

## THE CITADEL OF THUNDER

The tattered and bloody priest staggered onward, towards that distant sound of thunder that vibrated his failing soul.

Past pain and exhaustion now, he slowly moved ever closer to the sound that seemed to obsess him, that sky cracking rumble ahead.

Numb and sense-deadened it was a full minute before his stunned mind could comprehend what now lay before him; Thousand Thunder Falls. He had made it, survived, to reach the ultimate sanctuary of his priestly order.

## THE CITADEL OF THUNDER.

Several days later, S'Hardan the priest, rested and healed in body (but not in mind or soul) stood before the last of his kind to tell them the grim news. "My brothers, it is true that High Shield and Iron Nose, the last of our strong holds, has fallen to the unbelievers. Yet we still live, and while there is breath in our bodys and the fire of vengeance in our souls, WE MUST FIGHT ON!"

Thus it was that the last of the dread priests of the dark and evil god Aaos set about bringing vengeance to those who had near destroyed their order and who had broken their hold upon the people.

For thirteen years they labored, venturing forth only to obtain living sacrifices for their unholy rites. Gathering his few remaining followers (for many had been slain in their forays and even more had died screaming amidst their own foul and blackest magiks!) he said, "So be it! We have forged the greatest of runes! We have created that which will bring the very stars themselves to their knees in fear of us! Prepare the ritual! Tonight, whilst the three moons climb high we shall speak the dirge of this world! The demon shall bring the answer from Aaos!"

However, unbeknownst to those who howled in ecstatic glee to their leader's words, a pair of violet Elven eyes watched and a pair of sharp Elven ears heard all that was said. A spy had finally penetrated the innermost ring of doom surrounding the dark heart of evil. A spy that would send word to her peers and then calmly prepare to sell her life dearly so as to gain time for those who now surely had to come; those who would finally destroy the hellspawn.

Atoree Farstar slid her silveel broadsword from under her grubby robes of disguise and silently prepared her most potent spell. But she would wait until the ritual was in full swing to cast her lot to fate.

Now! Uttering words of Elven Power she flung her bolt of blue fire, not just ripped from its still living victim! Screeching insanely as his hands were blasted along with the smoking heart, S'Hardan knew then the first true fear he had ever known. For the heart was to have been the sacrificial offering to Skardolakk the Night Demon, that which he had just conjured forth! "Run for your souls!" he cried, as the crackling blackness in the flaming pentagram's center began to coalesce into the horror to come.

And in the only doorway out stood the Elven warriorress, a grim smile of satisfaction reflecting from her shiny blade.

Sometime later others of her kind managed to fight their way into the citadel, to help their friend who had called. The sight they beheld within that inner sanctum of infamy would never be spoken about beyond the simple, eloquent statement that "She was an Elf, none passed her blade."

The priests passed from remembering and the falls thundered into the eons, ever flowing, never changing. But the Elves remember, yes they remember. . . .

Trap Designation	Type of Trap	Description of Trap
I	Floor	This 7' section of floor <i>instantly</i> turns into molten tar whenever its center is stepped on. Victims take 1D6 initial damage and sink 1D20 inches. Thereafter it is 1D8 points of damage and 1D12 inches of sinking per turn. A strength of 19 or more is needed to pull free. It resets in one day.
J	Door	This huge, bronze 20' double door has <i>false hinges</i> . As soon as an attempt is made to open it, it falls onto the person(s) who try! All thus hit suffer 1D100 points of damage (but must take at least 20 <i>points damage</i> ) and are trapped under it until a strength of 25 or more can move it. It <i>does not</i> reset itself.
K	Wall	From a 6" diameter hole, 9' up the north wall a (+3 to hit) heavy crossbow fires to hit anyone attempting to open the southern door. It resets and fires every other melee round (up to ten times). Coating the bolt is a 5D8 poison.
L	Wall	There is a 20% chance that each time this 10' section of wall is passed that it will become <i>clear and transparent</i> , thus exposing a Medusa's head. It will stay clear for 1D10 melee turns and resets in 1D20 minutes. What a time to get stoned!
M	Floor	This 5' section of the floor has a mighty rune of much magical power upon it. However this rune is covered by dust and is thus not readily visible. The <i>first</i> person to step on it causes it to <i>function</i> as it was intended--an instantaneous teleportation to the <i>closest</i> room with a monster or other "Guardian" in it. It is a one use only trap. Bye!
N	Ceiling	75% of the time that this 10' ceiling is passed under it fires a blazing blue bolt of magical energy that causes <i>all hit</i> to shrink to ¼ their normal size (if a save vs spoken magik is failed). A save vs this magik results only in a reduction of the victims' height by 1D6 inches. All such changes are <i>permanent</i> . The trap resets in 1D12 days.
O	Ceiling	65% of the time that this 15' diameter ceiling section is passed under, it disintegrates, dumping 1,000 lbs. of Dragon Manure on all below! Phew! All thus hit are knocked down, suffer 1D4 points damage and loose 1D12 charisma points for 1D20 days as the smell wears off ( <i>washing won't help!</i> ).
P	Floor	80% of the time this 10' section of floor is walked upon, it becomes coated, instantaneously, in a glue so strong that it takes a 24 strength to pull free! Like super fly paper. It becomes inert and resets in 1D12 days.
Q	Wall	7' up the west wall a pale green ray (10" in diameter) fires at the person attempting to open the east door. This ray causes the person hit to become <i>irreversably and utterly EVIL!</i> It does nothing else and there is <i>absolutely</i> no save. It resets in 1D10 hours.

Trap Designation	Type of Trap	Description of Trap
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R	Ceiling	This 10' section of ceiling will, 75% of the time when passed under, become as <i>solid</i> as smoke. Dropping through this area will be a I+1 HD, 9HP, AC 8, dext. 24 giant spider. Its bite does 1D3 points damage plus 10D8 venom. It can Leap 30' or more, 120' per turn. It always attacks and is a one use only trap.
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S	Floor	This 20' section of floor becomes ethereal for 1D4 melee rounds 75% of the time it is stepped on. Under the floor is a 20' drop (1D4 damage) into a large area occupied by a five-headed hydra. This beast has an AC of 3, a dext. of 17 and a speed of 120' per turn. Each head bites for 1D10 points and it can regenerate at 1 point per melee round up to 60 points per day. The creature is 6+1 HD and has 54 HP and is very <i>hungry!</i>
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T	Chest	This iron chest (4'x3'x3' in size) contains <i>absolutely nothing</i> but is <i>doubly trapped</i> . If opened, a 30' diameter cloud of blue poison gas shoots out doing 4D8 damage to <i>all</i> who breathe it. A secret floor compartment (also empty) fires a poison needle (6D8 poison) into whoever triggers the hidden latch.
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U	Door	This "normal" brass-bound wooden door is actually a stasis compacted "spore cloud" of the deadly "Bog Rot Fenn." If it is touched in any way it erupts in a 60' cloud, and all in it have a 98% chance of inhaling it and becoming infected. Without a disease cure the victims rot to death at 3 points per day (from the inside, out!).
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V	Statue	This life-size clear glass statue of a nude woman holding a green glass serpent in each hand has a magical trap on it. If a magical "detect" of any kind is tried on it, a "disintegrate" spell fires onto whoever or whatever attempted it. The spell is so powerful that all hit must save at minus six (-6)! This is a one use trap.
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W	Wall	This 5' oval wall section has a huge eye carved on it. 75% of the time it is passed, the eye will "open" firing a 36 point heat beam (magikal) with a 15' range and 6" diameter. It will "close" itself and reset in 1D3 melee rounds. However it will <i>never fire at women</i> .
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X	Floor	A colorless, odorless* gas seeps continually from this 10' section of floor which causes all who pass through it to <i>save vs poison or die</i> . A save still gives 6D8 poison damage. *Reptiles along can sense the slight taint of Black Lotus.
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Y	Ceiling	This 10' section of ceiling becomes highly charged with electricity as people pass under it. As each passes under it there is a <i>cumulative</i> 5% chance it will fire for 1D8 of lightning for each who have passed beneath. It resets in one hour.
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## INTRODUCTION

This is the third of a series of "dungeons" based on the best selling "Arduin Trilogy." Contained within each new dungeon will be: four separate maps, eight new monsters and eight new magik treasures (all on handy pocket sized cards), a capsule history of the dungeon and other "goodies" unique to each separate release.

