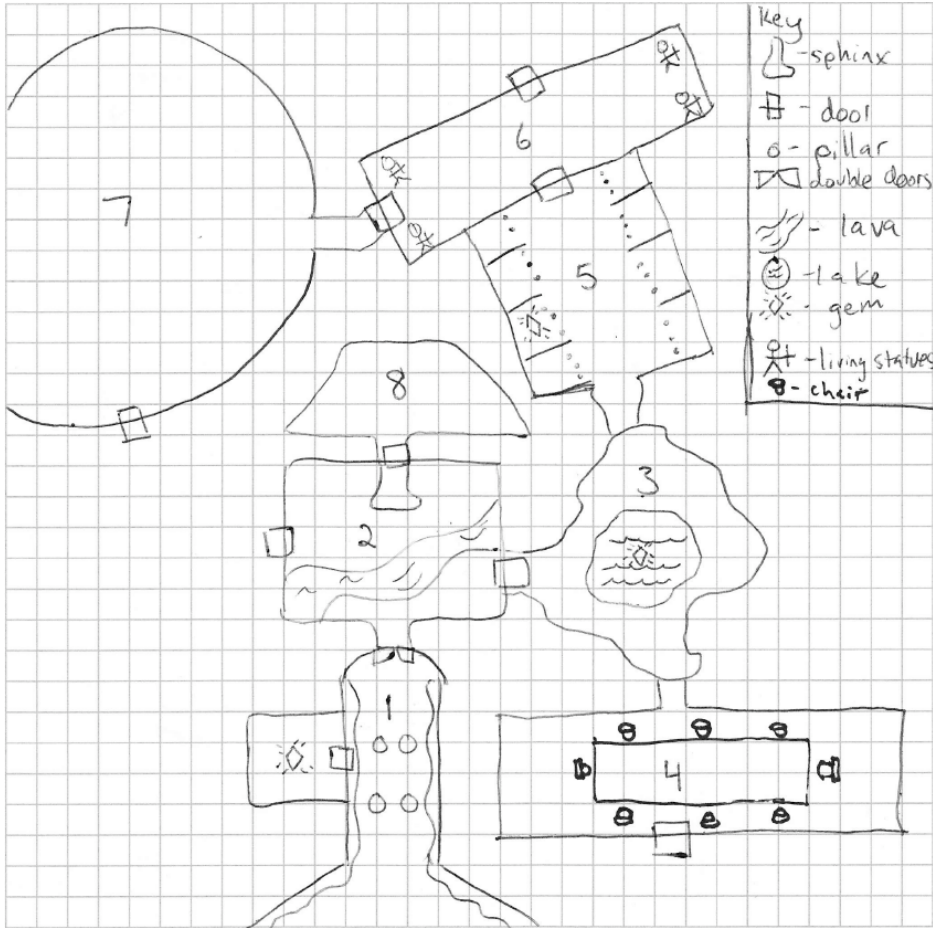


Into the Abyss

By Aaron Broder



Background Info

This dungeon, formally the headquarters of one of the largest kingdoms in the land, is currently under siege by the Primordials, tearing it apart and melding it with the Elemental Chaos. For the best experience, don't let your players know that this is anything more than a normal dungeon where dark things are happening..

Special Rules

Every time your players exit a room, roll a d8 to determine what room they enter. There are two exceptions to this rule; the players will always enter in Room E (Entrance Hall), and the first time they leave the Entrance Hall they will always enter Room 1 (The Lava Pit). Once they leave Room E, it is impossible for them to return. The only way out is through room X (Ritual Room).

If the room that the players are currently in is the same as the number you roll, then your players re-enter the room that they just left. You can use this to your advantage to confuse your players.

Many of the rooms are drawn with doors that lead to nowhere so your players have a choice of which door they want to leave through.

Aether Gem

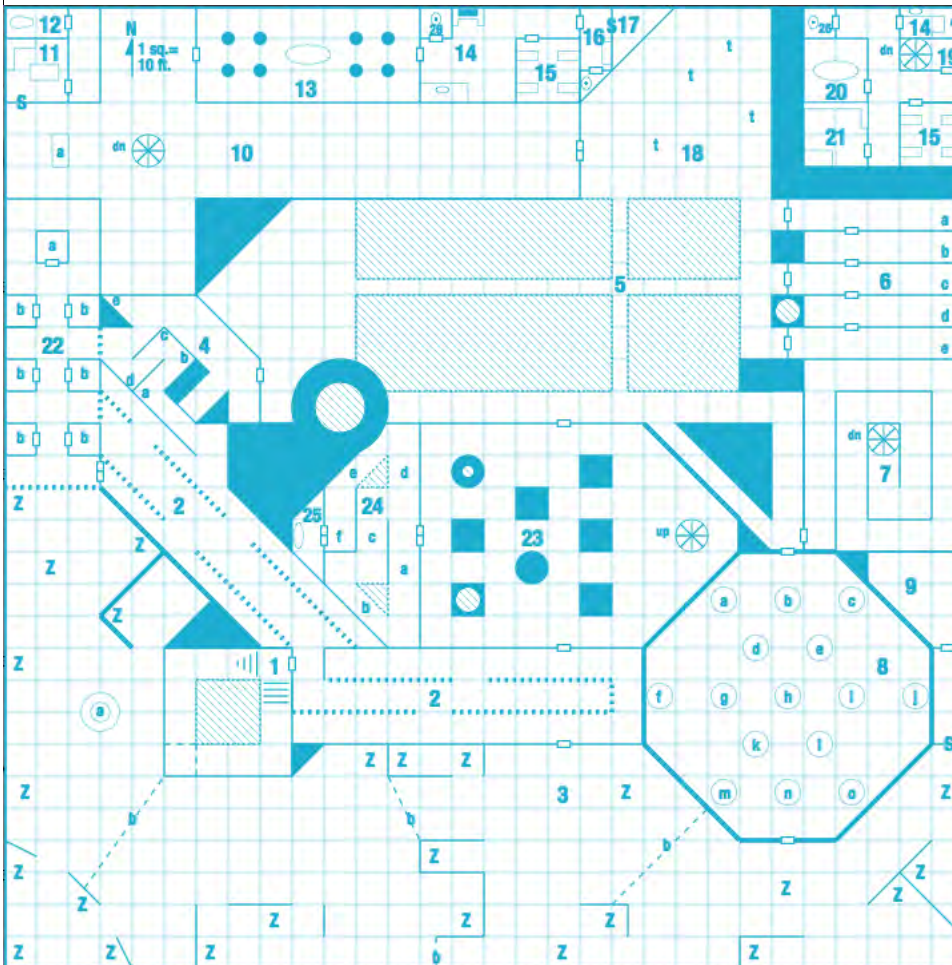
If your players have collected an aether gem, then once they have visited two or more rooms, they can choose which room that they have previously visited they want to return to. Don't let them know this, however hint at it by saying that the gem glows whenever they enter a room.

Alternatively, they can use the aether gem as a wild card when appeasing the sphinx.

Room Key

- 1. ENTRANCE HALL:** Formerly the grand entrance to an old castle, it still holds some of its former splendor; the tall columns still stand, but most of the gold paint has been scraped off by former visitors. If the players look closely enough, they can salvage some of it to use for money (minor). Behind one of the moth-eaten curtains is a small room that hides a gem of *aether*. This gem gives the player's a bonus in solving the puzzle of the dungeon, but is not required to escape. The small room is guarded by two aberrant beings (difficulty: easy), and there are no visible walls: they are just a swirling mass of color.
- 2. (1 on d6) THE LAVA PIT:** Formerly the throne room, this suffered the worst of all rooms when it was besieged by the Elemental Chaos. It has now been consumed by lava, which can be jumped over with moderate difficulty. On blocking the main exit is a sphinx, who demands tribute in the form of the elemental gems that are scattered across the castle grounds. After three gems, it becomes possible for the players to fight the sphinx. With each gem they feed it, it becomes weaker and weaker. Should they manage to feed it all six gems, they can pass without any combat.
- 3. (2 on d6) THE CAVERN:** This part of the castle has been entirely replaced by a natural cavern. The elemental gem hidden in the lake can be retrieved by a strong swimmer, or if they manage to convince one of the water spirits that live in the cave to retrieve it for them (difficulty: hard), then they can have it collected for them. If they annoy the spirits, however, they will be forced to fend them off.
- 4. (3 on d6) THE ICE HALL:** This was the dining hall, and the inhabitants of the castle were in the middle of supper when the Chaos took over. Now, their corpses are frozen in blocks of ice, as is the food. One of the diners is wearing the elemental gem on a pendant, and the players must take the utmost care while shattering the ice, or the spirits of the inhabitants will come alive and attack (difficulty: medium).
- 5. (4 on d6) THE DUNGEONS:** Imprisoned in the dungeons are four prisoners, three of whom are telling the truth, and one of whom is lying. Only one of them has the crystal, but all of them want to help the players so they can get out of the dungeon. They will try to outwit the players so they can escape. If the one who really has the gem is freed, then they will hand over the gem with no conflict; if one of the others manages to trick they players into thinking that they have the gem, then they will attack (difficulty: medium).
- 6. (5 on d6) THE ARMORY:** The players will find in the Armory plenty of non-magical weapons for them to loot, in addition two four living sets of armor. Three of them are illusions, that can be killed with a single blow, but the last one (identified by the elemental gem engraved on it's shield (difficulty: easy).
- 7. (6 on d6) THE BALLROOM:** This was one of the finest rooms in the entire castle before the Chaos took over, and the wealth that used to fill the room still shows. The pillars glint with gold, the curtains are still as fine as they were the day it was at its heigh of pawer, and a beautiful crystal chandelier hangs from the ceiling. The players, however, are more likely to notice the huge black dragon in the center of the chamber (difficulty: very hard), and the elemental crystal that it hordes.
- 8. THE RITUAL ROOM:** Inside the ritual room are three aberrant underlings (difficulty: easy), one ritual master (difficulty: medium), and a portal that leads to the Chaos (difficulty: hard). If they manage to destroy the portal, then the castle will return to normal; otherwise, underlings will continue to spawn and the castle will stay the same. Once the players have defeated the ritual master, the magic that was holding the castle together will weaken, and it will begin to collapse. They must make it out of the castle before it is completely destroyed (difficulty: medium).

Megadungeon of the Mad Archmage Gary-Stu – Level 5 - Crypt



Wandering Monsters

Check every 20 minutes, 1 in 8 chance; then d12:

- 1-4: wraith of character previously slain in dungeon. Causes level drain. Silver or magic weapon to hit.
- 5: 1d3 ghouls. Cause paralysis.
- 6-7: 1d8 skeleton warriors armed with scimitars
- 8-9: 1d6 zombies with clubs and claws
- 10: 1 wight. Causes level drain. Silver or magic weapon to hit.
- 11: Abbot Yorick (see below)
- 12: Carlotta (see below)

Legend

S – Secret Door
 crosshatching – Pit in floor
 dark – solid rock
 dark with light center (5,6,23) – shaft to other level (no entrance this level)

Subtable A: Q—n Room

- a: cool water
- b: illusory bottom, 20' drop to next level
- c: murky water hides angry viper
- d: treasure pool with gold and silver
- e: firewater: belch flame or hold it in and explode
- f: green slime
- g: dimensional portal
- h: acid pool with gold-plated key at bottom (no matching door)
- i: boiling water
- j: lair of water weird
- k: fake dry pool: appears dry, holds tepid water
- l: healing pool, one drink per character per day
- m: living, pulsing entrails. Edible (ew!)
- n: cold lager
- o: blink juice: next five hits received may cause short-range teleport instead of damage

Room Key

1. **Grand Stairway:** up and down to other levels. Ceilings on level are generally 10' high; levels are 20' apart (for pits, stairway, *fireball* calculations, etc.).
2. **Halls of Bone:** each room has 10 skeleton warriors armed with crossbows behind the iron lattices indicated by dots.
3. **Zombocalypse:** 25 zombies ("Z"). Appear to be corpses until one of the dotted lines "b" is crossed, then all animate at once. Ruined fountain at "a" with a little silver coinage, some copper coins, rusted *magical dagger*.
4. **Hall of Shadows:** check at each of a-e. Torchlight or less: 4 in 6, lantern 3/6, *Magical Light* 2/6, of a shadow appearing and attacking. Drains strength.
5. **Catwalk:** Dark Knight (strong skeletal warrior, turn as ghoul) guards bridges, attacks with greatsword. If struck, target may fall in pit to next level (20' fall). Ceiling is 16' high.
6. **Barrows:** Wights drain levels. A: Wightsnake (4 platinum albums, constrict), B: Wighty Ford (4 world series rings, ranged attack—baseball), C: Barry Wight (5 gold albums, 5 platinum albums, can *charm*), D: Great Wight ("Are you ready to rock, Rhode Island?" then self-immolates with *fireball*, half-melted gold album), E: Wight Zombie (2 platinum albums, dreadlocks, scary eyes). No entry to shaft in column from this level.
7. **Winding Corridor:** nothing special, but roll dice at each corner, purse your lips, and shake your head sadly.
8. **Q—n Room:** 15 pools. See subtable A or use Room 31 from *B1* if you have it. Domed ceiling is 10' at walls, 16' in center.
9. **Secret Armory:** *magical sword*, silver-plated war hammer, *magical bracers*
10. **Unholy Church:** altar at "a", 2 gargoyles attack with horns and claws. Altar furnishings and 3 fairly valuable gems. Spiral staircase down. 16' ceiling.
11. **Parlor:** Comfy couches, bookshelves (books mostly lurid vampire romances). 25% chance Carlotta is here, reading.
12. **Vampire's Lair:** home of Carlotta the Vampire (75% chance at home). Her bite drains levels. Magic/silver weapons to hit. Can take gaseous or bat form, cannot cross running water, only stays dead with stake through heart, etc. Coffin contains delicately scented scarlet silk pillow, dirt from homeland (local, so stealing it just pisses her off), jade erotic clockwork appurtenance worth a lot to a discerning buyer. Room contains stylish and expensive garments, potion of *Giant Strength*, *Ruby of True Vision*, a bit of platinum and gold coinage, and valuable gold jewelry.
13. **Cloister:** 25% chance of encountering Abbot Yorick here.
14. **Kitchen:** Kobold chef de cuisine and 3 halfling line cooks armed with knives. Various foodstuffs.
15. **Kitchen Staff Dormitory:** 3 bottles of cheap wine, a few copper and silver coins, girlie magazines.
16. **Abbot's Cell:** 50% chance of encountering Yorick here. Abbot Yorick, midlevel Evil Priest. Wears *magical plate mail* and *magical shield*, attacks with *magical mace* or any appropriate priestly spell. Carries some silver coins and an unholy symbol.
17. **Treasury:** 25% chance Abbot Yorick is here. Lots of gold and platinum coins, 6 valuable gems, *Flying Carpet*, *magical dagger "Goblin-bane"*
18. **Lawn:** Stone tree trunks at "t" ascend to ceiling. Central one has Assassin Vine, which grabs and constricts. 16' ceiling.
19. **Stairs:** 19-21 are a separate lair not reachable from this level except via teleportation, magical wall-tunneling, or similar. 12' ceilings.
20. **Dining Room:** 30% chance Edgar is here. Table settings are valuable, but bulky and fragile.
21. **Study/Bedroom:** 70% chance Edgar is here. Edgar, Ogre Mage: attacks with large scimitar, can *fly*, turn *invisible*, *create darkness*, *sleep*, *charm*, *icy blast*. Carries a little platinum, some gold, and a *portable hole*.
22. **Churchyard:** Each crypt "b" holds a ghoul: claws paralyze, stench nauseates for 1-3 minutes. Crypt "a" holds a ghaist (like ghoul but stronger).
23. **Egyptian Temple:** 2 cobras: bite paralyzes immediately/die in 1-3 minutes, spit poison.
24. **Temple Maze:** traps at a) swinging bladed pendulum, b) giant grinding rollers under illusory floor, c) north and south walls slam together, d) *sleep* gas released, e) corridor pivots longitudinally around centerline dumping party 20' into level below, f) floor-and-ceiling spear trap.
25. **Mummy's Crypt:** Mummy. Vulnerable to fire. Touch causes horrible rotting disease. Gold sarcophagus, scepter, crown.
26. **Toilet:** actual flushing toilet. With 10' ceilings and 20' between levels, there's plenty of room for pipes and air ducts in inter-level spaces.

Water Temple

Alex Schroeder
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big golden statue of the ancient
toad god of underwater lakes

a tunnel in
the ceiling
leads outside

a fish head priest is
making an offering

the fish heads have set
up a nest for blood
sucking leather wasps;
there are 1-6 of them
flying around, another
2-12 of them inside the
nest, and another 2-12
flying around outside

a sinkhole to
darker
depths

if the priest calls for
help, ten fish heads
will show up
three rounds
later

natural
cave with
uneven
floor

secret underwater
tunnel connecting
the public temple
with the hidden shrine

a big boulder blocks most of
the tunnel; leather wasps can
crawl through the
opening; doors
and the leather
wasp nest are
visible from
the tunnel

the big room of
worship with a
statue of the
water god on the
island in the
middle of the
artificial
underwater
lake, protected
by four columns

twenty fish heads
live in this hall; if
not alerted, some
will be lounging
in the pools, others
will be
rolling dice

a tunnel in
the ceiling
leads outside

rubble

this could
also be the
bottom of a well;
perhaps there is a
sinkhole that connects
to the pool in the death
god shrine to the south

in a big fight, the fish
heads will try to cut off
any invaders by using
the side passages

reception
hall of the
ancients

rubble filled
storage room

Design Notes

In my own game, the players never found the necromancer lair. The water temple was below a ruins occupied by flying monkeys that the players wanted to gain as allies. They promised to clear out the fish heads that were capturing monkeys at night to sacrifice them to their toad god. I hid a powerful weapon inside the statue of the toad god. The fish heads escaped down the sinkhole and the threat was ended by plugging the hole with the round boulder blocking the tunnel to the stirge cave. I used kuo-toa, stirges, a 5th level cleric, and a 5th level magic user for stats and used it against a party of six 3rd level adventurers.

Shrine to the Death God

big stone statue of the reaper
and two
small
gold
idols

the necromancer has
chained a ghou to the
wall down
here; it will
not die and
is forever
hungry

the necromancer lair
is unknown to the
fish heads;
he is a fifth
level magic
user who
will use his
lightning
bolt as a last measure as he flees down the corridors to his shrine,

hopefully catching all his pursuers at once.

pit trap

four
zombies

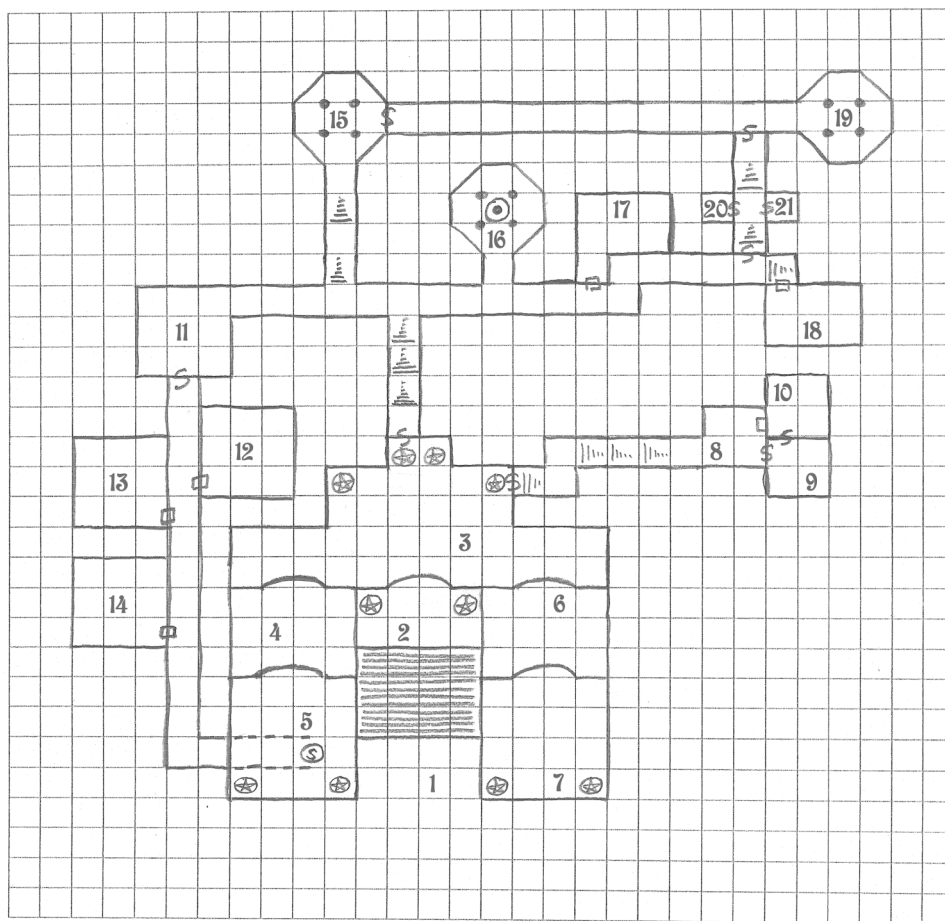
Library

Bed-
room

Lab

potion,
spell book

THE SUNKEN TEMPLE OF ARN



Wandering Monsters (use each only once)

- 1 – 2d4 Giant Crabs searching for food
- 2 – 1d3+1 trained Sharks on patrol
- 3 – 2d4+3 Sahuagin on patrol
- 4 – 1d4 Lacedon in search of “leftovers”
- 5 – 2d6+6 Koalinh on a raid
- 6 – 1d2 Kopoacanth seeking victims

Background

In ancient days the monastic assassins known as the Sons of Arn built a great temple to their strange god on an island off the southern coast.

For many years they managed a troubled coexistence with the other religions. But when they dared to strike down the high priest of the sea god, their island temple was cast beneath the waves forever in an act of divine retribution.

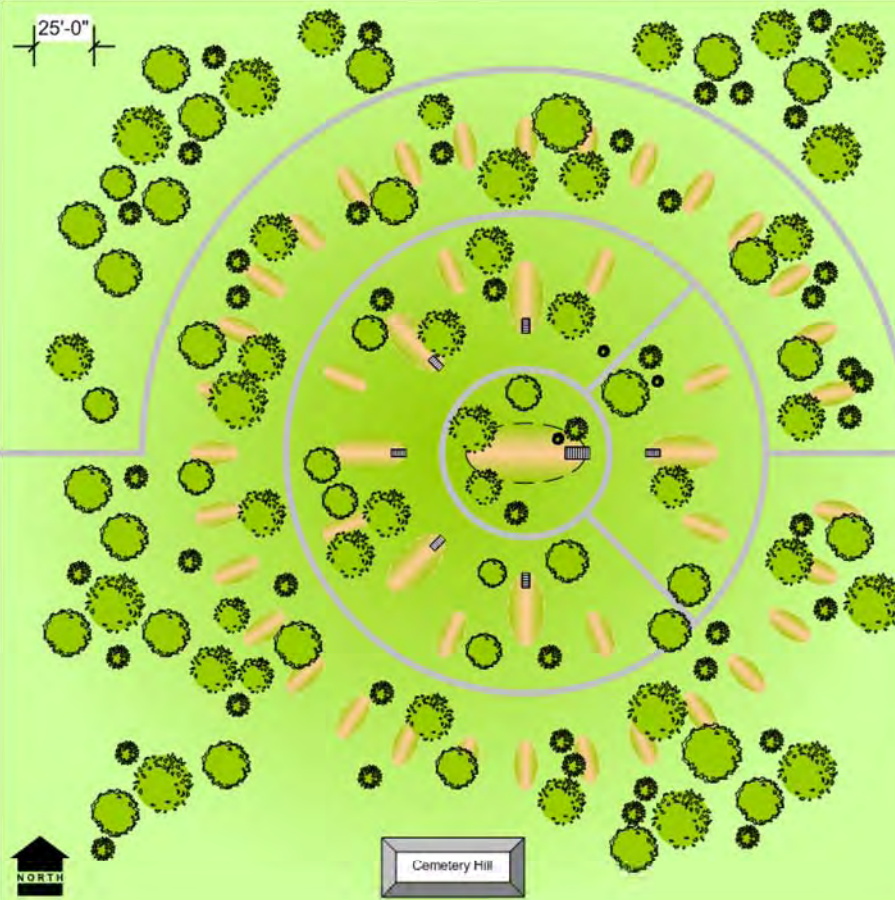
Their knowledge lost and their religion destroyed, the Sons of Arn vanished from the world, leaving only half-remembered whispers in their stead. But now rumors abound of a shipwreck whose lone survivor escaped from a Sahuagin band that makes its home in a submerged ruin eerily reminiscent of the legendary *Sunken Temple of Arn*.

Room Key

1. **Garden:** Overgrown with seaweed, tangling feet and making combat difficult. 6 Giant Crabs live here, unaffected by the flora. A verdigrised copper gnomon sits on a marble base. The gnomon alone is worth a small fortune. The complete piece is potentially priceless.
2. **Plaza:** Atop the stairs, statues of two warriors stare down, one bearing a kris in his left hand, the other unarmed. Save vs. fear or thrash uncontrollably for 1d4 minutes. There is a 1-in-8 chance of such thrashing attracting a wandering monster (above, ignore result #5)
3. **Grand Hall:** A dozen humanoid corpses, decayed and bloated, float freely throughout this room. 6 Sahuagin guards are here. 1 is armed with a magical trident, the rest wield poison-barbed nets and normal tridents. They possess a sizeable number of hexagonal silver coins between them. Statues of the now familiar unarmed and kris-bearing warriors dominate the room.
4. **Antechamber:** This room is stripped bare; profane graffiti is carved into its walls. A fresco depicting the holy void remains intact.
5. **Plaza Of Wisdom:** Open to the sky – were it not sunken – this area features two giant statues of unarmed warriors in strange poses. A hidden trap door reveals a ladder of rusted iron that descends into the depths of the temple complex.
6. **Antechamber:** As #4 above, empty save for carved graffiti and a defaced frieze featuring a kris piercing a crown.
7. **Plaza Of Repose:** As #5 above, but the statues are of cloaked humans armed with krises, preparing to strike unseen enemies. A single Kopoacanth rests here and will attack on sight. Beneath the east statue can be found a ceramic box containing silver jewelry.
8. **Tentacles!:** The false door springs outward doing significant damage if opened. The room glows with a soft, coruscating light that emanates from a giant Portuguese-Man-O-War kept here by the Sahuagin. The poisonous tentacles of this monstrosity cause short-term paralysis.
9. **Room of Secrets:** The walls of this room are painted blood red. A secret panel in east wall hides a cursed kris and 4 vials of poison.
10. **Hidden Library:** This room contains the long-ruined remains of many scrolls and books. Also present are a number of intact tablets, some of which contain formulas for lost or forbidden magics. A scything blade trap was once set off here, and now hangs limply from the ceiling, stirring slightly in the current. The skeletal remains of its victims lie on the floor. If disturbed the skeletons will animate and attack.
11. **Shaman's Chambers:** Ornate stonework furniture, covered with mosses and urchins, dominates this room. A Sahuagin Shaman and three Acolytes reside here. In the Shaman's possession is a Gold Pearl, which stores an additional 1d4 divine spells that the possessor may cast.
12. **Kitchen:** This was once the kitchen for the temple. Rusted, worthless cutlery & rare, valuable bone china can be found in the cupboards.
13. **Baths:** This room served as the baths for the temple. A hot spring still feeds the baths, making the water in this room noticeably warmer.
14. **Latrine:** This room was once the latrine for the temple. A pile of triangular gold coins can be found at the bottom of the latrine trough.
15. **Room of Ghosts:** A blasted altar stands in the center of this room. The ghosts of two assassins (treat as Shadows) linger here.
16. **The Well:** Heavy black fluid rests within the well, not mingling with the water. This fluid will burn even when submerged.
17. **Mechanical Room:** Levers, dials, wheels and gears take up much of this room. Their functions have been lost to time.
18. **Shark Pen:** Rusted remains of torture implements litter the floor of this room. 3 trained Sharks and 2 Sahuagin trainers attack intruders.
19. **Chieftain's Chambers:** The leader of this Sahuagin band and his 5 loyal guards are found here. Piles of plunder are present, too!
20. **The Secrets Of Arn:** This hidden room contains tablets that hold the secrets of Arn. Assassins and Monks will benefit greatly from these.
21. **The Curse Of Arn:** This hidden room is rife with dark magic. Those who enter this room will suffer great misfortune.

CEMETERY HILL

BY ANDREW C. DURSTON



BACKGROUND

North-west of a forest, near where a main road meets a lesser used coastal road; a lonely scrub-covered hill rises. Over 6 centuries ago, the royal family, in power in the region, began to bury its dead within the wind-swept grounds. The hill's original name is lost to time; the locals now call it Cemetery Hill.

Cemetery Hill rises perhaps 200 feet above the local roadway, covered by its sparse growth of trees, bushes and long grass. The main approach, on the west side, is still usable. Horses can also slowly pick their way overland from any direction. As they close, Horses and Steeds become nervous. There is power here, probably a Node of Magicks, but they are aligned with the Night. Darkness holds sway here, perhaps the Darkness of the Night or perhaps the Darkness of Evil.

