

# RAT ON A STICK

by **GEORGE R. PACZOLT**



## Judges Guild

EXPLORE THE DEPTHS OF THIS  
DANGEROUS DUNGEON OR BECOME  
A WEALTHY BUSINESSMAN AND  
OWN YOUR OWN FAST-FOOD  
FRANCHISE.  
FEED ALL THE HORRIBLE MONSTERS  
LURKING WITHIN THESE PAGES  
OR DEFEAT THEM FOR THEIR  
TREASURE.  
THE CHOICE IS YOURS!



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**TUNNELS & TROLLS**

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## This Book Belongs To



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### Designer's Notes

The Rat-on-a-Stick dungeon is designed to add a touch of business sense to the usual dungeon adventure. The option of adding a fast food stand gives an easy method for new characters to pick up their first experience points in a purely defensive role as well as giving the party a chance to pick up a few extra GP for new supplies.

Among other features of the dungeon is the ability to get to the lowest level without hitting the levels in between - if your fool enough to try it - and a level of puns. Here, the puns can really kill you.

Early playtesting has shown that parties of less than five 1st Level character have little or no chance to get past the second level, but the odds for their survival go up drastically if they are augmented with one character of 4th or 5th Level - especially if the character is a Magic User or Rogue carrying a T&T *Poor Baby* spell.

The dungeon is designed to be used with either *Tunnels & Trolls* or *Monsters* rules but can be easily adapted to any other FRP rules. (No, don't ask me for the conversion factors. In our club, I handle the two mentioned above and leave the others alone.)

So, enjoy. And may you be profitable - both in looting and in business. As to the taste of rat-on-a-stick? Well, it ain't any worse than some of the slop served at today's fast food joints!

### General Instructions

- 1 All doors are made of wood unless otherwise stated and can be broken through once thirty points of damage have been inflicted against them.
- 2 All doors open easily unless otherwise stated.
- 3 To cross a floor trap, a character must either go around it or jump across it. The latter is done by rolling against DEX. The DEX figure **must** be beaten or the character falls into the pit, taking the same chance as the one who originally uncovered it - unless it's a trap that must be reset to work and hasn't been.
- 4 There are twelve possible rumors about the complex. Roll two six-sided dice four times to see what rumors will be let to this party. The Rumor Table follows this section.
- 5 For purposes of keeping elapsed time, the following rates of travel are kept:

80 feet per minute walking cautiously  
 200 feet per minute walking normally  
 600 feet per minute running  
 1,000 feet per minute flying

All parties should walk cautiously through unexplored tunnels. Once retracing steps, any rate may be used.

- 6 One turn equals 10 minutes. One combat turn equals 2 minutes.
- 7 Every six turns, roll for a Wandering Monster. A monster is indicated on a roll of 1 on one six-sided die.
- 9 A Rat-on-a-Stick franchise is optional. If the players wish to start one, the optional rules should be followed.
- 10 All stairways are marked by arrows to indicate the downward direction.

**Rumors About the Tunnels**  
(Roll two six-sided dice four times)

- 2 There are six levels to the complex.
- 3 There are eleven levels to the complex. (Negates No. 2)
- 4 Raiding parties have rifled the first level.
- 5 Something put a total halt to construction on the second level.
- 6 Something reptilian and unkillable lives in the complex.
- 7 Somewhere in the complex is a spell that will immediately clone a character. The two characters will be inseparable except in death.
- 8 There is something in the tunnels that melts metal.
- 9 A long-dead Wizard lies buried in the tunnels. With his body is a staff that imparts the knowledge of every first through seventeenth level spell into any Magic User that carries it.
- 10 The last raiding party to enter the tunnels has been enslaved by forces within. They now serve as guards to their masters.
- 11 No one has ever made it past the sixth level, much less returned. (Negated if No. 2 is rolled.)
- 12 Magic doesn't work past the third level.

**Wandering Monsters**

Every six turns, roll one die to see if a wandering monster appears. If the die rolls 1, then roll three dice to see which monster you get. Multiply the monster rating by level to get true monster rating.

3	Giant Rat	16
4	Wolf	20
5	Orc	40
6	Goblin	30
7	Mummy	45
8	Minotaur	50
9	Harpie	60
10	Troll	70
11	Giant	40
12	Werewolf	30
13	Ogre	26
14	Tiger	44
15	Living Statue	42
16	Warg	36
17	Flame Demon	45
18	Fire Dragon	110



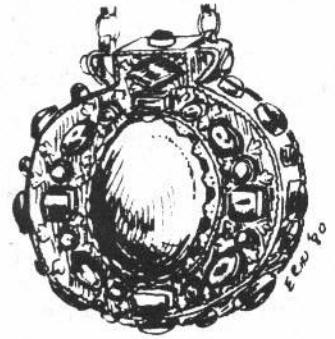
As this dungeon is "just for fun," these wandering monsters may occur repeatedly without worry of becoming extinct. When one does appear, roll on the table below to determine what its intent will be. Naturally, Tigers, Wargs, Giant Rats, and Wolves will either be hunting or searching for a way out, so they can ignore this table.

- 1 Looking for someone/something to smash
- 2 Looking for help out of this place
- 3 Looking for more muscle to help fight a monster on this or a lower level
- 4 Desires more treasure, preferably through trickery
- 5 Promoting a Rat-on-a-Stick franchise on this or a lower level
- 6 Take two of the above intents; the first is what it is pretending to do, and the second is what it actually desires to do.



As for treasure, roll on the table below to see if treasure is being carried and of what type it is. Giant Rats, Wolves, Tigers, Wargs, and Dragons do not carry treasure.

- 1 Nothing of value, only food and water
- 2 3 - 18 CP, 2 - 12 SP, 1 - 6 GP
- 3 2 - 12 SP, 2 - 12 GP, 1 gem (use T&T rulebook table)
- 4 1 - 6 gems and 1 jeweled item (use T&T rulebook table)
- 5 3 - 18 GP and a jeweled weapon (use T&T rulebook table)
- 6 Nothing of value, only food, water, and a few pieces of miscellaneous equipment



### Supplemental Rules No. 1 Rat-on-a-Stick Franchise

Rat-on-a-Stick franchises may be purchased from the Judge and set up anywhere in the complex. To set up one franchise, the following conditions should be met:

A minimum of one member of the party must be left behind to man the stand. He should be armed because the creatures that come to the stand may either buy a meal or attempt to attack him. The stand may be placed anywhere in the complex but must be placed with the back of the stand against a wall for defense.

Only the original characters of the players who started the franchise own the stand. New characters started by the players must buy into the franchise or gain it through a will.

Any number of franchises may be set up in a complex. To gain a license, there will be a cost of 1 GP for the first stand, 3 GP for the second, and 5 GP for each stand thereafter.

Kitchen facilities must be purchased along with the license. Cost is 35 GP for new equipment or 20 GP for second hand equipment. Included in the purchase are 35 dead first level Rats for a starting stock. Sticks are included with each rat.

Along with the basic needs are options to increase the business. These include:

A dining area to turn the basic Rat-on-a-Stick stand into a small restaurant. Having one of these areas will add +1 to the Attack or Purchase roll (see below). Cost is 25 GP.

Buying into the national Rat-on-a-Stick advertising campaign, which will add +2 to the die roll for customers showing up (see below). Buying in costs 50 GP.

Running the business: Once set up, the business is run on four die rolls, each based on the success of the former. These are: the Customer roll, the Identity roll, the Attack or Purchase roll, and the Amount roll. They operate as follows:

**The Customer Roll:** Twice during every game turn, roll one six-sided die. Add +2 if you're in the advertising campaign. If the result is 6 or higher, you've got a customer.

**The Identity Roll:** If you have a customer, roll on the Wandering Monster Table to identify what has arrived. If it is a Giant Rat, it attacks automatically.

**The Attack or Purchase Roll:** Roll one six-sided die. If you own a restaurant rather than just a stand, add +1 to the roll. On a roll of 1 - 3, the customer attacks and attempts to kill. On a roll of 4 or above, he's a paying customer.

**The Amount Roll:** Take 10% of the customer's Monster Rating and use a die that will cover up to that number. Roll. The number that results is the number of first level Rats-on-a-Stick that the customer will buy. Customers will always have the necessary funds if they get this far.

Prices: A Rat-on-a-Stick costs 4 SP for a first-level Rat, 8 SP for a second-level Rat, etc. Rats may be sold whole or broken down to their first level equivalents. Nothing less than a first-level Rat may be sold.

Resupply: Every three hours, the franchise may buy up to an equivalent of 50 first-level Rats at 1 SP each. Sticks come with the Rats. They may also purchase sticks at 1 SP for 100. Any Rats killed in the complex may be processed and sold, but they must be sold on sticks. The resupply is available upon setting up the stand.

If an attacking customer kills the attendant, he steals all the funds, half the stock, and, in the case of the three biggest wandering monsters, destroys the stand.

At the attendant's option, he may attack a customer rather than sell him the product. However, upon the attack, a second wandering monster is rolled, and the attendant(s) is (are) forced to fight both of them. Exception: If the customer is a Giant Rat, it is the Rat who initiates combat, and no second monster is rolled up.

**Optional Roll:** After making the customer roll, roll two six-sided dice to find the customer's level. Multiply the cus-



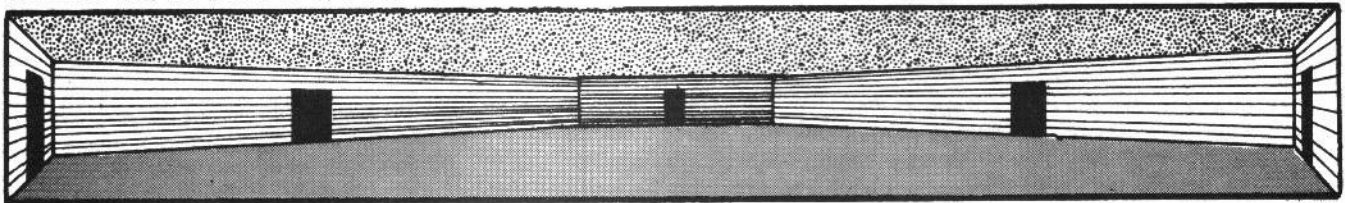
Servicing all franchises is a Cyclops named, appropriately enough, Cy. He owns and wears a magical nosering which bestows upon him the following powers:

- 1 Can cast a *Death Spell No. 9* at will.
- 2 Can cast a *Mutatum Mutandorum* at will.

Note that Cy would rather use the *Mutatum Mutandorum* than the *Death Spell No. 9*, but that doesn't mean that he won't use it. Cy is a comical Cyclops; he **thinks** he can do impressions and will run through his entire repertoire if not cautiously interrupted and diverted to other subjects. If angered, Cy will raise his prices by 50% per degree of anger (Judge's discretion).

Cy will appear just as the last Rat-on-a-Stick is sold. If asked how he always appears right at that moment, he will chuckle and begin to relate a long and boring oratory about how, when he was a little Cyclops living at home with his wicked stepmother, he would have to do all the chores around the cave, and he had very little time to do them in, so. . . .

Cy has a magical sack that can hold as many dead Rats and sticks as are put in it. Other items will pop right back out as soon as they are put in it. Cy's MR is 500.



First Level

- 101 This is the entrance foyer to the tunnel system. Characters have descended ten feet down the stairs and have five doors from which to choose, numbered one through five and starting with the door on the extreme left as one enters the room. Characters must announce what door they wish to try (they are not limited to one) and where they stand when the door is opened.
- 102 This is a bore-sighted Crossbow which fires only when the door is fully opened. It fires three bolts simultaneously, covering the center, left, and right edges of this doorway, and can hit a maximum of three individuals but can only hit one individual once. The character must attempt his saving roll (Level 2 - Luck); if he fails, he takes five points damage (minus what his armor soaks up). The trap is concealed and cannot be seen until after it has been sprung when it is too late to do anything about it.
- 103 This unused servants' quarters presently harbors two black Hobbits (Monster Rating: 12 each). There is no treasure in the room. It shows signs of having been cleaned out years ago. The Hobbits carry 3 CP each.
- 104 This is an empty room except for the Ogre (MR: 52) who waits just under a trapdoor in the floor (at TD on the map). When the door next to him is opened, he will pop up and attack. He has no treasure, but he does have a Heavy Mace (5 + 2).
- 105 This room contains a Ghoul (Monster Rating: 28) as well as the dismembered bodies of four recently-dead black Hobbits. The Ghoul is so busy eating that attackers have one free attack before he can rise and defend himself.
- 106 In this room are fifteen hungry Rats (Monster Rating: 8 each). After killing the Rats, a search will turn up one Sax (2 + 5), a Bec-de-Corbin (6), and 120 GP among the bones of a predecessor and the chewed remnants of his clothing. Although his bones have been gnawed, it is apparent by the crushed rib cage that it was something **much** bigger than a mouse that killed him.
- 107 The room appears to be a small servants' kitchen, long in disuse, and contains two Rats (Monster Rating: 8 each). There is no treasure, just some dirty, encrusted kitchen utensils as well as six pots and three pans.
- 108 Twelve skeletons (all inanimate) are contained in this guardroom, as well as twelve suits of Scale armor, twelve target Shields, and twelve Halberds (6). Also laying around are 35 SP, 115 CP, and one badly bent GP. None of the skeletons appear to have died violently although it appears that all had been eating prior to their deaths because utensils lie near them along with plates and mugs.
- 109 This room is the home of two half-Orcs (Monster Rating: 74 each). After the battle, you'll find that they have 15 SP between the two of them, and there is nothing worth taking from the room. The Orcs' weapons were destroyed in the battle on a roll of 1 - 5. If they survived, there are two Falchions (4 + 4) remaining.
- 110 This room is the reason the half-Orcs fought so fiercely. In it are two bags of gold, one marked with a cross and the other with a circle. The cross-marked bag contains 120 GP; the circle-marked bag contains 140 GP. They are on a balanced beam so that picking up one bag will cause the other to drop through a hole in the floor. Attempting to fuss with one without picking it up will knock it from the beam and into the hole, causing the other to fall into the other hole. Both can be picked up simultaneously. Instructions to do so are written in Orc on the opposing wall. The holes lead to another dimension; anything dropped in is lost forever to this dimension.



