

# GLORY HOLE DWARVEN MINE

by Edward R. G. Mortimer

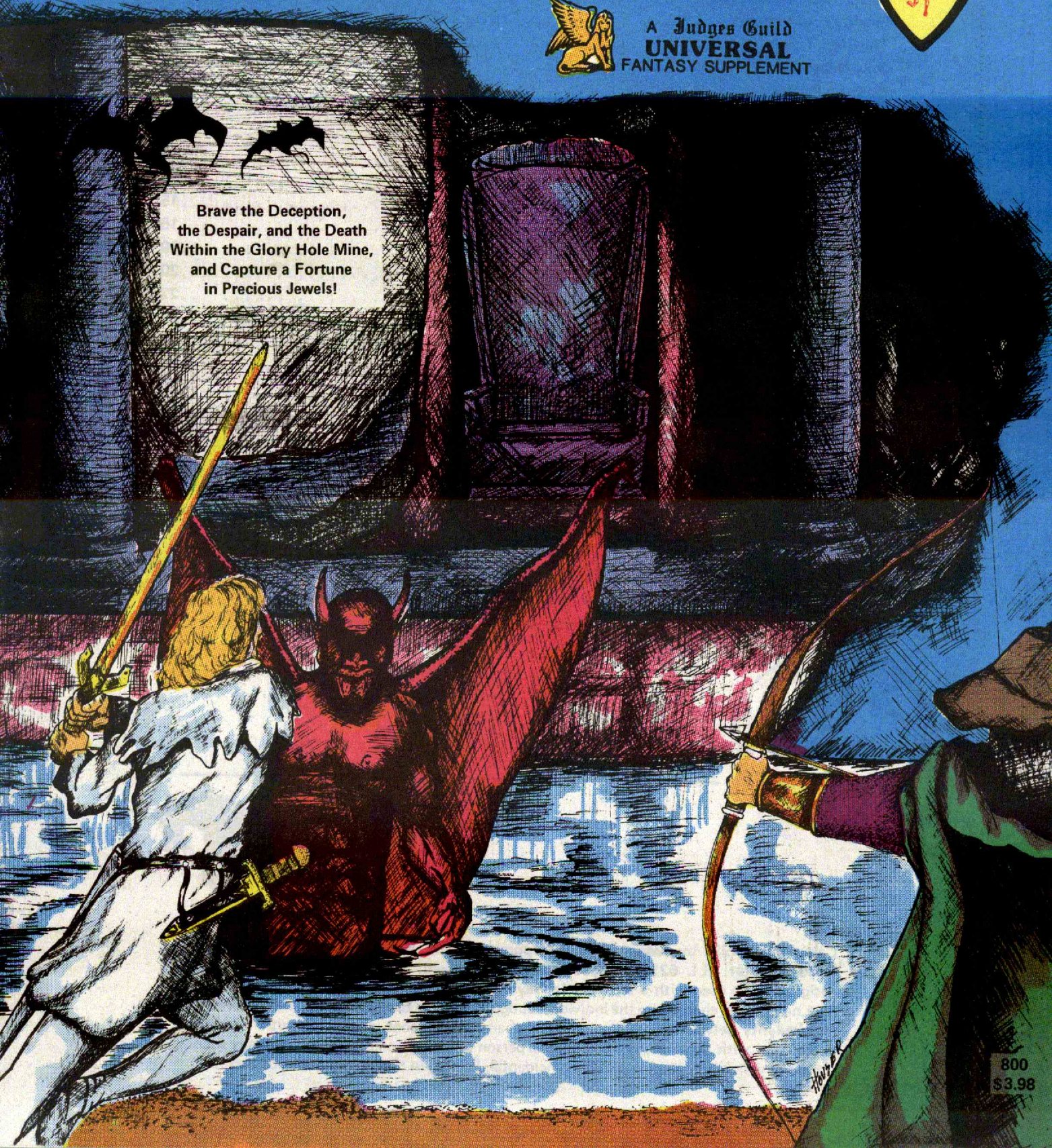
## Judges Guild



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## TABLE OF CONTENTS

Judge's Notes . . . . .	.3
Adventure Background . . . . .	.3
The Catacomb's History . . . . .	.4
The Artifacts of Kukalkin the Perserver . . . . .	.4
The Gorge . . . . .	.5
The Disgruntled Miners. . . . .	.5
Shantra's Adventurers . . . . .	.6
The Black Lotus . . . . .	.6
Jolly Naben . . . . .	.7
Dwarven Parties . . . . .	.7
Rumors . . . . .	.8
General Notes on the Glory Hole Mine . . . . .	.8
Ore Charts . . . . .	.9
Encounter Tables . . . . .	11
The Lost Mine of Kish the Gnome . . . . .	15
The Lost Mine of Kish the Gnome Map . . . . .	16
The Glory Hole Dwarven Mine Map Level 1 . . . . .	19
The Glory Hole Dwarven Mine . . . . .	20
The Glory Hole Dwarven Mine Map Level 2 . . . . .	22
The Glory Hole Dwarven Mine Map Level 3 . . . . .	24
The Glory Hole Dwarven Mine Map Level 4 . . . . .	27
The Glory Hole Dwarven Mine Map Level 5 . . . . .	30
The Glory Hole Dwarven Mine Map Level 6 . . . . .	33
Monsters . . . . .	37
Character Ability Rating Chart. . . . .	45
Probability Comparison Chart . . . . .	46
The Glory Hole Dwarven Mine Map Level 7 . . . . .	48

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## Judges Notes

The Glory Hole Dwarven Mine is designed to be used for a number of characters whose total levels/ranks equal 50 - 60. This is not to say that it cannot be used by higher or lower level/rank characters, only that the 50 - 60 level needs little or no adjusting with the following adventure. For higher level/rank characters, you should increase the number, hit dice, or hits to kill of the various monsters within. For lower level/rank characters, decrease the number, hit dice, or hits to kill of the monsters or raise the various benevolent non-player characters up to higher levels/ranks.

As with any store-bought scenario, this scenario probably has to be adjusted to fit your individual campaign. Feel free to modify as you see fit.

This adventure scenario was created using the Judges Guild General Format approach.

## Adventure Background

The following information is generally for Judges only. Individual Judges may want to give the players some of the information below, and they are free to do so.

The Glory Hole Mine has been worked by the Dwarves a very long time and quite successfully, at that. Traces of many metals and gems have been found besides those currently being mined. The Dwarves in charge were getting rich, slowly but surely. As they tunneled deeper, the amount and quality of the ore being mined increased. The Dwarves were very happy. They even hired many non-Dwarves to help mine the Glory Hole.

At about this time, unknown to the Dwarves (or to anybody else on this Plane), an epic struggle was being fought in the Netherworld. A powerful demon, named Myreautog, attempted to gain the kingship of its Plane through force (of course). Myreautog was defeated after nearly being successful. For punishment, it was exiled to this Plane for 100 years and a day.

Sullen and withdrawn (for a demon), Myreautog did not stray from the Inter-planar Nexus Point (The Gorge) from which it was ejected. It stayed within the great cavern and formed a small "country in exile" from various demons and monsters with which it came in contact. It carved a great diamond throne out of the glistening wall for it to sit on. There it sat, in vengeful silence, as its minions catered to its occasional whims.

The Dwarves tunneled into the mother lode, the center of which is The Gorge. The Dwarves were having a "little trouble" with Green Gargoyles up above, but, in their lust for wealth, they continued to dig deeper. Eventually (actually, very soon after hitting the mother lode), they broke into Myreautog's "chamber." The Dwarves were dazzled by the immense riches contained within. They were overjoyed but only for an instant.

Myreautog's minions quickly captured the Dwarves and brought them to Myreautog. Myreautog offered life as a minion or death as anything else. The Dwarves, still dazzled by the diamond wall, not to mention the diamond throne, chose to fight, and they died bravely, if not stupidly.

These Dwarves were just a small portion of the Dwarves living and working in the mine, but they proved to be the rule of thumb for all the others as the Dwarves decided to fight for what was "theirs by right." The battle was hopeless. The Dwarves fought bravely and died quickly. Now, with their ranks sorely depleted, they still fight back. They huddle together after each defeat, count their losses, and attempt to raise morale with tales of old. They firmly believe that they will win - eventually - if they keep trying.

With all this fighting, and losing, the mining end of this operation has come to a complete standstill. In addition, all the non-Dwarven help was fired shortly after a tunnel was dug into an ancient, "treasure" filled catacomb. That, in itself, put a serious crimp in the operation.

Not knowing what was happening deep below ground level, various groups made plans of their own concerning the Glory Hole Dwarven Mine. The disgruntled non-Dwarf miners made plans for an "invasion" of the Mine to steal the treasures from the catacombs. The Overlord desired to gain control of the Mine for his own profit, so he dispatched the Black Lotus to assassinate the Dwarf leaders and promote chaos among the Dwarves. This was a prelude to an ingenious plan the Overlord was still creating with the help of his clones. The owner of the She-Devil Tavern, Shantra of Altenia, decided the time was right to utilize a map she "found" in the boot of a now-deceased Dwarven patron which indicated a rich outcropping of gems (Garnets and Quartzes) on the third level (the dead-end tunnels south of the down-sloping passage to the fourth level). Shantra began hiring adventurers for an equal share of treasure and danger. Jolly Naben, of Bywater Road had just got the prospecting lust again and decided to take his daughter with him this time. Jolly is the only non-Dwarf the Dwarven miners respect. He was considered to be good luck because he almost always found a new vein of one thing or another, and the Dwarves allowed him to come and go as he pleased. Lastly, a group that knew, vaguely, that there was a lot of trouble down below and wanted to help, the Dwarves of the City-State, met at the Werelord Tavern to hammer out a strategy.

All of the above groups will descend upon the Glory Hole at about the same time (remember, this is a fantasy), but, before they do, the players should get a chance to join the group most suited to their characters (if they want to join). Players should be directed into the Glory Hole Dwarven Mines via the new rumors provided in this booklet. If they decide to check on the Goblin rumors, they will find the Goblin who started the rumors hanging around Kick's Tavern on Beggar Street. He can be convinced to join the party, to show them where the "haunted mine" is, very easily. This is because nobody believes him, and he will be overjoyed that someone is taking him seriously. He will even venture into the mine with the players. His name is Staker, but he is more often called "Shorty." He has 2 Hit Dice and 13 HTK. He wears studded leather armor and carries a Morning Star and 6 Shurikens (metal Throwing Stars which do 1D6 damage and have an effective range of 30 yards.



That's how the events of the immediate past have taken place. Now it is time for the players to make the events of the immediate future (with help from you, of course!).

I hope you have fun with this "Grand Battle" type dungeon adventure. After all, that's why we play!

### The Catacomb's History

A long time ago (3,488 years, to be exact), these catacombs (on the sixth level) were created to preserve the body of Kukalkin the Preserver. Kukalkin was an ancient Dragon King (see **City-State of the Invincible Overlord** booklet) that lived in a much higher technological time. During his lifetime, he saw the level of technology fall rapidly, to be replaced with the growth of the magic "sciences." Kukalkin attempted to preserve the old, technological ways and was successful for as long as he lived.

However, after his death (approximately 156 years after), Camwritan, the Priest-King came to power and attempted to finally put all the old ways to rest. Camwritan was largely successful, as he persecuted all those who would stand in his way. To this end, he decided to desecrate the tomb of Kukalkin the Preserver. Camwritan's plan was foiled when descendants of Kukalkin heard of the plot and secretly moved the remains of Kukalkin to insure that Camwritan could never desecrate the remains of their beloved ancestor.

Kukalkin's descendants carved a series of catacombs to hold his remains and safeguard them from prying eyes and hands. For this, they were persecuted harshly by Camwritan. This caused the Kukalkin family to bury many of their family within the same series of catacombs built for Kukalkin the Preserver.

Eventually, all of the Kukalkin family was wiped out, and the secret of Kukalkin the Preserver's whereabouts was lost to all save the most investigative of Sages.

### The Artifacts of Kukalkin the Preserver

Many items were buried with Kukalkin and his descendants. Most of the items were technologically far advanced (as compared with the present-day City-State world) and are incomprehensible to any but the most learned of Sages.

Below are several tables to be used to fill the piles of artifacts in areas 82, 89, 90, 91, 92, and 93. Note that only physical descriptions of these items should be given to the players.

#### Condition of Artifact

- 1 Excellent; works 60% of the time.
- 2 Good; works 50% of the time.
- 3 Fair; works 40% of the time.
- 4 Poor; works 30% of the time.
- 5 Very Poor; works 10% of the time.
- 6 No Good; doesn't work at all.
- 7 Dangerous; if possible, it will explode doing 1 - 3 points of damage in 10' radius.
- 8 Very Dangerous; as 7 above but for 3 - 9 points of damage.

(Note that some items cannot operate without outside stimuli, e. g. electricity).

#### Artifact Table A (a roll of 1 - 3 on 1D6)

- 1 Flashlight; with batteries 50%, without batteries 50%.
- 2 Penlight; with batteries 60%, without batteries 40%.
- 3 Stapler; with staples 70%, without staples 30%.
- 4 Scissors.
- 5 Bottle of Glue (super type).
- 6 Ballpoint Pen; with Ink 80%, without Ink 20%.
- 7 Colored Marker; with Ink 30%, without Ink 70%.
- 8 Computer Game Disc.
- 9 Electronic Game; with batteries 75%, without batteries 25%.
- 10 Disposable Lighter; with fluid 50%, without fluid 50%.
- 11 Electric Typewriter.
- 12 Camera.
- 13 Batteries.
- 14 Camera Film.
- 15 Super Padlock; with key 50%, without key 50%.

- 16 Hand Calculator; with batteries 50%, without batteries 50%.
- 17 Wristradio; solar powered on a one-to-one ratio.
- 18 Walkie-Talkie; solar powered on a one-to-one ratio.
- 19 Telephone.
- 20 Other (Judge's choice).

#### Artifact Table B (a roll of 4 - 5 on 1D6)

- 1 A complete suit of sports gear (AT as Leather).
- 2 1 - 6 aluminum baseball bats (3 - 9 damage two-handed, 1 - 6 one-handed).
- 3 3 - 12 billiard balls (2 - 5 damage if thrown).
- 4 1 - 6 aluminum pots of various sizes.
- 5 A .22 caliber stainless steel Beretta (5 shots per combat phase, capacity: 10 shots, damage: 2 - 5) (+1 on Condition of Artifact Table).
- 6 1 - 20 rounds of .22 caliber ammo for the Pocket Beretta above (No. 5) (roll for each round's condition).

#### Artifact Table C (on a roll of 6 on 1D6)

- 1 Motorcycle (100 cc dirt bike) (+2 on Condition of Artifact Table).
- 2 5-gallon can of gasoline.
- 3 A Geiger counter (solar powered, 1:1).
- 4 A television set (portable, solar powered, 1:1).
- 5 A quadraphonic sound system (+1 on Condition of Artifact Table).
- 6 1 - 10 long-playing records (music of the Judge's choice).
- 7 A hot plate.
- 8 A toaster-oven.

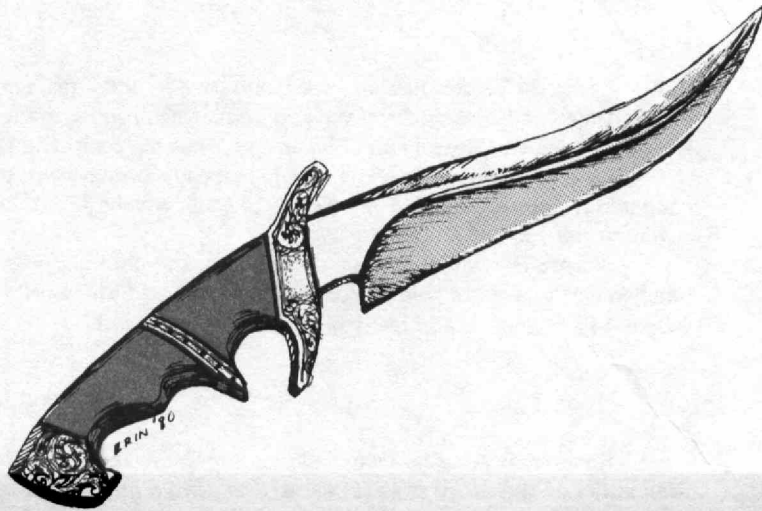


## Cave-Ins

While within the catacomb area, there is a danger of cave-ins. When any loud noise is emitted, check the table below:

- 1 - 2 Ceiling loses some rocks and dust, take 1 - 2 points of damage.
- 3 - 4 Ceiling loses some dust.
- 5 - 6 Nothing happens.

When a melee takes place, consult the above table but subtract one from the roll (minimum of 1); check every combat phase.



## The Gorge

The Gorge (on the 7th Level) is an inter-planar nexus point connecting the Netherworld with this Plane. Myreautog cannot return because it would be killed by its rivals. The minions of Myreautog can come and go as Myreautog pleases. Occasionally, something will come through from the other side (check once an hour; a roll of 1 on 1D6 indicates something came through). If a being is indicated, it will be an Ice Demon (20%), a Devil-Bat (20%), 1 - 6 Gremlins (20%), 1 - 4 Imps (20%), or Other (20%) (one of yours or one from your rule set).

Anyone or anything which descends 101 feet into the Gorge will be teleported instantly to the Netherworld (Save vs temporary insanity for 1 - 6 minutes; roll INT or lower on 5D6 - insanity will cause individual to fall 50 feet to the Netherworld ground and roll down a hill into an ice-cold lake [save vs cold shock; roll CON, END, or STA or less on 6D6 or black out and be considered captured by an Ice Demon] for 2 - 7 minutes). Further adventures within the Netherworld must be handled by the Judge. The advice I give you is that anybody who enters the Netherworld should have his/her adventure end for the day, as you finish up the other players' adventure. This gives you time to create a segment of the Netherworld and to decide what would be most appropriate for that portion of the campaign.

## The Disgruntled Miners

These guys were fired when the Dwarves tunneled into Kukalkin's Catacombs. The Dwarves were afraid that items would "disappear" if any non-Dwarves were around, and, besides, the muleteers' big mouths (leaking rumors all around) had made the Dwarves angry and suspicious.

One of these non-Dwarf miners, Gnulu the Foyster, was angered by his lay-off (as he wanted to "lift" a few items from the catacombs), and he gathered together some others with the same intentions. This common bond, greed, is the only bond between these rogues, so, if hard times should befall this party, don't expect them to help each other out if they don't have to do it.

Following are the statistics for these disgruntled miners:

**GNULU THE FOYSTER:** Gnome, male, ambidextrous, 5th Level Thief, HTK: 19, Weapons: Crowbar and Dirk, Armor: None, Pouch with 5 Blue Quartz coins (20-sided, worth 20 GP each).

**BARKUM MALCONI:** Gnome, male, 4th Level Thief, HTK: 16, Weapons: Club and Blackjack, Armor: None, Pouch with 10 GP.

**VARLY RANSOM:** Human, male, 3rd Level Fighter, HTK: 17, Weapons: Pickaxe and Hammer, Armor: Buckler.

**LARNA THE ROBUST:** Human, female, 3rd Level Fighter, HTK: 28, Weapons: Pickaxe and Broadsword, Armor: Partial Chain (Back, Breast, Loin), Pouch with 5 PP.

**BUTCHER DARGAN:** Human, male, 3rd Level Assassin, HTK: 10, Weapons, Pick and Handaxe, Armor: None, Pouch with 27 SP.

**SLASHER REDHAND:** Human, female, 3rd Level Assassin, HTK: 10, Weapons: Hammer and Straight Razor, Pouch with 6 GP and 11 SP.

Gnulu the Foyster is bald but has a long, grey-speckled, black beard (but no moustache), black eyes, and milky-white skin tone. He wears ill-fitting clothes and a copper and gold bracelet of entwined snakes worth 30 GP. He is 3' 5" tall, weighs 77 pounds, is right-handed, is 132 years old, and is an "active" slob.

Barkum Malconi is bald on the top of his head, has a neatly-trimmed black beard, dark brown eyes, and wood-brown skin tone. He wears a silver ring with a maned lionshead symbol worth 30 GP. He is 3' 7" tall, weighs 83 pounds, is left-handed, 104 years old, and is evil and very underhanded.

Varly Ransom has shoulder length, stringy black hair (he never washes it) and a scraggly beard and moustache. He is 6' 2" tall, weighs 192 pounds, is left-handed, and 26 years old. He wears a small silver earring in his left ear which contains one dose of poison (delay of 1 - 4 minutes, damage: 2 - 7 per round for 4 - 9 rounds [1D6 + 3], Saving throw of CON, END, STA or less on 5D6 will quarter [round down] the damage).



Lerna the Robust has long, wavy auburn hair and large, almond-shaped, hazel eyes. She wears flamboyant clothing with hip-high leather boots and a silver and copper chain over the left (booted) ankle. She is 5' 10" tall, weighs 167 pounds, is left-handed, and is 24 years old. She always takes the point (first) in line.

Butcher Dargan has short, red hair, beady brown eyes, and a long, hooked nose. He wears well-fitting clothes and a copper and lead ring worth 7 SP. He is 5' 7" tall, weighs 159 pounds, is 33 years old, and will kill a person just as soon as look at him or her - so beware!

Slasher Redhand has long, dark brown, straight hair, green eyes, and a long scar on her right cheek. She wears raggedy, patched clothing, and a gold neckchain (her pride and joy, worth 100 GP) and brass earrings worth 5 SP each. She is 5' 5" tall, weighs 145 pounds, is ambidextrous, and is 26 years old.

### Shantra's Adventurers

Shantra of Altania, owner of the She-Devil Tavern on Regal Street, has put together a group of adventurers to plumb the depths of the Glory Hole for gems. She owns a map indicating a rich spot on the third level (see **Judge's Notes**), and, with the rumors circulating, she decided the time was ripe to use it.

Her group consists of three good friends and a hired (equal share) adventurer. Following are their statistics:

**SELINA BLOODSWORD:** Amazon Fighter, 5th Level, HTK: 35, Weapons: Broadsword and Hammer, Armor: Partial Chain (Breast and Back), Greaves and Buckler.

**BERYL IRONHELM:** Amazon Fighter, 5th Level, HTK: 37, Weapons: Morning Star and Hand Axe, Armor: Partial Chain (Breast and Back), Greaves, Buckler, and Nasedel Helm.

**DOLARA MISTWIND:** Amazon Fighter/Illusionist, 4th/6th Level, HTK: 27, Weapons: Manopole and Hammer, Armor: None, Spells Available: *Rainbow Rays, Disguise, Minor Illusion/Illusion, Detect Magic Auras/Major Illusion.*

**NORVIN FASTFINGERS:** Human, male, Thief, 4th Level, HTK: 12, Weapons: Broadsword and Dirk, Armor: None.

Selina, Beryl, Dolara, and Shantra are the best of friends and very loyal. Norvin is an outsider and is very aware of it even though the women try not to show their slight uneasiness with his being treated as an equal.

Shantra has the following stats:

**SHANTRA OF ALTANIA:** Fighter, 4th Level, HTK: 10, Weapons: Scimitar and Garrote, Armor: Partial Chain (Back and Breast).

Shantra has very long, black hair and a light red skin tone. She is 5' 4" tall and weighs 118 pounds. She is left-handed and 29 years old.