ADVENTURE THREADS

- 1: The Dark Magician
He traffics in materials of evil. Something brings him to dig into these graves.
- 2: The Kidnapping
The daughter of a local Duke has disappeared. A seer suggests the barrows.
- 3: Two Evils
Foreign infiltrators seek to meet the magician for unknown purposes

ROOM KEY

1: Central Tomb

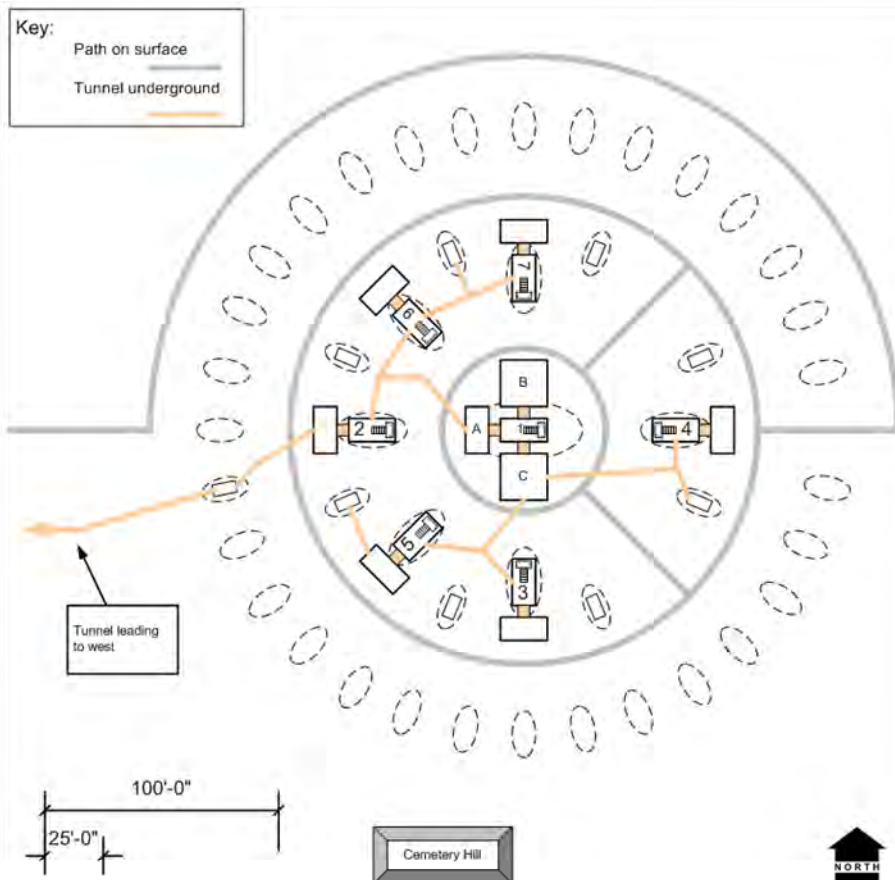
The entryway. Stairs descend into the earth to a landing, thence to a doorway. Inside a short landing and a 2nd set of stairs
A: The crypt chamber, 10 feet by 20 feet with an 8 foot ceiling. The tomb is 8 feet long, 3 feet wide and rises 4 feet off the ground. It is made of stone with the top lid elaborately carved in a likeness of the Emperor.
B: & C: Ceremonial chambers, waiting-meditation rooms

2-7: Lesser Tombs

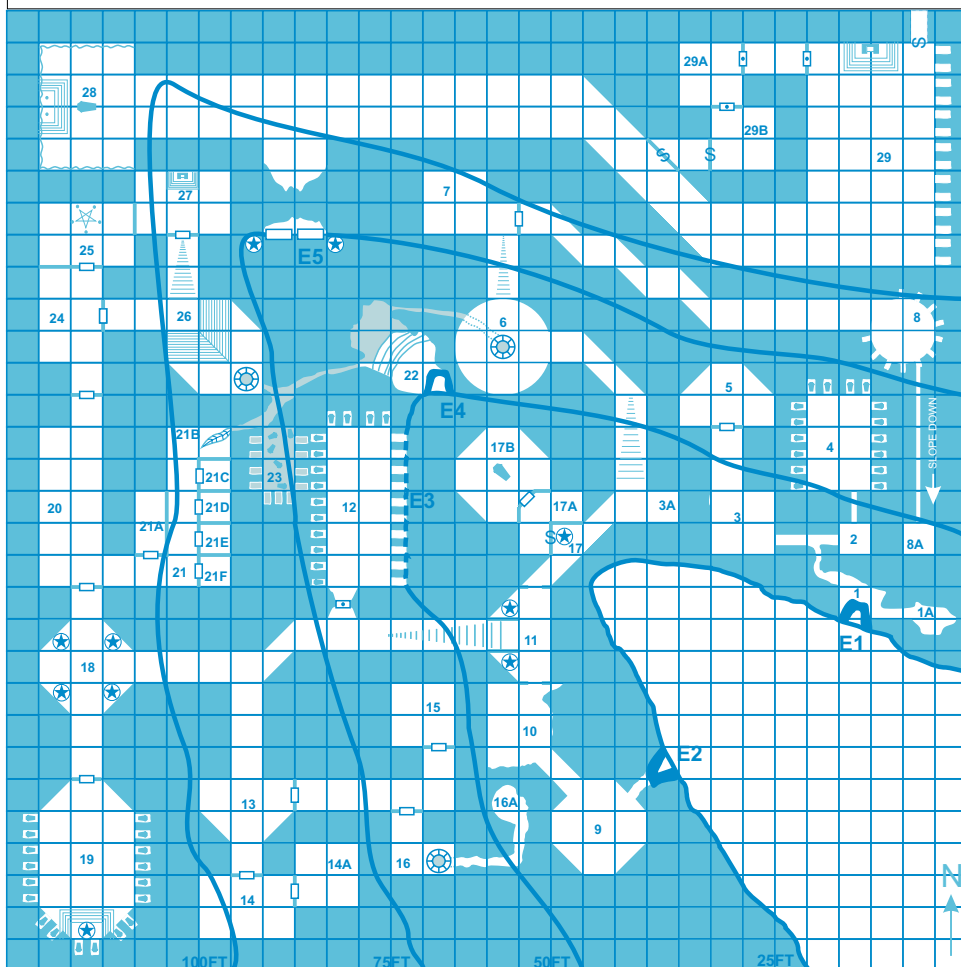
The entryway is similar to that of central tomb. Stairs descend into the earth to a landing, thence to a doorway. Inside a short landing and a 2nd set of stairs leading to a crypt chamber of the same size as Central Tomb, 10 feet by 20 feet with an 8 foot ceiling. The tombs are the same size as the Central Tomb but not as elaborately made.

Underground

Over the years a small number of passageways have been dug, by thieves and grave robbers, to connect some of the larger barrows. Most of the tunnels begin in the central barrow and radiate outwards. One tunnel leads out of the site entirely, exiting the hillside several hundred feet away. All of the tunnels are narrow and low, dug through the earth and rarely reinforced. Hence they are subject to accidental and deliberate collapse



VALLEY OF THE NECROMANCER KINGS



BACKGROUND:

Seeking to evade capture for his atrocities, **Ungoth**, the last Necromancer King fled his besieged city of **Tyrsis** to a desert valley. There, he completed rites to attain immortality; a state the Necromancer King has enjoyed for a millennium. Recently, a coven of cultists led by a triumvirate of evil necromancers (**Manse**, **Darghul** and **Balagos**) have discovered this secret valley. They have moved to the catacombs within and every night, practice rites to renew the reign of the Necromancer Kings. The Triumvirate see their cultist minions as mere fodder to be exploited as they see fit.

ENTRANCES:

E1: The worker's tombs, now dormitories for the cultists.
E2: A new tunnel that leads an empty mausoleum and the main catacomb complex.
E3: Elements have exposed the tomb wall at area 12. Ghouls inside now use the short tunnels to gain access into the valley and beyond.
E4: Limestone cave leads to area 22. Formerly a **Troll's** lair.
E5: The Black Gate. Weathered statues are indiscernible. Stone doors are barred and *arcane locked* (or equivalent). The tunnel beyond has collapsed. The walls of Areas 28, 29 and the passage between have been enchanted to forbid teleportation spells at or below 5th level (with the exception of the **Crypt Thing** at area 27), as well as all transformation spells. Because of the cave-in however, a *transmute rock to mud* has a 50% chance of working in the entryway. **Doors in 29 (including the secret doors) are arcane locked (or equivalent) and bear a Symbol of Insanity and an Alarm spell.**

WANDERING ENCOUNTERS (d20):

(Encounter chance is a base 11%, checked hourly or as required)
01-04: 1d3 **Ghouls**
05-08: 1d4 **Cultists**
09-12: **Cleric Overseer** and 1d3 **Zombies** or **Skeletons**
13-16: 1d4 **Cultists** and 1d2 **Hyenas**
17-19: 1d3 **Lacedons**
20: **Troll** from area 21A hunting for food.

LEGEND:

	CAVE		STATUE		SARCOPHAGUS
	CANDLE		WELL		PENTAGRAM
	FISSURE		DOOR		LOCKED DOOR
	WATER		THRONE		CURTAIN
	DAIS		STAIRS UP		

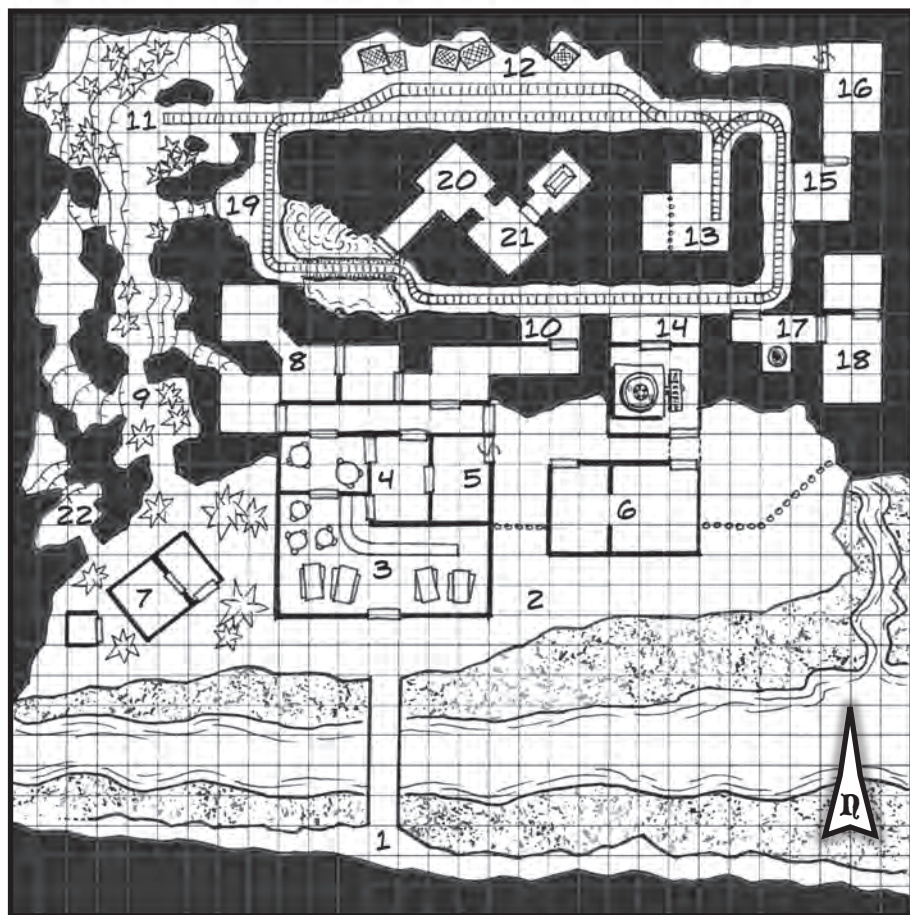
1. SMALL CAVE: Low-ceiling and sandy floor. Many tracks. Faint sound of excavation comes from the west. Foul dog-smell drifts from east.
1A. HYENA LAIR: Unlit cavern, overwhelming stench of dogs. **6 trained Hyenas.** In the many gnawed bones littering the ground is 2d20sp.
2. ANTECHAMBER: Featureless. Excessive noise alerts occupants of areas 3 and 4.
3. UNFINISHED CHAMBER: **5 Zombies (Cleric Overseer** in north passage) toil at the west wall of this rough chamber, tunnelling through the bedrock to the passage leading to 3A. The **Zombies** are equipped with various picks and shovels. The **Cleric Overseer** has standard equipment and 13gp.
3A. DEAD END: **6 Skeletons** toil tirelessly against east end of passageway.
4. CULTIST DORMITORY: Formerly a worker's tomb. Alcoves contain open sarcophagi that cultists now use as rest areas. **14 Cultists.** Each has a black cult robe, dagger, and 1d4x5gp.
5. STORAGE: Formerly a canopic jar storage. A number of barrels contain iron rations and a 6 locked trunks contain cult robes, weapon racks contain swords and maces.
6. WELL: Stone well leads to area 22. Off-used as the cultist water supply. Water brackish and cloudy. Loud noises will attract 1-2 **Lacedons** from area 23. At the bottom of the well submerged in silt is a locked coffer that contains a *Scroll of Transmute Rock to Mud*, a *Potion of Flying*, and a ruby worth 50gp; being the items of a treasure hunter who sought to bypass the cave-in at E5 but was killed by **Lacedons** years ago.
7. PLUNDER STORAGE: Items plundered from caravan raids: Tack and harness, tents, camping gear, several crates of adventuring gear and other odds and ends may all be found here.
8. ADEPT'S CHAMBER: This small tomb now serves as a dormitory for four **Dark Adepts** who have risen from being mere cultists. **Dark Adept #1 (+1 Mace)**, **Dark Adept #2 (+1 Dagger)**, and **Dark Adept #3 (+1 Shortsword)**. The fourth has become a **Wight** that now is down in 8A. So far, the **Wight** has not attacked its former companions. Each of the **Dark Adepts** wears cult robes, standard equipment plus 1d4x10gp each.
8A. WIGHT LAIR: Tunnel slopes down to this chamber. **Wight.** Standard treasure and +2 *Scimitar*.
9. EMPTY MAUSOLEUM: Sand from the valley has blown in here from the NE. Faded frescoes depict the golden age of the Necromancer Kings.
10. COLLAPSED ROOM: East section of this chamber is filled with scree that tapers to the roof.
11. CATACOMBS OF THE NECROMANCER CULT: These stone steps lead up into the deeper reaches of the valley. Two ancient statues of Necromancer Kings guard the stairs. There is a double chance of wandering monster in this area during the day, triple chance at night.
12. GHOUL WARREN: This large tomb is now home to **12 Ghouls** and **2 Ghasts**. The eastern alcoves open onto the valley wall at E3. The main door in south wall is made of stone and is locked. **Balagos** in area 14A has the key. A large mountain of bones dominates the floor of this chamber, an extensive search reveals +1 *Elven Chain*, +1 *Shield*, +2 *Longsword* and 29gp.
13. ANTECHAMBER/TRAINING AREA: Training area for **Sarixx** from area 15. Swords and daggers of every type rest on wall-mounts along the SE and SW walls.
14. THE NECROMANCER'S STUDY: This room is always guarded by **5 skeletons** (falchions, shields, plate armor). A large stone slab dominates the centre of the room upon which are various books, implements and devices relating to the black arts. A bookshelf occupies the south wall and contains similar information on necromancy and mummification rites (worth 500gp).
14A: BALAGOS' CHAMBER: Furnished room with a bed, a small table and chair as well as a locked chest in NW corner. **Balagos the Necromancer** (ring of wizardry, wand of magic missiles, wand of lightning) and **Kerxit**, his **Quasit** familiar are located here when not in areas 14 or 19. The chest contains **Balagos'** spellbook, **Darghul's** spellbook (see area 17B), extra material components, and spare clothing. **Balagos** owns the key to the chest and the key to area 12. If **Kerxit** is slain, **Balagos** advances from the 'middle aged' to the 'old' age category and loses 2 levels.
15. ASSASSIN OF THE NECROMANCER CULT: Sparsely furnished with a straw mattress, a chest, and a table and chair. Trapped chest contains 5 vials of spider poison, a *potion of poison* as well as a number of courtesan's gowns. Private chamber of **Sarixx the Assassin** (+1 leather armor, cloak and boots of elvenkind, dagger of venom, +2 shortsword, *Figure of Wondrous Power - Golden Lions*).

16/16A. DRY WELL & SPIDER LAIR: A dry well leading down to area 16A. **3 Giant Spiders** were brought in by **Sarixx** who farms their poison. Two live in area 16A and the third on the ceiling above the well in area 16. It will drop onto anyone that descends inside the well. Standard Treasure at 16A.
17. STATUE: Secret door hidden behind statue. Activated by pressing the statue's left eye.
17A. CANOPIC STORAGE: Fresh organs occupy canopic jars within a marble basin.
17B. DARGHUL'S CHAMBER: **Darghul**, second of the Triumvirate lays here in a desperate bid to overcome a magical wasting disease and become immortal. Instead of creating **Darghul** as a mummy, **Balagos** turned **Darghul** into a **Son of Kyuss**. **6 zombie cultists** also guard this chamber.
18. ANCIENT GALLERY: Four stone statues of the Necromancer Kings stand here. The statues are in fact 4 inert **Stone Guardians** and if anyone not wearing cultist robes enters, they attack.
19. THE NECROMANCER CULT: **14 cultists** reside here having recently marvelled at **Darghul's** transformation. At night, **Balagos** conducts necromantic rites in this chamber with the **Dark Adepts** from area 8. A silver ring on the statue's finger is a *Ring of Invisibility*. The **Spectre of Ungoth's** last vizier lives within the statue, attacking anyone who tries to steal the ring.
20. TRIUMVIRATE CHAMBER: Meeting chamber for the Triumvirate. Long oaken table with only three chairs. **10 skeletons** (falchions, shield and plate armor) stand to attention along the west wall. This area is off-limits to cultists. Various plans for expansion and conquest are strewn on the table.
21A to F. PRISON: Holding area for prisoners of interest and captured PCs. **21A: Troll Gaoler** lairs here, having moved from the cave at area 22. Scattered in this filthy chamber is the gaoler's keys and the possessions of any prisoners. The **Troll** disposes bones and waste in the fissure at 21B. **Mercia** the **Cleric** from **New Tyrsis** is imprisoned at 21C. 21D-21F are empty.
22. LIMESTONE CAVE: This cave situated 50 feet above the valley floor. Excessive noise will attract 1d4 **Lacedons** from area 23. Natural stone steps lead down to a murky pool.
23. SUBMERGED TOMB: A minor cave-in has caused this tomb to flood with water. The dead resting within are unquiet and have arisen as **12 Lacedons**. Standard treasure for each.
24. THE NEW NECROMANCER KING: A stone slab dominates the centre of the room and bookshelves containing necromantic lore occupy the north and west wall (as area 14). A finished, but inanimate **Flesh Golem** lays on the slab. **Manse the Deathpriest** (*Rod of Thunder & Lightning* (or equivalent), *Flesh Golem Manual* (or equivalent), +2 *Shield*, +3 *Chain*) carries the blood of demons in his veins, sits at a desk in the NW. If necessary, **Manse** strikes his *rod* on the floor, alerting the **Lacedons** from area 23, the **Skeletons** from area 20 and then tries to activate the **Flesh Golem**.
25. MANSE'S CHAMBER: Largely unadorned except for a pentagram ringed with candles on the floor. Owing to his heritage, this is where **Manse** meditates instead of sleeping. **Mercia's Staff of Healing** stands in the SW corner. A *glyph of warding* guards a chest containing priest robes, a *Peniapt of Foul Rotting* (which formerly belonged to **Darghul**) and 1000gp.
26. WELL: If alerted by **Manse**, the **Lacedons** arrive from here. **Water Weird.** No treasure.
27. SENESCHAL OF THE TRUE KING: A **Crypt Thing** sits on a throne atop a dais as the final guardian to **Ungoth's** sanctum. The **Crypt Thing** uses his ability to *teleport* those worthy enough to area 28 after inscribing **Ungoth's Mark** on their forehead. So far, the **Crypt Thing** has not allowed **Manse** or any of the others to pass. The **Crypt Thing** is immune to *turning*. No treasure.
28. CHAPEL OF SHADOW: Richly appointed chamber with black velvet curtains along N, W and S walls. The stone sarcophagus is where **Ungoth** reclines during rest and *Astral Projection*. Hidden in the curtain folds are 16 **Shadows** that attack any group not bearing **Ungoth's Mark**. Candelabra and object d'art are worth 9000gp. Behind the west curtain above the dais is a *Mirror of Mental Prowess*.
29. THRONE OF THE TRUE KING: Ungoth the Deathless (*Robes of the Black Archmagi*, *Staff of Power*, *Mirror of Life Trapping*) resides on his throne. In the east alcoves stand **13 Skeleton Warriors** (+1 plate, +1kopes) and **Sothgar the Death Knight** (+3 Plate, +5 Defender). A secret tunnel leads deeper into the valley. Anyone not bearing **Ungoth's Mark** are attacked immediately.
29A: UNGOTH'S TREASURY: 50,000gp in coins & jewels, and the following magical items: a *Holy Avenger*, 2 weapons, 1 rod, 1 armor, 1 ring, 1 staff, 6 potions, 3 scrolls and 5 wondrous items.
29B. READING ROOM: Bookstands contain: **Ungoth's** spellbook and a *Book of Infinite Spells*. Alarmed stone chest contains the 13 *Circlets* belonging to the skeleton warriors in area 29.

Arendt's Old Peculiar



– Because you really can't survive on water and rations alone –
(Dedicated to all those players who'd rather squirrel away their hard-earned gold in hollow tree stumps than treat their characters to something nice every now and then... and a bunch of others, I guess.)



For many, Venerable Arendt was a saint. He led a simple life in a cave in Blackwater Gorge, a deep, narrow fissure in the hills, yet many people made the arduous journey to visit him. His underground garden was a wonder, his magnificent railway a mechanical marvel unheard of outside the grandest dwarven mines. What made him legendary, however, was the sublime, invigorating drink he brewed from the aromatic *kurá* beans in his garden. Arendt's hot *kurá* was bliss in a cup, a delicacy without peer. But alas, Venerable Arendt is no more.

Decades after his passing, a band of goblins took over Arendt's caves. Led by Boss Hog, a smart (for a goblin) and industrious individual, the band discovered some of Arendt's secrets and opened an establishment for selling *kurá* – at exorbitant prices. While their version is a mere shadow of what Arendt brewed, many patrons have become thralls to the addictive drink... and

Boss Hog Gob's Hot Slop Shop

(as it is now called) has become a lucrative (if seedy) business.

Random patrons:

- 1 2d4 kobolds
- 2 2d4 goblins
- 3 1d6 orcs
- 4 1d4 ogres
- 5 1d3 trolls
- 6 An NPC party

(Note: The patrons tolerate each other – anything for *kurá*!)

Misc. encounters:

- 1 Assorted vermin
- 2 Boss Hog + 1d6 goblin workers
- 3 1d4 escaped giant rats
- 4 An NPC party on a spying mission
- 5 A runaway cart
- 6 1d6 giant bats

Brew of the day:

- 1 *Abdo's Black Bile*: Belch acid for about an hour.
- 2 *Lord Hastings' House Blend*: 2x speed, 10 min.
- 3 *Egnoran's Bliss*: Become lethargic for 1-2 hours.

Note on style: While not dead serious, "Arendt's Old Peculiar" is by no means a comedy dungeon. Attempting to loot or trash the place should lead to disaster for the PCs. The patrons and employees may tolerate a well-behaved PC party, but troublemakers will be dealt with... brutally.

Note on treasure: There's very little gold and just a few magic items in the dungeon, but clever PCs could make a killing with *kurá* – it is a valuable commodity if they manage to cart it to civilization.

1 Blackwater Gorge: A narrow ledge descends from the surface. Halfway to the bottom, a bridge spans the chasm. Most of the time, 2d6 patrons loiter on the bridge in a semi-orderly queue, waiting to be admitted in to the *kurá* shop (#3).

2 The Yard: A covered ledge cut into the cliff face. The larger buildings reach the ceiling, some 30' above. The W end is overgrown with *kurá* plants. In the E end is a storage area, separated by a 10' tall wooden fence.

3 The Common Room: A smoky, dimly lit hall strewn with crude tables, stools and benches. Gorra the troll bouncer guards the front door and maintains order, while 3 goblins serve bowls of *kurá* to the patrons. The place is usually packed. The small private room at the back is reserved for important (or potentially dangerous) guests.

4 The Kitchen: A crude fireplace with several pots of boiling water; copper kettles for brewing drinks; open kegs of the latest batch from the warehouse; piles of mismatched earthenware bowls for serving hot *kurá*.

5 The Office: Boss Hog the goblin proprietor keeps his ledgers here (the entries are gibberish – he can't write). A stone block on the E wall can be pushed aside, opening a crawlway out. A bag of coins is hidden under a loose flagstone in the NW corner.

6 The Warehouse: Sacks of beans and kegs of ground *kurá*. The NE door opens under the arch of a gateway connecting the house to the one on the north.

7 The Huts: The stench of unwashed goblin workers hangs heavy in these ramshackle sleeping huts. Straw, trash, and animal hides cover the floors.

8 Side Chambers: These small rooms, carved by idle hands suffering from a severe caffeine rush, serve no practical purpose. They are full of trash and vermin. Lazy goblins hide here when they're in the mood for shirking their duties.

9 The Caverns: Natural caves with an uneven, rocky floor. Some *kurá* plants try to thrive in the dim light trickling in from both north and south.

10 The Platform: A small, raised alcove opens into the main railway tunnel. Boss Hog leaves for his frequent inspection tours from here.

11 The Plantation Cave: A large cave lit by a single, huge, glowing mushroom in the centre. The best *kurá* plants grow here. A gargantuan toad – too large and lazy to leave – eats the *kurá* berries, then regurgitates the beans and spews them out. A troop of goblins scurry about, picking the beans from the pools of bile (and sometimes end up on the toad's menu, to the amusement of their co-workers).

12 The Roastery: Rahra the troll roasts the beans (carted from #11) on mesh grilles set over jets of hot, volcanic gas on the floor. He is always sweaty and irate.

13 The Workshop: The Glorious Order of Engineers (really just a group of self-

important goblins) work and live here. They run and maintain the carts and care for the giant rats used for pulling them. The rats are kept in a pen at the back.

14 The Grindery: A platform strewn with empty sacks leads to a room housing a giant *kurá* grinder. It is powered by a treadmill run by a hamster – grown to enormous size by a Girdle of Gigantism it wears as a collar. The 20' animal is quite timid, but if let loose, its panicked scrabbling can be quite devastating. Garn the troll, who operates the machine, feeds the hamster *kurá* beans to keep it energetic.

15 The Junkyard: This disused platform serves as a scrapyard for the engineers (#13). Someone has recently cleared a hidden path to the N door.

16 The Secret Room: An unknown party has managed to ferry some sacks of beans to this room. They smuggle them out through a vertical shaft accessible via a secret tunnel at the back of the room. (Note: The PCs could also enter through here.)

17 The Well: A circular shaft leads to the underground stream (from #19).

18 The Alchemy Shop: Sly Eyes, Boss Hog's brother, studies alchemy here. He tries to recreate Arendt's *Perfect Cuppa* with his foul chemicals. Boss Hog shows him with gold from the bar, but it keeps turning into lead (or so he claims – he actually smuggles it out through the well in #17).

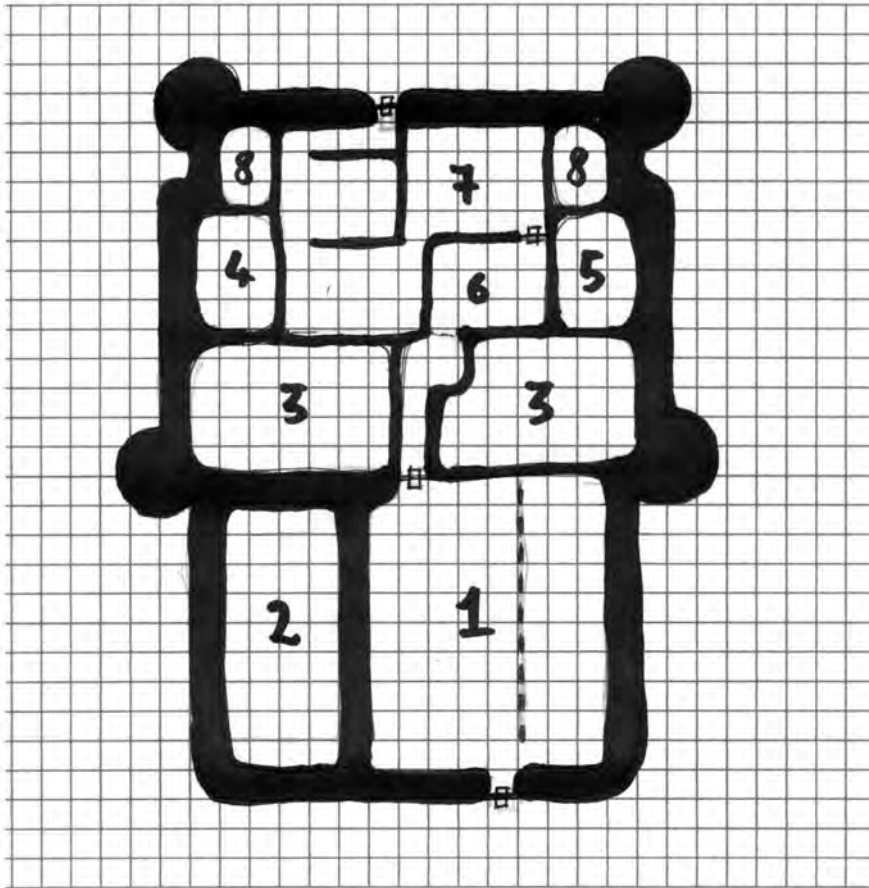
19 The Waterfall Cave: Cold, clear water rushes out of fissures in the ceiling to form a deep pool. The railway crosses the pool on a creaking, dilapidated bridge. The nearby "S" bend on the tracks, together with the engineers' penchant for speeding, results in spectacular crashes here every now and then. Near the water on the NE wall, shadowed by the bridge and obscured by spray and moss, is the door to Arendt's crypt, which the goblins haven't found yet. There's also a small opening on the W wall, some 10' above the cave floor.

20 The Antechamber: The first chamber of Arendt's crypt houses his collection of fine china. Several valuable *kurá* services are displayed on niches cut to the walls.

21 The Crypt: Venerable Arendt left his diary here for the edification of those who came after him. The book of recipes and instructions lies on an ornate bookstand. Behind a stone door to the NE lies his stone coffin – on top of which is a simple copper *kurá* pot, *The Blessed Pot of Brewing*. (It is the secret of Arendt's *Perfect Cuppa*: It produces a smooth, inimitable flavour – with no annoying magical properties.)

22 The Hermit's Cave: Ancient Melith, Arendt's last apprentice, lives here. He is reduced to begging and appears to be quite mad. While old and somewhat disoriented, Melith could act as a guide – but he claims he really needs his morning *kurá* first... Spare some gold for a cuppa, kind sirs?

Evil Inside – Level 1



Background:

The dungeon is actually the inside of the body of Asmagor, Exarch of the god of Undeath. Asmagor usually wanders around cloaked by an aura of mist until he finds a suitable place. Here he stops and commands his undead followers to bring mortals to his "mouth" to be slowly turned into skeletons to be spread around, so the circle goes on. Asmagor conceals himself as a building. Even his internal organs and creatures within (with the exception of the devils and the ghouls that are "outside beings") are actually the internal organs' most similar projection to the mortals' standard for abilities and appearance.

Recently the "mouth" of the exarch is being inhabited by 3 devils that have turned the "building" in an inn. Usually the intruders would have been killed but the new appearance lured more mortals to his inside so Asmagor tolerates the devils and even let them torture his preys for a while.

Asmagor can only be killed destroying his brain (area 2) or his heart (area 4). All other "organs" will regenerate as thin walls do (see later)

Wandering Monsters

There are no wandering monsters

Random events (roll 1 for every short rest)

- 1-5 nothing happens
- 6-10 tremor like movement
- 11-16 cry of pain from behind a wall
- 17-18 cry of pain inside a wall
- 19-20 twisted face appears in a wall

Note:

The thick walls (Asmagor's bones and muscles) have regeneration 10, resist 10 all and vulnerable radiant 10 (i.e. not resistant to radiant damage).

The thin walls (Asmagor's internal tissues) have regeneration 3, resist 10 all and vulnerable radiant 10 (i.e. not resistant to radiant damage).

Each time a wall is hit and suffers damage there is a 50% + 10% / hit chance of freeing 1d3 **Wraiths** that immediately attack.

PC can determine a wall's thickness in the usual ways (tapping, listening...)

Most of the internal organs have no entrance (the organs are feed by the flow of wraiths inside the "veins") and can be reached only breaking the walls.

The internal organs have hardness 10, 80 h.p. resist all 10 and vulnerable 10 radiant (i.e. not resistant to radiant damage).

The doors are one way only toward the inside of Asmagor's body. In any other way they act like *thin walls*. The **entrance door** has the hp and resistances of a *thick wall*.

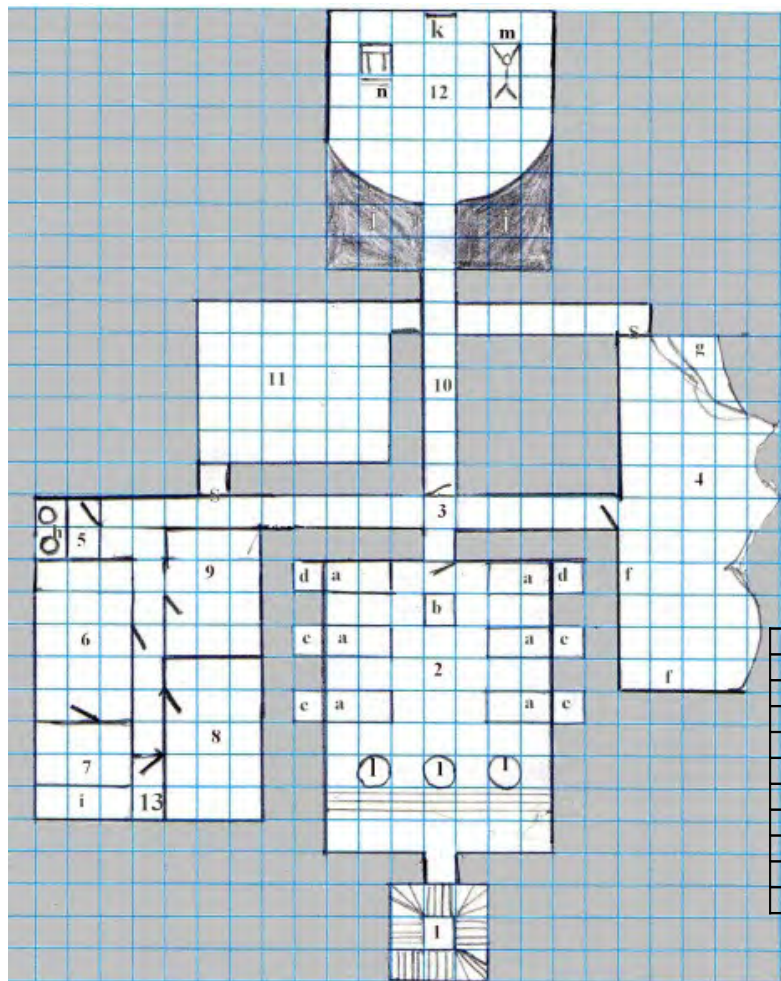
Every **creature** isn't a real one but a mere projection. Should a monster be killed it regenerates as a thin wall. (this is NOT true for the devils and the ghouls. If the ghouls are killed new ones are created by the unholy aura in area 7 with fresh bodies from area 6)

In area 1, 6 and 7 the souls can't leave the body of their owner (can't reach their destination). This means that a body brought back to positive HP returns alive.



