

# CITADEL OF FIRE



by Marc Summerlott  
& Bob Bledsaw

Judges Guild

Adventure into the Ancient Stronghold  
of the Sorcerer Yrammag - Includes Six  
Tower and Five Dungeon Levels  
Designed for Higher Levels



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\$3

Approved For Use With  
**DUNGEONS & DRAGONS™**



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**Forward**  
by Bob Bledsaw

Citadel of Fire is the tenth issue of our Judges Guildmember subscription. Our fantasy game aids are designed as scenarios for active fantasy campaigns, especially those in play with **Dungeons & Dragons™** by TSR. In providing alternate scenarios and guidelines, we can help to bring a campaign to life, using characters, history, and legends. Our aids can save prospective referees much time in drawing in the detail of a fantasy world.

We expect that each referee will alter, expand and illuminate areas that they wish. Inspiration may require deleting, shrinking and modifying areas of your choice and is desirable in personalizing this area of your campaign. It is important for you to add and delete treasures that are appropriate to your campaign flavor. Likewise, the mix of monsters might be modified to suit your world mythos.

Citadel of Fire is the strongest dungeon published by Judges Guild to date and designed primarily for advanced players. For realism as well as balance, tables have been provided for the location of the wizard such that it will be a surprise and his activity will be varied. This concept will prevent him from continually searching for intruders. This idea was advanced by talented Tim Kask, the esteemed editor of *The Dragon*, and a definite improvement. While higher level players will be challenged, low level ones may need some temporary help from strong NCP's who might be coincidentally on the same quest!

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# CITADEL OF FIRE

Ages ago a lone wizard named Nrathax the Black came to a hill that the natives called Flotggardt, which means "Force" or "of the Eldritch". Detecting the the great powers that could be tapped here, he ended his journey. In the last rays of sunlight, Nrathax set up his campsite. All around he drew the wizard's pentagram and set his brazier in the middle. After darkness fell Nrathax began his summoning. Many powerful demons were called by Nrathax. In binding these to his will he caused them to raise up a tower on the hillock.

The tower was made of a smooth black stone mined from the quarries of the underworld which the demons brought up. This stone has the power to resist any of the elements of this world, including time. The tower was built in one night. Afterwards Nrathax summoned more demons and bound these to guard certain places in the tower. Nrathax then rested in his Citadel for two years. After that he summoned the Goblin King, Trinogg, and bade him to tunnel out dungeons under the tower. In return, Trinogg and his people could dwell on one level of the complex dungeon system and enjoy the protection of the Mage's wizardry.

Nrathax lived in his tower for two hundred years and saw the passing of many Goblin Kings. The relationship between the Goblins and the wizards of the tower has remained on good terms down through the years. After the death of Nrathax, his son Dwenar took over. For three hundred years Dwenar studied the black arts in the Citadel.

Only two major events worth noting happened during Dwenar's reign. The first was the addition of more dungeon levels and the expansion of existing levels by the Goblin miners. This expansion included the underground Arena, more treasure rooms, and vast storage facilities. The second was the enslavement of the surrounding population within twenty miles of the Citadel. This was accomplished when Dwenar led his army of Goblins against the combined militias of the local villages and defeated them in a four hour battle. The following sack of the villages provided slaves and riches for two years.

Tol Axbel took over after Dwenar's death, caused by a demon, and kept up the tradition of evil by starting an Arena of Death. It was into this Arena many humans were herded to their deaths. Tol Axbel added to the excavations by making cruel use of his human slaves. It was at this time he hired the first humans, both for soldiers and apprentices, and placed them in important positions in the tower.

Little has changed since then save the ruler. Before death, he passes down the keys to the tower and the Staff of Nrathax to the next ruler. Seven times has the Staff passed hands since Tol Axbel. Now Yrammag wields the Staff, having as much evil as any of his ancestors.







Yrammag MU, LE, LVL 15, AC 3, HTK 54; is wearing Bracers of Defense AC 3 and carries or has within reach the Staff of Nrathax at all times. The Staff of Nrathax is a relic from the past which is the key to controlling the tower and a powerful item in its own right. If the staff is not within the tower, no doors leading out may be opened. The only way in from the outside is to have the Staff in your hand. Otherwise the Staff functions as a Staff of Wizardry.

Yrammag has the following spells available to him in his memory at this time.

First Level: Charm Person, Sleep, Magic Missile, Shield, and Read Magic.

Second Level: Phantasmal Forces, Darkness, Web, ESP, and Mirror Image.

Third Level: Dispell Magic, Slow Spell, Haste Spell, and Fly

Fourth Level: Polymorph Others, Wall of Fire, Dimension Door, and Fear.

Fifth Level: Teleport, Conjure Elemental, Cloud Kill, and Monster Summoning II

Sixth Level: Flesh to Stone, Anti-Magic Shell, Disintegrate, and Extension III

Seventh Level: Reverse Gravity and Power Word-Stun



RANDOM LOCATION TABLE

For determining Wizard's location on a daily basis

Die Roll	Description	Level	Room
1	Temple of Matu	2	1
2	Arena of Death	2	15
3	Amazon's Quarters	2	10
4	Lamasu Pen	2	19
5	Temple of Caleigh	2	4
6	*Room of Wizardry	F	1
7	*Room of Wizardry	F	1
8	*Room of Wizardry	F	1
9	*Wizard's Workshop	E	2
10	Galgagarth's Grotto	5	3
11	Keepers of the Dead	3	2
12	Stable	A	1
13	Guards' Barracks	A	3
14	Great Feasting Hall	B	5
15	Storerroom for Kitchen	B	5
16	Hetalsan's Room (Son)	C	8
17	Vampires' Room	4	1
18	Wizard's Treasure Hoard	4	5
19	*Alchemist's Room	D	2
20	*Wizard's Workshop	E	2



\*Indicates a scrying device such as a crystal ball is present in the room.

RANDOM ACTIVITY TABLES

Activity	Protection	Sleeping	Partying
1. Sleeping	1. Magical	1-2. Vigilant (Nil)	1. Warming (1-6)
2. Feasting	2. AC 2*	3-4. Alert (1)	2. Recital (2-12)
3. Toiletry	3. AC 3*	5-6. Insomnia (1-2)	3. Gathering (3-18)
4. Lounging	4. AC 4*	7. Wakéful (1-3)	4. Masquerade (4-24)
5. Partying	5. AC 5*	8. Stirring (1-4)	5. Performance (5-30)
6. Inspecting	6. AC 6*	9. Restless (1-5)	6. Birthday (6-36)
7. Ceremony	7. AC 7*	10. Relaxing (1-6)	7. Celebrating (7-42)
8. Studying	8. AC 8*	11. Fatigued (1-8)	8. Welcoming (8-48)
9. Exploring	9. AC 9*	12. Sluggish (1-9)	9. Clan Meet (9-54)
10. Hunting	10. None & Prone	13. Drowsy (1-10)	10. Council (10-60)
11. Visiting	11. Servitors (3-18)	14. Languishing (1-11)	
12. Trance*	12. Companions (1-6)	15. Lethargic (1-12)	
13. Interogating	13. Retainers (2-12)	16. Stupor (1-13)	
14. Experimenting	14. Guards (2-12)	17. Torpid (1-14)	
15. Practicing	15. Visitors (1-6)	18. Dozing (1-15)	
16. Snacking	16. Relatives (1-6)	19. Slumbering (1-16)	
17. Meeting	17. None & Seated	20. Deep Sleep (1-17)	
18. Meditating	18. Pets (1-6)		
19. Dictating	19. Above 11-16		
20. Sitting in State	20. None		

\*3-13 t                      \*-1 AC per level over the 4th FTR  
 +2 AC per level under 4th level MU

Roll on a 20-sided dice for Surprise in parenthesis.

Party Activity

1. Drinking
2. Reciting
3. Dancing
4. Jesting
5. Boasting
6. Eating
7. Wrestling
8. Toasting
9. Applauding
10. Arguing

Hunting	Exploring (Days Gone)	Studying	Visiting (Days Gone)
1-2. Hawk	1-2. Hills (1)	1-2. Magic	1-2. Relative (1)
3-4. Ferret	3-4. Woods (2)	3-4. Alchemy	3-4. Friend (2)
5-6. Fox	5-6. Caves (3)	5-6. Maps	5-6. Ally (3)
7. Rabbit	7. Streams (4)	7. History	7. Leech (1)
8. Deer	8. Caverns (5)	8. Languages	8. Lord (3)
9. Rats	9. Valley (6)	9. Astrology	9. Patriarch (2)
10. Beaver	10. Trails (7)	10. Mathematics	10. Wizard (3)
11. Bobcat	11. Swamp (8)	11. Botany	11. Peasant (1)
12. Mountain Lion	12. Ruins (9)	12. Music	12. Merchant (1)
13. Bear	13. Dungeon (10)	13. Medicine	13. Apothecary (2)
14. Opposum	14. Mountain (11)	14. Architecture	14. Diplomat (2)
15. Boars	15. Desert (12)	15. Psychology	15. Dragon (4)
16. Horses	16. Dense Forest (13)	16. Philosophy	16. Lich (3)
17. Wild Dogs	17. Jungle (14)	17. Biology	17. General (2)
18. Panther	18. Burial Grounds (15)	18. Medicine	18. Ship (3)
19. Turkey	19. Underwater (16)	19. Art	19. Archive (4)
20. Monsters.	20. Planes (17)	20. Magic	20. Library (6)



Experimenting

- 1-2. Mice
- 3-4. Rats
- 5-6. Monkey
7. Ape
8. Mold
9. Fungus
10. Poison
11. Acid
12. Toy
13. Machine
14. Trap
15. Metallurgy
16. Metaphysical
17. Psychological
18. Magical
19. Explosive
20. Artifact

Interrogating

- 1-2. Prisoners (2-12)
- 3-4. Pilgrims
- 5-6. Scouts
7. Spy
8. Assassin
9. Fighter
10. Magic User
11. Cleric
12. Halfling
13. Troll
14. Orc
15. Goblin
16. Monk
17. Ranger
18. Paladin
19. Amazon
20. Dwarf

Meditating

- 1-2. Musing (Nil)
- 3-4. Pondering (1)
- 5-6. Contemplating (1-2)
7. Standing on Head (1-4)
8. Engrossed (1-6)
9. Nail Bed (1-10)
10. Snake Charm (1-7)
11. Fetal Levitating (1-14)
12. Yoga (1-10)
13. Mirror Gazing (1-8)
14. Image Conjuring (1-6)
15. Smoking (1-2)
16. Projected Image (Nil)
17. Scrying Elsewhere (1-12)
18. Contract Consciousness (1-15)
19. Self-Hypnotized (1-17)
20. Coma (1-19)



Roll a 20-sided die for  
Surprise in parenthesis.

Sitting in State

- 1-2. Judge Dispute
- 3-4. Issuing Orders
- 5-6. Receiving Reports
7. Addressing Assembly
8. Receiving Diplomat
9. Negotiating
10. Rewarding
11. Chastising
12. Harangue
13. Sentencing
14. Questioning
15. Answering
16. Plotting
17. Promoting
18. Demoting
19. Reading
20. Delegating

Feasting

1. Repast (1-6)
2. Spread (2-12)
3. Banquet (3-18)
4. Carouse (4-24)
5. Holiday (5-30)
6. Reunion (6-36)
7. Festival (7-42)
8. Celebration (8-48)
9. Tournament (9-54)
10. Ceremonial (10-60)

Political Parties

1. Fellowship
2. Brotherhood
3. Circle
4. Guild
5. Society
6. Federation
7. Confederation
8. Junta
9. Cabal
10. Clan

Feeling

1. Pity
2. Affection
3. Hearty
4. Cordial
5. Eager
6. Wistful
7. Earnest
8. Fervent
9. Zealous
10. Feverish
11. Hysterical
12. Impressed
13. Apathy
14. Reckless
15. Nonchalant
16. Suspicious
17. Happy
18. Sad
19. Angry
20. Ill

Toiletry

1. Disrobing
2. Shaving
3. Bathing
4. Scrapping
5. Oiling
6. Attiring
7. Ornamenting
8. Massaging
9. Brushing
10. Steaming
11. Sun Bathing
12. Washing
13. Perfuming
14. Bandaging
15. Sanding
16. Mud Packs
17. Swimming
18. Showering
19. Bodily Function
20. Combing

Lounging

- 1-2. Daydreaming
- 3-4. Reading
- 5-6. Planning
7. Games
8. Fanning
9. Discussing
10. Composing
11. Drinking
12. Count Valuables
13. Examine Collections
14. Sculpting
15. Painting
16. Levitating Objects
17. Animate Objects
18. Tend Pets
19. Conjure Images
20. Model Making

Entertainment

1. Musicians
2. Bard
3. Dancers
4. Trained Animals
5. Mock Battles
6. Drama
7. Singer
8. Magician
9. Recreation
10. Contortionist
11. Puppets
12. Prank
13. Gambling
14. Wrestlers
15. Reader
16. Pantomime
17. Juggler
18. Acrobat
19. Jester
20. Magical Toy