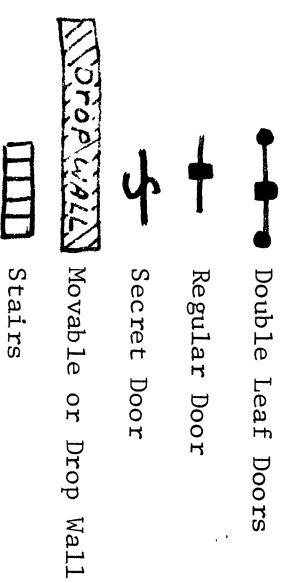
The dungeon maps are all *hand drawn* by David A. Hargrave, author of the three Arduin Volumes: *The Arduin Grimoire*, *Welcome to Skull Tower*, and *The Runes of Doom*. This was done to preserve the authentic "feel" of the maps and to add a personal touch so often lacking in slick, over processed games and game products.

This dungeon is stocked but has room for much, much more. The idea is to utilize not only what is provided but to *add your own ideas* into it, thus making it truly unique. The three Arduin books are packed with monsters, treasures and stocking charts, and ideas to help you in this. We also recommend "Wizard's Aide" from Grimoire Games and "Runequest" from the Chaosium.

This medium level dungeon is designed for use with the Arduin Grimoire Game system. However, with minor modifications, it is compatible to most other FRP systems. It is recommended that only characters from 5th to 8th levels utilize this dungeon, and in groups of six to nine. *More* lesser level types or fewer higher level types may, with some adjustment, also travel herein.

Look for my "Basic Arduin" and "Advanced Arduin" to be out some time later in the year. Look, also, for our new dungeon "Death Heart", this one's going to be a really great one, coming out in the near future.

## DUNGEON KEY



SECOND LEVEL

Room Number      Room Description and Treasure      Guardians and Monsters

have brass torch holders in their centers about 5' up (with lit torches in them). To open the secret doors, the torches must be removed. Behind each door is a sack containing 1,000 g.s. and four potion bottles. Three of the bottles contain 8D8 poison, the fourth contains water!

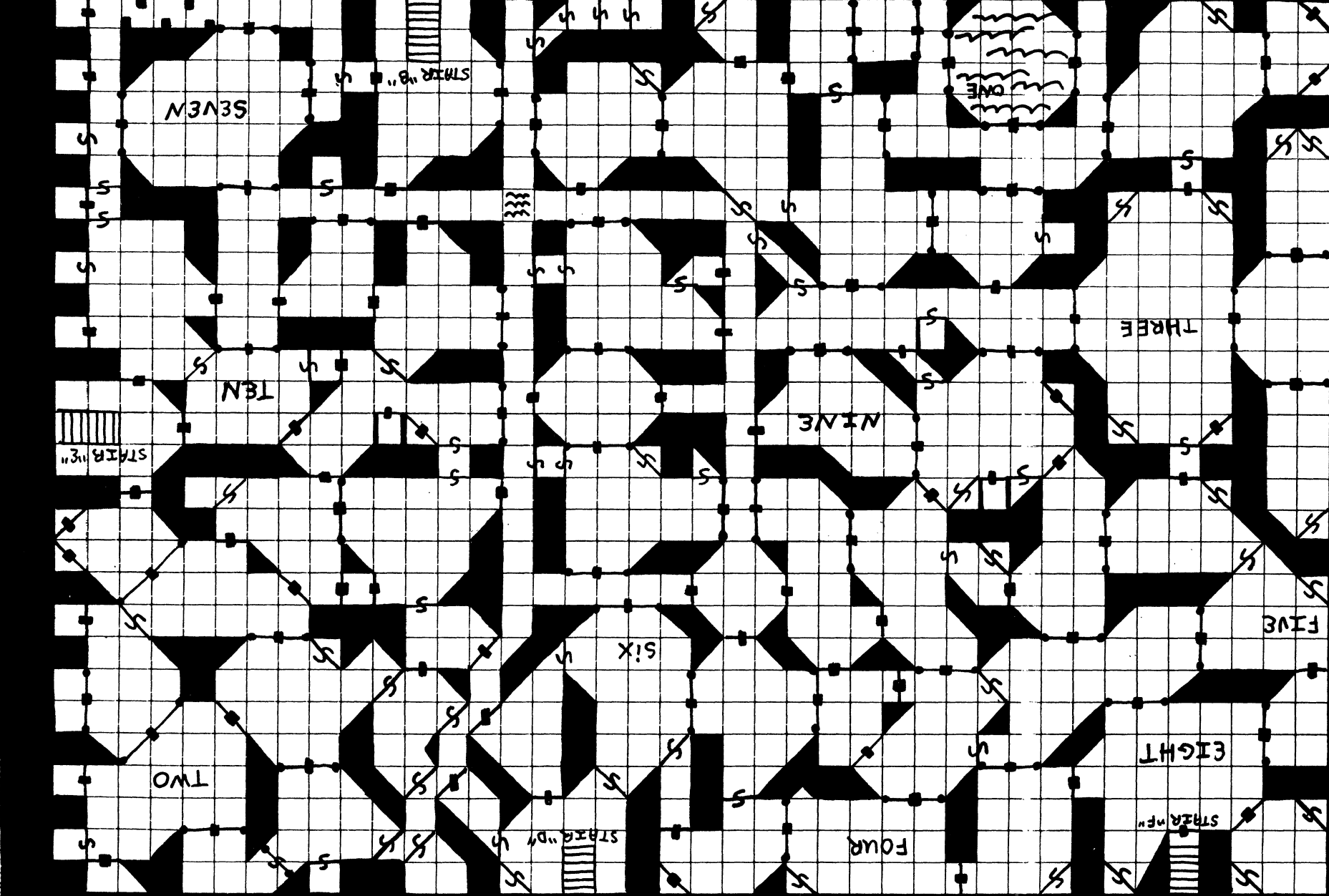
The temperature in this room is 120 degrees and it has a strong smell of turpentine. The walls are of hot (140°) iron, the floor is of even hotter (160°) copper and the 30' ceiling is of ice cold white marble. Because of this it constantly drips moisture which instantly sizzles on the floor causing a wet haze throughout. In the center of the room is a 7'x5'x4' bronze chest (it's about 135°) containing 8,000 g.s. under 2,000 silver pennies. In a secret floor compartment of the chest are a "Ruby of Runaway Regeneration" (in a pouch of 7 other rubys worth 2,000 g.s.) and a "Living Scroll." The scroll knows three (3) spells and hates Hobbits. The spells are: "Staffords Star Bridge," "Davalon's Deathstar," and Haraag's Hellfire." The scroll can speak Dwarvish only but pretends not to speak at all (if it can pull it off).

This 20' cube has walls of grey slate, a floor of red sandstone and a ceiling of crumbly tan shale. Carved into the north wall is a 10' tall human-like skull with oil fires burning in the eyes (which cast a dim flickering glow throughout the room). Behind the south-western secret door are four canvas sacks each containing 500 Royal Sovereigns. Hidden behind them is a magik short bow that's plus two (+2) to hit and a quiver of magik arrows (each is plus one (+1) to hit).

the door.

Guarding the room are a mated pair of 8+1 HD, 72 HP, dext. 16 Sun Bears (see AG III). They also know where the secret switch is located (and can use it!) that controls the "Dropwall." In the chest itself is a 5+1 HD, 45 HP, dext. 18 "Fire Snake" (see AG III).

Guarding the room are six (6) Zombie warriors in chain-mail with shields. Three have battleaxes and 3 have swords. All are AC 3, have dexs. of 12, and are 4+1 HD, 36 HP. Each also has a 100 g.s. value opal in their sewn shut mouths.