Room Key

1. **MOUTH.** The inside has the appearance of a decent Inn. Behind the "curtain" on the right (dashed line, Asmagor's tongue) are some bedrolls. The devils are here: 1 **Succubus** (posing as waitress), 1 **Bearded devil** (posing as innkeeper), 1 **Kyton** (posing as cook). If the devils find the victims weak they play and torture them before throwing them over the door (to Asmagor's stomach). If they think the victims could be a match they try to divide them sending someone over the door. If they think victims are too powerful they trick them to go inside the stomach.
2. **BRAIN.** The inside seems a library. The books are actually Asmagor's and his victims' nightmarish memories and thoughts. 4 **Banshees** act as consciousness and guards. Destroying the library from the inside (with flames, for example) is one of two ways of killing Asmagor.
3. **LUNGS.** Here the "good part" of the victims' souls is shoveled in huge boilers by 2 **Spirit devourers** to be burned to provide energy for Asmagor's body. There are always at least 6 souls inside the spectral baskets near the boilers that can be devoured by the monsters. They only attack if disturbed.
4. **HEART.** Here the flux of souls that makes Asmagor's blood is sent where needed. The room has the appearance of a shrine with an altar topped by a great glass sphere. The inside of the sphere is full of swirling mist whose movement is directed by a **Skull lord**. Behind him are 4 **skeletal tomb guardians**. The glass sphere radiates necrotic energy in the room and this provides regeneration 3 to the sphere and the undeads and 3 necrotic damage to living beings. Destroying the sphere is the second way of killing Asmagor. They attack on sight but will not pursue enemies.
5. **LIVER.** The room has the appearance of an invoker's lab. A great circle of power contains howling dark masses that every now and then fade in or out. 4 statues at opposite corners continuously speak a dark mantra. Here the "bad part" of the souls is turned in "blood" (wraith). If someone breaks the circle or attack the "statues", 10 **wraiths** are freed and attack savagely.
6. **STOMACH.** Here the victims here are "digested" (killed). The room walls ooze a necrotic sludge that gathers on the room's floor. The sludge drains the living being's strength. Every round the sludge is touched it delivers 4 necrotic and poison damage. Inside the "big" room is a **zombie hulk** that throws the dead bodies over the door to area 7. He only attacks if provoked. The door has no knob or lock and only opens when no living energy is detected.
7. **INTESTINE.** Here the souls are absorbed and divided into good and evil part. There is a loom inside the first portion of the room. A **banshee** harvests the souls from the bodies and attaches them, then unties the soul fabric in good and evil part to be sent where needed. In the second part a group of 10 ghouls periodically bring the bodies away and feeds with the corpses flesh. Bones are gathered in the third part of the intestine where are imbedded with necrotic energy and raised as skeletons after a while. The skeletons then go outside through the door (the only way out) as new, free willed undead.
8. **KIDNEYS.** These rooms have the appearance of a dark shrine. Here a **Banshee** makes dark rites to keep Asmagor "unholy and heathy".

The defiled temple of Valkauna



Legenda

-  = Stairs
-  = Unlocked iron door
- a= Tomb
- b= Altar with loosely embedded sapphire
- c= Socket with damaged statue
- d= Socket with gargoyle
- f= Bodies with Assassin vines
- g= Small pond
- h= Bidet
- i= Kitchen cabinets
- j= 100 ft pit
- k= Portal to Grey Wastes of Hades
- l= Columns
- m= Altar with chained dwarf
- n= Throne of bones
- S= Secret doors

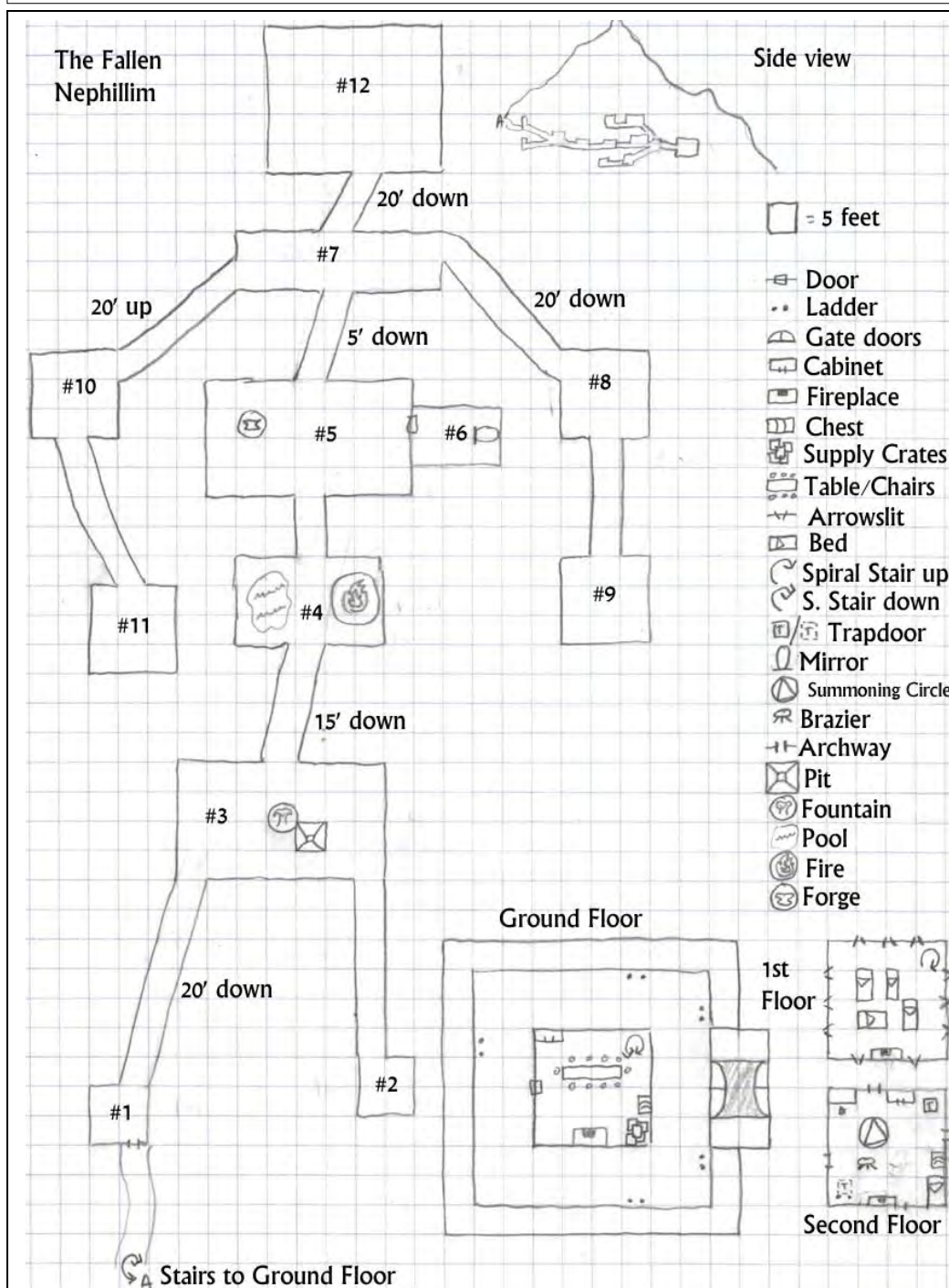
List 1:

Roll %	Result
01-10	Nothing
11-20	6 kobold zombies
21-30	6 dwarven zombies
31-40	8 dwarven skeleton
41-50	1 ettin skeleton
51-60	4 ghouls
61-70	1 ghast
71-80	1 wight
81-90	1 vampire spawn
91-100	1 mummy

Rooms:

- 1:** Stairs to the surfaces where a group of centaurs guard the hole and kill everything that comes out. Distance from surface to bottom 100 ft.
- 2:** Ceremonial burial chamber. A small stairs leads to three 30 ft columns. On the columns rests an expensively decorated top piece. Valkauna, Goddess of the Afterlife is inscribed in the top piece. Behind the columns are six tombs. Behind the tombs statues are standing in sockets. Only the last two still resemble dwarves. The other four are heavily damaged. In centre of room stands a small, richly decorated altar with a sapphire loosely embedded upon it. Two Carrion crawlers are chewing on the last remains of a previous adventuring party. If the sapphire is lifted from the altar the two dwarven statues (Gargoyle-stats) spring to life and attack.
- 3:** Crossroads leading to the living quarters, the fungus garden and the altar room. Heavy iron door leading to altar room is locked (Break DC 28, Open lock DC 25).
- 4:** The fungus garden. An unworked stone wall lines the back of the room. All types of mushroom and fungi grow everywhere (10% chance per square to encounter a Shrieker). Near the small pool two Violet fungi are growing (Spot DC 17). Two decomposing bodies are laying on the other side. If touched character gets attacked by an Assassin vine (Spot DC 20).
- 5:** The bidet. An terrible smell comes from this chamber. A skeleton of a dwarf in a clerical outfit is sitting on the bidet. In his pockets he has two small ivory statues of dwarves (these are the keys to unlock the secret doors).
- 6:** Dining room. It looks like a massacre took place here. The rotting pieces of wooden tables and benches are scattered through the room. Broken bones and blood mark the walls and floor. Eight dwarven skeletons attack.
- 7:** The kitchen. From the cabinets comes the smell of rotten food. Kitchen ware is scattered through the room.
- 8:** The sleeping quarters. It looks like a massacre took place here. The rotting pieces of wooden beds are scattered through the room. Broken bones and blood mark the walls and floor. A Spectre in the form of a dwarf attacks.
- 9:** Meditation room. A small room with small statues of dwarven gods in sockets.
- 10:** Corridor with traps. After 10 ft: Hail of Needles (CR 3, Atk +20, dmg 2d4, Search DC 22, Disable Device DC 22) After 20 ft: Wall Scythe Trap (CR 4, Atk +20, dmg 2d4+8/x4(scythe), Search DC 21, Disable Device DC 18). After 30 ft: Pit trap (CR 5, DC 20 reflex to avoid, 100 ft deep (10d6, fall) Search DC 20, Disable Device DC 20).
- 11:** Treasure room. On the walls hang loads of armor pieces and weapons. On the floor lays a pile of coins and other products of the dwarven forges. On top of this treasure lays a Young Red Dragon Skeleton.
- 12:** A small bridge hanging above a 100ft pit leads to a plateau. A Zombie minotaur guards the bridge. Straight behind the minotaur is magical portal to the Grey wastes of Hades. To the left stand an altar on which a dwarf is chained. The dwarf screams in agony. Small fumes come from the dwarf and are absorbed by the border of the portal. On the right stands a throne of bone on which a Duergar Ghost Wizard (lvl 5) is seated. Through the portal every 1d4+4 rounds comes some undead creature(s) from list 1. If dwarf on altar is killed (it's advice) or removed from altar room the portal is closed.
- 13:** Empty room.

The Fallen Nephillim: Bones of the Earth by Ben McFarland.



Background: Long ago, servants of the gods took mates from the mortal races of the land. Some of the children of these unions became the Nephillim, great giants of immense power. As some of these Nephillim rebelled, lost great duels, or failed in some divine quest, they fell from the sky, crashing into the earth and leaving their great skeletons in buried monument. Even so, their might was such that a glimmer of their being lived on, even in this reduced and imprisoned state.

This dungeon is one such being—whether it has a divine, infernal, or primordial bent is uncertain. Strange, warped creatures roam the mountains above its burial place. A wizard built a tower over the entrance he bore into the Nephillim's bones, and even now delves through them, seeking a way to commune with the great soul and utilize its latent power.

Teleportation works within the skeleton, but not out of it. Those attempting to teleport simply fail; wasting their action. The creatures within the skeleton are aspects of the Nephillim, and may show infernal, divine or primordial templates. They will reappear a week later if slain.

Lighting:

Within the tower is shadowy illumination. Within the Nephillim there is only the light brought by explorers, or as per the room.

Surface Wandering Monsters: d10

1. Mongrelmen gathering firewood
2. Infernal giants, hunting for food.
3. Primordial deer or boars of huge size
4. Celestial spirit, whispering of the tower
5. Mongrelmen, armed for battle & angry
6. A giant envoy, seeking an alliance
7. Dwarven merchant, very greedy
8. Bones of a previous battle
9. Landslide as mountain shudders
10. Heavy snowstorm, driving to the gate

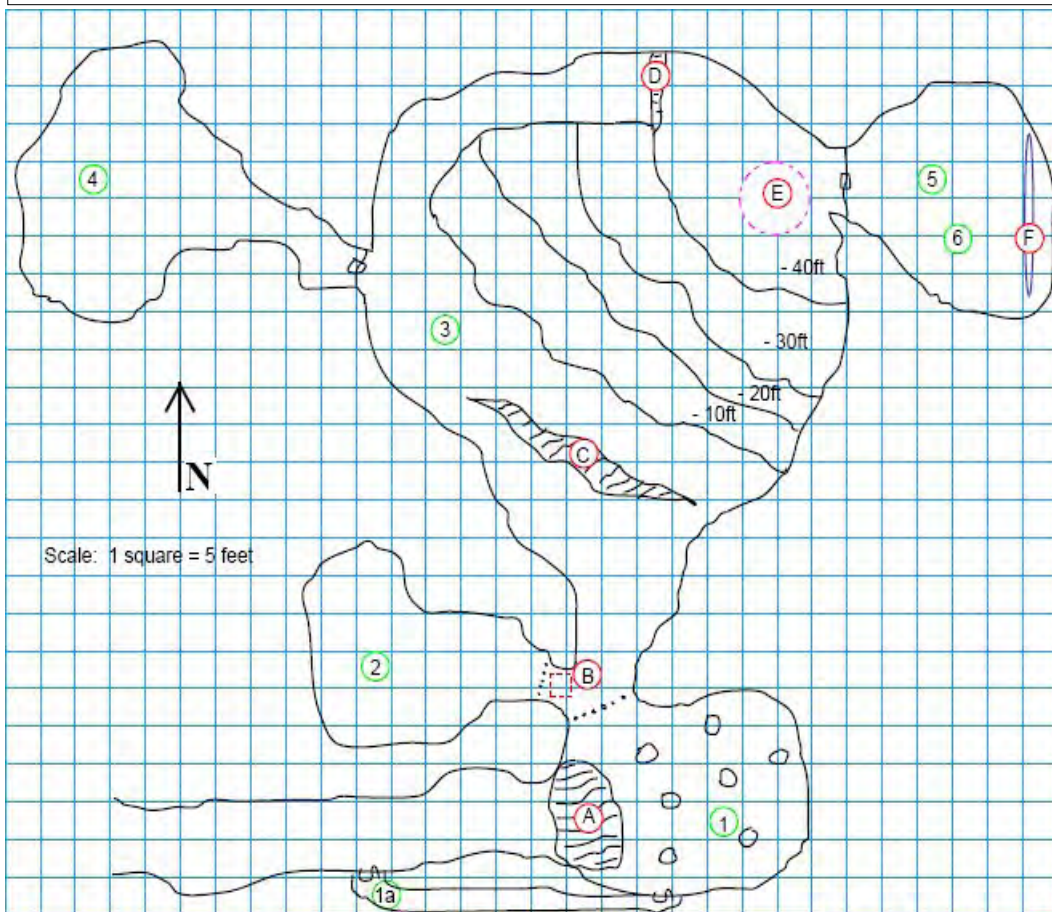
Tower Key

1. **Ground Floor:** This is the gatehouse and wall, along with the dining hall and supplies for the guard tower. The wizard employs a motly pack of 10 mongrelmen to stand watch and hold the entrance to the Nephillim. Fanatically loyal, they fight to the death, setting fire to the tower if all hope is lost.
2. **1st Floor:** The mongrelmen sleep here. The shuttered arrowslits permit attacking into the courtyard. None would dream of going to the Wizard's sanctum.
3. **2nd Floor:** This is the Wizard's laboratory and sleeping quarters. The windows are warded with glyphs, and he occasionally goes to the roof to make astronomical observations—to determine when it is best to attempt communicating with the Nephillim. All of his notes are in the cabinet by the stairs.

Nephillim Key (A long stair, blocked by a locked gate, leads to point "A" from the ground floor of the Tower)

1. **Entry Foot:** The whole complex is made of white marble, veined with gold. The walls vibrate to the touch. A pile of marble rubble covers the floor here.
2. **Foot:** The air is warm and fresh here. This Nephillim often flew, and those that kneel in a prayer to his sire may fly for three rounds in the next 24 hours.
3. **Bowels:** A fountain of cool water pours into a deep pit. A black pudding lurks in an alcove within the pit. The fountain's water eliminates fatigue 1/day.
4. **Guts:** A pool of acid reflects the dancing flames of a giant fire elemental. Sacrificing an item of value in the acid buys passage. Fire cinders are rubies.
5. **Heart:** An Azer & Salamander work the forge here. Those who best them in a challenge may use the forge to improve an item or open the door to #6.
6. **Secret Chamber:** A marilith lies waiting here. Those who reveal a past betrayal may look at the mirror & see any one place, object, or person they seek.
7. **Neck/Throat:** A great vortex threatens to throw those who cannot fly or without proper strength of will down to #8 or #10 to face the guardians there.
8. **Shield Shoulder:** Four Shield Guardians stand here, posing a moral quandry to those who enter. Answers either prompt battle or permit passage to #12.
9. **Shield Hand:** This room is bright and comforting. Those who kneel, pray here, & leave a sacrifice gain a bonus to defense 3 times in the next 24 hours.
10. **Sword Shoulder:** Caratyd columns stand in the corners, asking who is the Nephillim's greatest enemy. Answers prompt battle or passage to #12.
11. **Sword Hand:** Those who drive a weapon into the floor here may imbue another weapon with an aspect of its power 1/day until a year has passed.
12. **Mind:** Those who sacrifice a thing of great value commune with the Nephillim, learning its lore. A potent Inevitable attacks those who are not generous.

The Soul Harvester



Legend

S – Secret Door

- A – rocky ground
- B – pit trap
- C – crevice venting superheated air
- D – 40' sheer drop
- E – the Soul Harvester
- F – portal to Demon Lord's domain

Background

Located in a deep mountain cavern, the Soul Harvester is a processing facility used to remove the souls from mortal beings and fill them with necrotic energy to create minions for the Demon Lord of Undead.

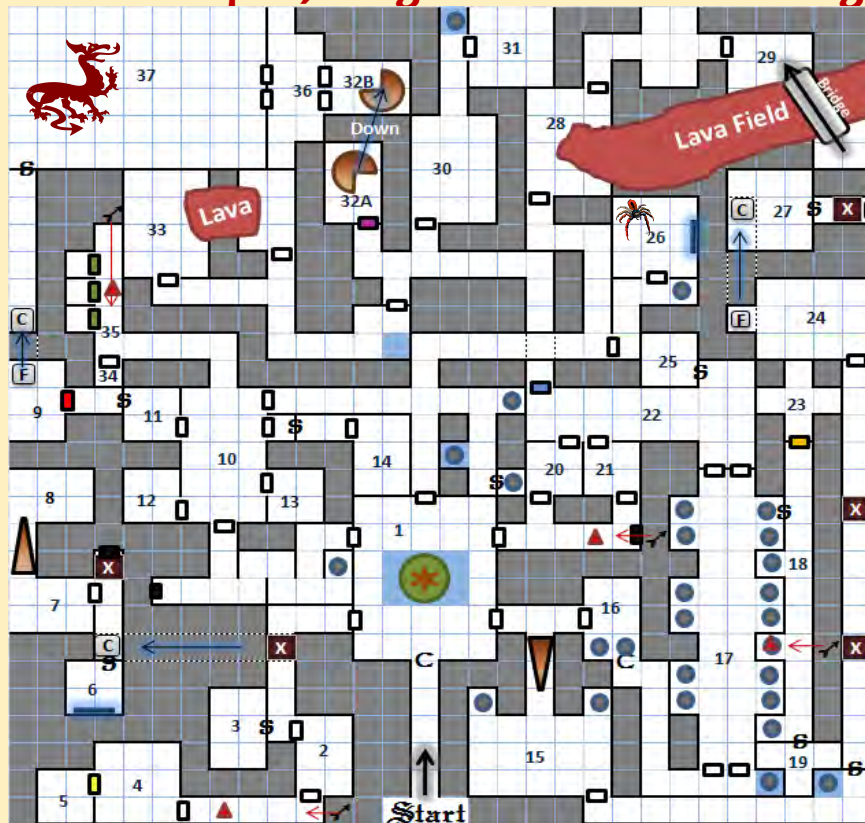
Recently, reports of missing people from the surrounding area have increased. Just the other night the residents of an entire small town disappeared and tracks leading away from town lead up into the mountains and to the entrance to these caverns.

Room Key

1. **Guard Chamber:** The entrance to this chamber is partially blocked by rocks that are difficult to cross. Several natural columns provide cover for 3 Demon brute guards. The Demon brutes are adept at traversing difficult terrain. Area 1a is a lookout point where an Acolyte of the Demon Lord can spot intruders and warn the guards. A locked iron gate separates this area from the rest of the cavern.
2. **Prisoner Chamber:** This chamber is closed with a locked iron gate that is difficult to pick, with a pit trap in front of it. Prisoners are chained inside, waiting for their turn at the Harvester. If the pit trap is sprung, as the victim falls to the bottom, large rocks also rain down upon them from the ceiling.
3. **Main Chamber:** A large crevice venting superheated air makes entry into the chamber dangerous. The superheated air has a 2 in 6 chance of being active on any turn, and burns anyone within or adjacent to it. A good portion of the chamber has collapsed, dropping 40 feet to the Soul Harvester in the north east corner. The sloped area is covered in loose rock and dirt making movement difficult. PC's can move at half speed to cross without a check, regular speed with a check (failure results in being prone), or slide down at double speed and ending prone. Alternatively the PC's could avoid the slope and circle around the north wall, and either climb or jump the 40 foot sheer drop. The Soul Harvester is operated by a Priest of the Demon Lord and two Acolytes, and guarded by 3 more Demon brutes and 5 Ghouls. Any living creature entering the Harvester takes physical and ability damage as their soul is slowly sucked out and replaced by necrotic/negative energy.
4. **Temple to the Demon Lord:** This cave contains a temple dedicated to the Demon Lord of Undead where the occupants of the cavern can worship. It is currently occupied by a Priest and 5 Acolytes. There are several large gold statues of the Demon Lord here that are of great value.
5. **Transfer Chamber:** This chamber contains a portal to the realm of the Demon Lord. Undead created by the Harvester are brought here for transfer to the other side. Guarding this side of the portal are a Wight and 5 more Ghouls. The portal is turned on by one of the attending Priests or Acolytes when a transfer is ready to be performed, and it can also be opened from the other side. Next to the portal is a locked chest containing valuable items taken from the victims of the Harvester, awaiting transfer to the other side.
6. **Demon Lord's Wrath:** If the PC's clear the rest of the cavern and defeat the portal guards, the portal activates and the PC's hear "You, who have disrupted this sanctuary dedicated to elevating creatures past life, know that you have only succeeded once. For your reward, I send you this...", as the Demon Lord sends one last group through the portal in an attempt to thwart them. In addition to defeating a High Priest, 3 more Acolytes, and 4 more Demon brutes, the PC's must disable the portal from their side to prevent further use by the Demon Lord and his minions.

< THE DWARVEN HALL >

"...the dragon came back furiously; the horrible, malicious foe, bright with streaming fire..." - Beowulf



Wandering Monsters

Check 1/hour (d12)

1. Nothing
2. Fire beetles or other vermin
3. Red kobolds + champion
4. Dwarven skeleton warriors
5. Wraith/shadow demon
6. Nothing
7. Nothing
8. Xorns or umber hulk
9. Helmed horror
10. Salamanders
11. Small red dragon
12. Nothing/demon grue**

****Note:** On the second "12" result, the wandering monster is the Demon Grue, which is an unique demon that haunts the dungeon (see DARAKA demon entry in Tome of Horrors). The concept behind the Grue is to give the players a sense that something evil is stalking them, not to provide a monster for them to defeat.

Rune Key Summary

Keys	Location
Yellow	Room #3
Orange	Room #5
Blue	Room #17
Red	Room #23
Purple	Room #27
Green	Room #34

There are a number of rune keys scattered throughout the dungeon that open specific doors, which cannot otherwise be opened.

Room Key

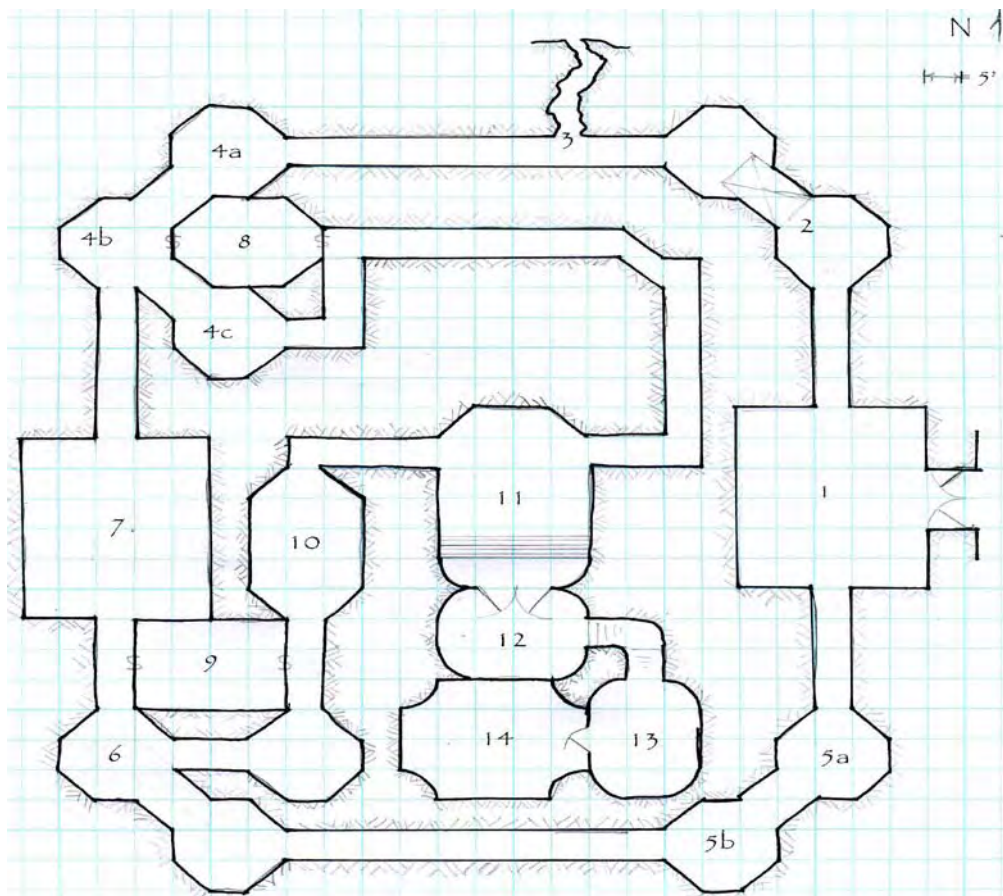
1. Entry Hall - A small red dragon meets characters as they enter the tomb (role play opportunity).
2. Kobold Den - 6 red kobolds: 4 regulars, 1 sapper, lead by a red kobold champion (Barb6, wings/fly + Fire BW).
3. Secret Room - Mimic + 1 chest: **Contains Yellow Rune Key**, scroll of healing + 100 gold.
4. More Kobolds - 10 red kobolds: 5 regulars, 2 sapper, 1 wyrmshaman (Clr4), 1 wyrmmage (Sor4), lead by a champion (see above).
5. Locked Room - Need yellow rune key to open, contains 1 trapped chest (glyph of fire): **Orange Rune Key** & ring of fire resistance.
6. Secret Mirror Room - Contains a mirror that allows access to a secret vault. In the vault is an altar with +2 plate armour on it.
7. The Roper Room - A roper guards stairs going down to a lower room. Outside room, a fake door triggers a pit trap.
8. The Roper's Treasure - Stairs lead down to a vault with a number of dead bodies, along with a +2 long sword (+4 v. dragons) & 500 gold.
9. The Backway - Red Rune key to enter. Trap door leads to a hall with a secret door to the dragon's lair.
10. The Mead Hall - Large room with a number of tables and broken silverware everywhere.
11. Strange Storage Area - A number of new crates and barrels present. Hazard - green slime. Secret door leads to area 9.
12. Wine Storage - Room with a large wine rack. A number of fine wines are still in good shape.
13. Storage Area - Busted up crates and barrels with a cockroach swarm eating the dry goods.
14. The Accountant's Office - An office with desk and table that a shadow demon as taken up residence in. Desk: scroll protection from fire.
15. Lower Temple - Temple to the dwarven god Torag. 4 dwarven skeleton warriors. Altar: +2 holy warhammer & scroll of restoration
16. The Patron's Room - 2 dwarven statues with a concealed door behind one of the statues.
17. Halls of Heroes - Contains a number of dwarven statues & 4 gargoyles. **Blue Rune key** is hidden behind a statue.
18. Trapped Hallway - Middle statue is trapped with a crossbow trap.
19. The Heroes' Vault - a number of suits of dwarven armour along with a belt of dwarvenkind
20. Resting Room - A dead body is here with a number of arrows stuck in it. A fire beetle is in the process of eating it.
21. Kennel - A pair of hell hounds live in here, which are pets of the fire giants that lives in area 22.
22. Great Hall - 2 fire giants have taken up residence in here. North east door is locked and needs the blue rune key to unlock.
23. Treasure Vault - Need orange rune key to enter. 3 locked chests - **Red Rune key**, frost brand, wand of magic missiles.
24. Wrecking Crew - A pair of umber hulks are in the process of destroying this room.
25. Fire Giants Storage Area - This area serves as a storage area for the fire giants, and contains several large bags. 100 gp.
26. The Demon Spider Lair - 1 bebilith. The mirror serves as a gate for the bebilith to summon babaus (25% chance/round).
27. The Lower Vault - A pair of xorns have made their way into this room. Secret room with **Purple Rune key** & spike pit trap.
28. Salamander Lair - 4 salamander guards.
29. Split Room - Large room with lava and bridge. 4 salamander guards + 1 noble salamander (leader).
30. Chamber of the Deathknight - 1 dwarven deathknight armed with +3 unholy warhammer.
31. Deathknight's Treasure Vault - 2 fire snake guardians. Hidden bag of holding contains Rod of Lordly Might.
32. Spiral staircase leading down from 32A to 32B. Room is locked and needs the purple rune key to unlock.
33. Chamber of Fire - Noble salamander wizard and fire elemental. Treasure: Ring of fire elemental command.
34. Guard House - 1 dwarven skeleton warrior (the warden). Treasure: **Green Rune Key**.
35. Prison Cells - Need green rune key to open. Cells contain the remains of prisoners.
36. The Greeting Hall - 2 stone golem guards in the shape of massive lions.
37. The Dragon's Lair - 1 Adult red dragon Kratharax, & 10 red kobolds. Dragon treasure hoard. If characters sneak in through secret door, dragon would be asleep

Map key

1 square = 10'

- Statue
- Door
- Rune locked door
- False door
- Trap trigger
- Mirror
- Crossbow trap
- Spike trap
- Trap door floor
- Trap door ceiling
- Water
- Secret Door
- Concealed door
- Stairs down
- Tree
- Spiral staircase

Tomb of Song by J. Brian "Trollsmyth" Murphy



Legend

S – Secret Door

X – Pit in floor

The tomb is carved out of the pink granite of a small hill. The thinnest walls are 6" thick. The doors are of adamantium.

