 2 cubic feet per full turn. Magically enhanced digging tools will dig through 5 cubic feet per full turn, and will not break so no saving roll is required.

The corridor floors are unremarkable and are just solid stone, uneven surfaces. Rooms may have different flooring, and once again, the dungeon text will describe any unusual floor covering for rooms as appropriate. If the flooring is not mentioned then it is a standard flagstone floor.

Lighting: Generally the dungeon is unlit. The corridors do contain ancient iron torch holders set into the side walls, but most are empty. As a rule of thumb, there will be 1 torch holder per 40' of corridor length, with corridors less than 40' in length having one holder only. There is a 1 in 6 chance that any torch holder will contain a torch, and the GM should roll on the tables below for the contents of any holders that are discovered to contain a torch. The tables provided are just a guide for the Game Master, and may be used, omitted or changed as appropriate to the game.

Lighting in the individual dungeon rooms varies from room to room and will be covered by the room details in the text.

<i>Table 1 – Contents of ancient iron torch holders (corridors). Roll 1D6.</i>	
Die Roll	Torch holder contains...
1, 2	A stump of a very old ordinary torch, with 5 minutes burn time remaining.
3,4	As above, but the torch will burn for a further 3 turns.
5	A standard, ordinary unused torch is present in the holder.
6	The holder is either trapped or opens a nearby secret door, panel or hatch. GM's discretion. Holder contains unused torch as above.

<i>Table 2 – Trapped torch holders (corridors, see Table 1). Roll 1D6.</i>	
Die Roll	Nature of Trap
1,2	Spiked needle. L1SR on LK to avoid 1 CON damage if handled.
3,4	Poison gas released from wall if moved. GM to detail poisons effect.
5	Touching holder sounds an alarm. Roll for a Wandering Monster.
6	Magic trap. Roll on Table 3 or GM to detail nature of trap.

<i>Table 3 – Nature of magic traps on torch holders (corridors). Roll 1D4.</i>	
Die Roll	Nature of Magic Trap (radius of spell always 10')
1	Fire flash. 3D6 CON damage to all in range.
2,3	Poison cloud. L3SR on CON or lose difference from CON.
4	Teleport. Anyone touching holder is randomly teleported to another part of the dungeon, to be chosen or randomised by the GM.

Wandering Monsters: The dungeon is home to a variety of creatures, which roam the corridors and rooms freely. Most will be instantly hostile, but the GM is encouraged to use the Monster Encounter Table found within the 5th edition Tunnels & Trolls rulebook, or use his or her own method of deciding the monsters' reactions when they encounter one or more adventurers.

Two tables of wandering monsters have been provided for use with this dungeon. The GM may also use other tables or system for generating wandering monsters to suit the game as appropriate. Notes on some of the monsters are provided below. The GM may choose which table to use.

<i>Table 4 – Wandering Monster Table 1. Roll 1D10</i>	
Die Roll	Wandering Monster
1	Apparition. * {L1-3}.
2	Bloodbats. 2D10 appear with MR 30 each.
3	Gargoyle. MR 80 \$.
4	Rock Troll. MR 100 \$.
5	Hooded Imp. {L1-4} MR 40.
6	Giant Scarlet Worm. MR 70.
7	Wraith. MR 100. * {L1-4}.
8	Winged Demon with pitchfork. MR 120. {L1-3}.
9	Crystal Worm. MR 140 \$
10	Evil Wizard. MR 50 {L1-4} or roll on WM Table 2 below.

Monster Notes:

- * Immune to non-magic attacks and non-magic armour will not be effective in combat with these monsters.
- \$ Creature has CON MR of three times fighting MR.
- {x} Creature can cast all spells of the levels contained within brackets.

<i>Table 5 – Wandering Monster Table 2. Roll 1D4.</i>	
Die Roll	Wandering Monster (Personalities from this level of the dungeon)
1	Lo-Zinge-Sux, if he has been released. Room 15.
2	Oussth the Mighty. Room 16.
3	Rezjobell. Room 30.
4	Varak the Vampyre. Room 33.

Dead Ends: Throughout this dungeon the adventurers will encounter many dead-end corridors, which lead to nowhere, contain no secret or concealed doors, and are apparently pointless. The GM is welcome to make of these dead-ends anything he or she wishes, but included below is a table of dead-end options, which can be incorporated into the game or omitted completely, if the GM decides that a dead-end is no more than that; a dead-end!

<i>Table 6 – Dead-End Option Table 1. Roll 1D4</i>	
Die Roll	Dead-End Option
1	Random Inscription (GM to determine language and message).
2	Water Fountain (refer to Table 7 below).
3	Wandering Monster Portal *.
4	Secret door or panel (refer to Table 8 below).

* A Wandering Monster Portal is a glowing 'window' in the wall, which pulsates and 'hums'. When a Wandering Monster is summoned (rolled-up), they usually enter the dungeon through these one-way portals. Anyone touching the portal will receive a power bolt, which will cause 2D6 immediate CON loss, armour being no defence against the magic power surge. They can be destroyed with 50+ points of magical damage (this increases on deeper levels of the dungeon).

Die Roll	Type of Fountain
1	Normal water fountain and basin, safe to drink.
2	Fountain has dried-up and is useless.
3	Fountain contains poisoned water. 1D4 CON lost if drunk. *
4	Fountain contains magical water. 1D4 CON restored if drunk. *

* CON loss or gain is only applicable to the first drink from the fountain, which the player-character takes. Subsequent drinks from the same fountain will have no effect. The GM may decide that although no further CON is to be restored by drinking more of the magical water, but CON will still continue to be lost if the foolish delver continues to drink from poisoned water fountains.

Once the GM has randomly decided what is to be found at individual dead-end locations within the dungeon, he should make a note of them for the remainder of the game. If all the Wandering Monster Portals are destroyed, the party will encounter no further Wandering Monsters for the rest of the game or until the next level of the dungeon is explored.

Die Roll	Secret Door/Panel
1	Secret door only if there is a connecting wall with another corridor or dungeon room. Otherwise there is nothing to be found after all.
2	Small panel, behind which is a minor treasure or minor magic item.
3	As above, but a trapped or cursed item is hidden.
4	Secret door leads into a stairway up or down *.

* This is entirely at the discretion of the GM. The stairway could lead to an exit if the GM wishes to bring the game to an end, to another level or sub-level, or to another extra dungeon room or area, which the GM has created.

Monster Ratings, Saving Rolls and Magic: This dungeon has been written using basic MRs (Monster Ratings) and low-level saving rolls. The magic, which the PCs will encounter, is also low level. The dungeon as it stands would be suitable for a party of around 6-8 player-characters (delvers) of level 1-3 in mixed character types (i.e. the delving party should contain Warriors and magic users. The group should contain at least one true Wizard in addition to any Rogues that may be present). Such a group would on average score somewhere in the region of 6D6 + 8 personal combat adds per character, making a total of 36D6 + 48 adds for a party of 6 characters (average score of 174 per combat round) before any magic or magic items are calculated. Such a dungeon party would therefore be able to cope with a monster with a Monster Rating of around 200, given that they should have magic to hand, magic armour and weapons and will probably be using weapons higher than 3 dice. Therefore a Monster Rating of 200+ will be given to some of the tougher monsters within this dungeon level, which I feel should be a tough challenge for the delving party. Often, monsters are given a CON MR, to reflect their extra-hard resistance to damage.

Saving rolls within this level of the dungeon generally will be no higher than level 4, with the majority being of level 1, 2 or 3. Level 4 saving rolls will reflect especially tough or difficult situations within this adventure. Similarly, this level of Maximillian's Mansion will not generally contain magic spells or traps, which the party will encounter, higher than level 4, although again, some of the tougher monsters within the dungeon will be able to use spells at higher level, to reflect their tremendous power. If the GM wishes to use the dungeon with higher-level player-characters, the Monster Ratings, level of Saving Rolls and magic should all be raised to match the strength of the party as appropriate. As always, the final decision with regard to MRs, SRs or magic, remains in the capable hands of the individual GM to judge and allocate accordingly.

Entering the Dungeon: The Game Master may introduce the player-characters (PCs) to the adventure in any way he wishes, fitting into the campaign or world setting as appropriate. However, should the GM have no fixed plan of how to begin the adventure, an introduction for the players is provided.

GM Note: The stairs shown on the map, between rooms **16** and **25**, have not been detailed in this adventure. They may be omitted or used to link to other levels or sections of the dungeon created by the GM, or even used as a second exit from the level if required.

Beginning Maximillian's Mansion: Players' Introduction

The road is cracked and dry, flanked by jagged rocks and harsh, withered scrub. Few have passed along this barren way, and even fewer have returned, for this lonely road, in the desolate land known as The Wastes of Thosill, leads directly to the foothills surrounding the mighty Mount Ostoran. Deep within the mountain, built into the ancient rock, is Maximillian's Mansion, a dark and forbidding dungeon of despair skulking far beneath the bleak mountaintop castle of Maximillian Mandrake, conjuror of demons, master of the black arts, prince of the undead, lord of darkness and king of all things evil! The dungeon which winds crazily through the inside of the mountain, is said to hold wondrous treasures, powerful magic and fantastic creatures, and any man who can venture within the dungeon and emerge with not only his life but his sanity, will become wealthy enough to fulfil his wildest dreams for the remainder of his life, every imaginable pleasure will be his, for his fortune will be legendary.

Alas, if only it was that simple! For the dungeon contains all the usual pitfalls; deadly traps, wicked magic curses, terrible monsters and chaotic madness! However, for brave adventurers, all these things are only to be expected from such a place, and for the chance to steal away some of the dungeons huge supply of treasure, delvers will risk their all! You are no exception!

So it is that soon, the huge, dark, ominous mountain looms high above you, and you assemble in its shadow, looking carefully for the entrance. A faint trail can be seen, winding its way through the crags and into the deeper shadows amongst the massive boulders that lie at the foot of the mountain. You were told to look for a boulder which, when viewed from the west, took on the aspect of a winged creature. Not an easy task, given the abundance of huge, oddly shaped rocks at the base of the giant rock. Still, you all begin looking for it, as the sun begins to hang low, and the cold shadows lengthen. Soon it will be dusk, then night, and from what you have heard, when the sun sets and darkness falls across the mountain, the demons come...

Just before dusk, one of your party hails the others from a cavernous area about 200 yards from where you began the search. Assembling once again, you all see clearly the massive granite boulder, which in the fading light of the setting sun clearly resembles a Wyvern-like creature. Behind this, a gloomy cave opening beckons. Further investigation reveals some crudely carved stone steps leading further down into the grim darkness beneath the mountain. You have found the entrance. The sun falls behind the horizon and you are plunged into darkness. As the far-off howls of unseen demons begin to echo around the mountain, you all plunge yourselves into the cave mouth, and descend the steps, which will take you into the terrifying bowels of Mount Ostoran, and into the deadly dungeon known affectionately as Maximillian's Mansion!

N.B. If the Game Master wishes to make the party discover the opening into the dungeon by themselves, the player-characters should each be given three chances to discover the entrance before darkness falls. They have three chances to make a saving roll based on Luck at level 3 (30-LK). The first character to succeed will discover the Wyvern rock and thereby the entrance to the dungeon.

If no one manages to find the opening, the GM may either allow them to find it at the last minute, or may actually decide that the party are attacked by creatures of the night, and must fight them before they actually get into the dungeon!

The table below offers suggestions for creatures that will attack the party at the base of the mountain before they manage to enter the dungeon:

<i>Table 9 – Creatures of the Night. Roll 1D4</i>	
Die Roll	Suggested monster attack
1	Winged Demons (2D6) – MR 20 each. (Maximum total MR 240)
2	Vampires (1D6) – MR 35 each. (Maximum total MR 210)
3	Winged Gargoyles (1D8) – MR 40 each. (Max. total MR 320)
4	Wolves (2D6) – MR 25 each. (Maximum total MR 300)

The above encounters could prove fatal for some groups, so if the suggested monster encounters are used, I suggest either lowering the MRs so that the party will more than likely win the battle with little or no casualties, allow the PCs to escape into the dungeon entrance before the battle is over and lives are lost, or split the battle into smaller fights, where not all of the assembled monsters are present at one go. It would be foolish, pointless and downright miserable to have some of the party killed before they enter the dungeon. These primary encounters should only be used to get the game going and keep the party on their toes, if at all. Remember, they are only *suggestions*, and like the rest of this dungeon adventure, it is open to adaptation by the individual Game Master to suit his or her game style or strength of party. Assuming now that the party survived any hostile encounters, and entered through the cave mouth and descended the rough stone steps, which lead into the gloom, the dungeon adventure can now begin!



The GM is advised to establish the following before the game gets under way:

- ◆ The usual marching order of the party
- ◆ Which delvers, if any, are carrying torches, lanterns or other light sources.
- ◆ If any of the party have any magical abilities, e.g. detecting magic, detecting traps, detecting gold, ability to see through illusions or invisibility, etc.
- ◆ Which, if any, magical items, weapons, armour are being used.
- ◆ Any other oddities that the delvers may need to declare to the GM.

With all these things checked and in order, the dungeon may begin!

Maximillian's Mansion: Into the Dungeon!

The stone steps lead down into the cold darkness for 80', twisting and turning in an ever descending spiral, until they lead to a rough opening, about 10' in diameter, which opens into a neatly mined corridor running north to south for 30'. The corridor is surprising to view as it has been neatly plastered and the floor is tiled. The walls, floor and ceiling are bare. The opening from the bottom of the stairway emerges at the north end of the corridor, about 5' from the top, on the left hand side. This corridor is shown on the GM map, and leads directly into chamber 1 of the dungeon, with the entrance from the stairway indicated by a red arrow. At the southern end of the corridor, a standard dungeon doorway stands closed. This opens into room 1, the first of many rooms within Maximillian's Mansion! The dungeon key now follows.

1 – The Magic Mist (Room height 25')

Upon opening the north door to this room, the chamber immediately begins to fill-up with acrid-smelling mist, which enters the room through the gaping mouths of many (16) stone gargoyles, which leer down upon the room from their positions 20' high up on the north and south walls. The mist continues to pour into the room even if the stone gargoyles are smashed, and there is no way to prevent the mist from filling the room. The mist *will not* leave the boundaries of the room by the north or south doors, but will continue to fill room 7. The mist will completely fill-up chambers 1 and 7 in 1 full turn (10 minutes), and the party have until then to act. The mist does not seem to cause any breathing difficulties, nor does it seem to be corroding any weapons or armour, or causing any ill-effects whatsoever to the delvers. It does however emanate bad magic vibes, which may be detected by any magic users in the party if they have the ability.