Third Level

THIRD LEVEL

Room Number	Room Description and Treasure	Monsters and Guardians
ROOM ONE	The doors are of pure and solid silver, one ton per door! The walls are of aqua marble and the 15' ceiling is of black jade with a huge, red carnelian kraken imbed upon it. The inky black water is 180' deep and smells strongly of iodine. At the murky bottom is a 3' iron cube of a treasure chest containing this room's sole treasure: "The Crossbow of the Guardian of the Winds" and a case of 24 mithril tipped quarrels.	The water itself is the guardian as only <i>live</i> flesh put into it dissolve at 2D6 per melee round of immersion. The mere touch of it paralyzes all Elves and is totally fatal (minus six (-6) save) to all Dwarves. It is called "The Whatmhos."
ROOM TWO	The 35' ceiling and the floor are built of 6"x3" red ceramic bricks but the walls are of blue ones. Behind the regular door on the east wall is a 7'x5'x4' brass bound oak chest containing 3,375 g.s. and buried under them are a pair of solid gold braces that magically add plus two (+2) to the dexterity of whoever wears them and a complete set of bronze scale armor that gives a magical plus three (+3) protection vs all physical attacks.	The small room has hiding in it, the two treasure guardians. They are a pair of 5+1 HD, AC 2, dext. 19 Wraith Elves. Their spectral swords attack at plus two (+2) and do 3D8 damage (from intense cold) to all they hit. All hit also lose one (1) life level (no saving throw).
ROOM THREE	The huge room has a polished bronze 50' high ceiling, a dull iron floor and walls of shiny yellow marble. In the center of the room is a 5' cube of black jade with a 9' tall golden statue (it's only paint, but looks real!) of a nude, winged woman holding a silver sword (painted also) aloft. Inside the hollow wooden statue's left foot is a suede pouch containing 17 rubies worth 9,875 g.s. and a 3" tall blue crystal vial containing one dose of a "Raise the Dead fully Potion."	The guardians are ten (10) great Orcs wearing chainmail with shields and carrying battle axes. Each is AC 2+1 and has a dext. of 13. They are all 48 HP and 6 HD, and have been magically "fooled" into believing the statue to be their true Goddess. They will fanatically defend her to the death!
ROOM FOUR	With floor and 18' ceiling of smokey grey crystal and walls of glittering green obsidian the room is quite beautiful to behold. In the center of the room 400 silver bricks (each weighing 20 lbs. and worth 32 g.s.) are stacked. Sitting on top of them in a fine gold studded leather scabbard is a magical scimitar called "Moon Curve," that is plus two (+2) to hit. It has no other properties but may only be wielded by those who are "good."	The room's guardians consist of some sixty (60) 1 HD, 8 HP, AC 7, dext. 18 vampire bats. Each can fly 180' per turn and can bite for 1D2 points. However there is a 5% chance that a fatal (in 1D100 days) case of rabies will be contracted from each bite.

SECOND LEVEL

Room Number	Room Description and Treasure	Guardians and Monsters
ROOM FIVE	This 20' domed room is entirely of phosphorescently glowing orange rock. The eerie glow is about half daylight intensity and the air is frosty cold (40 degrees). Sitting in the center of the floor is "The Belt of Hercules." and a .38 calibre pistol (yes, it's loaded!). Magically stuck to the center of the domed ceiling is a leather bag containing 20 emeralds worth 15,000 g.s. and a "Wand of Winds" with 36 charges. The catch is that the bag is invisible because it has been "phased" onto the "Astral Plane!" Peekaboo!	This room's guardian is a 4+1 HD, 40 HP, dext. 20 "Phase Dragon" (see the appropriate card in this pack). It "phases in" and attacks as soon as the belt is touched.
ROOM SIX	The floor is 3' deep black sand over granite, and the walls are thickly covered (2') in old, dusty, spider webs (giant). The 20' ceiling, however, is of brightly polished bronze and there is a distinctly "musty" smell in the air. Piled between the two slanting eastern doors are six canvas sacks containing 4,000 silver pennies, a 50' spider silk rope with a "Sky Hook" attached to it and a magical dagger called "Needle Doom." This dagger is plus five (+5) to hit but has no other properties.	The guardians are four 4+1, 36 HP, AC 7, dext. 17 Jaguars. Each gets one bite for 1D8 plus two claws for 1D6 each. If both hit, then they get two more claw attacks (the rear ones!). Here kitty, kitty!
ROOM SEVEN	The most striking feature of this room is its 40' high mirrored ceiling. The walls and floor are of dead black (non reflecting) basalt. There is a bright green glowing fog (warm and moist) that fills the room to a 30' height and cuts visibility to 1' to 5'. It smells like strawberries and frying bacon and makes Elves' noses twitch and run. The sole treasure, "The Amulet of Eyes," dangles from a golden peg in the center of the ceiling, 40' up!	The sole guardian, hidden in the fog, is a dext. 19 "Pseudo Demon" (see appropriate card in this module) named "Ghee-Ayarkhor" He is geased to protect the amulet.
ROOM EIGHT	The entire room, from floor to 10' ceiling, except the four diagonal corners, are paneled in varnished pine wood. The corners all are of pale yellow marble and	Guarding this room are a pair of 4+1 HD, 40 HP, dext 18 "Razor Snakes" (see AG III). They are collared in front of

SECOND LEVEL

Room Number Room Description and Treasure

R O O M The floor is of polished red obsidian, the walls are of pale violet crystal and the 20' ceiling is of black ebony.  
Behind the secret door in the room's south-west corner is a treasure consisting of one large sack containing 550 Royal Sovereigns and a rolled blue and white flying carpet. Also there is a pair of scrolls, each containing one spell (usable twice each). Those spells are: "Cure Critical Wounds," (clerical) and "Pyroman's Pinwheel" (magikal).

O N E

R O O M The entire room, except the 20' red marble ceiling, is of dark blue lapis lazuli. The air is filled with a pale pink mist that smells of lilacs and glows faintly. Behind the secret door in the south-east corner is an 8' square chest of polished copper. Inside it are 18,000 silver pennies and a crude iron two handed sword. It is magikal and is plus three (+3) to hit and to damage. It has no other properties but is called "Buloe." In a hidden floor compartment is a vial (3 doses) of "Oil of Instant Immolation."

T W O

R O O M The room is completely carved out of the raw rock, but has thousands of tiny crystal fragments imbedded therein. Behind the secret door in the north are 3,650 loose G.S. and hidden under them are a "Ring of Ruthlessness" and a warhammer with a *solid gold head!* It is magikal, plus two (+2) to hit and to damage, detects gold and Dragons up to 90' away (75%) and has an intelligence and ego of 10 each. It speaks! Arduinian, Dwarvish, low dragonish and centaur and is named "Gold Nose." It has no alignment but craves gold! Gold! Gold!

T H R E E

R O O M The 30' ceiling is of deep magenta crystal, the walls are of sparkling gold dust like sandstone and the floor is purest white marble. Deep azure water (120' deep) is in the sunken cistern and the air smells faintly of apples. At the bottom of the cistern is a small (3'x2'x1') silver chest (880 G.S. value) containing 500 assorted

F O U R

Guardians and Monsters

The Guardians of this room are a mated pair of Spigas (see AC I). The female is 6+1 HD, 54 HP, dext. 22 and the male is 5+1 HD, 45 HP and dext. 21. The female knows 3 spells: "Haraag's Hellfire," "Pyroman's Pinwheel" and "See all Invisible." The male knows but one: "Become Invisible." (Which he will be 50% of the time).

The Guardians are six (6) chainmail wearing Battle Bones (see the Arduin Dungeon Module #2, "The Howling Tower") armed with four (4) broadswords each. They all have ACs of 4, dexts. of 15 and are stationed at the 3 regular entry doors.

The room has no "real" guardian per se but is full of a colorless and odorless poison gas! This gas is 100% fatal to all Elves (minus six save!) but effects no other type.