All secret doors are made to be found, but are not obvious about that. Apply whatever bonus seems appropriate.

The walls exhale a pale lavender mist that limits sight to 45'. All must save vs. poison after 12 hours of exposure or sleeping any amount of time, or temporarily lose 1 point of Wisdom. Wisdom is restored after 24 hours in fresh air.

Those who die in the tomb have a 25% chance of having their souls claimed by Graz'zt, 100% if they wear his mark (see rooms 8 and 9). Those claimed cannot be restored to life without making a deal with Graz'zt or the use of a **wish**.

All areas past room 11 are warded against teleportation in or out, and ethereal travel.

Room Key

1 Foyer: The mosaics of cavorting demons and their lascivious prey have been defaced by previous invaders who ripped out the precious stones and gems.

2 Pit: The pit will open when the first character reaches the NW end of the pit trap. The floor of the pit is 12' below the door, and is spiked. Falling characters must save vs. breath weapon or take an additional 1d10 damage from the spikes.

3 Tunnel: Previous adventurers have dug a tunnel in an attempt to bypass some of the traps.

4a, b, and c: Each of these rooms holds six skeletons that will animate when room b is entered. The skeletons will pursue anywhere inside the tomb.

5a and b: When anyone enters the hallway between these two rooms, darts fire out of the leering and laughing granite masks carved into the walls. Each character attacked by 6 mechanisms that "fight" as level 6 fighters for to-hit rolls. Those hit take normal dart damage and must save vs. poison. Failure swells the tongue, making clear speech and spellcasting impossible until poison is neutralized.

6 Wights: Three wights laid out on black marble tables. They will pursue, but will not leave the tomb.

7 Plundered Tombs: Four stone sarcophagi lined up against either wall, all have been opened and plundered. A small pack of normal rats dwells in one, and will attack if they are disturbed. In their lair are a dozen copper pieces and 3 **arrows +1, +3 vs. undead**.

8 Secret Room: Walls painted with bacchanal images. On south wall is a tall woman with a voluptuous symbol in gold on her forehead. Some might recognize the symbol as being associated with Graz'zt. Two giant, grey lamia bow to her.

9 Hidden Room: Three bodies here. Scrawled in blood on the wall is, "Only those with the symbol on their brows may pass." Below is the same voluptuous symbol from 8, also in blood. Bodies have 76 gp, 18 sp, and 12 cp, **wand of detect magic** (3 charges), **2 potions of extra-healing**.

10 Scorch Marks: When first character reaches 5' from north end, a lightning bolt is fired to bounce back and forth across the room. Any not flat on the floor hit by lightning bolt as if fired by a 6th level wizard.

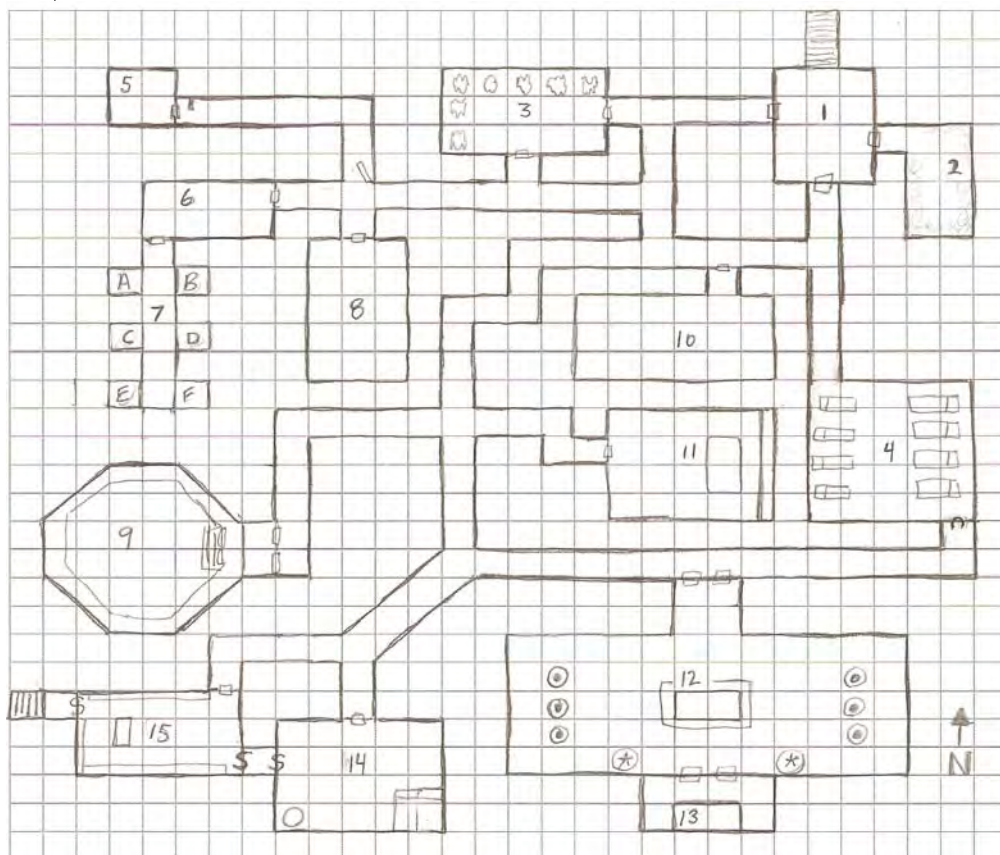
11 Iron Lamia: A pair of living iron statues shaped like lamia guard this room. They have the maximum number of HPs, get an extra bite attack every round, and have 25% spell resistance. They will attack anyone who does not wear the mark from rooms 8 and 9 on their brows. Stairs at the south descend.

12 Lounge: Room is filled with silk pillows and furs over plush carpet. Stairway blocked by wall of crystal with image of embracing nymph rising from it, lips puckered for a kiss. Kissing nymph makes wall of crystal vanish but drains 1 point of Wisdom from kisser. Lavender mist very strong in this room, and every turn all must save vs. poison or be affected as if by the **confusion** spell.

13 PC Flambé: The floor is sunk nearly 1' and the walls are lined with gaping gargoyle faces near the ceiling over mosaics of waltzing couples. Door has six small levers in it, all in the up position. To open the door, they must be set to up, down, down, up, down, down. When the first lever is moved, expensive brandy begins to fall from the gargoyle mouths. Two rounds later, when the heroes are over ankle-deep in brandy, a spark is tossed down, lighting it on fire, while an adamantium portcullis drops to block stairs. All in the room take 2d6 damage per round, save vs. breath for half.

14 Song's Tomb: Large obsidian sarcophagus in the middle of the room holds Song and her two favorite lovers, all waiting for the tomb to send enough souls to Graz'zt to complete their ritual for lichdom. Also in the room are 8k gp worth of rare furs, silks, perfumes, fine liquors, clothing, and jewelry. In a chest trapped with a poison needle are Song's and her lovers' spellbooks. Among the jewelry is an emerald choker that has a 5% chance of turning the wearer into a lamia when put on, a pair of green opera gloves that cause those touched on the lips to save vs. poison or lose 2 HPs per hour until dead, and a **sword +3** that causes the wielder to go into a berserker rage if they fail a save vs. spells whenever they roll a 20 to-hit.

The Temple of Corruption



Lighting: Magical lighting (a sickly green) in hallways and most rooms. Rooms 5, 8 and 10 are in complete darkness.

Corrupted Inhabitants (1d6)

Due to overexposure to the diseases and fumes of the temple, the priests suffer from slight mutations:

1. Weeping sores on face that secrete green pus
2. Brown, rotting teeth
3. Hands covered in warts
4. Sickly green skin
5. One eye bloated and yellowed
6. Nose blackened with rot

Legend

S – Secret Door

C – Concealed Door

Random Encounters (1 in 6, every three turns)

1d4

1. Green Mist blows into the area (Same effect as Fungus Chamber)

2. 1-2 Priests

3. 1-4 Wererats

4. 1-6 Giant Rats

Background:

The prophet of a diseased god plagued the local city for years. He was eventually caught and executed, but his body was recovered by his supporters and spirited away into a swamp south of the city where with the help of their wererat allies, the priesthood built a temple complex. The priesthood now captures travelers on the southern road to the city for their diseased experiments. Their ultimate goal is to raise their fallen prophet as a Zombie Lord who they believe will spread the diseased god's corruption throughout the land.

Room Key

1. Entrance: Green lichen covers the floor in each of the four corners of the room. It glows faintly and looks poisonous, but is harmless.

2. Fungus Chamber: Various types of mushrooms and fungi grow in this room, each mildly poisonous. PCs must make a saving throw or suffer one of the following effects: (1d4) – 1. Stick to stomach (-1 to attack and damage for 1 day) 2. Effects as a *weakness* spell 3. Character breaks out in a rash, but suffers no ill effects 4. Character catches a disease.

3. Wererat Barracks: This barracks is covered with pallets of dirty straw and houses the priesthood's Wererat allies. There are six in total, but at any give time 2 are absent. (Treasure: Equipment and small amount of monetary treasure).

4. Priesthood's Chambers: A faded rug covers the floor of this musty room, which contains the beds for the temple's priesthood. At any time at least 3 of the 6 under-priests are present (L2 Clerics). Each priest carries a serrated dagger, a small amount of monetary treasure and a magical medallion that protects them from the sludge monsters in Area 12. Under the south eastern most bed lies a chest which contains 4 valuable gemstones and a scroll of *Protection from Lycanthropes*. A tapestry on the southern wall of the room conceals a doorway that leads out of the room.

5. Wight Room: A lever on the north wall opens the door to this room. When the lever is pulled, the open doorway to the south closes as the door to room 5 opens (unless they are paying careful attention, characters will be unaware that the door behind them has closed). It can only be reopened by pulling the lever again. This room is in total darkness. Inside are 3 wights who attack on sight. Treasure: A fire opal and a *sword*+2

6. Prison Guard Room: 2 Wererats guard this room. They are unprepared for an attack and are automatically surprised. Each carries a small pouch with a few coins and one holds the key to the cells in room 7.

7. Prison Cells: Houses the priesthood's prisoners, used for various disease-related experiments and sacrifice. Cells A, D and F are empty. Cell B contains a malnourished human F1; Cell C contains a diseased human MU3 who is contagious; Cell E contains a ghoul.

8. Charnel Chamber: Skulls and bones fill this room. Searching the room has a 1 in 6 chance (per character searching) of finding a *Ring of Protection* +1

9. The Pit: A narrow ledge rings this room. The pit is filled with 2 ft. of brackish water from the nearby swamp; rotting vegetation on the surface. A shambling mound floats in the water, waiting to attack. The priesthood brings the remains of their experiments here for the Shambling Mound to feast on. (Treasure: an *Axe* +3 and *bag of holding* with 10 opals (under the water)).

10. Storage: This room is filled with empty jars, many of them broken. There is nothing else of interest here.

11. Laboratory: This room has a 2 in 6 chance of being occupied by one of the priests from area 4. The room is dominated by a rough wooden table and shelves behind it are lined with various vials of liquid. Most are poisonous, but *detect magic* reveals 2 potions (1 of *cure disease*, 1 of *healing*).

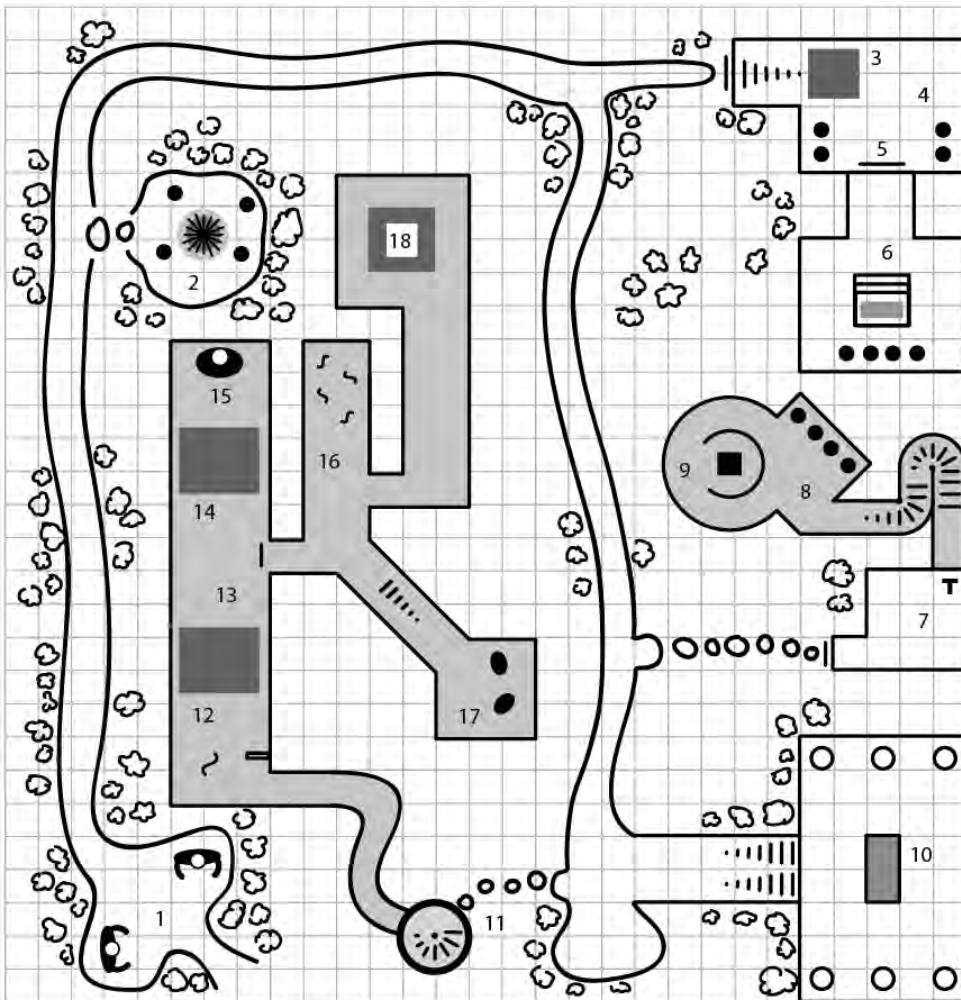
12. Altar of Corruption: A large altar dominates this room and is covered in dried blood. Many of the priesthood's experiments and sacrifices are done here. Six pools filled with sludge (3 on each side of the room) are also present, as are two statues of bloated demons. If any PC enters the room without a priest's medallion, six sludge zombies rise from the pools (1 from each) and attack the party. On a successful hit, the zombies transmit a disease that drops target's STR 1 point per round until it reaches 3. The disease proves fatal in 1d3 days unless a *cure disease* is cast (save to negate). On a pedestal by the altar is the *libram of decay*, a book dedicated to the god of disease. Among other things, it contains instructions on creating a Zombie Lord. Any non-evil characters touching the text must make a save or contract a wasting disease that drops CON by 1 point per day until character dies. A successful save results in 2d6 damage.

13. Tomb of the Diseased One: This small chamber holds a sarcophagus that houses the decaying remains of the prophet of corruption, who founded the priesthood. He wears a *ring of protection* +2, and has *mace of rotting*+2 (successful hit causes Mummy Rot) and a pouch with 5 emeralds.

14. High Priest's Chamber: The high priest of the Corrupted One lives in this chamber with his Wererat mate. He wears a medallion, carries a *staff of withering* and is a L5 Cleric. His wererat companion fights at his side. If the fight goes sour, the priest will try to escape through the secret door into the library

15. Library: Various tomes on vile gods and demons line the walls of this room, which also houses the writings of the prophet of corruption. A secret door leads out of the complex. A careful search uncovers 2 clerical scrolls – one with *hold person* x2 and the other with *cause disease* and *fear*.

There Are No Tails in Zamboanga



Wandering Monsters (Each rest roll 1d8)

Above Ground (white areas)

1-3 Frog (Giant) 4-5 Boar (Warthog)

6-7 Ape (Gorilla) 8 Boar (Giant)

Underground (gray areas)

1-3 Giant Slug

4-5 Rot Grub

6-7 Piercer

8 Carrion Crawler

Legend

T – Secret Trap Door

Backstory

Deep in the jungle of the monkeys there is the City of Zamboanga and the legend of a Great Temple. Legend says the Hammer of Lore, Holy Cleric of Mitra, was taken by evil dwellers and hidden in the temple long ago. It must be found and returned to the rightful owners, those of the Temple of Mitra.

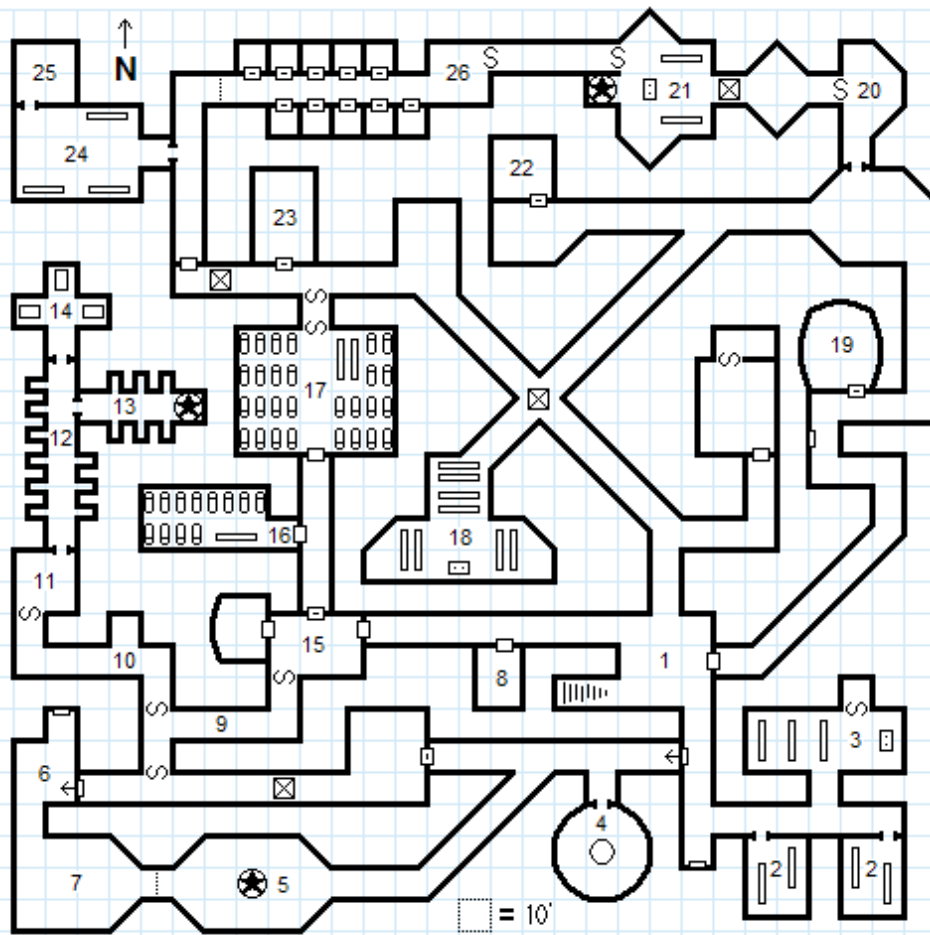
For the adventurers, the journey through the jungle was long and arduous. This is the land of the monkey. They can be seen swinging through the branches, hanging by arm or tail... but they never seem to leave the trees.

The march passes into the afternoon. Sounds in the trees grow dim. The ground grows harder. Light colored now, like a limestone, and raised, seeming almost man-made. At that moment, the dense undergrowth recedes before them...

Transfixed on two towering monkey statues, erected on either side of a great processional, the adventurers stand on the road entering the city. It is rumored the processional leads to the Great Temple where the Hammer of Lore is hidden. Many odd footprints are seen around the ground. The statues hold an arch above them that reads "There are no tails in Zamboanga... The City of the Ape."

Room Key

- Zamboanga City Gate.** Two large monkey statues hold a grand carved arch between them that reads "There Are No Tails in Zamboanga." The city paths are crushed limestone. The structures are aged and crumbling with time. Jungle undergrowth is starting to take over. Sounds of jungle animals come from all directions. From the looks of the statues, the monkeys here are ground dwellers. Hence, no tails. The DM should be rolling for wandering encounters frequently, when the party is above ground and out in the open. Roll for wandering monsters between spots 1 & 2.
- Open Area** surrounded by trees. Campfire. Four Lizardmen sit chatting. Will attack any passers by. One is a mage that tries to cast Hold Person. When three Lizardmen are destroyed, the fourth will attempt to surrender.
- Mausoleum** – Seems to be built for someone important. Walls are covered with fancy and magical looking inscriptions. There is a Pit Trap at bottom the bottom of the stairs. The room appears vandalized. Headless statues and pot shards litter the room.
- Four lifeless skeletons lay around the ground. It's impossible to tell if they were guards or vandals. They've been here a long time.
- Magically Locked Door. No traps. The 4 Skeletons in this room attack when the door is forced or opened without Magic Obsidian Key found at 9.
- Raised Crypt** – Opening the lid releases 4 Ear Seekers. They will attempt to enter the adventurers ears. There is a dead cleric skeleton inside the crypt. It wears a medallion of Onyx. If the body is removed, under it will be found another medallion. This one made of Obsidian.
- A Room of Worship.** Vandalized. A Secret Trap door has been forced open in the corner and appears to lead to a dark underground chamber. Roll encounter dice while descending stairs.
- The Underground Chamber** – Deep into this chamber you see a light and come upon 5 Orcs with their backs to you vandalizing the area. It appears the Orcs have just arrived. The Adventurers first attack will surprise 1 Orc.
- Chest.** Contains the Magic Key with an Obsidian gem insert, that opens door at 5, and other minor loot.
- The Temple of Zamboanga.** Many skeletons cover the floor. In the center is an Altar. Three containers line each wall. Each container holds a Giant Frog or Giant Wasp(50/50) along with 100 gold pieces used as an offering. Inscribed around each edge in several languages repeats, "Denizens of the Well Protect Us." The Altars compartment has been ransacked, possibly by Orcs, but seems the 6 containers were left alone.
- The Well.** Too dark to see down. Close inspection reveals foot holes cut in the side of the well heading down into the underground. It is very dark within. Roll encounter dice while descending stairs. Two Fire Beetles wait at the bottom.
- Open Pit.** A Slithering Tracker waits at the lever to follow and attack when party sleeps. The **Lever** when down closes Pit 12 and opens 14. It is spring loaded and will stay up if not held down. When Up, the reverse is true... Pit 12 is open and 14 is closed. To get to 15, someone will have to stay behind and hold the lever. The pits are much too wide to jump or vault across. The lever seems the only method of getting to 15.
- Door.** Slot in the wall is in the shape of a medallion. Words inscribed say "Onyx May Pass." Poison trapped if Onyx medallion used. If the Obsidian medallion is used, then door opens without setting off the trap.
- Closed pit.** Controlled by **Lever** at 12.
- Ape Idol.** Obsidian gem is in its head. Closer inspection yields inscription that reads "Followers of Onyx be fooled" Hail the Obsidian." If Idol is moved, Poison Gas Bottle stored in idols hollow open back is discovered and useable by the adventurers.
- Obsidian Passage.** Debris covers the ground in which 4 Rot Grubs dwell. The vibrations of walking attract the grubs to the feet of the adventurers.
- Lower Room.** One Leech & Shrieker. Leech attacks. Shriekers noise has 50% chance attracting wandering monsters in underground table above. The Shrieker continues to shriek once each round until destroyed.
- Final Room.** Ochre Jelly protects treasure. Treasure contains the goal item.. the Hammer of Lore.



Wandering Monsters (2d6)

2	1 Jackalwere (in human form)
3	4 Explorers (2 Fighters, Mage, Cleric)
4-6	2-7 Eyeless Ghouls (hunt by smell/sound)
7-8	2-8 Grease Beetles (painful spray)
9-10	2-8 Skeletons (in monastic garb)
11	3 Huge Centipedes (fast & dangerous)
12	2-4 Scorpion Men with 2 Human Thralls

Legend

	= Door		= Secret Door
	= Locked Door		= Altar
	= 1-way Door		= Pit Trap
	= False Door		= Statue
	= Portcullis		= Archway

Background

The Tower of the Templars loomed high in the desert hills for centuries, while the order there went slowly mad, eventually sacrificing innocents from local tribes in their thirst for life everlasting. Rebellion ensued, and the tower finally collapsed many years ago during a siege, betrayed by foul sorcery within. Now, after shunning the ruins for decades, scavengers have uncovered a dark passage beneath the fallen tower. Yet something unspeakable frightened them away.

Will you dare the darkness below?

Room Key

Throughout: Beige brick walls stained with soot; scent of old smoke & lingering death; terribly arid.

- Entry** - Choked with dust & debris; domed ceiling; faded fresco depicting celestial bodies. Glyphs above east door: "The Crooked Path."
- Study Rooms** - Benches; scroll-racks in walls; a few half-copied scrolls & books of dogma (e.g., Codex of Flagellations); low-level scroll with one spell.
- Seminary Chamber** - Benches; barren altar; secret alcove in north contains rotting vestments; silver censer & candlestick holders; incense & myrrh; dried inkpots, quills, & brittle parchment.
- Chamber of Absolution** - Fountain heals wounds, cures poisons & ills, but causes debilitating grief & remorse lasting hours.
- The Inquisitor** - On first entering, magisterial statue speaks, "The greatest treasure of all lies just west" & says no more; that way barred by magic portcullis.
- Chamber of False Hope** - Skeletal remains; TRAP: pressure plate at false door - deadly spikes jut from walls.
- Supplicants' Antechamber** - Low ceiling; must crawl through broken potsherds and shattered brick; three skeletal corpses in rotten tunics; statue asks endless questions regarding wrongdoing; only correct answer is to beg forgiveness (repeatedly). Only then portcullis rises; statue bids party go to the Fountain of Absolution (room 4).
- Storeroom** - Recently looted; broken casks & crates; a sugary, floury stench in the air. 8 Giant Rats.
- Secret Corridor** - 7 Skeletons charge whichever door opens.
- Secret Corridor** - 6 Skeletons clatter forth; devotional alcove w/ permanently lit candle, befouled basin, & ceremonial dagger.
- Funerarium** - Wicker baskets filled with dessicated human organs; stone basins dark with dried blood.
- Catacombs** - Each sarcophagus holds funeral artifacts: silver tiara, gold arrowheads, jewel-pomelled swords & daggers, silver scabbards, valuable rings, semi-precious necklaces, etc.
- Honored Dead** - Statue animates; defends crypts if sarcophagi looted.
- Catacombs of the Elders** - Ghast & 2 Ghouls burst forth if looting. Best treasure here, including magic flail & bracers.
- Room of Remembrance** - Glyphs on walls concerning history of Templars; 3 Scorpion Men trying northern door; 2 Human Thralls.

- Church Elders' Quarters** - Airshafts stopped, ritual mass suicide; 5 zombies here; chests beneath beds: devotional texts, surplices, a few coins, & ornate ceremonial weapons.
- Initiates' & Oblates' Chamber** - Airshafts stopped, mass suicide or murder; 10 zombies shamle toward the party; chests beneath beds similar to room 16.
- Central temple** - 4 Scorpion Men stripping the altar of gold foil, snakeskin trim, & silver candelabra; 2 Human Thralls
- Chamber of the Unclean** - Lined with cedar; contains goods deemed unclean: many casks of rotten salted pork, ogre-sized magic boots; halfling lingerie; needles made of dragon's claws; a cask of dwarven whiskey.
- Chamber of Wonders** - Animated glyphs depict the March of the Templars; amazed by the spectacle are an old tribal warrior & six young men entering the dungeon on a rite of passage, with stone weapons, body paint.
- Secret Temple** - Braziers permanently aflame; scene of many sacrifices; vile rites hidden here from oblates & new initiates; jewel-eyed statue with bat-winged head, lapis lazuli mouth, & serpent torso, crocodile heads for hands, evil magic scimitar in left hand. Hiding in shadows, Cobra-headed Fiend wrapped in bloody rags, armed with evil magic whip & black, jagged khopesh that oozes poison: attacks on sight.
- Lavatory** - Small basins caked with dried 'mud.' Countless tiny beetles. 1d6 pieces of silver buried in the 'mud.'
- Armory** - Weapon & armor racks mostly empty, save a magic helm & breastplate behind a fallen rack; also a silver-headed axe.
- Training Room** - 8 Animated training dummies attack anyone carrying weapons or not sitting in one of the benches; dummies armed with padded clubs, doing minimal damage; immune to spells & non-magical weapons
- Weapons Room** - A variety of rebated & blunted weapons; also, wooden shields & damaged armor.
- Prison Guardroom** - Cells empty save a few long dead; guardroom holds keys, a few implements of torture; lever to open portcullis; secret passage to temple for sacrifices.

New Monster

Scorpion Men - Centauroid; fast in short bursts; crafty & tough as Bugbears; hard, chitinous flesh; poisonous tail stinger plus scimitar & shield; implacable enemies.

The Poseidon Adventure

Adventure Design: CC Chamberlin

Rising out of the crashing ocean waves is an eroded spire of rock, into which was carved a temple to the sea-god Poseidon. Lately, townsfolk in the nearby fishing village have been having strange dreams of a great evil awakening in the ruined temple, and so, the village elders seek help from a party of brave adventurers to investigate.

ENTRY CHAMBER

The entry chamber at the top of the spire must be climbed to. A magical effect pulls water from the ocean up into a pool, which drains out the entrance. Once beautiful, its marble frescoes are now dripping with slime and algae. Two statues flanking the staircase will attack anyone passing them.

WORSHIP CHAMBER

The second level has a view looking out onto the ocean, but it has long since grown over with stranglevines from above. Anyone getting near the overlook will be attacked by them. A great marble plug sealing the passage down is trapped with a magical drowning trap.

LOWER COURT

The lower level contains a gloomy hall. The frescoes, once happy images of seafarers, now slowly move of their own accord, depicting the slaughter of the kingdoms of man. Even the algae is corrupted; it attacks the party to keep them from approaching the far room, where a new evil demigod of rot and corruption is incubating in a mass of glowing green matter. Long centuries of neglect and ruin have caused the holy magic here to spoil and rot, allowing this *thing* to gestate. It puts up a mighty fight, but it is luckily still vulnerable to the blades of mortals.

The would-be deity will not go lightly into oblivion, however. With its keening death throes, it shakes the spire to its core, and topples it! The spire cracks at the base, tilts, and falls into the water (clockwise 90° in the diagram above, so that “up” becomes the left-hand side of the map).

Overhead View



Cross Section

THE ESCAPE

It's now a race against time to get out of the temple before the party drowns, with a raging, dying demigod shaking the very ground beneath their feet. Water is filling the temple fast from the Worship Chamber window.

Characters will have to dive down into the lower court area and contend with frescoes broken free from the walls and able to attack as stone golems.

Then, they can crawl along the shaft and attempt one of two escapes. They can try to swim down and out through the submerged overlook window, and deal with the masses of underwater stranglevines shaken loose below.