111 A Rat-on-a-Stick Franchise is located here. This franchise is operated by two Rogues and a Wizard, Jocular Joey, Fancy Francine, and Wizardly Walt. The stats for these three are as follows:

Jocular Joey: Level: 2; Kin: Human, male; Type: Rogue; ST: 20; IQ: 10; LK: 17; CON: 11; DEX: 10; CHR: 15;  
Weapons: Bagh Nakh (Tiger Claws, 1 each), and Dirk (2 + 1)  
Fancy Francine: Level: 3; Kin: Human, female; Type: Rogue; ST: 9; IQ: 11; LK: 19; CON: 14; DEX: 15;  
CHR: 16; Weapons: Swordbreaker (2) and Stiletto (2 - 2)  
Wizardly Walt: Level: 3; Kin: Human, male; Type: Wizard; ST: 7; IQ: 21; LK: 13; CON: 9; DEX: 15; CHR: 11;  
Weapons: Bronze Crowbar (2). Wizardly Walt has complete knowledge of the following spells: *Lock Tight*,  
*Knock, Knock, Take That You Fiend, Teacher/Poor Baby, Whammy/Freeze Pleeze*. He has taught Joey  
and Francine the following spells: *Take That You Fiend, Knock, Knock, Lock Tight*.

They have accumulated 555 SP which they keep in a locked chest (Walt has the key). They have only two Rat-on-a-Sticks left (Cy should be arriving soon).

They will only attack low-level Orcs, Goblins, etc. and will sell Rat-on-a-Sticks to all others.

112 This foyer contains two Orcs (Monster Rating: 40 each) shooting craps. On an odd roll, you've jumped them and get the first swing unopposed.

113 In this otherwise empty room, which was picked clean long ago, are eight dead black Hobbits (with Bucklers and Saxes) and one very wounded Orc (MR was 80; it is now 11) with a long Scyth (4 + 2) and Ring-jointed armor. If possible, the Orc will try to talk his way out of a fight, but, if not, he will fight fiercely, if not hopelessly. The Orc has 37 GP and 23 SP.

114 This empty room was picked clean long ago.

115 This was the room where the two Orcs were headquartered and contains just the meanest rudiments of living. They were living off whatever they could catch in the tunnels. Nothing salvageable was in this room, and the stench is enough to make the first man very ill. Take one hit on CON for nausea.

116 Resting here are four persons. They are on their way out - sort of. They haven't quite decided whether to stay and open a Rat-on-a-Stick franchise, or to stay and slay some monsters, or to get while the gettin' is good. The players can talk them into any of the above courses of action very easily because none of these guys is a leader-type. They are:

Mighty Max: Level: 3; Kin: Human, male; Type: Warrior; ST: 22; IQ: 8; LK: 10; CON: 18; DEX: 9; CHR: 7;  
Weapons: Sickle (4 + 1) and Broadsword (3 + 4); Armor: Plate  
Wallop'in' Willy: Level: 4; Kin: Human, male; Type: Warrior; ST: 22; IQ: 7; LK: 13; CON: 16; DEX: 7; CHR: 7;  
Weapons: Scythe (4 + 2) and War Hammer (5 + 1); Armor: Mail  
Stomp'in' Sally: Level: 4; Kin: Human, female; Type: Warrior; ST: 21; IQ: 9; LK: 15; CON: 17; DEX: 10;  
CHR: 9; Weapons: Double-bladed Broad Axe (6 + 3); and Crowbar (2); Armor: Back and Breast, Greaves,  
Steel Cap  
Arcane Andy: Level 4; Kin: Human, male; Type: Wizard; ST: 7; IQ: 25; LK: 11; CON: 11; DEX: 15; CHR: 8;  
Weapon: Stiletto (2 - 2). Spells: *Take That You Fiend, Detect Magic, Will-o-Wisp, Oh-Go-Away/Hidey Hole*,  
*Little Feets, Poor Baby/Rock-A-Bye, Blasting Power*.

These guys each have 3 dice-worth of CP, SP, and GP as well as 1 die-worth of food (measured in days). They are basically here for adventure, but, when engaged in a battle lasting longer than three combat turns, they will start getting worried - roll one die for each, on a roll of 1 or 2, he/she will flee the battle. If one flees, check the others immediately (flee on a 1 - 3 now), and, if one or more flees, keep checking (at 1 - 3) until nobody runs away. If they do flee, they will keep going and will not stop until far away from this place.

117 This is the main guard room for the floor. To rifle it, you're first going to have your hands full with fifteen black Hobbits (Monster Rating: 12 each) who will attack two at a time each combat turn until, after eight combat turns, you could possibly be fighting all fifteen of them. Each is equipped with a Shortsword (3). Among them, they own 55 GP and 17 SP.

118 This is the main audience hall. You're going to meet six black Hobbits (Monster Rating: 12 each), each equipped with a Shortsword (3). One will run through the secret door to Room 117, and the other four will fight *en masse*. If the characters do not succeed in following the one who ran within two turns, the complement of the guard room will pour out and attack all together. The main audience hall is long-abandoned and stripped. On the map, P equals Pillar.

119 This is the ruler's dressing area. Nothing of any value is left here; just some rotted shreds of old clothing remain.

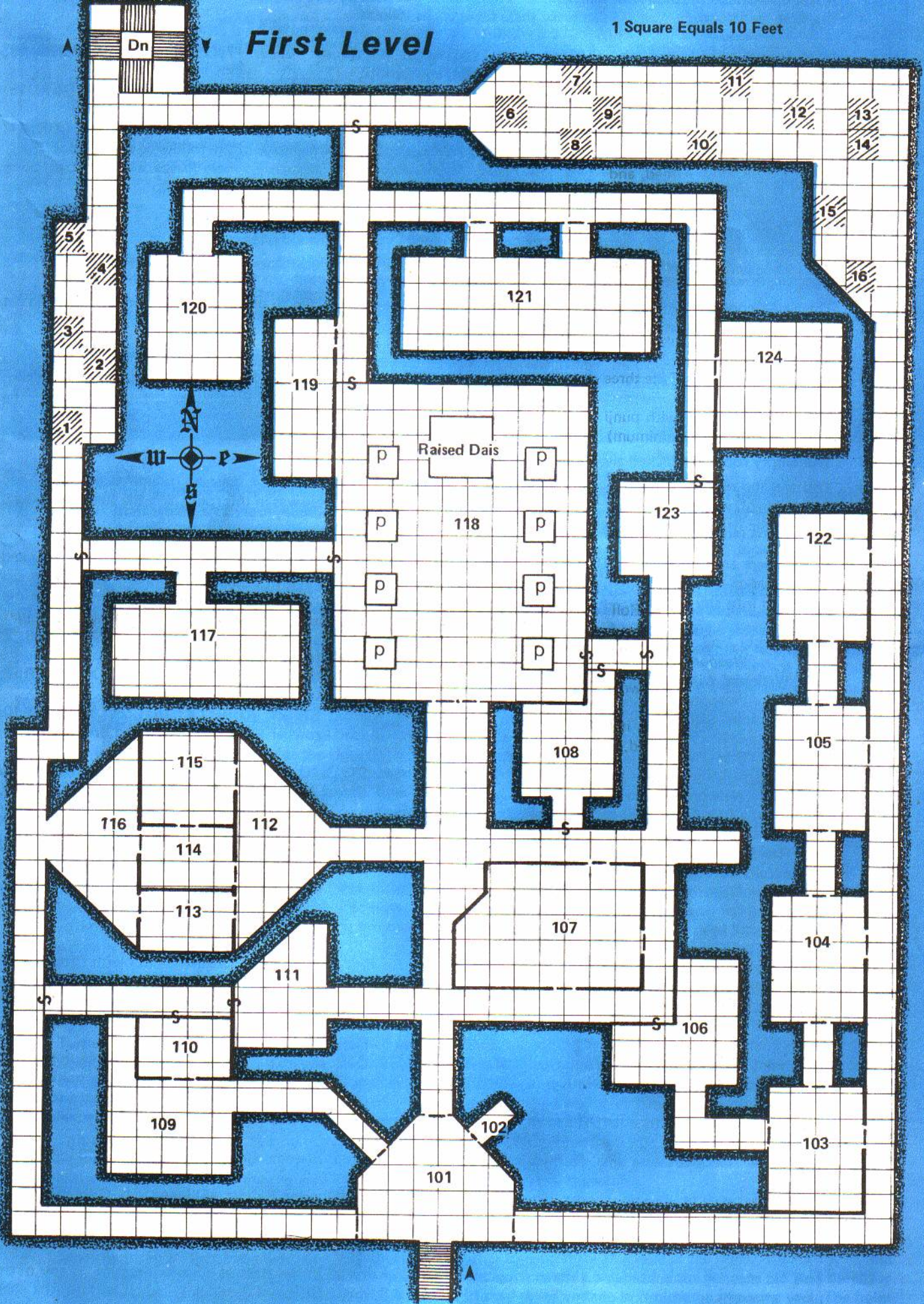
120 The room is well lit, and no wonder, since it has a Flame Demon (Monster Rating: 45) living in it. Once defeated, a search of the room turns up the charred and unusable remains of a map of what appears to be the tunnel complex, scribed in Elvish, along with the charred bones of an Elf. This is the map of which rumors are told.

121 This old meeting room contains a rather long table and 63 chairs, all in the state of advanced rotting. If any of the party attempts to sit in one of the chairs, have him make a Saving Roll (Level 3 minus Luck). If he fails, the chair broke under his weight, and he takes two damage points.



1 Square Equals 10 Feet

# First Level





- 122 This is another servants' quarters, empty and rifled. On a roll of 1 or 2, you'll find a Rat (Monster Rating: 8).
- 123 This is an old chapel. It is obviously rifled - adventurers don't bother missing gold altar vestments. However, they may have missed a Pinky Ring of Healing which will give back five Constitution points each time it is used, but it can only be used once every ten turns. If the party searches the room, have each member of the party roll two dice. First person to roll doubles finds the ring.
- 124 Apparently another meeting room as well as a dressing room for the priests of the chapel, this room has been torn apart, is somewhat burned, and looks like a battle took place in the not-too-distant past. There are still some smoldering garments, and a broken bronze Broadsword lies among the rubble.

#### Floor Traps

As a member of the party steps on a square containing a trap, roll one six-sided die. On an even roll, the trap opens, and the member of the party must make a Saving Roll (Level 4 minus Luck). If he misses, he falls in and takes the necessary damage.

- 1 A two-foot deep pit. Take two points damage.
- 2 A three-foot deep pit. Take three points damage.
- 3 A three-foot deep pit with punji stakes at the bottom. Take nine points damage minus what your armor will absorb (Three points damage minimum)
- 4 A three-foot deep pit with a Copperhead in it (Monster Rating: 16). Roll to see if you lost your weapon in the fall; if the roll is 1 or 2, you did, and the snake gets two free attacks while you pick up the weapon.
- 5 A three-foot deep pit. Take three points damage.
- 6 A six-foot deep pit. Take five damage points and waste one turn getting out unless magical aid is used.
- 7 A pit with a bear trap in it. Roll three dice to see how much damage you take.
- 8 Another pit with a bear trap in it. Roll three dice to see how much damage you take.
- 9 A two-foot deep pit. Take two points damage.
- 10 A pit with a large Spider in it (Monster Rating: 16). Roll to see if you lost your weapon in the fall. If the roll comes up 1 or 2 on one die, you did, and the Spider gets one free attack while you pick up the weapon.
- 11 A three-foot pit with punji stakes. The stakes are fungus-covered. Take nine points damage minus what your armor will absorb (three points damage minimum). Additionally, the fungus will cause 1 point damage per turn thereafter due to infection unless a *Healing Feeling* is cast upon the victim.
- 12 A three-foot deep pit. Take three points damage.
- 13 A three-foot deep pit with a bear trap in it. Roll one die; if odd, the trap is closed. If even, roll three dice to see how much damage you take. Three points is the minimum damage allowed. If the trap is open, armor can soak up damage up to ½ of its capability.
- 14 A two-foot deep pit. Take two points damage.
- 15 A four-foot deep pit. Take four points damage and waste ½ turn in getting out.
- 16 A forty-foot deep pit. Take 35 damage points. In addition, it will take a rope and two turns to get you out. Say "hello" to the Skeletons while you're down there. They are 6 Living Skeletons (MR: 21).

#### Second Level

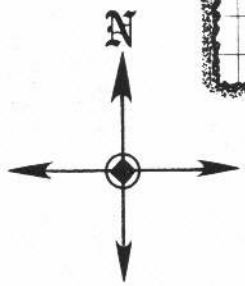
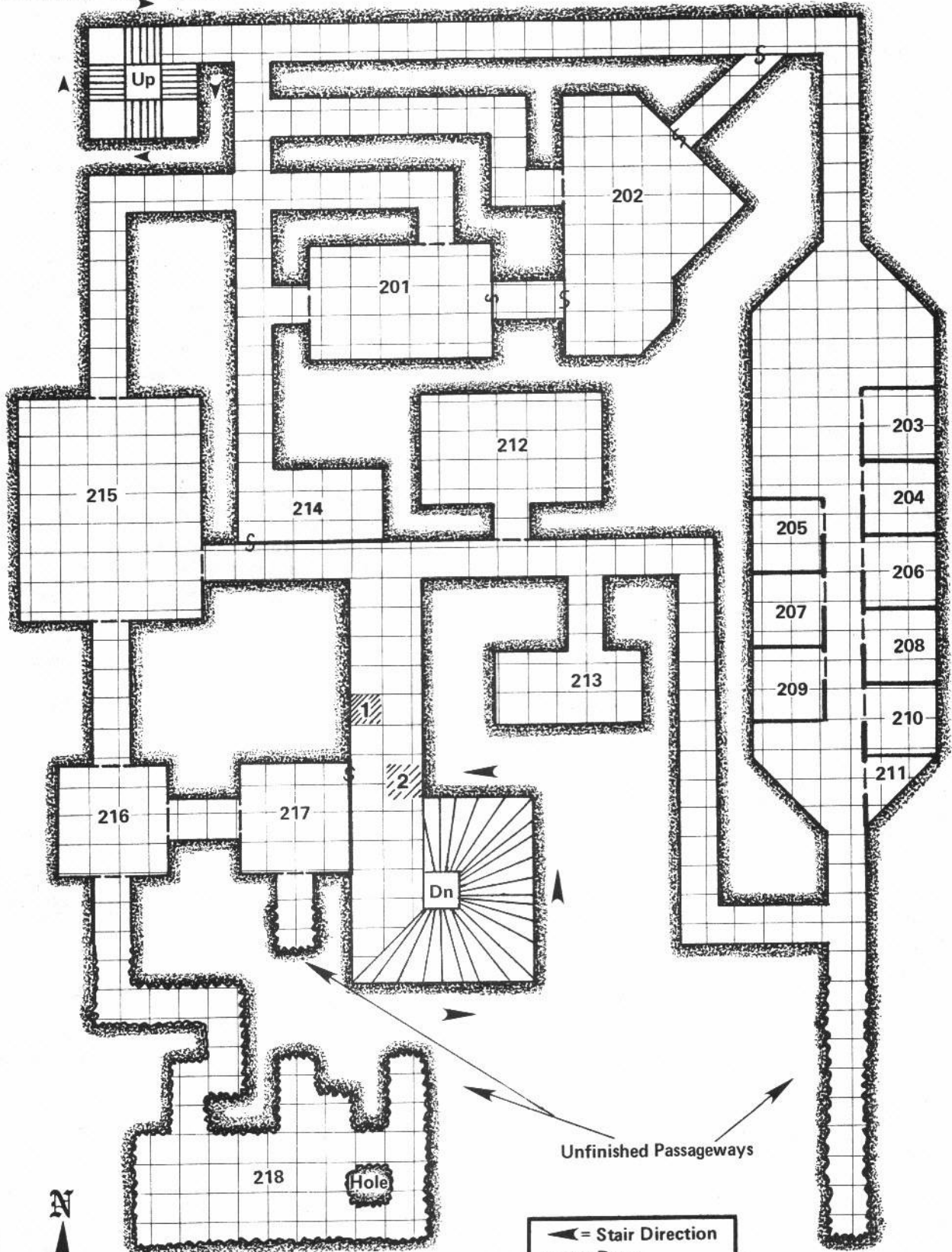
- 201 This room is of indeterminate use in the past and is now the home for three black Hobbits (Monster Rating: 24). All three are armed with Shortsword (3) and target Shields. A search of the room turns up 73 GP, 37 SP, and 56 CP.
- 202 Upon entering this trapped room, and upon a roll of 1 or 2, a second door comes sliding down. In the room are five levers mounted in the floor, each corresponding to a musical note. To open the inner trap door, the characters must pull the levers in an order that plays a special, previously unknown (to the party) tune (4 - 5 - 3 - 1 - 2). Instructions to play the theme are written on one of the walls in Troll. No treasure is in the room. For each turn that the characters are stuck in the room, take one hit point for the air going bad.