The mist is enchanted with 8th level magic, and when the rooms are full after one turn, Mist Demons will begin to materialise in the thick mist, which now fills the chambers. There is no limit to the number of demons that will appear in the mist, but only 6 will be present at any given time. When they are slain, others will appear in the following combat round to replace them. This continues until the delvers have left the room by the south door, which is enchanted with 9th level magic that causes the mist, and its demonic occupants to disperse when it is opened. This door however is locked, and requires a 'Knock Knock' spell to open. The demons will not leave rooms 1 & 7, and the party may seek shelter in the corridor until they decide what to do.

Mist Demons have an MR of 20 each, and are immune to all manner of poisons. They attack with sharp teeth and claws, and have bat-like wings that they fly around in the mist upon, swirling around and in between the delvers delivering their razor-sharp attacks. All delvers fighting these quick-flying horrors must make a L1SR on DEX each round, or only half of their combat total actually hits the creatures.

2 – The Chamber of Iron Statues (Room height 20')

The floor to this room is tiled but badly damaged and cracked. Sections of the ceiling plaster have fallen into the room, making a mess of the floor. Three 10' tall iron statues stand in here, one in the north-west corner, one in front of the door in the east wall, and one in front of the secret door in the west wall. The statues are identical, each appearing as a gladiator with a trident and shield, wearing an open-faced helmet, armoured skirt and sandals. The statues are in dramatic poses as if they were about to enter into combat. The room has no other features. The party will probably expect these statues to animate and attack them, but this predictable scenario is actually not the case at all...

The statues, although they appear as strong, solid iron, are actually hollow, being filled with an acid, which dissolves living matter but does not affect stone or metal. The statues pose no threat to the delvers if they are simply left alone, and they can easily be moved to access the doors that they appear to stand guard over.

If any of the delvers moves or lifts a statue, they quickly realise that the statue is lighter than they expected, and even begin to wonder if the statue is in fact hollow. No magic can be felt from anywhere in here.

If a statue is broken or smashed (they can each withstand 100 points of damage total before they will break), the acid within will be released, and slosh around on the floor, splashing up at the delvers depending on how the statue was broken. The delver or delvers, who actually break-open the statue, must immediately make a L2SR on the average of SP (to jump clear in time), DEX (to be nimble enough to avoid the acid) and LK (to be lucky enough not to get splashed) to avoid taking 3D20 damage. Armour will count, but any hits that the armour absorbs (i.e. protecting the delver from taking CON damage) will be removed *permanently* from the armour's total hit protection, as the iron or leather is destroyed by the acid. Any CON damage will cause severe scarring of the flesh when healed, and therefore any delver who takes damage to CON will have 1D4 points of CON *permanently removed*. Delvers standing nearby, i.e. within a 10' radius of the statue when the acid is released, must only make a L1SR on DEX to jump clear of any acid that may be released. The acid will slosh around on the floor for 1D4 combat rounds before draining away through the cracks of the badly damaged floor. Delvers would be wise to stay out of the room until all traces of this nasty acid have vanished!

If the delvers bother to take a closer look at the statues after they have broken them, allow each PC a L2SR on LK. Success means that they will discover 1D6 diamonds in the shattered pieces of the statue. Each diamond is worth 2D6 x 50 gold pieces.

3 – The Man of Many Swords (Room height 20')

The chamber contains an iron statue of a large six-armed man, holding a scimitar in each. The statue is 12' tall, and stands upon a 2' high circular dais of stone. The dais has runes and symbols carved along the edge of it, but no one in the party will be able to decipher them. The statue animates *immediately as the north door is opened*. The Man of Many Swords leaps from the dais and attacks anyone present in the room, but will not leave the room.

The statue is very fierce, and attacks wildly with all 6 swords. He has a total MR of 120, each sword arm having an MR of 20 (3 dice + 10 adds). He will either attack the delvers separately or in melee depending on how many they number and how they plan their attack. If only 1 delver enters the room, the statue will attack the lone adventurer with all 6 swords and therefore the full MR of 120. The GM should decide how the many-armed man fights when the delvers come into this room. The warrior can absorb up to 20 points of damage per combat round because of his iron construction.

If the statue-warrior is slain, the party may think to search the dais. A L2SR on LK is required by any member of the party to find a very faint hidden panel in the top of the dais. There appears no way to open it however, and magic must be used, either a 'Knock Knock' spell or a 'Dis-Spell' cast at level 3 will cause the circular panel to swing inwards. Without magic, it cannot be opened, nor can the mysterious dais be damaged in any way. Within the hidden panel lie a breastplate and a scimitar sword. Both are magical items:

Breastplate of Melath – This piece of armour is enchanted to take 20 hits alone and may be integrated with any other suit of armour. It is made from iron and weighs 250 weight units. In addition, the armour will protect the wearer from up to 50 points of damage from fire per combat round.

The Singing Scimitar of Sorin - This appears to be a normal scimitar, weighing 100 weight units, but with a curiously fashioned pommel, appearing as an open mouth. When used in combat, the scimitar howls and screams horribly, until the combat is over. The sword is enchanted to deliver 12 dice of damage per combat round, but is hideous to hear when it gets going!

If the party are clever, they may think to remove the six swords from the collapsed statue of the warrior. They may do this with little effort, and may claim the six scimitars as their own. Unfortunately, the swords are cursed with 7th level magic. The swords will function normally (and have the same statistics as the normal scimitar from the rulebook) for the first three combat rounds of any battle. However, from the fourth combat round onwards in the battle, the sword will score only 1d6 and no adds (the wielder will still score personal combat adds though). The swords are an alloy of steel and meteoric iron, and therefore will reveal no magic vibes.

4 – Baurdred's Tomb (Room height 20')

The chamber is partially ruined, with sections of the ceiling having fallen-in, parts of the floor cracked, and dirty water dripping constantly from cracks in the ceiling. The walls were once painted and decorated, and there are some signs of this, but mostly the walls are damp-ridden and cracked, with much of the plaster having disintegrated long ago. At the north end of the room is a grim tomb, carved from granite, and with a representation of a powerful human warrior carved onto the heavy lid. The tomb is 10' long, 4' wide and 5' deep. There are runes carved along the sides of the tomb, which are written in Dwarvish. Anyone able to understand the language will be able to read the following message:

'Here lieth Baurdred, friend to the Dwarves of Ostoran. This tomb is sacred to his memory, and doom will befall those who disturb his rest'

The tomb shows no signs of ever having been opened or damaged, although the room is scattered with bones here and there, with the odd skull or two lying in the detritus of the filthy, cracked floor. No vibes can be felt anywhere in this room. Anyone searching carefully for traps should be given a L3SR on the average of LK and IQ. If successful, they suspect that there is some kind of mechanical trap connected with the tomb or the room, but cannot provide any further details, as the trap, if indeed it exists, has been very skilfully designed and built. If anyone specifically searches the area of the tomb where the lid meets the base, they are allowed a L4SR on IQ. If they make the roll, they realise that the lid has actually been moved away from its original position by a very small amount, say no more than half an inch.

The tomb is trapped in actual fact, and the trap is tripped when the lid is moved in even the slightest direction, such is the delicate intricacy of the trap. The tomb is larger than it needs to be, as within there exists many compartments, which have been built into the tomb with great skill. These compartments surround the actual resting area for the body, and contain poison gas. Very narrow needle-like holes connect the poison compartments with the outside of the tomb, but they are kept sealed until the trap is tripped. The slightest movement of the lid will cause one of the poison compartments to be opened, with the gas escaping into the room in a matter of seconds. Since the tomb was placed here, thieves have tried to gain access but with no success. The tomb contains 12 airtight poison compartments, and so far 8 of them have been tripped.

If the lid is moved, the next poison compartment is triggered and the gas is released into the room, killing anyone failing a L4SR on CON. If the roll is made, the character survives but loses half ST and CON anyway, with ST returning at the rate of 1 per 3 turns, and CON not returning without magical aid or until the character leaves the dungeon and is able to rest. The air is clean of poison after 1 combat round, with no traces of it remaining.

Within the tomb, a skeleton of a warrior rests within his voluminous fur cloak and shining armour. The skeleton wears an emerald amulet in the shape of a boar, and a ring to match. He lies holding a broadsword, and a leather sack rests between his booted feet. As the lid is opened, the second trap is triggered, for the resting warrior is protected further by an undead horror. Baurdred's guardian is a Wraith, which erupts from the open tomb screaming blasphemously at the infidels who have disturbed the rest of the warrior. The Wraith has an MR of 170, and is immune to all non-magical attacks. It is however susceptible to all magic attacks.

Anyone fighting this terrible creature must make a L1SR on IQ each combat round they are engaged in battle with it. Failure of the roll results in the *permanent* loss of 1 IQ point, as the Wraith damages them mentally with its dreadful attack from beyond the grave. If the Wraith is slain, the tomb may be plundered. The items that are worth stealing are listed below.

The Sword Garaugis – This is a normal broadsword, which is enchanted with 12th level magic, allowing the wielders ST adds *always to count against the foe's MR or CON*, despite any protection the foe has. The sword scores 8+12 in battle, and is indestructible.

Amulet of Nain-Dur – This is the boar-shaped amulet. When worn alone, it is useless, but when worn with the Ring of Nain-Dur, also on the skeleton's body, the amulet acts as a total protection against offensive magic at or below level 6.

Ring of Nain-Dur – This is the matching ring to the boar amulet, and is also useless when worn alone. When worn with the amulet, the ring allows all hand-to-hand combat scores to be doubled when in battle with a foe or group of foes.

The leather sack contains 50 mithril pieces, 500 gold pieces and 10 emeralds, each worth 150 GP.

5 – Spider's Closet (Room height 12' to the collapsed roof, then 30')

This small room is filled with thick spider web, and the roof has collapsed totally, leaving a large amount of rubble on the floor, and a gaping hole above, into which the web extends until lost to the darkness. The east wall has a 2' step down to the corridor beyond, but there is no doorway. Passing through the room is difficult because of the rubble in here, but not impossible. It will take 2 combat rounds to negotiate the rubble and make it to one of the two exits. The doorway to the north of the room in the east wall cannot be opened from the corridor leading from room 2, as it opens inwards and the rubble is blocking it. The door will have to be destroyed to allow entrance. From within the room, the rubble can be moved to allow the door to be opened, and this excavation job will take 1 person 3 full turns to accomplish (less if there are more people helping). Living in the lofty recesses of the room is Charnollu...

Charnollu is a large spider, which squats in the thick webbing above room 5, in the cavernous space, which has been left by the collapse of the ceiling. Charnollu is old and sleeps mostly, but will not have eaten for a long time when the party come along, and will be keen to make the most of the delvers. She will awaken as soon as any movement whatsoever is detected from the room below, even if it is as little as an attempt to open the north door on the east wall. Once alerted, she will prepare to strike. Her plan is simple; scuttle quickly through the webbing, grab the first meal she sees, and retreat back up the tunnel to her main lair, which lies about 30' up the ceiling shaft. This all takes about 5 seconds in total, and once in her lair, she will bite the prey and wrap them in strong silk.

So, as the first delver enters the chamber, Charnollu will strike instantly, having been awakened by their sounds and movements prior to entering the room. The first PC to enter must make a L3SR on the average of SP and DEX to avoid being grabbed by the spider's talon-like legs. Failure results in the character being taken up into the spider's lair, paralysed and wrapped, a process that results in death in 8 hours, although the spider will have drained their body of all fluid long before death occurs.

If the SR is made, the spider, angered and desperate, drops into the chamber and fights for her dinner. Every combat round, each PC in close hand-to-hand combat must make the above SR again, failure resulting in being taken high into the spider's lair. If more than one fighter fails the roll, the one who misses it by most is ensnared and taken to their doom. Once Charnollu has captured a character, they cannot help themselves as everything happens too quickly, it is dark, there is thick, sticky web everywhere, and there is no room to move or fight.

The spider has an MR of 240, and anyone taking hits to CON is injected with Spider Venom, with the poison taking effect as per the T&T rulebook. Any characters paralysed in this fashion will more than likely be grabbed by the hungry spider and taken into the lair. Charnollu will poison and wrap as many delvers as she can, devouring them one by one, horribly.

If the PCs manage to slay the old spider, they may climb up into the cavernous opening above the collapsed roof space, with a L2SR on DEX and the aid of pitons or rope. The web burns easily and so can be cleared quickly. If the spider is in her lair when the web is set alight, she will drop into the room, probably on fire, and fight for her life, escaping whenever a chance arises, and scuttling into the dungeon. The GM should play any such scenario by ear. Charnollu's lair contains the following treasure & magic items;

- ♦ 1D20 x 100 gold pieces, in various pouches, sacks, boxes etc. from dead delvers.
- ♦ 1 magic Sax dagger, which is enchanted with 5th level magic so that it scores 15d6 in combat.
- ♦ 1 pair of magic boots, which allow water-walking for up to 1 hour per full day. (*N.B. If the lair is torched, these will be totally destroyed!*)
- ♦ 3D6 assorted gems, to be generated randomly using the rulebook.

6 – Standing Guard over the Dead (Room height 15')

Baurdred, who lies within his heavily trapped tomb in room 4, is also guarded by the beings that stand guard over him in this room. Four Stone Golems stand in here, each one identical to the others, all standing 8' tall, with heavy clenched fists, huge feet and grim expressions carved onto their stone faces. Each golem has a pair of rubies for eyes, each gem being worth 300 GP, and only magical when in the Golem's head, aiding the magic, which gives them life and purpose when certain events occur (i.e. trespassers moving from this room into room 4 will activate the guardians).