Selina Bloodsword has short, blond hair and a gold skin tone. She is 5' 10" tall and weighs 174 pounds. She is right-handed and 24 years old.

Beryl Ironhelm has long, brown hair and a bronze skin tone. She is 5' 9" tall and weighs 170 pounds. She is right-handed and 25 years old.

Dolara Mistwind has medium-length, very curly, black hair and a chocolate-brown skin tone. She is 6' tall and weighs 179 pounds. She is ambidextrous and 22 years old.

Norvin Fastfingers has long, brown hair, a ragged black beard, and a milky-white skin tone. He is 5' 10" tall, 23 years old, and weighs 163 pounds.

### The Black Lotus

This group has been assigned to eliminate the Dwarven leaders of the Glory Hole Mine. This assassination mission is a prelude to the Overlord's takeover of the Mine. These people are dedicated killers; nothing will deter them from their goal: the deaths of Dare the Unfailing, Axeon of Thunderhold, Gar the Courageous, Barko the Basher, and Broderick the Profound.

The leader of this band is Grania the Terrible, a woman with a deadly and horrid reputation. A firm believer in the arts of torture, her underlings fear and respect her (in that order). Grania believes that Dare's weakness for women will give her the edge she needs to kill all her targets, and she is right.

Following are the stats for this collection of *femme fatales*:

**GRANIA THE TERRIBLE:** Human, female, Assassin, 6th Level, HTK: 23, Weapons: Manopole and Dirk, Armor: None, Small sack with extra clothes, towel, and 5 flasks of ingestive poison (delayed damage by 1 - 6 minutes, then 3 - 8 points per minute for 5 - 14 [1D10 + 4] minutes. Saving Throw of CON, END, or STA or less on 5D6 results in "only" 2 - 5 points per minute).

**ASTRODA THE SNEAKY:** Human, female, Assassin, 4th Level, HTK: 14, Weapons, Long Sword and Garrote, Armor: None.

**GLIDA THE WICKED:** Human, female, Assassin, 4th Level, HTK: 15, Weapons: Rapier and Tiger Claws, Armor: None.

Grania has long, black hair and wears dark clothing. She is 5' 2" tall, weighs 109 pounds, is ambidextrous, and is 27 years old.

Astroda has medium-length, wavy brown hair, is 5' 4" tall, weighs 120 lbs, is right-handed, and is 24 years old.

Glida has long, straight, jet-black hair and a dark copper skin color. She is 5' 11" tall, weighs 151 pounds, is ambidextrous, and is 22 years old.



## Jolly Naben

Jolly Naben is a very friendly, comical character who enjoys chipping away in some dark tunnel, searching for hidden riches. However, Jolly has a very evil streak in him - he loves to haunt the streets during the full moon looking for beautiful (17 or 18 CHA or LED) young women to "have his way with," torture, and slay. As can be imagined, Jolly is a bit unstable, and, if he should undergo a great deal of stress, he probably would lose his tenuous grip on reality. To simulate this, if Jolly finds himself in a life or death situation, he must make a Saving Throw of the average of all his ability scores or lower on 6D6 or instantly become a homicidal maniac (two attacks per round, raise his HTK by 100%, raise his STR and POW to maximum, and he will attack all human-types in his vicinity). Otherwise, Jolly is a very nice (?) guy most of the time.

Jolly has a very lovely daughter, Sabra Naben, who loves to participate in her father's monthly "excursions," and she even goes out by herself in between full moons. Jolly operates the Smith in Rear shop on By-Water Road with the help of his daughter.

When these two "pull" their friendly and harmless act, they do it so well that none will realize that they are insane or that they are capable of the horrid deeds they actually perform. In short, everyone believes them to be harmless though, in reality, they are quite deadly - beware of the loving overtures of the bi-sexual Sabra!

Jolly is 5' 9" tall, weighs 161 pounds, is 41 years old, is left-handed, and has no hair on his head except for a huge, black, handlebar moustache. Sabra is 5' 4" tall, 111 pounds, 19 years old, and ambidextrous. She has very long, wavy blonde hair. Jolly wears Leather vest and carries a Hammer and Pick. Sabra also wears a Leather vest, but she carries a Dirk and Tiger Claws (usually concealed). Jolly has 18 HTK and is a 6th Level Fighter. Sabra has 3 HTK and is a 2nd Level Fighter.

## Dwarven Parties

As stated in **Judge's Notes**, these groups of Dwarves have formed because of the rumors being told in the City-State. Each group is attempting to insure that the Mine stays in the possession of Dwarves, and, towards that end, they will all work together as well as with others (non-Dwarves).

A meeting was held at the Werelord Tavern, and it was decided to enter the mines in groups of compatible individuals. Listed below are these groups. When indicated on the Encounter Tables, roll 1D8 and use the listing indicated as the encounter.

- 1 Bong, Gono, Bond, Falty, Salty, Arco, Tarco, Barco, Darco, Killer, Axem, Maxem, Taxem, Arlo, Barlo, Queller, Mailor, Bailor, Tailor, Sailor: all 1st Level Fighters; HTK: 1, 2, 2, 7, 5, 3, 2, 2, 5, 2, 7, 5, 8, 2, 7, 7, 5, 7, 6, 1; Armor: Chainmail and Shield; Weapons: Heavy Crossbows with 20 Bolts and Hammers; from the Jeweler on Twilight Road. These guys are foolhardy; don't bother checking morale - they always stick it out.
- 2 Bobar, Berkal, Bomash, Bungri: all 2nd Level Fighters; HTK: 5, 4, 12, 10; Armor: Chainmail and Shield; Weapons: Battle Axes and Hand Axes,  
and  
Logo, Bobo, Slogo, Dogo: all 1st Level Fighters; HTK: 5, 8, 6, 2; Armor: Ringmail; Weapons: Broadsword and Short-sword; from the Gate Keeper on Belfry Street and the Sword Maker on Silver Street. These guys are brave but not foolhardy. They are also fairly intelligent (collectively), and so are competent adventurers.
- 3 Barsak the Dwarf: 4th Level Fighter; HTK: 21; Armor: Leather; Weapons: Hammer and Hand Axe.  
and  
Grugalin: 3rd Level Fighter; HTK: 15; Armor: Shield; Weapons: Hammer and Dagger.  
and  
Meathead Gilfath: 4th Level Fighter; HTK: 24; Armor: Ring Mail; Weapons: Hand Axe and Dagger; from the Tinsmith on the Street of Crafts and the Firedrake Mead Hall on Silver Street. These are three brave Dwarves who are very good friends, besides. They won't do too many dumb stunts and are very shrewd.
- 4 Thorly, Thaxly, Thubbly, Tharkly: 2nd Level Fighters; HTK: 6, 3, 5, 4; Armor: Ringmail and Shield; Weapons: Battle Axe and Hammer; from the Goldsmith on Twilight Road. These Dwarves are a bit on the cowardly side - be sure to check morale when necessary.
- 5 Ghouly Mab: 4th Level Fighter; HTK: 20; Armor: Shield; Weapons: Broadsword,  
and  
Hedin the Gambler: 3rd Level Fighter; HTK: 11; Armor: Chainmail; Weapons: Hammer and Hand Axe,  
and  
Twilliana the She-Dwarf: 3rd Level Fighter; HTK: 9; Armor: Shield; Weapons: Dagger and Hand Axe,  
and  
Ordalf: 3rd Level Fighter; HTK: 10; Armor: Chainmail; Weapons: Hammer and Hand Axe,  
and  
Bwalinar the Dwarf: 3rd Level Fighter; HTK: 18; Armor: Chainmail; Weapons: Hammer and Hand Axe; from the Fisher on Water-Rat Road, the Green Goblin Inn on Regal Street, the Weaver on the Large Alley south of Caravan Street, and the Armorer on Muggy Street. These Dwarves are excellent friends and very wise in the way of teamwork in battle. They will never abandon one of their own.



- 6 Porky Tover: 6th Level Fighter, HTK: 29, Armor: Ringmail; Weapons: +2 Hammer and +1 Broadsword (with Scabbard worth 3,000 GP), with his Amazons (and his Belt of Herculean Strength: STR and POW both raised to 18): Bernata, Griselda, Ilka, Norah, all 3rd Level Fighters; HTK: 21, 19, 22, 23; Armor: Shield; Weapons: Dagger and Short Sword, and  
Fuzzy Beljcek: 3rd Level Fighter; HTK: 7, Armor: Chainmail and Shield; Weapons: Hammer and Hand Axe; from the Mover Bath on Murky Street and the Stable on Murky Street. Here come the Marines! Expect Tover to try to take over any party.
- 7 Bipper, Bopper, Bapper: all First Level Fighters; HTK: 5, 4, 6; Armor: Ringmail; Weapons: Dagger and Hand Axe, with their pet wolf, Red Fang: 2 HD; HTK: 15; Damage: 1 - 6 (by bite)  
and  
Kentar, Kooler, Kunther: all 1st Level Fighters; HTK: 5, 7, 6; Armor: None; Weapons: 7 Daggers each; from the Silver Goblet on Beggar's Street, the Butcher on the Large Alley south of Caravan Street, and the Courtesan on the Twilight Road. These guys are cautious but not cowardly - they just don't want to get in over their heads.
- 8 Select two of the above groups; one is coming from one direction as the other comes from another direction. If this is not possible, have one group 3 - 8 minutes behind the other.

#### Rumors

This is a listing of new rumors to spread among the player-characters. Any tavern-goer can be the carrier, or you can make a beggar or huckster carry the "news."

- 1 A group of Goblins found an old, abandoned mine very near the Glory Hole Dwarven Mine.
- 2 A group of Goblins uncovered a haunted mine just outside the City-State, and it connects with the Glory Hole Dwarven Mine.
- 3 The Black Lotus has expressed interest in the Glory Hole Dwarven Mine.
- 4 Flying Lizard Men have been spotted recently over the Mermist Marsh.
- 5 Muleteers, working for the Dwarves in the Glory Hole, report that tunneling Dwarves have entered a Talus Cave system full of shiny artifacts.
- 6 The Muleteers at the Glory Hole have been fired for not keeping their mouths shut.
- 7 All non-Dwarven miners at the Glory Hole have been given a temporary lay-off.
- 8 The Dwarves at the Glory Hole have uncovered a vast deposit of gems, including Diamonds.
- 9 Gnulu the Foyster, a disgruntled Gnome miner, is organizing a party to delve into the Glory Hole to beat the Dwarves out of their treasure.
- 10 Shantra of Altania is hiring adventurers to descend into the Glory Hole for gems.

#### General Notes on the Glory Hole Mine

**ORE BINS:** Whenever ore bins are encountered, and it is indicated that there is ore in them, check the Ore Charts for that level and the levels the bins service, and place the appropriate ores within the bins. Bins are always three (3) feet high.

**MINING:** If any mining is done by the player-characters or by any non-playing characters with them, triple the encounter chances and double the number of Monsters Appearing. Keep in mind the finite number of monsters currently within the Mine. Goblins come from outside the mine, so you need not keep track of their numbers.

**ORE WEIGHTS:** These weights are just approximate, but they will suffice for all game purposes. Each weight is given for a cubic foot of the ore specified.

Silver:	600 lbs.
Gold:	1,000 lbs.
Electrum:	800 lbs.
Quartz:	150 lbs.
Jacinth:	200 lbs.
Diamond:	200 lbs.
Magicum:	100 lbs.





## Ore Charts

Whenever the end of a passage is reached, there is a chance that more ore can be mined from the passage. The chance of ore being present and which type of ore depends on the mine level. Consult the tables below to discover if there is any ore at the passage end. Roll for each type of ore listed.

### Level K (The Lost Mine of Kish the Gnome)

ORE	FIND PROBABILITY	DEPOSIT SIZE	ORE GRADE
Silver	75%	Vein (3 - 18 ft. cubed)	Superior
Magicum	5%	Trace (1 - 6 ft. cubed)	Fair

#### Level 1

ORE	FIND PROBABILITY	DEPOSIT SIZE	ORE GRADE
Silver	25%	Streak (1 - 10 ft. cubed)	Fair
Electrum	15%	Thread (1 - 8 ft. cubed)	Fair
Blue Quartz	1%	Trace (1 - 6 ft. cubed)	Fair

#### Level 2

ORE	FIND PROBABILITY	DEPOSIT SIZE	ORE GRADE
Silver	30%	Leader (2 - 12 ft. cubed)	Fine
Electrum	15%	Streak (1 - 10 ft. cubed)	Fine
Gold	5%	Trace (1 - 6 ft. cubed)	Fair
Blue Quartz	1%	Trace (1 - 6 ft. cubed)	Fair

#### Level 3

ORE	FIND PROBABILITY	DEPOSIT SIZE	ORE GRADE
Silver	50%	Seam (4 - 24 ft. cubed)	Superior
Electrum	40%	Vein (3 - 18 ft. cubed)	Superior
Gold	35%	Vein (3 - 18 ft. cubed)	Fine
Blue Quartz	30%	Vein (3 - 18 ft. cubed)	Majestic
Red Garnet	20%	Vein (3 - 18 ft. cubed)	Superior

#### Level 4

ORE	FIND PROBABILITY	DEPOSIT SIZE	ORE GRADE
Silver	65%	Seam (4 - 24 ft. cubed)	Sublime
Electrum	50%	Seam (4 - 24 ft. cubed)	Sublime
Gold	45%	Seam (4 - 24 ft. cubed)	Superior
Star Rose Quartz	30%	Leader (2 - 12 ft. cubed)	Superior
Rock Crystal	20%	Streak (1 - 10 ft. cubed)	Superior
Red Garnet	20%	Streak (1 - 10 ft. cubed)	Superior

#### Level 5

ORE	FIND PROBABILITY	DEPOSIT SIZE	ORE GRADE
Silver	75%	Ledge (6 - 36 ft. cubed)	Majestic
Electrum	70%	Seam (4 - 24 ft. cubed)	Majestic
Gold	65%	Seam (4 - 24 ft. cubed)	Sublime
Star Rose Quartz	60%	Seam (4 - 24 ft. cubed)	Sublime
Smoky Quartz	60%	Vein (3 - 18 ft. cubed)	Sublime
Rock Crystal	50%	Vein (3 - 18 ft. cubed)	Sublime
Red Garnet	50%	Leader (2 - 12 ft. cubed)	Sublime
Violet Garnet	40%	Streak (1 - 10 ft. cubed)	Superior
Jacinth	15%	Trace (1 - 6 ft. cubed)	Superior



**Level 6**

ORE	FIND PROBABILITY	DEPOSIT SIZE	ORE GRADE
Silver	75%	Placer (8 - 48 ft. cubed)	Majestic
Electrum	65%	Ledge (6 - 36 ft. cubed)	Majestic
Gold	65%	Seam (4 - 24 ft. cubed)	Sublime
Star Rose Quartz	50%	Seam (4 - 24 ft. cubed)	Sublime
Smoky Quartz	50%	Seam (4 - 24 ft. cubed)	Sublime
Rock Crystal	40%	Seam (4 - 24 ft. cubed)	Sublime
Red Garnet	30%	Seam (4 - 24 ft. cubed)	Sublime
Violet Garnet	30%	Seam (4 - 24 ft. cubed)	Sublime
Jacinth	20%	Leader (2 - 12 ft. cubed)	Sublime

**Level 7**

ORE	FIND PROBABILITY	DEPOSIT SIZE	ORE GRADE
Star Rose Quartz	100%	Mother Lode (54 - 324 ft. cubed)	Majestic
Smoky Quartz	100%	Mother Lode (54 - 324 ft. cubed)	Majestic
Rock Crystal	100%	Mother Lode (54 - 324 ft. cubed)	Majestic
Red Garnet	100%	Mother Lode (54 - 324 ft. cubed)	Majestic
Violet Garnet	100%	Mother Lode (54 - 324 ft. cubed)	Majestic
Jacinth	100%	Mother Lode (54 - 324 ft. cubed)	Majestic
Diamond	100%	Mother Lode (54 - 324 ft. cubed)	Majestic

To determine the value of "worked" metal deposits, use the following formula: 1,700 Cubic Feet of Ore Deposit Volume x Yield Percentage x Value Multiplier.

Yield Percentage		Value Multiplier	
Majestic	60%	Silver	0.1
Sublime	50%	Electrum	2.0
Superior	45%	Gold	1.0
Fine	40%	Magicum	30.0
Fair	35%		

To find the value of "worked" gem deposits, use the following formula: 10 x Cubic Feet of Deposit x Yield Percentage.

A stone-cutter/jeweler (as Engineer) can increase or decrease the value of each cubic foot of rough gem stones. Roll 1D6 on the Stone Cutting Table, adjusting +1 for DEX and INT above average and -1 for DEX and INT below average.

**Stone Cutting Table**

- 1 Decrease Value 80%
- 2 Decrease Value 30%
- 3 Increase Value Double
- 4 Increase Value Triple
- 5 Increase Value Quadruple
- 6 Increase Value Quintuple

If serious mining is to be done, consult the following table to determine the direction the ore is heading.

- 1 Veer left 60 degrees
- 2 Veer left 30 degrees
- 3 Straight forward
- 4 Straight forward
- 5 Veer right 30 degrees
- 6 Veer right 60 degrees

If mining of the seventh (7th) level is undertaken, the ore will follow the geometric pattern already evidenced on the map. Therefore, this table can be ignored on the seventh level.



## Encounter Tables

These Encounter Tables are keyed to each level. Note that a finite number of all monsters exists within the Mine, with the exception of Goblins. If a monster is encountered and killed, it will not appear in the area it is designated as being in again. If a monster is encountered and wounded (and, somehow, escapes), the subsequent times it is encountered it will still be wounded. If a monster is rolled but is no longer present in the Mine for one reason or another, there is no encounter at that time.

When resting within a closed room, make encounter rolls only once every hour.

### Level K (The Lost Mine of Kish the Gnome)

Roll 1D10. An encounter is indicated on rolls of 1 - 4. Check for encounters every ten (10) minutes of game time or if a combat situation lasts longer than three (3) minutes. If an encounter is indicated, roll 1D10 to determine who or what is encountered.

- 1 2 - 7 Wandering Goblins, 1 HD, Armor: Ringmail and Buckler, Weapons: Morning Star (70%), or Hammer and Club (30%), Treasure: 1 - 10 CP each.
- 2 1 Giant Wolf Spider, 4 HD, Move: 15", AT: 8 (Natural), Damage: 1 - 3 + Poison (1 - 4 points damage per minute for 5 minutes unless a saving throw of CON, END, or STA or less is made on 4D6, then take only 0 - 1 points per minute for 5 minutes). NOTE: This monster only appears as a result of this table, and, once killed, it cannot be encountered again.
- 3 The Cave Fiend from K13.
- 4 1 Green Gargoyle from area 78, 96, 100, or 102.
- 5 4 - 9 Prospecting Goblins, 2 HD, Armor: Chainmail (50%) or Ringmail (50%), Weapons: Morning Star and Hammer (30%), Pick and Hammer (30%), Hammer and Shovel (Damage: 1D4) (20%), Pick and Shovel (20%), Treasure: 1 - 10 SP and 3 - 30 pounds of ore (chosen randomly from the Ore Charts) each.
- 6 A Dwarven group; see the **Dwarven Parties** section.
- 7 The Shantra Adventure group; see the **Shantra's Adventurers** section.
- 8 The Black Lotus group; see the **Black Lotus** section.
- 9 The Disgruntled Miners group, see the **Disgruntled Miners** section.
- 10 Jolly Naben and his daughter; see the **Jolly Naben** section.

### Level One (The Glory Hole Mine)

Roll 1D6. An encounter is indicated on rolls of 1 - 4. Check for encounters every ten (10) minutes of game time or if a combat situation lasts longer than three (3) minutes. If an encounter is indicated, roll 1D12 to determine who or what is encountered.

- 1 4 - 9 Wandering Goblins, 1 HD, Armor: None (40%), Ringmail (30%), or Ringmail and Shield (30%), Weapons: Club (25%), Club and Dagger (25%), Crowbar (Damage: 2 - 5) (25%), or Hand Axe (25%), Treasure: 1 - 10 CP each.
- 2 1 Wandering Bigfoot, 7 HD, 10 feet tall, Damage 5 - 20/5 - 20, Treasure: one large sack half full of roots, berries, and bark chips. NOTE: This monster has wandered in from the outside wood in search of his lost mate (Killed by Astroda the Sneaky - see the **Black Lotus** section). He will only attack if cornered, and can easily be convinced to join the party if, and only if, the players state that they will help search for his mate. Bigfoot (his name is Grrunnarr) can only speak the language of his species.
- 3 The Disgruntled Miners group; see the **Disgruntled Miners** section.
- 4 The Shantra Adventurers group; see the **Shantra's Adventurers** section.
- 5 The Black Lotus group; see the **Black Lotus** section.
- 6 The Multi-Headed Ogre from area 7.

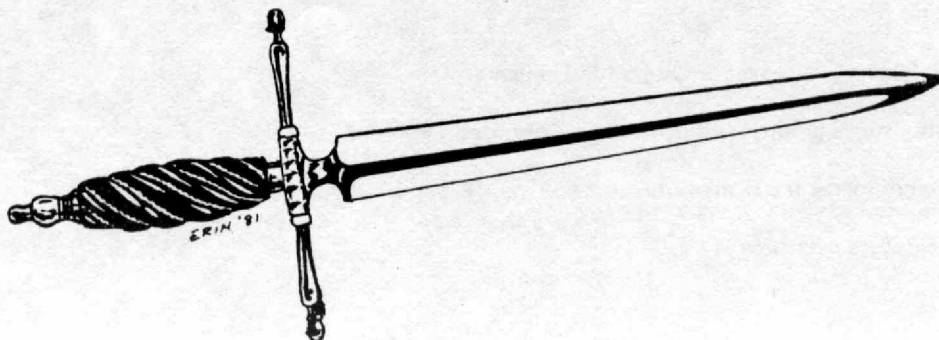


- 7 5 - 10 (1D6 + 4) Wild Dogs, 1 or 2 HD, Damage: 1 - 4 or 1 - 6, Move: 15", AT: 8 (Natural). NOTE: These dogs have wandered in here to search for easy prey. They will flee any party that outnumber them. These dogs only appear as a result of this table, and, when twenty (20) are killed or wounded (wounded dogs will flee the Mine), they cannot be encountered again.
- 8 5-20 Prospecting Goblins, 1 HD, Armor: None (100%), Weapons: Pickaxe (50%), Hammer and Shovel (Damage: 1 - 4) (50%), Treasure: 1 - 10 CP and 1 - 20 pounds of ore (chosen randomly from the Ore Charts) each.
- 9 The Gremlins from area 8.
- 10 A Dwarven group; see the **Dwarven Parties** section.
- 11 Jolly Naben and his daughter; see the **Jolly Naben** section.
- 12 A Dwarven group; see the **Dwarven Parties** section.

### Level 2 (The Glory Hole Dwarven Mine)

Roll 1D8. An encounter is indicated on rolls of 1 - 3. Check for encounters once every ten (10) minutes or if a combat situation lasts longer than three (3) minutes. If an encounter is indicated, roll 1D12 to determine who or what is encountered.