- 203 Within this room are five glowing Rubies. Each Ruby is floating about 5 feet from the floor at the points of a pentagram which is drawn in chalk on the floor. When a character approaches, an Imp will "pop in" the pentagram and say, "Don't touch the Rubies, man! Hey, Jack! It's a trap!" He will then "pop out" and won't be seen again.  
If anyone does touch any of the Rubies (Will they? What if they realize the Rubies appear to be worth 750 GP each?), they will find that the Rubies are, indeed, traps. Each Ruby holds a *Take That You Fiend* spell which it will discharge as soon as living flesh touches it. The *TTYF* spell does damage equal to the victim's IQ as this is a special application created by Igor, the hunched-back Dwarf in room 708.  
The Rubies are actually crystalized magic energy, and so they will dissipate as the spell is released.
- 204 This cubicle contains a Vampire (Monster Rating: 60). Anyone who dies while fighting it will turn into a Vampire within 3 - 18 turns and have the same Monster Rating. The Vampire is harmed only by silver or magic. Any new Vampires created will hunt down the other party members.
- 205 This cubicle contains a Flame Demon (Monster Rating: 90). Anything else in the room has been charred into unrecognizability long ago. This Flame Demon can shoot a ball of fire from its fingertips every combat turn. The fireball does 4 dice-worth of damage, 1 die-worth if a Saving Roll of Level 3 minus Luck is made.
- 206 This cubicle contains two pouches; one with a star marking it contains 200 GP, and one with a cross marking it contains a poison powder that immediately hits the opener for five hits.
- 207 This is an empty cubicle.
- 208 This cubicle contains a Ghoul (Monster Rating: 42) and a couple of bodies that are half-eaten and unrecognizable. There is no treasure here and nothing of worth unless you're hungry.
- 209 A wounded Rogue with a cocked Crossbow hides behind two tables placed on their sides in this cubicle. She is:  
  
Sabrina the Sumptuous: Type: Rogue; Kin; Elf, female; Level: 6; ST: 13; IQ: 20; LK: 16; CON: 18; DEX: 21; CHR: 38; ADDS: +8; Height: 5' 8"; Weight: 140 lbs.; Weapons: Light Crossbow and 15 Bolts (5) and Rapier (3 + 4); Armor: Part, Chain Back and Breast; Treasure: 32 GP; Spells: *Take That You Fiend*, *Whammy*, *Blasting Power*.  
  
Sabrina is currently down to a CON of 13 due to an encounter with several Orcs which resulted in gashes along one cheek and arm. She lost her companions fighting some Trolls before that, so she is looking for new companions - anyone, as long as they can help her to eventually get out of this place.  
The room also contains four chairs and a broken cot. Piled in the corners are stacks of 7 skulls, all with their "faces" smashed in. An insane Goblin (now gone to his just desserts) brought these skulls up from the tenth level; he thought they were pretty.  
Sabrina has enough food and wine to last her for several more meals, and her Rapier is magical. Once every other combat turn, it does double the number of hits normal (i.e. it does 6 + 8 dice damage).
- 210 This cubicle contains ten Rats (Monster Rating: 16 each). Upon killing them off, you discover 150 GP, a Ruby ring (non-magical) worth 100 GP, a *Vorpal Claymore* (6), and a second Claymore that is magic - it does double damage (6) to an enemy, but, if the user loses an exchange, it takes double damage out of the user. It must be sated with blood at every exchange. It is marked "Blood-brother" along the blade. The first Claymore is unmarked.
- 211 This is an empty cubicle.
- 212 This room is a dining hall. For each character that decides to partake of the feast laid out within, roll a die. If odd, the character loses ST points; if even, he gains. Roll a second die to find out how many. The dining set consists of twenty pieces worth 100 GP and weighs 150 GP. Take it if you wish. Whenever food is placed upon these dishes, the magic will be repeated. This occurs up to three times per day.
- 213 This room contains a Harpie (Monster Rating: 120) but no treasure.
- 214 This room is empty.
- 215 This room contains fifteen humanoid skeletons, all wearing mining clothes and armed with Picks. Among them, it is possible to salvage 3 Stiletos (2 - 3), 33 SP, and some torn up clothing, all scattered about the room. It is obvious that these people died violently, and you begin to wonder what killed them, especially since about half the skeletons are bigger than any members of the party. There is no writing on any of the walls. Punched-in skulls predominate. The southern door is open. Pick heads are melted.
- 216 This room has another five skeletons in the same condition as those in Room 215. Salvageables include 4 Sword-breakers (2) and 15 SP. The northern door to this room is open, and the southern and eastern doors have been shredded. Once again, punched-in skulls predominate. Pick heads are melted.



# Second Level

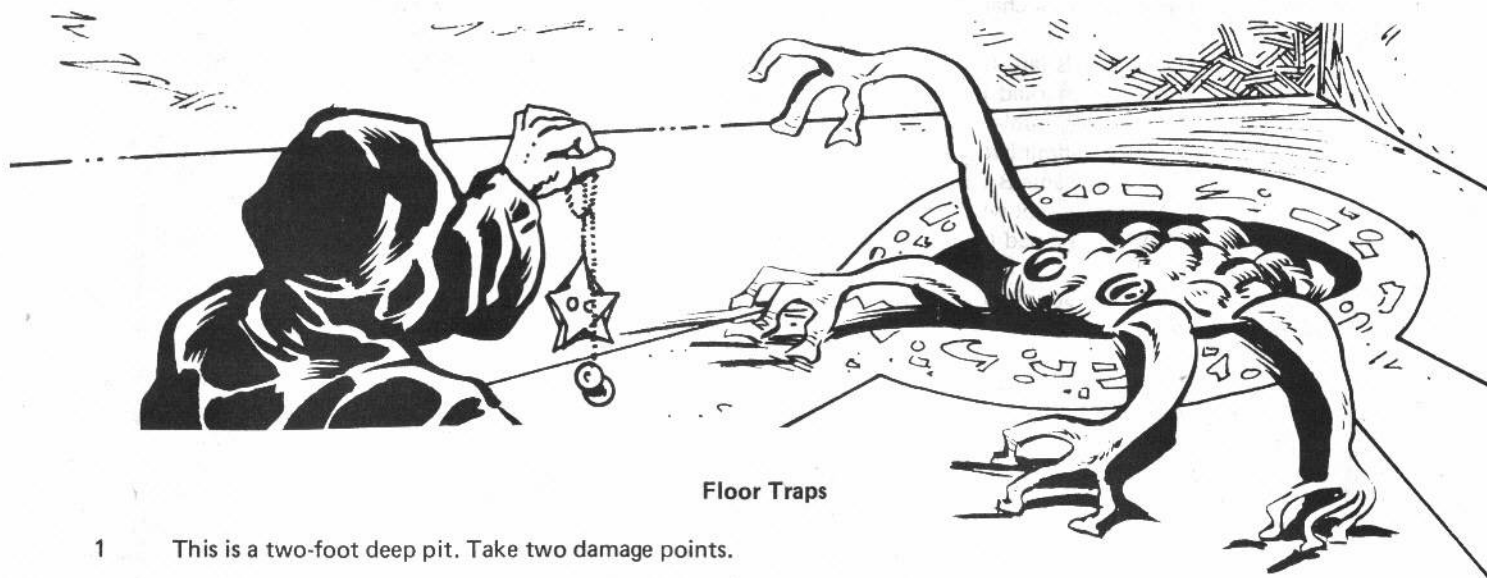
1 Square Equals 10 Feet



- ← = Stair Direction
- - - = Door
- S - = Secret Door
- /// = Trap
- = Unfinished Area
- ... = Tunnel
- ~ = Pool
- p = Pillar

217 The western door to this room has been clawed but is unopened. It will take up to six turns to open this door, using force, based on a die roll. First turn needs 1; second turn needs a 1 or a 2, etc. Upon entering, you find that both doors have been blocked by bodies - deliberately - and they obviously starved to death for fear of leaving the room. The tunnel south of 217 is unfinished for the last ten feet; all their tools are in the unfinished part. They seem to have quit working rather quickly. Salvageable from the five skeletons are 45 SP.

218 This is the lair of an horrible creature, a Beast-Thing (see the Tenth Level) (Monster Rating: 500). Normally, it resides on the tenth level of the complex, but, on a roll of 12 on two six-sided dice, it has come out of the connecting hole to the second level. These are the only two levels on which it appears, and, for purposes of the dungeon, it will not be seen outside of these areas. The builders of the complex ran into its lair by accident. If engaged, all the characters may attack it, but it will seek to attack only one character at a time. Roll a die to find out who is the lucky person. Good luck; you'll need it. If the Beast-Thing appears, the characters get one look at what it is and one chance to run before being engaged.



Floor Traps

- 1 This is a two-foot deep pit. Take two damage points.
- 2 This is a three-foot deep pit with punji stakes. Take nine points damage minus whatever your armor will absorb (three points damage minimum).

### Third Level

- 301 In this treasure room are 1,150 GP, 430 SP, 1,580 CP, 5 diamonds worth 600 GP each (each weighs 10 GP), and a bottle of Healing Potion (the label is written in Elvish) that heals ten CON points when drunk. To pick up the wealth of the room will take six turns. If a wandering monster is rolled (double the chances) during this time, he gets a free swipe at the person standing closest to the door before the rest of the party begins the combat.
- 302 This room has a twenty-foot square pool in it. In the pool is an Octopus who will attack without hesitation the first person to enter the room. The Octopus attacks with one arm (Monster Rating: 20 each) at first and adds one arm each subsequent turn up to eight arms total (all MR of 20). There is no treasure in this room.
- 303 This room is unfurnished and contains a Balrog (Monster Rating: 400). Unfortunately, there is nothing else in the room.
- 304 This room contains dozens of barrels, some stacked two high. Most of the barrels are empty, but check the table below when the players search one:
  - 2 - 8 Empty
  - 9 3 - 8 pounds of very moldy food which is otherwise unidentifiable
  - 10 1 - 6 gallons of very bad, polluted wine
  - 11 Full of very fine wine (30 gallons)
  - 12 Full of cheese (80 pounds of Judge's choice)

Behind a "wall" of barrels hides an injured adventurer, Thorgood the Axeman, a Dwarf. Thorgood battled some other adventurers he stumbled upon (they attacked as soon as he appeared; they must have been a bunch of new players; well, anyway. . .), and he would have lost if not for the timely intervention of a wandering monster, a Tiger, which sent his opponents scattering in all directions (not to mention how fast Thorgood split the scene). Thorgood managed to make it this far and is resting.