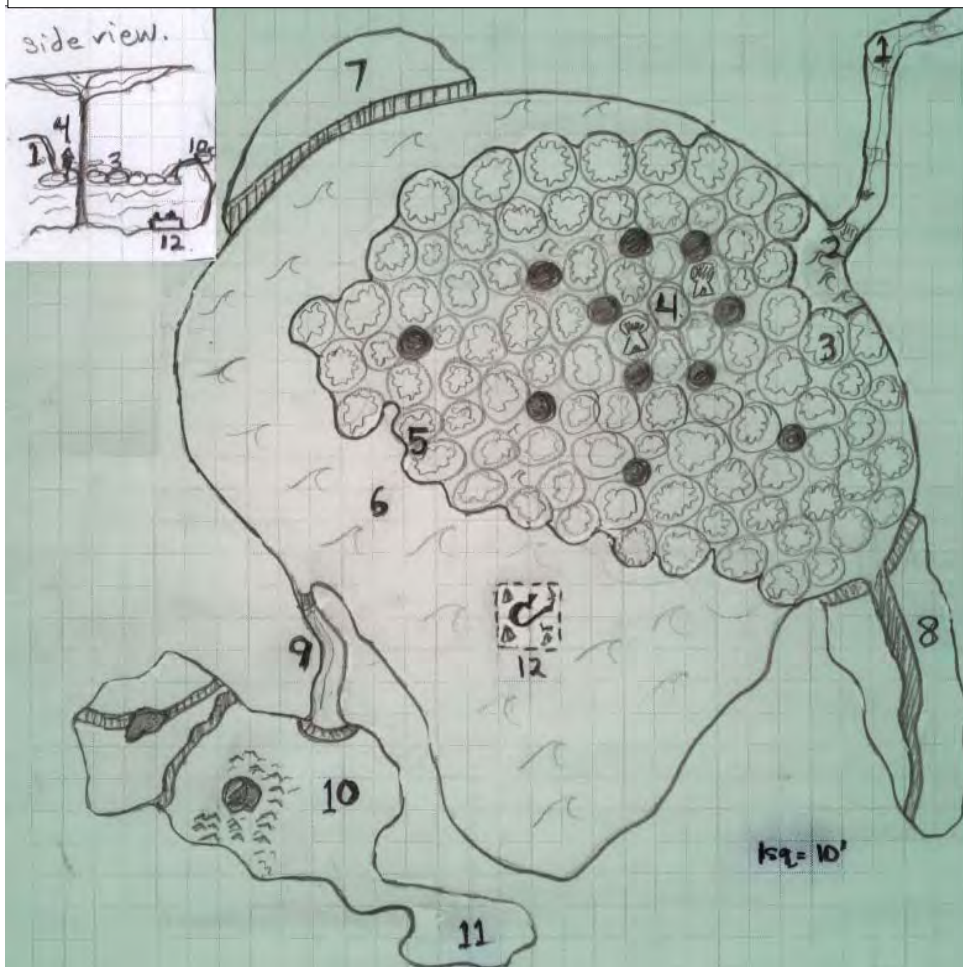
Or, they can try to climb the Worship Chamber hall, and scale the 45° slanted, slimy floor, down which water falls from the magic pool. Once in the entry chamber, they will find a slime creature which has slid up through the waterway.

CONCLUSION and PLOT HOOKS FOR FURTHER ADVENTURING

As the party watches the temple and its dying god sink under the waves, they'll know they have spared the world much pain and sorrow, but sadly, there are few who can understand this service. Of these few are theologians who may need the party to put down other gestating gods, or cultists who are enraged at the deicide of their god and want revenge.

Subterranean Fecundity – Level 6

1sq=10'



Overview

Deep under the Blightwood lies a massive cavern where the flora has begun the process of healing. Fecundity abounds amongst the floating mushroom groves anchored to the Ash Trees. The trees plunge deep below the crystal clear underground lake. The Ash Tree's branches work to purify the soil above.

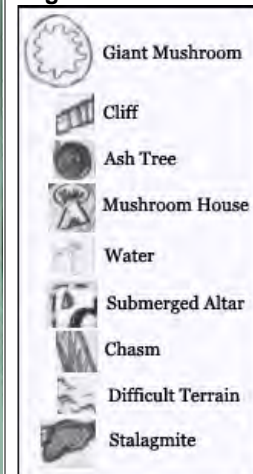
Lighting & Sounds

The mushrooms radiate a soft crepuscular glow, providing light while walking on them. A faint buzzing is every present once away from the waterfall.

Terrain

The mushrooms are soft and slightly rubberlike. They shift subtly underfoot as the float atop the crystalline lake. The trees are immense black trees that rise straight up.

Legend



Room Key

- Water Slide:** Water rushes down this slippery slide depositing the curious from the world above. The slide ends 10' above the surface of the lake.
- Waterfall:** The water from above plunges into the crystal blue underground lake. The water is turbulent making it difficult to swim to the edge.
- Mushroom Groves:** A large forest of floating mushrooms provides a somewhat stable surface to move across. Large gaps in between mushrooms must be avoided unless the traveler wishes to take another dip in the lake.
- Ash Village:** The fungal denizens of the mushroom groves live amongst the tightest formation of mushrooms that are anchored to the 6 surrounding Ash trees. The village is made of small grown mushroom houses that provide hollowed cores for residents. Xenophobic myconids and their fungiform slaves inhabit the village and are hostile to any intruders.
- Beached Ray:** A blind ray from beneath the still water has beached itself here and is being attacked by giant flying flat centipede-like insects.
- Crystal Lake:** The Lake is extremely still and crystal clear. A few benign underwater fauna inhabit the lake like the ray that ended up on the mushroom island. A submerged portal (12) lies deep beneath the still waters. It is visible from the surface should light be brought near it from above.
- Insect Hive:** Large flying insects buzz the tops of trees feeding on the life-giving trees. The insects' hive is on this high shelf some 30' above the water line. Many hanging white pods hold larvae as other insects occasionally return to the hive from above.
- Whispering Chasm:** The myconids and insects avoid this large chamber due to the strange sounds that emanate from the chasm. The water drains down the base of the chasm into an underground river that departs the forest here. The chamber is safe though some may find the sounds troubling as well.
- Ascending Flue:** This tight chimney rises up from near the water to a level several feet above the water. It is difficult climbing up the slick duct and it ends at the bottom of a short 3ft high cliff at the top that must be scaled to enter the colony above.
- Troglodyte Colony:** A small tribe of troglodytes gathers here in a multi-leveled chamber that smells strongly of its odiferous occupants and their pungent fires. The tribe uses the top level of the chamber to burn mushrooms harvested from the floating forest. The smoke fills the ceiling of the chamber which rises above the two stalagmites. The burning mushrooms create a hallucinogenic smoke throughout the chamber that makes combat difficult. The troglodytes use it in combination with a ritual to journey into the spirit world for a short period of time.
- Ritual Chamber:** The walls of this chamber are covered from floor to ceiling and across in several primitive ritualistic symbols. Together they form a ritual that can be used in conjunction with the smoke of the mushrooms to become insubstantial for a small period of time. The troglodytes believe that they join with the spirit world and can move about the greater chamber without upsetting its residents. The writing indicates the existence of a spirit portal at the bottom of the lake through which the troglodytes have travelled out of the cavern to locations beyond.
- Submerged Portal:** This ancient altar 30' under the surface of the lake is a portal that leads beyond the bounds of the chamber. Silvered runes glitter beneath the water, reflecting light. Four stone plinths rise from each of the corners of the smooth marble square. The portal is activated by the touch of something from the spirit world, in other words something insubstantial. The destination of the portal is undetermined, though something outside the cavern and related to the spirit world is most appropriate.

Wandering Monsters

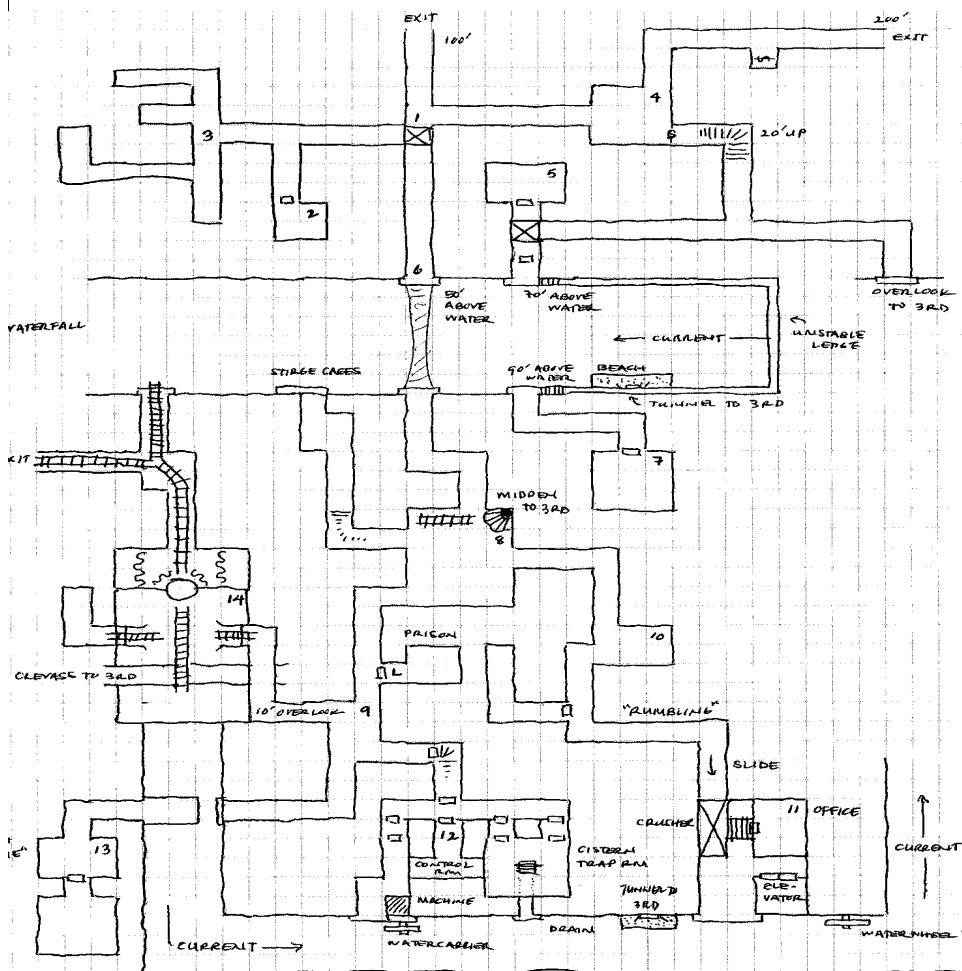
Mushroom Forest (Roll 1d10 for every 1 hr spent in the forest)

1 Detached mushroom dumps party into water, 2 Myconid hunting party, 3-4 Fungiform slave foragers and their myconid task master, 5-7 no encounter, 8-9 Flying beetle swarm, 10 Giant flying flat centipede

Crystalline Lake (Roll 1d10 for every 10 minutes spent on the water or below its surface)

1 Voracious saw mouthed fish, 2-3 Blind ray, 4-7 no encounter, 8-9 trio of moray eels, 10 jellyfish colony

The Lost Mine – Level 1-2



Wandering Monsters

- 2 Hob, the hobgoblin (1)
- 3-4 Spitting cobra (1d6)
- 5-6 Rats (1d6 packs)
- 7 Goblin patrol (2d4)
- 8-9 Stirges (1-10)
- 10-11 Acolyte from Stonehell (1-8)
- 12 Green Slime (1)

Legend

- S – Secret Door
- X – Pit in floor
- O – Open pit
- G – Fire trap

Goblin guards

- 2-3 alert
- 4-5 playing cards
- 6-7 asleep
- 8-9 cleaning weapons with Hob
- 10-11 partying
- 12 fighting

Crusher & Controls

Escape: 4+ or 1d6/round. Climb out: 3 escapes (1 with help). Fall in: don't fall 3+ from shaking.

- Speed lever in mid-position: escape/fall +/-1
- Trapdoor: crank to close, prevent escape.
- Dump lever in up-position: down to dump and shut off crusher.
- Button with copper wire: call Obmi, level 3.
- Elevator toggle broken for level 1.

Cistern trap

Notice each as trap :hinges move, pump start/stop, float in tank up/down, room fills 5 rounds, move float up to disarm, emergency drain inside as trap.

Room Key

1. **Open pit:** goblin bodies.
2. **Last stand:** sundered door, enslaved dwarf bodies.
3. **Recent mining:** gob & dwarf bodies, collapsed tunnel.
4. **Slave quarters:** collapsed scaffolding, secret door E, "dwarf door" N.
5. **Cenotaph:** dwarf script "tread carefully".
6. **Bridge:** waterfall noise, overlooks, 3 cages, 6 stirges, 1 goblin, 9ep, "clanker" alarm under bridge
7. **Ghoul crypt:** dwarf script "we honor in death those we dishonored in life", 8 ghouls (in Elven garb), 5,000cp, 3,000sp, gem (500), 6 jewelry, +1 arrows (10), unstable ledge (2d6).
8. **Guard post:** 1-6 goblins, 1-8ep, knock into midden with cart.
9. **Prison guard:** barred door, 1-6 goblins, 1d8ep, ex-king Weevila will offer gem (1000) in centipede pit to rescue Weevila.
10. **Wolf den:** trainer asleep among wolves, 5 wolves, 1 goblin, whip +1M to wolves, wolves chained (as trap to notice safe path).
11. **Mine office:** metal floor (slide and trapdoor traps), rumbling machinery, waterwheel, 2 goblins on trapdoor, 2 goblins in office, see Crusher & Controls.
12. **Cistern trap:** dampness, bulkhead doors, piston hinges, water pump noise, 8 skeletons (NPC party), see Cistern trap.
13. **Shrine:** open flame turns blue, dwarf statue & 4 tumblers 0-9, "only the elite may enter", fire trap (disarm "1337"), 6,000sp, journal. "Ossi betrayed us. The others are dead. I alone know Lord Vaananen yet lives in Stonehell. Take the silver, stranger, and deliver this to dwarves or suffer my curse. Nali."
14. **Throne room:** Crevasse, rail "bridge", cart "throne" on tabletop, lever spins, King "Gorilla" Warface present 4+, 7 goblins, 1 hob, cart trap (2d6).
15. **Harem:** Lever releases escape cart, switch lever sends cart into river, Weevila, King "Gorilla" Warface, 1,000sp, gem (5).

Background

The elite clan of the Vaananen dwarves refused to abandon their mine in the face of the Dragon Army. Even the Witch-Queen sent an emissary to persuade them, but neither the Vaananen or the delegation of Elves were heard from again. The clan was presumed dead, executed by the Dragon and his soldiers of goblinkind, though no trace of the fabled riches of the Vaananen vault were ever found plundered—the trove remains a magnet for descendants and adventurers of all stripes.

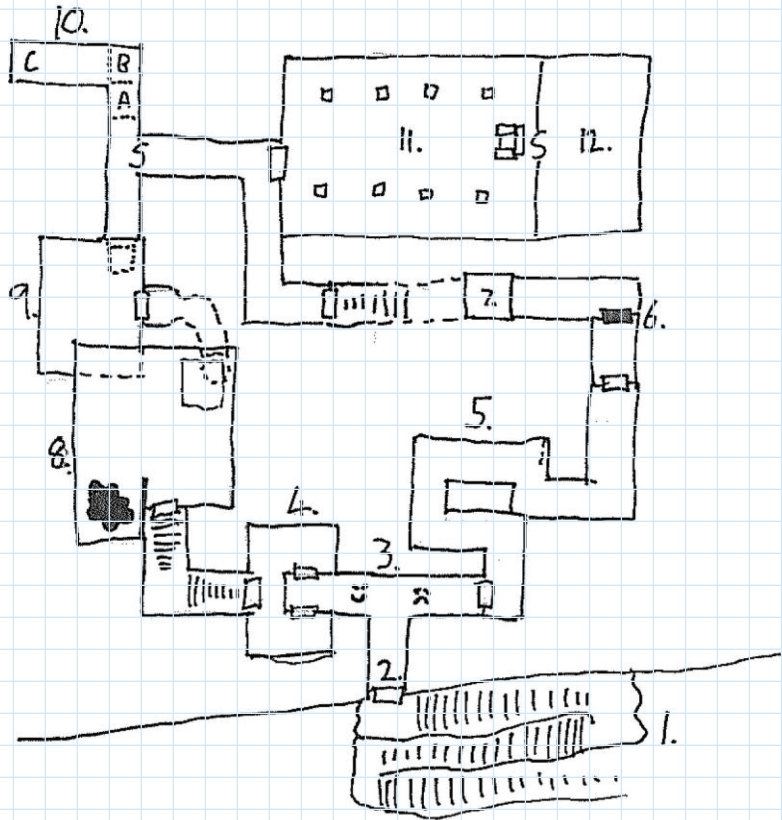
Notes

The Ghoul crypt (7) is technically level 1, because it's higher than the rest of the level. I intended it to have an exit, but drew the map in pen. ;)

The Lost Mine – 1p by cr0m (christopher.geisel@gmail.com) for the 1p dungeon contest!

The Lair of Ostanzibal Yent

1 Square = 5 feet



Lighting: Assorted loose items scattered about the place – here a discarded boot, there a scroll case – have continual light cast on them. These shed a lurid purple glow that grants dim lighting throughout.

Random Encounters

Roll 1d20 when characters spend too long not doing anything interesting. Each event is accompanied by a flash of magical energy around the affected character and the projected voice of Yent screaming “Get on with it!” or something similar.

1-4: A random character is struck with a random disease.

5-6: A random character is cursed to smack himself in the face with the next blunt weapon he picks up (normal damage).

7-10: A random character's skin is covered in glowing blue runes that spell obscenities in the language of the celestials.

11-14: A random character is cursed to only be able to speak by shouting.

15-16: A random character has his or her off hand turned into unliving metal. This grants a strong unarmed attack but the hand is otherwise useless.

17-19: A random character suffers *nothing at all*.

20: A random character is magically compelled to kick open the nearest door.

Background: Ostanzibal Yent is a dark elf mage so twisted and insane that he was too much even for the other dark elves. He makes his lair in a dungeon specifically designed to keep him entertained by the antics of the fools who come looking for him. If his nefarious reputation isn't enough, Yent has made it known that whatever can be stolen from his lair can be freely kept. Finally, he is not above kidnapping people to lure would-be rescuers into his web.

Room Key:

1. Wish Me Luck: The switchback stairway climbs about sixty feet up a cliff face. Halfway up is a small offertory shrine with a few loose coins in it (coppers and silvers) and an inscription that says “A coin for luck.” This is lies. All proceeds go to the Ostanzibal Yent dungeon-building fund.

2. Hello, Goodbye: The front door is not locked but it is trapped. As soon as it is opened (outwards) even the tiniest crack, a force wave is triggered that hits anything standing in front of it and knocks them off the switchback stairs. This trap triggers every time the door is opened, but the door does not close on its own.

3. Comedy and Tragedy: The left fork is marked with the symbol of comedy. Characters who pass over the symbol hear a maniacal, hooting laugh. The right fork is marked with the symbol of tragedy. Characters who pass over it hear a blood-curdling scream.

4. Ha Ha Ha: When one of these doors is opened, the other opens as well. The room beyond is a filthy hyena den – the hyenas are starving and attack in a frenzy. (Mundane treasure.)

5. Non Sequitur: The floor of this corridor is under three feet of liquid mud. The corridor is also infested with the animated severed hands of previous victims, which attack from both above and below the mud-line. One of the hands wears a magic ring.

6. Not The Trap You Were Looking For: The iron door has no handle and a hole next to it for hand-insertion. The button in the hole opens the door and triggers a scything blade from the wall at ankle height, designed to sever feet. The blade attacks the marked squares.

7. Dropping a Clanger: There is a pit here 20 feet deep, and a 20 foot chimney above. Metal rungs set into the far wall go up and down. The exit is at the top of the chimney. If any weight is put on the topmost rung, the stone wall with the rungs in is transmuted to mud, dropping a climber, all the rungs, and enough mud to drown in, into the pit.

8. The Difference Between Pudding and Dessert: Sitting in one corner of this room is a gelatinous cube, parked directly over the floor exit. The cube is a fake, made of edible, mint-flavoured gel. A black pudding lurks around the corner. It has learned to wait until victims are distracted by the ‘cube’ before slithering out to attack.

9. WYSIWYG: Floor mosaics show: a sword, a bottle, a trapdoor, a pile of gems with a starburst backdrop, a coil of green rope, and a heavy weight. Smashing through the mosaics reveals, underneath them, what is shown in the mosaic. The sword is magical. The bottle is a potion. The trapdoor is the way out. The gems are gems and an explosion. The rope is in fact a constrictor snake, kept in suspended animation (it attacks with surprise). The weight falls from above instead of being found underneath the mosaic.

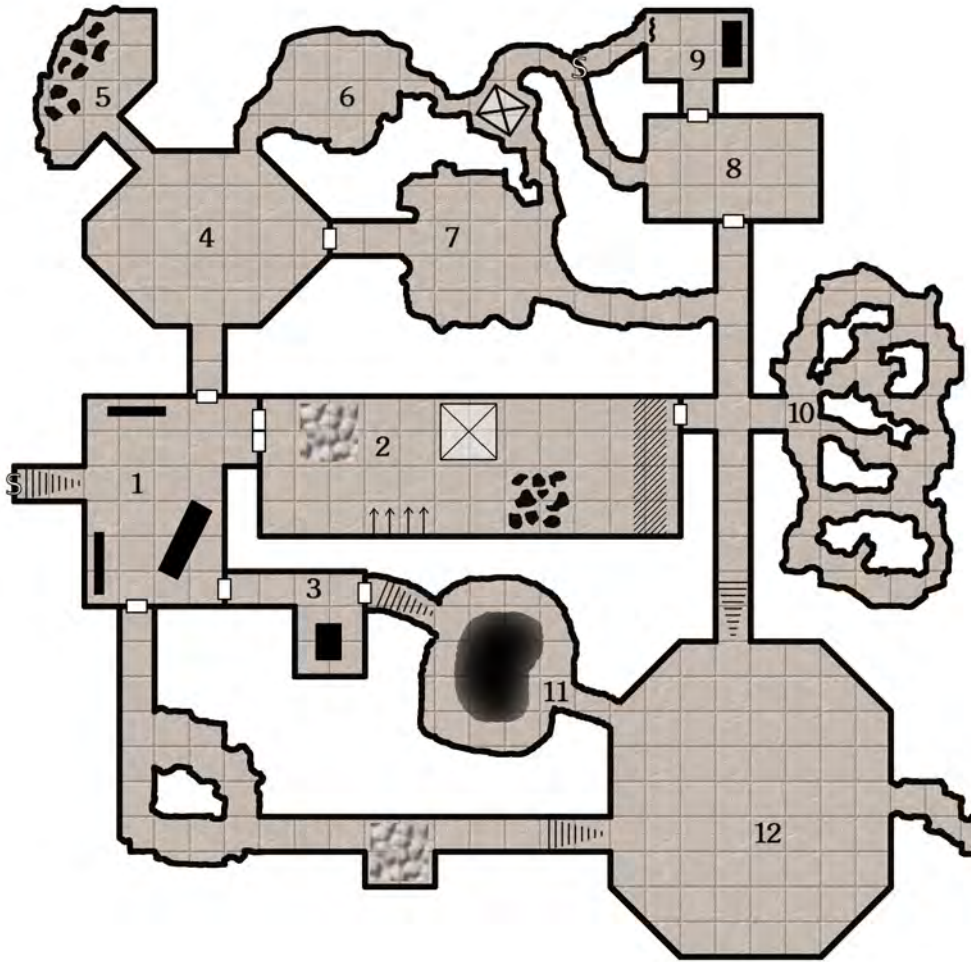
10. Learn To Love The Bottom of Pit B: This corridor has an easy to spot pit trap in the square marked A. It must be jumped to proceed. Immediately beyond it is a second, much harder to spot pit trap (B). At the bottom of pit B are some mixed bones and some light treasure (a minor magic item or torn sack of gold, say). Around the corner the corridor slopes up at about a 30 degree angle. A key lies on the floor at the end. A slender thread tied to the key (difficult to spot) vanishes between the flagstones of the corridor floor – this triggers the flood trap when the key is picked up. The flood trap causes water to pour from the ceiling at C, washing characters back into pit B. The key opens no lock in this dungeon.

11. I Fake My Climaxes: The ostensible Ostanzibal is actually a simulacrum with several magic items (wands and scrolls to help it simulate spellcasting) and a fraction of the real wizard's power. There are also mindless undead here that obey the commands of ‘Ostanzibal’. The room is trapped with several floor tiles that trigger thrusting spears and poison dart turrets that are controlled by the crystal ball in the inner sanctum. The treasure here is significant (both cash and magic items). The secret door here is very well-hidden and trapped with a demon-summoning glyph.

12. And Behind Door Number 2...: This is Ostanzibal's inner sanctum, crafted with a vertical escape tunnel to take advantage of his flying magic. The crystal ball mounted here can see and hear anything that happens within the dungeon, although it can only focus on one area at a time. It can also transmit the user's voice and certain spells into those areas. (If removed from the dungeon it works as a normal crystal ball.) The real Ostanzibal is here, and will greet intruders with maniacal laughter and deadly magic. The only treasure here is the crystal ball and what Ostanzibal is carrying – which is a *lot*.

LEVEL 7A (INTERLUDE) – TRAPS-R-US

1 Square = 5 feet



Background

Where do all those traps come from? How does your megadungeon get restocked with bats and skeletons? That's right, level 7A, located halfway between levels 7 and 8, just beyond the secret door!

The PC's can treat this as a standard hack-n-slash, or they can haggle with the kobolds for the latest tricks and traps, and maybe even pick up a pet giant spider or two.

The kobold entrepreneurs will follow the party incessantly, fawning, and asking if there is anything they are looking for in particular. All inhabitants are peaceful unless provoked.

Lighting: Torches everywhere except 5 and 10.

Random Encounters (1d20 every 10 minutes)

- 1–10: No encounter
- 11–12: Magic mouth, shouts random questions
- 13–17: 1d4 kobolds with giant spider
- 18–19: 2d6 tame giant rats
- 20: The giant worm from area 10

Traps (1d6)

- 1. Gas, blindness and weakness
- 2. 1d6 flaming arrows
- 3. 10' pit with spikes
- 4. Collapsing wall
- 5. Teleport to Reception Area, all clothes that the PCs are wearing are randomly interchanged
- 6. Broken trap, roll again for type

1. **Reception Area:** Two stone benches, large stone sarcophagus desk, 1d4+2 kobolds, giant spider on leash. Top of desk has assorted potions, vials of poison gas, all neatly labelled with prices. A hidden compartment within the desk contains 50 silver, 20 gold, and assorted gems.
2. **Trap Showroom:** From left-to-right, there is a blindness and weakness gas trap, a flaming arrows trap, a 10' pit with spikes, a collapsing wall trap, and a teleport trap (see Trap Table for details). All traps can be disabled via levers under the desk in area 1. Giant rats are used for demonstrations. The pit trap has a desiccated halfling thief, wearing a magic dagger with a jeweled pommel. Each trap is hand-built to custom order, with free delivery to all dungeon levels.
3. **Break Room:** 2d6 kobolds + 1 leader-type kobold, sitting at a scarred wooden table, minor treasure.
4. **Spider Farm:** Lease or buy spiders, 6 kobolds running 3 giant spiders through their paces. Two sickly giant spiders in cages, one has 4 glass eyes (really diamonds). A dense web near the ceiling has a dead kobold in it - "Poor Scabby never was a fast runner."
5. **Trash Dump:** (Pitch black) Huge mound of broken traps and shattered stalactites. A large gray ooze lives in the center. Every 5 minutes of exploring, roll on the trap table.
6. **Empty Room**
7. **Dungeon Accessories:** Hollow stalagmites, 12 large pots of dungeon dust, 2 sets of giant wooden feet, for use with the dust. Bats flitter about.
8. **Undead Dealer:** Sign on entrance - "Sale on skeletons! 10 silver each! Money back guarantee!". Inside: 12 corpses in various states of decay, 2d4 animated skeletons, mildly evil cleric named Raleth. Raleth has a magic rod and an obsidian unholy symbol.
9. **Raleth's Room:** A curtain conceals a secret passage. If Raleth is attacked, he will run around, re-enter area 8, and attempt to reanimate his skeletons.
10. **Lair of the Giant Worm:** (Pitch black) This huge worm can easily swallow an unlucky adventurer. Stomach acid causes ongoing damage. If found wandering, adventurers can use torches to herd the beast back into area 10.
11. **Pool of Reflection:** Kobolds shun this area ("bad bad monster") except when they need water. At the bottom of the pool is a very lifelike statue of a medusa.
12. **Dragon in a Bottle:** In the center of this tall cavern lies a huge old red dragon, Drangorg by name. Actually a young red dragon in disguise. A shelf on the back wall (15' above floor) holds 20 potions of growth, hidden behind these are 500 copper, 750 silver, and 200 gold, all very neatly stacked. This is Drangorg's share from the Rent-a-Dragon service.

The Power Behind the Throne

The stone sarcophagus desk contains a very cranky lich named Karerak. He is the original owner of this dungeon level, and was trapped within the sarcophagus by the kobolds. If all 5 levers within the desk are pulled simultaneously, then the lid will arise and Karerak will awaken. Inside are gems and jewelry worth 500 gold. In his hands, the lich holds a highly-reflective silver-plated shield with the hideous image of a medusa burned within it.

-  COVERED PIT
-  SPIKES FROM WALLS
-  DEADFALL
-  GREASED STAIRS
-  HOLE -1D6+2'
-  ARROW SLITS
-  FIRE PIT
-  STAIRS
Go down in direction of arrow
-  GATE (all locked)
-  HOLE

70' to river (submerged)

10 FEET

THE GRAY GOBLIN WARRENS

Created by C. Brackett

BACKGROUND: Recognizable by their rock-gray, wart-covered skin, the gray goblins have long been a scourge upon the local area: raiding villages, stealing livestock, attacking merchant caravans, kidnapping young maidens, etc. The goblins lair in a network of caves and tunnels beneath Hags' Tor, under which is also rumored to be the lair of a red dragon (although many think this nothing more than legend, since nobody's seen it in 100 years).

ROOMS

- N:** Nest: 2d4-1 gray goblins (as goblins); personal treasure only.
- G:** Guard chamber: 1d4+3 gray goblin guards (as orcs) in light armor, half w/crossbows; no treasure.
- O:** Oubliette: 20' fall to floor; Roll d6: 1 = wandering monster, 2-4 = nothing, 5 = live NPC, 6 = small treasure.
- OC:** Ooze cave: 1 gray ooze; no treasure.
- S:** Statue cave: 2 living statues (★) of Goblin-mother goddess, glowing Magic Mushrooms on north & south walls.
- R:** Rainbow cave: multi-hued crystals line the walls & low ceiling (6'); water drips down crystal formation in center of pool; pool water acts as light healing if ingested.
- T:** Troll cave: 1d3 trolls; personal treasure.
- C:** Cistern: Potable water from natural spring collects in pool; 1d6-1 gray goblins fetching water; personal treasure.
- F:** Fungus forest: Mushrooms of all sizes (up to 8' tall) fill cave; see Magic Mushroom Effects table if any are eaten; 1d6-1 gray goblins harvesting mushrooms; pers. treasure.
- MH:** Main hall: 6d10 gray goblins feasting; pers. treasure.
- TR:** Throne room: Grayest Goblin (as bugbear), 1d4+1 gray goblin bodyguards (as orcs), 1 troll bodyguard; personal treasure on all, plus 1d3 magic items on Grayest Goblin.
- GG:** Grayest Goblin cave: Moderate treasure in poison-needle trapped chest hidden behind rock in northeast alcove.
- H:** Hoard: Gate is poison-needle trapped; lair treasure.
- SC:** Sorcerer's cave: Gray Goblin sorcerer (4th level); personal treasure plus 1d3-1 magic items.
- SL:** Sorcerer's lab: Blink dog familiar; moderate treasure.
- CG:** Captain of the guard: 1 gray goblin captain (as hobgoblin); personal treasure plus key to dungeon (see Room D).

A: Armory: Poor quality weapons of all basic varieties.

CH: Chasm: Shaft drops 127' to underground lake below; rises 216' to top of Hags' Tor.

X: Boulder trap: Giant boulder rolls from wall to 'x' when triggered; PC's at 'x' save or die; attracts monsters: immediately make 1d3 rolls on Wandering Monster table.

D: Dungeon: 1d4-1 live & 1d4 dead prisoners chained to wall. No treasure.

DC: Dragon's cave: Mature red dragon; lair treasure (under the dragon).