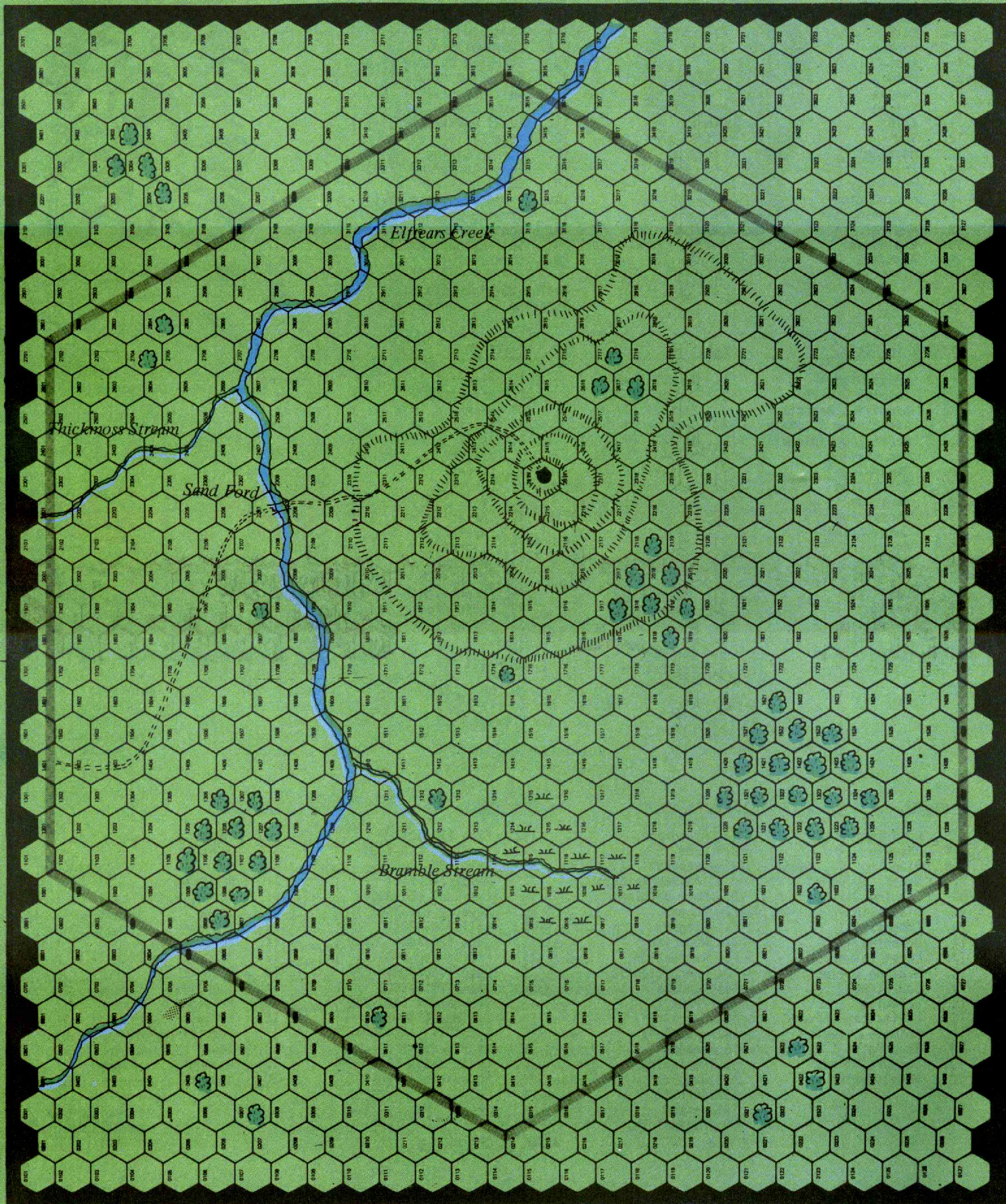
Ceremony

- 1-2. Fate (10-60)
- 3-4. Festival (20-120)
- 5-6. Gala (30-180)
7. Revel (40-240)
8. Carousel (50-300)
9. Revelry (60-360)
10. Ball (70-420)
11. Wake (80-480)
12. Frolic (90-540)
13. Romp (100-600)
14. Caper (110-660)
15. Tournament (120-720)
16. Holiday (130-780)
17. Carnival (140-840)
18. High Feast (150-900)
19. Celebration (160-960)
20. Coronation (170-1020)

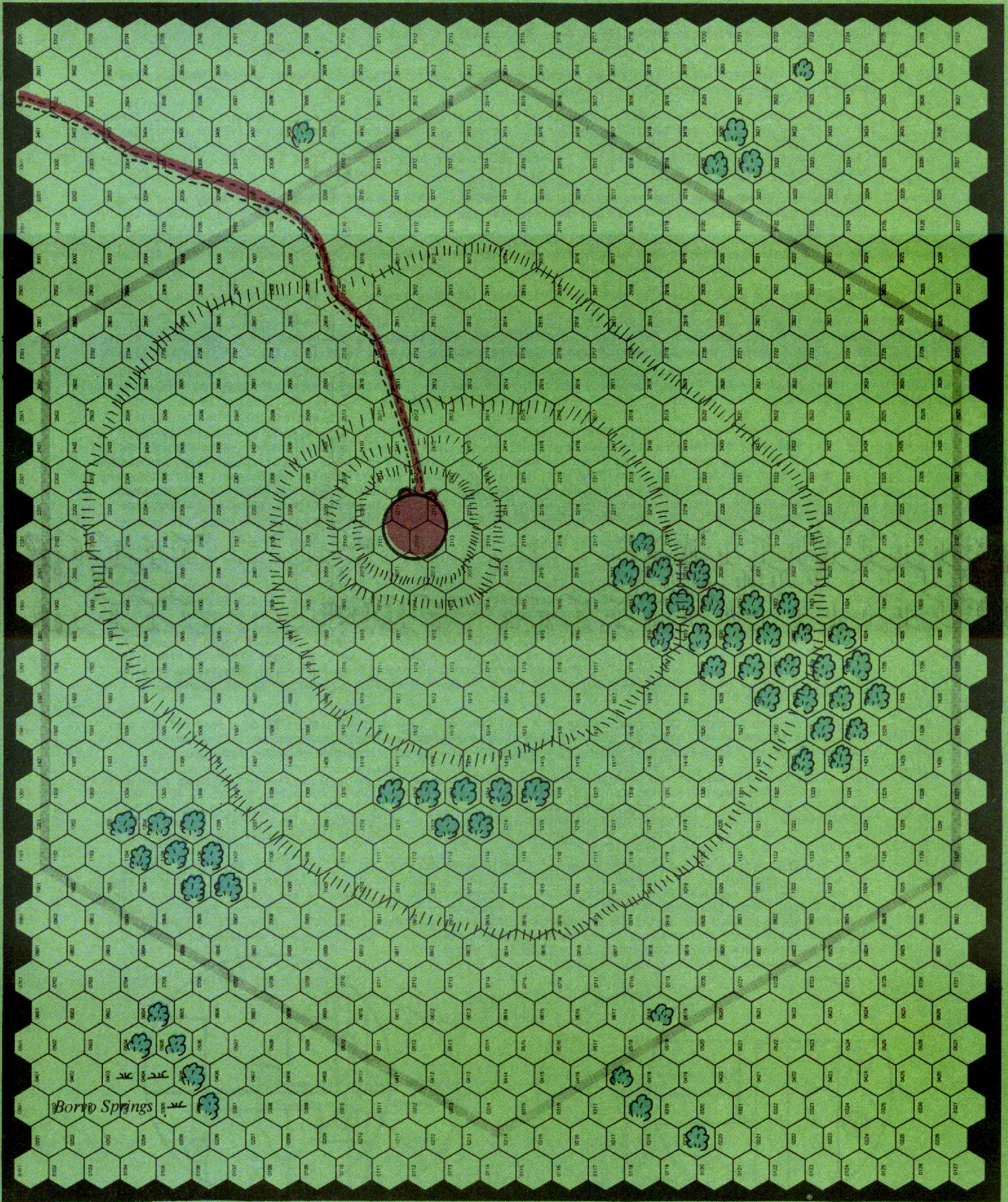
Inspecting

- 1-2. Servants
- 3-4. Guards
- 5-6. Walls
7. Dungeons
8. Barracks
9. Traps
10. Treasure
11. Curiosities
12. Personal Quarters
13. Records
14. Supplies
15. Prisoners
16. Animals
17. Special Defenses
18. Tower
19. Weapons
20. Stables







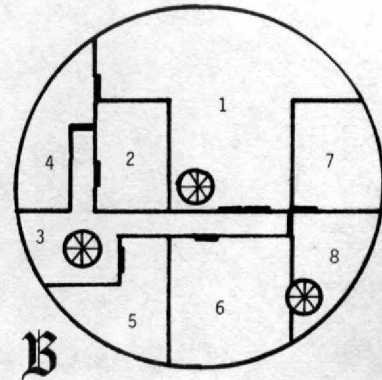
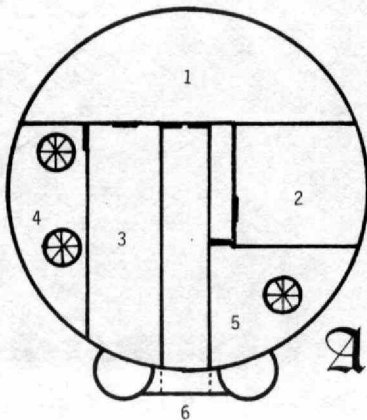




**TOWER**

- 1 This is a dark, damp, foul smelling room which is the stable of the Citadel. Inside are four heavy, seven medium, and fourteen light war horses. There is also a chariot made from ebony with trim made of silver and runes of ivory set deep into the wood. The chariot is pulled by two charmed unicorns; AC 2, HTK 23-28; that move it 24" a turn. The chariot can also teleport with the unicorns. The stables are tended by a smith; N, LVL 3, AC 9, HTK 14, WPN hammers; and by three guards: CG, LVL 2, AC 5, HTK 10-1-8, WPN 2-handed swords.
- 2 This is the storeroom for the stable. There are sacks of grain, smoked meats, wine, clothes, weapons, and a small stack of iron bars worth 117 GP.
- 3 Guards are quartered in this chamber. It contains a small armory, twenty-seven bunks and thirty chests. Three of the chests are empty, and twenty-six contain the personal possessions of the guards and 2-20 GP each. One chest is the Captain's. It has a poison needle trap on the lock. Inside is 113 GP, 273 SP, and 3 gems worth 75 GP. Captain Lanot; N, LVL 4, AC 3, HTK 26, WPN 2-handed sword; five guards; N, LVL 2, AC 5, HTK 16-2-8-9-12, WPN 2-handed sword; five guards; N, LVL 1, AC 7, HTK 10-5-1-7-6, WPN crossbow and sword.
- 4 This room has no entrances other than the staircases from the levels above and below. It is empty save for an Invisible Stalker; N, AC 3, HD 8, HTK 37, damage per attack 4-16; who will let only those accompanied by the wizard pass.
- 5 One of the staircases from level B ends in this foyer that is guarded by Sergeant Kishonga; CG, LVL 3, AC 3, HTK 18, WPN 2-handed sword; 1 guard; N, LVL 2, AC 5, HTK 13, WPN 2-handed sword.
- 6 The main gate has a small tower on each side of it with staircases leading down to doors off the main passageway. Upon one tower is Sergeant Nortan; N, LVL 3, AC 2, HTK 14, WPN 2-handed sword; one guard; CG, LVL 1, AC 7, HTK 12, WPN heavy crossbow and 2-handed sword; three guards; CG, LVL 1, AC 7, HTK 7-4-6, WPN crossbow and sword. On the other tower are two guards: N, LVL 2, AC 5, HTK 16-10, WPN heavy crossbow and 2-handed sword; two guards; N, LVL 1, AC 7, HTK 4-6, WPN crossbow and sword. Just behind the gate are two more guards; CG, LVL 2, AC 5, HTK 6-13, WPN 2-handed sword.

- 1 The Great Feasting Hall The wizard holds fantastic feasts for his men, causing them to be fanatically loyal. The walls are covered with rich tapestries depicting events, some of which happened before the holocaust. On the far wall from the door is a large fireplace made from translucent red marble. Great oaken tables and benches fill the rest of the room. Above the fireplace is the family crest consisting of a red dragon's head flanked by standing unicorns. It is bordered on the top with crossed wizard's staves, and on the bottom by a great sword. There are six female slaves; LG, LVL 1, AC 9, HTK 5-1-5-2-6-4; dressed in small silk robes. The fifteen tapestries are worth 200 GP each. The marble of the fireplace is worth 1,200 GP.
- 2 Here are the quarters for the slaves of the Citadel. There are eight slaves; LG, LVL 1, AC 9, HTK 4-1-3-5-4-2-5-3. Straw covers about half the floor, and on the walls are chains to lock the slaves safely up for the night.
- 3 The stairwell and corridors on this level are guarded by a detachment of guards composed of Sergeant Dortan; CE, LVL 3, AC 3, HTK 17, WPN 2-handed sword; and five other guards; CE, LVL 2, AC 5, HTK 16-14-5-8-11, WPN 2-handed swords. The Sergeant is carrying 57 GP in a leather pouch on his belt. The rest have 1-6 GP each.
- 4 The main kitchen is where most of the meals for the Citadel are cooked. A cranky old dwarf named Kamsheth; N, LVL 3, AC 9, HTK 18, WPN meat cleaver (count as +2 hand axe); is the head cook. He gives orders to nine slaves; LG, LVL 1, AC 9, HTK 6-2-5-2-2-3-1-5-2, armed with various kitchen utensils doing 1 HD of damage; who help fix the meals. There is a large cooking pit that can roast two whole oxen at a time and three baking ovens built into the side of the pit.
- 5 Storeroom for the kitchen. This room is dark and cool, but dry. There is a total of 30 days food for 100 persons stored in here at any one time. The guardian of this chamber is a Magic Mouth who will allow only Kamsheth and the wizard in. All others will cause the alarm to be raised unless accompanied by the above two.
- 6 This is the main quarters of the guardsmen and is much like the barracks below except it has 38 bunks and chests. In there now is Sergeant Vertolth; N, LVL 3, AC 3, HTK 19, WPN 2-handed sword; 10 guards; N, LVL 2, AC 5, HTK 10-15-19-11-5-9-18-16-8-9, WPN 2-handed swords; and 10 guards; CG, LVL 1, AC 7, HTK 7-5-10-7-9-4-10-5-8-5, WPN 2-handed swords. In 36 of the chests are the personal possessions of the guardsmen plus 2-20 GP. In one of the other chests is the company treasury of 317 GP, 562 SP, and 1,000 CP. In the last chest is the Sergeant's belongings, a Potion of Healing, and 730 GP.
- 7 These are the quarters of the wizard's champion, Captain Rakototis; LE, LVL 11, AC -4, HTK 59, STR 17. Being the wizard's champion, he is equipped with +3 plate, +3 shield, and a +4 sword to hit and damage, and a +2 Ring of Protection, 10' radius. There is a 40% PROB that Rakototis will not be wearing his plate. His room is furnished lavishly with techat wood worth 10 GP per 10 minute turn can be pulled off the walls. Furniture, deep rugs, and thick pillows are on the floor. He has a concubine named Naine; LG, LVL 2, AC 9, HTK 4, CHAR 18, WPN dagger. In the room is an iron-bound chest with a poison needle trap. In the chest is a potion of Flying, 2,315 GP, and a necklace worth 730 GP.