The sole guardian is a 9+1 HD, 81 HP, AC 6, dext. 16 giant octopus. Each arm hits for 1D8 but can wrap and crush for 2D8. The beak can do 1D12 and this beastie has ten (10) arms not eight!

THIRD LEVEL

Room Number Room Description and Treasure

R O O M The mirror smooth steel walls reflect the multicolored tile inlaid floors beautiful floral patterns. The dull 13' grey rock ceiling does not, but does exude and constantly drip a pale yellow liquid (it's water). Hidden under the floor tiles is a water proof bag containing 25 various pieces of jewelry worth 8450 g.s. and a set (four each) of black iron horseshoes that double the speed of any horse wearing them.

F I V E

R O O M The entire room is of bright red enameled iron from floor to 45' ceiling. Engraved in the enamel are cabalistic and esoteric runes of ancient magikal lore. On the ceiling (glued there) is a 9'x6'x6' steel chest containing 50 gold bars weighing 50 lbs. each (2500 lbs!) that fall out as soon as the lid is opened (40,000 g.s. value). It also contains in a false side compartment, the magik axe "Golden Horn" (see appropriate card) and a small, 9"x8"x4" wooden box containing three (3) rose colored crystal vials of potion (3 doses in each vial). The 1st is one that gives the drinker a plus six (+6) dexterity for one day; the second gives the drinker a bright blue skin permanently; and the last lets the drinker polymorph themselves into whatever they desire for one (1) hour.

S I X

R O O M The entire room is granite covered in pale glowing, pale green moss and the air looks and feels viscid like water (it smells very briny/salty). A huge (15'x 10'x8') silver chest sets in the center of the room. It contains 50,000 silver pennies and, sitting on top of them, a powered Exoskeleton (Bone Walker, see the appropriate card).

S E V E N

R O O M The floor is of rotted oak planks (there's a 30% chance the floor will cave in every 10' walked on it, and it's a 10' drop into a lichen and mold covered cavern below). The walls are of pitted and stained iron and the 30' ceiling is of crumbling torn plaster over basalt. Below the floor

E I G H T

Monsters and Guardians

The three guardians are all hiding behind a 15' square illusory ceiling section and spring down on all who pass below. They are all 3+1 HD, 27 HP, AC 6 giant wolf spiders. They can run on any surface at 195' per turn or leap up to 18'. Their bites do 1D4 and inject a 6D8 venom. They can also strike with their two forelegs each turn for 1D4 each.

The Guardian is a single 9+1 HD, 81 HP, dext 22 "Bone Wurm" (see the appropriate card).

The Guardians are seven "Knights of Thunder" and their mounts. See the appropriate card in this set. All of the riders are fourth (4th) level warriors except the leader who is seventh (7th) level.

The Guardians are below the floor (in the cavern) and are a trio of "Hell Fangs" of 4+1 HD, 36 HP and 17 dexts. (See the appropriate card).

THIRD LEVEL

Room Number Room Description and Treasure

Guardians and Monsters

ROOM EIGHT (cont.)

(in the cavern) is an 8'x6'x4' rusty iron chest containing 7,750 g.s. and 250 platinum coins. Also there (in a secret floor compartment) is a set of plus four (+4) chainmail made to fit Elven kind (or slender females), and a plus three (+3) shield. Draped over the chest is an old, worn and tattered "Cloak of Becoming Invisible."

ROOM NINE

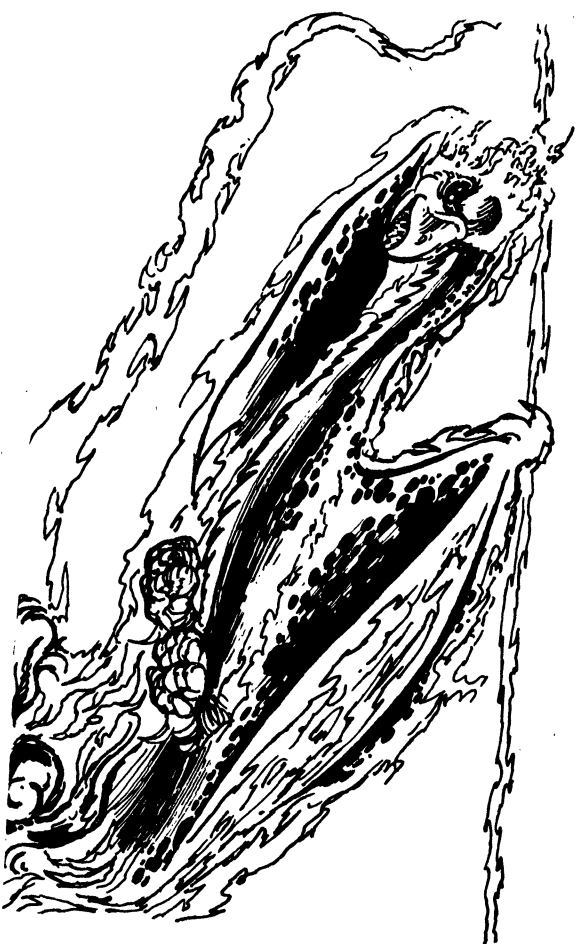
The entire room, from floor to 30' ceiling is of brightly painted (day-glo orange!) limestone and smells very strongly of cloves. The Guardian is wearing the treasure which consists of full plate armor (plus two) and shield (plus three), a "Magma Mace" (see appropriate card), a "Ring of 100% protection vs all forms of Psychic attack or probe", an "Amulet of 100% fire resistance" and a "Belt of Levitation at 45' per turn."

The Guardian is an 18th level warrior (see the treasure description for his weaponry, etc.). He is 6+1 HD, 54 HP, 18 dext. and is plus seven (+7) in his attacks. His AC is 2+5 and is called "The Grey Knight." He is very evil.