WANDERING MONSTERS (3d6)

- 3: 1 Troll
- 4: 1 Rust monster
- 5: 1-2 Cave bears
- 6: 1d4 Crab spiders
- 7: 1 Ochre jelly
- 8: 3d6 Giant rats
- 9: 1d4+2 Gray goblin guards (as Room G)
- 10: 1d4 Gray goblin guards (as Room G)
- 11: 1d4+1 Gray goblins (as Room N)
- 12: 1d4+3 Gray goblins (as Room N)
- 13: 2d4 Giant centipedes
- 14: 1d8 Stirges
- 15: 1d8 Shriekers
- 16: 1d4 Carrion crawlers
- 17: 1 Gelatinous cube
- 18: Strange Discovery (roll on next table)

STRANGE DISCOVERIES (3d6)

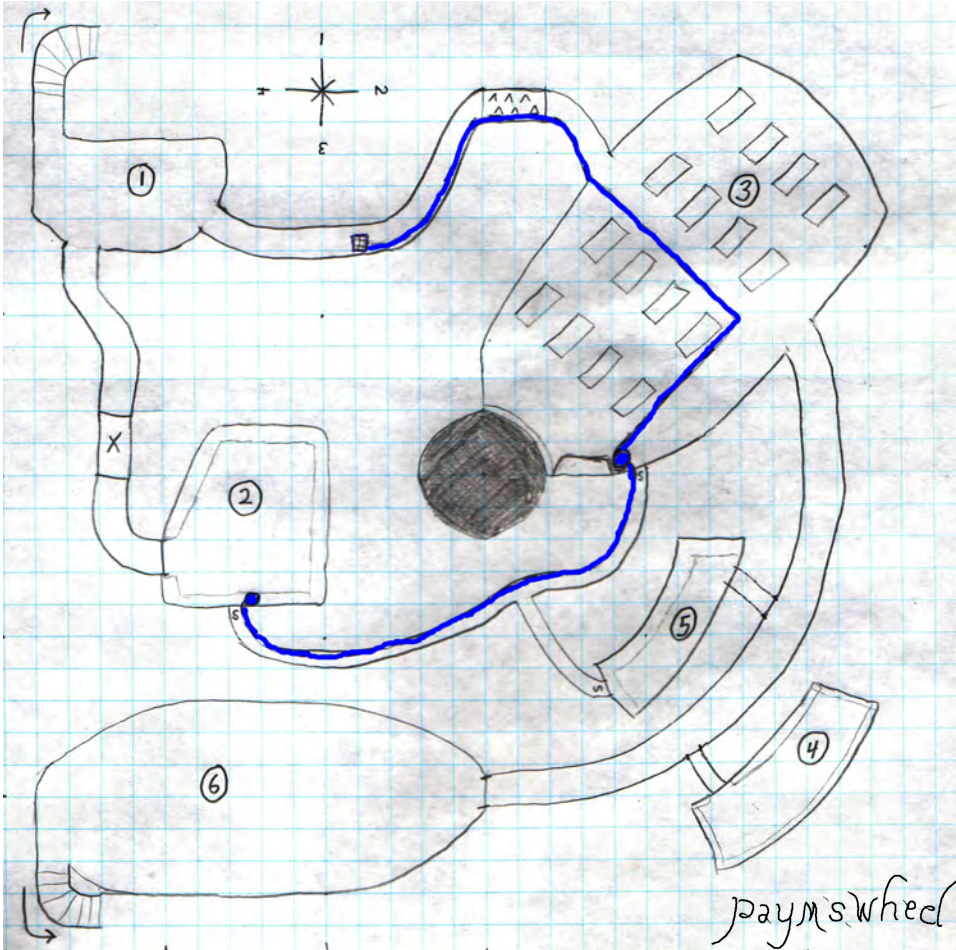
- 3: Green slime on the ceiling above!
- 4-5: A 3'-diameter hole; where does it lead?
- 6-7: A small treasure, dropped & forgotten.
- 8-9: A mundane item, dropped & forgotten.
- 10-11: Nothing - must have been the wind.
- 12-13: An escaped prisoner (live NPC).
- 14-15: A friendly rat (it becomes your pet).
- 16-17: A key (will open the next locked gate).
- 18: Funny looking mushrooms. (Roll on next table if ingested.)

MAGIC MUSHROOM EFFECTS (d12)

- 1: "Gack!" (You're dead.)
- 2-3: "Urk!" (You suffer a light wound and spend the next 1d6 turns vomiting.)
- 4-5: "Ungh!" (Nausea; -2 "to hit"/1d6 turns.)
- 6-7: "Whoa! Look at my hand!" (You're unable to do anything useful for 1d4 turns.)
- 8-9: "Tastes like chicken." (No effect.)
- 10-11: "Yummy." (+2 "to hit"/1d6 turns.)
- 12: "Mmmm... Mushrooms..." (All wounds healed, but save or fall asleep/1d6 hours.)

Paym's Wheel

1 square = 10 feet



Using this map

The easiest way to orient this map is cutting it from this page. The adventurers begin at the "up" stairs on Floor 1 (F1).

On the compass rose, North is depicted by the Floor Number (F#) (e.g. - on the 1st level, North corresponds to "1"). When the adventurers go down or up a floor, the map is rotated accordingly (see legend) to reorient North to the top of the map.

Legend

F#	Floor Number
	Stairway down (rotate map 90° CCW)
	Stairway up (rotate map 90° CW)
	Spike pit (F2, 3, and 4 only)
	Trap door (F3 only)
	Trough of water from nearby stream
	Secret door
	Closed / Open door

Wandering Monsters

Add the F# to your roll (e.g. - rolling a 5 on Floor 3 results in an 8 on the table)

2-4	An adventurer feels compelled to go further down in the dungeon
5-7	Giant rats
8-10	Local bandits or looters
11-14	Goblins and Hobgoblins
15-19	Skeletons patrolling for intruders
20-22	Golem (Paym's bodyguards)
23-24	An adventurer is charmed and heads straight for F4 room 6

Background

The wizard Paym went mad after acquiring an ancient artifact and buried himself in a dungeon of his own design. Some say he was trying to drill himself into the very center of the world. Paym has not been heard from for a great while. His dungeon, still laced with his minions, has recently become infested with creatures seeking the artifact, though no one really knows what it is capable of.

Notes

Rooms on each level are very similar, with specific differences listed in the Room Key. As the adventurers descend, the water in the raised trough reduces from a stream on F1 to a trickle by F4.

The dungeon was clearly never meant to be ornate, but it has fallen into obvious neglect. At every doorway and hallway corner is an unlit, barely used torch. Lighting any of them will draw the attention patrolling skeletons, who will close in after 1d4 turns. Monsters and bandits in the dungeon might be overheard discussing "the brawl" or the "crazy room".

Room Key

- Ascent Room:** This room contains a staircase leading upward to the next floor and little else.
- Storage Room:** Mostly rusted equipment and kitchen supplies. A secret passage connects to rooms 3 and 5, once used to supply the logistics room. Water drips from a grate in the ceiling into a basin, then seeps through to a trough in the secret passage to supply drinkable water throughout the dungeon.
 - F2: Pile of arms and construction-related equipment. The secret passage on this floor is impassable, blocked just past the door by fallen rocks.
 - F3: Chest with some treasure in the pile of equipment. Room is protected by a trap door that opens directly over the pit on F4.
- Logistics Area:** Water flows through the trough starting at the stone basin by the oven, draining into a floor grate in the hall between room 1 and the pit. The oven vents to the open shaft which extends vertically through the dungeon. Looking into the shaft, the logistics room of the next floor down is about 20 feet down on the right, the next floor up is 20 feet up on the left. The shaft ends just below F4. A secret passage connects to rooms 2 and 5.
 - F1,3: Kitchen/dining area with tables and benches in disarray, check for wandering monsters scavenging for food.
 - F2,4: Sleeping area with bunks used long ago by the hired diggers and mercenaries, some weapons can be found stashed beneath the bunks.
- Library Room:** The libraries now hold scant few books, most having been burned for light, heat, or fun by looters and monsters.
- Workshop:** Paym made his guards here, a golem might be here who will attack those going towards room 6, some spell components are here. A secret passage connects to rooms 2 and 3, and is protected on the hallway side with a trap to keep out visitors while he was working.
- Descent Room:** This room has a staircase leading downward to the next floor.
 - F4: A pedestal is here with a spinning disk floating just above it. This room is covered with mirrors. Among many corpses, Paym's skeleton lies in a corner. The exit seems to disappear when you enter the room. Goblins and hobgoblins here are flailing around wildly, attacking each other. If the adventurers can see the disk in any way, they will think everyone in the room is attacking them. Any attack they make has an equal chance of hitting anyone in the room (incl. party members). Attacking or covering the disk results in similar redirection. Touching it causes amnesia, erasing prepared spells. It can be destroyed by knocking it off of the stone pedestal, its effects will dissipate. The party can leave the room covering their eyes and feeling for the exit, or smashing all the mirrors and looking away. Paym wears a magic robe that grants some resistance to charm.

THE TRAP ROOM



Once you enter what appears to be just a fancy hall with a table near the middle, the doors slam shut and you realize you are trapped. The magic used here is so powerful that the doors cannot be opened by any means magical or mundane. Teleport and similar magics will not let you pass the doors, floor, ceiling or walls nor is there a crack that will allow passage of even a gas. The only way out is to turn the 4 brass handles on the table so that they are all pointing to the center then pulling the black switch, BUT, any wrong settings will open one or more doors releasing the hidden monsters.

The central room has an ornate floor tile and solid stone walls. The central table is made of green marble. The light comes from 3 continual light gems in the ceiling above the green table. Tampering with them in any way will cause them to go dark permanently.

Monster Rooms, clockwise from bottom left:

Ghouls (7)

Beholder (undead is always a good choice)

Demon (your pick)

Giant Slug

Undead (8) (again, your choice which type)

Giant Centepedes (16)

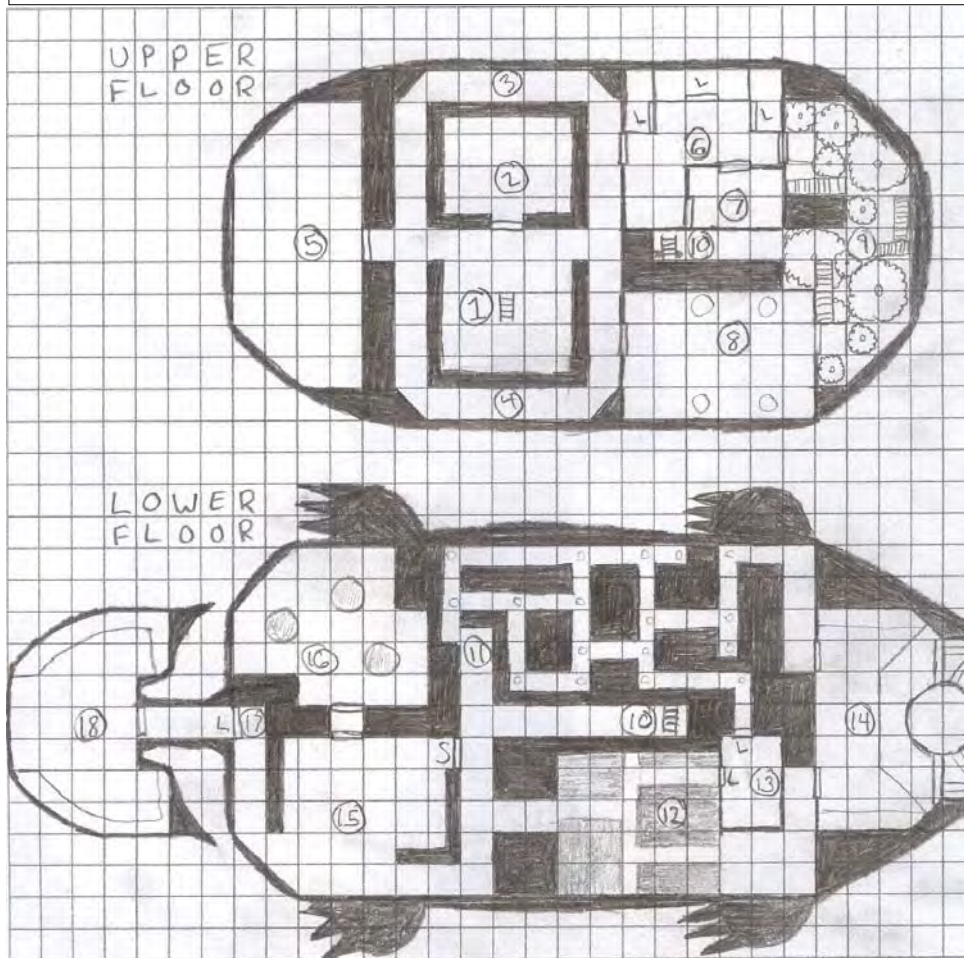
This mini dungeon can be popped into your game at any time, especially when you want to make life miserable for your adventurers.

by **Dan Roy**, (a.k.a. **Bogie**) using DundJinni software.

A higher res copy of the map is available at:

http://www.dundjinni.com/forums/forum_posts.asp?TID=11300&PN=1

Inside the Iron Beast – by Daniel Cowan



Legend

S – Secret Door
L – Locked Door
1 square = 10 feet

Background

A giant mechanical dragon is terrorizing the countryside! A band of exceptionally crafty goblins somehow created this enormous beast, which is leaving a path of destruction in its wake. You must enter this behemoth, learn its secrets, and put an end to its reign of terror.

Description of the Iron Beast

The Iron Beast is a lumbering machine shaped into the likeness of a wingless dragon. The creature has armored iron-plated sides, a powerful tail, and acid breath spewing from its mouth. The entire beast is made of metal, with creaking joints, black smoke issuing from scattered vents, and the overpowering smell of acid and iron.

Gaining Entrance

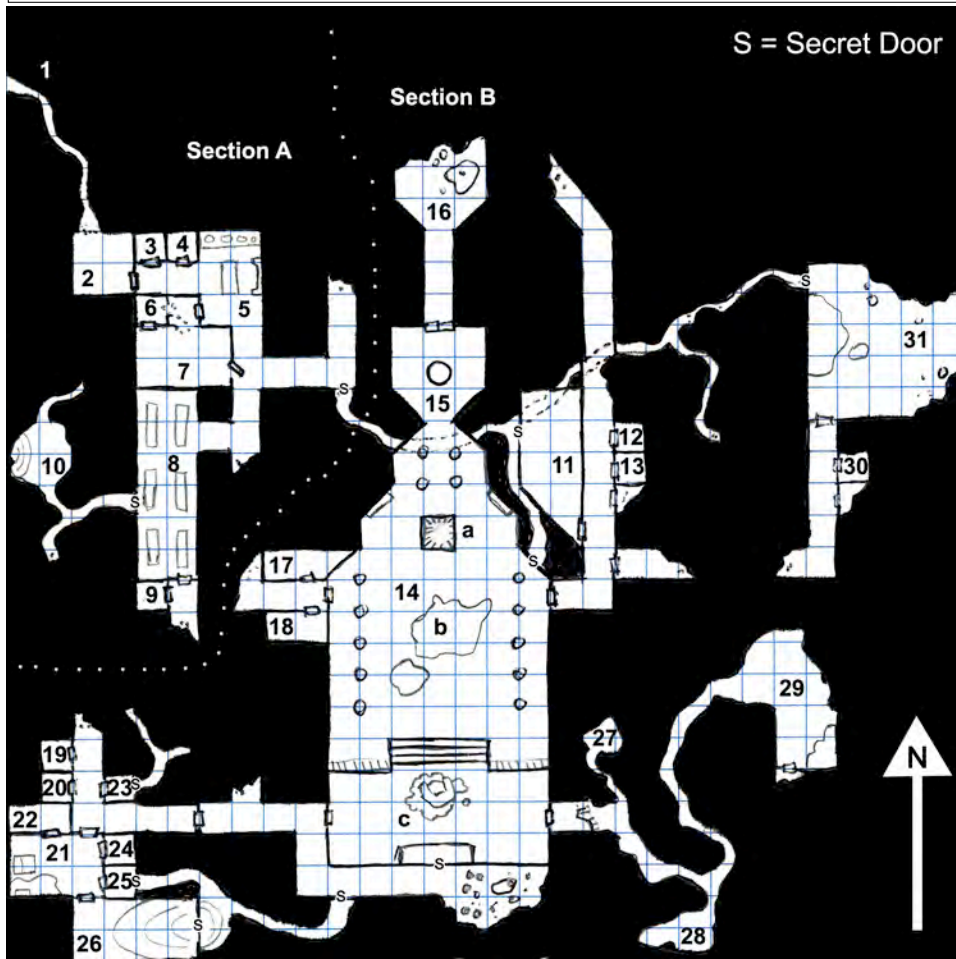
The Iron Beast is currently moving cross-country. The only entrance to the inside of the creature is a hatch on its back. The characters must find a way to climb the beast (on the legs, tail, grappling hooks, etc) to get to this hatch. They may be able to stall the Beast temporarily to make climbing it easier; however it is impossible to destroy or disable the Beast from the outside. The goblins are not expecting an attack, so it may be possible to sneak aboard unawares. If the goblins notice enemies, they will shoot at them from arrow slits and possibly even attempt to use the Beast's acid breath weapon.

Room Key

- Entrance:** The ladder down from the hatch leads to a storage room for foodstuffs and mundane weapons and ammunition.
- Barracks:** The sleeping quarters for off-duty goblins. Contains 2 Goblin Guards, who will call out for help from the goblins on duty in areas 3 and 4. The room holds minor monetary treasure hidden among the bedrolls.
- Arrow Slits:** These passageways contain viewports from which the goblins can rain down arrows on victims outside. Both areas contain 2 Goblin Archers, who will call out for help from the goblins in areas 2, 3, and 4.
- Workshop:** This room is filled with clockwork creations of a mad goblin artificer. Contains 1 Goblin Inventor and 1 Clockwork Giant Spider. Each turn the Inventor will run to one of the dormant creations and activate it, adding a new clockwork monster (spider, wolf, ogre, etc) to the battle. The Inventor only stops activating creatures if he is killed or has activated 10 creations. The inventor carries a minor magic item, along with a small brass key.
- Prison:** This room contains locked prison cells holding captured townsfolk from a previous raid. The prisoners will beg to be rescued. The prisoners are in ill health and cannot help in battle. If too much noise is made in this room, the guards in room 7 will be alerted and will attack.
- Guard Station:** The doors to this small guard station are closed, so the goblins will be unaware of the presence of intruders unless a door is opened or they hear unusual noise from outside. Contains 1 Goblin Guard Captain and 3 Goblin Guards. The room holds minor monetary treasure, which the prisoners say was taken from them when they were captured.
- Lightning Room:** This room contains giant machines on the side walls with lightning bolts randomly arcing between them or striking objects nearby. The lightning is drawn especially to creatures wearing metal. A control console on the far side of the room can shut down the machine with a disable trap skill. The party must use perception, acrobatics, arcana, endurance, or other skills to cross the room safely.
- Gearbox:** This room is filled with spinning, grinding gears. Any creature walking across these gears must keep their balance or risk being injured or crushed. The gears can be temporarily slowed or halted by creative use of skills or abilities, but only long enough to move a short distance.
- Ladder:** This is the ladder connection the upper and lower floors.
- Steam Tunnels:** These tunnels are filled with pipes and machinery, randomly releasing blasts of superheated steam. Each turn while in these tunnels, a creature has a 1/4 chance to be the target of a steam blast. At each intersection and corner of the tunnels is a Magical Crossbow Turret that fires at any creature in range.
- Oil Vat:** This room contains a narrow set of catwalks 10 feet above a pit filled with black, churning oil. Moving across the oil-slick catwalk requires a balance check to avoid falling into the oil below. Lurking in the oil are 3 oozes that will attack any creature that falls into the pit. Climbing back up to the catwalk from the oil vat is very difficult without help from a character above.
- Store Room:** This small store room is locked from both entrances. The room contains a magic weapon and moderate monetary treasure.
- Engine Room:** This large room contains a large furnace holding a captive fire elemental, whose energy is being drained to power the Iron Beast. Contains 1 Goblin Engineer and 4 Goblin Assistants. After the goblins are killed, the engine will begin to go out of control. The consoles in the room must be used to correctly shut the engine down or the Fire Elemental breaks free and attacks. The Engineer holds a small brass key.
- Mutation Room:** This room holds a Mutant Ogre, being experimented on by 3 goblins. The Mutant Ogre and 1 goblin will attack on sight, while the other 2 goblins will attempt to slip out the secret door to the NW and ambush the party from behind.
- Alchemist Room:** This room holds 3 large vats of acid, along with a variety of flasks and potions. Contains 1 Goblin Alchemist and 3 goblin servants. The Alchemist will throw exploding potions, and will attempt to break the vats of acid when players are nearby, covering them in acid. The Alchemist holds a small brass key, and the shelves of the room contain several potions and poisons, along with alchemical ingredients.
- Neck Door:** This door has a difficult lock to pick, but has two small keyholes, which can be unlocked by using 2 of the brass keys from area 5, 14, or 16.
- Control Room:** This room is filled with levers, wheels, and pulleys that control the Iron Beast. Contains the Goblin Warchief and 5 goblin controllers. The controllers can use the controls to move the entire room, knocking unprepared creatures to the ground or crashing into the walls. The Warchief has 2 magic items and moderate monetary treasure, along with a key to room 13. Defeating the Warchief stops the threat of the Iron Beast.

The Chapel of Fire

1 Square = 10 feet



Background: 400 years ago, the wedding of the children of two families of dwarven nobility was interrupted when a spurned suitor summoned a host of devils. The devils could not be dispelled, so the chapel and all access to it was collapsed and destroyed. The devils have since used the lair as safehouse and base of operations for their evil exploits.

Lighting: Some rooms dimly lit by flickering hellfire. Otherwise, total blackness.

Special Features: Because this temple was built by Dwarven priests/master miners, it is riddled with narrow secret passageways, of which the current denizens are unaware. Time and hellfire have caused many walls to erode and crumble. 5% chance any wall can be breached with simple blunt weapons, tho this may cause ceiling collapse (5% chance).

Random Encounters (check each hour)*

Section A (d20):

- 1-3 = 1 Carrion Crawler
- 4-5 = 1d3 Carrion Crawler Larvae
- 20 = 1 Bearded Devil** (tending the Crawlers)

Section B (d20):

- 1-2 = 1d6 Lemurs (Devils)
- 3-4 = 1d2 Giant Centipedes
- 5 = 1 Escaped humanoid/goblinoid
- 6 = 1d2 Spined Devils
- 20 = 1 Bearded Devil**

* except areas accessed only by secret door

**from areas 22 or 29

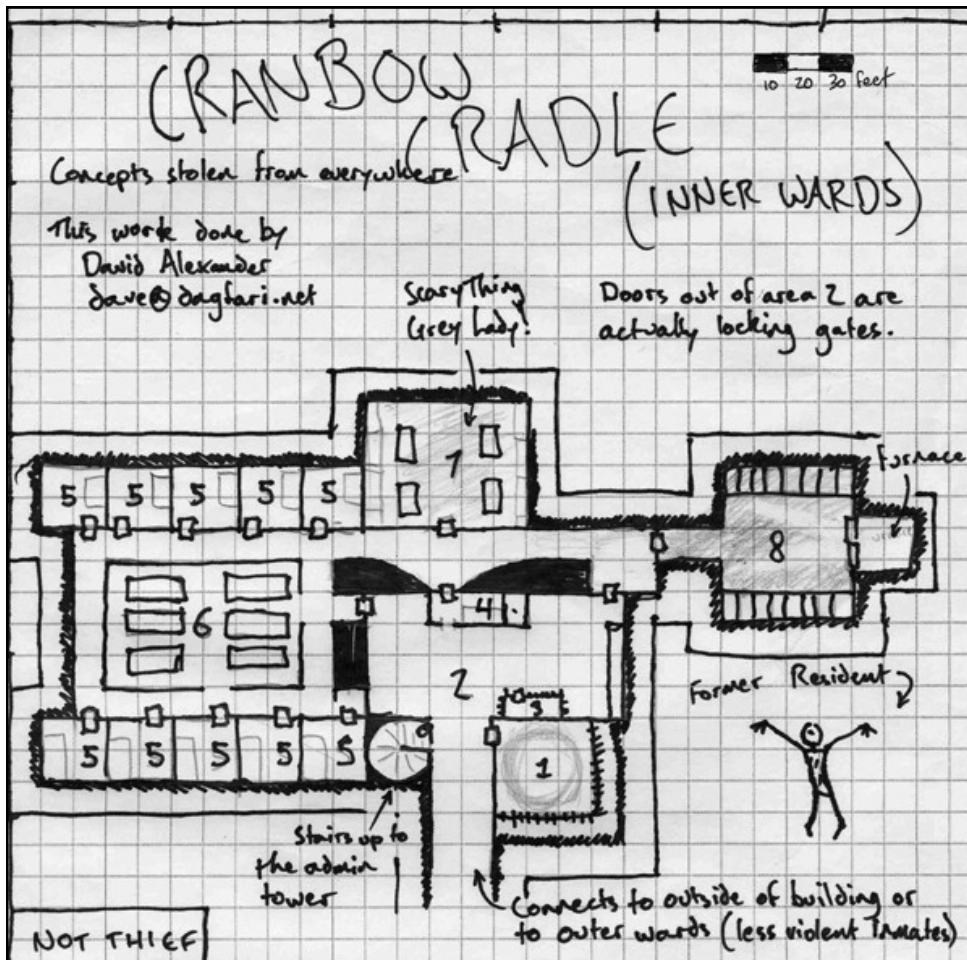
Section A –Carrier Crawler Pen (devils access this area via teleportation to leave bodies or prisoners here to feed the crawlers)

1. Rough mining tunnel, ends in crumbling stonework – dungeon entrance (need to break through)
2. Cold storage room with broken door. Piles of insectoid filth but no rotting food
- 3 & 4. Empty pantries
5. Kitchen. Large stoves on N wall, huge fireplace in E wall, huge island in center
6. A nest of rags & filth with crumbling walls. 4 Carrion Crawler Larvae. (1d1gp, 2d20sp, dagger, ring of protection against fire)
7. Kitchen staff/servant's quarters – open door, broken bunks and lockers, filthy rotting bed linens (3d20 silver, hammer)
8. Dining hall filled with long stone tables. Broken chairs and crockery litter the corners. Bones, some recent, piled in the room.
9. Latrine. Terrified Kobold (w/ makeshift bone spear) hides here from the Devil's pet carrion crawlers.
10. Natural cave. Shallow spring near W wall.

Section B – Devils' Lair (this whole area is incredibly hot – 120+ degrees – any exertion is draining – sleep nearly impossible)

11. Ceremonial prep. room. 12 female remains in fine dress. Peep hole in W wall. (12 necklaces, 1 silver crown, 1 platinum ring).
12. & 13. Ceremony storage rooms. Rotting robes, candles, incense, etc.
14. Temple. Huge, high ceilings with raised altar area. Pillars throughout. Illuminated poorly by dim, flickering hellfire.
- 14A. Between two simple altars covered in candles, a 10' x 10' shaft that descends into endless darkness.
- 14B. A huge pile of wood, bones, corpses in finery, etc. burns with, but is never consumed by, hellfire. 5 Spined Devils tend the fire.
- 14C. Raised altar area with throne of bones. Original dwarven altar on S wall. 1 Bearded Devil and 1 Bearded Devil Captain. If badly wounded, these will try to escape (teleport) to room 31 (helm of Wisdom +1 in pile of skulls under throne)
15. Entryway. Huge ironwood doors (unlocked, but very heavy). Deep cistern of foul water. (210gp)
16. Grand hallway. Air slightly cooler here. Rubble to the N. Digging will uncover a (warhammer +1, shield +1) along with many bodies.
17. & 18. Storage areas, now used as cells. Filled with filth & excrement. 1d4 random humanoid/goblinoids in each. All weak/dying.
- 19., 20. & 23. Underpriest rooms. Bedding, straw pallets, burned holy symbols. (1d10gp, 1d10sp in each. Hvy shield under pallet in 23)
21. Head priest's private shrine, now destroyed and used as toilet for a devil. (11 statues worth 3,000 gp, heavy silver medallion – digging thru filth may cause devil's chill disease)
22. Head priest's chambers, now nest for a devil. Hellfire blaze as in 14B in SW corner. 1 Bearded Devil. (112gp, 344 sp, silver dagger)
24. & 25. Closets. Trophies from conquests – piles of dessicated humanoid and goblinoid heads. (3 diamond earrings, 31 gold earrings)
26. Head priest's bathing room. Incredibly humid. Huge sand-bottomed pool of clear, warm water in E side of room.
27. & 28. Small caves. An escaped, naked halfling hides between these, armed w/ bone club. Devils know he's here and think it is funny.
29. Combo cave and collapsed room, nest for smallest devil. Hellfire pyre in SE corner. 1 Bearded Devil. (98gp, 213sp, ivory statue)
30. Latrine. Unused for centuries. A black pudding slumbers here.
31. Secret nest of the Bearded Devil Captain. Hellfire pyre on W wall. Huge pile of treasure on E wall includes 2,111gp, 4,388sp, 800pp, splint mail +1, dwarven chain +2, adamantite battle axe, mace +1, medallion of ESP among piles of fine clothing, art, tableware, etc.

Cranbow Cradle – The Inner Wards



Lighting: electric, powered by the generator in the flooded basement. Flickering, uncovered lights. Some broken bulbs, especially in areas 7 and 5.

Random Encounters:

“former residents” – undead patients, animated by the will of the building itself. No fear of death

rats and vermin

poltergeists – though not true ghosts, the Cradle itself can throw objects at the party.

The Grey Lady - the horror that made the cradle self-aware also created this monstrous being. See #7.

Background: Fifty years ago, a fire tore through the Asylum, killing many. But there is some horror that cannot be killed by fire.

The Cradle experienced so much of this horror in the century before the fire that it has taken on form in our world – objects re-arrange themselves, spirits are trapped here, and The Grey Lady lurks in the surgery ward.

The inner ward contained the most violent and insane individuals – and the most violent and insane “doctors”. Today, the inmates roam the halls, darkly twisted forms of what they once were.

The only exit is out the top window of the Administration Tower, but the stairs up are presently blocked by rubble. Only by travelling into the past, through the “cage” (room 3) can a party of adventurers leave the cradle.

Room Key:

- 1 The exercise area still has tracks in a circle. The wire surrounding the area allows airflow from the outdoors.
- 2 The roof of the lobby once must have appeared as a wonderful mural – but the fire did its damage here, blacking out much of the ceiling. Light filters down through a few holes, giving the impression of many eyes following your movement. Shelves with badly burnt books are on the eastern wall – **though only one or two are salvageable.**
- 3 This is a locking cage – used to contain recent arrivals until a room or bed could be assigned to them. It provides a link to the Ethereal plane, where the events of the fire (the riot, the attempts to contain the riot) play out again and again. The party must go through here to climb out the window of the admin tower to reappear on the Prime Material plane.
- 4 Notes on procedures and a ledger of those taken in sits on the desks in this area. “On Lobotomy: More can be learned from a procedure performed incorrectly, so we’ll keep training to a minimum. This may also have the consequence of dealing with our most violent patients. – Dr. H”. **A small purse of 20 gold is here, tucked into a desk drawer.**
- 5 These are isolation rooms for each of the ten most violent. They often contain the distractions afforded these individuals for treatment, and many are untouched by fire.
- 6 An eating area – cutlery and plates still in their racks, covered with dust.
- 7 The surgery ward. Long-decayed and dessicated bodies of doctors hang from hooks, and the floor is littered with the more recent corpses and bones of rats and vermin. What light filters through the windows on the far (northern) wall takes on a sickly red hue. – the Grey Lady is here. The flesh practically hangs from her bones, but she is much stronger than she looks. She has the ability to take on the form of those she has killed and invade the dreams of those that see her. When the party encounters her, she will appear as a small child, Laurel. She loses none of her preternatural strength when in any form, and attacks immediately. **A roll of fabric contains some mint condition masterwork silver surgeons’ tools.**
- 8 The morgue. Rows of insulated, closed **shelving for bodies line the walls contain some gold** – and a still-burning furnace on the far wall, if doused, contains **a dozen gold teeth**. Like all else in the Cradle, dust and ashes cover the floor in a thick carpet.
- 9 Throughout this area, rubble litters the ground. Rubble blocks the stairwell in the present, but not 50 years ago.

This adventure uses the “Swords and Wizardry” (White Box) Rules.

↑
Start

Adventure Plot: As a cleric of water (Levels 1-3), you must survive deserts and rescue thirsty pilgrims.