Room # Level C

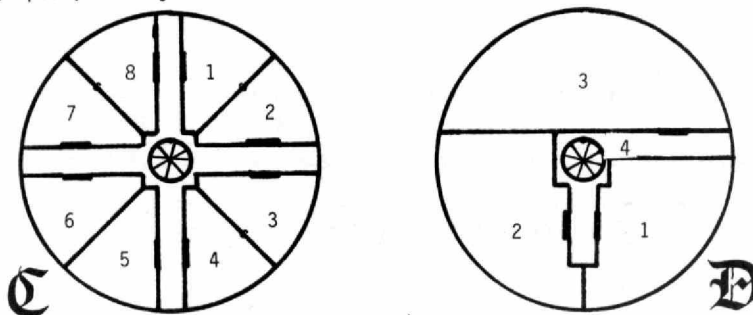
This level is where the apprentices have their quarters. The rooms and furnishings are similar. Any differences will be noted in the individual descriptions. In general, the walls are made of brown stone. The rooms are functionally furnished with a writing stand, table, bunk, chest for personal items of value, and a small brazier for the burning of incense.

- 1 Pathon Qual; MU, N, LVL 6, AC 9, HTK 7, Man, WPN +1 dagger; lives in this room. On the floor is a fur rug made from the pelts of dwarf white deer worth 217 GP. In his chest is 362 GP, 1685 SP, 5 gems worth 75 GP@, and a Potion of ESP.
- 2 Zydell Cher; MU, CE, LVL 2, AC 9, HTK 4, Man, WPN dagger; resides in here. Being of such a low level, Zydell Cher has very little wealth. There is 90 GP, 173 SP, and 500 CP in his chest.
- 3 Leptal; MU, LE, LVL 5, AC 9, HTK 9, Man, WPN dagger; lives within this plush chamber. These walls and floors are covered with rich rugs and tapestries worth 50 GP@. His furniture is highly polished and inlaid with bits of gold and silver. In all, the contents of his room are worth 1,250 GP; however, he has very little wealth on hand, 52 GP, because of spending it on his room.
- 4 Moatak; MU, N, LVL 1, AC 9, HTK 2, Man, WPN dagger; being the youngest and least experienced of the apprentices, he has very little wealth, 12 GP. His room is furnished only as given above.
- 5 Miskt is the apprentice inhabiting this chamber; MU LE, LVL 5, AC 9, HTK 7, Man, WPN staff; and being a dedicated student of the arts, has many tomes, books, and scrolls which are non-magical, but still beneficial to students of the arcane. Among the piles of papers upon his desk is a scroll with two spells on it--Sleep and Fireball.
- 6 Brak-Amat; MU, N, LVL 8, AC 4, HTK 11, Man, WPN poison dagger, poison level 4; two mute slave girls of great beauty; LG, LVL 1, AC 9, HTK 4-2, CHAR 16-17; serve Brak-Amat in his lavish apartment. Of all the apprentices, Brak-Amat has done the best materially. As long as the price is right, he will serve any regardless of position, wealth, or alignment. He will try to negotiate with any who enter the room, but if attacked he will defend with Bracers of Defence, his spells and dagger. If hard pressed, he will use the last missile from a Necklace of Missiles, an 11 HD fireball. He keeps his wealth in a chest with a trap (explosion causes 5-30 points of damage), saving throw vs. Dragon Breath. The chest contains 360 GP, 5 gems worth 75 GP@, 1 gem worth 250 GP, and a necklace worth 875 GP.
- 7 Ganoraz; MU, CE, LVL 4, AC 9, HTK 6, Man, WPN dagger; is the apprentice who lives here. He is more interested in the pursuit of evil than in trying to advance his magical abilities. He has little to speak of in his room except for some instruments of torture with which he satisfies his sadistic tendencies. He is also the chief interrogator. His hoard is kept in a bag underneath his bed and consists of 136 GP and 312 SP.
- 8 Hetalsan; MU, LE, LVL 10, AC 9, HTK 18, Man, WPN Staff of Striking; is the son of Yrammag, and is the highest level of the apprentices. He has been well taught by his father in the arts, and has been very successful in adventures outside the tower. As his alignment indicates, Hetalsan is efficiently evil in his apartment, spells, magical items, being well organized yet devoted to evil. He has a Ring of Spell Turning and a Type II demon bound to him as a bodyguard; AC 2, HD 9, HTK 57. Hetalsan's treasure hoard is 430 GP and a non-magical crown worth 1,150 GP. It is kept underneath a trap door under his bed.

This stairwell is guarded by a Clay Golem; N, AC 7, HD 50, HTK 50, damage per attack 3-30; who is bound to let none pass except the wizard, those accompanied by him, or any party chanting the words "Garfang Free-Man".

Room # Level D

- 1 This room is the storage facility for the alchemist. Here is kept the many ingredients that he uses in preparing his potions. The chamber is guarded by a Type III demon: AC -4, HD 10, HTK 47; which will let only the wizard and the alchemist, or those accompanied by them, in the chamber. Others he tries to slay, and will raise the alarm. A Potion of Flying sits on the desk.
- 2 This is the apartment of the Alchemist Slalazton; N, LVL 6, AC 9, HTK 27, WPN sword with a Blade Venom LVL 10. He is a well paid and loyal hireling of Yrammag. He spends most of his time in his room watching a magical pool of water. On the surface the pool shows random events in time and space. It can be used only by the Alchemist. There are several large tapestries decorating the walls worth 50 GP each. He has many books and tomes on the arts of alchemy. His writing desk is covered with parchments.
- 3 The Alchemist's laboratory is an assortment of odds and ends containing many useful and some not so useful items. There is one occupant, a humpback dwarf called Kennugi One-Eye; FTR, N, LVL 3, HTK 11. Slalazton has a skeleton hanging from the ceiling. Many books and papers are scattered across his workbench. There are also the vials, flasks, distills, etc., of the alchemist's trade in addition to a Jug of Alchemy. He keeps his treasure in a chest with a poison needle in the lock. It holds a bag with four Tanglefoot Web Nuts, and four potions: Invisibility, Healing, Speed, and Fly.

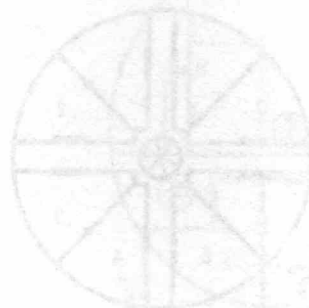
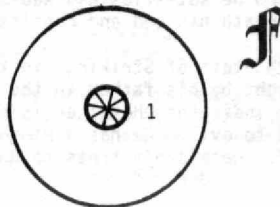
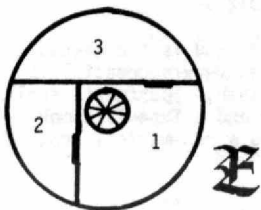


Room # Level E

- 1 This room is the wizard's private chamber. It contains his bed, lush furnishings, lounging pillows spread across the floor, and four slave girls; LG, LVL 1, AC 9, HTK 4-6-7-3; to tend his needs. His furniture is made from teak, richly carved and inlaid with semiprecious stones. His bed is worth 700 GP, his desk 300 GP, chair 100 GP, chest 400 GP. In a case under the bed is a Flying Carpet and a Wand of Fireballs. His treasures and women are protected by an Iron Golem; N, AC 3, HD 80, HTK 80, damage per attack 4-40; that remains motionless unless someone other than the slave girls or the wizard enters, then the Iron Golem will try to slay the intruder.
- 2 Wizard's Workshop This is where the items of a magical nature are forged by the wizard. Inside is his forge, a brazier, tomes and notes, scrolls from legendary Altania, chemicals, parts of magical animals, a small stack of seven gold ingots each worth 150 GP, a bar of Mithril worth 800 GP, and various flasks with chemicals needed for his art. His Homonculous' name is Tarcen; Roll Random Align, AC 6, HD 2, HTK 20, damage per attack 1-3, Bite causes sleep for 5-30 min.; and a Flesh Golem; N, AC 9, HD 40, HTK 40, damage per attack 2-16; guard the treasures within this room. The treasures are a +1 war hammer, a +2 Battle-axe, a Crystal Ball, and a Libram of Ineffable Damnation.
- 3 This is the stable for the wizard's three Wyverns: N, AC 3, HD 7 + 7, HTK 39-46-22. The place reeks of old fodder and dead meat. It is very gloomy with the 22 HTK female nesting in the corner ready to bear young. The other two are very protective males. They will fight to the death to keep the female from being harmed.
- 4 The guardian of this stairwell is a Stone Golem; N, AC 5, HD 60, HTK 60, damage per attack 3-24; who will let none pass save the wizard up to the next level.

Room # Level F

- 1 This is the Room of Wizardry. It is here that the forces of the hill are channeled for the refined use of magic. In the north portion of the chamber is a dias. The dias that the throne is upon has seven steps. The first is made of iron; the second is bronze; the third is copper; the fourth is silver; the fifth is electrum the sixth is gold; and the seventh of platinum. The dias cannot be dismantled or moved without causing the tower to crumble. The reason for this is the Eldritch Forces that hold the tower together are harnessed by the dias and throne. The throne itself is built of ebony wood with runes and symbols of gold and silver. Any magic user of wizard or above who sits in this throne receives the following advantages while seated there. All spells cast are 50% more powerful. It acts as a crystal ball except that the images seen are in the air in front of the throne. The images traverse any time and space. Finally, those who sit on the throne have a 30% chance of making a demon do their bidding.