- 1 3 - 12 Prospecting Goblins, 2 HD, Armor: None (100%), Weapons: Pick (50%), Pick and Hammer (50%), Treasure: 1 - 10 SP and 2 - 20 pounds of ore (chosen randomly from the Ore Charts) each.
- 2 1 Green Gargoyle from area 78, 96, 100, or 102.
- 3 The Cave Troll from area 20.
- 4 1 Wandering Cave Troll of the female variety, just in from the outside world. She is looking for her mate, who left her after a domestic squabble. She is not interested in fighting anyone but her mate at the moment, but I wouldn't advise attacking her. She has 71 HTK and carries a large sack containing a half a side of beef, two Elf (?) arms, 37 CP, 59 SP, and 81 GP. On one of the Elf arms (or, rather, on one of the fingers), is a ring made entirely of Rock Crystal. It is apparently worth 300 GP. (It is actually a magic ring that will bestow invisibility to its wearer upon command. Invisibility is negated for at least one round if the wearer attempts any type of attack.)
- 5 The Multi-Headed Ogre from area 7.
- 6 The Cave Fiend from area K13.
- 7 A Dwarven group; see the **Dwarven Parties** section.
- 8 Jolly Naben and his daughter; see the **Jolly Naben** section.
- 9 The Shantra Adventure group; see the **Shantra's Adventurers** section.
- 10 The Disgruntled Miners group; see the **Disgruntled Miners** section.
- 11 The Black Lotus group; see the **Black Lotus** section.
- 12 4 - 16 Wandering, Wet Goblins, 2 HD, Armor: None, Weapons: Dagger (40%), Hand Axe (40%), 6 Darts (20%), Treasure: 1 - 10 SP each. NOTE: These Goblins have entered the Glory Hole Mine through the stream passage that connects the Lost Mine of Kish the Gnome to the Glory Hole.

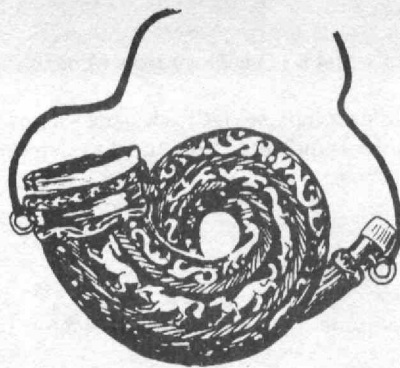




### Level 3 (The Glory Hole Mine)

Roll 1D8. An encounter is indicated on rolls of 1 - 3. Check for encounters once every ten (10) minutes or when a combat situation lasts longer than three (3) minutes. If an encounter is indicated, roll 1D12 to determine who or what is encountered.

- 1 The Cave Fiend from area 41.
- 2 1 - 4 Wandering Cave Fiends from area 110, 111, 112, 113, or 114.
- 3 2 - 5 Wandering Night Fiends from area 106, 107, 108, or 109.
- 4 7 - 12 Prospecting Goblins, 4 HD, Armor: None, Weapons: Pick and Hammer (50%), Pick and Morning Star (one in two are silvered) (50%), Treasure: 1 - 10 GP and 3 - 30 pounds of ore (chosen randomly from the Ore Charts) each.
- 5 The Cave Bear from area 39.
- 6 The Black Lotus group; see the **Black Lotus** section.
- 7 The Disgruntled Miners group; see the **Disgruntled Miners** section.
- 8 The Shantra Adventure group; see the **Shantra's Adventurers** section.
- 9 Jolly Naben and his daughter; see the **Jolly Naben** section.
- 10 A Dwarven group; see the **Dwarven Parties** section.
- 11 1 - 6 Wandering, Wounded Goblins, 3 HD (each with 1 - 4 points of damage), Armor: None (40%), Ringmail (30%), Chainmail (30%), Weapons: Morning Star (50%), Spear (30%), Shortsword (one in two silvered) (20%), Treasure: 50% chance of 1 - 20 SP each.
- 12 A Dwarven group; see the **Dwarven Parties** section.



### Level 4 (The Glory Hole Dwarven Mine)

Roll 1D10. An encounter is indicated on rolls of 1 - 3. Check for encounters once every ten (10) minutes or when a combat situation lasts longer than three (3) minutes. If an encounter is indicated, roll 1D6 to determine who or what is encountered.

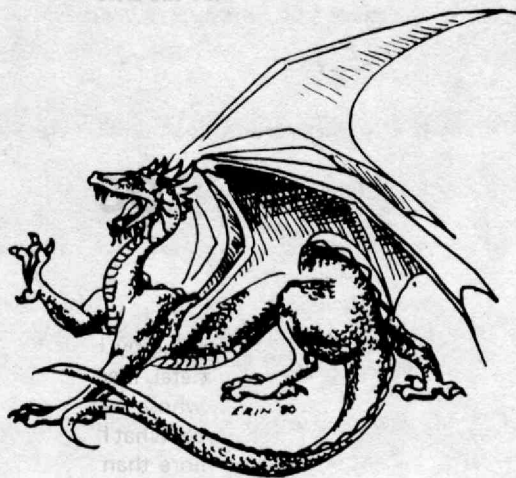
- 1 The Black Lotus group; see the **Black Lotus** section.
- 2 The Disgruntled Miners group; see the **Disgruntled Miners** section.
- 3 The Shantra Adventure group; see the **Shantra's Adventurers** section.
- 4 A Dwarven group; see the **Dwarven Parties** section.
- 5 1 - 2 Green Gargoyles from area 100.
- 6 Jolly Naben and his daughter, see the **Jolly Naben** section.



### Level 5 (The Glory Hole Dwarven Mine)

Roll 1D10. An encounter is indicated on rolls of 1 - 3. Check once every ten (10) minutes or when a combat situation lasts longer than four (4) minutes. If an encounter is indicated, roll 1D10 to determine who or what is encountered.

- 1 2 - 3 Dwarves from area 70.
- 2 1 - 2 Green Gargoyles from area 101 (not the Chief).
- 3 The Black Lotus group; see the **Black Lotus** section.
- 4 The Disgruntled Miners group; see the **Disgruntled Miners** section.
- 5 The Shantra Adventure group; see the **Shantra's Adventurers** section.
- 6 1 - 4 Wandering Night Fiends from area 106, 107, 108, or 109.
- 7 1 - 3 Wandering Cave Fiends from area 110, 111, 112, 113, or 114.
- 8 A Dwarven group; see the **Dwarven Parties** section.
- 9 1 Green Gargoyle from area 78, 96, 100, or 102.
- 10 The crazy Dwarf from area 56 runs hysterically past the party.



### Level 6 (The Glory Hole Mine)

Roll 1D6. On a roll of 1 or 2, an encounter is indicated. Check once every ten (10) minutes or when a combat situation lasts longer than five (5) minutes. If an encounter is indicated, roll 1D10 to determine who or what is encountered.

- 1 2 - 3 Dwarves from area 70.
- 2 A Dwarven group; see the **Dwarven Parties** section.
- 3 1 Wandering Grave Guardian. It is from one of the disturbed catacomb rooms. It is hunting its despoilers, the Green Gargoyles. It has 31 HTK.
- 4 1 - 2 Green Gargoyles from area 100.
- 5 1 - 2 Green Gargoyles from area 101.
- 6 2 - 5 Wandering Night Fiends from area 106, 107, 108, or 109.
- 7 1 - 4 Wandering Cave Fiends from area 110, 111, 112, 113, or 114.
- 8 1 Wandering Ice Demon from area 105.
- 9 1 Wandering Ice Demon from area 105 with 1 - 2 Cave Fiends from area 110, 111, 112, 113, or 114 and 1 - 3 Night Fiends from area 106, 107, 108, or 109.
- 10 5 - 20 Giant Red Worker Ants suddenly burst through the tunnel floor (assume a dirt floor at this point, hard-packed, of course). There is a 60% chance that the Giant Red Workers will tunnel up directly under a party member (choose randomly) causing the character to attack with a penalty of -1 to hit on the first combat phase, and the Ant will attack with a bonus of +1 to hit on the first combat phase. The Ants will exit their tunnel at a rate of 1 - 3 per combat phase. These Ants are three (3) feet long on the average, have 2 HD (with a minimum of 6 HTK), Move: 18" on surface/tunnel, 6" burrowing, Damage: 1 - 8, AT: 4 (Natural). NOTE: These monsters appear only as a result of this table. They are considered to have limitless numbers for this game.

## Level 7 (The Glory Hole Dwarven Mine)

Roll 1D6. On a roll of 1, an encounter is indicated. Check for encounters every minute (roll a bunch of dice, and the order from left to right indicates the encounter roll for the first through x number of minutes later). If an encounter is indicated, roll 1D6 to determine who or what is encountered.

- 1 1 - 3 Cave Fiends from area 110, 111, 112, 113, or 114.
- 2 1 - 4 Night Fiends from area 106, 107, 108, or 109.
- 3 1 Ice Demon from area 105.
- 4 Combine numbers 1 through 3 above.
- 5 A Dwarven group; see the **Dwarven Parties** section.
- 6 A Dwarven group; see the **Dwarven Parties** section.



## THE LOST MINE OF KISH THE GNOME

### Notes for the Judge

This mine system was dug by Kish the Gnome and his buddies nearly 900 years ago. They labored in secret, for they had found traces of the rare metal, Magicum, and intended to hoard what little they had found.

Kish and his friends, whose names are lost forever in the Whirlpool of Anonymity, worked feverishly for nearly four months before they disappeared. What happened to them, nobody knows, though it is also true that very few people ever cared about Kish because he was more than a little bit obnoxious. Some even say that he was half-Imp, but there is little evidence to support this theory.

Some few rumors were spread about Kish's mine, but none were even close to the truth. Most stated that he had found a motherlode of Mithral and had followed it down to the Netherworlds, there becoming lost and doomed to wander forever in the bowels of the earth.

Access can be gained to the Glory Hole Dwarven Mine from the Lost Mine of Kish the Gnome by following the "out-flow tunnel" from the lake at area K11 through areas K12, K13, and K14. Area K14 is used by the Dwarf miners as a water source, but they are unaware that the inflow tunnel of water to "their" lake (K14) is traversable and that it leads to anywhere of interest.

Kish is still "alive" deep within his mine, though he rarely ventures forth out of his cave. He is no longer a Gnome but something else, something twisted and foul, something that even his worst enemies would not wish upon him, and, unless the player-characters can free him of the Curse of the Crystal of Power (an artifact he dug up), Kish is doomed to live and degenerate, forever!

The scenario of the Lost Mine of Kish the Gnome is secondary to the main adventure of the Glory Hole Mine. It can be left out entirely or used only as an unique way to enter the Glory Hole Mine. As Judge, this decision must be made by you. It should be noted, though, that the Crystal of Power might be very useful if the players can deal with such a cursed item!

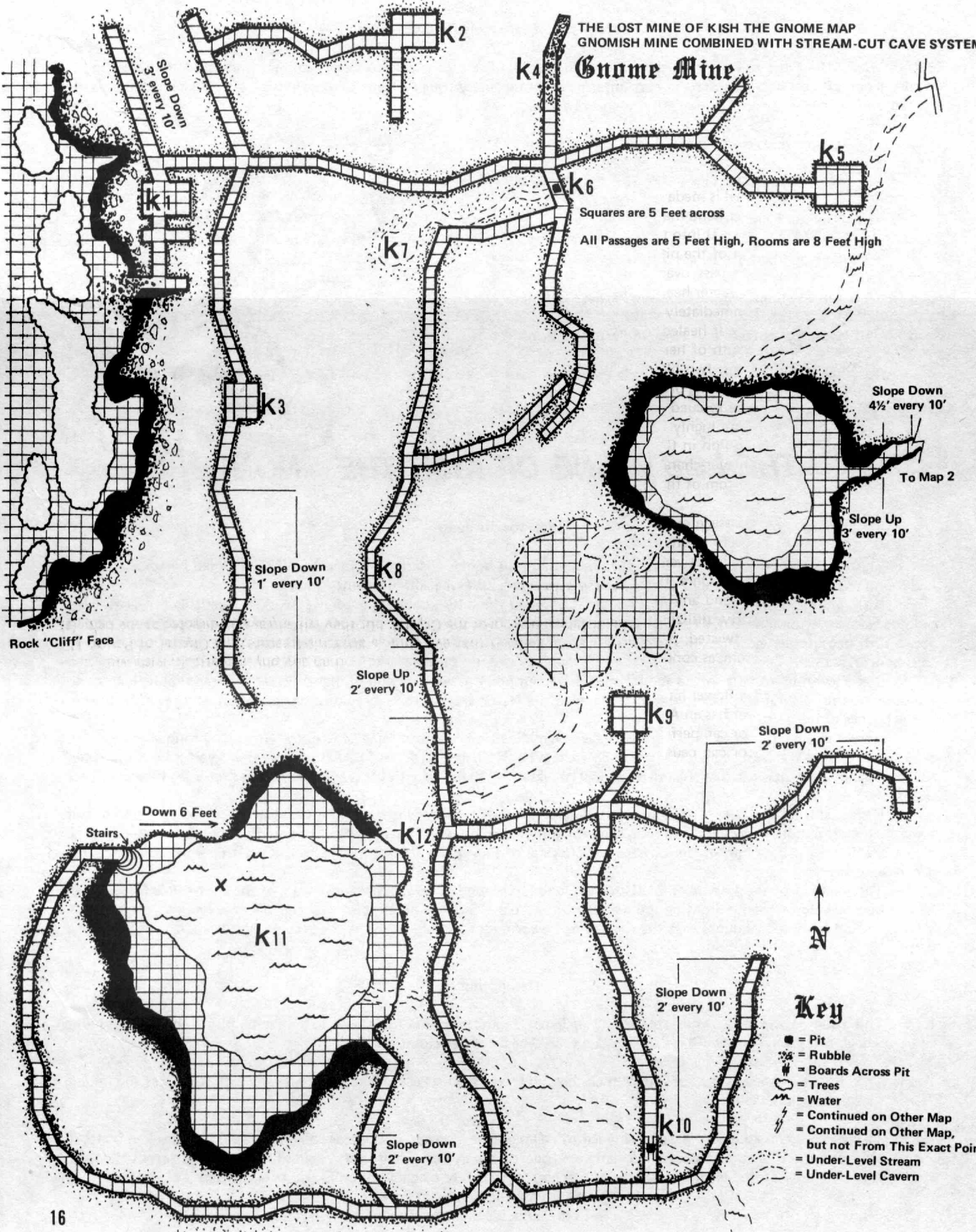
### Description

- K 1 This room is the final resting place of "ancient" Gnomish mining tools such as hammers, picks, chisels, a grinding wheel, and several ropes. All are useless due to 900 years of deterioration.
- K 2 This room holds several sets of Gnomish clothes, all rotted beyond use. Also here are several wolf harnesses and mining picks, all useless.
- K 3 This room seems to have once been the lair of an animal or monster, as there are piles of cracked and broken bones of all descriptions scattered about. Beneath one pile of bones lies a belt and scabbard. Withing the scabbard, which appears empty at first glance, is a scrap of parchment. In barely readable Gnomish runes is written:  
"Kish has the Crystal of Power,  
tell Garlo, we must destroy it -  
before it destroys us all!"



THE LOST MINE OF KISH THE GNOME MAP  
GNOMISH MINE COMBINED WITH STREAM-CUT CAVE SYSTEM

Gnome Mine



Squares are 5 Feet across  
All Passages are 5 Feet High, Rooms are 8 Feet High

Slope Down 4½' every 10'

To Map 2

Slope Up 3' every 10'

Slope Down 1' every 10'

Slope Up 2' every 10'

Slope Down 2' every 10'

Slope Down 2' every 10'

Slope Down 2' every 10'

Down 6 Feet

Stairs



Key

- = Pit
- ▒ = Rubble
- ⊥ = Boards Across Pit
- 🌳 = Trees
- 🌊 = Water
- = Continued on Other Map
- = Continued on Other Map, but not From This Exact Point
- ~ = Under-Level Stream
- ~ = Under-Level Cavern

K 4 This stretch of tunnel is strewn with many rocks. Upon examination, these rocks will be seen to contain Majestic Quality silver ore. There are 237 pounds of ore scattered about. Amidst the silver ore can be found two broken mining picks and scraps of Chainmail Armor (Gnomish-make).

K 5 This room was once used as a bedroom of a Gnome, as is evidenced by the small bed and the graffiti (in Gnomish runes) on the wall. The graffiti is mostly racial slurs pertaining to Orcs, Goblins, etc. The room is otherwise empty, as if the occupant had moved elsewhere, taking everything with him.

K 6 This section of tunnel is made treacherous by the sudden appearance of an 8' diameter pit. The pit is 30 feet deep and shows signs of being hand-made or, at least, enlarged (chisel marks). Anyone falling (Saving Throw equals DEX or AGIL or less on 3D6 +1) into the pit will sustain 3D6 -2 points of damage.

At the bottom of the pit is a Pixie in terrible condition. He is in such bad shape that he can barely utter a word. When the characters pass over, he will attempt to call for help. Roll 1D6 for each character passing over. If a 1 is rolled, then that character heard a very soft moan from the pit. Obviously, if one of the characters should fall into the pit, he/she/it will immediately find Pon (for that is the Pixie's name), bundled in a corner. Pon will relate his story to the player-characters, if healed, which is that he was chased by an Imp into this mine system and was finally caught at the dead-end just south of here. The Imp beat him about the head and chest most frightfully, causing broken teeth, a broken nose, split lips, two black eyes, and three broken ribs. Then, not satisfied, the Imp tossed Pon down into the pit to die, after first tearing off Pon's wings (which will grow back, eventually)!

If he should be rescued and healed, he will serve his rescuers for one year. It should be mentioned that, by their very nature, Pixies are highly mischievous and are always getting into trouble of their own making (why do you think the Imp was chasing Pon in the first place?), and so they are not the ideal traveling companions. Note also that Pon will stay with the player-characters for the entire year, whether they want him or not. Pon has 8 HTK (when healed).

Also at the bottom of the pit is a roughly-hewn tunnel which leads to K7.

K 7 This is a cave and passage entirely chiseled out of solid rock (as was the pit) by Kish the Gnome. In fact, Kish still inhabits the cave and very rarely ventures out of it.

Kish no longer looks very much like a Gnome; he resembles a Cave Fiend more than anything else, or, perhaps, a very small, very ugly Ogre. Perhaps it is fitting that he no longer resembles a Gnome, for his thought processes have also been ruined beyond any logical comprehension on his part. He will attack any and all beings that enter his cave with fanatical ferocity, utilizing the abilities of the Crystal of Power rather than any physical attack. Kish will attack because, within his twisted, paranoid mind, he believes that everyone is after his treasure, the Crystal of Power. His attacks will be random, as concerns the different powers of the Crystal, but they will always be directed at the being(s) closest to him.

The Crystal of Power has the following Powers (anybody can use them):

- 1) Possessor has an Armor rating equal to Plate Armor and Shield (this is automatic).
- 2) Possessor can perform 2 actions in the time it takes to do 1 action (this is automatic).
- 3) Possessor can cause a bolt of fire to strike an individual target, doing 1D6 damage plus 1D4 per level of the wielder.
- 4) Possessor can cause an individual target to be immolated in magical fire, causing 1D6 damage plus 1D6 per level of the wielder.
- 5) Possessor can cause self-immolation which will negate any and all fire attacks directed against him/her/it, and also heal 1D6 points of damage previously sustained per combat round.
- 6) Possessor can summon a being from the Elemental Plane of Fire which will be under the direct control of the summoner for 3 - 8 minutes. The Fire Elemental will have 6 HD, do 3D8 damage points per hit and can move at a rate of 300 yards per minute. In addition, only magic weapons will affect it. The Elemental returns to the Plane of Fire after duration expires.
- 7) Possessor can raise the temperature of the surrounding area (100 ft. diameter, centering on the Crystal) 10 degrees F per level of the possessor, causing 1D6 damage per 10 degrees F over 120 degrees F.
- 8) Possessor can cause a magical bolt of fire to strike any metal object of his/her/its choice, causing that item to melt and be totally useless.

Saving Throws for the above powers are equal to CON or END or lower on 4D6 +1. If Save is made, only half damage results. For inanimate objects, the Saving Throw equals 6 or less on 3D6; all magical bonuses apply. Powers 3 through 8 can only be utilized once every 5 minutes.

If the Crystal is taken from Kish, he will rapidly transform into a 1,000+ year old Gnome (i.e. dust, and bones), and his last words will be, "Thank you. . . ."

If he is killed while the Crystal is still in his possession, his last words will be, "No! No! No! . . ."

The Crystal also has these powers that are not under the control of the possessor:

- 1) Possessor longs for the Crystal and will not leave it voluntarily. Possessor will scheme to get back to the Crystal if taken away from it.
- 2) Possessor will age normally but will not die or become physically incapacitated due to age.
- 3) Possessor will not use any other weapon or item except the Crystal for a means of attack.
- 4) Possessor's touch will burn all plants or objects made from plants.



- 5) Possessor will eventually seek to hide from all beings because he/she/it will believe that everyone is out to get the Crystal. A Saving Throw of INT or LCK (Judge's choice) or less on 3D6 must be made after each week of possessing the Crystal until the Saving Throw is finally failed.

The Crystal appears to be a ruby-red globe, 5" in diameter, which pulses with a faint reddish glow once every 5 seconds.

Lastly, note that Kish will not be surprised while in his cave, and his cave is unremarkable except for the incredible mess of waste and bones, all scorched, burned, and/or fried.

- K 8 Two old mining carts block the tunnel. Covering both carts is a yellowish mold (harmless).
- K 9 Within this room are many different types of Gnomish mining equipment, ranging from a dilapidated mining cart to heavily-rusted chisels. Make an additional Encounter roll here and, if positive, place the "monster" within this room.
- K10 A natural pit with old, rotten wood planks across it blocks further progress down this tunnel. The pit is 8' in diameter, and it is roughly a 15' drop into the stream below the tunnel. If anyone weighing more than 20 pounds should attempt to walk across the pit on the planks, they will break and drop the character into the stream to suffer 1 - 2 points of damage and be swept into the lake at K11. Check for drowning as is normal. Note that there is a 50% chance of being swept down the outflow tunnel from the lake (K12).

- K12 This is an underground lake, home to a school of blind, albino cave fish (harmless little critters). Also within the crystal-clear depths (35 ft.) can be seen 2 underwater tunnels; one is eight feet below the surface (inflow of water) and one is just under the water (outflow of water). There are, also, a chest and a pile of bones at the point marked with an X on the map.

Many stalactites reach down into the lake, giving the whole cavern an eerie appearance (beautiful to a Dwarf or like creature). Hidden behind a clump of stalactites in the northwest corner is the rock nest of a Devil-Bat. The Devil-Bat will swoop to the attack if the players enter the water or attempt to leave the cavern. This Devil-Bat has 25 HTK. Its nest holds naught but a few bones and scraps of fur.