The golems each have an MR of 100, and a CON MR of 400 as they are carved from granite and enchanted to give them extra resilience to damage, as if granite golems were not tough enough! Magicians will be able to detect magic from these creatures, and may be able to determine their trigger with the appropriate spells and at the GM's discretion. The golems will animate and attack (until death of the golems or the intruders) anyone who either attacks them first, or passes through the archway into Baurdred's tomb (room 4). The combat will be straightforward, and the golems will follow the delvers out of the room and as far as the end of the corridor, which leads to room 16. They will not however pass into room 16, and if they decide that the party have left the area (they will wait for 2D6 turns), they will return to their positions within room 6.

The golems will not communicate whatsoever with anyone in the party, and attack until they are destroyed (i.e. their CON MR is reduced to zero or less) or the intruders have either been chased away or slain. If they are destroyed, the delvers may claim their eyes as treasure, although the gems will retain absolutely no magical power.

7 – Welcome Gifts (Room height 15')

The chamber is 10' lower than room 1 to which it is connected, with the archway that joins the two rooms being carved with skulls and bones. The chamber contains an old stone altar, which is 8' long, 5' wide and 4' deep, and is sits along the north wall. Upon the altar are three boxes, each one identical to the others, 8" long, 4" wide and 4" deep. They are wooden and locked shut. Magic must be used to open them. If they are smashed, their contents are destroyed. Each one contains a magic hen's egg and a phial of amber liquid. Also resting on top of the altar is a rolled-up scroll, with the following message written on it in Common Tongue:

“Gifts for you, brave, or foolish souls. Use them wisely, and only when you are in desperate need...”

Each magic egg will restore all lost ST and CON for whoever eats it (it can be divided, but only a fraction of ST & CON will return. i.e. if half an egg is eaten, half lost ST and CON will return, if a quarter is eaten, a quarter of lost ST & CON will return, etc.), and the phials contain a liquid that will cure any poison and nullify its effects. All are free for the taking. The door in the east wall leads into a small chamber, which contains a suit of armour. It will fit the first person to try it on, and it is magical lamellar. It will protect the wearer from his ST rating in hits per combat round. Warriors may double this protection, and the armour may be worn by any character type.

However, the armour is guarded by a magic spell. Whenever the armour is touched, the PC is cursed so that they will automatically fail their next 3 saving rolls, although they will not know it. The spell is silent and invisible, and any wizards who try and detect magic vibes will need to make a L4SR on IQ to be able to differentiate between the two magic sources, i.e. the armour and the protection curse. If the roll is made, the wizard may add 2 points permanently to IQ, and may investigate the two separate spells. If the roll is missed, the wizard feels just ‘neutral vibes’ from the room and its contents.

8 – Mad Mage’s Bane (Room height 10’)

This room contains Mad Mage’s Bane, a **Deluxe Magic Staff**, with a strength reserve of 30, which knows levels 1 to 3 spells. It rests within a burning fire, which burns atop a pedestal in the centre of the room. The pedestal is painted gold (but is worth nothing) and is covered with runic symbols. Wizards will recognise them as Wizard’s Guild symbols signifying high magic. On the west wall of this room is a riddle...

I HAVE NO SWORD, I HAVE NO SPEAR,
YET RULE A HORDE, THAT MANY FEAR.
MY SOLDIERS FIGHT, WITH WICKED STING,
I RULE WITH MIGHT, BUT AM NO KING.
WHAT AM I?"

The DMS is free for the taking, once the riddle is solved. The answer is "A QUEEN BEE", but the staff demands a high price. The flame will vanish when the riddle is solved. Until then however, it cannot be extinguished nor can the staff be touched. Anyone trying to touch the staff will receive 1D10 CON damage from the magic flame (armour does not count here) and will find their hand simply passing through the staff as if it was an illusion. Any true wizard who touches it (any other character type cannot) will be bound to keep it.

Any character that owns the staff will not be able to carry or use any other magical items, with the exception of magic armour and any items, which increase damage limitation. E.G. magic ring that will absorb hits etc. The staff has a rather ‘snooty’ personality, and will communicate with the owner only when it sees fit to do so.

The wizard will not be allowed to carry/use any magical weapons either, if this is allowed in your game world. Mad Mage’s Bane will be 100% loyal to the owner, and communicate in Wizard Speech to the owner alone. It will cast any spells it feels will aid the owner, using its strength reserve, and will allow the owner to cast a separate spell each combat round, whilst it casts another.

E.G. The owner may cast a TTYF during a combat round, and may request the staff to cast another spell, which it knows in the same round. The owner uses his own strength, and the staff uses its reserve strength. If the staff has no strength reserve, it cannot cast spells unless through the owner, who may not cast a separate spell that round.

The staff is indestructible, and as an extra bonus, will protect the owner from all flame damage, as long as the owner carries the staff. If any other character-type attempts to obtain the staff, magic protecting the staff will cast a TTYF of 50 points at the character. Only true wizards may own it; no warrior-wizards. The DMS is a 1' long wand with a diamond set into the centre. If the diamond is removed (only a Shatterstaff could do this) the magic is lost.

9 – All Wrapped-Up... (Room height 30')

The room is empty and unadorned except for a standing sarcophagus on the opposite wall to the door (immediately in front of the secret door, marked in blue on the GM's map). If the delvers open the tomb, a Mummy, MR 160, steps forth, with glowing green bandages and foul-smelling decayed flesh beneath. The mummy is immune to spells levels 1-4 inclusive. It is unharmed by fire and non-magical attacks. TTYF spells do only ½ damage to it. Each round, it fires a beam of green light from its eyes, which hits one random character that is allowed no saving throw. The energy beam does 1D6 instant CON damage and knocks the delver back 20', stunning them so that they cannot act in the next combat round. The mummy will only attack if the tomb is opened.

The rear of the standing tomb is a secret door, requiring a L2SR on LK to find and a L3SR on DEX to open. The secret door cannot be opened from the other side, and will not open anyhow if the mummy is within the tomb. Level 13 magic prevents the door from functioning unless the mummy is destroyed, whereupon the spell shatters.

10 – The Crypt King (Room height 10')

This tiny 10' cube room is devoid of any decoration, with stone walls, covered in algae and mould, and an earthen floor. The cracked ceiling looks unsafe and drips water onto the floor. In the centre of the room is a 6' diameter pit, 12' deep and uncovered. It contains a skeleton, nothing else, which lies in a crumpled heap in the muddy earth at the bottom of the pit. The room will feel chilly and faint mutterings will be heard in the air, but no magic can be felt. As soon as the delvers enter and peer into the pit, the skeleton begins to glow a ghastly pale green hue, and animates, levitating from the cold, wet pit, to attack the party. It has glowing red eye sockets and long claws and teeth grow as the delvers look on, as this horror rises magically from the earthen pit. As the skeleton reaches the top of the pit, from nowhere, a longsword appears in the skeleton's hands, and the battle begins.

If the door is shut, the skeleton will break it down the very next combat round, and attempt to locate the party and slay them all, hunting them down if necessary. It cannot be bargained with and will not stop until slain.

The skeleton has an MR of 150, and is *immune to magic below level 6*, but takes full damage from physical damage. Non-magic weapons will shatter if used on the thing, if the player-character misses a L1SR on LK each combat round they are fighting the monster with an ordinary weapon. In addition, each combat round, the delvers must make a L2SR on LK or they take 1D6 CON damage from the green light which fires from the creature's eye sockets as it fights, wildly. If slain, it shatters, screaming, and the sword drops to the floor. If taken up by a delver (it glows green), the PC will be struck with an energy bolt causing 2D6 CON damage, and thrown across the room. However, if he survives, he may use the sword. It is called **Crypt King** and will score 12D6 + 50 adds, a formidable weapon, but the sword will score no damage Vs Undead foes. Only the first PC to touch the sword may claim it, and it will not function more than a 4D6 longsword for any other delver.

If the delvers think to search the bottom of the earthen pit, a metal box will be discovered, 2' down into the filthy mud at the bottom, amongst old bones and teeth. The box is iron and 4" square. It is sealed shut by 5th level magic, which must be dispelled in order to open the box. Within is a small ivory skull, of hideous aspect, resting within a scarlet coloured silk. This item is **The Ivory Skull of Undead Control**.

The user may command any undead foe with an MR (or total ST, IQ & LK) less than or equal to his level number x5. The undead creature (or creatures – the user may control up to his level number x2 individual creatures at the simultaneously) will respond only to the commands of its new (temporary) master, for as many combat rounds as the user's LK, after which, the creature, if it still 'lives', will revert back to its normal, horrible, aggressive self!

However, there is a drawback to this powerful item. The user loses 1 *permanent* point of charisma each time it is used, so becoming uglier and uglier as time goes by...

11 – The Flashing Ogres of Ostoran (Room height 30')

This room is once again bare, any decorations having been stripped and removed. The floor, made up of large flagstones, is bloodstained, and the roof has the remains of a grim demonic mosaic upon it, with large patches missing, thankfully. As the delvers enter, there is a great boom of laughter, as 4 large Ogres appear in flashes of light and smoke, to attack the party. Each has an MR of 55, and they attack the party blindly until death. If despatched, there is a further boom of evil laughter and another flash of light, as 4 Lizardmen appear, each fully armed and armoured. They attack with howls of glee, each having an MR of 65.

Both the Ogres and the Lizardmen will chase the party out of the room and into the remainder of the dungeon, until they or the party are slain. If the Lizardmen are finally slain, there is another booming laugh, and a flash of light, as a treasure chest appears amongst the carnage.

The contents are randomly generated each time, see below, rolling 1D6.

1-Explodes, causing 1D8 damage to CON of opener, 1D2 to all other delvers in the room. In the ashes, 1D10 small gems will remain, worth 3D6x10 Gold pieces each.

2-A magic item (described below), and a note reading "*Get you next time...*" The item is the **All at Once Ring**, a tiny brass ring set with a tiny silver dagger crossed with a tiny magic wand. A wizard wearing this can elect to both cast a spell *and* fight in a combat round. However, in the following round s/he will be so exhausted that s/he can do *neither*.

3-Poison gas. All delvers in the room lose 1D4 CON instantly, and the chest contains a skull and some bones, useless, grim and non-magical.

4-Chest contains a magic weapon, a small dagger called **Orc's Howl**. It scores 2D6 in normal combat, but 6D6 against Orcs.

5-Chest contains a Wraith, MR 120, which erupts from the chest in a billowing cloud of foul-smelling fog, and attacks the bewildered party. When slain, a sack of 500 gold pieces will appear magically within the chest.

6- Chest contains a bag of crystal powder, called **Startledust**. Throw a handful of this glittery stuff over a foe for the same effect as a *Mind Pox* (Level 5 spell). There are 5 handfuls.

12 – Zombie-Fest (Room height 25')

The room was once lavishly decorated, but the walls have been badly damaged, the floor tiles shattered and mostly lifted, and the ceiling is cracked and looks set to collapse. Lying on the floor of the room are 12 corpses, all in various stages of decay, wearing bits and pieces of armour and some ragged clothes. Some of them hold weapons or old battered shields. Wizards will feel bad magic in here, emanating from around the room and the doorway to the northwest, beyond, which is a small corridor/closet room.

The door has been covered in bizarre glyphs and writing, in no tongue known to the party, although it looks very disturbing. This is an ancient spell, which activates when the door is opened. As it opens, the corpses begin to stir and groan, standing upright and staggering towards any living things that they can see (the delvers will probably qualify!). Each Zombie has an MR of 20, and can take 4 hits on the various bits of armour or shields. They are immune to all poisons but take damage from any spells or weapons.

The Zombies will follow the delvers out of the room and pursue them until slain or they kill their prey. If anyone takes damage to CON from the Zombie attack, they become infected with poison, and will continue to lose 1 ST and 1 CON per combat round until they are cured by an antidote, magic, or die.

Through the northwest door, which is unlocked, despite the grim array of magical symbols scrawled across it, is a short corridor, or closet room, 10' long and 12' high. The chamber contains a treasure chest, in which are three interesting objects:

A golden key, shaped like a demon. This is required to open the secret door in room 29 (leading to room 24).

A sack containing 800 gold pieces.

The Pendant of Eir. This is a Celtic-design amulet on a silver chain. Wearing this charm will allow the wearer to regain lost CON at the rate of 1 per 2 turns.

13 – The Armour Store (Room height 30')

Within this large room, which was once decorated in a grand style, with wall friezes and fine carpet, but now the carpet is but a rotted, mouldy mess, and the walls have cracked and the paintings faded. The ceiling is cracked and water drips from the cracks, making the floor a sloppy mess. Fungus growths grow on the remains of the carpet. Standing in the room are 12 suits of armour, which rest upon armour stands. Magic can be felt in the air in here, but before the party can investigate that, they must first deal with the horror, which has made this cosy room its home. An Oni, a kind of oriental Demon, lives here. It is 8' tall with one burning red eye in its forehead, and roughly Ogrish in stature, with long talons and fangs. It has a small pair of leathery wings on its back but these are useless and for show only. The Oni attacks almost immediately, leaping out from behind the suits of armour as the delvers enter the room. It has an MR of 260, and has a trick or two up its sleeve...

Each combat round, the Oni will cast an illusion of itself to fight alongside it. The party will not be able to tell which is the real demon during combat, and as a result they must either decide to focus their attack on just one demon, or their attack score is halved. If they choose to attack just one, roll 1D6. On an even score, they fight the real one. Odd, and it is the illusion, and no damage is done. In addition to this annoying habit, the Oni fights with poison, spitting, biting and clawing at its enemies. Delvers taking hits to CON will continue to lose 1 CON per combat round until cured as a result of this poison. Additionally, all characters fighting must make a 2nd level SR on the average of their LK & DEX not to be spat upon by the demon, which will cause the loss of 1D2 CON points. Fully armoured delvers may be unaffected by this at the GM's discretion.