## DUNGEON

Room # Level 1

- 1 Four goblin guards; LE, AC 5, HD 1, HTK 8-8-8-8; are armed with short swords and spears, and four huge Wolves; N, AC 7, HD 2 + 2, HTK 10-6-12-11, Bit 2-5; watch over the Goblin King's state chamber. The King uses this chamber for his formal meetings, but is rarely there. A stone throne draped with furs and canopied by bone lattice-work is centered on the south wall. The King's scepter, a huge morning star shaped like a Wolfe's head is on the east wall.
- 2 Five goblins; LE, AC 6, HD 1, HTK 7-7-7-7-7, short swords and military picks; disgruntledly watch the passage for intruders. The leader, Dargh, has difficulty keeping the quarrelsome ambushers quiet.
- 3 Three goblins; LE, AC 6, HD 1-1, HTK 2-4-4, spears; and a Wolf, N, AC 7, HD 2 + 2, HTK 14, Bite 2-5; guard the exit to the surface. A similar group fifty feet down the corridor has a huge horn trumpet to sound any alarm necessary.
- 4 The family lair of sub-chief Gakagh is filled with his war trophies, 186 GP, 425 SP, 980 CP, a broken silver mace worth 19 GP, several wineskins, and a red spear with a gold tip worth 48 GP. A small chest contains four small agates worth 20-40-35 GP, a +1 dagger +1 on Kobolds and goblins, a silver chain worth 120 SP, and a crumpled parchment which Gakagh believes is a scroll. (Judge: It isn't.) Gakagh's family consists of two females and ten young goblins; LE, AC 9, HD 1, HTK 2-1-1-1-2-3-1-1-3-1-2-2. Gnawed bones are heaped near the entrance and dried meats hang from the ceiling out of the young's reach.
- 5 Gakagh, the sub-chief, and four of his guards; LE, AC 5, HD 1, HTK 8-8-8-8-8, armed with short swords and spears are agitating his followers to back plans for a foraging raid which the King thinks is unnecessary. Thirty-two goblins; LE, AC 6, HD 1-1, HTK 3-4-6-1-1-2-7-3-1-4-5-5-6-3-2-1, armed with spears (2 each); are not convinced that they should anger the King. Ten females; LE, AC 9, HD 1, HTK 2-1-1-2-3-1-3-4-1-1; cower at the back of the group quieting six young goblins; LE, AC 9, HD 1, HTK 1-1-1-2-1-2. A halfling slave named Mathon Merriwork; N, LVL 1, AC 9, HTK 8; is a fighter chained to Gakagh's belt as a sign of the sub-chief's battle prowess.
- 6 Gakagh's kennel houses a pair of Wolves; N, AC 7, HD 2 + 2, HTK 12-14; and three cubs. Six goblins; LE, AC 6, HD 1-1, HTK 4-2-4-1-5-7-3, spear; are hungrily watching a female and six young goblins; LE, AC 9, HD 1, HTK 2-1-1-1-2-1-2; who feed them neat scraps.
- 7 Gakagh's captain and four assistants; LE, AC 6, HD 1, HZK 7-7-7-7-7; armed with morning stars are heatedly discussing the true nature of a small keg of fireworks which has been unearthed in a new tunnel. A female; LE, AC 9, HD 1, HTK 1; is serving pickled toads to her husband's burly guests. A bearskin rug and some rough stools dominate the cave. Behind one stool is a huge ivory drinking cup worth 120 GP, three broken helms, and an earthen bottle containing oil.
- 8 This huge cavern is the principle living quarters of the tribe and is filled with the sounds of wailing young ones, quarreling females, banking, screeching caged birds, flutists, hammering, and shouting. Sixty-four goblins; LE, AC 6, HD 1-1, HTK 4-1-1-4-3-5-6-7-1-2-2-3-4-6-7-1-2-1-3-1-4-5-7-1-3-2-2-1-1-2-3-3-4-4-5-7-1-3-2-3-1-2-3-4-5-5-6-6-2-3-2-2-2-3-3-3-3-4-4-4-4, spears; congregate near the center of the area while thirty-five females; LE, AC 9, HD 1, HTK 2-1-1-2-3-1-4-2-6-1-3-4-1-2-3-1-1-3-2-1-2-3-4-3-2-2-1-1-1-2-4-5-3-1-4; and fifty-two young; LE, AC 9, HD 1, HTK 1-1-2-1-2-1-1-1-1-2-3-1-2-2-1-1-2-3-1-3-3-1-1-4-1-2 (2 each); disport on the animal skins, ratty furs, and bone decorated mats which line the walls. Thirty-six goblins are stationed four at each of the nine entrances; LE, AC 6, HD 1-1, HTK 5-6-5-5-4-6-3-4-4-3-6-3-7-5-4-3-4-4-3-5-7-2-4-3-4-4-3-5-5-4-6-5-4-4-3-2, morning stars. Captain Sagargh and two assistants; LE, AC 6, HD 1-1, HTK 7-7-7-7-7, short swords and slings; are bruskiy shouldering their way toward the west entrance. Four giant rats are being roasted over a stone fire pit near the center of the cave guarded by Captain Gimgarh and four assistants; LE, AC 6, HD 1-1, HTK 7-7-7-7-7; and his pet Wolf; N, AC 7, HD 2 + 2, HTK 16, Bite 2-7; and basted by two females; LE, AC 9, HD 1, HTK 2-2. Eighteen young goblins; LE, AC 9, HD 1, HTK 2-3-1-2-2-2-1-1-3-2-3-2-1-1-2-3-2-3; are baiting a fallen human female slave with a pet giant rat; N/E, AC 7, HD 1, HTK 3, Bite 1-3; on a tether. The assembly gong stands against the east wall and is attended by the oldest goblin, Bashtagh, and four assistants; LE, AC 6, HD 1-1, HTK 7-7-7-7-7; armed with short swords and spears.
- 9 The barracks of the huntsmen goblins houses fourteen off-duty bachelors at any one time; LE, AC 6, HD 1-1, HTK 4-5-4-1-6-3-4-5-2-2-3-4-6-6; armed with spears stacked near the entrance. The goblins are gambling over a dagger, 12 GP, 75 SP, and 375 CP on the dried skin in the center of the cave.
- 10 The goblin queen (of the day) is tended by eight females; LE, AC 9, HD 1, HTK 3-1-2-2-1-1-3-2. The queen wears a necklace of pearls worth 760 GP and a 145 GP signet ring. The cave is carpeted with the sewn hides of horses and a bone throne is the only furnishing. A jar containing pickled frogs and a large jug of sour wine is at the rear of the cave. Above the throne the tattered banner of the goblin king is mounted.
- 11 Captain Paragh; Bugbear, CE, AC 5, HD 3 + 1, HTK 18, mace and two throwing axes; is quartered here. The King relies heavily on his advice, and he has been amply rewarded. A chest containing 156 GP, 85 SP, 2400 CP, and six gold rings worth 30 GP@ stands beside his fur mat. A scimitar and wineskin hang on the east wall above two chained slaves; N, AC 9, LVL 1, HTK 6-5; who are unarmed fighters. Paragh has a pet giant rat; N/E, AC 7, HD 1, HTK 6, Bit 1-3.
- 12 The armory is tended by six goblins; LE, AC 6, HD 1-1, HTK 6-4-5-4-4-3; armed with morning stars. The armory consists of twenty short swords, forty-six spears, seventeen wooden shields, six daggers, two maces, a broken long-sword, a lance, ten helms, and six morning stars.
- 13 Six goblins, LE, AC 6, HD 1-1, HTK 3-2-4-2-2-5; armed with morning stars guard the passage to the food store.
- 14 The pickling vats are worked by four goblins; LE, AC 6, HD 1-1, HTK 4-3-2-3, military picks; and five female goblins; AC 9, HD 1, HTK 1-1-2-1-3. The three vats contain rats, boars, and earthworms.

Room # Level 1 (Con.)

- 15 The food store is run by four trusted goblins; LE, AC 6, HD 1-1, HTK 3-3-4-2, military picks. The store contains two barrels of mushrooms, a keg of mead, a cask of sour wine, a buggy sack of roots, and a variety of dried meats hanging from the ceiling.
- 16 Ten goblins; LE, AC 6, HD 1-1, HTK 4-2-1-2-6-4-3-7-6-5, spears; question everyone passing through this cave. A large horn trumpet is mounted on the south wall and chains with manacles are embedded in the north wall to restrain unauthorized persons.
- 17 Goblin chief Lakarg and his six bodyguards; LE, AC 4, HD 2, HTK 10-13-14-14-9-12-10, short swords and military picks; den in this cave with four goblin young; LE, AC 9, HD 1, HTK 3-2-1-31 Lakarg's female; LE, AC 9, HD 1, HTK 4; watches the corridor without as the chief divides some stolen booty among his bodyguards. The chief has procured 115 GP, 4 EP, and three emeralds worth 50 GP each from the King's treasure chamber.
- 18 The goblin king, Vasargh III, and his eight bodyguards; LE, AC 4, HD 2, HTK 10-9-11-9-14-1-9-13-14, short swords and spears; are enjoying a contest between a Black Bear; N, AC 7, HD 3 + 3, HTK 17; and a Leopard; N, AC 6, HD 3 + 2, HTK 15; prior to a feast. Fourteen female goblins; LE, AC 9, HD 1, HTK 3-2-2-1-4-1-1-1-2-3-2-1-2-3; are screaming and laughing as the four entrance guards posted at each door watch with gusto; LE, AC 6, HD 1-1, HTK 2-3-2-4-4-6-3-6; spear armed. The king is seated at a large wooden table and wears a crown worth 650 GP, a jeweled necklace worth 895 GP, and two signet rings worth 120 GP each. Nine skull drinking cups and nine silver platters worth 170 SP each sit on the table. The animals are chained to each other.
- 19 Thirty-two quarrelsome goblin young are penned here for miscellaneous offenses; LE, AC 9, HD 1, HTK 1-1-4-2-3-3-1-2-1-2-3-4-2-2-1-2-1-1-2-1-3-2-1-1-2-3-1-4-1-3-2-2; are guarded by two bored goblins; LE, AC 6, HD 1-1, HTK 6-5; armed with morning stars.
- 20 Four goblin families of captains share this cave as a mark of royal esteem and privilege. Two goblins; LE, AC 6, HD 1-1, HTK 4-4, spears; three female goblins; LE, AC 9, HTK 2-1-3; and sixteen young goblins; LE, AC 9, HTK 1-1-1-2-1-2-2-1-3-2-1-3-2-3-1-1 carouse about the littered quarters.
- 21 The mushroom cave is heavily guarded because the king prefers them to any other delicacy except elf-toasties. Six goblins; LE, AC 6, HD 1-1, HTK 4-4-7-5; armed with spears carefully nurture the bed.
- 22 The patrol guard's cave has mats for twenty goblins, but only five will be present at any one time; LE, AC 6, HD 1-1, HTK 3-4-2-3-2, spears. A barrel of stale water, three giant rats; LE, AC 7, HD 1-4, HTK 2-3-4, Bite 1-3; 16 SP and 25 CP are all that can be found in the debris.
- 23 The King's own elite cavalry is housed here. The mounts are in 24-27. The ten goblins; LE, AC 6, HD 1-1, HTK 4-5-4-6-7-7-5-6-5-4, spears; are fanatically loyal to the King. A small chest containing 2 EP, 84 GP, 10 SP, and 29 CP is hidden in a crevice known only to the leader. An open keg of sour wine has spilled and two of the goblins have almost come to blows over which one spoiled the month's ration.
- 24 Four Goblins; LE, AC 6, HD 1-1, HTK 2-3-3-5, spears; are feeding a pair of huge Wolves; N, AC 7, HD 2 + 2, HTK 14-10, Bite 2-5; and three cubs.
- 25 A pair of huge Wolves; N, AC 7, HD 2 + 2, HTK 18-10, Bite 2-5; are sleeping at the rear of this cave. Harness, trappings, and coiled rope hang on the north wall. A giant rat; N/E, AC 7, HD 1-4, HTK 2, Bite 1-3; is gnawing a large bone near a sleeping Wolf.
- 26 Four goblins; LE, AC 6, HD 1-1, HTK 5-3-3-6; armed with spears are grooming four huge Wolves; N, AC 7, HD 2 + 2, HTK 16-13-14-10, Bite 2-5.
- 27 Two goblins; LE, AC 6, HD 1-1, HTK 4-2; are watering three huge Wolves; N, AC 7, HD 2 + 2, HTK 16-15-18, Bite 2-5.
- 28 Ten goblins; LE, AC 6, HD 1-1, HTK 4-5-5-7-7-6-4-7-6-5, morning stars; guard the passage to the King's treasure chamber. The leader wears a silver necklace adorned with a pixie skull worth 80 SP.
- 29 The King's pet Wolf; N, AC 7, HD 2 + 2, HTK 18, Bite 2-7; and four trusted goblins; LE, AC 4, HD 2, HTK 16-14-13-10, short swords and spears; guard the north passage to the King's treasure trove.
- 30 The King's treasure cave is littered with the skeletal remains of vanquished enemies. Along the north walls stands a huge chest (Poison Class III trapped) containing a Cloak of Protection +1, 10 EP, 436 GP, 982 CP, and a keg of iron spikes worth 124 GP. The chest is bound with a silver chain worth 420 SP. A large pot contains six bottles of wine, two silver daggers worth 50 SP each, and 458 sea shells worth 5 GP. Mounted on the wall is a shelf with a jog of salt, a broken spyglass, four buckles worth 6 GP each, and a statuette of marble worth 62 GP. A barrel containing 1,850 teeth of various sizes, a gold helm (split) worth 235 GP, and four silver tipped arrows is spilt out onto a leopard skin. A small silver box worth 130 SP contains a Ring of Mammal Control and is hidden beneath a bear's skull. Twenty silver tipped spears worth 20 GP each are stacked along the west wall. A silver crown worth 330 SP rests in the skull of a Dire Wolf amidst a large pile of iron chains and manacles worth 275 GP. Five rubies worth 220 GP each are hidden in a leather pouch beneath a cracked granite statue of the King.
- 31 Six goblins; LE, AC 6, HD 1-1, HTK 3-5-4-4-2-5, morning stars; are loudly snoring away their watch.
- 32 Three goblins; LE, AC 6, DH 1-1, HTK 4-4-6; armed with spears are arguing with a female goblin; LE, AC 9, HD 1, HTK 3; about the King's ten young goblins; LE, AC 9, HD 1, HTK 3-4-2-2-1-1-1-2-2-1; she is charged with keeping out of mischief.



Room # Level 1 (Con.)

- 33 Four goblins; LE, AC 6, HD 1-1, HTK 2-3-3-4, slings; are dining on earthworms served by a Gno11 slave; CE, AC 5, HD 2, HTK 12, unarmed. The Gno11 wears leg irons and chains.
- 34 Two goblins; LE, AC 6, HD 1-1, HTK 5-3; armed with slings are chasing three young goblins; LE, AC 9, HD 1, HTK 2-1-1; about the cave.
- 35 Three goblins; LE, AC 6, HD 1-1, HTK 6-5-5, morning stars; are buckling their armor on and cursing loudly. A female goblin; LE, AC 9, HD 1, HTK 2; is sewing a hide in the rear of the cave.
- 36 Seven goblins; LE, AC 6, HD 1-1, HTK 4-4-2-6-7-5-4, spears; are interrogating a dwarf prisoner; LG, LVL 2, AC 9, HD 1, HTK 9; without much success.
- 37 Six goblins; LE, AC 6, HD 1-1, HTK 5-3-5-2-3-6, morning stars; guard the antechamber to the King's quarters.
- 38 The King's quarters contain two personal bodyguard goblins; LE, AC 4, HD 2, HTK 13-12, short swords and slings; and four female goblins; LE, AC 9, HD 1, HTK 2-1-1-3. A jeweled box worth 215 GP, containing 42 SP and a bloodstone brooch worth 135 GP, stands on a rough table near the bone canopied pallet. A silver encrusted shield worth 65 GP hangs on the south wall. A caged myna bird is squawking at the large insects which are swarming in the cage bottom.
- 39 Carcasses and skeletal remains are piled in this cave to maintain the population of giant rats in the cave complex east of the cave. Four giant rats; N/E, AC 7, HD 1, HTK 2-3-1-2, Bite 1-3; are feasting on the remains of a goblin. They will scurry out of the cave towards the east passage attacking only those blocking their escape.





Citadel of Fire  
Dungeon Level One





1 The Temple of Matu, God of Battle An inanimate statue of the god is seated upon a barded war horse carrying a shield and wearing Plate armor. The petrified body of an evil cleric lies near the mounted statue with a spear embedded deep in its side. Anyone seeing this monument must save for fear. The weaponry displayed is made only of stone and does not have any magical powers. Warriors frequently bring offerings of small animals to his temple, or treasure gained in battle. There is a 90% chance of finding 10-100 pieces of silver, a 70% chance of finding 1-10 gems worth 30-300 GP, and a 20% chance of 1-6 pieces of fine jewelry worth 100-600 GP being placed at Ares' altar. The room is guarded by three Trolls; CE, AC 4, HD 6 + 6, HTK 24-18-20.

2 In the room of the Temple Keeper of Matu is a blind old man; N, AC 9, HD 1, HTK 4; who is the present Keeper. He will offer no resistance if attacked, insuring his place in the lower levels of the afterworld. Paramatsu is his name. He has hidden in the wrappings of his turban a small container with the riddle of Damaesu the Amazon, a greatly honored worshipper of Matu. The riddle will guide you to the Potion of Healing if you can unravel its meaning.