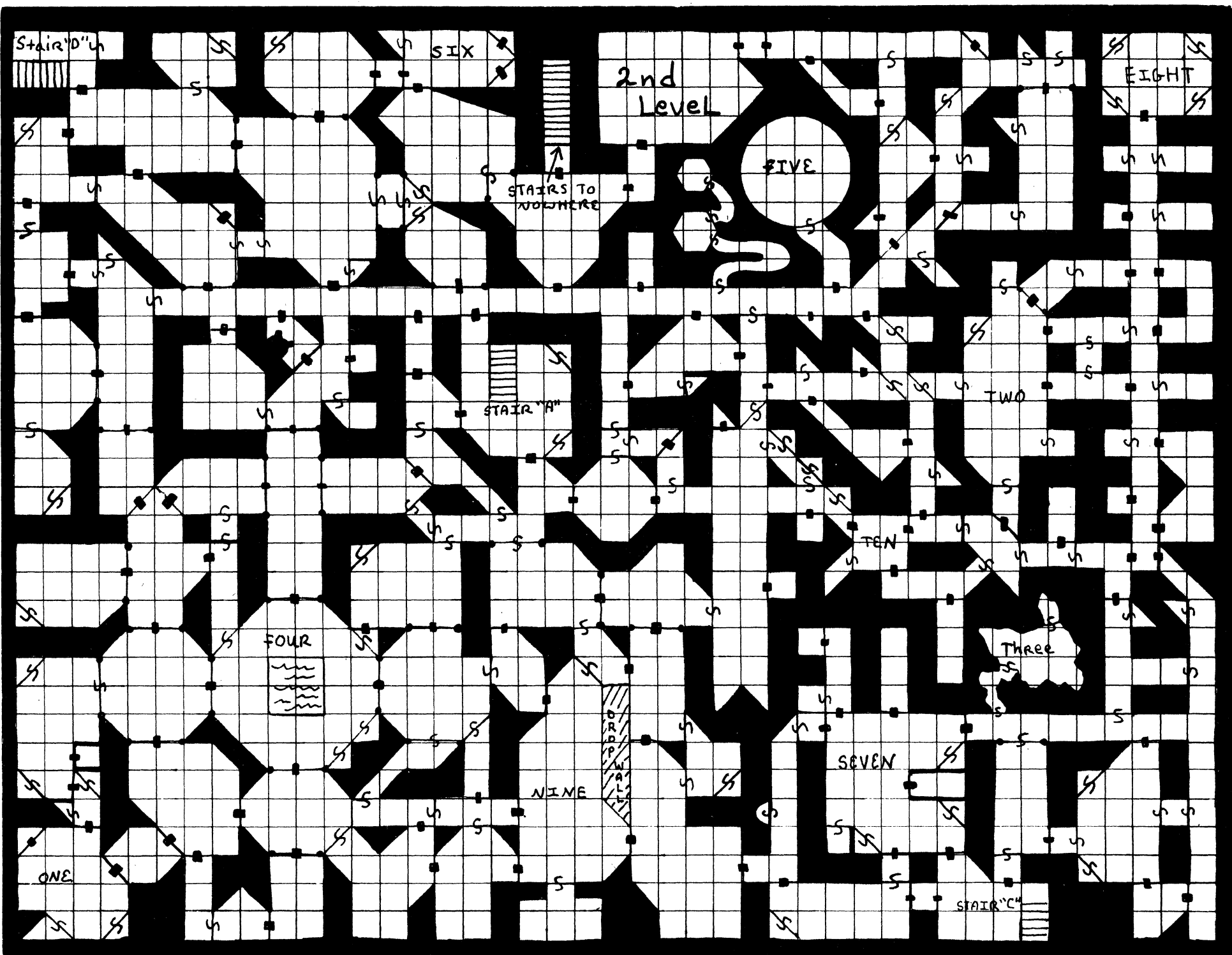
ROOM TEN

The entire room from its dusty floor to its low 7' ceiling is of red sandstone covered 6" thick in a quivering mucous green jelly that smells like mint. Embedded in the substance are an assortment of gems and jewels (130 of them) worth 6,685 g.s. as well as 1,840 g.s. Also there, imbedded in the ceiling goo is a "Ring of Teleportation" usable once per day by its wearer.

The "goo" is the guardian. It is totally cut, chop or bash proof; 100% fire, cold and electricity resistant, and can't be stoned, paralyzed, etc. Its touch dissolves flesh like acid at 1D8 per turn but plain water dissolves it at 2D8 per turn! It is 24D8 in size.



PHEONIX



ENTRY LEVEL

Room Number

Room Description and Treasure

Guardians and Monsters

This room is of solid iron all around, floor to 15' ceiling and is totally covered in 3" of icy frost. The room temperature is 32 degrees and there is a strong smell of roses throughout. In the exact center of the room is a 6' diameter hollow sphere of opaque ice. Inside is a cloud (it fills the room in one melee round), of poison gas that does 6D8 damage to all who breathe it. Also in it is the sole treasure, the "Time piece" (see appropriate card in this pack).

The Guardians are seven (7) 3+1 HD, 27 HP, dext. 12 DEVOURBALLS (see the appropriate card in this set). Four (4) are in the secret rooms off the main room, the other three are on the ceiling over the doorways.

R O O M

S E V E N

The floor and 20' ceiling are both of green jade but the walls are silver foil (1,250 G.S. worth) covered granite. Behind the center door on the east wall is the treasure which consists of six leather sacks of 500 G.S. each and a 1' square silver, locked box. Inside it is an 11' long wand of clear crystal which has thirty charges of the spell "Ball Lightning." Each "ball" travels up to 90', is 5' in diameter and does 30 points of damage to the first object that it touches.

The sole guardian is a 10th level human fighter wearing magik chain armor with a magik shield. His AC is 2+7 (+4 for the armor and +3 for the shield), but a magik potion gives him a dext. of 26. He uses a magik sword that's plus three (+3) to hit and his total attack plus is eight (+8). He always attacks.

R O O M

E I G H T

The entire room from floor to 15' ceiling is covered in bright red velvety fur that smells strongly of roast beef. It is not alive, but will "ripple" when touched.

Hiding in a "nest" in the fur are the room's unseen guardians, a pair of 3+1 HD, 27 HP, dext. 24 Fire Flashes. They buzz to the attack as soon as the door is open.

R O O M

N I N E

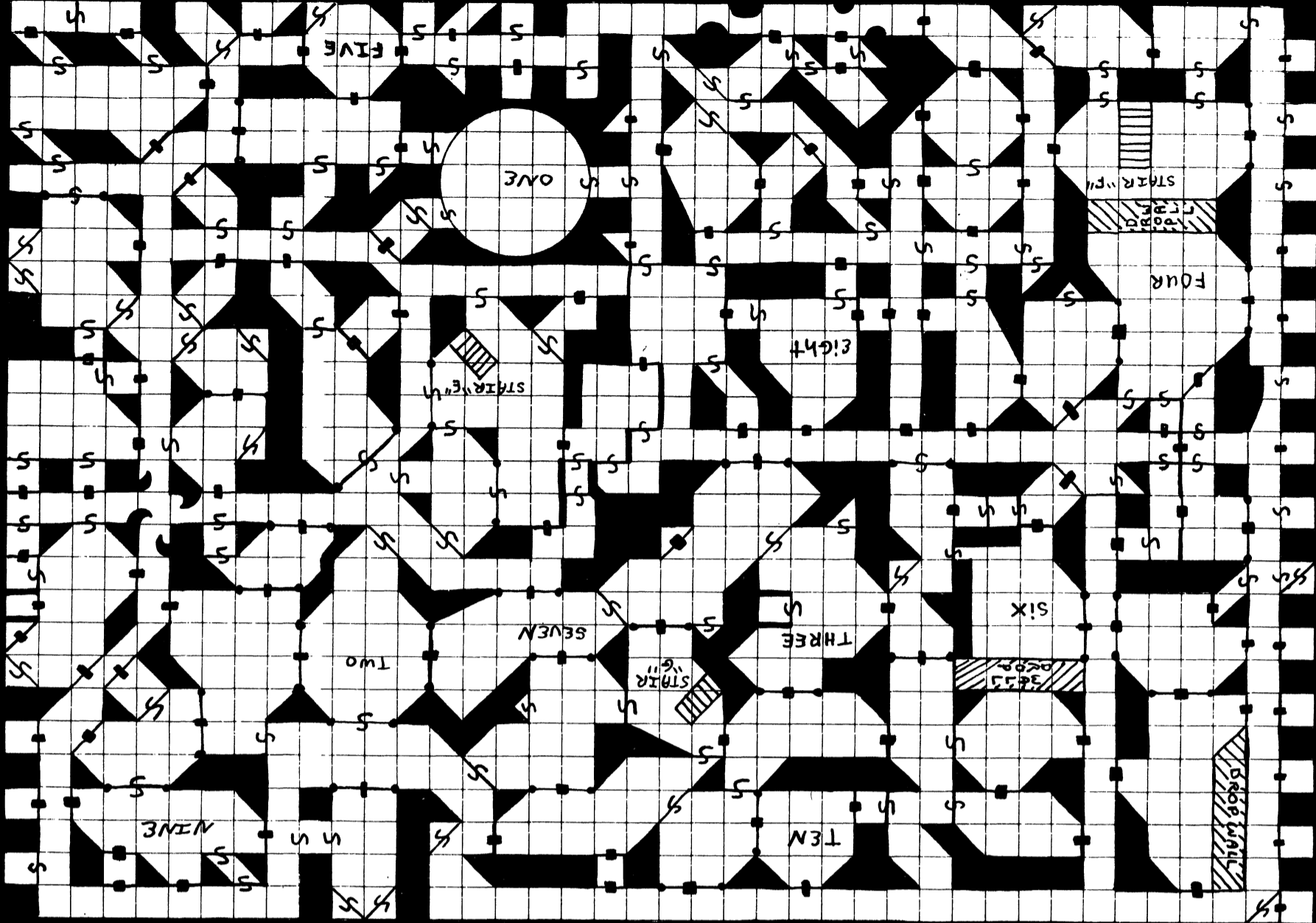
Lieing in the center of the floor in plain view is the "Spyder Helm" (see appropriate card in this pack). Under it is a single, huge red ruby worth 18,500 G.S.