Thorgood will be completely hidden from the characters when they enter. He will listen to them, and, by their words, he will either approve of, or condemn, the characters. (Thorgood isn't the nicest guy in this dungeon). If he approves of them (e. g. they are not Orc-lovers), he will boldly announce himself and attempt to join the party (at least until they get outside the dungeon). If he condemns the party, he will wait until someone comes to check the barrels behind which he is hidden and then will attempt to decapitate that person. Thorgood's statistics are as follows:



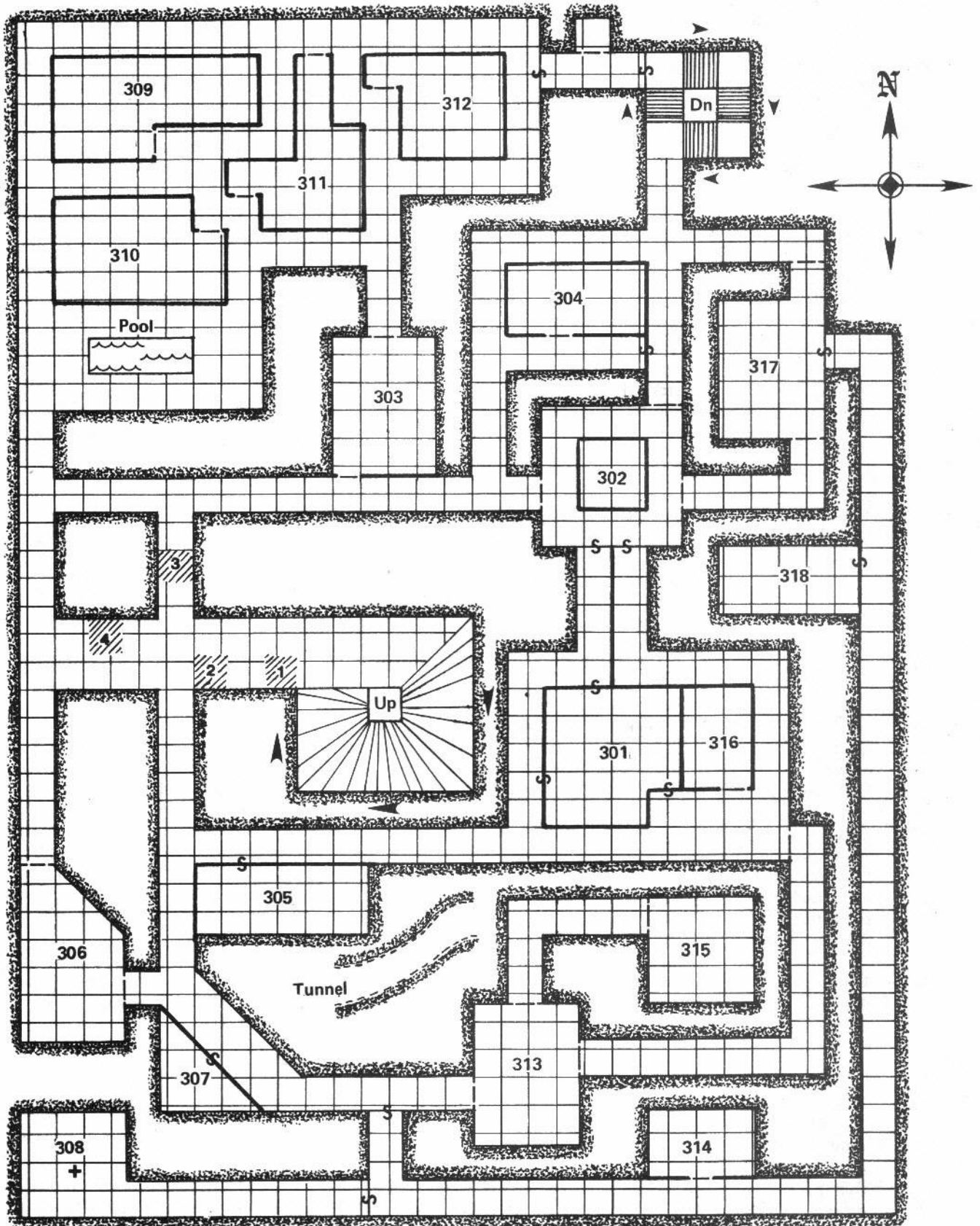
Thorgood the Axeman: Type: Rogue; Kin: Dwarf, male; Level: 7th; ST: 25; IQ: 12; LK: 24; CON: 17; DEX: 14; CHR: 10; Adds: +27; Height: 3' 11"; Weight: 140 lbs.; Weapons: silvered Double-bladed Broad Axe (6 + 3) and Stiletto (also silvered); Armor: Parts, Helmet (Greek), Gauntlets and Greaves; Treasure: 51 GP and 7 small Rubies valued at 75 GP each; Spells: *Vorpal Blade* and *Oh There It Is*.

Thorgood's CON rating is presently down to 10 due to the nasty gash across his left shoulder. He has a minimum of equipment because he dropped nearly everything in his headlong flight from the Tiger.

- 305 This is a test room. Located on the far wall, on a shelf, are three boxes, all marked in the Common Tongue. All can be opened easily. The box marked "For the Best Fighter" contains a spell that will double the person's sword attack value if opened boldly and will subtract two from the value if opened cautiously. The box marked "For the Best Leader" will take ten from that individual's CHR (down to a minimum of three) when opened. The box marked "For the Least Person" will give 3,000 experience points if opened cautiously and will subtract 3,000 experience points if opened boldly, along with the usual changes in characteristics that come from the jump in level.
- 306 This is an old alchemist's lab. In the lab are 10 Rats (Monster Rating: 32 each). Also in the lab is a lot of broken glass and bottles of potions marked in Elvish. These potions are (1) Strength Doubler, which doubles the drinker's ST for 24 hours, (2) Charisma Doubler, which works in the same manner, (3) Healer, which will wipe out all damage points, even on a dead man if administered within five minutes of death, (4) Invisibility, which will make a character invisible for five turns, and (5) Flame Breath, which will allow a character to breathe an equivalent of magnesium flame (7 + 4) **once** at a range of thirty feet without harm to himself. Nothing else in the room is worth salvaging. Note that some of the bottles may have gone bad (roll 2 on one six-sided die) and do the reverse of what they are intended to do.
- 307 In this room is a gold Double-bladed Broad Axe (6 + 3) that is worth 1,000 GP and weighs 275 GP. This is its storage closet.
- 308 This room contains a black onyx cross with each arm two feet long. Any individual touching this cross is immediately teleported back to his/her/its bedroom; *nighty-night!*
- 309 This room is the home of somebody; yet, no one is around. It contains cooking facilities, a low bed, no armaments or books, and some varieties of foods. A rifling of the contents will turn up 17 CP.
- 310 Although similar to Room 309, this room has been vandalized, and the body of a man clothed in long, grey robes lies beheaded on the floor. His purse has been looted; if he had any weaponry, it has been taken, and there is no sign of any magic items.
- 311 This room is similar to the last two, with a destruction equal to Room 310 except that there is no body. Here, there are 7 GP scattered on the floor.
- 312 Similar to the last three rooms, this room has a Centaur (Monster Rating: 106) armed with a Great Axe (5 + 3) and a Flamberge (6 + 1) tearing through the place. He is carrying a purse containing 75 GP, wears no armor, and is capable of swinging both weapons at the same time until his rating drops to 53 at which time he will drop one of the weapons. Feel free to carry off either or both of the weapons or the money.
- 313 This is a virtually empty room except for a small, raised dais on the southeastern corner. On this dais is a Spider (Monster Rating: 64) guarding a bag. Upon attacking the Spider, you will discover that he is awfully fast and is able to attack twice for each attack the character(s) can throw. Therefore, the Spider gets one free attack and one contested attack each combat turn. The contested attack comes first. In the bag is a Teleportation Jewel. This Jewel will teleport two characters one level (or one character two levels) once, after which, it becomes a useless lump of anthracite. The Jewel is inscribed with mithral runes in Dwarven which indicate its power but not its limitations.
- 314 This room has been forgotten both by the original builders and by whoever has come through previously. The room is dust-covered and has nothing in it. The roof is weak, and anyone walking into the room will have chunks of ceiling fall on him before he reaches the center of the room. Have the player make a Saving Roll (Level 3: 30 minus Luck). If he fails, take 1 + 3 damage. This is not a planned trap and has nothing to do with magic; it is just structural weakness.
- 315 Sitting in this room are two bored Trolls (Monster Rating: 200 each). You really shouldn't have come in here. They are both armed with Crowbars (2) and have finally come to the ends of their ropes, boredomwise. There is no treasure in this room.
- 316 This is a broom closet containing 10 brooms (weighing 3 GP apiece), four mops (weighing 4 GP apiece), and four buckets (weighing 6 GP apiece). One of the ten brooms is animated (Monster Rating: 15) and will take a whack at the lead character with its handle (1). There is no treasure.
- 317 This room is empty - well, it's empty of furniture, anyhow. It is empty of furniture because the Flame Demon (Monster Rating: 135) that lives here burned it all out as well as anything else that was in the room. The door is warm to the touch.

# Third Level

1 Square Equals 10 Feet





- 318 This treasure room contains 1,145 GP, a suit of gold Plate armor (complete), and a gold chalice worth 500 GP and weighing 40 GP.
- 319 This room contains a very stale *Hellbomb Burst* spell. Even though it has nowhere near the power of a fresh one, it will still do 3 dice-worth of damage to the characters nearest the door, 2 dice-worth to the second line of characters, 1 die-worth to the third line, and ½ die-worth to the fourth. The characters' armor will soak up some of the hits. Waste two turns picking wood splinters out of your hide.

#### Floor Traps

- 1 This pit is a mild acid bath which will soak through armor and do two points damage to a character as well as causing him to scratch the afflicted areas for the next three turns. Due to this scratching, he will be useless for anything more than holding a torch at that time.
- 2 This is also a mild acid bath with the same effects as those of Floor Trap No. 1.
- 3 There's a bear trap in this one. Roll three dice to see how much damage you take.
- 4 This trap is unfinished. Outside of scaring the character who stumbles across it, it causes no damage. However, a character must still either go around it or jump across it, but, since it is only six inches deep, there won't be much of a problem on this one.

#### Fourth Level

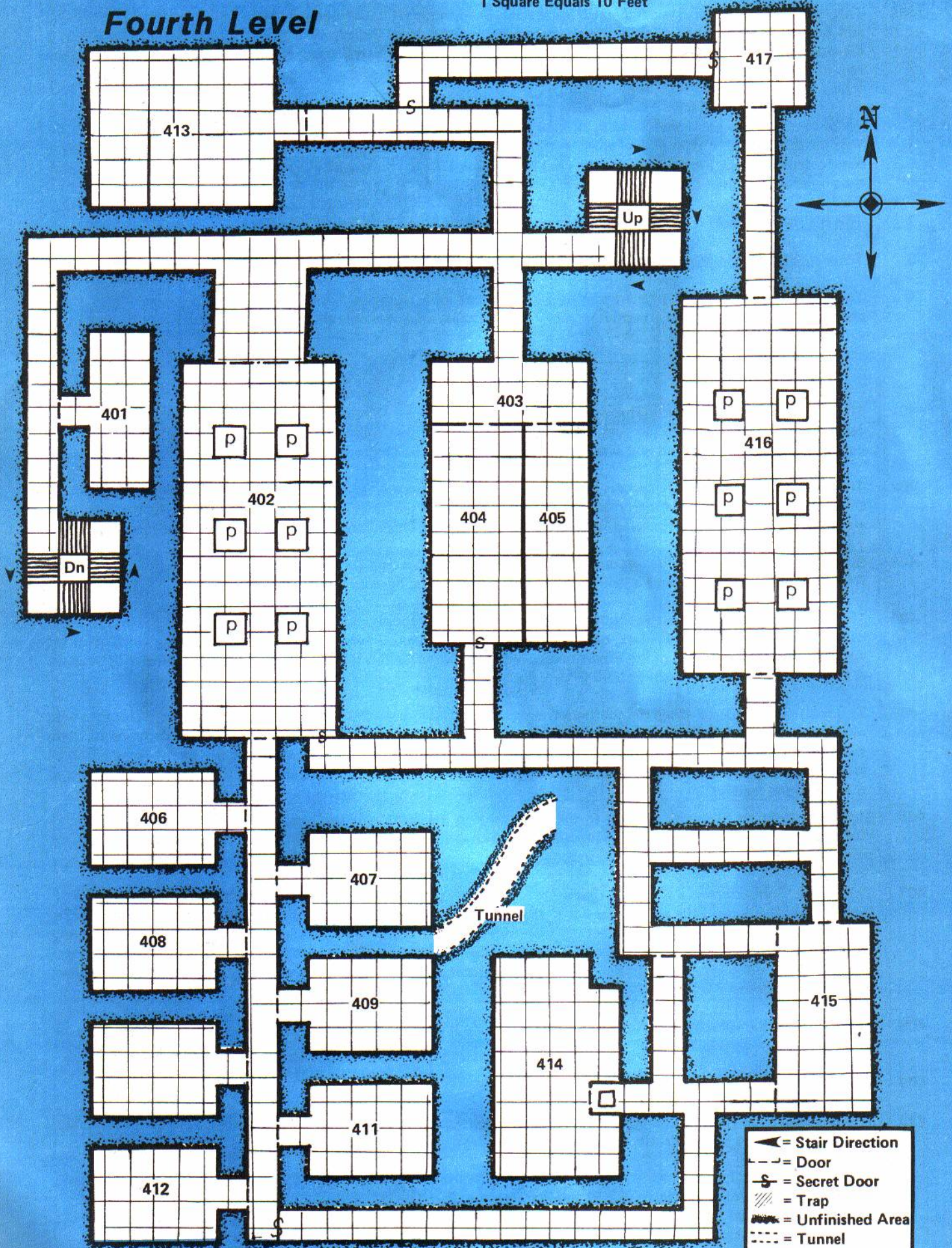
- 401 This room contains six Pricker-Throwers (animated pricker bushes) (Monster Rating: 38 each). If any attacks are successful, the hits are taken in the eyes, rendering the character blind and dividing his attack value by ten. He will only be good for being led around and holding the lamp. The floor of the room is entirely dirt, and there is no treasure.
- 402 This is a Temple of Good. It harbors one Burgundy Dragon (Monster Rating: 198). While harmless unless attacked, the Dragon will inebriate the party for the next six turns by virtue of its breath. If attacked, it will defend itself with claw, tail, and size. The inebriation, while it lasts, will cut the characters' attack values in half and nullify all adds.
- 403 Sprawled on the floor of this almost empty room are five inebriated Ogres who are obviously, and loudly, quite pleased with their condition. They have a Monster Rating of 208 each and have no treasure.
- 404 The room contains a box in the southwest corner along with a couple of chairs and a small dinner table in the center of the room. Upon opening the box, out will leap fifteen Windshield Vipers (Monster Rating: 25 each) which are filled with poison. Every time one of the Vipers takes one hit, it shatters and is killed. The poison is not corrosive or gaseous. A further search in the box turns up 50 GP.
- 405 This room has a pedestal along the southern wall upon which is a scroll that is cursed. The scroll states: "Upon he who reads this scroll, a wondrous magic shall appear. A wondrous change shall take place upon all his weapons for they shall now be powdered rust upon the floor. (This includes armor.) And all magic symbols will be the same as will all talismans and spells." If the scroll has been read to the point where the magic is effected, the scroll turns into rust at the end of the reading.
- 406 This room has four Skeletons chained to the walls, two on the north wall and one each on the south and west walls. When the party enters the room, the four will slip out of their chains and attack (Monster Rating: 15 each) with sharpened finger bones. There is no treasure in the room.
- 407 This minor room contains a Scroll of Prayer. It says, "I pray to the indifferent gods for the granting of the one wish I have," Here, the Judge rolls a die, secretly. If the die comes up odd, the player gets his wish that instant. If the die comes up even, the player gets the exact opposite of his wish (as nearly as is possible). Limitations: The Scroll is only good in that room, and whatever happens can only happen in that room although you can carry the effect out into the rest of the dungeon. Covering the walls of the room are paintings of various monsters doing all sorts of strange things to one another.
- 408 This room has 300 GP scattered around on the floor. There is no trap of any kind. It will take four turns to pick up all of the gold.
- 409 This room is empty.
- 410 The Rat-on-a-Stick franchise here is operated by two Warriors bent on obtaining easy experience points. Their names are Lumpy Lars and Basher Brutus. Their stats are as follows:

Lumpy Lars: Level: 4; Kin: Human, male, Type: Warrior; ST: 22; IQ: 9; LK: 11; CON: 16; DEX: 11; CHR: 7;  
 Weapons: Heavy Mace (5 + 2) and War Hammer (5 + 1)  
 Basher Brutus: Level: 4; Kin: Human, male; Type: Warrior; ST: 23; IQ: 10; LK: 12; CON: 15; DEX: 10; CHR: 12; Weapons: Double-bladed Broad Axe (6 + 3) and Taper Axe (3)



1 Square Equals 10 Feet

# Fourth Level

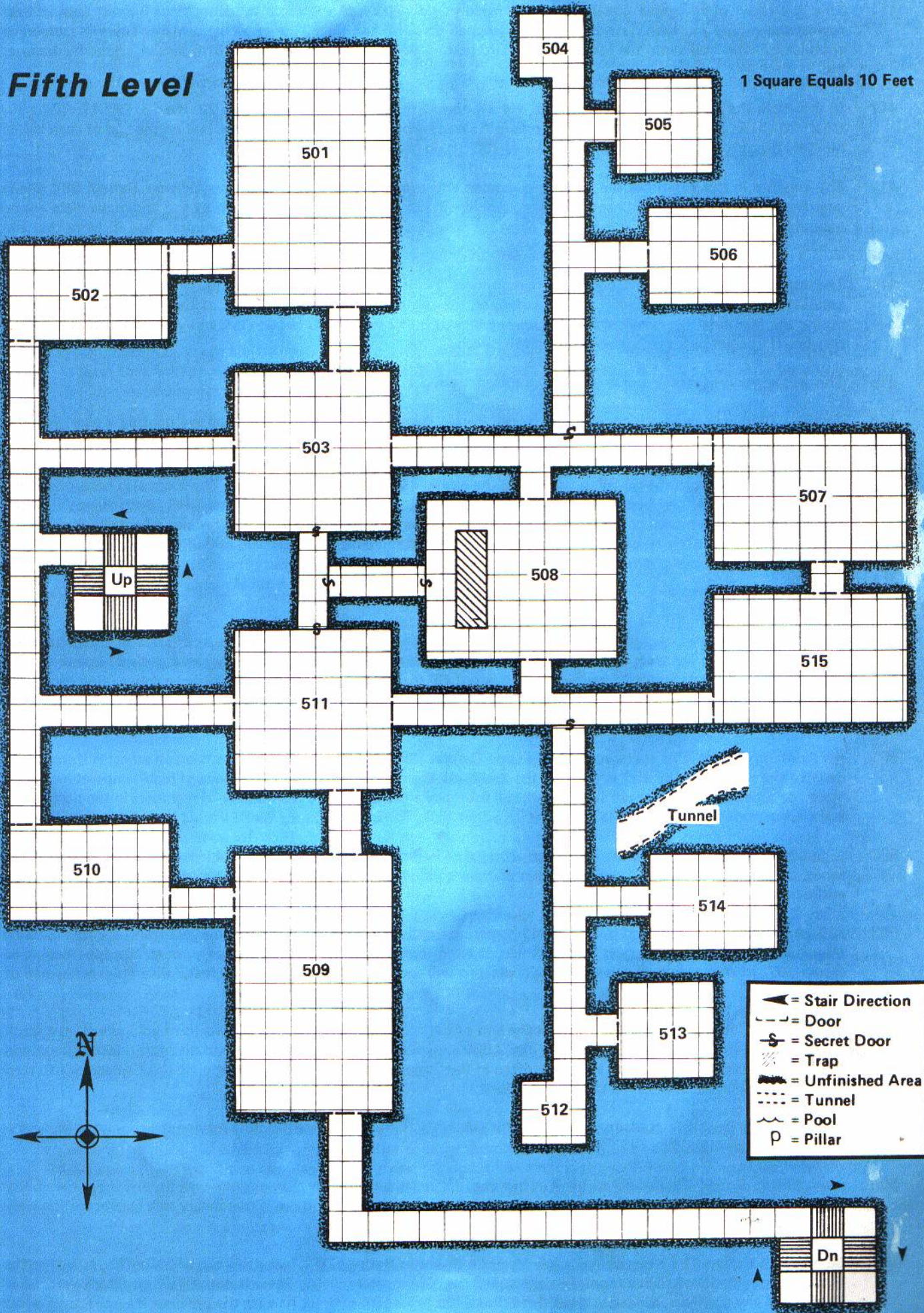


- ◀ = Stair Direction
- - - = Door
- S - = Secret Door
- /// = Trap
- ░░░░ = Unfinished Area
- - - - = Tunnel
- ~ = Pool
- p = Pillar



# Fifth Level

1 Square Equals 10 Feet



- ◀ = Stair Direction
- - - = Door
- S = Secret Door
- ▨ = Trap
- = Unfinished Area
- = Tunnel
- ~ = Pool
- P = Pillar



- 411 This is a room of reversible gravity. The first person who walks into the room suddenly finds himself slammed up against the ceiling and then, just as suddenly, dropped down to the floor. Take one die damage. This will happen to anyone else who walks into the room. By the third person, double the damage. By the fifth person, triple the damage, etc.
- 412 In this room sits Jonsson of the Bronze Feet. He is a normal human with attributes: ST: 22; IQ: 13; LK: 17; CON: 20; DEX: 20 CHR: 8; Adds: +23. However, instead of feet, he has two foot-shaped Maces, one on the end of each leg. If his CON drops to 13, one foot is out. He carries 100 GP on his person. Jonsson is hostile.
- 413 The creature in this room has the body of a woman and the head and skin of a Zebra (Monster Rating: 98). She is guarding a magic Crowbar that has the power to chill - it can stop up to six dice-worth of fire and make Plate armor habitable in warm weather. This magical Crowbar does 2 + 6 damage, and she will definitely use it. Note that she (Zebora) is not necessarily hostile; she is lonely.
- 414 The entrance to this room is a booth containing three Trolls (Monster Rating: 70 each). Upon killing the Trolls and entering the room, one discovers he is standing on the center of the westbound lane of the Pennsylvania Turnpike during the Memorial Day weekend. A roll on two dice of 8 - 12 means you've been hit, and you take eight dice-worth damage. If you get out, you're back at the Troll Booth.
- 415 This was an acolyte's room and is presently a rotted mess.
- 416 This is a Temple of Evil guarded by a fourth-level Harpie (Monster Rating: 240). After all the fighting is over, you will discover that there is no treasure. The room is well lit; therefore, the torch-bearer can join in the fighting.
- 417 This is the priests' preparation room. It contains the Helm of Venus, which appears to be made of tin but is, in reality, made of silver and worth 5,000 GP. It adds +6 to the wearer's CHR as long as it is worn. The room also holds the Helm of the Moon, a silver and bejeweled piece. It will add +2 to the wearer's IQ, CON, and CHR. Both Helms are non-protective, and an armored cap must be given up to wear them. In addition, the room contains a Pentacle Staff which gives the user the ability to control one to four demons, and there are 1,200 GP and 500 SP in a bag in one corner of the room.

#### Fifth Level

Since the layout of this level is done in such a manner that the two halves are mirror images of each other, we have the concept of "addition" and "subtraction" rooms. In an addition room, upon entering it, a party gets a certain number of dice to roll. That number times its factor (if any) is the number of GP found in that room. Upon entering a subtraction room, the same holds true except that the number is subtracted from whatever gold is being carried. If the character is broke, objects of value are taken from his personage, including weapons and armor.

- 501 An Addition Room: This room contains a Flame Demon (Monster Rating: 235) who sits on an asbestos throne. The door to the room is metal and is warm to the touch. All furnishings in the room are made of high-temperature metal, stone, or asbestos. If the demon is defeated, roll four dice and multiply by the number of members in the party. This is the amount of gold found in the room.
- 502 A Subtraction Room: The room, like most subtraction rooms, is empty of any furnishings. Upon stepping into the room, the entire party loses 3 dice times ten of their total wealth. The subtraction room does not activate until the entire party is in the room.
- 503 A Subtraction Room: Located in this room, muttering angrily and wondering where their gold went, are four Goblins (Monster Rating: 90 each). Upon fighting them, if victorious, two more Goblins appear through the door leading to Room 507. In the middle of this fight, the characters will suddenly realize that they've lost 7 dice times ten worth of gold.
- 504 An Addition Room: This is a small alcove at the end of the hall, gaining the party 1 die worth of gold as well as a scroll reading: "To whomever reads this, I grant him 2,000 experience points, the knowledge of an additional language, and the loss of his best Sword." The scroll is written in the Common Tongue. Once read, or once it is decided not to read it, the scroll vanishes, as does the character's Sword.
- 505 A Subtraction Room: It contains two Shoggoths (Monster Rating: 240 each). Before leaving the room, the party discovers it has lost 480 GP.
- 506 An Addition Room: There's no monster in this one; it's just a comfortable sitting room, well lit, and it has the ability of adding gold to the tune of 10 dice times five. Relax awhile because this room is reasonably safe except for the wandering monsters.
- 507 Subtraction Room: The room contains one Vampire (Monster Rating: 150), just rising out of his coffin, as well as the usual accoutrements of such a room, straight out of the old monster movies. There is nothing worth taking here, however. From any survivors, the room takes three dice times ten worth of gold. As with the previous Vampire, only silver or magic will affect him (besides the normal means of killing Vampires, da stake in da heart).

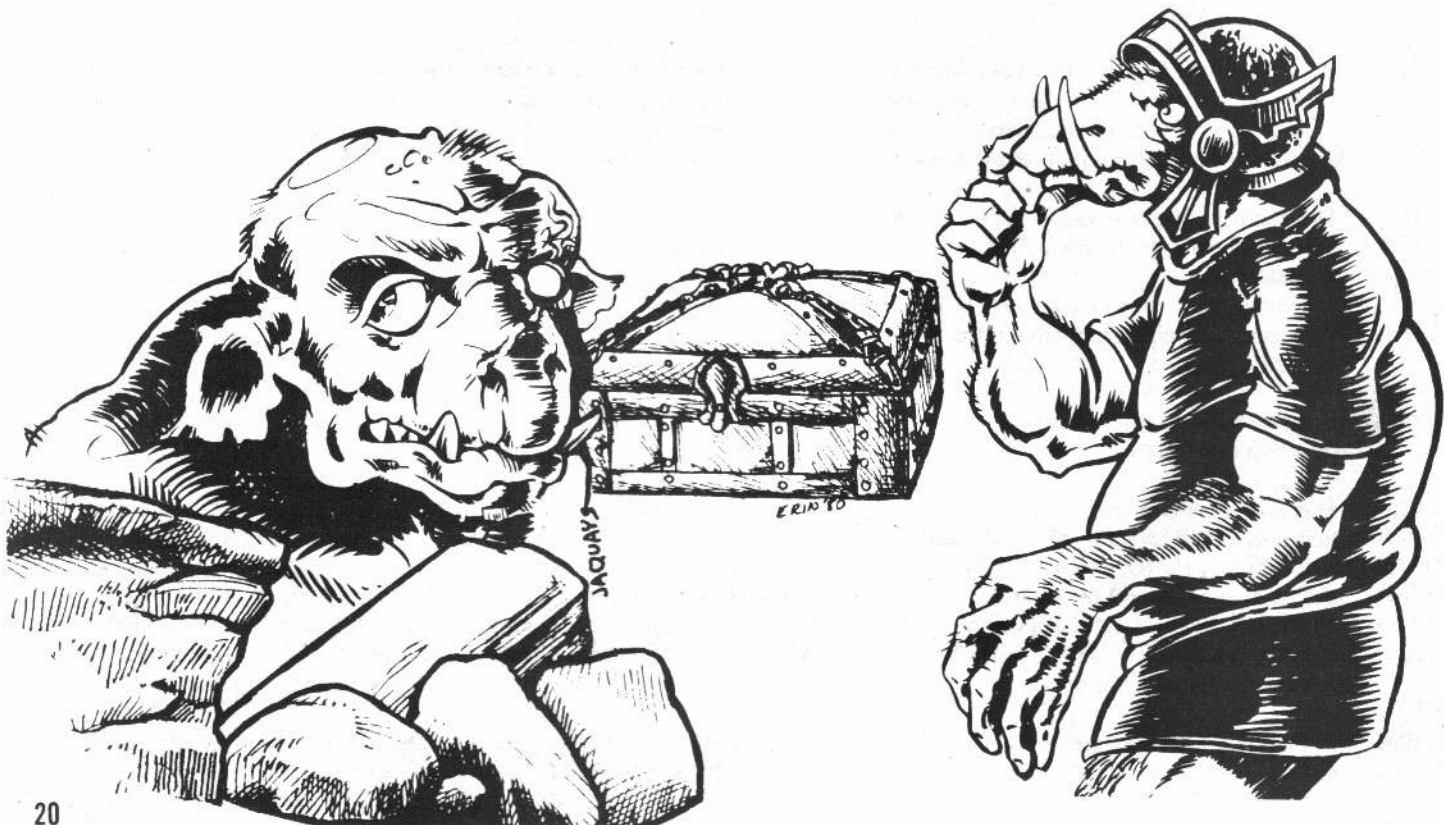


- 508 This is the key room to this level. It is well lit and totally unfurnished except for a large, black monolith on a slightly raised dais. Carved on the monolith in Elvish is "This is the key to the fifth level, for the level is designed so that the two halves mirror each other. For every room that has taken from you, there is one which gives you an equal chance to recoup your losses. And, for every room that gives to you, there is one which has an equal chance to take. If you are out of cash, the rooms will take supplies, weapons, or the like. There is only one way to the next level."
- 509 A Subtraction Room: Here, the party will lose gold to the tune of four dice times the number in the party. There's no sign of any monsters, but the room is filled with furniture that is showing signs of thawing from a recent covering of ice.
- 510 An Addition Room: Here, the party will find 3 dice times ten in gold and Basilisk who turns to stone the first character that looks at him (Monster Rating: 20). Saving Roll is Level 5 minus Luck. He's a puny little dude that won't last long in a fight. If a second character wishes to look at him, roll one die. On an even number, he saw the Basilisk first while the little creep was looking at the first member. Magic works against this thing. A third member may try looking but must roll a two or a four. A fourth member needs a two. The fifth is a certain goner like the first. The bag of gold is on a raised dais off to the right of the Basilisk, and it is possible to look at the gold without seeing the little creep.
- 511 An Addition Room: This seems to have been some kind of alchemists' supply store and is now mostly broken glassware. However, there are five good bottles: (a) contains an acid that is used to melt holes in rock; (b) contains a substance that, when smeared on the skin, will cause it to cure five CON points; (c) is an armor polish with no special properties whatsoever; (d) will cure the effects of the Basilisk's glance (or a Medusa's too, for that matter), but if this one is used after (a), take twelve die damage to CON; (e) contains a good Scotch. Also around are three scrolls written in the Common Tongue. These will teach a Magic User or Rogue the following spells: *Protective Pentagram*, *Mystic Visions*, and *Zappathingum*. These spells may be used once the reading character reaches said level. The scrolls do not disappear and may be used to instruct others. There are also 7 dice times ten worth of gold lying around.
- 512 A Subtraction Room: This one is empty and takes 4 dice worth of gold from the party.
- 513 An Addition Room: Here is another comfy rest stop with food provisions for the entire party, easy chairs, and copies of Playelf laying around. The party's 480 GP are here if they went into room 505 before entering this one. Rest as long as you like (and roll for wandering monsters).
- 514 A Subtraction Room: Once inside, lose five dice times ten in gold. Once everybody is inside, have each character make his Saving Roll; the ceiling is cracking, and stone pieces are falling out. Each individual who misses on his Saving Roll takes three dice damage minus whatever his armor will absorb.
- 515 An Addition Room: This room contains three Vampire coffins, each one filled (Monster Rating: 150 each). Upon surviving, the party will discover that they have gained three dice times ten worth of gold. The Vampires are the same as the others in this adventure.