Map Layout: Because of the **randomness** of the scenario encounters, time and rewards won will vary. In game terms, blowing winds sweep desert sands into hills or otherwise make travel and vision difficult. The only constant point is a point labeled "Start," which becomes the current occupied square once in motion. Heroes roll a six-sided die to determine any visible terrain. This approach reinforces mapping skills. Consult the table to see how far heroes can **see** in their current direction:

MAPPING CHART, ROLL 1d6

The diagram illustrates the evolution of a 1D lattice with a single defect. It consists of three stages:

- Stage 1:** A 2x2 grid. The top-left cell contains the number 1. The bottom-left cell contains an upward-pointing arrow, representing a defect.
- Stage 2:** A 3x3 grid. The top row contains three 2's. The bottom-middle cell contains an upward-pointing arrow (the defect). The cells immediately adjacent to the defect (bottom-left, bottom-right, and middle-left) are black, representing a local perturbation.
- Stage 3:** A 5x5 grid. The top row contains five 3's. The bottom-middle cell contains an upward-pointing arrow (the defect). A larger region of black cells surrounds the defect, indicating a more extensive local perturbation.

5 – Re-roll & +1 to total

	4	
	4	
4	4	4
4	↑	4

6- Storm! Remain here & roll for Wandering Monster

Heroes can freely enter open spaces, but are subject to an Encounter Roll, similar to a Wandering Monster Roll. Consult the **Encounter Rolls Table**.

Wandering Monsters: All creatures found are considered “wandering.” An intelligent creature has a 10% chance of carrying an *Arrow of Direction*, allowing your hero to re-roll a “6” while using the **Mapping Chart** if they have this magical item.

Encounter Rolls

1. Empty, but safe, spot
2. Small Treasure
3. Small Oasis, 1 drinkable unit
4. Trap!
5. Wandering Monster
6. Lost Pilgrim with 1 unit of water

Small Treasure

1. Coins/Gems valued at 1d6 gold pieces
2. Potion box containing 1d3-1 usable potions
3. Scroll case containing 1d3 scrolls/spells
4. Magical Weapon or Armor +1/Silvered
5. Lesser Miscellaneous Magical Item
6. Cactus gives 1 unit of water

Trap!

1. Mirage, Wandering Monster deals imagined damage
2. Thirst! Saving Throw vs. Death or expend water
3. Giant Spider Web, as per Monster Entry
4. Quicksand, requiring DEX or Saving Throw
5. Pit, damage and add a Monster to next Encounter
6. Skeletal Ambush, 1 very unusual skeleton rises

Wandering Monsters

1. Pilgrim
2. Skeleton with shield
3. Zombie, Standard
4. 2 Ghouls
5. Shadow
6. Mummy
7. Giant Fire Beetles
8. Giant Centipede, small
9. Elf, as Magic-User 2
 - A. Roll 1d6: 1-3 = Friendly
 - B. Roll 1d6: 5-6 = Hostile
10. Elf, as Fighter 2
 - A. Roll 1d6: 1-4 = Friendly
 - B. Roll 1d6: 5-6 = Hostile
11. Gnoll
12. Bandits, Human
13. 1d3 Kobolds*
14. 1d3 Goblins*
15. Orc*
16. Giant Spider
17. 2 *Giant Scorpions – New Monster!*
18. Djinn
19. Pilgrim, Cleric 5
20. Pilgrim

**-Subject to (sunlight) penalties*

NEW WHITE BOX MONSTER: Giant Scorpion

These child-size arachnids aggressively hunt the desert plains in search of food. Even their pinchers drip with paralyzing, toxic venom. Their exoskeletons shield them from many wounds and dry desert winds.

WATER RULES (House Rules)

1. As a desert cleric, water is used as your hero's holy symbol, needed to cast spells or turn undead. (Using Holy Water add +1 to your hero's clerical level used to determine the results for turning undead.)
2. After taking any damage, your hero must successfully make a Saving Throw or consume one unit of water. Note: This consumption may occur at the conclusion of a fight, but immediately following the battle.
3. Any traveling companions with your hero automatically require 2d6 units of water, or they will leave/die.

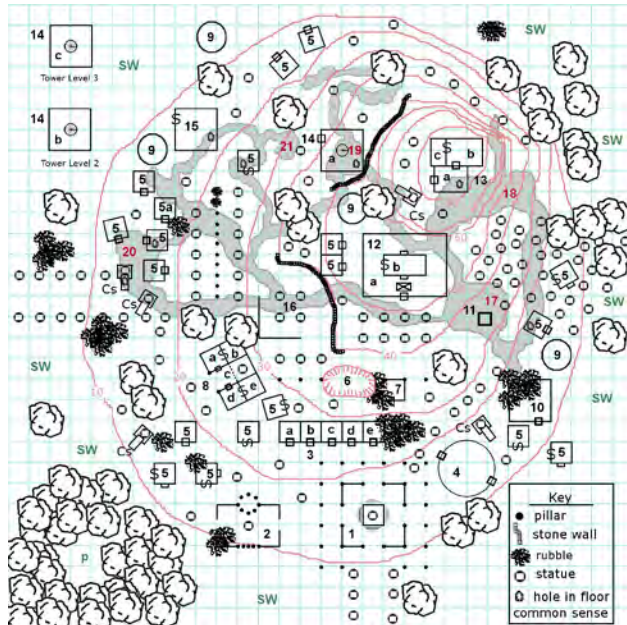
RUNNING THE ADVENTURE

This adventure is designed to help play test new monsters, new situations like resource management, and for single-player enjoyment. Because the “dungeon” is random, it can be replayed with different results, which may help validate some play testing theories. In practice, a successful adventure can include, but is not limited to: rescuing 4 pilgrims by helping them move off of the map grid, advancing a level, defeating Giant Scorpions or a Mummy or other difficult monsters, and sheer survival of 100+ moves. Good Luck!

WATER TABLE – Drinkable Units Available

Necropolis of Thynool

For Levels 2-4 (assumed low magic -- adjust accordingly)



tone: decay, rot, putrescence, mud, insects, fear, age, moss, vines, fungus, stone ruins, weird statues, strange carvings, lost knowledge, rain, fog, death and the dead.

The Necropolis is a small hill of stone -- in a huge temperate swamp -- jammed full of tombs and burial areas. The buildings are covered with strange carvings (think Phnom Penh and pre-Colombian), mosses, vines, and fungus. The nearest settlement is a village of lizard folk 2 miles to the east. The nearest human settlement is about 13 miles to the south (direction PCs enter from).

Room Descriptions

- SW. Swamp.** The swamp is dotted with ruins from at least 2 ancient empires. Physically the swamp is about half black mud and half standing water above black mud, with lots of trees and undergrowth. There is very little clean water (marked as a **p**). Movement is difficult.
- Cs. Large Stone Caskets and statues.** Later additions to the necropolis. Have to be broken into. Each one has a decayed body in it. Roll D6: 1-4 **rot grub** infestation, 5-6 d100 gp. of burial goods and **rot grub** infestation.
- Temple.** Death as Horror. As long as the statue (if attacked defends as **golem**) is whole undead have 2 extra HD for turning purposes.
 - Temple.** Death as Peace. Water gathers in the statues' hands forming 1 vial of holy water/day. The statue radiates protection from evil.
 - Family Crypts.** A series of crypts for a forgotten noble family, each crypt is full of decayed goods, and... **3a. 4 Zombies 3b. Rot grubs 3c. 2 ghouls** 2 small non-combat magic items. **3d.** empty. **3e.** Fungus covered room. **4 violet fungus** 2 stone chests in the fungus (poison needles/hard) 500gp worth of gems.
 - Circular Tomb.** 7 stone caskets within. Each one contains a very decayed body. The 40' ceiling is a mosaic map of the ancient empires.
 - Square Tombs.** False doors are trapped (poison needles/medium). Contents: d6: 1-3 decayed grave goods, 4-5 **1-4 zombies** and rotted grave goods, 6 **2 ghouls** and rotted grave goods. **5a. 2 ghouls** and a minor magic weapon among the grave goods.
 - Pit.** 10' deep with 4' of water. **Giant leech.** Hard searching reveals 2 skulls engraved with electrum (each one is a 1st level scroll)
 - Collapsed Tomb.** Most of this tomb collapsed into the pit. Inside is the lair of **4 giant centipedes** and 2 2nd level skull-scrolls (see #6)
 - Ornate Tomb. 8a. 4 zombie servants. 8b.** Trapped empty stone casket (poison gas/easy). **8c. Stone golem;** under base an active Lichs' phylactery (The lich is somewhere else. PCs do not get xp for destroying phylactery, but a lich does die). **8d** same as 8a. **8e.** same as 8b.
 - Small Circular Tombs.** No entrances. D6: 1-3 **d8 zombies**, 4-6 **d4 ghouls**. Also, d6: 1-4 nothing, 5 100 gp in coin, 6 ancient books
 - Collapsed Large Tomb.** A little work will open a hole to the tunnels below. Otherwise, **8 moss covered skeletons** and 1 **insect swarm**
 - Oubliette Entrance.** A very heavy stone and metal cap (a total strength of 52 needed to lift) leads to the tunnels below. Smells horrible.
 - Huge Tomb.** A large foreboding building encysted in strange carving and covered with moss. **12a.** There are traps just inside the door (poison gas/hard). The false doors are trapped as well (poison needles/hard). **6 zombies. 12b. 4 animated statues** 750 gp. In small coins.
 - Multi-leveled Tomb. 13a.** Entrance Hall. This room is filled with corpses (lizard man and various critters) and parts of corpses in all stages of decay and disarray as if something has fed here. **Rot grubs** infest the carrion. **13b.** Inner Hall. Empty; the secret door is trapped (poison needles/medium). **13c.** Burial Chamber. **2 ghouls.** 125 gp. worth of goods.
 - Tower.** a 36' tall tower. **14a. 10 animated statues** Only attack in self-defense or if treasure, above, is disturbed. **14b.** 8 preserved corpses and many household items. **14c.** An embalmed corpse and 4 trapped stone chests (poison needles/hard) 1350 gp. worth of **heavy jade** vases.
 - Tomb.** There is 1 **ghast** in here when the party enters. As soon as the secret door is opened the smell of the ghast is noticed.
 - Boneyard.** The only place without small game trails running through it. There is an **assassin vine** growing around the statues.
 - Tunnels.** These rough earth and stone tunnels are permeated with the stench of the ghosts who lair in them. At the start the only entrances are the oubliette and the pits shown on the map. The party or the ghosts may create more entrances by digging down into the tunnels or digging up to the surface from the tunnels (strength check/hard). The ghosts will do so if they see a tactical need.
 - Oubliette.** This wide cavern is where the unknown dead of Thynool were placed. Dozens of ancient corpses line the cavern. **Rot grubs**
 - Big Cavern.** The main ghast lair. Unless they are chasing the party there will be **3 ghosts** here. They will flee if that seems wisest.
 - Small Cavern.** This is where the ghosts keep their possessions: 850 gp. worth of gold statuettes and 1 minor magic weapon.
 - Side Cavern.** 1 **ghast** (stronger +1 HD) Will track the party if they enter the tunnels and attack from surprise if possible.
 - Dead End Cavern.** The ghosts will try to drive the party into this room to trap them.

Here, surely the slumber of all the dead was unbroken, and the nullity of death was inviolate. -- C. A. Smith

Wandering Monsters

d6: 1 nothing, 2-3 weird stuff table, 4-6 critters table

Weird Stuff (d6)

- tracks of some critter (roll below) 15 minutes old
- violet fungus
- poison marsh wort: unless IDed and avoided small minus to non-combat rolls for 1-6 hours or until cured (major irritant)
- 1-4 Lich head fungus: a rare fungus used in necromantic research. If IDed each one is worth 35gp.
- sudden noise d6: 1-3 some animal screams, 4-5 collapsing rubble, 6 something passes by out of sight
- A fear spell as if cast by 7th level wizard emanates from nearest statue

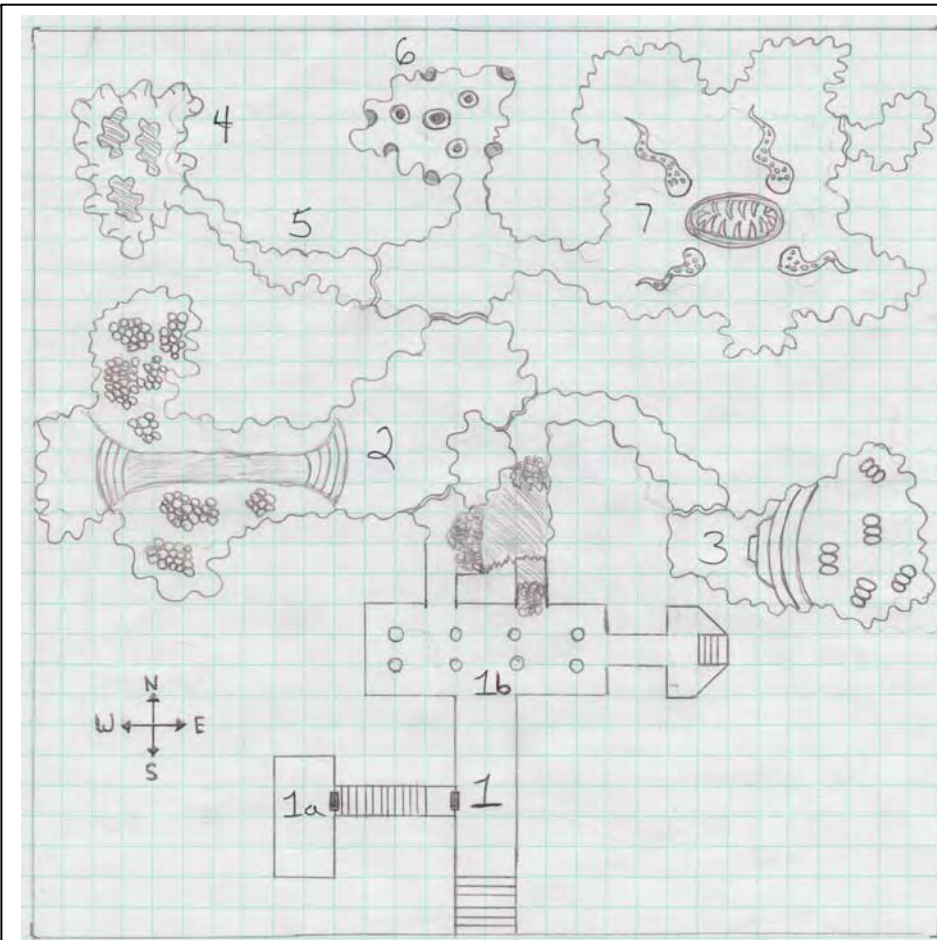
Critters (d6)

Add +1 for each loud noise (combat, some spells, breaking things, etc.) in the last 1 hour; -1 for each 2 hours that no loud noise occurs until back to straight d6.

- 2-7 Small swamp deer: each one feeds 2 people
- 2-4 Lizard men: a group from the nearby village, willing to talk to the party
- 2-5 giant frogs: on the hunt
- 1-6 giant spiders
- 1 insect swarm
- 1-10 stirges
- 2-12 lizard men: investigating the noise
- 1-4 giant centipedes
- 1 giant constrictor snake: looking for food
- 1 ghast: investigating what is going on.

Death from Below: Or How I Learned to Love the Tentacle

1Sq = 10ft.



Background:

The local mine has become desolated by a recent disturbance unearthed by the workers within the chambers of the mountain. A tentacle horror has taken residence and is now corrupting the very mountain into its own living lair. It has thrust appendages into the mine and taken over the area as it devours any energy (and people) it can obtain. Recent expeditions into the mine have reported insect like vermin working symbiotically along side the beast. Some have felt psychic screams for help deep within the tunnels. The only adventurers to return have later died from hatching spawn, corrupting their very minds, compelling them to infect others. Many destroy themselves before the madness corrupts them and the plague uses their body as a new vessel.

Random Events/Encounters (1d6):

Only occurs within the organism itself during rest periods.

- 1: Patrol of insect like denizens (assorted adult/juvenile)
- 2: Hear the sounds of screams for Help
- 3: Tentacles spurt from the walls
- 4: Find dead infected adventurer (Treasure)
- 5: Boils of acid burst from the walls and floor (Acid attack)
- 6: Step in a puddle of embryonic matter (Chance of corruption)

Room Key:

1. Entrance to the Mine: Hewn stone stairs travel down 20ft into a long and unlit hallway. Torches hang every 10ft. Streaks of dried blood run along the floor and out into the entrance. Bloody footprints are visible as miners tried to escape. Some gory remains and cast of supplies dot the hallway.

1a. In a side room there are rations stacked in crates and a small cocoon in the upper SW corner of the room. Insect encounter (assorted juvenile group hatches). The remains of a lone miner bunch against the wall where a pickaxe sticks out from his skull. Blood trails up the wall to the cocoon.

1b. Foray opens and large pillars dot the room. Two tunnels lead further into the mine, the Eastern entrance has recently been caved in and small fleshy appendages can be seen grasping through the tunnel remains. To the East is a small chamber that holds a water basin atop a set of stairs. The room is empty otherwise.

2. A membrane wall covers the entrance to this chamber. To the far West is a large bridge made of solid white bone that raises 30ft above a bioluminescent chamber. Below the ground is dotted with many unhatched insect eggs. These creatures are small juveniles. On the other side of the bridge is a cache of treasure containing the remains of an adventurer's camp (also assorted explosives from miners).

3. This chamber contains the "surviving" miners whom are all encased in a slimy cocoon and upon hatching will be infested (zombies). This chamber holds at least 15 of the infected. Other adult (medium size) vermin guard and protect the unhatched zombies.

4. The stomach of the beast itself! Here is a chamber through another membrane door. Inside are the remains of unfortunate miners and adventurers absorbed into the organism itself. Puddles of stomach acid pool on the floor as jets of acid spray from the walls periodically. Small tentacles help restrain prey.

5. This chamber holds vile stacks of firey vapor that spew from vents in the walls, floor and ceiling. Jets of flames spew periodically. Here harvesting insects collect the vapors into bioluminescent sacks that light the tunnels of the organism. Can be used as a light source.

6. The maw of the beast itself lies here. Unfortunate adventurers are lured here by a siren's song that the creature emits (psychic). Along the far East is a membraned chamber where a horde of gold ore and other treasure has been collected by the insects for its master. They bring harvested bodies here to be sacrificed to the maw. This is purely for energy draining only (sacrifice), the stomach serves as the true digester and intake of bodily nutrients (miner bodies).

In any mentioned details the insects come in hatchling (small), adult (medium) and harvester (medium) forms. The tunnels themselves are part of the creature and membrane walls contract when encountered. Dotting the organism are the luminescent vapor sacks.

The Tomb of Dûrahn Oakenshield

(bv Dvson Logos for level 3 characters)

The tomb of the dwarven warlord Dûrahn Oakenshield is said to still be home to his remains, including his skull which is needed by his clan brothers now to prove their provenance in order to reclaim their title.

Wandering Monsters

1 in 6 every turn of wandering monsters

1-3. 2 guards from 2b

4-5. 2 guards from 5

6. Leader from 7

If a wandering monster rolled is already slain, then no encounter occurs.

Map Legend

1 square = 10 feet

Doors

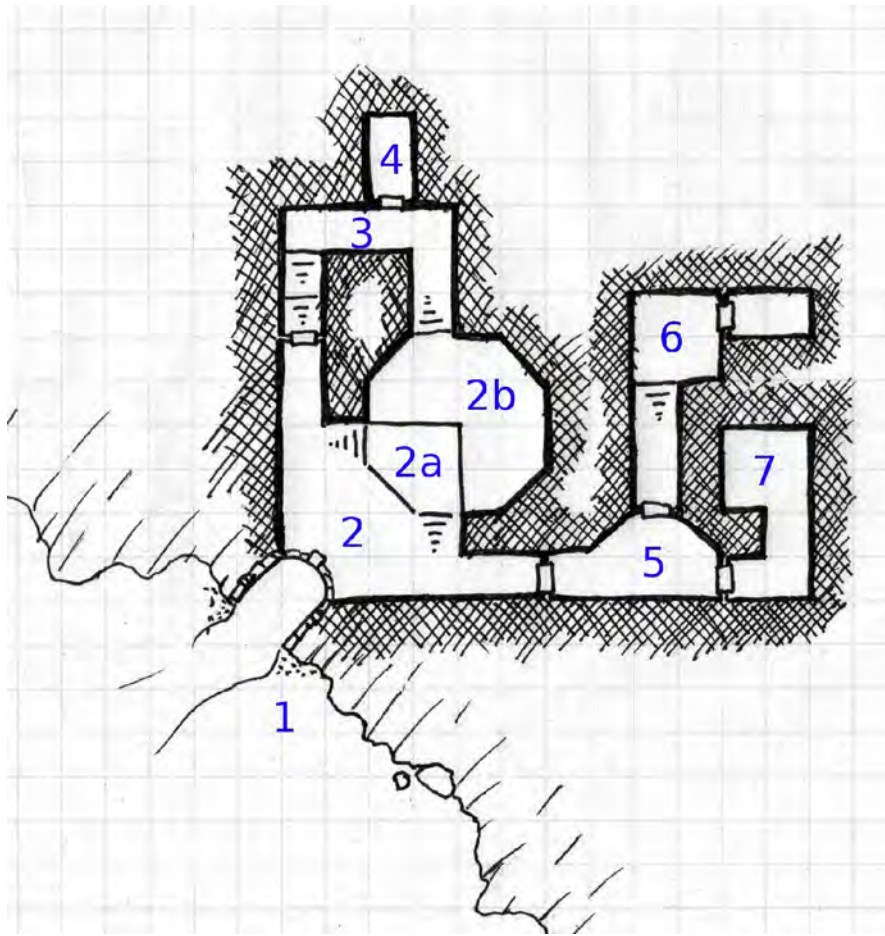
strong wood construction.
hinges are old and not oiled.

Lighting

natural light in 1
natural light from outdoors in 2
shadowy light from outdoors in 2a
very dim light from outdoors in 2b
no light in 3, 4 & 6
torches in 5 & 7

Structure

hewn stone with masonry overlay
floors are clean and smooth



1. Tomb Entrance: The entrance to the tomb is a massive stone archway obviously carved by dwarven craftsmen in years past. The archway is built into the cliff face in the cemetery of the abandoned city – looking up from the entrance the ruins of the old city hall can be seen amongst the trees sixty feet up on the top of the cliff. There is a 15 foot wide passage leading ten feet into the tomb from here, to room 2. Trails in the graveyard indicate that people travel to or from this tomb with some regularity.

2. Antechamber: This multi-level room was the main room of the tomb, where offerings were made to the ancestral dwarves and their deities, as well as where mourners would gather before opening the doors to the individual tombs. The ceiling of this chamber is 35 feet above the floor and bears a mosaic of a dwarven noble with gold armour and a huge axe. Both 2a and 2b look down on room 2 – 2a is 8 feet above the floor level, and 2b is 24 feet above floor level. The floor is scattered with debris from outside – mostly leaves and some dirt, along with many dwarven skeletons in funeral wrappings (evicted from 2b). See rooms 2a and 2b for encounters.

2a. Raised Platform: This section of the antechamber is raised 8 feet above the floor below, and is accessed by one of two open stairs. There is a brazier in the northeast corner. 2 **human raiders** are on this platform on guard duty (one on watch, the other sitting in the corner). Unless the party is exceptionally sneaky, they will have seen their shadows obscure the sunlight when they entered if the party is entering by day.

2b. Observational Chamber & Tomb: This raised chamber has niches carved into the walls where dwarven remains were once kept. It is the primary camp of the raiders, with 4 **human raiders** up here right now – there is a small fire pit and a table and four tree-stump chairs in the rough middle of the room, along with 8 small cots spread along the floor against the walls.

3. Stairway Passage: This passage way has stairs leading up 16 feet to it from room 2 and stairs leading up another 8 feet to room 2b. It is empty and dark.

4. Isudan's Crypt: The door to this chamber is slightly ajar. Inside is a sarcophagus within which are the remains of a dwarf – Isudan son of Dûrahn.

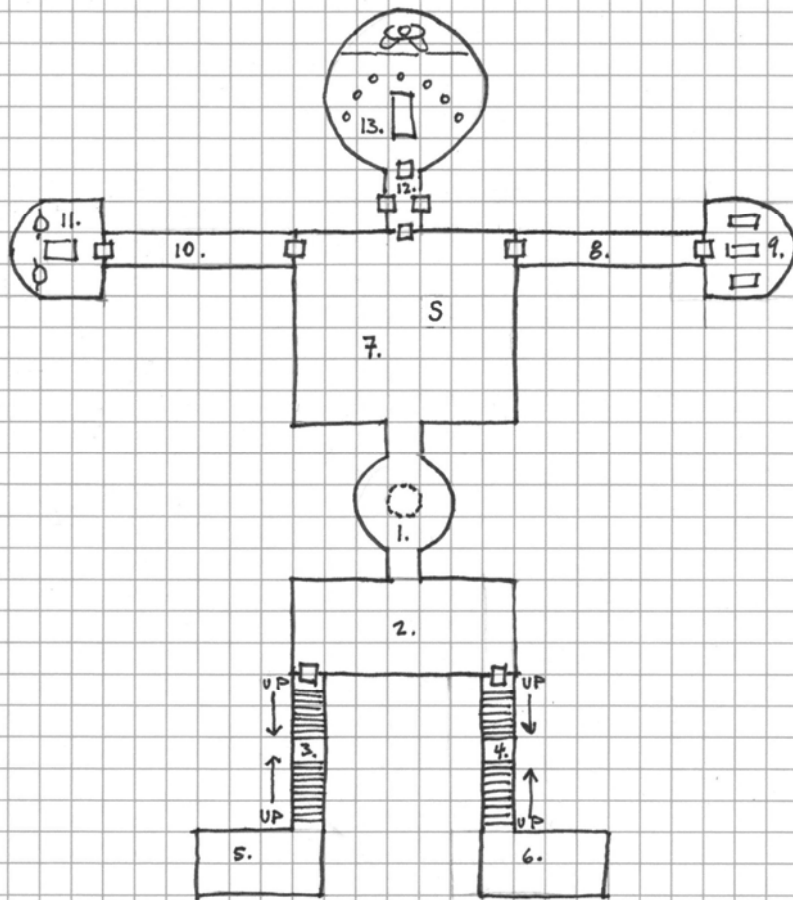
5. Guard Room: This room was once a crypt like 2b, with niches in the walls. The door to the North is barred and locked, the door to the East is ajar. 2 **human raiders** are here, guarding the doors.

6. Dûrahn's Crypt: Since the defilement of the tomb by the raiders, Dûrahn has been forced back into unlife as a dwarven wight. Treat as a wight in all ways, but his heavy golden scale mail improves his armour class by 2. He waits behind the door to his crypt at the top of the stairs. His axe is forgotten in his sarcophagus, the haft rotted away, the enchantment long gone. The amulet he wears is worth 1,000 gp.

7. Gneissus' Crypt: Once the crypt of Dûrahn's wife, this tomb has been taken over by the leader of the raiders. He is a level 4 thief with +1 leather armor and a +1 sword. He has a potion of healing and a potion of gaseous form he will use to escape if needed. On the table are his books indicating that he sold the treasures of the tomb to merchants and fences in the nearby city. A coffer under his table contains 1,000 gold and 4,000 silver.

Human Raiders: level 2 thieves with leather armor, sword, 3 daggers and light crossbows (with 10 quarrels). Each has 2d20 gold pieces and 2d20 silver pieces.

The Tomb of Echozar



Background

Echozar, the High Priest of the cult of Shalmenazzar the Bullgod of Chaos, was rumored to have been buried with his most prized possession – the Eye of Shalmenazzar. The Eye is said to be buried on his breast and that no man shall possess it. Recently his forgotten tomb has been found - the party is the second group to enter . . .

The Eye of Shalmenazzar

This is a 9" diameter red glass sphere. Works as crystal ball but is rumored to have greater powers and, perhaps, unpleasant side effects...

Wandering Monsters (1 in 6/ turn)

- 1-2 Ghouls (1-6)
- 3 Poltergeist (1)
- 4 -5 Stirges (3-12)
- 6 Illusionary Minotaurs (2)
- 7 Room wavers
- 8 Light from Torches turns blood red

Ghouls are limited by number in rooms 1 and 5

Legend

S – Secret Compartment

Scale

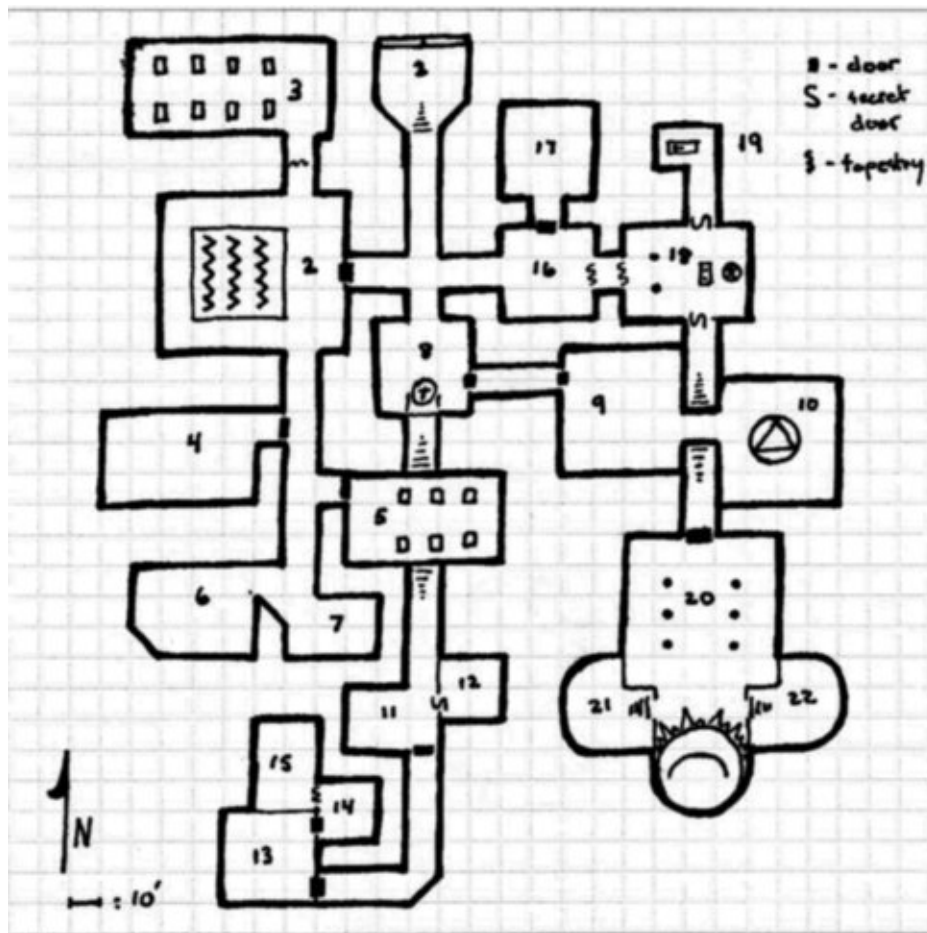
1 square = 10'-0"

Room Key

(Note: Floor throughout is covered with black flagstones. Walls and ceilings are covered with cracked plaster.