This room's sole guardian is a 6+1 HD, 54 HP, dext. 18 Silver Slime (see AG II). It is wrapped around the glass pedestal so that the pedestal appears to be made of silver. It attacks who approach within 5'.

The floor and walls of the room are of dark blue marble but the 13' ceiling is of 6" thick oak beams (over granite). Hanging by a 3' brass chain is a 2' diameter glass globe lit magikally to glow like full daylight. Directly under it in the center of the room is a 2' diameter, 5' tall clear glass pedestal. Sitting atop it is a single golden ring. This ring, wearable by all, is cursed but a "magik lie" conceals this fact, so it "detects" as a "wish ring" of 3 wishes. In actuality whoever puts it on becomes totally, irrevocably insane and suffering from the delusion that they are "The Last Ninja (Assassin)" and that they must slay, secretly, all they are with!

R O O M

T E N



Fourth Level

## FOURTH LEVEL

Room Number	Room Description and Treasure
R O O M	This entire spherical room is of glittering green crystal that glows at 1/2 daylight intensity. The air smells strongly of vanilla, and feels "oily". Suspended in the air in the room's exact center is a 3' diameter silver ball containing six leather pouches (each with mixed gems worth 1,975; 15,450 total) and a pair of "Boots of Time." Also inside the sphere is a "Cloak of Never" and a cloud (red) of poison gas that fills the entire room in one melee round (it lasts 3 melee rounds) doing 3D8 damage to all in it each round they are in it.
O N E	This room has red carnelian walls, blue marble floor and the 55' ceiling is of shiny, jagged obsidian. The air is extremely damp and there is a continuous and loud sound like a waterfall reverberating throughout the room.
R O O M	In the center of the room is a 9'x6'x3 1/2' bronze chest containing 19,800 silver pennies and 200 Royal Sovereigns. In a false bottom are a trio of scrolls. The 1st has a four (4) use spell of "Raising Fully from Death, All Human Types," The 2nd has a ten (10) use spell of "Detecting all those things which are cursed," and the 3rd has this curse: "All who open this scroll will burn as if in Hell!" Thus they take 4D6 of fire damage for 1D20+3 turns (4 turn minimum).
R O O M	The pale blue marble walls have faint red cabalistic designs on them but the polished obsidian floor has a shiny gold inlaid pentagram (10' across) right in front of the western door. The 25' ceiling is of unmarked grey granite. In the small secret eastern room 12 large canvas bags, each containing 500 g.s. are stacked. Also there, strewn haphazardly about, are three magical swords. Each is plus two (+2) to hit and to damage and none have any other attributes. The broadsword is called "Drak-kula," the scimitar is called "MoonWing," and the short sword is called "Graystark." All three have elaborate red leather and silver scabbards.

## Guardians and Monsters

This room is its own guardian. The pale green light that fills it is *RADIATION*. All who enter the room will have 1D4 of their attributes lowered permanently by 1D4 each. There is also a 25% chance that each character thus exposed will become mutated (roll three times on each of the optional character appearance charts in AG II).

Guarding this room are six (6) large grizzly bears. Each is 6+1 HD, 54 HP, AC 7 (+2 for dext.) and dexts of 16. Each can hit, twice each turn, for 1D10 each claw and can bite for 1D12. Each claw attack is at plus four (+4) to hit. If both claws hit there is a 65% chance the bear will "hug" its victim for 2D8 crush damage. They are very hungry and never sleep.

The room is guarded by five (5) Grey Wraiths. Each has 5+1 HP, 45 HP, dext. of 19 and an AC of 3 (+4 for dext.). They strike once each per turn for 1D8 plus drain 1 life level. Those who fail their save vs life drains and lose the life level are also stunned for 1D3 melee rounds. They hate bright lights and "holy water" causes them to disrupt totally! They can fly at 400' per turn, and are 100% "fear" proof.

## ENTRY LEVEL

## Room Number

## Room Description and Treasure

## Guardians and Monsters

R O O M  
T H R E E  
(con't)

hours invisibility (reader only) and flight (reader only) at 750' per turn for twenty (20) minutes only. If an Elf reads the scroll there is a 20% chance they will be permanently blinded!

R O O M  
F O U R

Red sandstone is the entirety of this room's construction, from rough floor to 17' smooth and polished ceiling. There is a thick, oppressive smell of honey and rotten fish in the room.

In the secret northwest corner wall compartment is a small (3' x 2' x 2') steel box containing 10 pounds of rare spices (Ghorfarian S'Tlao Spice) worth 5,675 G.S. Hidden in the spice is a mithril ring that gives any elf who wears it the ability to shape change into a wolf (equal to his/her level in HD). If anyone else wears it, it causes them to "fumble" every other melee round in combat!

R O O M  
F I V E

This room from smooth and polished floor to its dull and rough ceiling is of tan granite. The smooth walls have lurid and multi-colored paintings of nude females of a dozen different races in lewd poses all around. There is a heavy aroma of musk in the room and a faint pink mist swirls about constantly.

Behind the double secret door in the east wall are piled 50 gold bars, each weighing 100 pounds (and worth 1600 G.S. each). It's a lot of value but it does weigh two and one half tons! This is the sole treasure.

This room is of brightly polished steel everywhere except for its 15' rough tan granite ceiling.

In a 9' x 6' x 4' bronze chest (shoved against the southern secret door) are 18,000 silver pennies and a rolled red silk cloak of plus five (+5) protection vs all forms of fire and heat. In a secret lid compartment is a 3" tall blue crystal bottle of a magik potion (six 1 hour doses) of "see all invisible." However if drunk by a dwarf it causes instant, no save, irrevocable death!

R O O M  
S I X

This room's sole guardian is a 15+1 HD, 135 HP, dext 19 Great Black Scorpion (see AG III for stats and the Illusion in this module for looks/size). It will always attack and pursue all who disturb its domain!



ENTRY LEVEL

Room  
Number

Room Description and Treasure

Ebon walls covered in grim blood red runes are in stark contrast to this room's bone white floor and 18' ceiling. In the room's center a 3' tall brass urn glows redly from the heat of the 7' tall flames that blaze from its steel-rimmed mouth. The dancing flames cast weirdly flickering patterns of light and shadow through the cinamon scented air.

The lower 8" of the urn is actually an insulated, secret, treasure compartment containing a pouch of 45 assorted gems (12,960 G.S. value) and a pair of pale blue satin gloves that give any wearer plus four (+4) to their dexterity, and 6 magikal crossbow quarrels that are plus two (+2) to hit.

R O O M

O N E

Pale yellow marble walls and floor contrast sharply with the polished copper 30' ceiling. Arranged equidistantly around the walls at a 9' height are brass torch holders (each with a lit torch).

In the secret northern wall compartment are piled four small sacks of Royal Sovereigns (250 each), a pair of old beat up leather boots (of silent movement) and a soiled and crumpled "Bat Cloak." In the south-east secret compartment is a magik broadsword (in a red velvet and silver scabbard) called "Dark Angel." It is plus four (+4) to hit, can teleport its wielder twice daily and drain one (1) life level each time it hits a victim. Its ego and intelligence are both 10, and it speaks Arduinian as well as high and low Elvish.

R O O M

T W O

Guardians and Monsters

The sole guardian is a 6+1 HD, 54 HP, dext. 21 Phoenix (see Arduin Dungeon Module #1, CALIBAN) which will only attack if the urn is bothered in any way.

The sole Guardian is a 7+1 HD, 63 HP, dext. 18 seven headed Death Hydra (see Arduin Dungeon Module #1, CALIBAN). It attacks immediately and will follow all who open the door until either they, or it, are dead.