In the chest at the bottom of the lake are the following items:

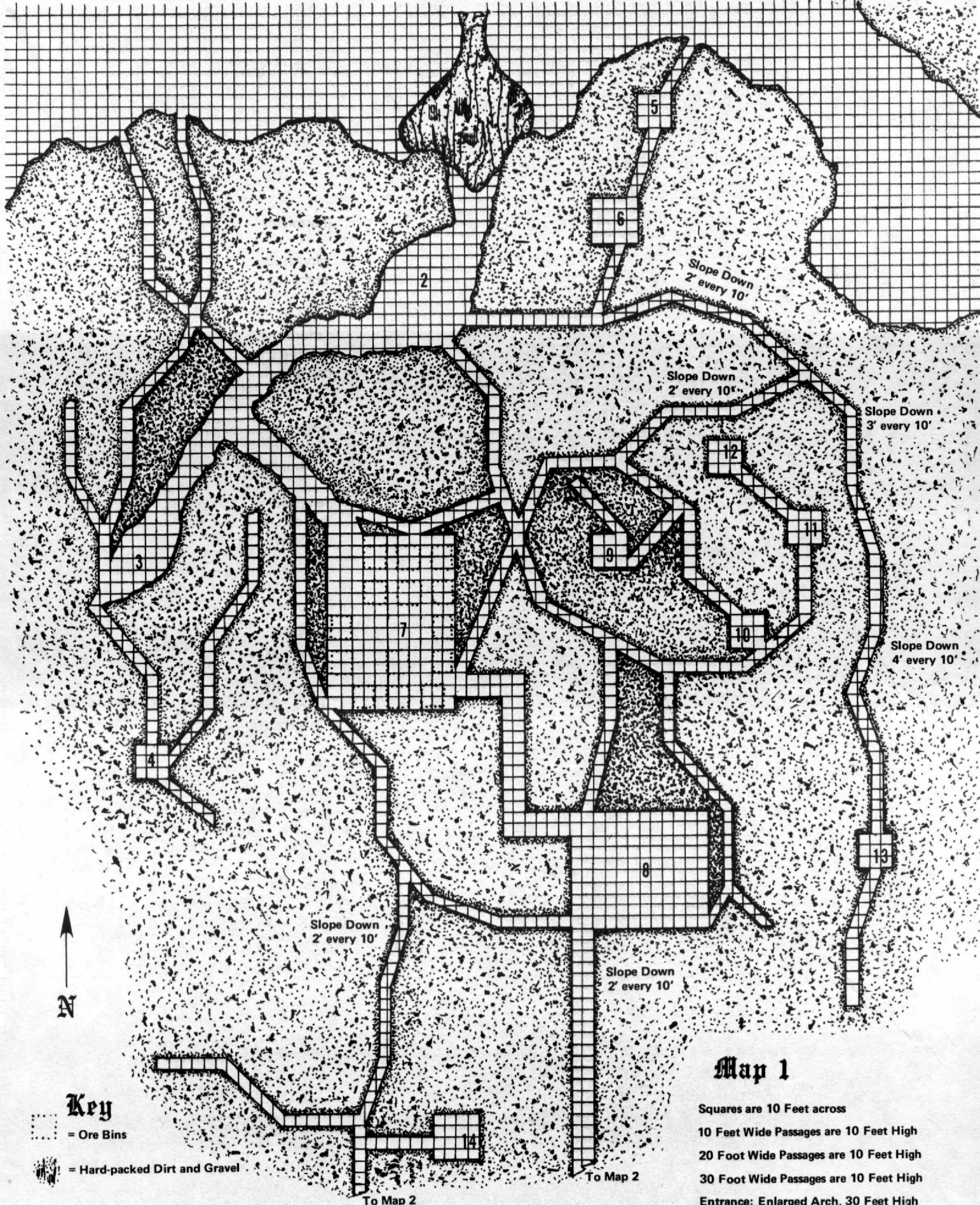
- 1) A leather scroll tube with one water-logged (and useless) scroll inside.
- 2) A pouch of 33 GP.
- 3) A pouch of 9 Animal Tokens; 3 Badgers, 3 Wolverines, and 3 Mules. NOTE: Animal Tokens are magical coins with the image of an animal on both sides (front and rear views). When the name of the animal (e.g. Badger, Wolverine, Wolf, etc.) is spoken and the coin is tossed, it will transform, in the twinkling of an eye, to the animal it represents. The animal will remain for one hour, and it will obey only the person who activated it. It can understand simple commands such as hunt, attack, guard, track, etc. At the end of the hour, it transforms back to coin shape, although it is no longer magical. In this condition, it is worth 1 SP (as it is made of silver).
- 4) Bits and pieces of useless, rusted armor.
- 5) 6 ingots (1 lb. each) of pure Magicum (see the Magicum section).

NOTE: Anyone swimming in the lake has a 30% chance of being swept into the outflow tunnel (K12).

- K12 This is the outflow tunnel from the lake. After the first 10 feet, the ceiling rises to a height of 6 feet above the water. Stalactites commonly reach down to the surface of the water, making it easier to pull oneself along than to swim around them. The water is consistently 7' deep.
- K13 At this point, the stream tunnel opens up above, creating a cavern, with the floor approximately 4' above the water level. The cavern is filled with stalactites and stalagmites, many of which have "grown" together. The cave walls, floor, and ceiling are very moist and slippery. (a natural 1 or a 100 on a to hit roll indicates the attacker has fallen to the ground, in addition to any misfortune which may normally occur on such a roll). Hiding in its lair in the north-eastern corner, behind a "wall" of stalactites/stalagmites, is a Cave Fiend. The Cave Fiend has 23 HTK and, within its rocky lair, are 3 Jets (black gemstones) valued at 150 GP each. It will attack any who come within 10 feet of its lair.
- K14 This underground lake is somewhat smaller and shallower than the one at K11, being roughly 20' deep. There is an outflow tunnel half above the surface at the northern end. This tunnel is impassable due to the dense "growth" of stalactites at the entrance. At the eastern wall is a tunnel completely above the surface of the water.

A dry tunnel slopes up at first, then back down, and continues sloping down at a lesser incline than at first (see maps). The Dwarves who work the Glory Hole Mine use this lake as a water source. When things are operating normally, they come for water every morning (6 AM) and evening (6 PM). However, things are not normal here in the Glory Hole Mine at this time.

THIS ENDS THE DESCRIPTION OF THE LOST MINE OF KISH THE GNOME



### Map 1

Squares are 10 Feet across

10 Foot Wide Passages are 10 Feet High

20 Foot Wide Passages are 10 Feet High

30 Foot Wide Passages are 10 Feet High

Entrance: Enlarged Arch, 30 Feet High

### Key

- Ore Bins

- Hard-packed Dirt and Gravel



# THE GLORY HOLE DWARVEN MINE

## Level One

- 1 The main entrance to the Glory Hole Mine is here. Usually, it is guarded, and there is a good amount of activity taking place here, but now there is no one around.
- 2 Within this natural Fold cave are two dozen mining carts, empty, and some are in need of repair.
- 3 Another Fold cavern, and the last, but here there are no mining carts. Instead, there are dozens of sealed barrels. If the seal is broken and the lid raised, one will see that these are "garbage cans" awaiting disposal.
- 4 This small mining room has long since been abandoned by the Dwarves. Recently (during the last 2 days), a Badger has moved into the room. The Badger will attack anyone who does not immediately leave his home. The Badger has 11 HTK.
- 5 A guard station here is now unoccupied. Evidence of vandalism abounds - anti-Dwarven graffiti, a broken table, 4 broken chairs, a ripped and soiled Dwarven standard, and an overturned water barrel mutely attest to the fact that all is not right in this Dwarven Mine.
- 6 A guard station here is like that of 5, above, but the quality and quantity of desecration is greater. If the room is searched, a useable Heavy Crossbow and 7 good Bolts will be found, all of Dwarven make. One of the bolts is magical, +1 to hit and damage.
- 7 This is the main ore storage room of the mine. The ore stops here before being shipped to Thunderhold and other customers.

At the moment, the bins are mostly empty, and, from the appearances of the bins (smashed), it looks like they were emptied by persons other than the Dwarves. Another reason to believe the ore was stolen is the presence of a three-headed, four-armed Ogre who is stuffing ore into a giant sack and arguing with himself about where the Dwarves are and what he'll do to them if they appear all the while. He will definitely attack any intruders unless the intruders think fast and offer to be his underlings and go fight some Dwarves (highly unlikely that a party of PCs will do this, so, most probably, it will be a fight to the finish).

Note that this Multi-Headed Ogre, named Bash, Karash, and Smash (depending on what head you are talking to), can attack up to three targets at the same time, and one of those targets can be struck by two fists.

Bash/Karash/Smash has 56 HTK, 9 HD, and is 14 ft. tall. He/they do 5 - 24 damage (2D6 + 3D4) damage per hit. However, Bash/Karash/Smash is very drunk (he just came from an Ogre whiskey-guzzling contest), so he has a penalty of -5 to hit and is a +3 to be hit.
- 8 This room is where most of the mining equipment is stored. Anything you can think of is here, and it comes in all sizes, not just Dwarf size. Hiding under some mining carts in the south-east corner are 4 Gremlins who will each use a different power as they attack the party (i.e. *Wind*, *Shadows*, *Conjure Insects*, and *Assassinate*). If, after this attack, the party is weakened, the Gremlins will cease the attack, hide, and then follow the party and occasionally disrupt whatever they are attempting to do. If the party is still strong after the attack, the Gremlins will hide and seek to escape if at all possible (otherwise, they will attack "ferociously").
- 9 An empty, abandoned mining room, there is nothing of interest here with the possible exception of a few rusted and broken tools. Optionally, you may place a monster of your own design in this room, or you may take a Goblin encounter from the Wandering Monster Tables for this level.
- 10 As 9 above, leave this room empty of creatures unless an encounter is rolled.
- 11 As 9, but a Wolverine has made her home here. She has 20 HTK.
- 12 As 10, but the room has a rotting corpse within, a Dwarf with Chainmail and a Broadsword.
- 13 This is an empty, abandoned mining room. If you placed monsters in area 9, this room should remain empty; if not, feel free to place a monster of your choice here.
- 14 As 9, but this room contains a wounded Wild Dog that is unable to stand because of a torn hind leg muscle. She has 1 HTK left, but, normally, she has 8 HTK. She will not be aggressive to a kind-hearted person and will be loyal thereafter.

## Level Two

- 15 This is the junction between the Lost Mine of Kish the Gnome and the Glory Hole Dwarven Mine. An extra wandering monster encounter die roll should be made here from the Level K table.
- 16 This is a small worship area. It is bare and lacks even torches for light. A symbol of two crossed mining picks is carved into the south wall. If the carving is inspected, there is a 10% chance of spotting the secret compartment (modify the chance by these factors: Elf: +5%; Dwarf: +30%; Gnome: +20%; Hairfoot: +15%, Thief: +5% per level/rank; Assassin: +3% per level/rank; Spy: +4% per level/rank). Within the compartment is a silver and velvet box worth 100 GP which contains 21 GP.
- 17 This room is a guard station, but there is no one here. There are four chairs, a table, and two lanterns here, however.
- 18 This room is the final resting place for those "common" Dwarves who have died in the Mine for one reason or another. The guard, who should be in 17, is in here. He moved in here a couple of days ago when everything came apart at the seams for the Dwarves. Here, he waits for someone to relieve him of guard duty.

The guard, Borin Broadshoulders, is a 6th Level Fighter, has 58 HTK, +2 Plate Armor, a +2 Halberd, and a Hammer. He is guarding the 13 stone sarcophagi from being looted; it is a very honorable duty. He will not immediately attack any party unless it contains beings that Dwarves naturally dislike, such as Goblins, Orcs, Ogres, etc. On the other hand, he will not sit still and allow intruders to get initiative over him and beat him senseless before he has a chance to do anything. Borin should be handled intelligently, but under no circumstances will he abandon his post if not ordered to do so by his superiors - in person.

If Borin should be attacked and defeated and the sarcophagi broken into, roll on the tables below to find what is inside (besides a Dwarven corpse/skeleton [60%/40%]):

### Armor Table

- |       |                                 |
|-------|---------------------------------|
| 1     | Chain Mail                      |
| 2 - 3 | Chain Mail and Shield           |
| 4     | Chain Mail (+1)                 |
| 5     | Chain Mail (+1) and Shield (+1) |
| 6     | Chain Mail (+2) and Shield      |
| 7     | Chain Mail (+2) and Shield (+1) |
| 8     | Chain Mail (+2) and Shield (+2) |
| 9     | Chain Mail and Shield (+1)      |
| 10    | Chain Mail and Shield (+2)      |

### Weapon Table (Roll Twice)

- |         |                    |         |   |
|---------|--------------------|---------|---|
| 1 - 4   | Broadsword         | 51 - 59 | Hammer                                  |
| 5 - 6   | Broadsword (+1)    | 60 - 65 | Hammer (+1)                             |
| 7 - 14  | Battle Axe         | 66 - 68 | Hammer (+2)                             |
| 15 - 20 | Battle Axe (+1)    | 69 - 73 | Military Footman's Pick                 |
| 21 - 22 | Battle Axe (+2)    | 74 - 75 | Military Footman's Pick (+1)            |
| 23 - 24 | Halberd            | 76 - 78 | Heavy Crossbow with Quiver of 20 Bolts  |
| 25 - 26 | Halberd (+1)       | 79      | Hvy Crossbow w/ Quiver of 20 Bolts (+1) |
| 27 - 30 | Footman' Mace      | 80 - 87 | Morning Star                            |
| 31 - 32 | Footman' Mace (+1) | 88 - 90 | Morning Star (+1)                       |
| 33 - 45 | Hand Axe           | 91 - 97 | Spear                                   |
| 46 - 50 | Hand Axe (+1)      | 98 - 00 | Spear (+1)                              |

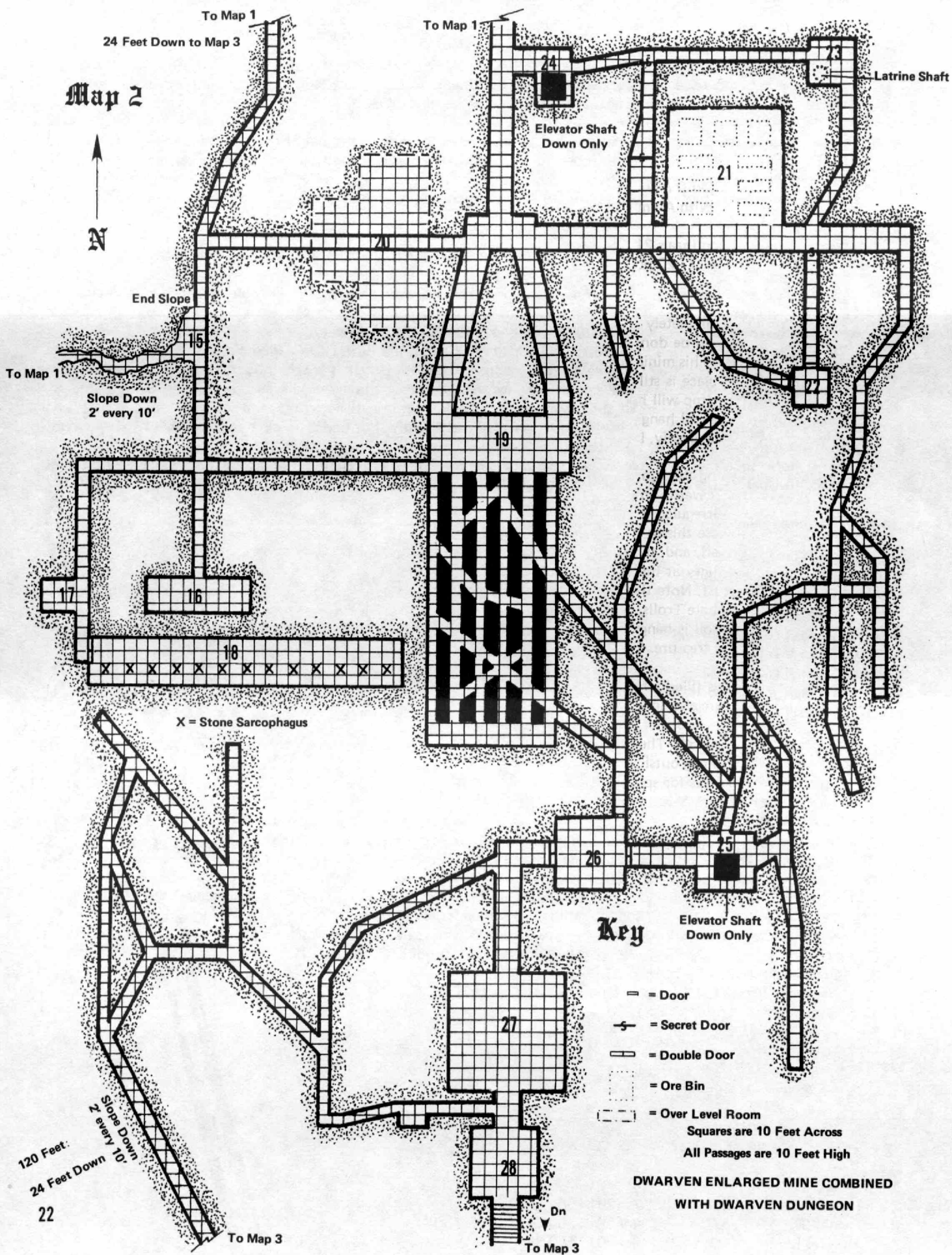
### Coin Table (Roll Thrice)

- |   |              |    |              |
|---|--------------|----|--------------|
| 1 | 51 - 100 EP  | 6  | 101 - 200 SP |
| 2 | 51 - 100 GP  | 7  | 201 - 300 EP |
| 3 | 51 - 100 SP  | 8  | 201 - 300 GP |
| 4 | 101 - 200 EP | 9  | 201 - 300 SP |
| 5 | 101 - 200 GP | 10 | 301 - 400 GP |





# Map 2



X = Stone Sarcophagus

## Key

- = Door
- = Secret Door
- = Double Door
- = Ore Bin
- = Over Level Room

Squares are 10 Feet Across  
All Passages are 10 Feet High

**DWARVEN ENLARGED MINE COMBINED WITH DWARVEN DUNGEON**

**Miscellaneous Table**  
(70% chance of one roll)

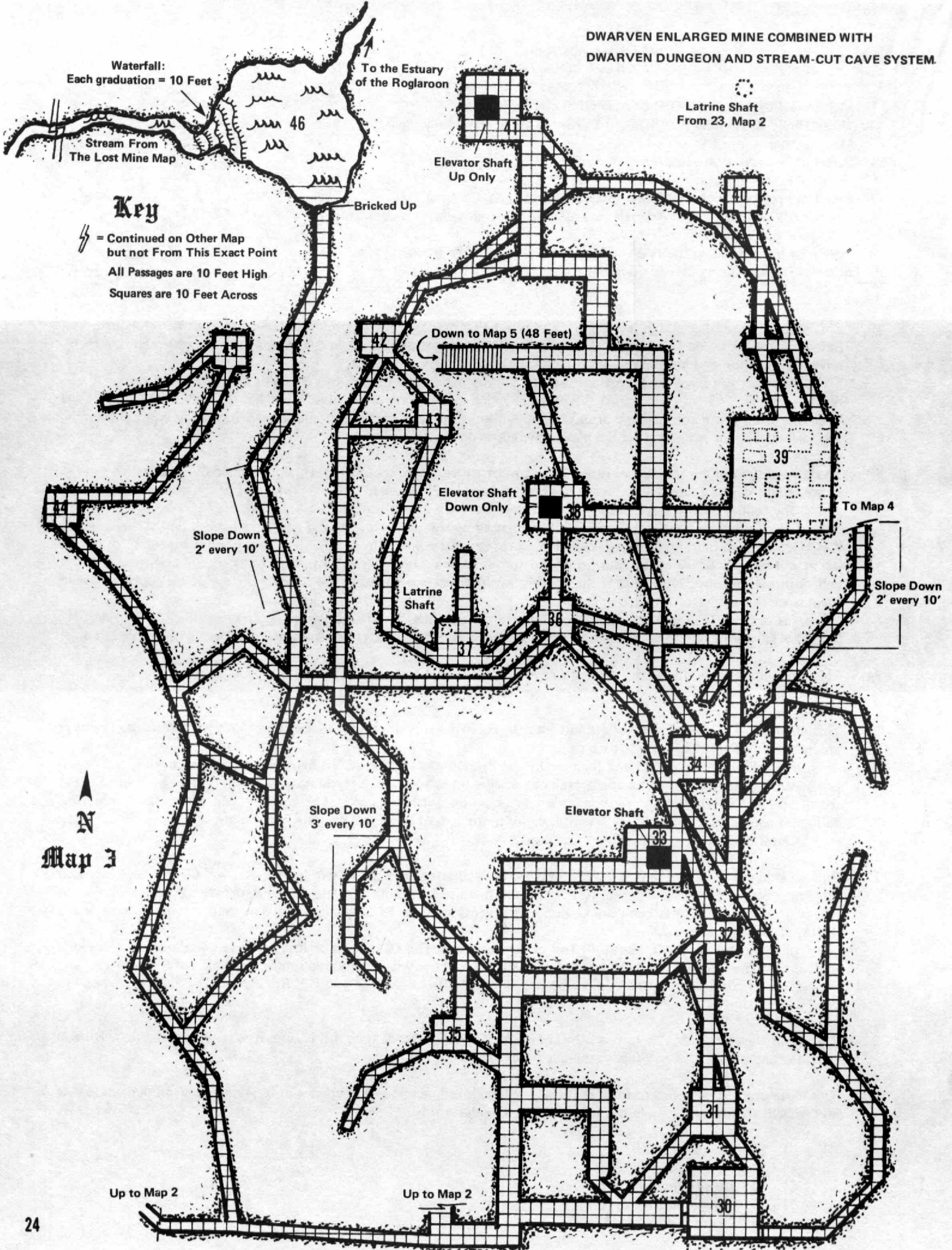


- 1 Map to Gold cache (10,000 +) on far end of continent.
  - 2 Map to Gold cache (less than 10,000) anywhere at least 100 miles away.
  - 3 Map to Dragon Lair (Anywhere).
  - 4 Scroll of *Protection Against Werewolves*.
  - 6 Scroll of *Protection Against Ghouls*.
  - 7 Scroll of *Protection Against Man-made Life Forms* (e.g. Golems).
  - 8 Amulet of Conversing With Animals (operates up to thrice a day, on command, for a total of 1 hour).
  - 9 Potion of Major Healing (heals 21 - 30 points of damage [2D10 + 10]).
  - 10 Potion of Healing (heals 11 - 20 points of damage [1D10 + 10]).
- 
- 19 This area has been completely mined out and was being prepared for a special trap section so as to catch intruders. Before any work could be done on the traps, the Dwarves got caught up in the mess in which they now find themselves (the Demon and his minions, the Black Lotus, etc.).  
 However, the place is still a trap of sorts; an Imp has moved in (yes, it is the same one who beat Pon the Pixie - revenge time!). The Imp will harass the party as much and as long as possible. He/it has 20 HTK. Note that, if the Gremlins from 8 are still hanging around, they will join the Imp for 3 - 8 hours, after which they will fight among themselves and, consequently, let the player-characters go.
  - 20 The dotted lines along the tunnel represent a cavern above the tunnel (10 feet). It is reached by steps which run the entire length of the cavern. The cavern has been enlarged and "squared" by the Dwarves, but the ceiling has been left alone. The ceiling is irregular, 8 to 12 feet high, and spotted with stalactites.  
 The Dwarves use this as a lounge area, evidenced by the tables, chairs, and beer kegs in each half. There is also a War Horn in each half, and, if one is winded, Borin Broadshoulders (from 18) will come running, prepared for battle. Borin will be very angry at the sounder of the horn if he/she is not a Dwarf. After melee or angry "discussion," Borin will return to his post. Note that if the PCs are in the process of fighting the Cave Troll (see below) Borin will help them since Dwarves hate Trolls.  
 Yes, a Cave Troll is hanging out here. He is in the southern half, and will jump down on the PCs to attack. He has 40 HTK and no treasure. He would normally have 59 HTK, but he has sustained a wicked gash in his left side.
  - 21 This large chamber is filled with bins of ore awaiting removal to room 7. The dotted lines represent the bins. All the bins are full. There are also six mining carts here, also filled with ore.
  - 22 This chamber is a jail cell. The two doors into the room are solid iron, locked, and barred from the outside. The keys are hanging on a wall peg outside each door.  
 Inside, being held for spying (being curious) is a Human Illusionist. His name is Kermit the Curious, and he is a 3rd Level Illusionist. He has no spells available at this time, and he is very hungry and thirsty. He hasn't been fed in three days and is "beginning" to wonder what's going on outside his cell. If rescued, he will ask to tag along (after eating, of course), and, if the Pixie is with the group, the two of them will become fast friends.  
 Kermit has 9 HTK and prefers to use darts.
  - 23 This chamber is used as a latrine for the miners. To facilitate this, a pit 10 feet in diameter and 60 feet deep has been dug and "bedpans" placed alongside it. An air shaft has also been built into the ceiling to release the odors. Originally, it was 6' square, but it has been bricked up at the vents so as to be only 2' square. The shaft ascends at a 60 degree incline all the way to the surface.  
 Living in the air shaft, about 40 feet up, is a Gremlin. This Gremlin is basically a coward and only harasses lone individuals. The Gremlin has built himself a small stone house which is nestled snugly into the shaft, preventing "Big People" from continuing farther. In his house, he has stashed a sack of 136 GP, 87 SP, and 67 CP. The Gremlin has 7 HTK.
  - 24 This is an elevator shaft. There is a 50% chance that the elevator is here; otherwise, it is down one level. It is hand operated and pulley driven. Usually, there is a guard here but not now.
  - 25 This elevator shaft descends to the sixth level, so there is only a one in five chance of it being here. Roll percentile dice and consult the following table to find out where the elevator is:
 

1 - 20	This level (2nd)
21 - 40	Down one level (3rd)
41 - 60	Down two levels (4th)
61 - 80	Down three levels (5th)
81 - 00	Down four levels (6th)



DWARVEN ENLARGED MINE COMBINED WITH  
DWARVEN DUNGEON AND STREAM-CUT CAVE SYSTEM.