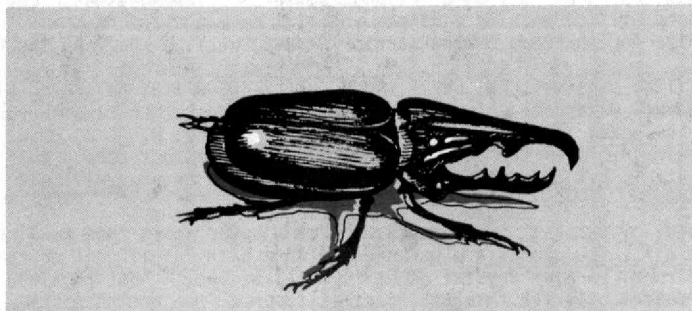
Doomed to mortal agony  
The realm of earthly fate,  
Check the anguished battle cry  
Of the one you've sworn to hate.

Judge: The Celebrant, Gargath, in Room 2, Level 2, will tell the party to proceed down the corridor to the next room to find the Healing Potion. Gargath will be found only after passing the graveyard of the Ghouls.

Be brave and victorious  
Showing the Warrior's pride.  
Be glad you have freely killed,  
And the Burial Mound denied.

Mend thyself O Noble Breed.  
Seek the out-most station.  
Free thyself no more to bleed  
By finding the Healing Potion.

Beyond your graves  
The Ghouls await.  
The Celebrant saves  
Your earthly fate.



3 This chamber is empty.

4 Temple of Calieh, Lesser God of Thieves, Liars, and Gamblers The statue of the god stands in the center of the room decorated with a diadem of olive branches, and a sheer white robe. Although he will never actively assist any of his worshippers in their pursuits, he is susceptible to flattery and can be bribed to tell rumors of direction to existing wealth. 70% Prob of a lie. Long ago a fortunate thief was able to steal a deck of cards from Calieh, hiding them in the pen of the Minotaur Lizard; N, AC 5, HD 8, HTK 33; before being killed. These cards have been charmed to always work to the advantage of their owner. There are mirrored walls on all sides, intricately cut to reflect the statue a thousand times. Each mirror is worth 2 SP. Items or worship must be stolen to please Calieh. These items are turned to stone if placed before the statue. There is one Fighter; LG, LVL 2, AC 6, HTK 15, sword; who will attack if disturbed or a theft is attempted.

5 Thurgard the Terrible, Champion Warrior; LE, LVL 7, AC 5, HTK 40; has two mistresses, Luwellyn; LG, LVL 3, AC 9, HTK 16; and Meridith; CE, LVL 3, AC 9, HTK 24; who appear to be identical sisters. They are chained to Thurgard's wall. Meridith will use any means of guile to betray and cheat her rescuers, even to the point of brutalizing her own sister. Both are anxious to escape captivity. The room contains an extra suit of Plate for Thurgard and a large black cloak with golden clasps worth 160 GP. There is a 25% chance that Thurgard will return to his quarters armed with a +1 sword.

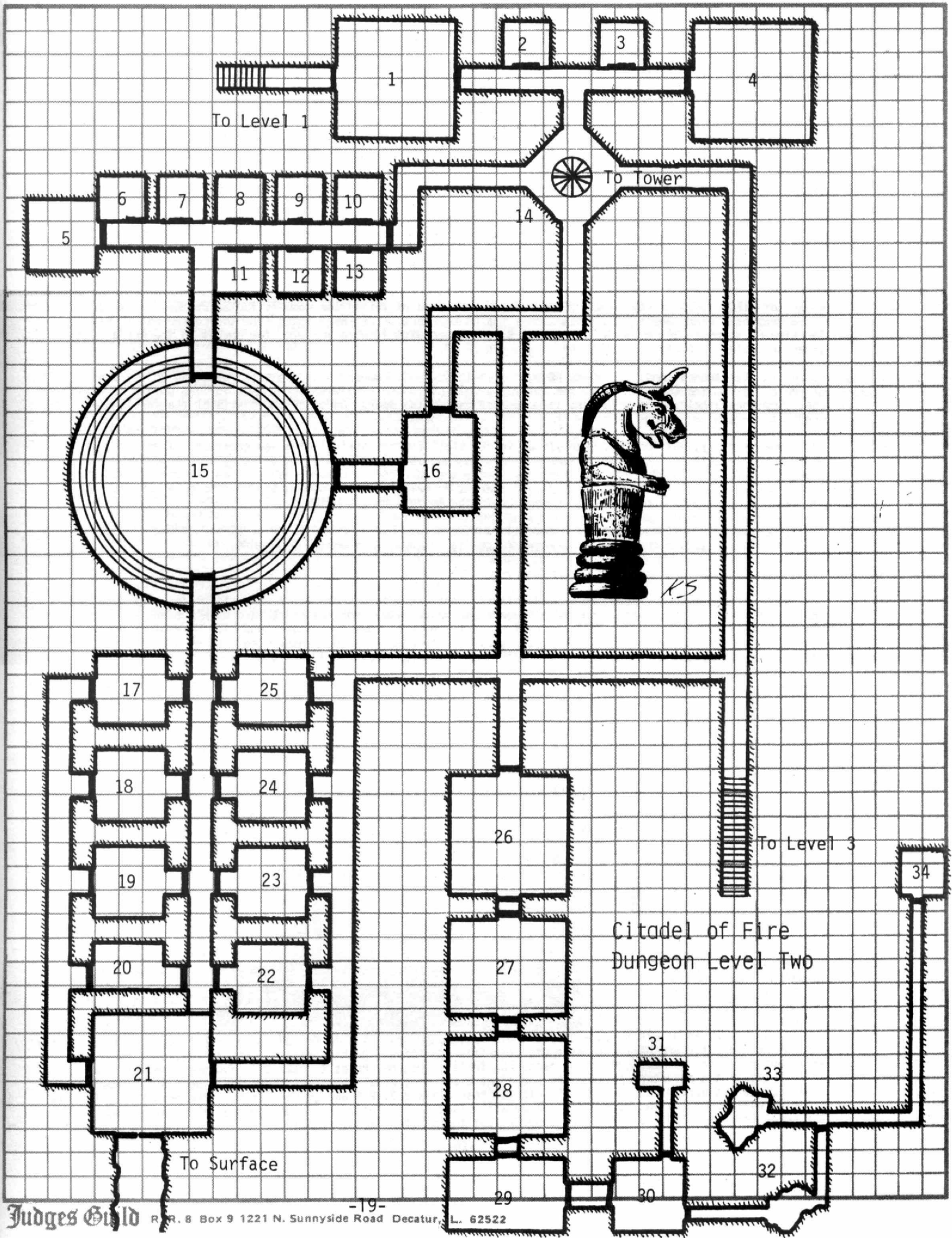
6 The Asylum Years of solitary confinement in the darkest, dankest, defouled part of the dungeon has led the captives encountered herein to become insane and cannibalistic. Remnants of human and animal flesh and bone lie scattered and smeared about the dungeon's straw floor. Only the strongest and most agile of the Citadel's Keepers can safely enter this room without fear. Food is shoved under the iron grating. The band of cannibals is led by Grisslerot Ruptus; CG, LVL 3, AC 9, HTK 16. He has a stone dagger, rope woven from shredded clothing, and a whip made from pieces of rawhide. Three of the four members of his band have severed fingers, and one of the four has a missing eye; CE, LVL 2, AC 9, HTK 8-7-8-6. Gristlerot has in his possession a flute which pacifies their more primitive urges when played, worth 75 GP. One of the band has a luckstone hidden under some rocks.

7 The chest of Gargonthol, former ruler of the Pleebas, a human-type race, appears to be booty taken in a recent raid. The room is dimly lit by non-harmful phosphorescent fungus growth. The floor of the room is made of highly polished wood. The party will soon discover that the Throne is actually a Mimic; N, AC 7, HD 7, HTK 25, damage per attack 3-12; and semi-intelligent. It will demand an offering of flesh, speaking in the common tongue. If the party refuses this request, it will change itself to mimic the wooden floor, exuding a glue to hold the party fast. You must roll the equivalent of your Strength to pry yourself loose.



Room # Level 2

- 8 Three young men and five young women: LG, LVL 1, AC 9, HTK 5-5-4-2-3-4; in tattered garments are captive slaves taken from a recent battle by the evil wizard. They are well fed, awaiting the Arena games. Anxious to escape, they will bind themselves to the service of any party giving them freedom until the next higher dungeon level is reached. One female insists that her child is a captive in the Choir Room, Room 13, Level 2, and will try to rescue him. The captives have a Beaker of Plentiful Potions and a Flask of Curses. They can't distinguish which flask is which, however.
- 9 Carpenter Ashcraft; LG, LVL 1, AC 9, HTK 4; is experienced in the art of temple building. He is a master of his trade, though little else. He was thrown into the dungeon for heresy after building a local temple. (He was not burned because the holy men liked his work.) Some of the warriors have supplied him with wood and tools in return for his services. Having much spare time lately, Ashcraft has devised many small boxes and chests with intricate locks and traps worth between 10-25 GP. Currently in his possession is an oaken chest containing 10 GP, having a trap of one thousand and one stings. The trap can only be disarmed by submersion in water.
- 10 Four Amazon warriors; LG, LVL 5, AC 6, HTK 20-35-30-16; are quartered here, wishing to be near the Arena of Death. Battle-ready at all times, a fight will ensue should the party disturb their battle practice. Each Amazon will be wearing a dagger and will have a sword nearby. There is a 20% chance that shouting words of praise for the dead Amazon warrior Damaesu will be heard by the Amazons and will cause them to cease hostilities.
- 11 Halfling captives; LG, LVL 1, AC 9, HTK 2-6-3-4-4-3; have been placed here due to the fact that they insulted the evil Wizard by refusing to pay tribute and to work the surrounding lands. They are forced to weave rope or be locked in the pen with the Minotaur Lizard; N, AC 5, HD 8, HTK 48. These captives have a fairly complete knowledge of all the rooms on this level and are not afraid to fight their way out. An ogre guard, LE, AC 5, HD 4 + 1, HTK 32; has been stationed with them to prevent their escape. The ogre is armed with a two-handed sword.
- 12 Clouds of Shabast Floating Blue Clouds hover about this small room exuding the aroma of strong perfume in the air. The clouds are warm and pulsate with intelligent energy. They part, allowing the party to enter the room. A blue crystal glows in a wicker basket next to a plush blue pillow on which Shabast the Splendid is seated. If the female Shabast is touched, the entire party will receive a painful shock as if struck by lightning, doing 1-6 pips of damage. She will then be drained of her power and will return to her former cloud-like structure. If the crystal is taken out of the basket it will disintegrate. The crystal will emit Continual Light.
- 13 Choir Room The room is inhabited by small male children and their music master. The evil wizard quartered them near the Arena for his gladiatorial half-time show should they fail to amuse him. Normally the sight of children drives the wizard to utter distraction. A huge organ has 100 ivory keys worth 2 GP each. The music master has in his possession 40 choir books, a small silver whistle 2 SP, a director's baton, a metronome 5 GP, and two jugs of whisky to soothe his raw throat. There are two guards to protect them and keep them from escaping; CG, LVL 3, AC 6, HTK 16-13. The floor of the room is strewn with straw and rags. Lakagutts, the choir master, is afraid to fight; LG; LVL 1, AC 9, HTK 4.
- 14 Courtyard of Atonement of the Water Trolls. The floor is made of cobblestone. The walls are covered with thick green moss. A cement fountain is in the center filled with water and scum, occasionally spurting forth a foul mixture into the air. Surrounding the fountain is a winding staircase up to the next dungeon level. Anyone attempting to mount the staircase will be surprised by two Water Trolls; CE, AC 4, HD 6 + 6, HTK 23-30, Move 12". These Water Trolls know no fear and will attack unceasingly. They will only venture as far as the top of the staircase where a torch is kept blazing. The Water Trolls will return to their watery home after the party has passed the staircase.
- 15 The Arena of Death When any entrance to the Arena is opened an illusion of four Berserkers; N, LVL 8, AC 4, HTK 30-28-31-29, two-handed swords; are fighting an eight headed Pyrohydra; N, AC 5, HD 8, HTK 40, damage per attack 1-8, fire breath 1/2" dia. to 1" dia. at the base, 2" long causing 8 pips of damage. Spectators appear to be betting on the outcome. The vision will fade if the Arena itself is entered. The Arena is circular in nature, bounded by three rows of seats and a wall 3' thick. Captives for the Arena are continually sought to fight the Warriors or dreaded monsters penned nearby. The ground is somewhat damp from the blood of unsuccessful combatants. There is a 1 in 20 chance that the evil Wizard will be present. See Wizard's Random Encounter Table. There is also a 50% chance that the Wizard will command the Arena to be flushed with foul black swamp water from the corridor entrance.
- 16 Wine Storage Room Choice bottles of well-aged wine are stacked carefully on the wooden shelves around the room. There is a large oak table in the center of the room surrounded by six oak chairs. Two 3rd Level Thieves; N, LVL 3, AC 9, HTK 10-12; are seated in the chilled damp air, gulping down the choice wines. Several candles illuminate the room. The Thieves are pleasantly drunk but will become alert if any of the Fighters venture in, 20% chance. A platter of fruit and rare meats hover around the room. Empty bottles lie strewn about the floor; behind one cowers a small black dog.
- Corridor leading to the Arena The passageway slants downward. Near the bottom is a pool of red liquid appearing thick in nature. The blood of Burach, a Magic User, will slow the party to half speed if walked through or touched for the following two turns. Should the party reach the door to the Arena from the entrance connecting it to Room 16, Level 2, the illusion will remain for 2 turns.
- 17 This pen holds the Irish Deer and his mate; N, AC 7, HD 4, HTK 24-22, antlers 10' width. Although not generally aggressive, it is the rutting season for them. A small golden ring is attached to the nose of the male worth 100 GP.