The entire room from floor to 20'

ceiling is of black basalt and covered in a thick layer of dust and dirt. There is a powerful stench not unlike a decomposed skunk throughout. In the small southern room off the main area the treasure is haphazardly piled. It consists of a simple plus two (+2) to hit spear called "Tall Biter," a large canvas sack of 1,500 G.S., a round iron rimmed oaken shield that gives plus two (+2) protection vs physical attacks and a vellum scroll sealed in maroon wax. On the scroll are two (2) spells, each usable but twice only. They are: one

R O O M

T H R E E

FOURTH LEVEL

Room  
Number

Room Description and Treasure

The entire room, from dusty, debris strewn floor to 40' ceiling is of bleak, grey sandstone. It is crumbly and badly cracked (loud noises have a 10-50% chance of causing a "general collapse."). In an iron chest (8'x6'x4') in the south-east corner are 8,880 silver pennies and 1,120 gold crowns. In a false side compartment are three small blue jade bottles containing one dose each of potion. The 1st gives plus 1D4 strength permanently; the 2nd gives plus 1D4 intelligence permanently and the 3rd gives permanent "Regeneration as if one was a Troll." In a secret lid compartment is a pouch of 20 emeralds worth 11,650 g.s. and a rolled "Bat Cloak." Each of the two small compartments has enough poison gas inside to do 4D8 damage in a 5' radius.

R O O M

F O U R

This entire room, floor to 28' ceiling, is of brightly polished copper. The air has a very slight scent of raw fish. The treasure is in the secret room in the south-east corner. It consists of: a "SunStone" 30 50 lb. bars of gold (25,000 g.s. value but it weighs 1500 lbs!), and a magik Halberd called "Gwendolfane." It is plus two (+2) to hit and plus six (+6) to damage. Its ego and intelligence are both 12 and it speaks: Arduinian, Dwarvish, centaur and "neutral." It is of Neutral-good alignment and can "detect" (with 90% accuracy w/30' radius) all items of a magikal nature. It hates goblins and trolls of all sorts, screaming curses at them in battle.

R O O M

F I V E

Guardians and Monsters

The sole guardian is a huge, red chitened beetle. It's 10+1 HD, 88 HP, dext. 13, AC 2 and moves 100' per turn. It bites for 6D6 once per turn and is 100% fire and fear proof. All "projectile attacks" have a 20% chance of ricocheting off its chiten (as do lightning bolts).

The sole guardian is a "Rock Giant" 10' tall weighing 770 lbs. He is in full plate armor w/shield and two-handed battle axe (8' long). He is 10+1 HD, 99 HP, dext. 11 and AC 2+3. He strikes once per turn at plus four (+4) to hit doing 3D6 damage plus normal weapons damage. He is chaotic-evil and a cannible, so he eats all captives! His name is Gnurri.

The guardians are six (6)

3+1 HD, 27 HP, dext. 19 morthouls (see AG I). Two are hiding in the southern treasure room, two in the small western room, one in the secret northern room and only one (1) is in the large room to start. Each melee round, the others have a 50% chance of coming to that one's aide.

All four walls of this room are of

whitewashed granite (the whitewash barely conceals foul and horrific painted scenes of debauchery and murder). The floor is old, blood and ofal stained oak planks but the ceiling is of clear, golden amber (yes it is valuable!). Suspended from the 30' ceiling by a 13' silver chain is a large spider silk bag containing a Grimoire of three spells (Morgom's spell of the Red Death; Davalon's Death Star; and Sar-chander's Sunburst), and a magik warhammer called "Murdigan." It is plus three (+3) to hit and to damage but has no

R O O M

S I X

The sole guardian is a ten (10) headed Hydra that is AC 3 (+3 for dext.), 17 dext., 12+1 HD, 108 HP and which bites for 1D8 for each head. It is a deep blue in color with red eyes and silver claws and fangs. It is 100% cold proof and has a 20% magik resistance. For some strange reason it loves Hobbits and will not attack them!

FOURTH LEVEL

Room Number  
Room Description and Treasure  
other attributes.

Guardians and Monsters

SIX  
(cont)

The 3' thick floor of this room is translucent and glows from the light (reddish-yellow) of the molten lava 50' below. The granite walls are covered by highly reflective silver paint and the 20' ceiling is of burnished steel. The air is hot (115) and has a heavy smell of burnt meat. A 9'x5'x4' bronze chest in the room's north-east corner contains 1,800 g.s. and 200 Royal sovereigns. A false side hides a pair of "Gauntlets of the fencing master" and two scrolls. The 1st has five (5) spells, each usable but twice each. They are: Skorzandon's Mirror; Charonard's Wraithhold; Xundomyre's Vigilant Eye; Elric's Thunderball; and Green Death. The 2nd is cursed so that the reader is instantly (no save) re-incarnated on the spot!

The room is guarded by eighteen (18) "Sonic Bats". Each one is 1+1 HD, 9 HP in size and has an AC of 6 (+4 for dext.), 19 dext., and can fly 300'/turn. They attack with ultra-sonic "yelps" which have a 50' range and do 3D6 damage to their victims (they attack everything as AC 9). They themselves are 100% immune to all forms of sonic attack.

ROOM  
EIGHT

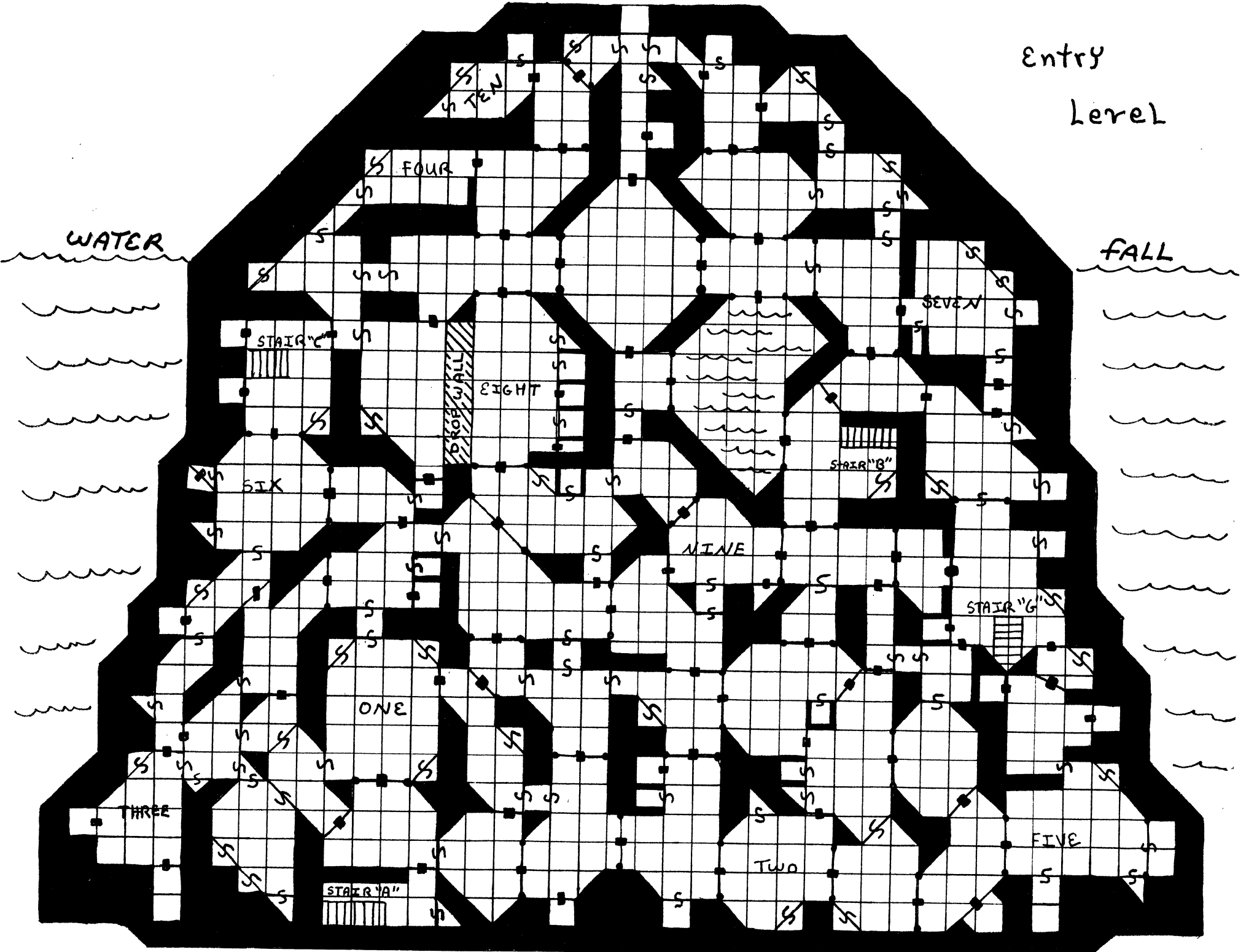
From floor to 33' ceiling, this room is covered in deep (6"-12" long) fur, a glorious emerald green color! Walking (or touching the walls, etc.) is like moving on a water bed. Stroke it and it will purr! Poke it and it will yowl! It smells strongly of licorice and mint. The treasure is hidden amongst the fur, and consists of: "Ring of Elemental summoning"; a "Ruby of Total Regeneration"; and a fully charged "Wand of Winds." Also scattered about are various gems and jewels worth 11,860 g.s. Nothing is visible unless the fur is thoroughly combed, etc. If cut or otherwise seriously hurt the "room cat" will emit a green cloud of chemical (no save!) sleeping gas that fills the room immediately.