Waterfall:  
Each graduation = 10 Feet

To the Estuary  
of the Roglaroon

Stream From  
The Lost Mine Map

Latrine Shaft  
From 23, Map 2

**Key**

- ⚡ = Continued on Other Map  
but not From This Exact Point
- All Passages are 10 Feet High
- Squares are 10 Feet Across

Down to Map 5 (48 Feet)

Slope Down  
2' every 10'

Slope Down  
2' every 10'

Slope Down  
3' every 10'

Elevator Shaft

Map 3

Up to Map 2

Up to Map 2

- 26 This used to be a guard room, as is evidenced by the tables, chairs, and halberds upon the walls. There is no one here now. Also in the room are 3 bunkbeds and 15 kegs (3 of ale, 3 of beer, 4 of salted pork, 2 of wheat flour and 3 of oil). All the kegs are marked in Dwarven and are 30 gallon size. The room can be lit by iron oil lamps which are set on ledges on the walls.
- 27 This is the miners' kitchen and eating room. The ceiling is 30' high and covered with a layer of soot which is 1 - 4 inches thick. The Dwarves have set up several "Hibachis" to cook food. An observant person will realize that some of the Hibachis are missing (bare spots on the floor). There are also 2 long tables and twenty chairs here. An observant person will also realize that all of the food that should be here is missing, as well as all cooking utensils. Also missing are light sources (iron oil lamps).
- 28 This was used as a food storage room, but it is now empty except for some broken and empty barrels and some moldy food laying about. If any of the food is eaten (now, why would anyone do that?), it will taste terrible, and the character will sustain 1 - 4 points of damage per swallow. Note that damage is delayed by 5 - 10 minutes.
- 29 Here are stored barrels of oil and iron oil lamps. There are 12 barrels of oil and 31 oil lamps.

### Level Three

- 30 Here is the bunkroom for the non-Dwarf miners who used to work here. The room is now essentially bare except for the 9 bunkbeds and the eighteen empty clothes chests.
- 31 Here are stored all the mining tools the Dwarves provide to non-Dwarf miners. The room is full, with dozens of hand tools and sets of work clothes. The tools and clothes are all sizes, from small Halfling to large Human.
- 32 Here are stored 6 mining carts. Two are in need of immediate repair; the others can function for a short time before needing repairs. Miscellaneous hand tools can be found in the carts.
- 33 This is the same elevator as described in area 25.
- 34 This room was used as a drop-off station for carts full of ore. Now, there are four Goblins (HD: 2, HTK: 12, 8, 11, 13), armed with Clubs and Molotov Cocktails (whiskey bottles, 5 each) (2 - 8 points damage, plus 1 - 4 for 1 - 3 minutes thereafter unless put out). They will use their Cocktails first, and gleefully at that, before closing with Clubs. They have no armor or treasure.
- 35 This room is used only when work is being done on this level. The room is a common room where breaks are taken and the miners hang out after work. There are 2 tables, eight chairs, 4 iron oil lamps, and 8 iron flagons - all collecting dust. If a search is made, a stone pipe and a pouch of Gnomish pipeweed will be found behind one of the oil lamps.
- 36 As 35, but, instead of a pipe and pouch of pipeweed being found, 4 flints, steels, and tinder boxes will be found as well as a Black Widow Spider!
- 37 This is another latrine. The shaft in this room only reaches down 50 feet. The dead-end passage to the north holds 21 barrels, all marked "WATER" in Dwarven. Only 11 of the barrels actually hold water; the others hold whiskey. If one looks closely at the whiskey barrels, a small "x" will be found on each lid. The Dwarves marked the whiskey barrels "WATER" to hide them from the non-Dwarf miner. The whiskey is 100 proof.
- 38 This is an elevator shaft, similar to those already described (areas 24, 25, and 33). This elevator descends three levels, through levels 3 (this one), 4, 5, and 6. To find out where the elevator is, roll on the table below:
- |         |                  |
|---------|------------------|
| 1 - 25  | This level (3rd) |
| 26 - 50 | Fourth Level     |
| 51 - 75 | Fifth Level      |
| 76 - 00 | Sixth Level      |
- 39 This is another ore storage room. Ore from this level and the lower levels is dropped off here for sorting. The good ore goes to Thunderhold (and is so tagged), while the poorer quality is earmarked for other destinations.
- The two extra-large bins hold the ore for Thunderhold, and they are full. The other bins are marked for such places as the City-State, Elixer, and Gaehill. These bins are 50% - 75% full. The bins have been infested with Black Widow Spiders! There is one Spider in each bin, and each will attack if its home is disturbed.
- Note that the ceiling of this room is 20 feet high.
- Just moving into this room is a Cave Bear. He is mean and ornery and will attack without hesitation. He has 54 HTK and 9 HD.



- 40 This room is used to store mining carts that are in need of repairs. At the moment, there are 4 carts here.  
A monster of your own design can be placed in this room as well as in some other rooms which are detailed below.
- 41 This is the elevator shaft which is described in area 24. In this room are 2 Dwarf corpses. Crouching over the corpses and tearing handfuls of flesh from them, afterwards gobbling them down, is a Cave Fiend. The Cave Fiend has 26 HTK. The corpses have been stripped of their Chainmail (normal Dwarven make) and weapons (Military Picks and Hammers). These items are heaped in a pile on the floor. One of the Hammers is magical, +1 to Hit and Damage.  
Note that Cave Fiends surprise opponents 67% of the time (1 - 4 on 1D6) and are only themselves surprised 17% of the time (1 out of 6).
- 42 This room is used to store mining carts not currently being used. There are six carts, miscellaneous hand tools, and 3 bundles of 50' long rope here.
- 43 This is an empty room, but you may place another of your monsters here if you wish. Otherwise, just make an extra encounter check at this point.
- 44 This is an empty room which should remain empty.
- 45 This room has mining equipment stored within. The dead-end passage heading south-west is an unfinished mine shaft. The Dwarves had found an outcropping of quartz here, and were working the placer before they were plagued with the terrible trouble they now face. The Quartz is of the Star Rose variety, and there are roughly 30 cubic feet left to be mined. If all this is mined, the shaft will be extended another 60 feet straight ahead.
- 46 This is a subterranean lake with a waterfall. The lake is fed from the stream. The outflow of water heads non-stop to the Estuary of the Roglaroon at the bottom of the Groaning Falls.  
The passage that approaches the lake from the south and is now bricked up was dug by inexperienced, non-Dwarf miners. They all lost their lives when they broke through to the lake (22 feet below the surface) and were swept up the passage and then back down and out under the Groaning Falls. The Dwarves then dammed the subterranean falls long enough to erect a brick wall to hold back the lake waters. Then, on the brick wall, they wrote, in Common, Altanian, and Orcish, the following two words:

#### TREASURE VAULT

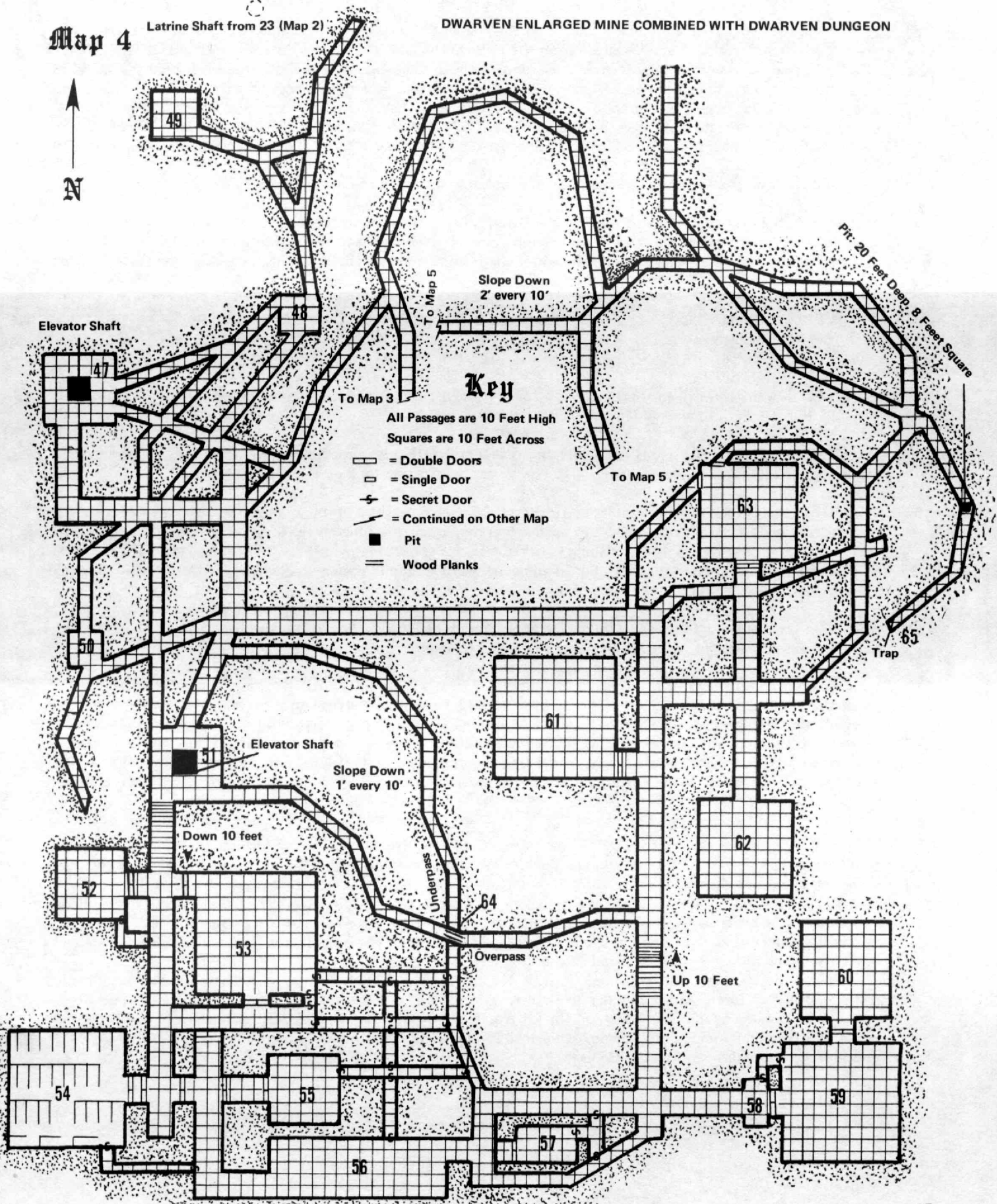
##### Level Four

- 47 This is the elevator shaft described in area 38 (Level Three). There are 2 mining carts full of ore in the room.
- 48 This is a miscellaneous room which you can use to place a monster of your own design, or you may place some Goblins here.
- 49 As area 48 above, but you may opt to put one of your ingenious traps here instead of a monster. This section of the mine is no longer being worked by the miners, and the Dwarves were going to place a trap here but never got around to it; however, you can decide that they did if you have a trap you want to try out.
- 50 This was used as a common room where breaks were taken. Stacked in the northwest corner are 6 barrels of beer (30 gallon), and 8 sacks of biscuits are piled in the southwest corner. The biscuits are infested with maggots and other disgusting insects. There is a Goblin (3 HD, 19 HTK, Chainmail, Mace, 7 SP) searching through them for something good to eat.
- 51 This is the elevator shaft described in areas 25 and 33.
- 52 This section (areas 52 through 60) is the area where the Dwarves set up their home. When things were going smoothly, there would always be someone in this area. Now, the place is silent - except for an occasional ear-splitting scream from area 56 (see below).  
This room was used as an armory. The outer doors are padlocked, and the characters would be better off trying to break down the door than trying to break the padlock. Of course, the padlock is susceptible to magic *Opening* spells and the skill of a lock-picker.  
Inside the room, stacked neatly in racks and hung on pegs, are the following items, all of Dwarven size and make: 12 suits of Chainmail Armor, 20 Bucklers, 7 suits of Plate Armor, 7 suits of Banded Armor, 8 Halberds, 13 Heavy Crossbows, 29 Quivers of 20 Bolts, 17 Spears, 5 Broadwords and Scabbards, 10 Hand Axes, 19 Battle Axes, 10 Hammers, 2 Military Footman's Picks, 15 Ranseurs, 6 Military Forks.

# Map 4

Latrine Shaft from 23 (Map 2)

DWARVEN ENLARGED MINE COMBINED WITH DWARVEN DUNGEON



- Key**
- All Passages are 10 Feet High  
Squares are 10 Feet Across
- = Double Doors
  - = Single Door
  - = Secret Door
  - = Continued on Other Map
  - = Pit
  - = Wood Planks



53 This room is a tavern! There are many tables and chairs about, a bar running the entire length of the east wall, and a silver chandelier (1,750 GP value) hanging from the ceiling. The chandelier has 13 unlit wax candles in it. There are other light sources as well - a glass-enclosed wax candle on each table (about 30 tables). The area behind the bar holds a dozen kegs of beer, 6, empty kegs, a rack of 237 whiskey bottles of various brands (mostly Dwarven), and an iron safe. The safe is padlocked (as the door in area 52), so magic or thieflly skills are needed to open it. Inside the safe, neatly stacked in separate containers, are the following: 197 CP (4 containers), 363 SP (8 containers), 207 EP (5 containers), 871 GP (18 containers), 23 PP (1 container), and 50 Blue Quartz 20-sided coins (1 container), each worth 10 GP.

Note that the secret doors marked on the map can only be reached from behind the bar.

54 This room is the main sleeping area used by the Dwarf miners. The room is divided into separate bedrooms by stout, wooden walls (as shown on the map). Each section holds a Dwarf-sized featherbed, a clothes chest (which holds only clothes), and an armor and weapon chest. The armor chests might have something in them; check on the table provided below:

1 - 10	Nothing	16	A Buckler (Dwarf-sized, of course)
11	Gauntlets	17	A Helmet (ditto)
12	A Dagger	18	A suit of Leather Armor (ditto)
13	A Hand Axe	19	A Heavy Crossbow
14	A Broadsword and Scabbard	20	Roll until 2 objects are placed within
15	A suit of Chainmail (Dwarf-sized, of course)		

The reason that these chests are nearly empty is that the Dwarves armed themselves to the hilt in order to fight Myreautog and its minions - for all the good it did them, as we shall see later on in this adventure.

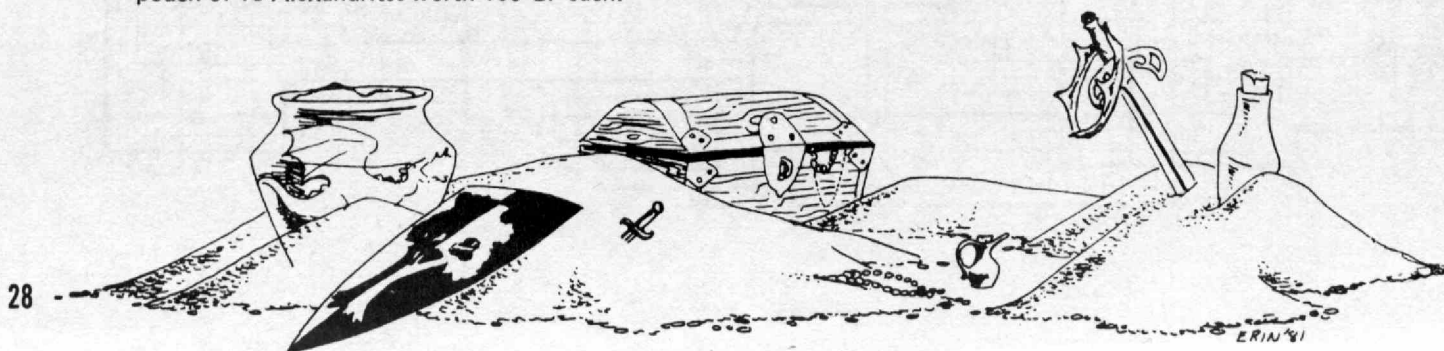
55 This is the game room. There are tables and chairs set up haphazardly about the room. On some of the tables are sets of knucklebones and/or playing cards. Optionally, you may place any other types of game equipment here that you desire. Sitting on one of the tables, playing knucklebones (or some other game) are four (4) Red Men. The Red Men will not take kindly to any intrusions, but, if someone wants to join the game, that will be fine with them. They will cheat the new players out of all their possessions or die trying. The Red Men have 9, 12, 13, and 15 HTK.

56 This room was used as a lounge area by the Dwarves. Statues of Dwarven heroes and beautiful nymphs abound. Overstuffed chairs also abound, as well as throw-rugs and glass oil lamps.

Also within this room is the person causing the ear-splitting screams mentioned in area 52. The person is a Dwarf who has gone completely out of his mind. He alternates from a catatonic state to a state of hysterical agitation most randomly (Roll 2D6: on a 2 - 8, he is catatonic; on a 9 - 12, he is hysterical; roll once per minute while the characters are with him). If attacked, he will scream (most unsettling) and die. For, you see, in his mind he is being attacked by Myreautog. This poor unfortunate was the only survivor of the Dwarves' first encounter with Myreautog. His cowardice (which led to his survival) and the might of the Demon completely overwhelmed him. He has no weapons or armor, neither does he have any treasure of any sort. He is completely incoherent, and in no way will he intentionally perform any actions.

57 This is the quarters of the "top Dwarf" in the mines. Both sets of double doors are locked. The room is opulently furnished in early Dwarven (i.e. everything is made from richly-carved marble), with rich tapestries (8 at 100 - 600 GP each) and silver and glass oil lamps (6 at 50 GP each). Also in the room, guarding the treasure, is one of the gifts given to the "head honcho" (Dare the Unfailing by name) by a benevolent and highly gratified Wizard: a Granite Golem. The Golem will attack any non-Dwarf who enters the room. It has 75 HTK, and this particular one is a life-sized statue of a Dwarf in Plate Armor and Shield with Battle Axe in hand. The Golem stands in front of a massive oak and iron chest which is double padlocked and chained.

Inside the chest are the following items: an old, dented suit of Plate Armor, an old, dented Buckler, a badly nicked Battle Axe, several sets of old, ragged clothes, several sets of new, expensive clothes, 3 sacks containing 450 GP each, 1 sack containing 407 EP, 1 sack of 309 PP, a pouch of 3 Rubies worth 1,500 GP each, a pouch of 4 Sapphires worth 500 GP each, a pouch of 2 Diamonds worth 2,000 GP each, a pouch of 12 Amethysts worth 50 GP each, and a pouch of 10 Alexandrites worth 100 GP each.



Lastly, just inside the secret passage from this room are two items. One is an Emerald statuette of a Dryad and her tree, which is twelve inches in height and valued at 15,000 GP. The other is a wooden statuette of a Grizzly Bear which stands twenty-four inches high. The Bear statuette has a mithral medallion hung about its neck. The medallion has mystic (uninterpretable) runes engraved on both sides and is magical. The statuette is also magical, but, because of a spell of *Deception* which was placed upon both items, neither will reveal their magic auras to any *Detection* spell cast at lower than 8th Level of proficiency. However, if the medallion is removed, the magical nature of the Bear statuette will become evident. The Bear will immediately attack the possessor of the medallion with a ferocity equal to an enraged demon. After the possessor of the medallion is dead, the Bear will kill all other beings that it meets. The only two things that will stop it are "killing" it or placing the medallion back around its neck (a nearly impossible task). The Bear moves incredibly fast, at 18", and can attack six times per combat round (claw/claw/claw/claw/bite/bite for 1-2/1-2/1-2/1-2/1-3/1-3 damage). The Bear has 9 HD and 69 HTK. The Bear is a Demon Statuette which holds an imprisoned demon.