Citadel of Fire  
Dungeon Level Two



Room # Level 2

- 18 Pen of Karatu the Jackalwere; CE, AC 4, HD 4, HTK 16; gaze causes sleep if your saving throw vs magic is missed. Special defenses: Iron or +1 weapons to hit. Karatu has a 50% chance of being in man-form. There will be from 2-20 GP strewn about the floor of the pen.
- 19 Pen of the Lammasu This pen contains the dungeon's newest arrival, a young Lammasu. It is being groomed for the evil Wizard's future pleasure; LG, AC 6, HD 7 + 7, HTK 43, I 18; having a baby head, tiny wings and talons. It is chained with a collar which negates all magical abilities of the wearer. Remove Curse will break the collar. The Lammasu really doesn't want to leave the security of its pen and the good company of its Keeper; N, LVL 2, AC 6, HTK 10. Three guards will be stationed outside of the pen; CG, LVL 3, AC 8, HTK 12-17-20, swords.
- 20 Pen of the Giant Slug Skippy; N, AC 8, HD 12, HTK 48, damage per attack 1-12, spits acid with a range of 6". Skippy always is inaccurate on his first attack. He has a tendency to slither out of his pen toward the water to Room 21, Level 2, 20% PROB.
- 21 The floor is very damp, and seepage can be noted at the doors. There is a 50% chance that the Wizard will cause the doors to open while he is in the Arena. Check Wizard Random Encounter Table for that information.
- 22 A band of wild blood-thirsty Orcs are kept penned in this dark lair. The room is fouled by their presence. These Orcs have been recently captured by the Amazon warriors. They were taken from the Forked Blade Tribe. The five Orcs; LE, AC 6, HD 1, HTK 4-3-3-4-5-6; are armed with a Sword and Club for combat in the Arena when games are held. One has a glowing red ring worth 75 GP.
- 23 Pen of the Carnivorous Apes; N, AC 6, HD 5, HTK 18-12-15-7-10; lumber about the area "cleaning up" remains of human flesh. The apes are surprised only on a roll of 1, striking with both hands for 1-8 points of damage. Semphoe, their leader; 25 HTK; lies in wait behind the door. An empty chest sits at the far side of the room.
- 24 This room is empty, but food has been placed in the stall for the arrival of a new creature. There is a 20% chance that within 1 turn the Amazon warriors in Room 10, Level 2, will be bringing an Elephant (Asiatic); N, AC 6, HD 10, HTK 30-22-35-20, 2-12/attack; inside the corridor in complete submission. There is a 5% chance that the Elephant will escape the Amazons and charge, entering the room should the door be open. Praise of Damaesu will cause all hostilities to cease should the Amazons be encountered.
- 25 The Happy Hydra Contained within this pen is a five headed hydra; N, AC 5, HD 5, HTK 40, damage per attack 1-8. In a sealed jug in the hydra's watering trough is a Manual of Stealthy Pilfering.
- 26 The Buxom Barmaid Tavern Food, women and entertainment are offered here for a moderate price. The owner of the Tavern, Quidley the Quiet, wandered off years ago to get away from the noise, and hasn't been seen since. His bereaved wife, Tasha, seeks the solice of handsome young customers nightly; CHAR 17. Five other comely females serve the hungry warriors and tired travelers with aged wine and meats. The females are all LE, LVL 2, AC 9, HTK 2-3-4-6-5, dagger armed. Tasha tends the bar; LE, LVL 3, AC 9, HTK 8, dagger armed. Luring customers into the stable, the women steal their purses and leave them poisoned. Tasha has a policy forbidding the use of poison in her establishment, but expects a share from the gold her barmaids obtain. Customers appearing in the Tavern at present are FTR, LG, LVL 3, AC 4, HTK 11, sword; TH, N, LVL 4, AC 9, HTK 8, dagger; FTR, CG, LVL 3, AC 6, HTK 15, sword; Amazon; LG, LVL 5, AC 7, HTK 25, dagger and short sword. The serving maids are accomplished cutpurses, 75% PROB of picking your pocket if Tavern is entered.
- 27 Armorer Eboeriah has several items for sale at reasonable prices. His shop is always filled with 2-12 Warriors; LG, LVL 3, AC 6, HTK 17. There will be a 25% chance that Eboeriah will be temporarily out of stock on any desired item due to the amount of business prevailing. Some of his armaments are intricately fashioned or jewel encrusted. Eboeriah can fashion items to specifications in 1-6 weeks, but cannot make magical weapons. He dislikes customers which attempt to sit in his chair or who hover too near the brazier at the back of the shop, thus disturbing him or his work. Eboeriah is LG, LVL 4, AC 5 if modeling his latest work PROB 20%, or AC 9 all other times, HTK 18, weapon: sword. His possessions include a Bag of Holding wherein he keeps the shop's change of 300 GP, 90 SP, and 10 CP. He used to be a FTR in years past.
- Corridor leading between Room 27 and Room 28 Lakrum the Rust Monster; N, AC 2, HD 5, HTK 4; is often found around the Armorer's. Occasionally the Armorer will toss the Rust Monster a few rusty trade-ins to appease its appetite for his more valued items, which appears to be just wishful thinking on Eboeriah's part. Lakrum will certainly attack anyone leaving the Armorer's shop by this exit.
- 28 Gamatov's Gaming Parlor There is currently a Knucklebones tournament going on, HO 20%, Arm Wrestling HO 30%, and Cup & Pea HO 45%. Do not shirk on a bet for the 6 bouncers: FTR, CG, LVL 3, AC 6, HTK 15-17-14-12-10-18, swords; are well paid, 15 GP@ tonight. The parlor is lavishly decorated in red and silver, supplied with beautiful women for good luck! The customers are Halfling Apprentices; LG, LVL 2, AC 9, HTK 8-7-6-6-5-4, slings; TH, N, LVL 3, AC 9, HTK 8-3-5-7-7, daggers; and FTR, LE, LVL 1, AC 8, HTK 3-4, swords. This area is one of the Wizard's favorites. There is a chance, roll of 1 on a 20 sided die, that the Wizard will be present.
- Cutaan; N, LVL 3, AC 9, HTK 8, is a bumbling old man, pudgy and a little frayed around the edges. He is presently wishing he had a tankard of ale to ease his arthritic condition. In his prime he was an "adequate" thief, he says, but now drink has changed all of that. He insists that he choses to make this dungeon level his home, being tired of the adventurous life. He has a pet black cat, Klaw, that can shape-change upon his command only. Klaw becomes a tiger; N, AC 6, HD 5 + 5, HTK 18, rear claws 2-8, 2-5 damage per attack. The probability of this occurring will be equivalent to rolling a 7 on a 20-sided die. Cutaan has often dreamed of slipping away with the house monies of 371 GP, 273 SP, and 489 CP, but feels safer in not so doing.

Room # Level 2

- 29 Paddy's Stable and Gable The lower level stable contains stalls for horses and mules only. Sacks of grain are kept to the far wall well away from the watering trough. Paddy; LE, LVL 2, AC 9, HTK 16; is wearing Bracers of Defence AC 2 under long sleeves. Accomodations cost 3 GP per night; feed & grooming for animals 2 GP per night. A cart is also kept on the bottom level to haul away the less victorious from the Arena. A good horse or pack mule may be purchased here for 25 GP, 2 being presently available. Saddle bags are 10 GP, saddle and blanket are 15 GP. One reaches the top level by a wooden ladder. Only straw is stored upstairs. Blankets for guests are 7 GP. There is a 50% chance that the body of a poisoned Tavern customer may be hidden in the straw. Paddy's cashbox contains 150 GP, 75 SP, and 20 GP. There are five FTRs; LE, LVL 1, AC 6, HTK 8-8-3-4-4, swords; guarding the stable. Paddy and Eboeriah are brothers. Both are trained in the fighting arts.
- 30 This is the Dentist's Waiting Room. Inside is a rather sturdy Receptionist/Dental Assistant; FTR, LG, LVL 4, bone corset as if AC 8, HTK 20. She has a Trident of Submission which will cause any creature struck to save vs magic or surrender to the wielder of the Trident. Submission lasts from 3-12 turns. Within this room is an Umber Hulk; CE, AC 2, HD 8, HTK 15. A Satyr; N, AC 5, HD 5, HTK 22; Gno11; CE, AC 5, HD 2, HTK 16; and a FTR; CG, LVL 3, AC 3, HTK 20, sword; are also present. A careful peace is being maintained.
- 31 This is the Dentist's Office. Inside is the only Dentist Troll; CE, AC 4, HD 6 + 6, HTK 30; is attending to the toothache of Giant Skunk; N, AC 7; HD 5, HTK 18. On the shelves are seven pairs of dentures for various creatures worth 5 GP. A pair of golden vampire fangs have just been finished for a customer on one of the top levels worth 100 GP.
- 32 A foul mist appears to cover the entire graveyard. An eerie glow prevails. A cart with bodies is unhitched at the far side of the yard. A saving throw vs poison is necessary due to the nauseating stench that permeates the air. If your saving throw fails, you will retch for 2 turns. As the party enters this none too sacred area, six Ghouls; CE, AC 6, HD 2, HTK 7-13-10-14-6-11; spring from holes to defend their grounds. Their touch brings paralyzation. They will never pursue beyond the graveyard.
- 33 A funeral procession of 13 Fighter/Mourners moves slowly to the burial mound; LE, LVL 2, AC 6, HTK 9-11-7-8-8-9-2-7-11-8-5-10-14, swords. Incense fills the air. The sound of wailing pours from the sky. Thunder and lightning drastically increase as the procession nears the mound. As the funeral pyre is gently laid on the mound, lightning strikes the body and consumes it in a burst of flame. The wailing ceases and a bizarre celebration ensues with dancing, music from trumpets and tambourines, laughing, drinking, and carrying on with wild abandon. Gargath the Gruesome will freely discuss the Riddle of Damaesu, and will help the party on its way. If need be, Gargath will accompany the party down the proper corridor. Gargath; LG, LVL 3, AC 7, HTK 25, two-handed sword. Should anyone question these strange activities, the gaiety will suddenly stop. The entire assembly will blankly turn away from the party and will fanatically attack. Gargath shall then consider himself and his religion insulted, and will attack.
- The floor of the corridor between Room 33 and Room 34 has been freshly raked over. A single piece of gold is half buried in the earth.
- 34 If you have interpreted the Riddle of Damaesu correctly, you should be in this room. Contained within are The Manual of Puissant Skill at Arms, a Healing Potion, and 2 Golden Lion Figurines of Wondrous Powers which when tossed into mele become real lions and for for their possessor until slain. If they remain alive, they will return to their statuette shape and may be picked up. The Lions are useable once per week.





Room # Level 3

- 1 This chamber is the only guard room that the wizard maintains on this level. It is garrisoned by Breagast, a Hill Giant, CE, AC 4, HD 8 + 1-2, HTK 39. Breagast lets only the wizard and the Keepers of the Dead pass through his chamber.
- 2 This room is the quarters of the Keepers of the Dead; 3 Mind Flayers; LE, AC 5, HD 8 + 4, HTK 37-43-41; those who take care of the bodies of the dead wizards. They maintain an alliance with the wizard in exchange for live victims.
- 3 This room is the Embalment Room where the bodies of the wizards are taken to be prepared for placement in the tombs. In the middle of the room is a slab of marble 4' x 10' worth 150 GP. On shelves behind the table are rare oils and spices. The jars number twelve and each weighs 25 GP and is worth 80 GP each. Guarding the room is a Magic Mouth who summons the Mind Flayers from the next room. See statistics above.
- 4 The Hall of Passing It is here that the dead wizards' bodies are entombed in the walls. The hall has many tile mosaics depicting the actions and characters of the deeds that were done by the wizard buried here. The room is lit by torches that never go out, produce no heat, and emit a blue-green light. There are eight 10' diameter stone pillars spaced evenly around the room rising to the ceiling. The tombs that are holding a wizard are sealed behind the tile wall and cannot be detected except by extraordinary powers (i.e., elves, thieves, spells, etc.). The room is protected by two Stone Golems; N, AC 5, HD 60, HTK 60; who will only allow the Keepers of the Dead, the wizard, and those accompanied by the aforementioned into the room.
- 5 By pressing the Face of Nrathax the Black on the mosaic you open up the tomb of this wizard. The wizard was so powerful that after his death he turned into a Lich; N/E, AC 0, HD 11, HTK 52. He will attack all who enters his tomb, but will not pursue anyone outside the tomb. Inside the wizard was laid to rest with some of his more powerful treasures: Wand of Lightning and a Ring of Spell Storing (empty).
- 6 This is the tomb of Dwenar. It is also entered by pressing the face of the wizard. Inside the wizard has turned into a Mummy; LE, AC 3, HD 6 + 3, HTK 34. He will also attack all who enter, but will not leave the room in pursuit. He guards a Stone for the Summoning and Control of Earth Elementals.
- 7 The tomb also opens by pushing the face of the occupant on the mosaic, this time the face of Tol Axbel. Tol Axbel has over the centuries become a Wight; LE, AC 5, HD 4 + 3, HTK 21. He guards a Ring of Shooting Stars. He will not willingly leave the room, but will attack any that enter.
- 8 The tomb of Tanmit, the weakest of the wizards of the tower. His tomb is entered the same way as the others. However, Tanmit still has a crown upon his head. It is worth 500 GP and is non-magical.
- 9 This is the tomb of Kenluon who holds the great treasure for the warriors. It is entered by the same method as the others. The body of Kenluon is laid out underneath a spell that preserves his body. It is a Super Slow Spell that stops time on his body. He holds a +2 Sword in his hand. This sword turns its owner immediately Neutral and causes the owner to become very greedy.
- 10 This is the tomb of Taragorn, a nasty character in life, and an equally nasty one in death. He has become a Wraith; LE, AC 4, HD 5 + 3, HTK 31; and he guards a Libram of Ineffable Damnation. Taragorn will not leave his tomb. The Libram is kept underneath the slab upon which Taragorn is laid.
- 11 The Tomb of Bren-Sharun is located in here and entrance is gained in the same manner as with the other tombs. Bren-Sharun has turned into a Mummy; LE, AC 3, HD 6 + 3, HTK 27; and he guards a crown made of large rubies, having a value of 1,500 GP. It is really a Helm of Telepathy.
- 12 In here rests Meliadus. Access is obtained the same as the others. His body rests in a glass case and is in the same condition as when he died. There is a Stun Symbol on the floor, and around Meliadus' body there is a belt of gems worth 750 GP. If the glass case is broken, the body disintegrates and all in the room must make a saving throw vs spells or else they will contract yellow fever.
- 13 Here is the tomb of Zaruantack. It is entered the same as the others. Inside a party will find that Zaruantack has become a Vampire; CE, AC 1, HD 8 + 3, HTK 30; and guards a small hoard of scrolls: Sleep, Haste Spell, Ice Storm, Wall of Iron, and Anti-Magic Spell.
- 14 This is the tomb of Okrant whose deteriorated body is clothed in a robe of gold worth 750 GP. Anyone who takes the robe will be grabbed by the arm and cursed with a case of warts reducing his charisma by -5.