#### Sixth Level

- 601 This is a small, empty room containing a small pillar in the center of the room. Upon the pillar is a Ruby ring which, in reality, is the Ring of Ill Humor (the players are not to know about the name unless they manage to guess the effect). When worn, all the pun monsters on the sixth level will attack the wearer first. Therefore, if any hits are scored against the party in combat, the wearer of the ring is the one who takes all the hits. It cannot be removed on this level.
- 602 The room is empty except that on the floor are scattered sheets of violin music and rejected barroom jokes, ominous tidings of what is to come. "Take my Dragon. Please, take my Dragon!" is written on the southern wall in Common Tongue.
- 603 This room contains a bag of gold nuggets weighing 50 GP which, when returned to the surface, will turn out to be iron pyrite (fool's gold).
- 604 On the southern wall of this room is written in Orc, "Have you heard the one about the wandering Amazon and the Dwarven miner's son?" Nothing else is in the room.
- 605 This is the torture chamber. Once the party enters, the door latches behind them, and a sound system starts up, blasting out a tape of some of a fanatical pseudo-preacher's sermons. For each minute the party hears what is being said, each character's IQ drops by one point. The sound transmitter is hidden in one of the cells (Judge's choice). Each character must spend two minutes searching one cell and, upon finding the sound system, must deal it thirty points of damage to destroy it. If the sound system is found immediately, it can be destroyed without any damage to the characters. Once a character's IQ is less than 3, he is a useless vegetable. Once it reaches zero, he is dead because his body has lost its involuntary responses.
- 606 In here is a life-sized statue of a Moose. Upon further inspection, it is discovered to be made of chocolate. Of course! It's a Chocolate Moose! There's no treasure in here, but a lot of good eating!

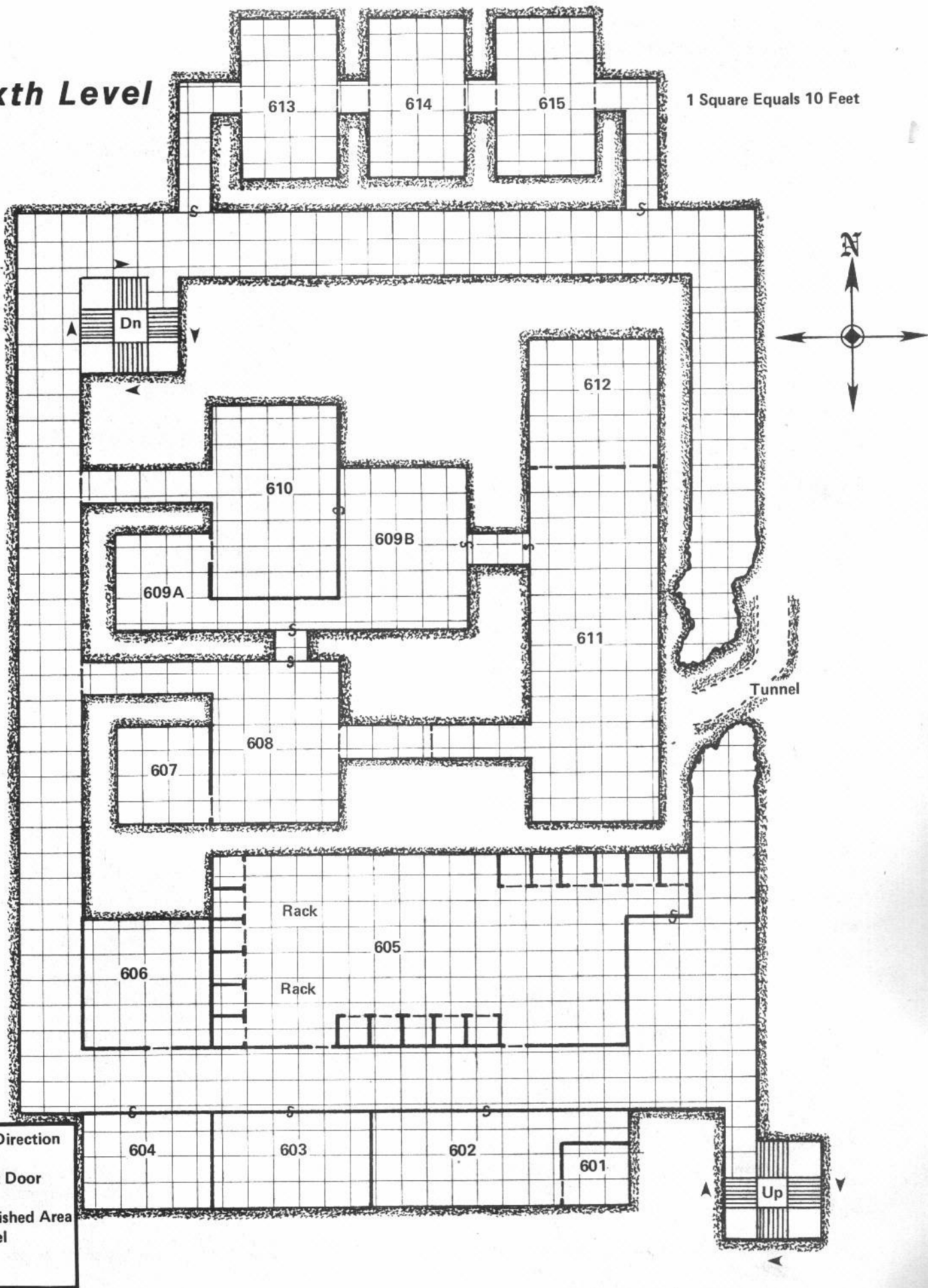
- 607 This room contains fifteen fist-sized rocks rolling about the floor of the room, apparently trying to catch elusive bits of moss which seem to stay just out of reach. Any attempts to catch one of these stones will be unsuccessful. Yeah, they're the rolling stones which gather no moss. No treasure is in this area.
- 608 This room contains a green, leafy plant covered with thorns and with small blue flowers growing in the thorns. It is an obviously intelligent plant and will attack by shooting its thorns at the intruders without hesitation. The plant has a Monster Rating of 250. It is a Nick Jager. Hidden under the foliage is 300 GP and three crocks of whiskey, each weighing 10 GP when full and 3 GP when empty.
- 609A Entering this area, the party will come upon a workbench, paints, brushes, and a goodly number of plain, white eggs. Upon closer inspection, it will be seen that there are a few eggs which are partially painted in different colors as well as some with intricate wax designs setting off the colors.
- 609B In here are the finished eggs, all in storage. If an egg is broken, it immediately knocks the entire party out for four game turns unless a Saving Roll of Level 6 minus Luck is made, leaving them prey for the regular roll of wandering monsters. What the party then learns is that these are the eggs of the Ether Bunny.
- 610 Here, there is a Giant Cheese (Monster Rating: 100), semi-intelligent and rather mobile. It attacks by attempting to smother its victims. Bladed weapons are useless against it because they only cut off sections of the cheese which will reattach themselves at the first opportunity. Magic must be used, or fire or ice are effective against the Cheese. This is the dreaded Muenster. The treasure in this room is 150 GP.
- 611 There are two shaggy, ox-like animals with curved horns in this room. Upon the mutual discovery of each other (the animals and the party) they will charge the party (Monster Rating: 150 each). These guys are really bad Gnus! The treasure in this room is a jewel weighing 5 GP and worth 300 GP and an old bag with 150 GP. Catch her if you can!
- 612 In this room is a large, deerlike animal with a twelve-point rack. He is obviously intoxicated. Around him are a drinking trough and a large number of empty Scotch bottles. Upon seeing the party, he charges (Monster Rating: 100). Isn't it amazing that such a bombed-out elkaholic can attack so accurately? The room contains no treasure.
- 613 This room contains one sixth level Troll (Monster Rating: 1,000). It's a big mutha, and you really don't want to bother messing with it, especially since there is no treasure in this room.
- 614 This room is a treasure room, and now you know why that Troll fought so hard. In this room is a small armory containing 2 Arlabests with 10 Quarrels each (6 + 3); they are loaded. There are also 2 Poleaxes (7), 3 Bec-de-Corbins (6), 3 Kris (2 + 3), two complete sets of Plate armor, three sets of Ring Mail, eight steel caps, six tower Shields, two Viking spike Shields, and fifteen Misericordes (2 + 1). There is also 1,500 GP, 5,000 SP, and 1,000 CP.
- 615 This room contains a sixth level Troll (Monster Rating: 1,000) identical to the one in Room 613.





# Sixth Level

1 Square Equals 10 Feet



- ◀ = Stair Direction
- - - = Door
- S = Secret Door
- /// = Trap
- ░░░ = Unfinished Area
- - - = Tunnel
- ~ = Pool
- P = Pillar

Seventh Level

- 701 This room is empty and serves as the main foyer to the level. There are tapestries hanging from the walls; each of the ten is worth 35 GP and weighs 50 GP. There are eight doors. They are:
- A Wood, opens easily
  - B Steel, opens after 4 tries, opening a little each time after great effort and giving a little
  - C Steel, opens only with a *Knock, Knock* spell
  - D Wood, opens easily
  - E Wood, "A boring room" is written on it in Elvish, opens easily
  - F Wood, opens easily
  - G Steel, opens after two tries, same as door B
  - H Steel, opens with a *Knock, Knock* spell
- 702 The room contains a seventh level Ogre (Monster Rating: 1,664) who fights bare-handed. At his size, he doesn't need anything else. However, he is incredibly susceptible to a *Take That You Fiend* which is worth seven times its usual effect. There is no treasure here.
- 703 The door is steel for good reason - the room contains two Flame Demons (Monster Rating: 305 each). Of course, there's no treasure; there are only ashes and carbon.
- 704 The room contains two Shoggoths (Monster Rating: 336 each). The furnishings are made in an odd geometry, rather squeamish to look at and very rotted. Obviously, this is the Shoggoth's home. They had a nest egg of 500 GP. If the players stay in the room for more than two turns, subtract one CON point per turn for the time they stay there.
- 705 The Elves were right. Upon entering this room, one becomes bored with the whole adventure (unless a Saving Roll of Level 7 minus Luck is made) and sits in the room until he throws a six on one six-sided die. The player may attempt one throw each turn; if the roll fails, he may do nothing. Wandering monsters also fall prey to the effects of this room. The room is filled with overstuffed chairs and is well lit.
- 706 Magic doesn't work in this room. It contains a fourth level Vampire who is cowardly (Monster Rating: 20). Crosses don't work on him, but threats will. Treasure in this room is a mounted cluster of jewels consisting of four Rubies and three Diamonds which weighs 15 GP and is worth 500 GP.
- 707 Magic doesn't work in this area. Here, there are eight Night Gaunts (Monster Rating: 33 each) sitting around an altar which has a Deluxe Staff sitting on the top.

The areas containing rooms 708 - 711 are all well lit.

- 708 The room is lit, and no magic will work here. It is barren of furnishings but not of creatures - there's a party going on! Dancing in the middle of the room to a bongo beat supplied by a hunched-back Dwarf named Igor (Type: Wizard; Level: 6; ST: 21; IQ: 17; LK: 13; CON: 17; DEX: 19; CHR: 9; Adds: +17; Height: 3' 0"; Weight: 144 lbs; Weapons: Stiletto (2 - 2) and Bronze Crowbar (2); Armor: None; Spells: All first Level, *Hidey-Hole, Cateyes, Glue-You, Little Feets, Freeze Pleeze, Protective Pentagram, and Breaker Breaker*) are two monsters, a male Werewolf (MR: 120) and a female Vampire (MR: 120). Laughing and clapping to the beat are five monsters, a male Ghoul (MR: 87), a female Ogre (MR: 104), a male Troll (MR: 50), a female Goblin (MR: 75), and a male Orc (MR: 80). Smoking pipes in the corner are four black Hobbits (MR: 36, 12, 12, and 36 - female, male, male, female, armed with Tiger Claws). Guzzling whiskey in another corner are three monsters, a female Balrog (MR: 300), a male Weretiger (MR: 180), and a male (does it matter?) Living Skeleton (MR: 20) (well, he's trying to guzzle whiskey, anyway). And, over in another corner, two monsters are passed out in a dead drunk, a male Minotaur (MR: 110) and a teenaged female Giant (MR: 108).

If anyone wants to join the party, the monsters will welcome them, but if they attack instead. . . .

The only treasures here are the bongo drums, the 4 pipes and pouches of weed, and the 13 whiskey jugs, of which, 7 are empty. Any wandering monster who comes in here will join the party.