- 58 This is a guard station, but no one is here at this time. There are crossed Halberds in each alcove and a small table with a chair in the south alcove.
- 59 This large room holds only two statues and eight tapestries, valued at 500 GP each. The two statues depict a Wolf and a Pegasus, both life-sized. The statues are made of translucent white marble. They are Marble Golems and are the other two gifts given to Dare the Unfailing by the grateful Wizard (who shall remain anonymous). The Golems will attack any non-Dwarf who enters this room. Both Golems have 60 HTK.  
The tapestries depict Dwarves fighting a variety of monsters.  
The north set of doors is triple-locked.
- 60 This is the Dwarf's treasure room. As mentioned in area 59, the doors into this room are triple-locked. They are also constructed of iron-encased oak. It will be very difficult to break these down.  
Inside the room are 6 huge chests; outside dimensions equal 5' x 5' x 5' and inside dimensions equal 4' x 4' x 4'. The chests are each locked with three padlocks.  
Inside the chests are the following items:  
Chest 1: 10,000 GP.  
Chest 2: 1,000 PP under 15,000 SP.  
Chest 3: 555 Blue Quartzes, each valued at 15 GP; 200 Star Rose Quartzes, each valued at 60 GP; 150 Smoky Quartzes, each valued at 65 GP, and 50 Rock Crystals, each valued at 70 GP.  
Chest 4: 12 Star Rose Quartz statuettes, each valued at 200 GP, of a Dragon, a Griffon, a Pegasus, an Unicorn, a Hippocampus, a Dwarf in Plate with Halberd, a Dwarf in Plate with Battle Axe, a Dwarf in Plate with Heavy Crossbow, a Dwarf in Plate with Shield and Morning Star, a Grizzly Bear, a Wizard which will animate if touched by a non-Dwarf and will then cast *Fire Spear* spells for 2 - 7 points of damage each for each combat round until destroyed, and an Elf with a bow which will animate if the Wizard statuette animates and will fire 2 Arrows per combat round which will each do 1D4 damage; the Elf statuette attacks as a 13th Level Magic-User (its creator's level and class), and will unsheathe a "long" Sword which does 1D4 damage when its supply of 20 Arrows is exhausted.  
Note that neither the Wizard or Elf statuette will radiate a magic aura unless the *Detection* spell cast is over 13th Level of proficiency. This is because a powerful *Anti-Detection* spell was cast upon both. These statuettes are Mystical Guardians.  
Chest 5: 24 gallon jugs of very expensive Dwarven Whiskey (each valued at 100 GP), about 150 proof.  
Chest 6: 20,000 SP.
- 61 This room is where the miners bathed. There is a large, sunken tub in the middle of the room (3 ft. deep, 10 ft. square) and dozens of water barrels in each corner. There is a fire pit on each side of the bath which was used to warm water held in the iron cauldrons which stand next to each fire pit. The Dwarves have built a mechanical, hand-operated pump to dispose of the water once it has been used. They pump it into barrels which are then wheeled up to the lake (area K14) for disposal. 4 Hand Trucks lean against the east wall.  
Also in this room are 12 Goblin corpses with random equipment and a wounded Night Fiend (HTK: 11, although normally it would have 28 HTK).
- 62 This is a miscellaneous storage room. In here are barrels of food staples, barrels of water and oil, crates of chisels, spikes, and hammers, and several mining carts.
- 63 This room is used by the Dwarves as a mushroom farm. They have layered the floor with dirt and grown mushrooms as a delicacy to enhance their meals. There is nothing of interest in this room, but there are plenty of edible mushrooms.
- 64 At this point, one tunnel passes directly over another. There is no floor/ceiling to separate the two. Wooden planks have been laid down to facilitate travel on the "overpass." The boards can hold a maximum of 300 lbs. before breaking.



# Map 5



Cave-In - Impassable,  
Further Cave-Ins will result

## DWARVEN ENLARGED MINE COMBINED WITH DWARVEN DUNGEON AND TALUS CAVE SYSTEM

### Key

Squares are 10 Feet across

10 Foot Wide Passages are 10 Feet High

5 Foot Wide Passages are 5 Feet High

= Double Doors

= Single Door

= Continued on Other Map

= Bricked-Up Entrance

= Door Barred and Locked

from Side With —

To Map 4

Cave-In - Impassable,  
Further Cave-Ins will result

Bricked Up

Natural Shaft Down to Map 6

Elevator Shaft

Elevator Shaft

Latrine Shaft from 37  
(Map 3)

Slope Down  
2' every 10'

To Map 6

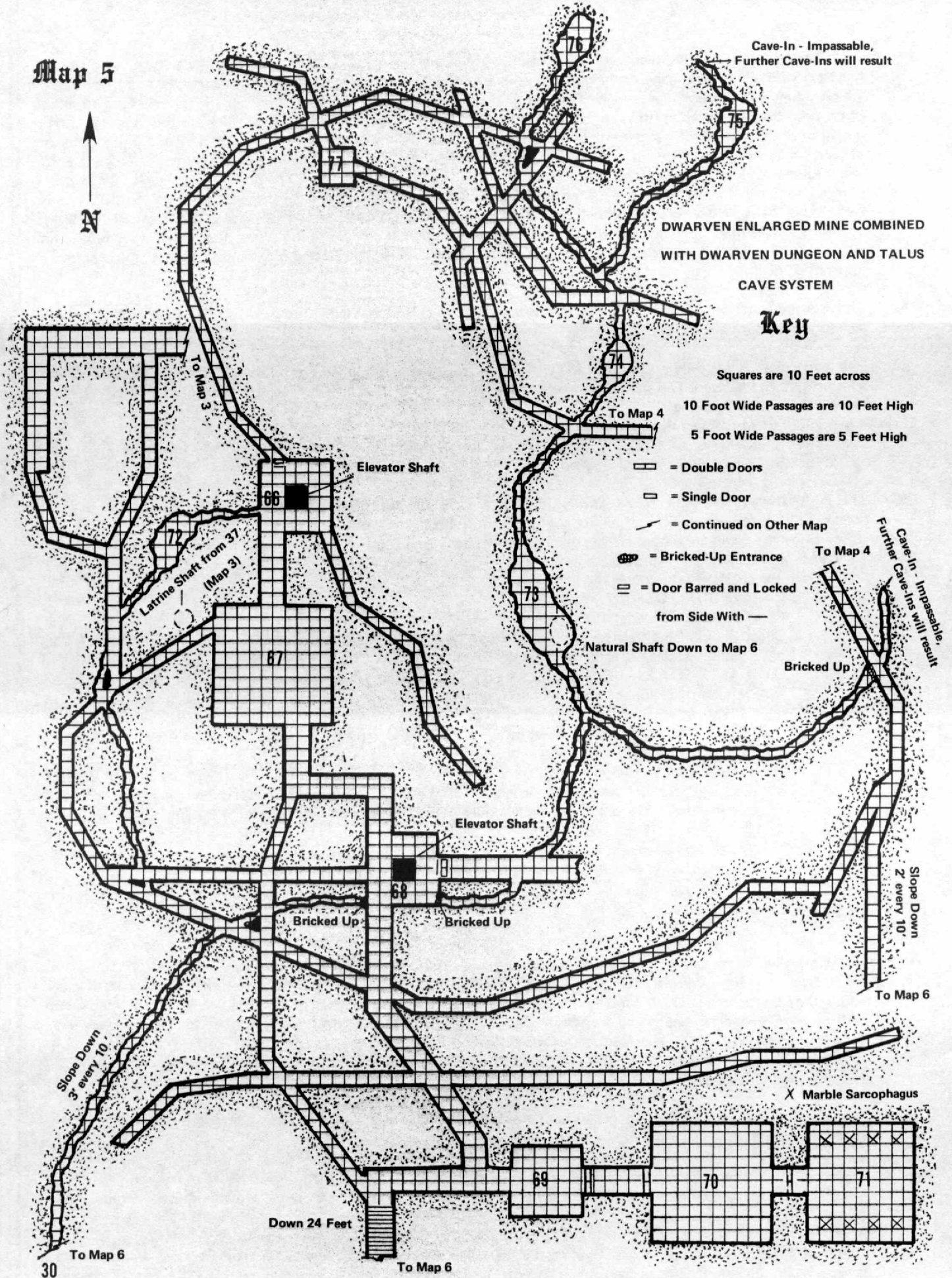
Slope Down  
3' every 10'

X Marble Sarcophagus

Down 24 Feet

To Map 6

To Map 6



65 This tunnel is still being mined. The outcroppings of Star Rose Quartz glitter in the torchlight (or Sword-light, or whatever light the characters have). This particular outcropping has Majestic Quality ore. There is 53 cubic feet of ore left to be mined in this tunnel. A mining cart rests against the end of the tunnel.

The Dwarves had time to set a quick trap here in case anyone dared invade their mine while they were preoccupied with other matters down below. The trap is very simple. If the mining cart is moved, a hidden rope, attached to the bottom and running up the wall, is pulled tight, tripping the trap and releasing a section of the ceiling (which is a piece of Dwarven stonework, not natural) which falls upon the mover of the cart. The ceiling section is 5' x 5' x 1' thick. It will cause 5D8 damage, and will trap the character(s) under it and smash the cart into little pieces.

To move the stone, a combined strength of five normal men is needed ( or total STR ratings of 50 or over), and nobody trapped under it can be counted as helping. Those under the stone are helpless, and will have broken bones of one type or another. Determine broken bones by using the table below:

1	2 broken ankles: can't walk, and -6 to hit.
2 - 3	1 broken ankle: half speed, half carrying capacity, and -4 to hit.
3 - 5	1 broken leg: as 1 broken ankle.
6	2 broken legs: as 2 broken ankles.
7 - 8	1 broken arm: no climbing, -1 to hit.
9	2 broken arms: no climbing or attacking.
10 - 15	1 - 8 broken ribs: -1 to -8 to hit, depending on how many ribs are broken.
16 - 20	Roll twice.

#### Level Five

66 This is the elevator shaft described in areas 38 and 47.

67 This is simply an enlarged cavern. The ceiling has been left unaltered. The height varies from 6' to 18' high. The room is used mainly as a gathering and meeting room. To facilitate this, several tables and chairs have been placed here.

68 This is the elevator shaft described in areas 25, 33, and 51. The locked and barred doors to the east lead to an unfinished tunnel which was closed down because of the Green Gargoyle lair (area 73). The bricked-up tunnels in the southeast and southwest corners are talus passages once utilized by the Green Gargoyles.

69 This room was the guard room for the tombs in the rear, but now it is the guard room for the Dwarves' last stand. The Dwarves of the Glory Hole Mine have decided to make their last stand against Myreautog here, but they can easily be convinced to bring the fight to Myreautog by the player-characters. In this room, standing guard, are two Dwarves, detailed below, who will call for the others should anyone or anything appear. Whether they fight or ask for help depends on the composition of the party that meets them. For example, any party with Orcs shall be attacked, but any party with Dwarves will be asked to help.

The two Dwarves are: Barko the Basher, 7th Level Fighter, 63 HTK, +2 Plate Armor, +2 Shield, +2 Footman's Mace, and +1 Hammer; and Broderick the Profound, 8th Level Fighter, 80 HTK, +3 Plate Armor, +3 Halberd, and +2 Battle Axe.

70 This was once the prayer and meditation room for those visiting the sarcophagi in area 71. Now, it is the living quarters of all the Dwarves left alive in the Glory Hole Mine (with the exception of Borin Broadshoulders, who is guarding the tombs of the upper level). All of them are resigned to a battle to the death with Myreautog the Demon. They will not give up their Mine to anyone or anything; it must be taken from them by killing every last one. There will never be a morale check for these Dwarves; they have gone too far and lost too much to turn back now. They are cornered, and they are desiring a release from this situation, but it must be an honorable release - a victory or death!

Following is a description of each Dwarf, starting with the leader. When two sets of HTK points are printed, the number in parenthesis is the number the Dwarf currently has because of wounds.

Dare the Unfailing: 9th Level Fighter, 91 (73) HTK, +3 Plate Armor, +4 Halberd, and +3 Hammer.

Axeon of Thunderhold: 6th Level Fighter, 53 (31) HTK, +1 Plate Armor, +2 Military Footman's Pick, and +2 Hand Axe.

Gar the Courageous: 6th Level Fighter, 51 (40) HTK, +2 Chainmail and Shield, +1 Broadsword, and +1 Hammer.

Bar the Guzzler: 6th Level Fighter, 49 (24) HTK, +1 Chainmail and +1 Shield, +2 Military Fork, and Hand Axe.

Bromire the Short: 6th Level Fighter, 45 (21) HTK, Chainmail and +2 Shield, +2 Spear, and Hammer.

Kalkur the Misjudged: 5th Level Fighter, 49 (21) HTK, Chainmail, +3 Battle Axe, and Hand Axe.

The room itself is a mess of bedrolls, food barrels and sacks, "hibachis," eating utensils, barrels of oil, and mining equipment.



71 This sacred room is the final resting place for those Dwarves who were influential (high-level) during their lifetimes. The room is a sharp contrast to room 70; it is spotless and luxurious. Delicate tapestries (33 tapestries, 5' wide and 10' long, valued at 200 GP each) line the walls, and copper oil lamps sit upon brass stands in each corner of the room and in the center. The lamps are valued at 15 GP each.

Eight (8) Dwarves rest in marble sarcophagi. Each sarcophagus has a larger-than-life-sized carving of the occupant upon it. Within each is a corpse (30%) or a skeleton (70%), attired in spotless Armor and Arms with sacks of gold at its feet. Use the tables following to discern exactly what is in each.

Note that two of these esteemed Dwarves (choose randomly) are now Grave Sentinals with 55 and 50 HTK. Roll on tables following to determine what they have as treasure. Note that they will use their magic weapons to attack.

**Armor Table**  
(roll 1D6)

1 Plate Armor (+1)	4 - 5 Plate Armor (+3)
2 - 3 Plate Armor (+2)	6 Plate Armor (+4)

**Shield Table**  
(roll 1D6)

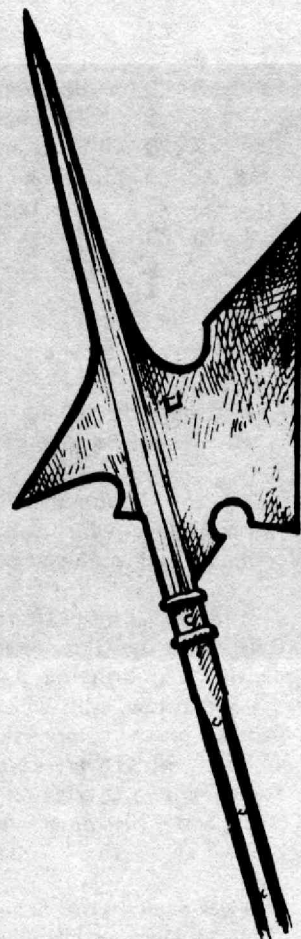
1 - 2 No Shield	5 Shield (+3)
3 Shield (+1)	6 Shield (+4)
4 Shield (+2)	

**Arms Table**  
(roll twice with 1D100)

1 - 6 Battle Axe (+1)	46 - 52 Military Footman's Pick (+1)
7 - 14 Battle Axe (+2)	53 - 60 Military Footman's Pick (+2)
15 - 21 Battle Axe (+3)	61 - 66 Military Footman's Pick (+3)
22 - 28 Hammer (+1)	67 - 77 Heavy Crossbow (+1) and 1 - 6 Bolts (+2)
29 - 35 Hammer (+2)	77 - 88 Hand Axe (+1)
36 - 41 Hammer (+3)	89 - 95 Hand Axe (+2)
42 - 45 Dwarven Hammer (+4)	96 - 00 Throwing Axe (+3)

**Gold Table**  
(roll 1D8)

1 301 - 400 GP	5 701 - 800 GP
2 401 - 500 GP	6 801 - 900 GP
3 501 - 600 GP	7 901 - 1,000 GP
4 601 - 700 GP	8 1,001 - 1,100 GP



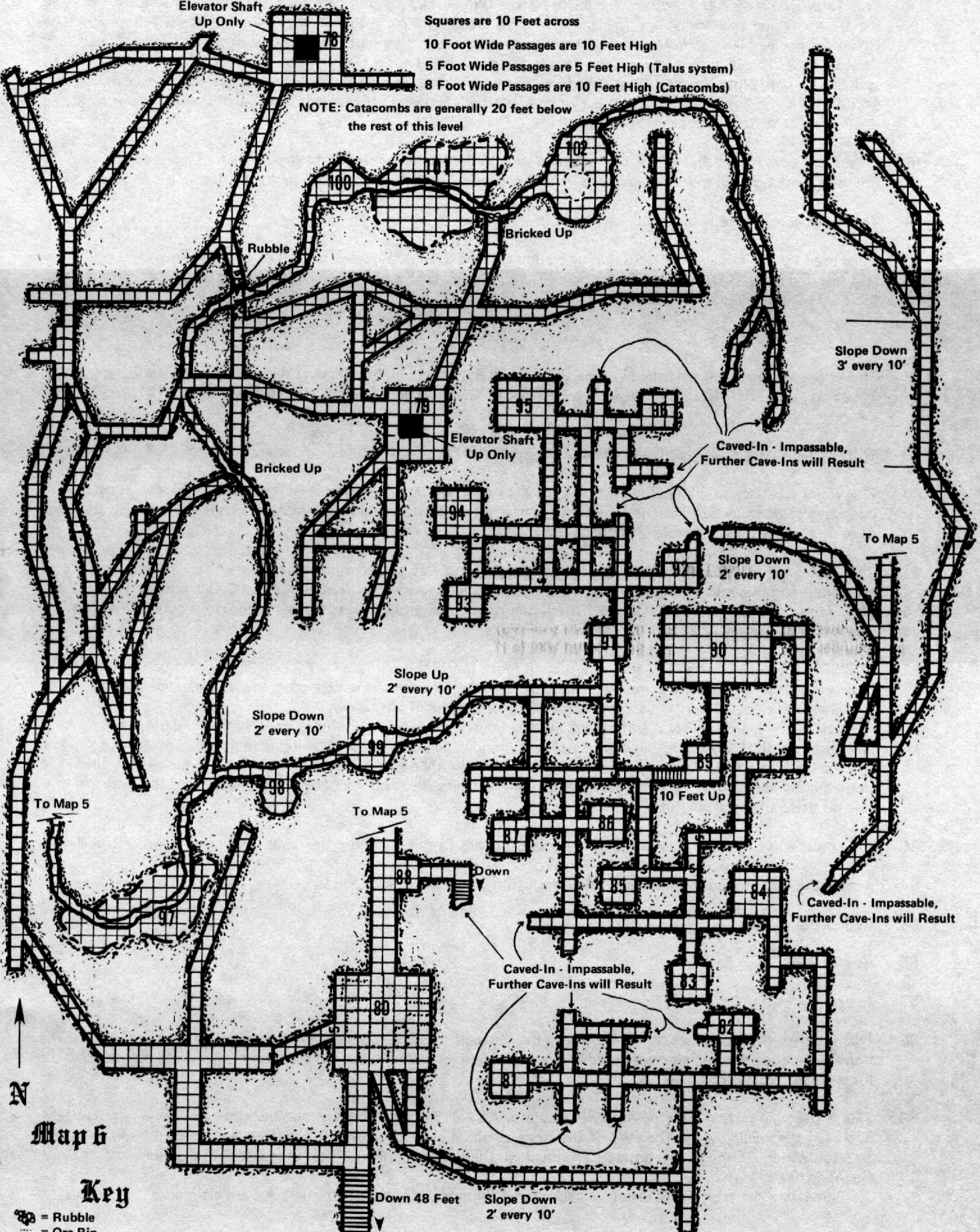
72 This Talus cave is unoccupied at present, although the Green Gargoyles have moved back into it after previously being expelled by the Dwarves. The Green Gargoyles were losing their fight with the Dwarves until the Dwarves tunneled into Myreautog's lair. Myreautog decimated the Dwarves, giving the Green Gargoyles new life. The Green Gargoyles have since become allied with Myreautog, but, unlike the other minions of Myreautog, they still inhabit their old lair (this Talus cave system). At the present, the Green Gargoyles are concerned more with the hatching of their eggs (see area 73 for more details), than with giving battle to the Dwarves.

73 This Talus cave is the nursery for the Green Gargoyle eggs. There are 21 eggs here which are due to hatch very shortly. The eggs will hatch 1 - 20 hours after the characters enter the Glory Hole Mine (roll separately for each egg). Newly-hatched Green Gargoyles cannot defend themselves and have only 1 HD.

Watching over the eggs (and/or young) are the remaining four female Green Gargoyles and one male which was dispatched here for extra protection. All four females have 7 HD and are 8 feet tall. They have 33, 39, 45, and 53 HTK. The male is 9 feet tall and has 8 HD and 50 HTK. They will attack anybody who isn't a Green Gargoyle, and they will not check morale as long as there is one egg left.

There is a natural shaft down to area 102 from here, which the Green Gargoyles can "free fall" down safely, using their wings as a windbrake. It is 24 feet down to area 102.

DWARVEN ENLARGED MINE COMBINED WITH TALUS CAVE SYSTEM, HUMAN CATACOMBS, AND DWARVEN DUNGEON



Squares are 10 Feet across  
 10 Foot Wide Passages are 10 Feet High  
 5 Foot Wide Passages are 5 Feet High (Talus system)  
 8 Foot Wide Passages are 10 Feet High (Catacombs)

NOTE: Catacombs are generally 20 feet below the rest of this level

To Map 5

To Map 5

To Map 5



Map 6

Key

- = Rubble
- = Ore Bin
- = Cavern Above Passage

To Map 7

Caved-In - Impassable  
 Further Cave-Ins will Result



- 74 This Talus cave is used as a food storage for the Green Gargoyles. Presently here are various sacks of food (stolen from the Dwarves) and one bound and gagged Dwarf. The Dwarf was caught while stretching his legs two days ago. The Green Gargoyles plan to make a special snack out of him, but they need a few more ingredients (e.g. Human, Elf, Gnome, etc.). The Dwarf's name is Brobdingnag the Berserker; he is a giant among Dwarves (5' 6" tall and 211 lbs.) and full of battle-lust, despite his middle-level status. His stats are: Brobdingnag the Berserker, 5th Level Fighter, 51 (30) HTK, no Armor or Weapons. He will be "eternally grateful" if rescued, and he will desire to exterminate all the Green Gargoyles - with or without help!
- 75 This Talus cave is used by one of the male and one of the female Green Gargoyles as a lair. Their bedding (various scraps of clothing) is in the north end, and various souvenirs (skulls) are scattered about the floor.
- 76 This Talus cave is exactly as the one described in area 75.
- 77 Once used by the Dwarves to store mining equipment, the Green Gargoyles have taken over this room and now use it as a meeting area. There is no one here now. The mining carts here have been overturned to be used as seats, and the tools are scattered about the floor.

#### Level Six

- 78 This is the elevator shaft described in areas 38, 47, and 66. There will be 1 Green Gargoyle standing guard here (6 HD, 7 feet tall, and 35 HTK). He will attack any non-Green Gargoyle and "scream" for help. Areas 100, 101, and 102 will answer.
- 79 This is the elevator shaft described in areas 25, 33, 51, and 68.
- 80 This room was used as a stopping-off point for the ore on this and the lower level before being shipped "upstairs" to be tagged for various destinations. The bins are nearly overflowing, which is indicative of the amount of work being done on these two levels before Myreautog was found.
- 81 This begins the Catacombs of Kukalkin, which the Dwarves had tunneled into just before finding Myreautog. These catacombs and the artifacts found within are the reason the Dwarves got rid of all the non-Dwarf miners. They wanted time to clean out and examine the area. This particular room is empty except for the rough stone coffin which holds a very ancient skeleton.
- 82 This room was used by the Dwarves as a sorting room for all the artifacts they found. There are three piles of metal, transparent, and translucent items. The transparent and translucent items are made of superhard, superdurable plastic (the characters will only know that they are made of an unknown substance).  
In one pile are the items which the Dwarves figured were useless and/or ravaged by time. Another pile of items is thought by the Dwarves to be weapons of some kind. The last pile contains items that the Dwarves term "miscellaneous" (which means "not important or function totally unknown"). There are 34 items in the useless pile, 11 in the weapons pile, and 47 in the miscellaneous pile. See the section on the Catacomb's background for more information on these artifacts.
- 83 An almost empty burial chamber, the only things present in this room are the stone coffin and its resident skeleton.
- 84 As area 83, except there are 3 stone coffins, each with a skeleton inside.
- 85 As area 83.
- 86 As area 83.
- 87 As area 83.
- 88 This is where the Dwarves first tunneled into the Catacombs. It is empty except for a stone coffin and skeleton. The stairs leading down from here were caved in when the Dwarves found it. See the section on the Catacomb's background for more information on cave-ins.
- 89 This is the final resting place of Kukalkin's cousin, Ah Kukum. This chamber and the other chambers to follow have not been despoiled by the Dwarves. If the stone coffin is opened, many (25) artifacts will be seen piled about the skeleton within. If any of the artifacts are touched, the skeleton will animate, as it is a Grave Guardian. This Grave Guardian has 35 HTK.