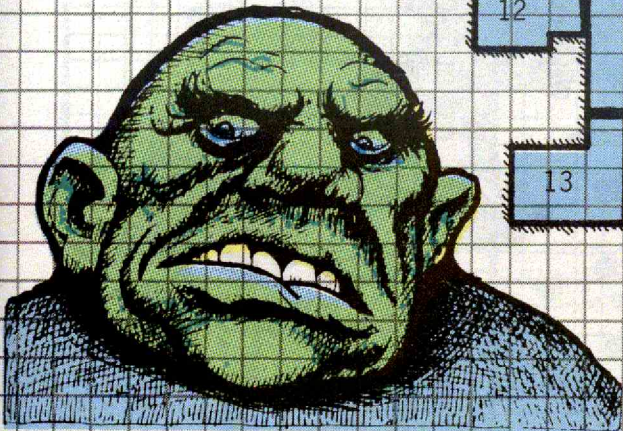
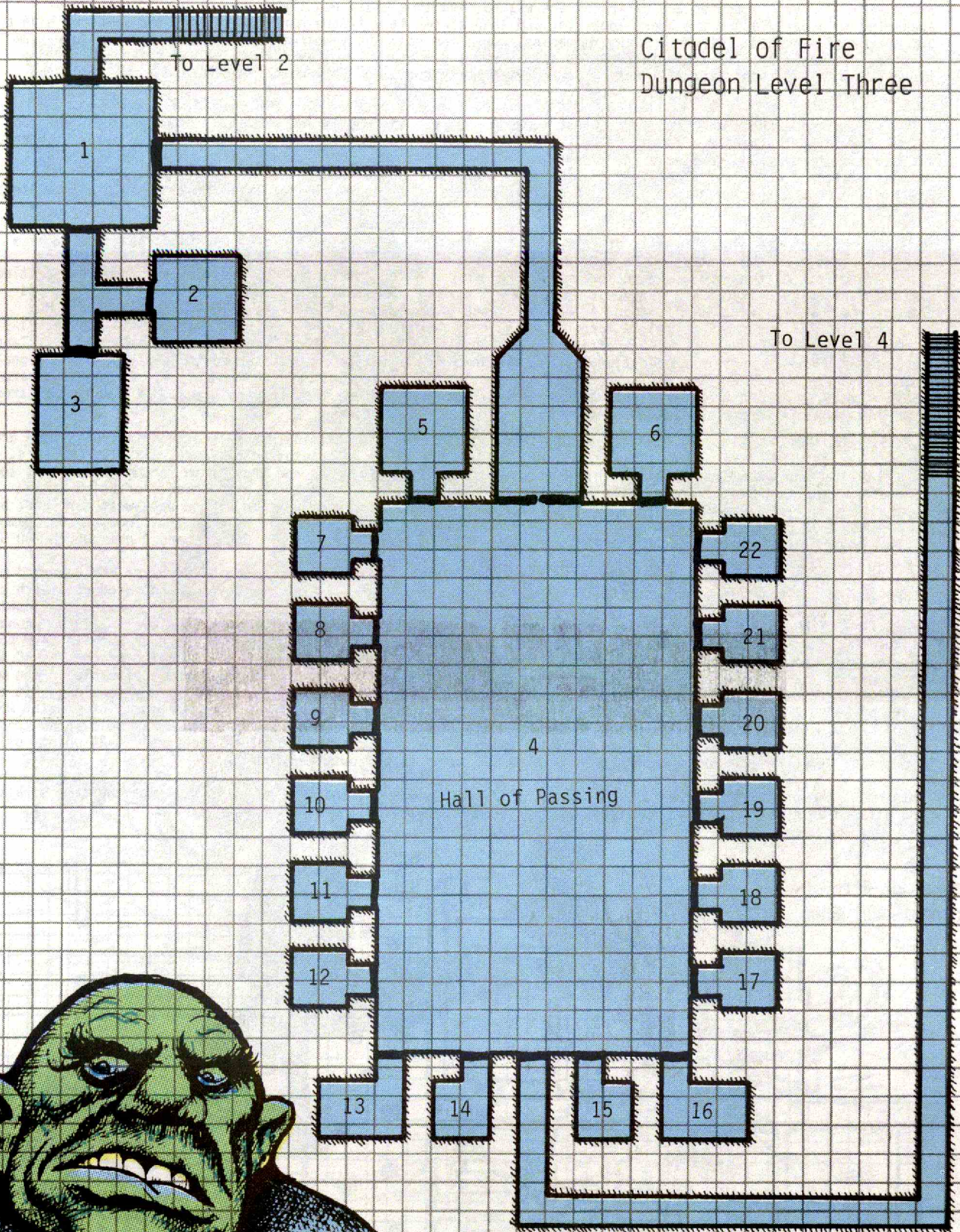
Room # Level 3 (Con.)

- 15 Kamarag is the occupant of the tomb. His evil has caused him to be changed into a Wight; LE, AC 5, HD 4 + 3, HTK 19. He guards a Cloak of Invisibility. He will act as the rest in the respect of fighting, and his tomb is opened like the rest.
- 16 This chamber is empty.
- 17 In this room is a Gelatinous Cube; N, AC 8, HD 4, HTK 14. There is a +1 mace suspended within the cube.
- 18 Within this chamber is the nest of five Sumatra Rats; N/E, AC 7, HD 1, HTK 1-4-3-3-2; having a small hoard of coins, 53 GP, 10 SP, and 7 GP. They will defend the nest to the death.
- 19 This chamber is the lair of a pack of Were Rats that number 7; LE, AC 6, HD 3 + 1, HTK 17-19-18-16-14-18-10. They command the rats in the neighboring rooms and can summon them if a battle is going against them. The pack hoard consists of 200 GP, 3 gems, 75 GP@, and a bracelet worth 300 GP.
- 20 More Sumatran Rats; N/E, AC 7, HD 1, HTK 4-1-4-2-3-4-2-2-1-3-2-4; dwell in this room and have made a nest of straw, bones, bits of fur and cloth, offal, and other dungeon debris. The pack hoard in here is composed of a dagger, shield, and 63 GP.
- 21 This room is empty.
- 22 Within this chamber are 2 Owlbears; N, AC 5, HD 5 + 2, HZK 26-28; and they stalk this chamber, the hall of passing and the corridor leading down to the fourth level. There is a 60% chance of being in the small chamber, 20% chance of being in the hall, and 20% chance of being in the corridor leading to the 4th Level.





Citadel of Fire  
Dungeon Level Three



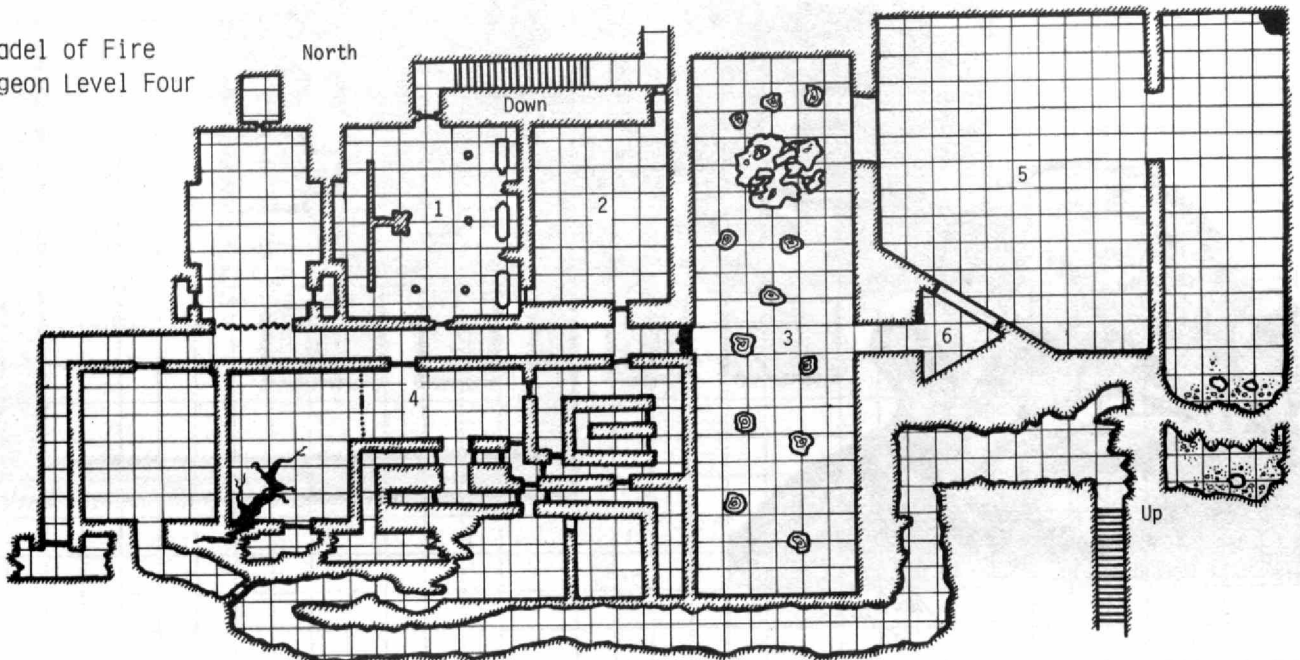
KEN SIMPSON



Room # Level 4

- 1 On the far wall from the door are three closed coffins, each with a sleeping vampire; CE, AC 1, HD 8 + 3, HTK 36-42-53. These vampires are allies of the wizard, and thus sleep heavily. They have a 10% chance of awakening if a party opens the door, looks in, and then closes it. If the party bursts in, the vampires have a 30% chance of awakening. If they start rummaging around the room the vampires have a 30% chance per turn (cumulative) of awakening. The treasure contains a +1 sword (+3 against Vampires), three silver stakes which they brought into their room after eliminating a wandering party sometime back worth 15 SP@, and a Bag of Transmuting.
- 2 In this room is Daranock the Minotaur; CE, AC 6, HD 6 + 3, HTK 46; who is the champion of the wizard. Daranock is armed with a +1 2-handed axe, and is only brought up the the Arena if there is a particularly nasty opponent for Daranock to slay and so please the wizard. His lair is of straw, offal, and the bones of the wizard's enemies scattered about the floor. If the straw on the floor is dug through, 50 GP in a bag will be found. The axe can be used by the proper classes of all alignments. Daranock will not attack anyone soothingly muttering his name.
- 3 Beds and crude chests line the walls of this room. In the center is a section of trunk from the pentalet tree. It is 15' across at the center and is surrounded by a dozen smaller stumps of between 2' and 3' in diameter. This is the lair of teh wizard's ogre mercenaries that he uses to control the Goblins, driving them into battles and maintaining security in the dungeon. There are 17 ogres. The chieftain's name is Karndon: CE, AC 4, and fights as a 7 HD monster, 36 HTK, doing 4-14 points each hit. Tanax and Retalck; CE, AC 4, Fight as a 7 HD monster, HTK 31-33, doing 2-12 points each hit. The rest are CE, AC 5, HD 4 + 1, HTK 9-19-7-16-24-32-5-32-21-9-29-13-5-19, WPN battle-axes. In each of the regular ogre's chests is 10-100 GP and 1-4 gems worth 60 GP@. Tanax's and Retalck's chests contain an additional 330 GP, 2 jewelry worth 175 GP@. In Karndon's chest is an additional 1,000 GP, a Potion of Heroism, and a scroll of two spells: Lightning Bolt and Charm Monster. If the Ogres are twice or more as strong as a party encountered they will try to capture them for the Arena. If a party is stronger than that they will try to kill them.
- 4 In this room are the gargoyles that the wizard send out to scare and intimidate the local population. There are seven gargoyles: CE, AC 5, HD 4, HTK 22-13-27-15-23-28-24; and they are captained by Yareg, a troll; CE, AC 4, HD 6 + 6, HTK 30; who maintains order in the gargoyle unit. The gargoyles and troll make random patrols of some of the corridors, therefore there is a 40% chance that they will be in the room; a 20% chance of being in the north-south corridor outside their room; a 20% chance of being in the east section of the east-west corridor; and a 20% chance of being in the west section of the east-west corridor. In a small hole in the floor of the chamber, covered with flat stone is a cache of coins and gems. There are 500 CP, 475 SP, 300 GP, and 4 gems worth 100 GP@.
- 5 Here is the main treasure hoard of wizards of the tower. It is guarded by a variety of traps on the door and monsters inside the chamber. The door itself is made of four inch iron plate and is covered and reinforced with steel. Its locking mechanism is a collection of dials that unlock on the right combination. Without knowing the combination, there is a 1% chance of randomly unlocking it. A thief improves this with a 5% chance per level. If the wrong combination is turned or there is an attempt to force the door, all persons within 10' of the door receive 3-18 points of electrical damage from electricity. Inside the room is an eight headed pyrohydra with a tooth ache; N, AC 5, HD 8, HTK 48, damage per attack 1-8 per head bite or 1-8 per head fire breath (saving throw applicable). The monster will let none of them into the room except the wizard. The treasure in this room is truly fabulous. It consists of 5,000 GP, 20 gems worth 150 GP in a cask with a poison needle trap on the lock, 3 pieces of jewelry worth 1,500 GP, a +2 mace, a +1 shield, and a +2 plate armor. Finally, a great gem worth 3,000 GP is held in an iron cradle atop a brass column 5' in height. Anyone touching the gem, cradle, or column receives 4-24 points of electrical damage every turn in contact. It takes two turns to pry out the stone.
- 6 This room is empty except for an Iron Golem: N, AC 3, HD 80, HTK 80; and this golem is set with the task of attacking all who enter, and will let none pass except for the wizard and those accompanied by him.