The Oni is immune to fire attacks and can see through all illusions. Non-magic weapons will do only ½ damage to him. Once the Oni has been despatched, the delvers may inspect the armour. If the delvers do not fancy battling with this terrible foe, they may decide not to enter the chamber, in which case the Oni will growl at them but will not leave the room. It will only attack if provoked, or if the delvers enter the room. It regards the armour as its treasure, and will resist all attempts on behalf of the party to get to it. The various suits of armour are described below:

- 1) Full Plate armour. No magical properties. Will fit anyone between 5-6' tall.
- 2) Full Scale armour. As above.
- 3) **Magic Scale** armour. Enchanted to take 30 hits.
- 4) Ring-joined Plate armour, badly rusted and damaged. Will take only ½ usual hits.
- 5) This is an illusion. Touching the armour will cause the delver to be teleported to room 2 on this level.
- 6) Trap! Full Plate armour, shiny and new, with an ornate helm and tower shield. Removing this armour from the stand will cause crossbow bolts to shoot out from the wall behind the armour. Anyone within a 10' radius will be hit by 1D6 bolts, which inflict 6D6 damage each.
- 7) Full Plate armour, made for dwarven warriors.
- 8) **Death's Head Armour**. Scale armour, jet black, with a skull & crossbones on the front of the helm. The wearer may take all non-magical damage when wearing it, but all saving rolls will be one level higher than required.
- 9) The armour (scale) falls to pieces when touched. Living within is a large spider, which scuttles away. It is nasty looking but harmless. The armour is worth only ½ usual hits.
- 10) Lamellar armour, full set. No magical properties.
- 11) Full set of leather armour, but badly damaged by the conditions in the room. ½ hits.
- 12) Full set of Plate armour. This is **Enchanted Minotaur Armour**, to fit any wearer, who will instantly be transformed into a Minotaur when it is worn. See Rulebook for attribute changes. The spell is irreversible, and the armour takes normal amount of hits.

14 – **The Zombie King** (Room height 45')

A Zombie Sorcerer sits in an ancient moth-eaten throne in this grand chamber, in the centre of the room. It can cast any spells from level 1-3 and has the following attributes listed below. It is unable to act apart from casting spells and fights when ST is too low for magic. It is openly hostile, not open to parley and will attack immediately. (*The undead sorcerer carries three magic items, all of which are cursed for mortal users*)

WEAPONS: 5' long staff (OMS), 3+4 large dagger, 2+5 Small dagger 1+5.

ARMOUR: **Enchanted Robe**. Absorbs all missile damage (Excluding spells) and can take 20 hits in combat. (Missiles hitting it simply lose all power and drop harmlessly to the floor) CON will be at half value whilst mortal wearers wear it.

OTHER ITEMS: **Magic Bracelet**, which absorbs half any damage from TTYF spells and half of any fire damage. It is in the form of an entwined serpent. Anyone wearing this will be cursed. All LK based saving rolls will be raised by one level if it is carried/worn.

Magic Crown, which stops 'mind' spells, e.g. 'Mind Pox', 'Dum Dum' etc. The wearer is unable to speak however if it is worn. A 9th level curse activates this magic. Should a delver wear it anyway, forbid the *player* to speak if you are feeling particularly nasty...

The room has a mosaic-tiled floor, depicting a group of dragons surrounded by fire and water. The throne sits upon a low dais in the centre of the room, and is constructed from oak and upholstered, although the cushion and the rich red tapestry surrounding it are moth-eaten and mouldy. Each of the two dead-end corridors, which lead away from the room to the east, contains a treasure chest. The chest at the end of the longer corridor contains 6000 gold pieces, and the other chest contains 3 large crystals, each one worth 1000 gold pieces and weighing 50 weight units. In addition, the 'King' wears 1000 GP worth of non-magical trinkets and jewellery.

The Zombie King (Room 14)

ST:	53
CON:	50
IQ:	3 (30 for spell casting)
DEX:	28
LK:	24
CHR:	-34
ADDS:	+69
MISSILE:	+25



15 – A Demon Chained (Room height 15')

The room is home to a well muscled, dark red scaled and winged Demon, which is currently chained to the wall in the northeast corner of this small chamber, upon the walls and ceiling of which are painted numerous symbols and runes, all indecipherable. They are similar in design to those on the magic door in room 14. The Demon is called Lo-Zinge-Sux, a name he hates, and has an MR of 300. It can speak any languages the characters can understand, and knows any spells that they do. He will plead to be released, promising one of the following to the party:

- 1 Fight for the delver with the highest CHR or the one who frees him for 1 full hour. (The Demon may agree to fight for the whole party)
- 2 Lead the party to a secret treasure hoard in the dungeon on this level (See rooms 19 and 20).
- 3 Answer 3 yes/no questions about the dungeon to the best of his ability.

Surprisingly, Lo-Zinge-Sux will uphold his promise, and keep his word. Following this service, he will wander the dungeon. If they encounter him again, one of the adventurers must make a CHR SR at 3rd level to persuade him not to attack them, otherwise he may attack at the GM's discretion. To release the Demon, a magic silver key must be used to unlock the chains. This is the only way. The chains cannot be harmed in any way, and

cannot be removed from the wall, which is also protected, by high-level magic, of which the strange and often obscene symbols are a key part. They cannot be removed from the walls either. The key is worn by Oussth, in room 16.

Lo-Zinge-Sux does not know where the key is, but is certain that it can be found somewhere within this level of the dungeon.

16 – Oussth the Mighty (Room height 40')

This large chamber is bare of any decoration, with a cracked ceiling, bare stone walls, and a floor that has been tiled with plain green tiles, but which is now in considerable disrepair. Littering the filthy floor are bones and skulls, and the remains of many a dead adventurer's equipment. This is the lair of Oussth the Mighty, breaker of skulls, devourer of flesh, drinker of blood and delver's ruin. Oussth is a Balrog, and one of the toughest and meanest foes on this level. The GM can use (or change) the attributes given below for the Balrog, or may allocate an MR of around 500 for the beast. He wears several magic trinkets, and also wears the magic silver key around his neck, which is required to release the Demon Lo-Singe-Sux in room 15.

The Demon was imprisoned by the Balrog for double-crossing him, and will remain bound until the Balrog decides how to punish him, unless the delvers release the Demon first of course, which will anger the Balrog quite a lot...

HEIGHT: 15'8" **WEIGHT:** 9400 w.u.

KIN: Balrog (male) **LEVEL:** 8

LANGUAGES: Balrog, Common, Dwarvish, Elven, Gremlin, Dragon.

WEAPONS: Flaming Flamberg sword, 20d6+20 adds for flame.

ARMOUR: Various armour pieces totalling 30 points of protection.

MAGIC: Although he can cast no spells, Oussth owns and uses the following (*overleaf*):

<u>Oussth the Mighty</u>	
ST:	100
CON:	66
IQ:	24
DEX:	38
LK:	29
CHR:	-50
SP:	14
ADDS:	+131 (+262 with amulet)
MISSILE:	+157 (+314 with amulet)



Amulet of Truesight. As long as this is worn, the wearer will be able to see things as they really are, as if using a 'Second Sight' spell. The amulet is a painted green eye on a gem of low value.

Amulet of the Wheel. This amulet allows the user to make use of fighting advantages common to Barbarian warriors. All types except wizards may use it. The wearer will get double personal adds in combat, and due to increased senses, will always be allowed a saving roll on LK no greater than level 3 before being surprised. The amulet depicts a 6-spoked wheel and is on a leather thong.

Ring of Conflagration. The wearer may create a ball of fire in his hands, to which he is immune from harm. The flame can be moulded into any form the user desires, be it an arrow, bolt, key, dagger etc. The item will do 8D6 damage. If it is thrown, all 'to hit' rolls are lowered by one level. 1D10 uses when found.

OTHER: Ossuth wears the magic key, which is required to release the imprisoned Demon Lo-Zinge-Sux in room 15, on a chain around his neck. There is a 50% chance that the Balrog is at home when the delvers enter the room. Otherwise he will be wandering the dungeon, looking for adventurers...

Ossuth's Treasure Hoard.

The chamber also contains the Balrog's hoard of collected treasure, which he keeps in a collection of large treasure chests in the southwest corner of the room. The pile of booty, chests and assorted junk is not all valuable, and it will take the adventurers quite some time (say, between 1 and 6 hours) to root through everything to find that, which is worth stealing. The list of treasure that the delvers may consider taking is given below, and the GM is encouraged to add any items of his own to this list.

However, as Ossuth is not always in here, he has placed a guard over the treasure. This guard is Vugan Slimewort, and he is a Gargoyle. Vugan appears as a stone Gargoyle, squatting close to the treasure hoard. It is a little chipped and damaged here and there, and the delvers will probably pay it no heed. Around the statue's neck is a chain made from meteoric iron, upon which a small diamond is set in a silver clasp. The only function of this trinket is to prevent wizardly thieves from detecting magic from the Gargoyle. The necklace is worth in the region of 80 gold pieces.

Vugan will remain in this state until someone other than the Balrog approaches the treasure hoard, in which case it will transform into a monster with grey, warty flesh, bat-like wings and a face that could stop a clock, it is so very ugly. Vugan has an MR of 250, and will fight to protect the treasure. It will also howl to attract the attention of Ossuth should he be out in the dungeon wandering around. If the fight is going badly for the Gargoyle, it will fly out of the room and attempt to find its master. The Balrog will not take kindly at all to anyone searching through his treasure, and will show no quarter when it comes to punishing them for their attempted robbery. The items of most interest to the party within the Balrog's treasure hoard are as follows:

- ❖ 13,000 gold pieces in assorted treasure chests.
- ❖ 2D6 silver, gem-encrusted goblets, worth 180 gold pieces each.
- ❖ A small treasure chest filled with 1D% x 2 gems worth 10-60 GP each.
- ❖ A golden statue (8" high) of a dragon, worth 2D6x100 gold pieces.
- ❖ A jewel-encrusted broadsword, worth 450 gold pieces.
- ❖ A jewel-encrusted scabbard for the above item, worth 200 gold pieces.
- ❖ A set of finely crafted silver tankards, each worth 150 gold pieces.
- ❖ A bronze ceremonial mace, useless in combat but worth 170 GP.
- ❖ An ornamental dagger carved in ivory and set with rubies, 100 GP.

17 – Two-Trap Terror! (Room height 15')

This chamber is empty, but the walls are decorated with a mosaic, showing a village being destroyed by fire, with the terrified villagers being hunted-down by Demons and what appear to be Vampires. It is really quite disturbing, and totally irrelevant! The room serves as a trap, for the two corridors that lead away from the chamber to the south, are deadly. Each one is identical, apart from the length, and at the end of each is a glowing eye. The eyes are just to tempt the delvers into the corridors, and their only magical feature is to glow.

The corridors have pressure-plates set into the floor for the last 15' of their length, so that as the delvers walk towards the end to investigate the glowing eyes, they are bound to step upon one of the many pressure plates, which lie hidden under the floor. 'Oh There It Is' spells will reveal the presence of these plates, and thus may deter the delvers from venturing down the corridors. It becomes clear once the plates have been revealed, that there is no way to walk to the end of the corridor without stepping on one of the plates. If the delvers fly to the end, they will be safe, but will discover nothing interesting about the eyes, although they will probably spend a lot of time investigating them before deciding they are just to tempt would-be victims into the trapped corridors, and therefore leave them alone.

When any of the pressure plates are stepped upon, the corridor ceiling begins to drop very quickly, trapping anyone who does not escape and crushing them into a pulp. Depending on how far down a delver is standing when the trap is tripped, affects the level of saving roll they have to make. Delvers who step upon the pressure plates are surely doomed, and other than teleporting instantly out of the way, cannot escape the falling, crushing ceiling. Delvers standing in the middle of the corridors, or thereabouts, may attempt to run very quickly for the exit before being pureed. They are allowed a L2SR on the average of SP and DEX. Success brings them out into the empty room. Failure indicates death as the ceiling squashes them flat. Delvers standing in the first 5' of the corridors need only make a L1SR on either DEX or SP (their choice) to dive out of the way.

Evil-minded Game Masters may decide that if a delver standing in the first 5' of the corridor as the ceiling drops, fail their saving roll, especially if they miss a 'min-5', that anyone behind them are also prevented from escaping by their ineptitude, and all delvers die horribly. The GM will have to judge special situations as they arise, for example if anyone is carrying an indestructible item, it may well be used to prop-up the falling rock before the delvers are killed. Bear in mind thought that should such a situation arise the item is forever lost.

18 – The Fog, the Frog and the Fire (Room height 20')

The southern end of this room contains the remains of 7 stone coffins, all with their lids smashed and the contents long since rotted away. By all means encourage the delvers to search through the grim remains in the coffins, but they will find nothing worthwhile apart from the sword mentioned below.

Squatting on the flagstone floor at the north end of the room is a giant stone frog statue, about 10' in diameter. The west wall of the room has a colourful painting upon it, which seems to show a giant frog-like beast engulfed in flames, which are being breathed-out by a large oriental dragon, and surrounded by hundreds of screaming people. The statue is unremarkable, and weighs 10,000 weight units. A combined ST of 100 is required to move it, and underneath is a 2' diameter hole in the floor of the room, in which sits a crystal frog, carved from a huge fire opal. It is not magical but is worth 10,000 gold pieces.

Within one of the tombs, amongst the old bones and dust, lies a broadsword. It has an elegant pommel and hilt and has some small gems set into the base of the blade. This sword, called **Amphamon** is enchanted, and will score 7+20. There is no trap and the sword may be taken freely.

However, floating and hanging in the room is a foul-smelling green fog. As the delvers enter, the Fog takes on the form of a hideous Demon Frog beast and attacks with an MR of 190. It is completely immune to all physical

damage; only spells will harm it. Every combat round, all delvers fighting it must make a L3SR on LK. Failure results in the weapon they are trying to fight it with (after the first combat round it will be obvious that physical weapons are having no effect on the Foggy Frog) starts to corrode. The weapon loses ¼ adds permanently. If the delver continues to use it, the weapon will lose all adds in the next combat round, and lose all dice and become totally useless the round following. Non-magic weapons corrode to nothing the very first round they are used against the evil manifestation.

All is not lost however. TTYF spells will damage the Frog badly, and any cast at it will score 4x their usual score, which is deducted directly from MR. Fire based magic other than TTYF will score twice as much damage as normal, and cold based attacks, e.g. Freeze Pleeze, will score 2x as much as normal when cast.

19 – The Common Room (Room height 30')

The chamber has 5 stone tables arranged haphazardly within it, with wooden benches strewn across the floor: some are placed near some of the tables, whereas some are upturned and appear to have been thrown across the room. The flagstone floor is filthy and stained, and the walls are much the same. One of the tables has the remains of a rather unsavoury meal on it, the contents of which are better left un-described! This large room is used by the monsters of the dungeon, and may or may not be occupied when the delvers enter it. Refer to the table below to determine the contents of the room when encountered.