See the section on the Catacomb's background for more information on these ancient artifacts.

- 90 This is Kukalkin's burial chamber. Here, he has rested in peace for 3,598 years. He will not take kindly to being disturbed, as he is now a Grave Sentinel. Kukalkin has 70 HTK.  
Buried with Kukalkin are 50 artifacts from before his time; check as usual to find out what they are and in what condition they are found.  
Other than the size of the room and that it is located in a secret area (set off by secret doors), there is nothing to indicate that Kukalkin was laid to rest here. This is because of the persecution by the Priest-King Camwritan against all those who followed Kukalkin the Preserver's doctrines as explained in the section dealing with these Catacombs.
- 91 This is a burial chamber that has been ransacked by the Green Gargoyles. The bones of this distant relative of Kukalkin are scattered about the floor. The 9 artifacts to found here are totally useless.
- 92 As chamber 91 in all respects except there are 7 artifacts and the stone coffin is empty.
- 93 This chamber has not been found by either the Dwarves or the Green Gargoyles. It is the resting place of Ah Cuy, a minor cousin of Kukalkin. Ah Cuy was just as greedy as Ah Kukum and is in the same condition - a Grave Guardian. Ah Cuy has 24 HTK and 21 artifacts.
- 94 This chamber has been ransacked by the Green Gargoyles. Nothing but bones remain.
- 95 This chamber is exactly as chamber 91.
- 96 This chamber is exactly as chamber 94 except there is a Green Gargoyle in here. It is a male with 6 HD and 41 HTK.
- 97 This is a cavern over the Talus passage. The only way to reach the cavern is to climb the 8 feet up the passage wall (not too difficult; 50% chance for non-Thieves; Thieves use normal ability score).  
When the Green Gargoyles were more populous, this was used as a sleeping area, as is evident by the bedding in all the nooks and crannies. Now, this place is unoccupied.
- 98 This small Talus cave is almost never used by the Green Gargoyles, but make an extra encounter check here, and, if positive, take the Green Gargoyle from area 96 and place him here as a wandering monster.
- 99 As area 98 above in all aspects.
- 100 This begins the main grouping of Green Gargoyles on this level. Sleeping here are four males, all 6 HD and having 21, 24, 29, and 31 HTK.
- 101 This above passage tunnel is occupied by 6 Green Gargoyles including the Chief. They are having a meeting to discuss whether or not to move away once the eggs are hatched and the young are sturdy enough to travel (one month).  
The Chief has 10 HD and 67 HTK. The others are all 6 HD and have 16, 27, 30, 32, and 33 HTK. The Chief has a +3 Mace that he took from a Hill Giant whom he killed. The mace does 1D10 +1 points of damage, plus the magical bonus of +3, for a total of 4 - 14 points of damage. They will not hesitate to attack any non-Green Gargoyles that wander in here.
- 102 This cavern is the "extension" of area 73. There are 2 Green Gargoyle males here, keeping an "ear" to the shaft up to area 73 in order to keep watch over the nursery cavern (73). They can fly-climb up the shaft in one minute, if necessary and will do so if the sounds of battle reach them. In fact, all of the Green Gargoyles from areas 100, 101, and 102 will arrive as reinforcements for the nursery cavern if there is trouble in the nursery.  
The two Green Gargoyles each have 7 HD, and they have 31 and 40 HTK.

#### Level Seven

- 103 The temperature here steadily drops as progress is made toward area 104. These mining tunnels are the last tunnels dug by the Dwarves. When they saw the motherlodes of various gems running in a perfect geometric pattern, they realized that something powerful was at work here. However, their lust for treasure overcame their common sense, and they greedily continued mining. For their perserverance, they were rewarded. They broke through to Myreautog's Lair, an unnatural, stream-cut cavern.  
The Dwarves were immediately set upon by Myreautog and his minions. They suffered a cruel defeat; almost everyone fell to the evil hordes in that first battle, after which Myreautog sent his minions forth to explore the Dwarven Mine. The Dwarves resisted admirably and might have beaten the Demon and its minions if a co-ordinated attack had been planned. As it was, the Demon's minions fought and defeated small bands of Dwarves.  
Now, all of these tunnels are littered with the torn remains of over 30 Dwarves. The scene is horrible: parts of bodies here and there, broken weapons and Armor scattered everywhere, and puddles of frozen blood cover the entire floor. When the players reach this point, make a check for Wandering Monsters.



104 Myreautog's Lair. This great stream-cut, supernatural cavern is Myreautog's Lair. The walls, floor, and ceiling glitter with Diamonds, Jacinths, Quartzes, and Garnets. The stream which runs through the cavern cascades down the great Chasm which is actually a nexus point between the Material Plane and the Netherworld. The water is icy cold and would freeze if it weren't for the supernatural forces at work here. The temperature here remains around 0 degrees F, despite any efforts, magical or otherwise, to change it.

Myreautog sits in a carved diamond throne in the far south of the cavern. Here, it sits and broods over its failed plot to overthrow the hierarchy of the Netherworld. It is attended by 2 Ice Demons, 6 Cave Fiends, and 8 Night Fiends, all of which have the maximum HTK.

Myreautog will not be surprised in its lair, but it will not act if it surprises the player-characters; it will just watch them until they notice its presence. Myreautog will toy with the player-characters until they attack. Then it will summon its minions from areas 105 - 115 to do battle with the players while it sits and watches. If the player-characters should kill the minions, then Myreautog will stride down from its throne and attack with its personal attendants. If anyone should be so foolish as to attack Myreautog while it is still sitting on its throne he/she/it/they will be the target of Myreautog's full fury (i.e. multiple images and physical attack of claw/claw/bite).

Myreautog is the ultimate encounter in this scenario and should be played as such. It is fearless (at least where the PCs are concerned) and will attack unmercifully; it will not pull punches or allow its guard to drop. In order to beat Myreautog, the PCs must out-muscle it or out-think it. Otherwise, they die (pure and simple - after all, look at the treasure here; don't give it away, make them earn it!). Myreautog would rather not bother with personal combat, preferring to let its minions do battle for it as it broods about being cast out of the Netherworld.

Note that Myreautog cannot be killed; it can only be dispelled from this plane. If dispelled, it will return in 1 - 6 years to seek out those who dispelled it and kill them.

Heaped about Myreautog's Diamond Throne are 3,333 GP and 1,111 PP. Upon Myreautog's head is a crown of platinum, silver, and diamonds (worth 20,000 GP), and the walls themselves are a treasure hoard of gems! Use the tables provided in the Ore Charts section in order to mine this treasure.

105 This ice-cold lake would freeze over if the current wasn't so strong. Anybody entering must Save vs Cold Shock (CON, END, or STA or less on 4D6) and Save vs being swept away (average of all abilities or less on 4D6). Note that those who miss the Cold Shock Saving Throw will automatically be swept into The Gorge (and hence, to the Netherworld). The water is crystal clear, and there is no life within. Also note that the two Saving Throws detailed above are valid for any part of this stream, not just for the lake.

106 - 109 These caverns house the Night Fiend minions of Myreautog who, like the Ice Demons, await the whims of the fallen (risen?) Demon. There are 24 Night Fiends within these caverns, eight in each one. They have 8 - 26 HTK (2D10 + 6).

The walls, floors, and ceilings of these caverns glitter brilliantly with the presence of Star Rose Quartz, Smoky Quartz, Rock Crystal, Red and Violet Garnet, Jacinth, and Diamond.

110 - 114 These caverns house the Cave Fiend minions of Myreautog who, like the Ice Demons and Night Fiends, are awaiting the whims of their master. There are 15 Cave Fiends (3 per room) within these caverns. They have 8 - 26 HTK (2D10 + 6).

The walls, floors, and ceilings of the caverns glitter with the same gems as in caverns 106 - 109.

## Grave Sentinel

Description on page 40



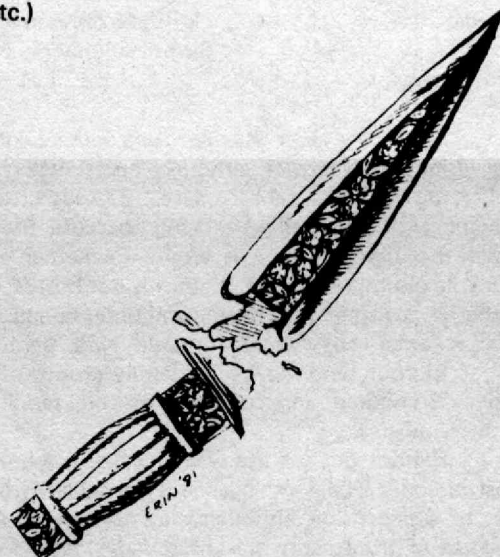
115 This cavern houses 7 Ice Demon minions of Myreautog. They await the whim of Myreautog who occasionally sends one into the Glory Hole just to wreak some havoc. These Ice Demons have 24, 31, 18, 22, 28, 30, and 29 HTK.

The cavern itself glitters with the brilliance of Diamonds and Jacinths - a veritable fortune in gems!

This level was the scene of three Dwarf - Myreautog battles. The floor is littered with bits and pieces of Armor, Weapons, body parts, blood puddles, and miscellaneous items. When the players search, roll on the table below to see what they find (besides the blood and gore).

70% chance for each character for one roll:

- 1 - 10 Broken piece of Armor (Gauntlets, Chain section, etc.)
- 11 - 20 Broken weapon (Axe, Sword, Spear, etc.)
- 21 - 30 Shield (Buckler [60%], Target Shield [40%])
- 31 - 32 +1 Shield (Buckler [80%], Target Shield [20%])
- 33 - 35 Battle Axe (silvered [70%], gilded [30%])
- 36 - 38 Broadsword (silvered [75%], gilded [25%])
- 39 - 41 Hammer (silvered [60%], gilded [40%])
- 42 - 44 Pick (silvered [80%], gilded [20%])
- 45 - 47 Shield, silvered (Buckler)
- 48 - 49 +1 Battle Axe (60%), +2 Battle Axe (40%)
- 50 - 51 +1 Broadsword (70%), +2 Broadsword (30%)
- 52 - 53 +1 Hammer (60%), +2 Hammer (40%)
- 54 - 55 +1 Pick (65%), +2 Pick (35%)
- 56 - 60 Pouch with 11 - 20 PP (50%), 21 - 30 GP (50%)
- 61 - 65 2 - 40 scattered GP
- 66 - 70 2 - 20 scattered PP
- 71 - 75 Broken potion flask
- 76 - 80 Helmet, nasled (silvered [60%], gilded [40%])
- 81 - 84 1 - 2 Gauntlets (silvered [60%], gilded [40%])
- 85 - 88 Breastplate (silvered [60%], gilded [40%])
- 89 - 92 Greaves (silvered [60%], gilded [40%])
- 93 - 96 3 - 12 scattered gems (select randomly)
- 97 - 00 1 - 20 scattered Animal Tokens (80% unused, select animal randomly)

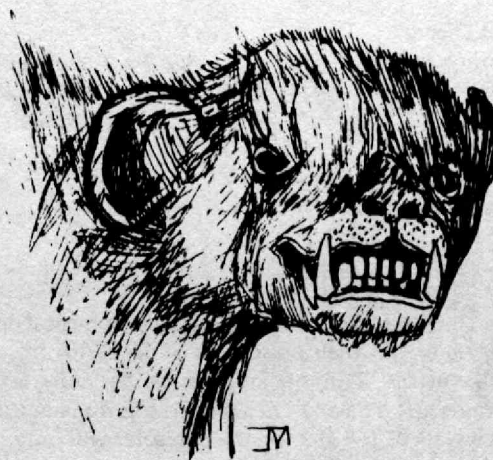


Keep rolling for items until every item on the above list has been found at least one time; then, do not roll any more - there is nothing left to find.

### Badger

Hit Dice: .....2  
 Armor Type: ..... As Ringmail, but natural  
 Move: ..... 10"  
 Attacks: .....1 (bite)  
 Damage: .....2 - 5  
 Special: ..... Hits as a 6 HD monster (because of ferocity)  
 Size: ..... 1 - 2 ft. long

Badgers are vicious, territorial animals. They will attack anyone who enters their territory, but they usually cease to attack once their territory is vacated.





## Bigfoot

Hit Dice: . . . . . 4 - 9 (dependent on size  
e.g. 4 HD = 7½' tall, 9 HD = 12' tall)  
Armor Type: . . . . . As Studded Leather Armor  
Move: . . . . . 15"  
Attacks: . . . . . 2 (fist/fist)  
Damage: . . . . . 2 - 8/2 - 8 + 1D4 per foot over 7' tall  
(e.g. 12' tall = 7 - 28 damage)  
Special: . . . . . Surprises only on a 1 out of 6  
Surprised only on a 1 out of 6  
Size: . . . . . 7' - 12' tall

This hairy giant usually roams dense woodlands and rugged mountain terrain, although, occasionally, a few will seek refuge in subterranean places. Bigfoot usually avoids contact with all intelligent beings because they tend to attack the Bigfoot before ascertaining whether the Bigfoot is hostile or not. Left alone, Bigfoot is not hostile, but, when bothered, it can be very hostile and unreasoning. They tend to run away but, when cornered, will fight viciously.

Bigfoot tends to live in family groups of 2 parents and 1 - 3 children, and, sometimes, several families will live in the same area.

Bigfoot do not use weapons and use only the simplest of tools. Their intelligence is only slightly higher than that of a smart dog, although they do have a rudimentary language of grunts, growls, sighs, screams, facial expressions, etc. With this language, they can communicate fairly well, but there are very few complicated (mechanical or technological) ideas expressible.

Bigfoot reproduce once a year (usually in the middle of Spring), and there is normally only one child (or **toe**, to use the scientific name for Bigfoot babies) born to each female.

Bigfoot can live up to eighty years, but they rarely live past forty due to disease and the hunting of them by men and others. Some few Bigfoot have developed Druidic abilities.

## Black Widow Spider

Hit Dice: . . . . . 1 HP  
Armor Type: . . . . . As Chainmail, but natural  
(as None if attacked with a wide weapon  
such as a shovel)  
Move: . . . . . 6"  
Attacks: . . . . . 1  
Damage: . . . . . None  
Special: . . . . . Poison  
Size: . . . . . 2 - 3 inches long

Black Widow Spiders cause no physical damage when they bite, but their poison can be deadly! A bitten character will sustain 2 points of damage per minute for 3 - 12 minutes. If a Saving Throw vs Poison is made (CON or END or less on 3D6 + 3), then the character will only take 1 point of damage per minute for 1 - 6 minutes.

## Cave Bear

Hit Dice: . . . . . 9 - 12  
Armor Type: . . . . . As Chainmail, but natural  
Move: . . . . . 12"  
Attacks: . . . . . 3 or 2 (claw/claw/bite or hug/bit)  
Damage: . . . . . 3 - 12/3 - 12/2 - 12 or 6 - 24/2 - 12  
Special: . . . . . None  
Size: . . . . . 15 - 18 ft. tall

Cave Bears are prehistoric bears of great size and ferocity. They typically inhabit caves; thus their name.

Cave Bears can hug opponents smaller than they are if, on the prior combat round, they Hit with both claws. A hug requires no to hit roll and is continued each round until more than 6 points of damage is inflicted from another opponent in one strike. Persons caught in a bear hug can only counter with a Dagger or by attempting to out-bear-hug the Bear (use whatever wrestling table is provided with your system). Note that only **very** large individuals can even begin to bear hug a creature of this size.

## Cave Fiend

Hit Dice: . . . . . 4  
Armor Type: . . . . . As Banded Armor, but natural  
Move: . . . . . 15"  
Attacks: . . . . . 3 (claw/claw/bite)  
Damage: . . . . . 1 - 3/1 - 3/1 - 4  
Special: . . . . . Surprises on a 1 - 4 out of six,  
Surprised only on a 1 out of 6  
Size: . . . . . 3' - 3½' tall

The Cave Fiend is a monster which was conceived in the bowels of the earth but, lately, has been seen close to the surface, appearing roughly as a small Ogre with rock-gray skin, long claws (not nails), and wicked fangs!

Cave Fiends are unnervingly fast and use all four limbs to run, much like an Ape. They are very strong, and only those characters with incredible strength can hold one by himself/herself without being prey to all three attack modes of the monster.

Cave Fiends are as intelligent as Goblins, and they are sometimes encountered as the leader of a Goblin band or as servants of the larger or more powerful subterranean monsters.

Cave Fiends usually appear singly, but will sometimes (20%) band together in a small community numbering 11 - 20 adults and 1 - 4 young. Cave Fiends collect things that are black and shiny.

Cave Fiends can see in any type of darkness and are immune to *Charm*, *Fire*, and *Ice* type spells. They are driven away by **bright** lights and will always seek to extinguish light sources.

## Cave Troll

Hit Dice:	10
Armor Type:	As full Plate Armor, but natural
Move:	12"
Attacks:	2 (fist/fist)
Damage:	4 - 16/4 - 16
Special:	None
Size:	8' - 10' tall

Cave Trolls are malicious monsters. They love to torture any creature they capture before eating it. They are always on the offensive but can be outsmarted if one plays on their insatiable desire for gold because they are very gullible when it comes to gold.

Cave Trolls are nearly always found in subterranean places since sunlight will turn them to stone. They can sometimes be found with large groups of smaller humanoids. Cave Trolls will sometimes serve beings from the lower planes of existence.

Cave Trolls are massive, hulking figures, and they are incredibly strong.



## Cave Troll

## Demon Statuettes

Hit Dice:	Variable, see below
Armor Type:	As Chainmail, but natural
Move:	18"
Attacks:	Variable, see below
Damage:	Variable, see below
Special:	See below
Size:	6 - 24 inches tall

Demon Statuettes are normal statuettes which have a demon spirit imprisoned within. The demon spirit, through *Conjuring* and *Imprisoning* spells, is trapped within the statuette, unable to act until partially "released." Usually, a medallion is hung about the statuette during the conjuring of a demon, and, when the spells are complete, the medallion acts as an "on/off switch" (i.e. while the medallion is on, the demon spirit cannot act; when the medallion is removed, the demon spirit is partially released, allowing it to imbue the statuette with movement and, therefore, enabling it to attack).

Demon Statuettes usually move very fast (part of the imprisoning spells), enabling them to attack twice as many times as is normal for the shape in which they are imprisoned. Damage done is usually on the order of 1 or 1 - 2 points per strike due to the small size of the statuette (½ to 2 feet tall). Demon Statuettes are immune to *Enchantment* spells and to all non-magical weaponry.

Once the medallion is taken off, the Statuette cannot be controlled until the medallion is put back on the statuette. While it is off, the Demon Statuette will attack any and all living beings in order to kill them. It will not allow the medallion to be put back on it if it can prevent it. Destroying the Statuette by "knocking off" HTK will release the demon spirit and allow it to return to its own plane of existence.



## Demon Statuette



### Grave Guardian

Hit Dice: .....5  
 Armor Type: ..... As Chainmail, but natural  
 Move: ..... 12"  
 Attacks: .....1  
 Damage: .....1D3  
 Special: .....Life Drain  
 Size: ..... Variable

Grave Guardians are created when a greedy individual dies and desires to "take it all with him." The result is that the individual is chained to its skeleton "forever," in order to guard what treasure was buried with it.

The chilling touch of the Grave Guardian causes 1 - 3 points of damage and drains 1 point of CON, END, or STA. Drained ability points will return 24 hours after they were taken unless the ability score reached -1; then the person is dead and cannot be revived.

Edged and pointed weapons under 7 lbs. will only do ½ damage to Grave Guardians. Blunt weapons over 10 pounds do 50% more damage. Holy Water causes 4 - 16 points of damage to Grave Guardians. *Blessed* weapons do double damage. Grave Guardians can be *Turned* as are Wraiths. *Enchantment* spells have no effect on Grave Guardians.

### Grave Sentinel

Hit Dice: .....9  
 Armor Type: ..... As Plate Armor, but natural  
 Move: ..... 15"  
 Attacks: .....1  
 Damage: .....1 - 6  
 Special: ..... Life Drain and 25% magic resistant  
 Size: ..... Variable

Grave Sentinels are a more powerful form of Grave Guardians. They are created the same as Grave Guardians except that their will to "take it all with them" is much stronger. Consequently, Sentinels are stronger and tougher than Grave Guardians. Sentinels still only drain 1 point of CON, END, or STA, as do Guardians, but once a Sentinel hits, it doesn't let go! Only damage equal to 10 points or more from a single blow will cause a Sentinel to release someone. Each combat round that a Sentinel maintains contact drains life force and delivers cold damage (1D6). Drained points will return in 48 hours unless an ability score reaches -1, at which time the character is dead and cannot be revived.

Grave Sentinels can be *Turned* as are Ghosts. *Enchantment* spells have no effect, and they are 25% magic resistant. Edged Weapons under seven (7) pounds do only ½ damage, and blunt weapons over ten (10) pounds do 50% more damage. Holy Water causes 5 - 20 points of damage to a Grave Sentinel.

### Gremlin

Hit Dice: .....1  
 Armor Type: ..... As Plate Armor, but natural  
 Move: ..... 15"  
 Attacks: .....1 (Bite or Dagger)  
 Damage: .....1 - 3  
 Special: .....Spells  
 Size: .....½' - 3' tall

Gremlins are highly magical and very malicious creatures of the Lower Planes. In the Lower Planes, they are quite populous, but, on the Prime Material Plane, they are slightly less common, although not rare.

Gremlins love to harass all beings, intelligent or not. They will never work with other beings, but they commonly work and live well with other Gremlins.

They can perform the following feats at will: Hide in Shadows and Move Silently (100% minus 2% per level of opponents; they can attack and still hide in shadows if shadows are available from point of attack).

Climb Walls (at a base of 100%; modify as normal for your game system).

Assassinate (at a proficiency equal to a 1st Level Assassin or base of 40% minus 5% per level average over 0 Level - this ability must be utilized when attacking from behind, from the shadows, and with a weapon, commonly, a small Dagger.)

The following powers can only be utilized up to three times per 24 hours:

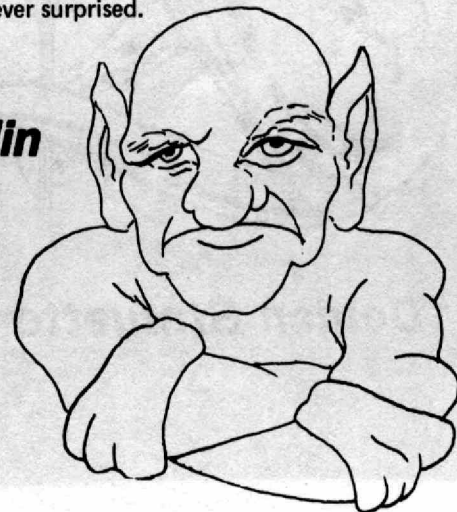
*Wind* (causes a hot blast of wind to emanate from the Gremlin in a cone shape of 1' dia. at apex, 20' dia. at base, and 50' long, which can easily extinguish any lantern or torch and knock over anything small, 5 lbs. or less.)