On the map, I = Igor, the Hunched-back Dwarf, W = the Werewolf, V = the Vampire, G = the Ghoul, O = the Ogre, T = the Troll, B = the Goblin, R = the Orc, H = the black Hobbits, A = the Balrog, E = the Weretigers, S = the Skeleton, M = the Minotaur, and F = the teenaged Giant.

- 709 The room is well lit, and no magic will work here. There is one Basilisk who will turn to stone any character who looks at him (Monster Rating: 28). He works the same way the one in Room 510 does.



- 710 The room is well lit, and magic doesn't work here. This room contains three Mummies (Monster Rating: 315). All are lying still, but, once the party enters the room, roll a six-sided die for each one. Every one that gets an even roll comes to life. Each turn, go through the same roll for the ones who have not yet come to life. The Mummies may follow the party around at the usual 80 feet per minute if they are not awakened while the party is in the room. The room contains 200 GP and 1,000 SP and is lit by three torches.
- 711 Magic will not work in this room, and it is well lit. It contains a scuffed pentacle on the floor, one dead Wizard, assorted paraphernalia, and one very angry demon (Monster Rating: 290). There is no treasure, but the Wizard is wearing a ring which will halve the strength needed to cast a spell. Only a Magic User or Rogue may remove it from the finger and then only on a roll of 5 or 6 for the Magic User or 6 for the Rogue.
- 712 This is the main treasure room for the tunnels. It contains, stacked on shelves on the walls, 10,000 GP, 175,000 SP, and 150,000 GP worth of jewels (each jewel is worth 150 GP and weighs 5 GP). The room is well lit. However, guarding the room is a Hydra (Monster Rating: 150 per head) which has seven heads. Rolling a 1 or a 5 upon entering the room will cause the Hydra to appear. If that roll doesn't do it, roll each turn. It will take the party 1 turn to collect 1,000 GP or 20 jewels. Upon cutting off a head, the stump must be burned or two heads will grow back on the next turn. Magic damage affects the monster rating but does not cut off the heads; they wither and die, and there is no regrowth. However, after afflicting 750 points damage, the magic will no longer work.

Traps leading into the main treasure room:

- I This will dump rock and mortar on anyone standing closest to the door when it is opened. The characters involved each take three dice worth of damage minus what the armor will absorb.
- J This trap will dump three dice worth of damage on every character standing in an area 3 to 7 feet north of the door when it is opened.
- K This is not a trap; however, behind the door are five seventh level Orcs (Monster Rating: 160 each) Upon killing them, the way to the treasure room is open. After door K, the rest of the passageway is well lit.

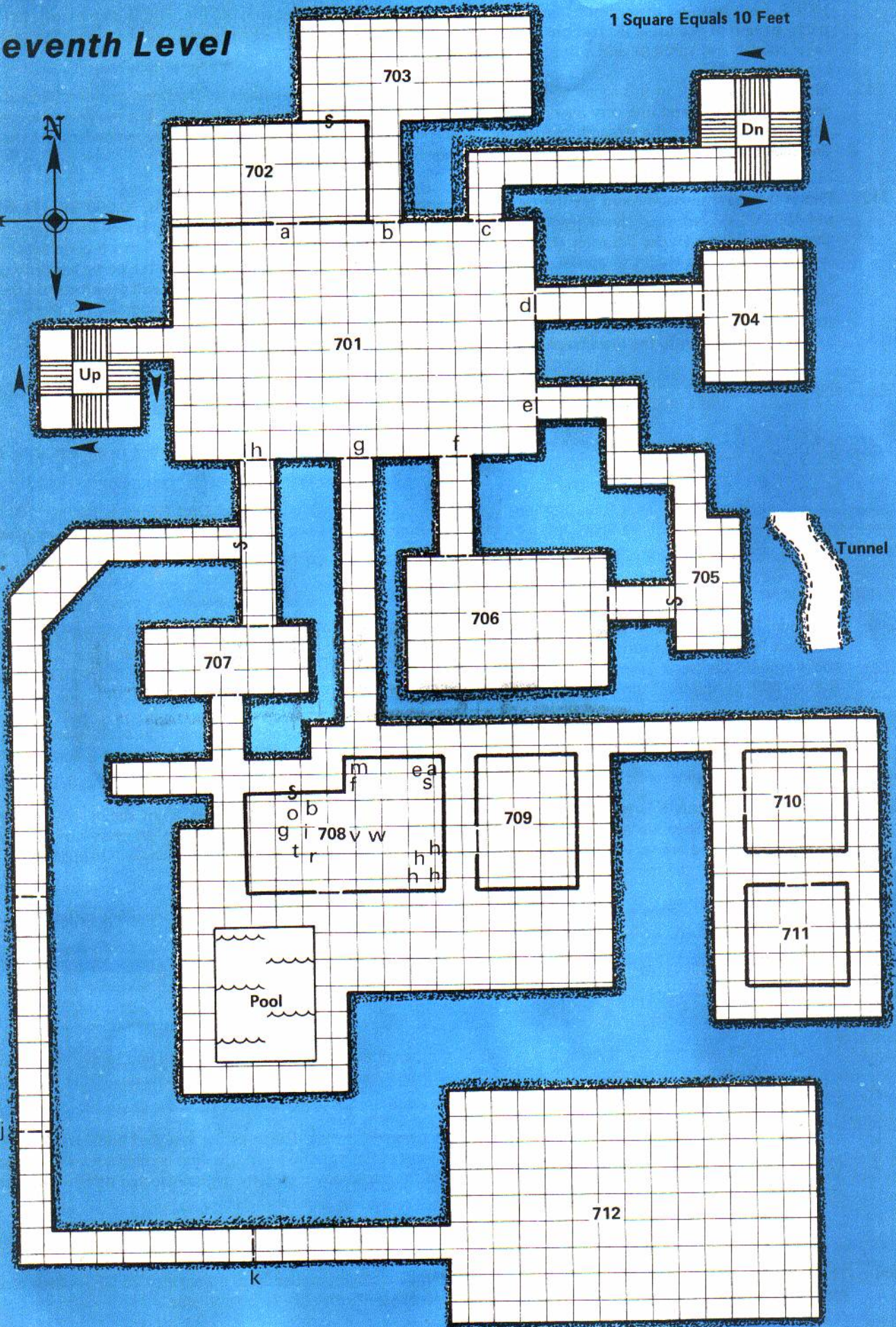
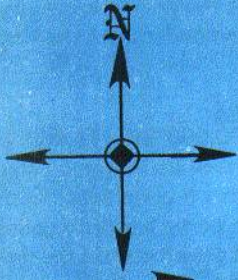
#### Eighth Level

- 801 The room is empty, unfinished, and has a couple of torches stuck in the walls to provide light. If the party stays in the room for more than one turn, a digging noise starts behind the unfinished wall. Five turns after it starts, if the party sticks around, the Beast-Thing bursts through. If the party digs from their end, they meet the Beast-Thing (Monster Rating: 500) on the third turn, and it promptly attacks them.
- 802 The room is a small armory, well lit, and with two eighth level Orcs (Monster Rating: 180 each) guarding it. The armory itself is storing 5 sets of Scale armor, 3 Pikes (6), 4 Cutlasses (3 + 1), 6 Bec-de-Corbins (6), and four target Shields.
- 803 The room is obviously a large boudoir and bedroom. It contains 2 large beds, dressers, night stands, chaise lounges, desks, and chairs. They are all very feminine in style. In the beds, just awakened, are two priestesses of some undeterminable cult who are very adept at magic. Based on the roll of a six-sided die, the following will happen to the first person(s) who enter the room:
- 1 The priestesses will answer any two questions about the rest of the level, not including secret doors. The answers will be 90% accurate.
  - 2 They will vanish.
  - 3 The priestesses will fight (Monster Rating: 450 each).
  - 4 The priestesses will both fire a bolt at the person(s) which disfigures the face and body, castrates, and lowers the character's CHR to 1. Affected individuals must go it alone from now on. The priestesses will then disappear.
  - 5 The priestesses will both fire a bolt at the person(s) which disfigures the face and body and lowers the character's CHR to 1. Then they attack (Monster Rating: 450 each); the first combat turn will be against the affected individuals. After that, the rest of the party may join in the fight. Affected survivors are forced to go it alone for the rest of the time.
  - 6 The priestesses ignore the party unless physically touched. Then, they attack (Monster Rating: 450).
- 804 The room is a kitchen, complete and well lit. The party may restock supplies up to a weight of 20 GP for each character. Take two turns to do so. Roll for wandering monsters. Three Knives (2 - 2) are available.



# Seventh Level

1 Square Equals 10 Feet









- 805 This room is a well-lit music room. The instruments are unrecognizable but can be divided into two groups: wind instruments (five of them) and string instruments (four of them). Blowing into a wind instrument will cause the walls to crumble for 3 HD - make a Saving Roll. A string instrument will soothe and heal two CON points. Both work only in this room or in Rooms 806 or 807, and they work only the first time that they are played. If carried out, the instruments weigh 5 GP each.
- 806 The recital hall is well lit. Here, one may play any one of the instruments as in 805 but with double the effect. The room consists of a raised dais with chairs around it.
- 807 This recital hall is well lit. Here, one may play any one of the instruments as in 805 but with triple the effect. The room consists of a raised dais with chairs around it.
- 808 This is a large, empty room, well lit, with a large trapeze hanging from the ceiling, a cuttle bone, and food and water cups fastened to the walls at the northern end. The floor is rather covered with bird droppings. You then notice, flying overhead, a large bird of prey, dressed in wool (Monster Rating: 500). You have one chance to duck back out the door. If you do not, you will be attacked by the Tweedy Bird.
- 809 This is a well-lit target range. For every three turns spent here in practice, raise the character's DEX by 1. Any weapon may be used, but ranged and close weapons may not practice in the same turn. Hanging on the walls are four Longbows and four quivers with 20 Arrows each. Double the Wandering Monster checks and chances.
- 810 This is an empty room; the floor is deep in dust. Once in the room, the character loses one CON point per turn from choking and needs to roll a 5 or 6 on one six-sided die to exit. Then roll again; a 1 - 3 exits you out the south door, and a 4 - 6 exits you out the north door.

Lettered traps on this level are:

- A Here is planted one Pricker-Thrower (Monster Rating: 76).
- B Roll three dice. That is how many Pricker-Throwers (Monster Rating: 76 each) you find here.

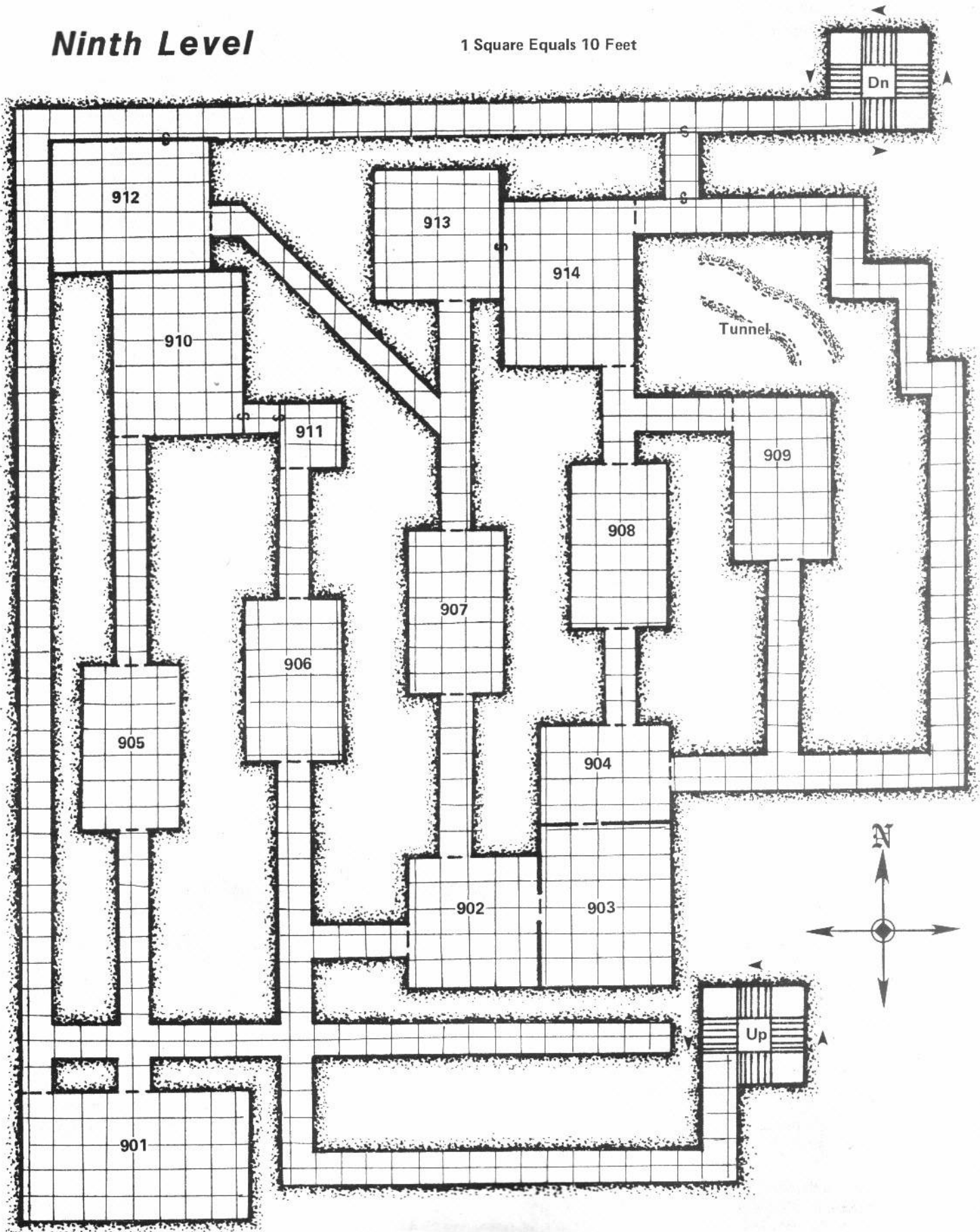
#### Ninth Level

- 901 This room is devoid of any furniture but contains a small obelisk engraved with, "To exit this room, one must kill one's companion." The room operates like this: once the first two characters have entered, the door slams shut. After one is dead, the doors reopen. As long as the two are alive, the doors will remain locked, resulting in eventual starvation.
- 902 The room is well lit and appears to be a side room to a chapel. Books are written in Orc and are the Orcish equivalent of prayer books. They have no magical properties or abilities to help in the dungeon. However, there are also three gold chalices (weighing 14 GP and worth 200 GP) and a collection basket with 413 GP in it. One hears chanting in the next room although the door muffles the sound.
- 903 This is the chapel. It is dimly lit, and there is a religious ceremony in progress. In attendance is one Orc priest (Monster Rating: 200), two attendants (Monster Rating: 140 each), and forty-one Orcs (Monster Rating: 100 each). Roll one die. On a roll of six, they see you, and you are attacked immediately. They have 3 dice-worth of gold pieces each.
- 904 This is the entrance foyer to the Orcish church. It is dimly lit. Two Orc ushers (Monster Rating: 200 each) stand one to each side of the door. As soon as the door opens, they attack. Once you have defeated them, you still have 41 parishoners to worry about.
- 905 This is the lair of a Fire Elemental (Monster Rating: 600). He sits on a throne in the exact center of the room, facing south. He throws Fireballs (7 + 3) and can throw four Fireballs per turn, plus adds. If the party enters in the south door, he gets one free attack, until the party can close the range, unless the party has ranged weapons and magic available. If the party enters from the north door, they get one free attack with ranged weapons and magic. The room is lit.
- 906 This is the lair of an Earth Elemental (Monster Rating: 470). He sits on a throne in the exact center of the room, facing south. He throws Dirtballs (5 + 4) and can throw three Dirtballs per combat turn, plus adds. If the party enters in the south door, he gets one free attack, until the party can close the range, unless the party has ranged weapons and magic available. If the party enters from the north door, they get one free attack with ranged weapons and magic. The room is lit.
- 907 This is the lair of a Water Elemental (Monster Rating: 650). He sits on a throne in the exact center of the room, facing south. He throws Iceballs (3 + 3) and can throw six Iceballs per combat turn, plus adds. If the party enters in the south door, he gets one free attack, until the party can close the range, unless the party has ranged weapons and magic available. If the party enters from the north door, they get one free attack with ranged weapons and magic. The room is lit.