<i>Table 10 – The Common Room (Roll 1D4)</i>	
Die Roll	Occupants of The Common Room
1	Empty. Re-roll in 1D4 full turns.
2	Wandering Monster from Table 4.
3	Wandering Monster from Table 5.
4	1D4 Wandering Monsters from Table 4! RUN!!!!

This room could be the scene of a very bloody battle royal, or become a good place for the delvers to rest and recover. The GM, if he is feeling kindly towards them, may allow them to discover this room empty and decide that no Wandering Monsters will bother them for an hour or two, to allow them to rest and take stock of their adventure so far and their situation.

The north wall hides a secret concealed door. The doorway is hidden by a thick layer of plaster, which covers the rough stone walls. However, as much of the plaster has been knocked-off over time, by the rough and ready creatures that frequent this room, anyone searching the walls may attempt a L2SR on LK, success revealing a section of the north wall where some of the plaster has been removed, and behind it what seems to be a different coloured stone to the rest of the walls. Hacking the rest of the thick plaster from the wall will take 1 full turn with appropriate tools/weapons (e.g. a pick axe, a mace or heavy club, a piton hammer etc.) and totally uncover the secret door behind. The door will open with a L2SR on the average of LK and DEX. Each delver may only have one try at opening the door in the space of 1 hour (6 full turns).

Beyond the concealed door is the long corridor, which leads to room 20. It is through here that the Demon Lo-Zinge-Sux (room 15) will lead the party if they have asked him to take them to a secret treasure hoard as part of the bargain to release him from the magic chains, placed upon him by the Balrog Ossuth (room 16).

20 – Sorcerer's Gold (Room height 15')

This room is decorated to a high degree, with walls painted dark blue, a black painted ceiling with golden swirling designs, stars and moons painted upon it, and a floor of intricately tiled mosaic, depicting all manner of creatures surrounding a huge eye, which sits in the centre of the design. The room is always lit by two magic braziers, which burn a silver light. They stand at the north end of the room, on opposite sides of a grand throne, in which sits a robed figure. The figure is dressed in flowing robes of deep blue, and wears a silk cloth cap and pointed black boots. The head is bowed and a long grey beard can be seen. The hands are folded upon the figure's lap, and are covered by delicate blue silk gloves. The occupant of the throne is none other than Gil-Galin, once a mighty wizard, now nothing more than a mummified corpse. However, his spirit still roams this plane of existence from time to time, and if mortals once again set foot in his chamber, he will return to protect his treasure!

N.B. If the Demon Lo-Zinge-Sux from room 15 has led the delvers to this room, he will refuse to enter, and point out that the treasure lies beyond one of the two doors in the room, but does not know which. The Demon then considers his job done and leave the party to wander the dungeon.

The old wizard's body is mummified, and only a grim skull with old skin like parchment stretched tightly across it remains under the wizard's cloth skullcap. If touched, the body will crumble to the floor, with the old bones and dust gathering at the foot of the throne, and the fine clothes falling amongst the old man's remains. However, if the delvers enter here, the wandering spirit of Gil-Galin will trouble them with three magic spells before it departs, hoping that they will deter the party from searching for his treasure.

- ❖ Gil-Galin will cause Fear in all members of the party. Everyone who enters the room must make a L2SR on IQ or run from the room in utter fear, never wishing to return. Delvers missing the roll also lose 1 *permanent* point of IQ, and cannot be persuaded to return to the room.
- ❖ The old wizard's spirit will then summon an Invisible Fiend to attack all occupants of the room. The Fiend has an MR of 200, and the delvers' combat score will be halved unless they have some way of seeing the creature they battle against. The Fiend will not leave the boundaries of the room however, so the party may flee if the fight is too tough. The Fiend will remain for up to 6 full turns, although the party will not know this, and may believe that it will linger forever.
- ❖ Finally, the wizard will cause blindness in everyone failing a L3SR on IQ. The delver's sight will not return whilst they remain in rooms 19, 20 or the eastern corridor, and if the delver leaves the room, his or her sight will return in 2D6 *hours*, and not before.

If the delvers survive the wizard's three spells, they may progress to either room 19 through the western door, or to the corridor beyond the eastern door, wherein the wizard's treasure lies. The eastern corridor is as richly decorated as the room, and is dark. There is a small, ornate, oriental style treasure chest at either end of the corridor. Each contains some of the wizard's treasure, and it is this that the Demon Lo-Zinge-Sux was referring to when he talked of a secret treasure hoard.

Treasure chest #1, at the northern end of the corridor, contains a small bag containing 30 mithril pieces, a smaller silk bag containing 6D6 gems (to be generated randomly), and a pair of golden orbs, wrapped in fine blue silk handkerchiefs, non-magical but worth 500 gold pieces each.

Treasure chest #2, at the southern end of the corridor, contains the following four magic items:

Potion of Alchemy - This potion will cast an 'Omniflex' onto the drinker. The bottle contains 1 dose and the effect is immediate. Kindly GMs will allow the player to determine the effects of the spell.

Gil-Galin's Lucky Charm - This straightforward amulet, a small opal set into stone, will allow the wearer to lower any saving roll by one level, with a 'min 5' being the lowest. It can be used up to 12 times.

Ring of Fiery Doom - The wearer may create a ball of fire in his hands, to which he is immune from harm. The flame can be moulded into any form the user desires, be it an arrow, bolt, key, dagger etc. The item will do 8D6 damage. If it is thrown, all 'to hit' rolls are lowered by one level. 1D10 uses when found.

Silverhilt - Small straight edged sword with a silver hilt will score the user's LK in D6 and his/her LK divided by 2 (round up) in adds. It is one-handed, and may be used by all character types. Weight 20 w.u.

21 – Mirror Mirror on the Wall... (Room height 18')

This chamber is dusty and partially collapsed. The flagstone floor is cracked and dirty, and the four pillars, which support the roof, each 3' are also cracked and crumbling. Parts of the ceiling have also fallen in, and cobwebs and dripping water can be seen through the dark holes. Water drips onto the floor in numerous places, making an already unpleasant chamber damp and cold.

On the north wall are 2 large mirrors, each one 6' long by 8' high, set into the wall at a height of 3' from the floor. They are cracked in places and the damp atmosphere has discoloured the glass of these once elegant mirrors, especially around the edges, which have blackened & yellowed. Each is surrounded by ornate carvings. There is also another identical mirror in the centre of the west wall. Wizards will feel some magic of neutral nature from the mirrors. Closer examination will reveal faint runes below each mirror.

Taking the mirrors in order starting with the one in the west wall, they are labelled 1, 2 and 3, and have the following titles written in Common Tongue runes beneath them:

1) Beware the Reaper

2) Fools Gold

3) The Two Terrors

Any character touching a mirror will discover that their fingers will enter the mirror, like the surface of water. Items thrown at the mirrors will vanish, and reappear in the room having fallen out of mid air just after they pass through the mirror. Characters passing through one of the mirrors will enter into a mini-scenario, described below. The mirrors lead through to another plane, and the corridors and rooms that the delvers will enter are not part of the dungeon map. The mirrors cannot be taken from the wall of damaged.

Beware the Reaper

Through the mirror is a 40' long corridor, 20' high. At the end is a chamber containing a statue of the Grim Reaper, holding a scythe. It stands 10' tall and glows a deep red. The statue is out of sight around the corner, and from the end of the corridor the party see just a strange red glow from the small room at the far end. Strangely, magic users can feel no magic, as a powerful anti-magic spell is at work here, nullifying all magic below level 18. Magic items, weapons & armour only function at the GM's discretion. As any PC begins to approach the statue, they see a ghostly red figure drifting toward them.

The figure is the Reaper, billowing cloak and all, holding a ghostly scythe. The Ghost approaches the character, and will continue to pursue him until they leave the room via the mirror.

The ghost will chase all party members back through the mirror unless they choose to fight it. If they return to the main room, and then go back through the magic mirror, the ghost will be at the far end of the corridor waiting for them, and begin its journey towards them once more.

If any party members attack the ghost, it wildly swings its ghostly scythe at them. The ghost has no MR and cannot be harmed by non-magical attacks; weapons unless enchanted passing through it causing no damage. It is however affected by all spells and magic items/weapons etc. It has a 'CON' of 200, which must be reduced to zero before the ghost vanishes. Each combat round, PCs in hand to hand combat with it must make a L2SR on LK. Failure to do so results in the delver taking the difference the roll was missed by directly from CON, as the magical scythe passes through them during the round.

The statue stops glowing as the ghost is slain, and the party can search it. A L2SR on LK will discover a hidden panel in the base of the statue at the rear. To open it, a 3rd level SR on DEX or magic must be used. Within is an amulet, on a silver chain, in the form of a small silver scythe. The wearer of the **Silver Scythe Charm** may score double damage with any weapon he cares to use Vs undead foes. In addition to this magic item, there is a small leather pouch containing 1D20 rubies, each worth 1-600 GP.

Fools Gold

The mirror leads through to an 80' long corridor which in turn leads to a chamber, the far end of which is piled high with loose gold pieces, which spill across the floor. The room contains 1,750,000 GP. Magic users capable of vibe detection will feel black vibes of the nastiest nature. Wise players will turn around and leave this obvious temptation, but delvers being delvers, they are sure to mess around in here. The room is cursed with a 17th level spell. Anyone removing gold from the room will be OK unless they are greedy. It is safe to take up to and including 1000 GP each. Any more than this, and the delver will lose CON points = the amount above 1000 GP taken from the room divided by 10 instantly. This is regardless of how the gold is actually removed, be it carried out in sacks or packs, thrown through the mirror, teleported out or whatever. Delvers losing enough CON to drop them to zero or less will fall down dead on the spot, turning into their weight in individual GP, which add to the pile...

The Two Terrors

This mirror leads to a chamber with no other entrances or exits. Within here are two statues, each 16' tall. Each statue is of a warrior, but one is wrought in iron, and the other in bronze. At the feet of each statue is an amulet, lying on the flagstone floor. The amulets are identical in design, each being a hexagonal shape set with an emerald and upon a silver chain with a gold clasp. However, an iron one rests at the foot of the iron statue, and a bronze one at the feet of the bronze statue. No magic from level 1-3 will function in here due to the meteoric qualities of the statues. Delvers searching the room will find, with a successful saving roll on LK at level 3, two hidden doors. Opening each is easy (no SR required), and through each is a small walk-in closet.

One of the rooms contains a bronze scroll tube, the other an iron one, both sealed with wax. If one is opened, a spell will be triggered, causing the delver opening the tube to lose 1D10 CON points unless a L3SR on LK is made, as a cloud of poison gas envelops the delver (only). Both scroll tubes are trapped in this manner. The cloud of gas vanishes almost as quickly as it appeared.

Within the bronze tube, a scroll reads as follows: (in Dragon Tongue, but kindly GMs may choose to have them read a language the party are familiar with)

"Claim my prize but only with enchantment may you challenge me".

The iron tube contains a scroll reading:

"Take my gift, but fight iron with iron to win through."

Here's the trick. If the iron amulet is touched, the Iron Giant will animate, attacking the delver who touched the amulet, and anyone else who joins in the fight. This foe has an MR of 200 and a CON MR of 400, and can only be harmed by weapons (magic ones included at the Game Master's discretion, but he may rule only standard damage is done); magic spells cast at it or upon weapons (i.e. 'Vorpal Blade') will not harm it. A weapon enchanted with a 'Vorpal Blade' for example will score only usual dice & adds. If the giant is slain, the amulet may be kept. It is the **Amulet of Iron** (gee, that's original...), and the adventurer who wears it may double all attack scores when fighting hand to hand in combat, with any sword or dagger only.

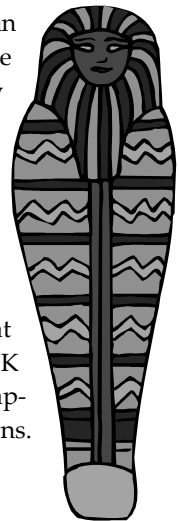
The Bronze Giant is also animated by touching the bronze amulet. This foe is harmed only by magic spells; no weapon will harm it in any way. It has an MR of 200. The amulet, named **Bronze Baby**, will allow the wearer if he is a magic user, to cast 2 spells per combat turn, three times per day. If the wearer is not a magic user, it will nullify the first 3 offensive spells cast at that person each day.

GM Note: *The delvers may not 'cut & run' here. The amulets are further enchanted so that they cannot pass through the mirror whilst the statue it belongs to, still 'lives'. In addition, the statues are further enchanted so that they cannot be harmed whilst in an inanimate state.*

22 – Mummies Alive! (Room height 15')

The chamber is a mini-'Egyptian' style tomb, with richly decorated walls and ceiling, and an elaborate tiled floor in blue and yellow. Painted scenes on the walls show nothing more interesting than scenes of everyday life and death. In here, resting on the floor, are two narrow stone coffins, with their lids lying smashed on the floor, and the contents of the tombs, two Mummies, in open view. Standing in the room are two canopic jars, sealed with wax and painted in gold and blue. If the delvers enter the room, the Mummies animate, rise quickly from their resting places and attack. Each Mummy has an MR of 110, and is immune to all fire damage due to magic spells cast upon them at the time of mummification.

When the Mummies have been slain, the delvers may open the jars. Each is cursed so that anyone to open them (by smashing or removing the seal) will instantly have their ST and LK reversed. They should then make a L3SR on their new LK rating. Failure indicates that the swap-over is *permanent*, but if the roll is made, the attributes will return to normal after 2D6 full turns. Each jar contains 2000 gold coins.



The east wall hides a concealed door. Hacking-off the thin plaster from the wall reveals a hidden stone doorway, requiring the same saving rolls to open as a standard secret door in this dungeon level. It opens into room26.

23 – Guardians of the Golden Door (Room height 20')



This room is similar in design and décor to room 22 above, and the door in the north wall, which leads into chamber 22, is surrounded by a golden glow. The door itself is painted gold and has a large colourful bird painted onto it, surrounded by hieroglyphics and symbols. Standing guard over this door are two Jackal-Headed Mummies, which each hold a 12' long demilune weapon in a threatening pose. When anyone approaches the room, the Mummies' eyes glow yellow and they animate, holding-out their pole



weapons towards the approaching party. They attack as soon as anyone enters the room. Each Mummy has an MR of 150, and a CON MR of 250. They are immune to poison and all fire attacks. When the delvers have slain these guardian monsters, they may attempt to open the Golden Door, which is magically locked and holds 2 curses. The door requires magic to open, and it cannot be damaged in any way, and teleport magic will not function beyond it. The first person to touch the door will receive a mental blast, which causes 1D6 IQ damage (temporary) and 2D6 instant CON damage.