The room itself is the Guardian, see its description. However, if it is harmed physically then 1D6 "Gremlins" (see the appropriate card) will begin harassing the party until they "make amends" or they are all dead!

ROOM  
NINE

The granite floor is covered in 18" of yellow muck that smells like rotten garbage. The walls are completely smeared in greenish-yellow slime (it is cold and abrasive to the touch) and the low 7' ceiling drips a nauseating purple slop that splatters and dribbles into the puke yellow muck below constantly. Ugh! All the treasure is below the covering muck on the floor and includes: 3,850 gold coins, 136

The room's sole guardian is a 9+1 HD, 81 HP, dext. 24 "Wailing Ghost." It has an AC of 2 (+4 for dext.) and strikes twice per turn for 1D8 and one life drain each turn. All within 30' of it, hearing its "wail" must save versus psychic attack, or flee in terror for 1D20 turns!



MINI-RANDOM ENCOUNTER CHARTS

FOURTH LEVEL

Die Roll	Encounter	Die Roll	Results
1	No Encounter	1	Flee as fast as possible
2	Undead Monster	2	Retreat cautiously
3	Non-Magikal Ground Monster	3*	Hesitate, then retreat cautiously
4	No Encounter	4**	Hesitate, then advance cautiously
5	No Encounter	5	Steady determined advance
6	Non-Magikal Flying Monster	6	Immediate attack.
7	Magikal Monster	7	Ambush! <i>Total Surprise!</i>
8	No Encounter	8	Berserk charge! Look out!

\* 50% chance of returning

\*\* 50% chance of retreating

Room Number

Room Description and Treasure

Guardians and Monsters

assorted semi-precious gems worth 10,575 g.s. and a magik dagger called "Dandi-Lion." It is plus five (+5) to hit and leaves claw marks like a giant lion's Paw! It has no other attributes. Note: The muck, if eaten (it tastes like rotten garbage) will permanently up a character's constitution by 1D4.

R O O M

N I N E  
(con't)

The entire room from floor to 15' ceiling is of very rusty iron. In the center of the room are the coiled skeletal remains of a small dragon. Hidden in the skull is a small red leather "Pouch of Enormous Holding." It contains a "Ring of Djinn Power"; a coiled 50' spider silk rope with a "Skyhook" attached and 10,000 g.s. Also there is a folding wood ladder; a collapsible canvas (2 man) kayak (2 paddles) and a complete folding light ballistae (roman type) with sixty missiles for it.

R O O M

T E N

The guardians are six (6) small (3" long) "Red Scorpions" hidden amongst the bones. Each attacks once per turn with their stinger (as a 4 HD monster) and do 6D8 venom damage! They are 3 HP, AC 8 and have dexts. of 20. They move at 60'/turn and are totally fire proof. All who are stung forever after take DOUBLE DAMAGE FROM FIRE!

RANDOM TREASURE CHEST TRAP MATRIX

Die Roll	Trap Results
1	A random 3rd to 5th level spell fires!
2	A 30' cloud of 8D8 poison gas spews out!
3	The trap misfires, lucky you!
4	A 10" long steel needle that can penetrate up to AC 2+5 shoots out. 1D4 damage plus 6D8 venom damage!
5	Surprise! You've just been teleported to a random area in this dungeon! Bye!
6	Pow! A bolt of mystik power has just turned you to stone (minus four save)!
7	Ssphttt! A 7D6 acid spray (9'x3') has just fired!
8	KA-BLAM! A single shot shotgun tube has just done 6D6 damage (and one random critical hit) to you!



Black Scorpion Drogeny

CITADEL OF THUNDER TRAP MATRIX

SPECIAL NOTE

This dungeon is echeloned back (see illustration below) so that each successive level is farther back into the rock (and farther down, of course).

Trap Designation	Type of Trap	Description of Trap	Die Roll	Results
A	Wall	55% of the time this 10' wall section is passed, a pale purple blast of paralysis envelopes all in the area. The paralysis lasts 1D100 days if a saving roll (at minus four) is failed, or for 1D20 hours if the save is made! It resets in ten minutes.		
B	Floor	This 10' floor section disintegrates as soon as its center is stepped on. Beneath the section is a 30' drop into a 4' deep pool of acid. The acid does 1D10 initial damage and 2D8 per turn thereafter. Leather armor is dissolved in one melee turn, chain in two turns and plate in three. The floor section re-materializes in 1D20 melee turns.		
C	Ceiling	This 20' section of ceiling will snap open 65% of the time it is passed under, dumping 1,000 gallons of blessed holy water down. All "good" types become "blessed" for four hours, getting plus two on all saves, attacks, etc. and all "evil" types take 1D4 points damage and are minus four on all saves, attacks, etc. Those "in between" are simply knocked down and drenched!		
D	Wall	This 5' section of illusory wall hides a 48" spring loaded sword blade (4' up) that whips out doing normal damage for its type and 4D6 extra impact damage. It fires 75% of the time and re-sets in 1D6 melee rounds.	1	A 6D8 acid spray just fired (30% chance of blindness)!
E	Floor	65% of the time that the center of this 10' floor section is stepped on it splits open dropping the hapless victim 100' down to jagged rocks below. The fall is always fatal as there is a "magik nullification field" in the shaft that stops all magikal flight, levitation, etc. It resets in 1D20 minutes.	2	A sword blade just fired, you lose!
F	Ceiling	90% of the time that this 15' ceiling section is passed under, a deep yellow ray bathes all under it in a magikal "Cause Critical Hits" aura. All thus hit take 1D4 random critical hits from AG IT's "Non-weaponed Critical Hits Table." It resets in 1D20 hours.	3	A sword blade just shot out (+10 to damage, Ka-Chunk!
G	Door	This otherwise normally appearing door will, 50% of the time it is opened, give off a 5' diameter, 4D8 charge of ball lightning. It blasts the first person(s) it touches and resets in 1D6 hours.	4	A random magik spell has just fired! I wonder which one?
H	Ceiling	This 1' diameter ceiling section fires a blast of grapeshot equivalent to an old muzzle-loading cannon, 25% of the time it is passed under. Anyone directly under it suffers 1D100 points of damage, 1D3 random critical hits, deafness for 1D20 hours (with a 20% chance of permanence) and is immediately knocked down and stunned for 1D20 melee turns. It resets in one hour.	5	Ban! A .38 calibre (single shot) gun just blew your face off!
			6	My, aren't we lucky? The trap failed to work!

4th Level  
3rd Level  
2nd Level  
1st Level

TREASURE CHEST RANDOM TRAP MATRIX