# Ninth Level

1 Square Equals 10 Feet



- 908 This is the lair of an Air Elemental (Monster Rating: 100). He sits on a throne in the exact center of the room, facing south. He does not attack but will turn into gas and float away upon discovering anyone in the room. Coming in through the south door will guarantee his escape. By coming through the north door, the party can capture him by using a *Yassa-Massa* spell. After capturing him, he must be torched because the spell, although easy to put on him, is not easy to have hold. The room is lit. If he isn't destroyed within three turns, he escapes, taking all the air in the room with him and locking the doors. Nice to have known you, guys.
- 909 This is the treasure room of the four Elementals. The door is steel and unbreachable by breaking into it. It opens in the following manner:
- If all four Elementals are destroyed, the door opens by itself.
  - If three of the four are destroyed, it will open easily by pushing on it.
  - If two of the four are destroyed, it will open after three turns of pushing and much sweat.
  - If one of the four are destroyed, it will take ten turns to push it open.
  - If none of the Elementals are destroyed, it ain't openin' for nothin'.
- The treasure inside includes 1,500 GP, a Shield that is magically protected against 3 physical hits and ten magic ones, and scrolls that will teach the owner all the fourth level spells. The room is lit.
- 910 This is a black, unlit room. In it are three ninth level Orcs (Monster Rating: 200) who belong to the congregation in Room 903. They attack as soon as the party opens the door. There is no treasure here, just trouble.
- 911 This is a teleport room. Upon stepping in here, one finds himself at the entrance to the first level of the tunnels. You've finished, so take your experience points and go home. The teleport mechanism transported you and your supplies but not your treasure.
- 912 The room is littered with skeletons, armored and with weapons. Many of the faces on the skulls are punched in. There are signs of one heck of a struggle having taken place here, but no evidence as to who did the dirty deed. (Well, nothing obvious, anyway.)
- 913 This is the chamber of the Water Elemental. It contains a waterbed (obviously), rubber sheets and carpeting, and, on the dresser, a wand that will immediately kill a Fire Elemental. The wand is written in incomprehensible runes, and its value does not become apparent unless it is tried. It will operate only once; then, it will teleport to the Elemental Plane of Water.
- 914 The room is empty; it is the chamber of the Air Elemental and since when did one of them need furniture? However, it does contain a wand covered in unreadable runes that will kill the Earth Elemental. Its value will not become apparent unless it is tried. It will operate only once; then it will teleport to the Elemental Plane of Air.





## Tenth Level

To play this level, the Judge will need a number of six-sided dice, one eight-sided die, and one four-sided die.

There is only one monster in this level; the creature is a Beast-Thing (Monster Rating: 500). It attacks one character at a time but may be attacked by a group. Any weapon that hits it is melted. To choose which weapon is destroyed, take the total hits the group inflicts on it and match it to a weapon that could inflict such damage individually without opposition. That one is ruined. If less points are inflicted than one weapon, any one weapon is lowered by that many adds. The group may choose which weapon. The weapons are melted by a powerful acid that the Beast-Thing secretes through its pores, so anybody touching the Beast-Thing will sustain 4 dice-worth of damage due to acid burns.

The creature runs slightly faster than a man, so, if the group wishes to retreat, one character must be left behind to engage the creature to give the rest of the group a running start. The creature runs at 600 feet per minute and only runs when pursuing others. It normally walks at 200 feet per minute, but it searches for characters at 80 feet per minute (maximum).



To play the Beast-Thing, first roll a six-sided die to decide which cave area it is in. 1 = 1001, 2 = 1002, etc. Then, roll a four-sided die to decide in which direction it moves. 1 = North, 2 = South, 3 = East, and 4 = West. If the direction is impossible, it has stopped, bewildered. Finally, roll the eight-sided die to determine the number of squares it advances. Once the Beast-Thing is within 200 feet (20 squares) of walking distance of the party, the random sequence may be dropped, and the Judge may run the creature straight to the party, keeping with the cautious 80-foot limit.

1001 This is the lair of the Beast-Thing. The cave is chock full of broken bones; piles of bones, 1 - 6 feet high, are everywhere. In addition, the tunnel that leads up to Room 218 starts (or ends, depending upon your point of view) here.

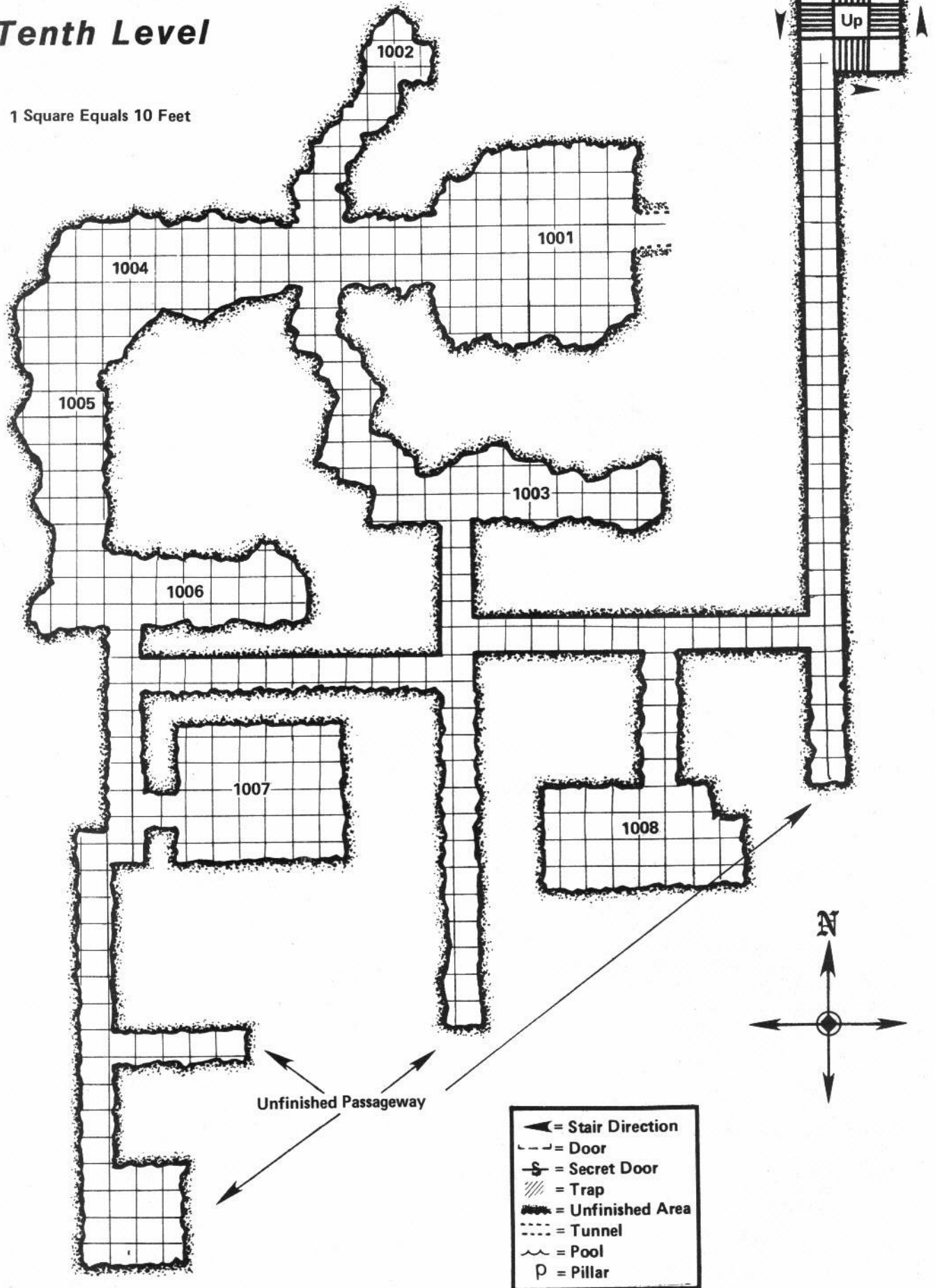
1002 - 1006 These caverns are identical to Room 1001 with piles of broken and splintered bones everywhere.

1007 This room is unfinished. The room contains nine skeletons, all apparently murdered with rather brutal force. Six of the nine have faces punched in. Picks and digging tools litter the floor; the majority of the picks have one point melted off of it. Among the skeletons, you can find 55 SP.

1008 This room is unfinished. The room contains fifteen skeletons, all apparently murdered with rather brutal force. Thirteen of them have the faces of the skulls punched in. Picks and digging tools litter the floor. The majority of the picks have the points melted off. Among the bones, you find 100 GP, 45 SP, and two somewhat-crumpled scrolls teaching the spells *Wink-Wing* and *Invisible Fiend*. Hope you've got the qualifications for using them.

# Tenth Level

1 Square Equals 10 Feet





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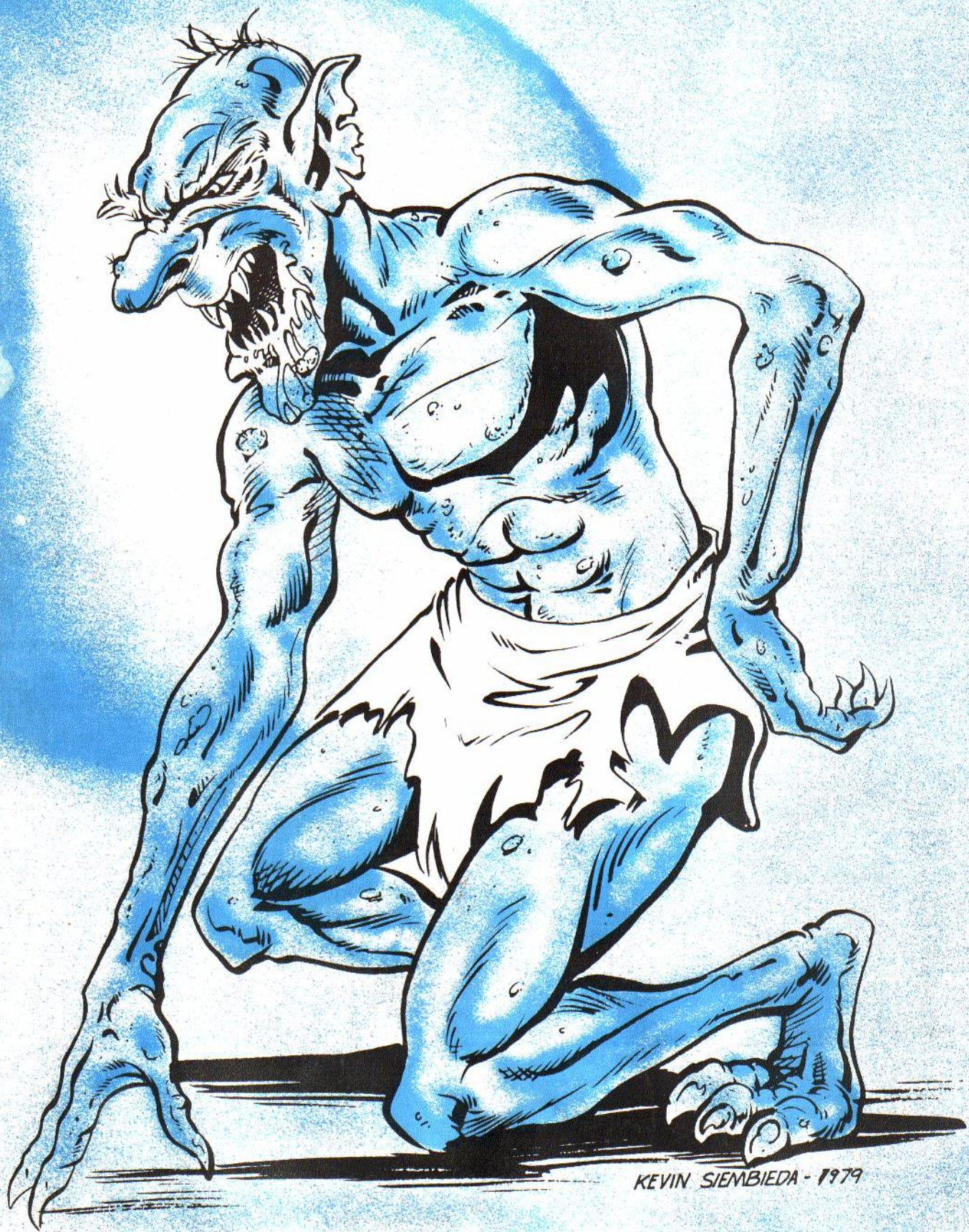
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