The second person to touch the door will be struck with a Death Spell #3. This is a toned-down version of the level 9 spell, and if the delver fails a L3SR on LK, they fall down dead instantly. The door will then open to the delvers

24 – Skeleton Warlord (Room height 15')

The room is grim, and decorated with a death-motif. The walls are painted dark brown, with skeletons painted upon it, shown in combat with human warriors, and getting the upper hand in the battle. The flagstone floor has skulls carved into it, and the ceiling 15' above is painted black, with a startling painting of the Grim Reaper upon it, shown gazing down upon the room, eyes shining silver, scythe held ready. Against the west wall is a large treasure chest, but standing in the centre of the room is a Skeleton Warlord.

The living dead creature wears scale armour (8x2 hits), a fur cloak, which billows around its cadaverous frame, and wields a broadsword in its right hand (3d6+4) and a broadaxe (4d6) in its left. When the secret door is opened, the warlord prepares to attack.

Combat with the Skeleton is straightforward. Each combat round it scores 7d6+4 for its weapons, and in addition it has an MR of 140, so scores an additional 15d6+70, making a total of 22d6+80 (average score 157). It can take up to 18 points of damage per combat round on its scale armour. When the warlord is slain, the delvers may investigate the chest. It is of ornate design, with a complicated lock, in the form of a skull. It requires magic to open, or the lock may be picked with a L3SR on the average of DEX & IQ.

The chest contains dust, ash and bones, with a cracked and mottled skull sitting atop of the remains. When the lid is opened however, there is a crack of thunder in the room, and the Grim Reaper painting in the ceiling materialises in the room, and attacks!

The Grim Reaper has no MR, but a CON MR of 600, which must be reduced to zero before the creature will vanish. Each combat round the Reaper swings the scythe at the party. Everyone must make a L3SR on the average of LK and DEX to avoid the cruel blade. Failure means the PC was cut by the blade (regardless of armour or magical protection), and loses 2D6 CON. If any of the player-characters dies, the Reaper vanishes. If the Reaper is vanquished in battle, it howls and returns to the ceiling painting. All characters that helped in the battle receive 2000 AP each.

Beneath the ash, dust and bones in the chest, if the delvers think to root around in there, they will find buried almost at the bottom, as many small ivory skulls as there are delvers. Each one is a **Reaper's Deathhead**. Each can be used only once, and allows the player-character to be teleported instantly to any place they wish to be. However, using the item costs the PC one quarter of their current CON, which will not return, such is the price to call upon the Reaper's aid in times of dire emergency...

25 – Riddle Room (Room height 18')

The room is bare of decoration, has a ceiling of flaking plaster, painted blue, and a floor of cracked black tiles. There is a 50% chance of encountering a Wandering Monster in here. The north door, which leads through to the room of mirrors (room 21) is a normal dungeon doorway, but the west door is special, in that it is made of magic oak, and has a carved face in the centre of it. The face is grumpy-looking and is surrounded by carved leaves, branches and flowers. The eyes and mouth are shut, but wizards feel strong magic from the door. If anyone approaches the door, the face will open its eyes and shout the following message at them:

“HEAR YE, OH FOOLISH MORTALS! I WILL YIELD ONLY TO HE WHO CAN ANSWER MY RIDDLE! I WILL ASK ONE RIDDLE FOR EVERY ONE OF YOUR MORTAL HOURS. ANSWER CORRECTLY, AND I WILL OPEN FOR YOU. IF THEE ARE WRONG, THEN I WILL BRING THEE BATTLE!

THE CHOICE IS YOURS, WILL YE HEAR MY RIDDLE? IF NOT, THEN BEGONE, FOR I HAVE NO TIME FOR THEE!”

The door cannot be opened by any other means, and the door and the carving cannot be harmed. If the party try and destroy either, the magic face will summon 1 Wandering Monster, which will arrive instantly, appearing in a flash of light in the centre of the room. (The Balrog from room 16 can come and go as he pleases). Below are a few riddles for the door to ask the adventurers. The GM may need to gather together more riddles if the party are in here for a long time, or return again and again! If the delvers guess wrong, a Wandering Monster will appear in the manner described above. If they are correct, the door will open, and may stay open for the remainder of the game at the GM's discretion.

1. Give me food, I will live. Give me water, I will die. What am I? *Fire.*
2. No sooner spoken, than broken. What is it? *Silence.*
3. You can catch it, but cannot throw it? What is it? *A disease / a cold.*
4. Glittering points that never rust, sparkling spears that downward thrust. *Icicles.*
5. I am seen in the water, seen in the sky, I am in the rainbow, and lapis lazuli. What am I? *The colour blue.*
6. Forwards I'm heavy, backwards I'm not. What am I? *A ton.*
7. Iron roof, glass walls, always burning, but never falls. *A lantern.*
8. Two bodies have I, though both joined in one. The stiller I stand, the quicker I run. What am I? *An hourglass.*
9. Thin I am quick, fat I am slow, wind is my foe. What am I? *A candle.*
10. When set loose, I fly away, never so cursed as when I go astray. *A fart!*

26 – The Tomb of Sekhmebbu (Room height 12')

This room has walls and ceiling of painted black, and the floor is tiled with golden and green coloured tiles. The north and south walls each have a 1' square 1, deep alcove in them, at a height of 5' from the floor. Each contains a red jar, sealed with wax and covered in runes and symbols. Against the east wall is a 6' long, 4' wide, 4.5' deep sarcophagus, which is made of black basalt, and sealed with wax. The lid is unadorned. At either side of the tomb, facing the western entrance stands a 4' tall golden statue, which appears to be some kind of griffin or winged lion creature. The room stinks of high-level magic. This room is the Tomb of Sekhmebbu, once a powerful king and sorcerer.

He lies in this tomb while his soul explores other planes of being. He does not care for intruders to his tomb, understandably, and will attempt to drive-away or slay anyone who plunders his tomb. If the delvers leave everything alone, and leave, they will be OK. But they won't, will they?

The Jars The two red jars in the wall alcoves are canopic jars, used to store the organs of the dead. The north jar contains the heart, and the south jar contains other organs. Opening either triggers a curse. The delver must make a L2SR on IQ, or be struck with a mental curse, which reduces the character's IQ to 3, *permanently*. If the husks of the heart are eaten, the delver will immediately increase by 2 levels of experience, but will be transformed into a Mummy, keeping the same knowledge and attributes, but CHR will become a minus figure. Such a character may take their level bonuses as normal. If the husks from the south jar are eaten, the character will be transformed into a Were-Jackal. When in Jackal form, they will have double ST, CON and LK, but DEX will revert to 3. IQ and CHR remain normal. The character can choose to transform up to once per day, and the change lasts up to the character's level number in full turns, their choice. Weapons cannot be used in were-form, and all armour and clothing must be discarded before the change. In this form, the character has an MR equal to the total of their new ST, CON and LK multiplied by their level number.

The Statues The two golden statues, which flank the tomb, are non-magical and are worth 2000 gold pieces each, but they weigh 500 weight units each.

The Tomb If the tomb is touched, the delver will receive a magical shock, akin to an electric shock, which causes 1D20 CON damage instantly, and they are thrown back into the west wall, maybe even through the concealed entrance! This occurs once for every new character to touch the tomb. After the first shock, the same delver will not receive the shock again.

The next challenge comes when the delvers attempt to open the tomb. The lid lifts easily once the wax seal has been melted or chipped away. Within, the mummy of Sekhmebbu rests, surrounded by black lotus petals and gold treasures. Nothing seems to happen, however...

Black Lotus is deadly. As soon as the lid is lifted, the invisible dust from the petals fills the air. Within seconds of opening the tomb, everyone in the room begins to choke, and must leave the room quickly in search of fresh air! Each character must make a L1SR on current CON or die. If the SR is made, the delvers may wait until the pollen has dispersed (2 full turns) and they may re-enter the room.

If the mummy or the treasures are disturbed, Sekhmebbu sends forth a Ghost to drive them away. When the ghastly entity appears, hovering above the tomb, the delvers must each make a L2SR on IQ or run fleeing in fear, not wishing to return. If the SR is made, the Ghost may be attacked. It has an MR of 200 and cannot be harmed by non-magic weapons. If it is slain, the tomb may be plundered. There are 3D20 golden treasures of various designs, each worth 1D6x100 gold pieces.

Finally, when the delvers have plundered the tomb, and won-through all the hazards in their way, Sekhmebbu will rise from the tomb and attack them with magic. He does this exactly 1 full turn after the party have left the room, thinking that they have finished with it! Har har!

Sekhmebbu, Walking-Dead Wizard

ST: 90
CON: 200
IQ: 60
DEX: 40
LK: 22
CHR: -30
SP: 8
ADDS: +116



Weapons: The Mummy scores 10d6 +116 for personal adds per round.

Armour: Sekhmebbu is immune to all non-magic damage, poison & fire.

Magic Powers: He can cast all spells from level 1 to 10.

27 – Onwards & Upwards... (Room height 40')

This chamber is drab and empty, but in the centre is a spiral stairway composed of strong stone. It leads up into the cold gloom, and forms the way up to the next level of the dungeon, and ever nearer to the bleak mountaintop castle of Maximillian Mandrake! The next level will be available soon! There is a 40% chance of a Wandering Monster in here when the delvers enter.

28 – The Haunted Chamber (Room height 35')

The room is cold and empty, with an ornate vaulted ceiling and a gothic style archway leading through into room 21 to the south. The walls have been painted green, but this is flaking away, exposing the plaster beneath. The floor was once finely tiled with tiles of green, but these are cracked and in a poor state of disrepair. When the delvers enter here, they will feel the hairs on the back of their neck rise, and will want to leave. Immediately thereafter, 3 Ghosts will appear in the room, floating down from the high vaulted ceiling, howling and screaming. They attack with an MR of 66 each. Only magic will harm them properly, and non-magic weapons do only half damage. There is nothing more to this room and it contains no secrets. When the Ghosts have been slain, there will be a 45% chance of encountering a Wandering Monster in this room whenever the delvers revisit it.

29 – Magic & Monsters! (Room height 20')

This room is simple. In the centre of the room, running from floor to ceiling, is a glowing pillar of light, which changes colour through the following sequence, once per turn. Roll 1D6 to see what colour it is when the delvers enter:

White – Blue – Red – Green – Violet - Yellow.

Depending on which colour the pillar glows affects what it does, see below:

White – The magic pillar does absolutely nothing.

Blue - Anyone or anything touching it is teleported to room 25.

Red -The pillar is alive with magic, and causes 2D6 damage when touched.

Green – Anyone or anything touching it is teleported to room 16...

Violet - A Wandering Monster walks out of the pillar every combat turn!

Yellow – Touching the pillar will summon a Wandering Monster into room 30.

30 – The Imp and the Demon (Room height 20')

This secret room, which is accessed via the secret door in room 31, and which provides access to the area of the dungeon containing rooms 24, 29 and 34, contains a fallen warrior. His armour contains only the grim remains of his body and his clothes. The warrior's pack contains only rotted food and basic equipment, and his armour is useless and non-magical. A sword lies near to the fallen warrior, and it is a greatsword. The sword is actually magical, and is called **Longblade**, and inflicts 10d6 damage per round, and is always coated with Spider Venom (see Rulebook). The sword was not enough however to allow this poor fellow to defeat the creature, which now feeds upon his corpse. Squatting in the room, devouring what remains of the warrior is a black-skinned, horned Demon. It's three yellow, pupil-less eyes stare evilly from beneath heavy brows, and its fierce-looking mouth grins with a myriad of sharp pointed teeth. Blood drips from its lips.

The Demon will decide quickly if the party presents a danger to him. His MR is 210. If the Demon thinks that he can slay some or all of them, he will attack, otherwise he will teleport himself elsewhere in the dungeon, maybe on this level or further up towards the castle. His name in this world is Rezjobell. The Demon may attempt to bargain with the party, offering the sword, or the Imp (see below) in exchange for something of theirs. He will double-cross them and lie to them whenever he has the opportunity. If he enters into combat, and the battle is going badly for him, he will teleport to another room on this level, hoping to catch them later in the adventure, when they are weakened or less in number. If the Demon discovers the party again, he may attempt to stalk them until he is able to attack one member of the party from behind, especially if the party split-up.

Cowering here is a small creature. It is an Imp, naked but for a loincloth. He says his name is Coggy, and his last master now lies dead upon the floor, having been slain by the Demon. He will happily join the party. He is a level 3 wizard, able to cast level 1-3 spells, and speaking Common, Gremlin, Trollish and Orcish. His basic attributes now follow:

Coggy the Imp

ST:	19
CON:	9
IQ:	26
DEX:	22
LK:	15
CHR:	8
SP:	7
ADDS:	+20
MISSILE ADDS:	+30

COGGY THE IMP



31 - The Fountain of Mystery (Room height 15')

This room contains the Fountain of Mystery. It is a fountain in the centre of the room, which is fed by water from the underground spring. However, the rock the water passes through is magical and is affected by the magical powers within the various levels of the dungeon, and therefore as a result its effects on anyone drinking from it are unstable, to say the least.

Any character drinking from it will suffer the effect of a roll on the table below; Roll 1D6%...

<u>Roll</u>	<u>Drinking Effect</u>
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1-9 Any/all lost CON is restored, and the delver will automatically make his/her next CON based saving roll.

10-19 Any/all lost ST is restored, and the delver will automatically make his/her next ST based saving roll.

20-25 Delver has a random Prime Attribute raised by 1D6 points permanently.

26-31 Delver has a random Prime Attribute raised by 50% permanently.

32-40 Delver reacts badly to the water's properties and loses 1 CON point temporarily.

41-45 Delver reacts well to the magical properties and gains 1 permanent CON & ST point.

46-50 Delver's skin turns a random colour to be determined by GM for 1D6 turns.