*Shadows* (causes very dark shadows to appear which are constantly in motion. The Gremlin can control the movements of the shadows if it wishes to do so. The shadows affect an area equal to 1,800 cubic ft.)

*Conjure Insects* (causes a swarm of miscellaneous crawling insects equal to 20 sq. ft. to appear which can be controlled by the Gremlin. These insects can collectively attack up to 5 human-sized individuals within a 10' dia. circle, causing each to sustain 1 point of damage per combat phase.)

Gremlins are immune to *Charm*, *Fire*, *Ice* attacks and other spells equal to or less than 5th level proficiency. Gremlins are never surprised.

### Gremlin



### Ice Demon

Hit Dice: .....6  
 Armor Type: ..... As full Plate Armor and Target Shield,  
 but natural  
 Move: ..... 15"  
 Attacks: .....2 (claw/claw)  
 Damage: ..... 4 - 13/4 - 13 (1D10 + 3)  
 Special: ..... Spell abilities, see below  
 Size: ..... 8 - 9 feet tall

Ice Demons come from the Netherworld and are rarely encountered elsewhere. They appear as tall, lanky humanoids made of blue-white ice (though they are not made of ice). They, as other demons, love to torture all life forms and can only be controlled by those demons more powerful than themselves or by powerful Magiks.

Ice Demons have the following magic abilities which they can use at will:

- 1 Cast a Spear of Ice up to 100 yards distant which will inflict 8 - 24 points of damage. It hits as if thrown by the Demon.
- 2 Cast 8 Darts of Ice up to 50 yards that can be directed at up to 8 targets within a 20-foot sphere. Each Dart will inflict 1 - 4 points of damage and hits as if thrown by the Demon.
- 3 Cause an Ice Storm to erupt within a 30-foot sphere which will inflict 5 - 20 points of damage to all within the area of effect.
- 4 Cast a "ray" of ice which will envelope its target in a block of ice (3 cubic feet of ice form per combat round) which will cause 4 - 16 points of cold damage and suffocate any breathing creature it covers, if the breathing apparatus is covered, within 4 minutes.

### Imp

Hit Dice: .....3  
 Armor Type: ..... As Ringmail, but natural  
 Move: ..... 12" on ground, 24" flying  
 Attacks: ..... 1 (bite or weapon)  
 Damage: ..... 1 - 3 or by Weapon  
 Special: ..... Spells  
 Size: ..... 1 - 4 feet tall

Imps are minor demons from the Netherworld. They appear on this Plane usually as the result of a *Summoning* spell, though they sometimes find their way here unassisted.

Imps love to harass, and it doesn't matter who or what. Imps are notorious for harassing even the most powerful of monsters or heroes.

Imps are immune to enchantments and to all fire-related spells. They are also immune to any spell below 5th level/rank of expertise.

Imps can use all spells related to fire at 3rd level/rank of expertise, but each specific spell can be cast only once per hour. They can also become invisible at will and change shape at will. Each Imp has 3 forms it can change into, which can be determined randomly from the following table. Changing shape is instantaneous for Imps.

Roll 1D12 until three different forms are selected:

1	Rat	7	Rooster
2	Bat	8	Catfish
3	Dog	9	Eel
4	Cat	10	Frog
5	Goat	11	Wasp
6	Raven	12	Flea

All animal forms are invariably black in color, although the Imp is normally red in its proper form. Animal forms have the movement and attack of the animal type, but all other powers of the Imp can be utilized.

Imps can see invisible objects and are immune to any type of fire.



**Imp**

**Marble Golem**

Hit Dice: .....12  
 Armor Type: ..... As full Plate Armor, but natural  
 Move: ..... 9"  
 Attacks: .....1  
 Damage: .....3 - 18  
 Special: ..... None  
 Size: ..... Variable

Marble Golems resemble very fine statues, and, while deactivated, they cannot be discerned to be otherwise unless magical abilities are utilized.

Except for the statistics above, the Marble Golem is exactly the same as the Granite Golem.

### Mule

Hit Dice: .....3 or 4  
 Armor Type: ..... As Leather Armor, but natural  
 Move: ..... 15"  
 Attacks: ..... 1 (Bite or Back Kick)  
 Damage: ..... 1 - 4 or 3 - 12  
 Special: ..... None  
 Size: ..... 4 - 5 ft. tall at the shoulder

Mules are incredibly stubborn pack animals, but they will stand up to most creatures their size. Mules are used for a great variety of jobs, but adventurers like them because they can carry a lot of treasure and are not skittish.



## Green Gargoyle

Hit Dice: . . . . . 6 - 11  
 Armor Type: . . . . . As Chainmail, but natural  
 Move: . . . . . 9" on ground, 30" flying  
 Attacks: . . . . . 2 (claw/claw)  
 Damage: . . . . . 3 - 12/3 - 12  
 Special: . . . . . None  
 Size: . . . . . 7' - 12' tall with 14' - 24' wingspan

Green Gargoyles are a race of reptilian humanoids which legends portray as being from a Lower Plane. These Gargoyles, however (called Green Gargoyles to differentiate them from Grey Gargoyles, who do come from a Lower Plane), are a race from the distant past. Some Sages say that Lizardmen and Green Gargoyles come from the same basic stock but that, at some time in history, this primeval "Garzard," for environmental reasons, evolved into two separate species. One eventually was at home in the air and in caves while the other lived mainly in the water but came up on land to hunt and to breed.

Green Gargoyles are as intelligent as Humans, and they usually play on the fears of mankind, giving credence to the "Lower Plane" theory. Green Gargoyles hate all intelligent life, as they see other races as a bane to their own existence.

Green Gargoyles lay eggs in a "Nursery Cavern," where the females watch over them. Gargoyle eggs incubate for one month before hatching (Mortality Birth Rate equals 25%), and a single female will lay 1 - 3 eggs per year during the middle of summer.

The average Green Gargoyle is 6 HD, but that is only about 50% of all Green Gargoyles; 25% are 7 HD, 10% are 8 HD, 10% are 9 HD, 4% are 10 HD, and 1% are 11 HD. The higher the HD, the larger the Gargoyle (e.g. 6 HD = 7' tall, 7 HD = 8' tall, 11 HD = 12' tall) and the more power he/she holds in the Gargoyle society.

Green Gargoyles usually disdain the use of weapons but will use (or, at least, carry) magic weapons if they have them.

## Devil-Bat

Hit Dice: . . . . . 5  
 Armor Type: . . . . . As Chainmail, but natural  
 (immune to normal weapons - see below)  
 Move: . . . . . 6" on ground, 24" flying  
 Attacks: . . . . . 3 (claw/claw/bite)  
 Damage: . . . . . 1 - 3/1 - 3/2 - 5  
 Special: . . . . . Hellfire (3 - 12 damage)  
 Size: . . . . . 1' - 4' tall with 6' - 8' wingspan

The Devil-Bat is a being from the Lower Plane of Hell. It roughly appears to be a cross between a man and a bat, with short, stubby, bowed legs, squat torso, long arms and wings, and a large bat's head.

Devil-Bats are common in their own plane but only rarely appear on the Prime Material Plane, usually as the result of a *Summoning* spell.

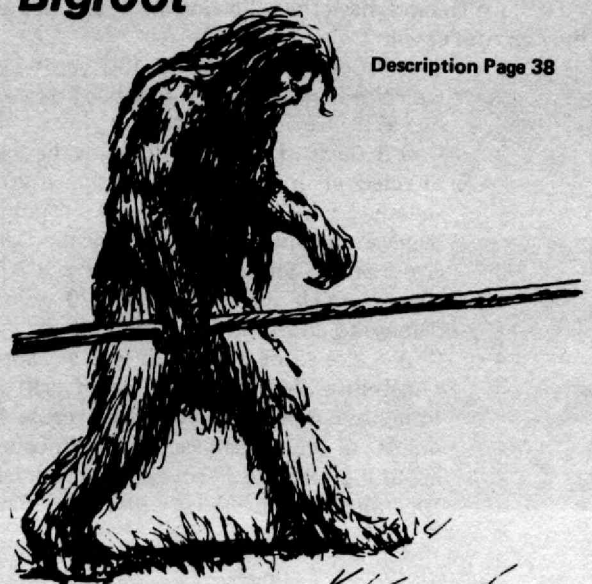
Devil-Bats can cast a ball of Hellfire (once every two minutes) at any individual within 100 feet. The target of the attack is allowed a Saving Throw of the average of all abilities or lower on 3D6 + 3. A successful Saving Throw

results in only 2 - 8 points of damage. All metal objects must make a Saving Throw of 9 on 3D6 or melt (magic bonuses apply).

Devil-Bats hate all intelligent life and seek to destroy any they encounter. They will never be found working with any other beings, even those of the Netherworld.

Devil-Bats cannot usually be hit by normal weapons; however, silver or magic affects them normally, as will a normal weapon if it is under the effect of a *Bless* type spell. Devil-Bats are immune to fire, magical or otherwise, and to all enchantments.

## Bigfoot



Description Page 38

## Granite Golem

Hit Dice: . . . . . 15  
 Armor Type: . . . . . As full Plate Armor and Target Shield,  
 but natural  
 Move: . . . . . 6"  
 Attacks: . . . . . 1  
 Damage: . . . . . 4 - 24  
 Special: . . . . . None  
 Size: . . . . . Variable

Granite Golems resemble statues more than anything else. If one is not presently activated, it cannot be distinguished from a statue unless magical abilities are used.

Like most other Golems, a Granite Golem must be "programmed" to operate, or the master/creator must be there to give commands.

Granite Golems are liable to go berserk while engaged in combat (1% chance per minute of combat, non-cumulative). When one does go berserk, it will attack any moving object until it no longer moves. There is no way to reassume command of a berserk Granite Golem.

## Multi-Headed Ogre

Hit Dice: ..... 6 - 11 (females 8 - 13)  
Armor Type: ..... As Leather Armor, but natural  
Move: ..... 15"  
Attacks: ..... 2 (or 3 or 4) (fist/fist/fist/fist)  
Damage: ..... By Weapon or 2 - 12/2 - 12  
(females 4 - 24/4 - 24)  
plus 1D4 per foot over 11' tall (females 13' tall)  
Special: ..... Multiple Attacks vs Multiple Targets  
Size: ..... 11' - 16' (females 13' - 18')

Multi-Headed Ogres are far larger and more aggressive than normal Ogres. They also might be a bit smarter, but, usually, the heads are always arguing with each other, so the end result is that they appear to be much dumber.

A Multi-Headed Ogre is always talking to himself, and they hate to be interrupted, even by one of their own heads. The more heads an Ogre has, the bigger it is. A 6 HD, 11' tall Ogre has 2 heads; a 7 HD, 12' tall Ogre has 3 heads; an 8 HD, 13' tall Ogre has 4 heads, and so forth. Seven heads is the maximum.

Occasionally (20%), Multi-Headed Ogres will have 4 arms. In this case, they can attack 4 times a round and they will have 2 extra Hit Dice and be 2 feet taller than normal. For example, a 3-headed, 4-armed Ogre will be 9 HD and 14' tall.

Multi-Headed Ogres can attack as many targets per round as they have arms and heads to guide them. For example, a 3-headed, 4-armed Ogre can attack 3 different targets (one of them with 2 arms), a 4-headed, 4-armed Ogre can attack 4 targets, but a 4-headed, 2-armed Ogre can only attack 2 targets (but can verbally abuse 2 others).

Rarely (10%), Multi-Headed Ogres will have 3 arms. These Ogres are the dumbest of the lot, although they can still attack 3 targets if they have 3 heads.

As a final note, however fierce these males are, the females are far fiercer - add 2 HD, 2 ft. to height, and 2D6 to damage - but far rarer (a ratio of 1 in 6).

## Ogre



## Myreautog, the Demon of the Caverns

Hit Dice: ..... 20 (150 HTK)  
Armor Type: ..... As full Plate Armor and Target Shield,  
but natural  
Move: ..... 15"  
Attacks: ..... 2 or 3 or 1 (claw/claw and/or bite or butt)  
Damage: ..... 3 - 18/3 - 18 and/or 5 - 30 or 4 - 24  
Special: ..... Spells  
Size: ..... 15 ft. tall

Myreautog is an unique demon being that was cast out of the Netherworld after an unsuccessful revolution attempt. Myreautog now lives at the Inter-Planar Nexus Point from which it was cast out.

Myreautog has the following abilities, which it can use at will, although it is limited to one power operating per combat phase:

**Multiple Images:** Creates 1 - 6 images of itself, which makes the chance to hit him equal to 1 chance in as many images as there are. Images dissipate if struck by a blow that would have inflicted at least 6 points of damage.

**Converse With Dead:** It can converse with any dead being whose body is in its possession and the spirit/soul is not in "heaven." Unlimited duration.

**Detect Magic Auras:** It can see magic auras at a range equal to sight range. Duration is unlimited.

**Continuous Healing:** It can heal 3 points of damage per combat phase (to a maximum of 150) as long as no other magic power is being utilized.

**Read Minds:** It can read the surface thoughts of any and all beings within its sight. Unlimited duration.

**Ice Wall:** It can create a wall of ice 30 ft. thick and up to 100 ft. long and 100 ft. high. It will last until melted.

**Ice Storm:** It can create a magical ice storm covering up to 100,000 cubic feet. The storm will do 3 - 18 points to all beings within the area of effect each combat phase. Duration equals time of concentration.

**Ray of Cold:** It can project a ray of cold from either hand that will do 4 - 40 points of damage to any being it hits. A Saving Throw of the average of all abilities or less on 3D6 + 4 is allowed, and, if made, it indicates that the ray was sidestepped. The ray has an effective range of 300 feet.

**Blizzard:** It can affect any type of weather to create a blizzard that will last 1 - 6 days (3 - 18 days in winter). Usable only out of doors.

**Summon:** It can summon 0 - 3 Devil-Bats, 0 - 3 Imps, 0 - 3 Gremlins or 0 - 3 Ice Demons at will.

Myreautog is immune to enchantments and cold spells. It is also immune to any spell cast at less than 9th level/rank of proficiency. Normal weapons do no damage to it, but silver and magic weapons do normal damage, and *Blessed* weapons do double damage.

Myreautog can attack physically with his two clawed hands, and, if both hit, it can also bite, or it can bite or butt with its horns.





### A List of Character Ability Ratings

Listed below are the ability ratings for all of the major characters appearing in this scenario. Feel free to adjust these ratings as you see fit.

Following the statistics is a comparison chart to aid in visualizing the relationship between the 3D6 system used here and the 2D6 and the 1D100 systems. Note that I do not advocate one system over another; they all work in their own ways. There other systems used, and I think you can get the idea on how the numbers relate to those systems from this chart.

NAME	STR	POW	CON	END	STA	AGIL	DEX	SPD	WIS	INT	LEAD	CHA	LCK	GAM
Bong	12	11	10	11	10	11	10	10	9	13	12	13	8	12
Bono	12	12	11	12	11	15	16	14	9	10	10	12	10	14
Bond	9	11	13	11	12	14	15	5	10	13	13	8	9	7
Falty	12	13	14	13	12	8	9	11	14	10	15	7	6	8
Salty	13	14	15	13	14	8	7	12	11	9	11	16	14	15
Arco	10	11	14	13	12	14	15	17	11	9	5	7	15	9
Tarco	14	12	11	12	11	8	7	11	14	10	13	11	9	9
Barco	11	10	10	11	10	7	8	11	13	8	12	13	14	8
Darco	12	11	11	10	12	11	11	10	7	10	5	9	15	16
Killer	15	14	14	13	14	11	13	18	8	11	9	12	18	16
Axem	10	10	10	11	9	13	12	9	12	10	10	9	17	14
Maxem	11	10	9	10	9	11	10	6	9	10	11	10	13	8
Taxem	13	11	9	10	9	13	12	12	8	9	8	12	7	11
Arlo	9	10	12	11	10	5	7	11	11	12	6	15	6	13
Barlo	15	13	13	11	12	8	9	12	10	9	12	12	16	11
Queller	13	11	12	13	9	9	7	7	10	8	11	6	17	4
Mailor	12	11	11	10	12	7	7	12	15	11	6	12	6	11
Bailor	15	13	10	9	11	11	12	8	11	10	4	9	9	12
Tailor	15	15	13	11	12	12	11	10	10	9	10	15	9	5
Sailor	12	14	15	16	15	13	12	16	12	11	7	12	13	8
Bobar	17	13	10	12	11	14	15	6	10	12	11	6	8	7
Berkal	14	9	13	12	11	9	8	7	6	12	17	8	8	6
Bomash	14	12	11	10	12	8	11	15	8	8	6	7	4	7
Bungri	10	11	9	10	9	10	12	15	11	13	5	11	10	11
Logo	12	11	9	11	10	8	9	10	9	15	13	7	15	18
Bogo	15	14	13	12	13	13	12	10	6	9	12	10	15	11
Slogo	12	10	11	10	10	12	13	11	14	11	13	5	11	12
Dogo	11	13	12	14	13	11	10	10	9	10	10	15	10	11
Barsak the Dwarf	9	11	12	10	10	11	11	14	11	11	15	11	15	9
Grugalin	10	10	11	10	11	8	9	13	9	10	14	10	15	4
Meathead Gilfath	15	15	14	13	14	14	16	9	13	12	11	9	7	8
Thorly	13	14	13	14	14	10	9	10	10	7	9	9	14	10
Thaxly	10	9	9	9	9	9	7	16	8	11	12	13	10	3
Thubbly	9	11	13	12	13	7	7	11	8	8	9	11	14	6
Tharkly	10	12	13	12	11	10	9	12	6	12	10	10	13	4
Ghouly Mab	10	11	12	11	12	10	9	17	11	12	10	12	18	15
Hedin the Gambler	11	12	14	15	13	13	12	15	7	11	9	11	17	18
Twilliana the She-Dwarf	11	11	10	11	9	10	10	17	10	10	11	12	14	10
Ordalf	12	11	10	12	11	8	12	16	11	10	12	13	16	13
Bwalinar the Dwarf	12	11	12	10	11	13	11	15	11	12	11	7	17	5
Porky Tover	16	15	14	15	14	8	9	11	7	10	15	17	17	12
Fuzzy Beljcek	12	12	11	11	12	14	12	13	14	9	12	12	12	7
Bipper	15	13	12	14	13	11	10	13	7	8	13	12	14	10
Bopper	15	14	14	15	15	13	14	13	11	15	12	13	9	14
Bapper	15	13	12	13	13	12	10	7	6	10	13	13	12	12
Farlo	11	9	10	9	10	7	13	13	10	11	11	15	10	10
Foulo	12	11	10	13	11	13	14	15	13	9	9	11	12	15
Finlo	14	15	14	13	14	8	9	12	9	15	10	14	18	6
Kentar	12	14	15	14	13	10	10	8	16	15	12	6	8	8
Koolar	11	12	11	12	13	12	10	6	6	11	9	12	11	13
Kunthar	12	11	11	12	10	12	10	13	13	15	6	8	14	11
Pon the Pixie	6	5	9	10	9	18	18	18	6	11	5	17	12	18
Kish the Gnome	11	10	8	7	9	13	14	15	3	7	3	3	13	3
Borin Broadshoulders	18	18	17	17	18	11	12	13	13	13	10	10	15	9
Kermit the Curious	8	7	9	8	10	17	18	18	10	17	8	14	13	11



NAME	STR	POW	CON	END	STA	AGIL	DEX	SPD	WIS	INT	LEAD	CHA	LCK	GAM
Barko the Basher	17	18	17	17	17	7	9	14	9	11	13	8	15	13
Broderick the Profound	18	18	18	18	18	12	11	15	10	12	15	11	17	15
Dare the Unfailing	18	18	18	18	18	9	10	16	15	12	17	14	16	10
Axeon of Thunderhold	16	16	15	14	16	8	7	13	8	9	10	7	9	3
Gar the Courageous	17	16	16	15	16	8	9	15	9	7	6	6	11	9
Bar the Guzzler	16	15	14	15	13	8	7	9	8	9	7	8	15	17
Bromire the Short	15	16	14	13	13	11	11	13	7	9	8	10	9	12
Kalkur the Misjudged	17	16	17	16	16	10	9	11	14	11	10	11	12	7
Staker ("Shorty")	14	13	13	12	14	15	14	12	5	8	3	5	16	8
Selina Bloodsword	17	16	15	16	15	16	15	14	9	12	14	15	10	11
Beryl Ironhelm	17	18	17	16	17	12	13	11	11	10	11	14	12	8
Dolara Mistwind	13	12	12	11	13	18	18	17	11	17	13	16	9	12
Norvin Fastfingers	11	10	9	10	9	15	14	13	7	11	6	9	11	13
Shantra of Altania	9	11	10	11	13	18	17	17	8	14	16	18	15	14
Gnulu the Foyster	13	12	13	12	10	15	17	16	5	15	10	7	7	11
Barkum Malconi	11	10	9	10	9	15	14	12	7	11	8	9	6	13
Varly Ransom	16	17	16	15	17	9	11	8	6	8	7	8	4	15
Larna the Robust	18	18	17	16	17	9	8	10	8	11	12	14	9	9
Butcher Dargan	13	11	10	9	11	15	16	12	9	13	6	6	10	7
Slasher Redhand	14	13	11	11	13	15	14	13	8	13	8	6	13	3
Grania the Terrible	17	16	15	14	14	13	14	14	8	15	14	15	9	11
Astroda the Sneaky	14	12	13	11	12	15	15	16	7	14	10	14	13	10
Glida the Wicked	13	12	14	11	13	16	17	17	6	13	11	15	11	16
Jolly Naben	8	9	15	10	11	8	9	10	10	11	10	9	15	12
Sabra Naben	7	6	7	6	6	14	13	16	16	14	15	16	18	15
Brodingnag the Berserker	18	18	18	18	18	9	8	8	7	9	16	12	5	4

Probability Comparison Chart

1D6	1	1	1	1	1	2	2	3	4	5	5	6	6	6	6	6
2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1D20	1	1	1	2	3	4-5	6-7	8-10	11-13	14-15	16-17	18	19	20	20	20
%D	1	2	3-5	6-10	11-17	18-27	28-38	39-50	51-62	63-73	74-83	84-90	91-95	96-98	99	100

This product is a Judges Guild Universal Role Playing Adventure designed for utilization with all gaming systems. The categories of statistics given were carefully selected to be applicable to all the rule systems. The statistics listed here should not be considered the only statistics open for use. If a game system requires the use of a term or statistic not found in this format, the Judge is encouraged to add it to the list. Simply omit all unused statistics. The values of the statistics given were generated with 3D6. A conversion chart is provided to permit the Judge to convert these values into 2D6 and D100 ranges of values. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to best suit the tone of the campaign he or she is moderating.

... and thus a step on the road of fantasy has been started, and finished  
as yet another step is begun, and ....

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# Judges Guild



# Glory Hole Dwarven Mine

DWARVEN DUNGEON COMBINED WITH LIMESTONE CAVE SYSTEM AND DWARVEN ENLARGED MINE



## Key

Squares are 10 Feet across

Limestone Cave System Passages are 10 Foot by 20 Foot High

Dwarven Mine and Dungeon Passages are 10 Feet High

To Map 6