Citadel of Fire  
Dungeon Level Four

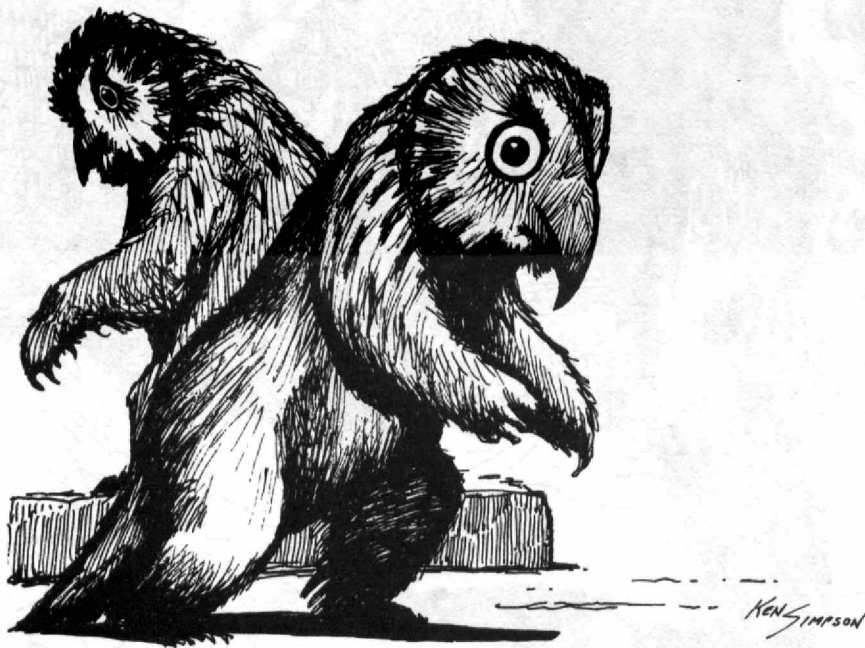






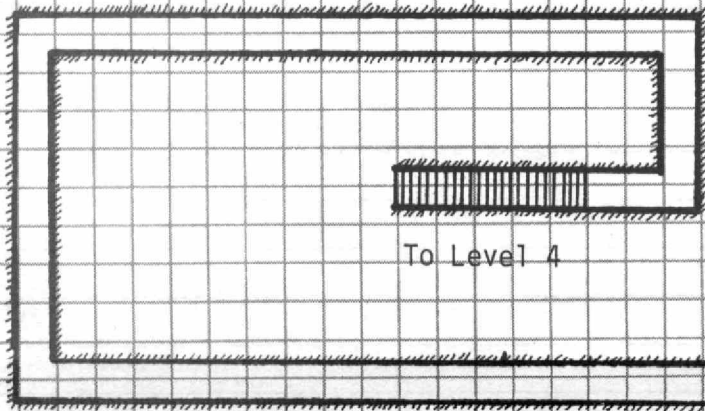
Room # Level 5

- 1 The walls, floor, and ceiling of the room are covered with dust and cobwebs from the centuries. Footprints are barely visible on the floor. This is the lair of a Groaning Spirit; CE, AC 0, HD 7, HTK (Special--can only be killed by Exorcism), damage per attack 1-8 for chilling touch. The Groaning Spirit has its hoard buried beneath a pile of old rags and bones. The treasure consists of 5,000 SP, 3 gems at 75 GP@, and three +2 arrows.
- 2 Within this room is the den of a Quasit; CE, AC 2, HD 3, HTK 20. Damage 1-2/claw, 1-4/bite and DEX drain; that guards a small treasure of one scroll (Fireball and Teleport), and a Potion of Extra Healing and a +1 dagger. The Quasit can polymorph into a giant bat-form. The chamber's floor immediately inside the door is covered with a slippery tile that causes all who enter to dice under their dexterity rating with three 6-sided dice or else fall down.
- 3 This grotto is the lair of the last of the demons summoned by Nrathax, all the beings slain or returned to their place of origin. It is apparent that the cavern is not naturally formed, and upon closer examination it looks as if it was carved out by flame. This demon is still loyal (as loyal as a demon can get) because each of the wizards have sent down many powerful warriors in return for its services. The demon is called Galgagarth; Type V, AC -7/-5, HD 7 + 7, HTK 37; it sits on a pedestal four foot in height and made of black marble. The demon will let none pass to the door behind, slaying all who try with three swords and three axes. Sixteen swords, five daggers, ten shields, seven spears, skeletal remains and miscellaneous gear litter the floor.
- 4 This chamber is the guardroom for Galgagarth's treasure room. Within is a Type I demon; AC 0, HD 8, HTK 42; that is chained to the wall with magical bonds that allow it to move around within the chamber, but not leave it. This demon hates Galgagarth but is terribly afraid of it.
- 5 The treasure chamber of the demon Galgagarth is within this chamber. Its hoard consists of 11,100 GP, 578 PP, +2 Shiled, Ring of Telekinesis, Crossbow of Distance, Potion of Fire Resistance, and a Scroll with two spells. Hold Monster and Anti-Magic Shell. A jeweled neck-ring worth 780 GP lies beneath a snake skin robe. Next to the shield, a man-sized jug containing 19,120 CP is tipped over.

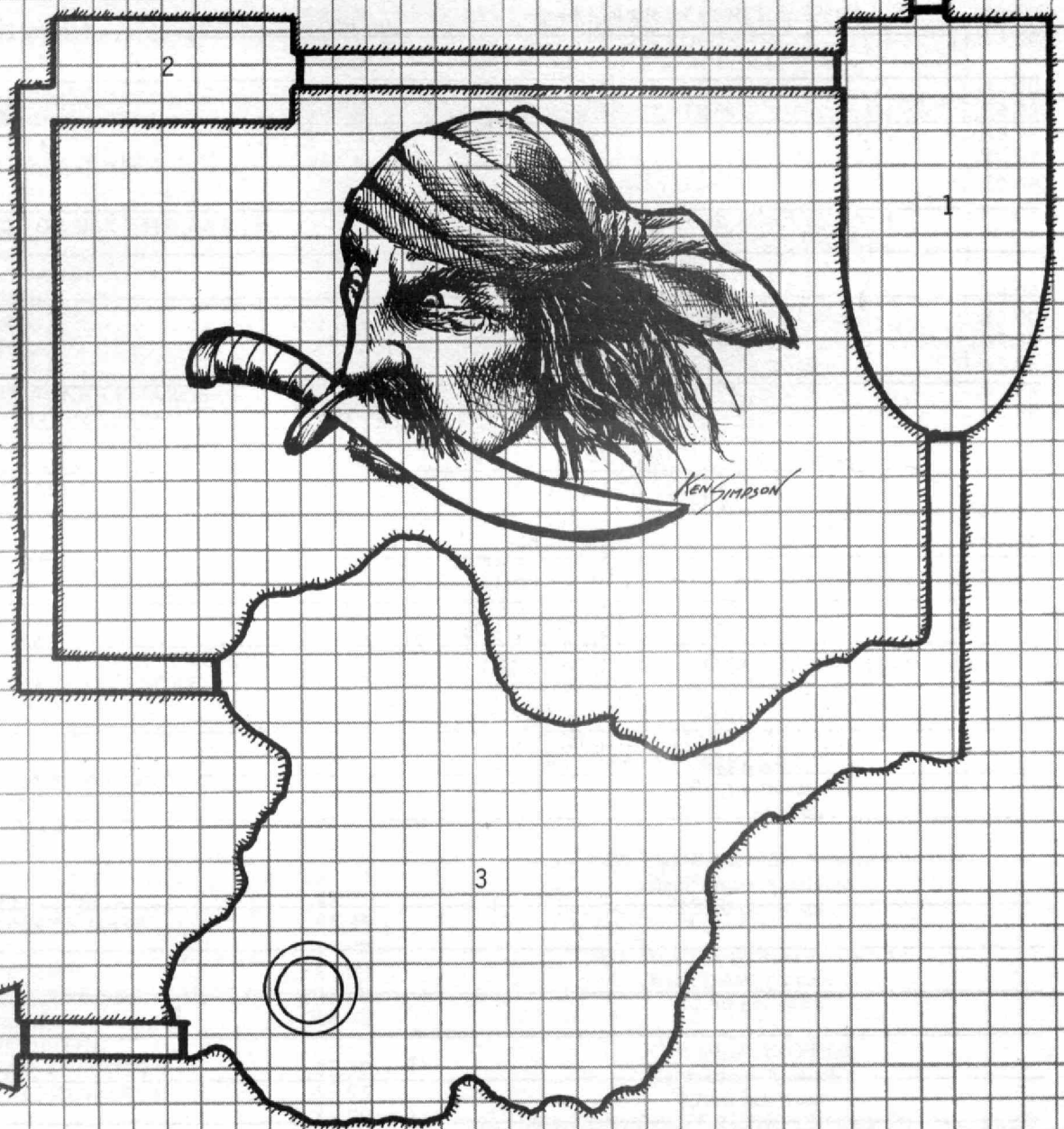




Citadel of Fire  
Dungeon Level Five



To Level 4



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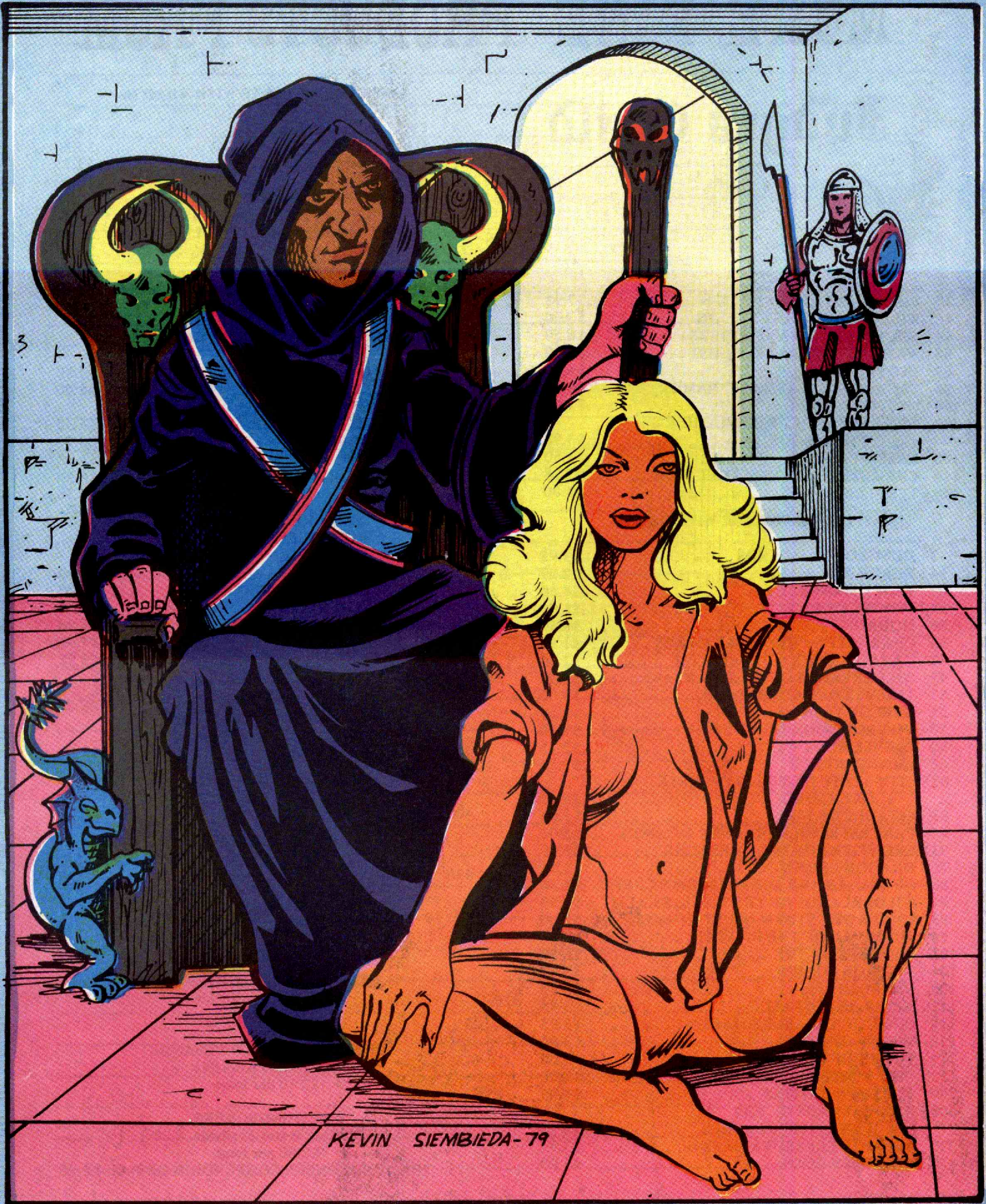
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