51-55 Delver will glow brightly for 1D10 full turns, having a 30' illumination radius.

56-60 Delver gains the permanent ability to see in the dark.

61-65 No immediate effect, but delver will automatically fail his/her next saving roll.

66-70 Delver has a random Prime Attribute dropped by 1D6 permanently.

71-75 Delver is teleported to a random room on this level.

76-80 Delver has ST & CON doubled for 1D6 full turns.

81-85 Delver has ST & CON halved for 1D6 full turns.

86-90 Delver is poisoned and will lose 1 CON & ST point for the next 1D10 turns unless cured.

91-95 Delver falls unconscious for 1D6 full turns. Upon waking roll again.

96 1D20 result added to all prime attributes (roll once and add to all).

97 Delver increases to the next level of experience.

98 All delver's weapons are doubled in attack dice permanently.

99 All delver's armour is doubled in hits taken permanently.

100 Roll 1D6.

1-2 Delver dies.

3-6 Delver granted one minor wish at GM's discretion.

Any one character may drink from the fountain once only in any one period of 24 hours. If a second drink is taken there will be no magical effect. Water taken from the room (e.g. carried in bottles etc.) will retain magical properties for 3 turns only, then will become as normal water.

32 - The Mask of Ironicus (Room height 15')

Hanging on the north wall of this room, at a height of 8' from the floor, is a bronze facemask. It depicts a happy face, (see picture below) and can be worn by strapping it onto the head. It appears to be free for the taking, and the room is otherwise empty. Directly behind the mask is the concealed door, which is hidden by the plaster on the wall. Neutral magic can be felt from the mask, and if an Omnipotent Eye spell or similar is cast, the magic will reveal itself only as transformation magic. Any character attempting to remove the mask from the wall must roll 2D6. If a double is rolled, the mask is free to take.

If not, the character receives a magic shock via a strike of lightening from the mask, doing 1D4 CON damage. Any character can try as often as he or she wishes. Upon rolling a double the mask is taken without harm. Any character wearing it will undergo a transformation (see below), but will not realise it until told or shown a reflection of him.

The **Mask of Ironicus** will transform the first character to wear it into a Bronze Living Statue. The character will undergo the following attribute changes, and the Mask will vanish:

Strength: x4
Constitution: x10
IQ: x1
Dexterity: x1
Luck: x1.5
Charisma: x10
Weight: x10



The character will not need to eat nor breathe air. He/she becomes a magical creature, retaining all personality, knowledge, powers, spells, languages etc. If not worn, the Mask will lose all magic if removed from the dungeon and will be worth 350 GP.

33 – Vampyre’s Tomb (Room height 15’)

This small, cold, grim, unadorned room has but one feature, a stone coffin, which rests atop a stone altar against the south wall. It contains a Vampyre, which will attack anyone who disturbs his rest. If the tomb is left alone, the creature will remain there for the duration of the game, although he may appear as a Wandering Monster. The name of this evil being is Varak, and his statistics now follow:

Varak the Vampyre

ST: 50
CON: 75
IQ: 18
DEX: 29
LK: 34
CHR: -36
ADDS: +77
MISSILE: +94



Although the Vampyre wears no armour, he wears a **Magic Skull Ring** in the form of a small skull, which negates level one magic spells. He also wears an **Enchanted Bat Ring**, this one in the form of a bat, which will change the wearer into a Vampire immediately, with the following attribute changes;

Strength x2	SP+2
Constitution x5	Height: +2’
IQ x3/2	Weight: Remains the same (vampires are always tall and gaunt!)
Dexterity & Luck x1	
Charisma becomes negative.	

The Count also wears a magic **Amulet of Undeath**, which takes 20 points of physical damage and protects the wearer from all fire attacks. If this is worn by any non-undead character they will be subject to sudden revolting cravings every now and then. The GM should have something occur just often enough to make the character believe he/she is becoming a Vampire. They are not of course, but this will keep them on their toes. Here are some random cravings. No doubt individual GMs will invent far worse than these!

- 1) Sudden urge to bite another character for a quick taste of their blood.
- 2) Craving to devour a small rodent or large insect etc.
- 3) Character begins to bay like a wolf just for a minute or two.
- 4) Character begins to speak with a heavy 'Transylvanian' accent....

During combat, should any of the party take damage to CON, they must make a level 1 SR on LK. Failure results in the character being infected with Vampire Venom, which will deduct 1 from CON per *combat round* until death, after which, the character rises to become a Vampire. He should make a SR *at his own level* on IQ to recognise the party, or he will attack! Change the character's attributes as above should this occur.

34 – **Floored...** (Room height 10')

This room is a simple trap to catch the unwary or complacent delver. The walls, floor and ceiling are painted black, and upon the east wall a portrait hangs. The image appears blurry, and neutral magic can be felt in the room. The source of the magic is twofold:

- 1) The portrait cannot be viewed from a distance less than 2' away, and always shows the person looking at it, although it is not a mirror, and the viewer appears standing in a graveyard looking at his or her own grave. This is a 6th level magical trick.
- 2) The floor does not exist, it is an illusion to disguise the 60' iron-lined shaft beneath it, the bottom of which is filled with 5' of acid, which corrodes anything living within one combat round. The illusion will not vanish if touched, and can only be removed by a Dis-Spell cast above level 8. Anyone walking onto the floor will immediately fall into the shaft and die upon hitting the acid.

If the delvers perform the usual safety-checks before entering this room, e.g. testing for vibes, maybe casting an *Omnipotent Eye* to reveal the nature of the magic, testing the floor is solid etc., then they will not fall foul to this most basic, and deadliest of traps.

35 – **The Forgotten Prisoner** (Room height 12')

This room contains a rotted skeleton chained to the south wall. It wears the remains of once fine clothing: a tunic and long boots. In a dark corner lies a small iron treasure chest, covered in webs (but no spiders). The chest is locked. The key can be found in the pocket of the remains of the tunic on the skeleton. The chest contains a **Crystal Frog**, 6" long. It is magical. Anyone making a wish whilst holding the item has a 40% chance of having it come true within 24 hours. The wish must be minor, e.g. wishing for wealth (treasure will be found) or good luck (the next LK SR missed will be considered made etc.) The item is not powerful enough to wish people alive or dead etc. It will not allow evil wishes. The GM should govern as he sees fit. If the wish does not come true, the item may be used again. Once a wish comes true, the item vanishes. As treasure it is worth 300 GP. It is a pity the now somewhat deceased owner of the item did not use it in time to avoid his fate.

Also present in the room is one Wandering Monster, which the party will have to defeat if they are to take the treasure from this room.

36 – The Library (Room height 20')

This room is a grand library, with every wall lined with bookshelves, which fill the walls from floor to ceiling 20' above. The roof has a grand painting upon it, depicting demons and angels in a struggle for power. It really is an impressive piece of art. In the centre of the room a large wrought (meteoric) iron chandelier hangs from the ceiling, but it contains no candles. If the delvers fill it and light it, the room will be illuminated fully. In here are several red leather, high-backed armchairs, and a few side tables, upon which lie open books, goblets of wine and other items, all covered in a thick layer of cobweb. In one of the chairs sits a skeleton wrapped in a dressing gown, still wearing its half-rim spectacles and skullcap. When the delvers first enter the room, roll for a Wandering Monster.

Following combat, a chill wind blows through the room from nowhere, and magic users feel bad vibes. After 1 turn, 4 Fire Demons from the ceiling painting appear and attack the party with an MR of 55 each. They breathe fire each combat round, causing each delver involved in combat to take 2D6 CON loss each from fire damage unless protected.

The books are on all manner of subjects, and their exact importance, if any, to the player-characters, is left to the whim of the GM. Below is a list of 20 names for books, which are bound to give the GM ideas!

The Legend of Trelakon

A Treatise on the Heavens

The Tome on Alchemy

Draler Coem the Great's Book of Poisons

A Treatise on Faerie Folk, by Astilalgh of Datram

Mirywyn the Pious's Apprentice's Guide of Magical Gems

The History of Astrology, by Grianad of Valorian

The History of Wizardry

The Adventurer's Guide on Sorcery

The Tales of the Underdark by Miraelin

The History of Dwarven History

The Legend of Hay Kedaunyth, by Yarel the Lonely

A Treatise on Venereal Diseases

The Life of Lerab the Resolute

The Journal of Faerie Folk

The Journal of Ancient Empires

The Grimoire on Daemonology by Kaedrildan of Valorian

The Life of Myst Gwaoron

Thesis of Bodily Health by Frerrared Zutram the Timid

The History of Faerie Folk, by Fryli of Ashford

37 – Snakes Alive! (Room height 15')

The chamber is empty, with bare stone walls and a vaulted ceiling. The floor is littered with old bones, but nothing else. The only other feature of the room is a row of small openings along the north wall, at floor height. The holes are 6" high and wide, and through them only darkness can be seen. The holes lead through to a natural cavern, which lies within the rock of the mountain. The cavern is home to hundreds of snakes, and occasionally, when they are hungry and can smell food, they venture into this room. When the delvers enter, their scent will be picked-up by the snakes, and many of them will make their way to the room, entering via the holes in the north wall. There are 20 such holes, and it will take 1D4 combat rounds for the snakes to appear in the room.

When they arrive, 1D4 x 100 snakes will slither through the holes and into the room. They immediately attack any living thing in the chamber, and when their prey is dead, they will set-about devouring the body. It is a truly horrible sight. Any delvers caught in the room when the snakes arrive must instantly make a L1SR on SP to leave the room before they are bitten by the first wave of serpents, which surround anyone present and attempt to inject them with poison. Delvers making the roll may elect a door to run through, and they will be successful. (GMs Note: Evil GM's may wish to place a false door at the end of the offshoot dead-end corridor to the west...) Failure of the roll means that the character has been surrounded by tens of hissing serpents, and will be bitten, possibly many times. To determine how many bites the delver receives (the GM may wish to make allowances for armour), have them make a L2SR on LK. If they fail, they have been bitten by as many snakes as the roll was missed by. If the roll was successful, they were very lucky and were not bitten. They will then need to make a L1SR on SP and a L2SR on the average of LK and DEX to escape the room by whichever door they choose. Failure means that they start all over again with the LK SR to determine how many of the snakes that surround them manage to bite. This continues until the delver(s) has escaped or have been bitten. Each bite causes 1D4 instant CON damage, but will have no further effect. If CON is reduced to zero, the character falls down dead and is immediately engulfed by hundreds of hungry serpents. The character will be reduced to a skeleton in 1 whole turn, such is the voracious appetite of these fierce creatures.

38 – The Temple of Gilgahak (Room height 45')

This chamber has a grand vaulted ceiling, from which huge incense burners hang on strong iron chains. They puke-out thick, acrid smoke, which burns the throat when breathed-in deeply. They give the room a foggy, dreamlike appearance. The room is lit by glowing baskets of hot coals, which are distributed around the room. The walls are covered with long tapestries and drapes, which depict terrible scenes of death and horror. The floor is tiled with black and green 1' square tiles in a checkerboard pattern, and the temple is dominated by a huge stone statue, which stands at the south wall. At the bottom of the statue, by its huge feet, are two shimmering spheres of purple light, each one 10' in diameter. They hang in the air about 1' from the floor. The huge statue is a dreadful Demon-King, wings outspread behind it, long twisted horns atop its ram-head, and massive talons grow from its hands and feet. Two huge rubies shine from the statue's eyes, and from the huge open mouth, smoke drifts between razor-sharp teeth of ivory.

This is the Temple of Gilgahak, a dreadful chaos deity, worshipped by many of the minions of Maximillian, and the hordes of evil creatures that dwell within and around the Mountain of Ostoran. When the delvers first encounter this grand chamber, the GM should roll on the table below to determine the occupants of the Temple.

<i>Table 11 - Within The Temple of Gilgahak. Roll 1D6.</i>	
Die Roll	Occupants of the Temple
1	Empty. Roll again in 1D6 full turns.
2	2 Chaos guards*. MR 100 each.
3	1 Wandering Monster.
4	1D6 Human cultist, MR 40 each.**
5	As above but with 1 wizard. Roll 1D6 for level of spells.
6	The Temple is full. 4D6 humans, 4 guards and 1 priest/wizard!***

* Guards of Gilgahak wear full plate armour in green iron and carry two-handed weapons. They are all mute and devoted entirely to the protection of the Temple and any worshippers that may be present. They attack all intruders until death. Their armour and helmets are of a chaotic and evil aspect, with demonic visages on the helms and spikes on the armour.

** Human cultists wear simple green robes tied with a red sash, and sandals. They carry only a large dagger, and are all completely insane.

*** The priests are also wizards, from level 1 to 6. He (or she) will know all spells up to his or her level, and also fight with a pair of daggers that score 2+3 dice + adds each. They wear green tunics and trousers, red cloaks and carry 4 dice quarterstaves, which also act as Ordinaire Magic Staffs.

The Temple presents no danger to the party if they discover it empty. If they encounter human cultists or guards, and slay them, they may loot their bodies for any of the items that they carry or wear (see above notes to Table 11), as well as 4D6 gold pieces per person, be they cultist, guard or priest/wizard.

The Statue of Gilgahak

The huge statue stands 40' tall, just 5' from the high ceiling. Any attempt to climb the statue requires a L3SR on the average of ST and DEX. The roll is lowered to level 2 if rope or pitons are used. Failure of the roll indicates the climber has fallen, taking as many hits as the roll was failed by. The huge rubies are each worth 5000 gold pieces, and may be removed. However, they are trapped. When they are taken from their setting within the beast's eyes, poison gas is released, which causes instant death if a L1SR on CON is missed. Even if the roll is made, the delver is blinded for 3D6 full turns, and ST, CON and DEX are halved for the same duration, caused by paralysing effects of the neurotoxin.

The Glowing Purple Spheres

These are teleportation spheres. Every turn the characters spend in here, roll 1D6. If a 1 is rolled, then someone, or something, walks out of the left-hand sphere. The right-hand sphere works the other way, but requires a magic password to use, so the delvers will not be able to use them. The exact location that the teleport spheres teleport to and from is left for another level of the dungeon to answer.

The GM may decide to link these with another adventure, or extra part of the dungeon that they may have created. If something enters the room via the sphere, roll on Table 12 below.

<i>Table 12- Teleported Beings. Roll 1D4</i>	
Die Roll	Teleported Being
1	1 or 2 Chaos guards.
2	1D6 human cultists.
3	1 Priest/wizard – roll 1D6 for level.
4	Demon – MR 300.

There should be enough material here for the GM to work-up an interesting encounter for the delvers, and also provide an adventure thread for further scenarios.

39 – Temple Guardroom (Room height 25')

This large chamber contains the living quarters for 1D6 Guards of Gilgahak (see above), and contains tables, sleeping pallets, provisions, armour and weapons, the exact amount and design of which is left for the GM to improvise. The delvers may be able to stock-up on supplies in here, if they are able to defeat the guards. A secret door leads into room 42, the final room of the dungeon. The guards will chase the delvers but not past room 38.

40 – Lair of the Gorgon (Room height 20')

This room has a vaulted ceiling and the floor is cracked and filthy, and the walls likewise. There are signs that once the walls were painted but almost all of this decoration has worn away. Some threadbare tapestries hang upon the cracked walls, and four coal burners (4' tall) stand in various places in the main room, but only one of them burns, casting an eerie, dim, red glow upon the rooms grim features. The room also contains 2D6 stone statues, all resembling warriors and adventurers caught in dramatic poses. Some have been damaged or smashed, and lie in large pieces on the floor. Throughout the room, scattered on the floor, are many gold coins, in total, 6000 gold pieces can be collected.



The two doors on the south wall both lead to dead-end corridors. At the end of each lies a dusty old treasure chest, bolted with a large padlock. Each chest contains a wealth of treasure items, for example gold and silver candlesticks, gem-encrusted goblets, strings of pearls, ivory statues, crystal ornaments, silver platters, bronze statuary, jewelled daggers and helmets, etc. etc. as well as a few sacks of gold and silver coins, totalling 10,000 in all. Both of the padlocks can be opened by magic or with lock picks (and a L2SR on DEX), or can be smashed-off by delivering a total of 50 points of damage in a single blow. However, the chests are also trapped, for when the lids are opened (the chests are bolted into the floor by the way), an iron portcullis will fall just inside the corridor, about 1' from the entrance door. The portcullis can only be opened by turning the handle at the end of the long, snaking corridor to the north and west. Magic will not open them.

The inhabitant of this room is an old Gorgon, who has the body of a great serpent, and the upper half of a voluptuous woman, with the head of an old hag, topped with a mass of squirming serpents.

The Gorgon sleeps most of the time at the far end of the northern corridor, around the corner to the west, where there is also a large iron wheel, turning which will lift the portcullis traps within the two southern corridors. When the delvers enter the room, the Gorgon will awake, and wait and listen to find out what the adventurers do.

She will emerge from the corridor if she hears the portcullis' drop in the trapped corridors, or she hears the delvers searching the room or collecting gold. Her MR is 350, a formidable foe, and she still retains the ability to turn living beings to stone. Anyone catching her eye must make a L3SR on IQ to resist, or turn to stone where they stand. Anyone fighting her must make a L2SR on the average of DEX and LK per combat round to avoid catching her petrifying glare. If they fail, they must make the above saving roll to avoid being 'stoned'. The Gorgon will eventually kill anyone trapped in the treasure corridors with the long (8') trident she carries.

The treasure chests contain 2D20 treasure items worth between 1-600 GP. The concealed door to the east is hidden behind a large tapestry, and opens easily. Unless the delvers think to look, they will not see this hidden door.

41 – The High Priest of Gilgahak (Room height 20')

This room is ornately decorated, with a green and black tiled floor, neatly plastered walls hung with various tapestries, a vaulted ceiling, complete with gargoyles, which leer down into the room, and fancy lanterns, which hang from the ceiling on chains of steel, casting dancing colours around the room from behind coloured glass panels. The room is openly connected to room 43. Against the north wall is a smaller representation of the Demon Gilgahak. It is carved from basalt streaked with jade, and scowls into the room through eyes of ruby (each ruby eye is worth 450 gold pieces). Beneath this grim statue is a large, wide silver dish, in which burn lotus petals. Against the east wall is a tall bookcase, containing a selection of books, all bound in sinister skin or hide, many with pages inked in blood. Examples of the book titles are:

Thesis on Werewolves by Aduvis Unaech the Tyrant
The Volume on Drow by Sevarer Adraerid the White
Excursions of Gledriloth Asirawan the Mad
A Treatise on the Stars
A Treatise on Demons, by Thaowan Olakith the Great
Grimoire on the Outer Planes by Glelader Ulirawan
The Cyclopaedia of the Planes
The History of the Planes, by Jerilavudd Qeliwyr
Velidric of Nyis's Grimoire on Exalted Deeds
The Treatise of Unholy Rites by Astarenyth

The room also contains a large oak desk, a tall throne-like chair, and a Priest/Wizard, Rimesh Gahakk. He is the self-styled 'High Priest' of this chaos order, and will attack anyone daring to enter his private chamber. He is accompanied by 2 Chaos guards, each with an MR of 100. Rimesh will fight with magic, or with his enchanted mace. His attributes follow overleaf.

Rimesh Gahakk, High Priest of the Chaos Order of Gilgahak.

ST:	48	SP:	10
CON:	32	ADDS:	+95
IQ:	50	MAGIC:	Level 1 – 6 spells.
DEX:	46	WEAPONS:	Enchanted Mace of Doom. Delivers 10d6+30+personal adds.
LK:	37	ARMOUR:	Rimesh wears enchanted scale armour taking 40 hits.
CHR:	-40		

42 – Shoggoth! (Room height 25')

This chamber is hidden behind two secret doors, and contains the most dangerous creature in the dungeon. The room is plain and unadorned, and the east wall hides a secret door, which lies hidden behind a layer of plaster, which can easily be removed by hacking at the wall with weapons. There is no clue to its presence however.

Squatting in the main part of the room is a fat, fleshy mess, about 20 in diameter. Its body is encrusted with putrid, dripping sores, tentacles and eyes, all of differing colours and shapes. The thing breathes deeply with a rasping, belching noise, and oozes bile and pus upon the chamber floor. The surface of the blasphemous creature's body is constantly changing texture, colour and shape, as if some other creature within were trying to push its way out through the skin. Tough hairs, almost as sharp as teeth, sprout randomly from the beast's hide, and many mouths constantly open and close as the creature breathes, displaying tiny, razor sharp teeth, dripping tongues or blood-filled pustules. This is a Shoggoth.

The demented and insane followers of the chaos god Gilgahak keep the poor creature here. It is barely alive, but is still a dangerous creature to get too close to. If the delvers enter the room, the Shoggoth increases its rate of breathing, and more eyes and mouths sprout open on the surface of its glistening hide, and insane pupils gaze at the new occupants of the room. If the delvers linger, the Shoggoth will assume that they are its next meal, and attack.

Its first attack is a powerful squirt of toxic slime, which it directs at the party. It has the ability to perform this act towards more than one target at the same time. The PCs must make a L2SR on the average of DEX & LK to avoid the slime. Failure means that they take 2D20 points of damage. Armour is corroded by the slime, so after it has taken whatever damage it can, it rots away, exposing the flesh to take the rest of the damage. The Shoggoth, having weakened its prey, advances with surprising speed and agility, attempting to engulf as many living beings as it can. Everyone present in the room must make a L3SR on the average of SP, DEX and LK to avoid the creature's attack. Failure means they have been engulfed by the huge, ever-expanding monster, and lose half CON instantly, with the remainder of any armour they wore rotting away to nothing, including magic armour, such is the toxicity and strength of the creature's oozing bile and digestive juices. Characters caught in this manner will be partially digested before being swallowed into the creature's expanding stomach, through large slimy mouths, which open wherever needed. These unfortunate PCs lose 1D20 CON per combat round, and will probably never be seen again.

The only way to combat the creature is to run away! It has an MR of 500, and a CON MR of 1000, and thus is very hard to destroy. There is no treasure in here, but if the delvers wish to search for the secret door and then gain entry into the small room to the east, they need to kill the Shoggoth first. Through the concealed door in the east wall is a small chamber. It contains three items of great interest to the party. They will have fought long and hard to reach this chamber, and its rewards are substantial.

A suit of armour stands in a corner of the 'room'. This is **Enchanted Griffon Hide**. This wonderful armour will take 300 hits and gives total protection from fire and ice attacks. Weight 450. A sword lies on the floor, near to the armour. This is the mighty fabled sword **Starblitz**, a totally black, straight sword getting 5d6+500. It will slay undead with just 1 point of damage to MR/CON and will emit a high-pitched audible "BEEP" when within 10' of a magical trap. Only the user will hear this. Weight 50. A treasure chest sits on the floor. It contains the following items:

Three sacks, each containing 5000 gold pieces, a pouch containing 100 gems, each worth 100-400 gold pieces, a magical Poniard dagger, which will never miss a target if it is in range and scores double damage upon impact. In hand-to-hand combat it scores 8d6+8. If thrown it scores only 4d6, and a potion, which will restore 1D% lost CON per dose taken. The bottle contains 1D6 doses, and CON cannot go above original.

A **Talisman of Lightening**, which allows the wearer to shoot a bolt of lightening at any foe within 200 yds. The user must sacrifice as many *temporary* ST points as the bolt has 1D6 damage (user's choice). It can be used up to 3 times per day. The amulet is a golden arrow.

The items are free for the taking, and should provide just reward for the adventurers' hard work and determination throughout this dungeon. The GM is of course free to add anything else to this treasure that he or she feels is appropriate.

43 – Temple Treasury (Room height 15')

This room is similarly decorated to room 41, to which it is connected. It is simply the Temple's Treasury, and contains three large treasure chests. The largest is filled with 50,000 copper coins; the middle one is filled with 25,000 silver coins, and the smallest with 10,000 gold coins. A Copper Golem, with an MR of 250, guards the room. It attacks anyone that it does not recognise. The east door is a one-way door only, going out, and the south corridor that connects to this room by the south door is empty.

44 – Gorgon's Pet (Room height 15')

The occupant of this room is a Bronze Scorpion. It appears as a bronze statue when the delvers first enter the room, standing 4' high, 8' long and 3' wide, with imposing claws raised high and its huge stinger curled above its back at the end of its tail. The statue weighs 8000 weight units, and will remain as a statue until the door is opened in the south wall, which leads to room 45. When this door opens, the Scorpion animates and attacks. It is too large to leave the room, but will wait at any open door until the delvers fight it, try to escape past it or die!

Combat with this difficult foe requires dexterity and cunning. Every combat round, those adventurers in hand-to-hand combat with it must make a L3SR on DEX. Failure indicates that the stinging tail struck them and loses 1D6 CON instantly, regardless of armour (the effect, like the statue, is highly magical – 15th level).

In addition, non-magical weapons will not harm the Scorpion, and will break if the wielder fails a L1SR on LK for the weapon, which must be made every combat round it is used against the bronze creature. All magic attacks function normally. The Bronze Scorpion has an MR of 280.

If the delvers have become trapped in a room, and try to escape by leaping past or over the Scorpion, the SR to do this is a L2SR on the average of SP, LK and DEX. Success enables the adventurer to escape, successfully avoiding the attack of the Scorpion, and failure of the roll means the beast struck the delver as he or she attempted to dive past it. They will receive damage equal to half a combat round with the beast, and may not roll in attack to combat the Scorpion, as all of their efforts were concentrated upon dodging the creature. Failure of a 'min-5' is disaster, with the delver taking a full round of hits from the creature. The delver escapes however even if the roll is missed, unless the GM wishes to be really evil...



45 - Gorgon's Gold (Room height 15')

This hidden room contains the Gorgon's true treasure hoard. The room is filled with treasure chests, all of which are brimming with gold coins. Each of the 8 chests contains between 1000 and 6000 gold pieces.

However, there is already plenty of gold in this dungeon, so the delvers may not be able to carry any more. Their attentions may well be turned to the door on the east wall of the room in that case. Standing in this small room is the stone statue of a mighty warrior (he or she may be an important legendary figure in the GM's game world), obviously having been turned to stone by the Gorgon, thereby prematurely ending what looked to be a promising career in adventuring! The warrior still wears it's armour however, and it stinks of good magic...

This prize is the legendary **Armour of Mardamesh**.

It is a suit of full plate armour of excellent craftsmanship, which will never dull. It will take 160 hits and cast a 'Protective Pentagram' 3 times per day around the wearer only, and will teleport the user out of danger to save his life *once only*. (E.G. just before the character lands in the acid pit, or just before the Hellbomb Bursts spell takes effect, etc. Use GM discretion)

The character will be teleported to a place of safety if a LKSR is made at the wearer's level +2. If not, the wearer is teleported randomly to a place determined by the GM. This costs the wearer 1 permanent ST point. The wearer will have a CHR of x3 whilst wearing this fine armour. Weight 1000. The armour is free for the taking, and will fit any character that wants it.

46 – **EXIT!** (Room height: 15')

This room is strangely quiet, given the chambers that surround it, and wizards will feel an easy kind of magic working in here, with good vibes in abundance. The door that leads from room 43 is a magical one-way door, which will only allow living beings to pass through it from the west. Once in here, the delvers cannot go back, as they will find the door has closed behind them (even if they were making pains to keep it open) and will not open again.

No magic that the delvers have or can use will function in here, and the room is empty, with just the large blue double-door in the east wall being of interest. This door is also magical, and is a grand affair. Simply touching the door will activate 20th level magic, which teleports the person out of the dungeon. They will appear anywhere the GM wishes them to be. Their adventure is over, and hopefully they will have had a storming time within level one of Maximillian's Mansion, and have come out with some, if not all of the party alive, and have picked-up sack loads of gold and maybe a few magic items along the way.

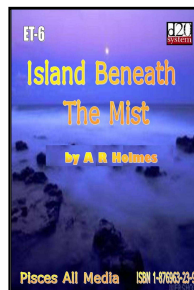
In addition to any Adventure Points that the GM has awarded throughout the dungeon for combat, saving rolls or just pure experience, I recommend that each surviving delver who exits here also be awarded 3000 AP for their adventure. The GM is of course free to allocate whatever reward he or she wishes.

This ends level one of 'Maximillian's Mansion', an independent GM dungeon adventure for Tunnels & Trolls by A.R. Holmes, 2005.

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