1. **Omphalos:** Reached by 100'-0" long and 7'-0" diameter shaft from above. **10 Ghouls.**
2. **Vaulted Chamber:** 20' high barrel vaulted ceiling painted with map of local region. Three locations are marked including location of this tomb. Two bronze doors. Door to Stair #1 open, Door to Stair #2 locked.
3. **Stair #1:** Stairway filled with spikes jutting from sidewalls. Movement in stair slow. 2 corpses hang from spikes. Corpses wear adventuring gear.
4. **Stair #2:** Stair between landing and room 6 is illusory. Fall is 20'-0" .
5. **Chamber of the Oxen:** 6 Ox skeletons in piles, scattered adventuring equipment and suit of chainmail. **6 ghouls & 1 poltergeist.** One ghoul wears tattered leather armor.
6. **Chamber of the Wain:** Remains of large wood wagon. 4 jeweled gold plated wheel hubs.
7. **Chamber of the Eye:** 3 locked Bronze doors. 30' high coffin vaulted ceiling is painted as night sky with red moon. Eye is located in lead lined compartment in floor (marked S). Compartment opened by pressing moon. If a male removes the Eye a lightning bolt (as 11th level Magic User) hits all within 20' -0" of the Eye.
8. **Arm of the Handmaidens:** Passage leads to second bronze door. If door is opened oil will pour from ceiling of entire length passage. Oil ignited afterward by falling sparks.
9. **Chamber of the Handmaidens:** Three red granite sarcophaguses with cow headed women carved on the lids. Each contains a normal skeleton wearing a gold and garnet necklace and two silver bracelets. One wears a jeweled belt of femininity/masculinity.
10. **Arm of the Warrior:** Same as room 8. Second door is untrapped.
11. **Chamber of the Warrior:** 2 bull headed hermes flank a granite sarcophagus. Each herme fires one magic missile per round. Inside sarcophagus is a **minotaur mummy** wearing a bronze helmet and bronze plate armor. Helm is magic, works as Gauntlets of Ogre Power; 50% chance of turning wearer into minotaur. Also wears gold and electrum necklace.
12. **The Neck:** Three bronze doors. Each has a bull head design. If blind doors are opened a bull headed maul springs out. Maul hits and does damage as stone giant. Door to Room 13 is locked.
13. **The Head:** Room is domed. Ceiling is painted like day sky with red clouds. Red granite sarcophagus with man headed bull on lid. A bull headed **stone golem** sits on a ledge behind the sarcophagus. 7 golden statuettes of bulls are on pedestals around sarcophagus. If sarcophagus is touched golem will attack. Sarcophagus contains skeletal remains of Echozar. Wears golden holy symbol and holds a magical bronze mace.

Chantry of the Earthflame



Though the first High Deacon and his apprentice arcanists are dead – and worse – they and their power linger on ...

The Chantry's walls are of rough granite (unless otherwise noted); the floors are buried in almost a foot of earth.

Light is supplied from wall-brackets that burn with a flickering blue-green fire.

Wandering Monsters

(check once an hour, or as desired for rooms)

- 1-6: No encounter
- 7-10: 1-4 ghouls
- 11-12: green, electrified fire elemental
- 13-15: 1-8 giant rats or 1-4 jellies
- 16-17: fiery earth elemental
- 18-19: lesser golem
- 20: spellcasting ghoul

Potential Treasure

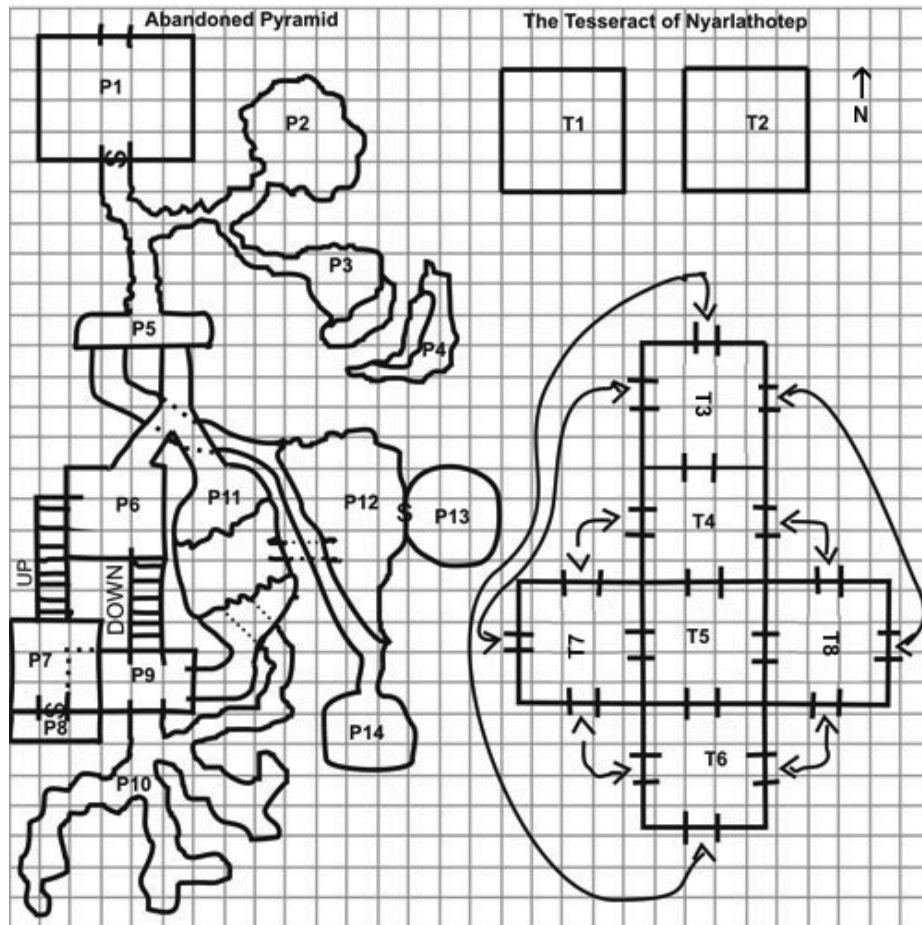
- 1. gold coins stashed in a copper urn
- 2. cache of six potions in green crystal flasks
- 3. a magical scroll in an blue jade scroll tube
- 4. 1-6 small bundles of silver buried in the earth
- 5. earth's eye: imperial jade grown round by amber
- 6. jade statuette of fire-winged serpent
- 7. strands of tiny emerald and sapphire beads
- 8. green scaly pouch holding raw sapphires
- 9. dagger that inflicts fire and earth damage

Room Key

1. **Vestibule:** Its walls ornamented with imagery of fire and earth-serpents, the vestibule's stairs jolt intruders without a sigil with electricity.
2. **Pool of Earth's Tears:** Tinted a faint coppery green, this pool is some 5' deep and mildly acidic, injuring any who enter it. However, a magical sword lies at the bottom of the pool – its prior owner long since dissolved.
3. **Dormer:** Now ramshackle and falling apart, the partitions in here once provided bed, chest, and small desk for each of the Shrine's arcanists.
4. **Refectory:** Once a combination of kitchen and mess hall, the ruined refectory is now the battleground of six giant rats and three glistening jellies.
5. **Ossuary:** The bones of the dead literally line this chamber, used to make frescos on the walls. An earth elemental will rise from the floor to attack.
6. **The Golden Garden:** Filled with irises of a strikingly deep golden-orange colour. These flowers have a 50% chance per round of "spitting" flame, setting off a chain reaction resulting in fire damage to all but the plants in a 10' radius.
7. **The Scarlet Garden:** The white rose vines planted here are slowly growing out into the junction. The roses are vampiric, lashing out at any prey that walks into their vines; semi-sapient, they are clever enough to wait until prey is in their midst.
8. **Crossroads:** When touched with any kind of magic, the coiling serpentine statue in the south retreats against the wall, revealing a passage down.
9. **Library:** Though dusty, the contents of this library – dessicated scrolls mounted on copper and malachite rods – are intact. There are many cultic texts here, as well as geomantic and fire magics and enhancement spells, all carefully recorded. A small collection of wands is hidden on a high shelf.
10. **The Calling Chamber:** Coiled within the malachite-inlaid thaumaturgical triangle is large winged naga. If given the chance, it will offer to trade information about the chantry in return for its freedom. If attacked, it will retaliate with fang and spell as its restraining circle shatters.
11. **Meditation Nook:** The four robed ghouls sitting here will not attack – or react to the party – unless their meditation is disturbed.
12. **Hidden Death:** Three lesser golems are stored within this concealed chamber; they attack any non-arcanists if disturbed.
13. **The Master's Den:** A surprisingly well-preserved sitting room, complete with padded armchairs, a magical fire in the hearth and (soured) wine.
14. **Chokepoint:** Lined in blue-tinted opaque crystal, this chamber's only occupant is a fire elemental which triggers gouts of flame against intruders.
15. **The Master's Rest:** The bed is dust-laden and falling apart – but the wardrobe and chests and their treasures are well-guarded by vampire roses.
16. **Empty Chamber:** Save for the northern door and the tattered tapestries to the east, this chamber is disconcertingly empty.
17. **The Ivory Garden:** The white morning glories in this chamber feed from the bones piled around them – and will animate eight skeletons per round.
18. **Shrine of the Emerald Flame:** The burning pillar of green fire will curse any who take the raw ruby bowl of malachites and sapphires from the altar. At the same time, two earth elementals will emerge from the pillars to attack with green fire.
19. **Forgotten Crypt:** A single sarcophagus rests here, holding the former High Deacon. The corpse is not undead, but the sarcophagus' effigy will animate as a golem and pursue the party until destroyed. In the sarcophagus rests the High Deacon's circlet, ring, sceptre and spellbook.
20. **The Earth's Fire:** The southern end of this chamber is filled with a roiling sphere of brilliant green, crystalline flame. The mage-ghoul High Deacon and two fiery earth elementals will defend the Earthflame from all comers; if defeated, the High Deacon calls a green dragon from the Flame before his final destruction. Contact with the Earthflame drains great vitality if a save is failed against; success grants an extra spell casting ability at the cost of a lesser vitality loss.
21. **Sacristy:** Containing a font of pure water, this chamber crackles softly with the Earthflame's energies.
22. **Sacristy:** Ornate copper racks here hold ceremonial – and enchanted – pairs of spears and staves, and two glittering, curved magical daggers.

Prison Tomb of the Outer God

1 Square = 10 feet (in the Abandoned Pyramid), 20 feet (in The Tesseract of Nyarlathotep)



Lighting: none, the temple is in complete darkness.

Random Encounters (P10): Roll 1d6

- 1: 2 Mummies
- 2: 4 Mi-gos
- 3: 1 grey ooze
- 4-5: Mysterious chanting: "Ia! Ia! Cthulhu fhtagn!"
- 6: Roll again and add 2

Background: The temple was built under a pyramid in a desert to serve as a prison for Nyarlathotep, an evil Outer God, who is trapped inside a Tesseract, in a death-like slumber. The Tesseract itself is not in the desert, it is in a demiplane called R'lyeh, and it can be reached through the dungeon under the pyramid.

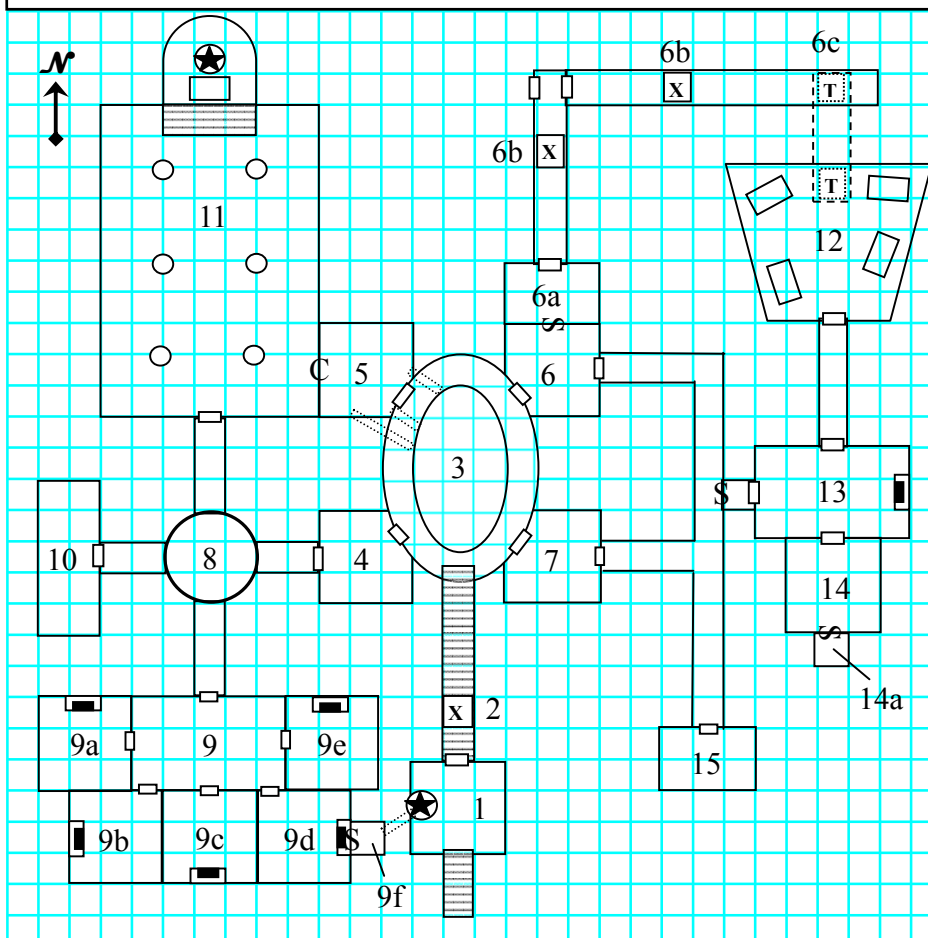
Description: The pyramid has traditional hieroglyphs in P1 and P5. Starting at P6, the hieroglyphs change to a more chaotic pattern, with Cthulhu-like images instead of the traditional egypt ones. The Tesseract has a non-euclidean architecture, with impossible angles. The gravity in each room of the Tesseract is represented by the inclination of the room key on the map.

The masks: All 4 masks of Nyarlathotep will try to reach T5 so they can awaken and empower Nyarlathotep. Each mask makes him stronger. If all 4 masks manage to join with Nyarlathotep, the Outer God automatically escapes the Tesseract and the characters remain trapped inside until the stars are right. If any of the masks is destroyed, the only way for Nyarlathotep to escape is by using the amulet that Nodens gave to the characters in P13.

ABANDONED PYRAMID'S ROOM KEY: **P1. The altar room:** 2 fiendish large monstrous scorpions. Disturbing the sacred altar triggers an insanity mist vapor trap. **P2. Funghi of Yuggoth:** A room filled with funghi, with dead corpses entangled in them and with 2 gas spores. **P3. Water cave:** Empty room, there's a small lake at the end of it, with a passage that leads to P4. **P4. Water water everywhere:** there's an altar with a sapphire (to be used in P5) on top, and removing it triggers a flooding room trap. **P5. The faces of the Old Ones:** There are two huge and cruel faces in the end of this room. The one on the right has a diamond on an eye and an empty socket on the other. The one in the left has a sapphire for an eye and an empty socket on the other. Trying to remove one of these gems instantly kills the character who made the attempt. Replacing the one of the missing gems open a door under the respective face. **P6. Lair of undeath:** Room with 2 doors, guarded by 2 mummies. Listening through either door attracts an ear-seeker. **P7. The Black room:** This room is entirely painted in black, with 2 greater shadows in it. **P8. Cthulhu fhtagn!** During the fight with the greater shadows, a starving Star-spawn of Cthulhu that has been in deep magic slumber in this room awakens and joins the combat, trying to eat some brain. **P9. There's nothing here!:** Apparently an empty room, but there's a grey ooze on the floor, covered with dust. **P10. Wandering monsters:** Check table every 5 rounds. One of the monsters is carrying a diamond (to be used in P5). There's a pathway that leads to the bottom of the pit in P11. **P11. The pit and the chains:** This room is torn apart by a 60-feet deep pit. Right above the pit there are 4 metal chains that goes all the way to the bottom. Any chain has a 30% chance of breaking with the weight of a character. There's a passage that leads to P12. **P12. Wrath of the wind:** The corridor leads to a very narrow passage bordering a 60-feet deep pit, inhabited by 2 large air elemental that will attack anyone that crosses the passage. In the bottom of the pit there's a secret door that leads to P14. In the bottom of the pit there are 4 dark nagas **P13. The Elder God:** This is the lair of Nodens, an Elder God and Nyarlathotep's greatest enemy. He teaches the characters the power words to open the portal in P14: *That is not dead which can eternal lie, and with strange aeons even Death may die.* Nodens also gives an amulet with an Elder Sign, that can be used to weaken Nyarlathotep, so the Outer God can be defeated by the characters. He advises that the amulet can be used to teleport back from the Tesseract, by repeating the power words, but if they teleport before killing Nyarlathotep, the Outer God will be teleported with the characters. **P14. The Portal to R'lyeh:** In this room there's an Elder Sign that works as a portal to room T1 of the Tesseract. It is activated with the power words given by Nodens in P13. **THE TESSERACT OF NYARLATHOTEP'S ROOM KEY:** Except in T1 and in T2, all doors are precisely in the center of the wall. **T1. Upper room:** 1 staircase that goes down, on the southwest corner, leads to T5. **T2. Lower room:** 1 staircase that goes up, on the southwest corner, that leads to T5. There are 3 chests, one of them is a mimic and the others have 1,000 gp, but both have a chain lightning trap. **T3. Frame room – Nyarlathotep's tomb:** Every door that leads to T3 has a destruction trap. This is the room where Nyarlathotep is trapped in. Opening any of the doors awakens Nyarlathotep. He can summon 1d4 Star-spawns of Cthulhu (from T5, if they are still alive) to fight with him while he tries to steal the amulet with the Elder Sign, so he can escape from the Tesseract. **T4. West room:** The Demon-bat (one of the masks of Nyarlathotep) and a treasure chest with 10,000 gp. Looting the gold triggers a reverse gravity trap. If the trap is triggered and the character falls over the door on the other end of the room, the impact triggers the destruction trap. **T5. Center room:** 4 Star-spawns of Cthulhu that guard the doors that connects with the adjacent rooms. **T6. East room:** The Bloated Woman (one of the masks of Nyarlathotep) and a treasure chest with a diamond. The diamond has a curse that, if picked up, the character receives a mental message saying that he should leave the diamond alone. If the character insists on picking it up, he remains trapped inside the Tesseract when the rest of the group teleports out. The only way of leaving the Tesseract is by returning the diamond to the chest and begging for forgiveness. **T7. South room:** The room has 3 statues of Cthulhu-like figures and an altar with a pharaoh lying over it. If someone disturbs the altar, the statues become animated and attack the characters. During the fight, the Black Pharaoh (one of the masks of Nyarlathotep) awakens and tries to reach T5. **T8. North room:** The Bloody Tongue (one of the masks of Nyarlathotep). All the walls on this room are slippery and harder to be climbed.

Shrine of the Rodent God

1 square = 10'



Lighting: All rooms & corridors are in complete darkness unless noted otherwise.

Design: Rooms & corridors are 10' high and all passages are 10' wide unless noted otherwise.

Wandering monsters (1d10):

1. 2d4 giant rats
2. 2d4 giant bats
3. 1d2 giant centipedes
4. Wererat
5. Wererat + 1d4 giant rats
6. Zombie
7. Werebat
8. Werebat + 1d4 giant bats
9. Giant spider
10. 1d100 spider hatchling swarm

Background:

Ages ago an obscure cult to the Rodent God built this underground complex to hold worship and perform sacrificial offerings and experiments in the name of their God.

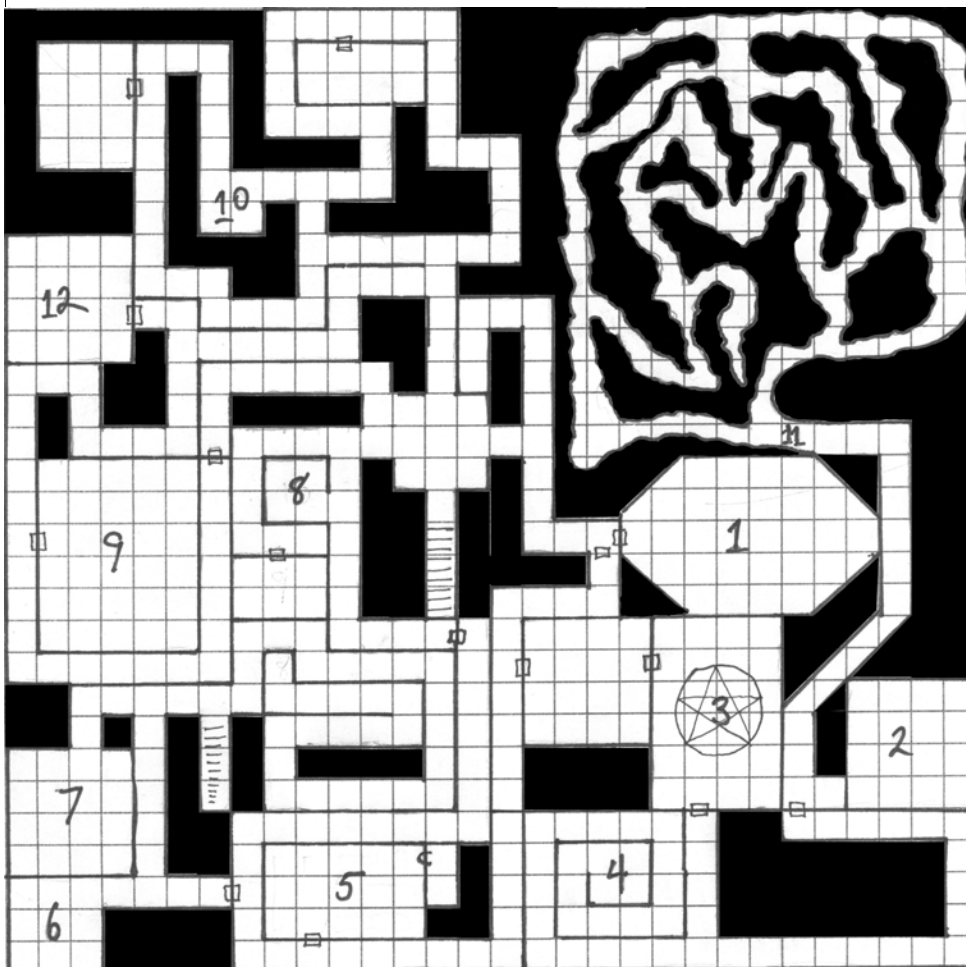
Some years later the shrine was destroyed and the cult scattered by a group of wercats and weretigers known as the Feline Order. Members of this order have sworn allegiance to the Cat Lord and to this day they roam the land eradicating their mortal enemies - the rodent vermin.

At present only one aged and solitary member of the order tries to fight back the efforts of a wererat and a werebat to restore the cult.

Room Key

1. **Entrance:** An iron moneybox for alms stands on a pedestal over the W wall. Upon entering the room a magic mouth on the east wall asks for 1 g.p. per person to grant admittance to the temple. If everybody pays as requested, the trap on the stairs (2) does not activate. If the box is removed a fist-sized chute is revealed underneath. The chute goes down into a huge collection chest in room 9f.
2. **Stairs:** 60' of stairs leading down (trap @ 20'). A rigged step turns the whole flight of stairs into a slide that ends abruptly in room 3.
3. **The Pit:** An elliptical room with a 15'-deep oval pit. Rusted manacles hang from the E and W walls of the pit. The noise made by anyone falling into the pit will alert the rats in room 5. They will appear from cracks on the NW wall in 1d4 rounds and attack.
4. **Empty room.** Guano droppings lie scattered on the floor.
5. **Rat Den:** Trashed furniture lines the room and ragged tapestries hang on the walls. 2d6 giant rats (1d4 carrying disease).
6. **Empty room:** Food scraps give this room a pungent smell.
 - a. Dusty cupboards and shelves full of miscellaneous items cover the S, W & E walls. Treasure (Minor).
 - b. Pit trap, 10' deep with spikes, 3 in 6 to fall in. Gnawed bones line the bottom.
 - c. Trapdoor hidden under a loose flagstone. A ladder goes down 10' into a corridor.
7. **Empty room.** Bones and cobwebs.
8. **Domed Chamber:** This chamber is 30' high. Walls and floor are stained with guano droppings. 2d4 giant bats lurk on the ceiling.
9. **Antechamber:** A wererat and 3d6 giant rats have taken residence in this area and adjacent rooms. Rooms a to f were formerly the priests' chambers. These apartments, once lavishly decorated, now lay in ruins.
 - f. A huge wooden chest stands on a dais over the E wall. This collection chest is trapped by a scything blade on the inside. Treasure (Assorted coins).
10. **Robbing Room:** Covered by dust and cobwebs, a dozen of moldy gray robes hang from several pegs in the west wall.
11. **Chapel:** Three pairs of twisted columns support the domed ceiling that raises 30' high. Tattered hangings cover the E and W walls and broken benches lay on the floor. In the N wall on a large niche after a short flight of steps a defaced statue overlooks a stone altar. A closer inspection reveals recent repairs and some fresh cheese scraps. A werebat and 3d6 giant bats dwell in the chapel, perched high up on the ceiling.
12. **Laboratory:** Between 4 stone slabs, scattered tools, hanging chains and broken glass and pottery, 3 zombies, product of long forgotten experiments, roam the room aimlessly. S door is locked.
13. **Cozy Lounge:** A cat (actually a weretiger) dozes on a pillow by a lit fireplace. Several trinkets can be seen over the mantle, and old musty rugs cover the floor. There's also a small table with glasses and a bottle next to a couch on the SE corner.
14. **Library:** Bookcases cover every wall from floor to ceiling with dusty tomes and scrolls. Treasure (Minor).
 - a. **Teleport:** Silver runes line the floor vaguely shaping a circle.
15. **Storeroom:** Cobwebs cover shelves and barrels. This is the lair of a giant Spider and her hungry hatchlings.

The Vareth'gra Depths – Level 6



Wandering Monsters – (2d6)

- 2-5 Plaid slime
- 6 Orc with flamethrower
- 7-9 1d20 Gold Bugs (as in area 4)
- 10-11 Nurse (roll on Nurse Reaction Table)
- 12 Gelatinous Sphere

Legend

- C – Concealed Door
- Door
- ||||| - Stairs

Nurse Reaction Table (d20)

- 1 - Drags random PC off to “see the doctor”; PC is never seen again
- 2-8 - Heals random PC of all damage
- 9-15 - Heals all PCs half-way
- 16-18 - Demands PCs pay “doctor’s bill” of 1d100x6 gold
- 19-20 - Attacks

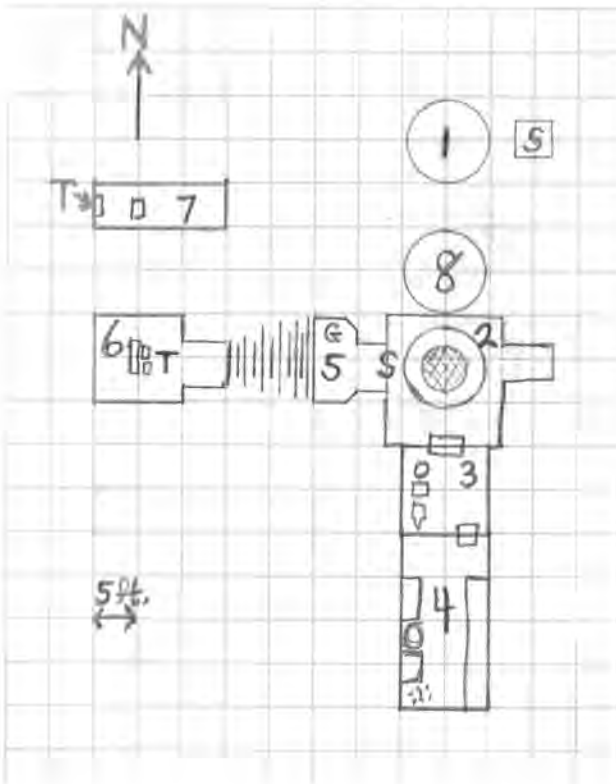
Fruit Consumption Table (d20)

- 1-2 - Consumer’s skin turns bright green
- 3-4 - Consumer switches alignment
- 5-6 - Consumer adds 1d6 to random stat
- 7-9 - Consumer’s voice is 1-3 louder 4-6 quieter for 2d10 turns
- 10-12 - Consumer’s hair grows 6 feet longer
- 13-15 - Consumer falls asleep for 1d10 turns
- 16 - Save or turn to stone
- 17-19 - Consumer gains 1 additional language
- 20 - Save vs. poison or die

Room Key (Note: North is at top pf page)

1. Sound Amplification room – Door slams and locks shut 2 turns after entering; thereafter all sounds made within are 100 times louder than normal
2. 2d6 DNA monsters – look like huge strands of DNA; 1d6 atoms in each monster are actually gems
3. Faded pentagram on floor; inside is a six-armed snake-woman demon holding 4 laser swords and a .50 caliber machine gun
4. Pile of 1d100 Gold Bugs (look just like gold coins, if bitten save vs. poison or bitten area turns into living gold for 1d6 days)
5. Magic Library – books contain all known spells, but if PCs touch any of them without a library card (which they of course don’t have) the Medusa librarian turns the offender into stone and stores him in the concealed room with 2d4 other petrified “troublemakers”
6. Living head of Crool the Wizard, set on a steel platter and carried by a kobold slave – Crool is anti-social and will attack with spells if bothered
7. Zombie Jamboree – 2d10 zombies standing around, ghoulish band plays music on rib-bone and skull instruments – will not attack if not attacked themselves (it’s a party, after all!)
8. Artist’s easel set up with half-finished painting and a fruit “still-life” on a nearby table – if fruit is eaten roll on Fruit Consumption Table for result
9. Flying man-sized strip of bacon armed with trident that shoots hot grease in combat with man-sized slice of burnt toast (w/ face & arms) – winner of the combat attacks the party
10. West-facing wall has mounted on it a Mirror of Gender Opposition – the first person into the chamber must save vs. spells or look into it; an exact duplicate of them, but the opposite sex, will appear and attack them
11. There is a dwarven rune meaning “TURN BACK – DANGER” carved into the floor at the entrance to this maze - the first Random Monster encounter rolled therein will be with Slivvy The Rat-Demon; the rat-demon is immune to spells and weapons, but takes damage from the PC’s saliva (thus they have to spit on it to defeat it!) - maybe they should pay more attention to warnings hereafter...
12. Skeletal corpse of artist from Area 8, paintbrush still clutched in bony hand – if the brush is used anything non-living it paints will become real w/ 3 “charges” of paint left in the brush

The Clockwork Crypt – Level 1



Lighting: Magically lit glyphs illuminate each room (equivalent to moonlight).

Background: The clockwork crypt is the final resting place of Findle Cynwyk Etchwhistle, an eccentric gnomish tinker and musician. The complex lays concealed beneath a wondrous, musical water fountain in the pastoral city of Wellspring. This morning, the fountain didn't seem to be functioning properly. Several pipes alternately became clogged, then spewed slightly acidic blasts of water, injuring several onlookers. The fountain was shut down and a low level group of adventurers was called in to investigate the disturbance and clean out the waterworks.

Unknown to the community, Findle's crypt, containing his secrets and treasures is hidden within, awaiting those clever enough to solve the tinker's tricks and traps.

(The fountain is fed from a springhouse located several hundred feet away and slightly uphill. Channels carry water to the fountain and beyond to two watering troughs a hundred yards to the south of the fountain. The water continues, flowing over a large (10' x 30'), inclined slate slab set in another trough where city folk can wash their laundry. The water is then used to irrigate parks and gardens in other parts of the city. Only the fountain and its substructure are used in this adventure.)

Legend

S – Secret Door
T – Trap

Room Key

1. **Fountain:** A gleaming cascade of slotted pipes in copper, bronze, and brass, surrounded by a low wall of flagstones. One flagstone, hinged, opens to reveal a series of valves that varies the water patterns and songs produced by the fountain. Rotating one of the fountain's pipes (currently out of alignment and slightly off-key) causes a 5' x 5' paving stone on the east side of the fountain to slide aside, uncovering a spiral staircase going down 15 feet.

2. **Collection Pool:** The circular staircase ends in a room beneath a web of pipes and valves that forms the fountain's substructure. A 5-foot wide pool occupies the center of the room and collects any water dripping down from the plumbing above. The walls of the pool gently slope up to a 3-foot wide walkway. A closed door is located on the left (south) side of the room. (A secret door resides in the west wall.) **Monsters:** Two ooze mephits were trapped in the pool when the fountain shut down. They are not happy about it and attack immediately.

3. **Workshop:** This 10' x 10' room contains various tools for cutting, bending, and threading pipe. A small anvil sits on the right side of the room with a small stone trough and an empty wooden bucket next to it. A door occupies the left side of the opposite wall. **Treasure:** magical anvil – any metal placed on the anvil can be heated on command (as the spell), yet the anvil remains cool to the touch. The command word, "ignus," is inscribed on the bottom of the anvil. **Trap:** Moving the anvil uncovers a magical glyph on the floor (explodes for moderate frost damage in a 5' radius).

4. **Supply room:** The door from the workshop opens onto a long supply closet 10' x 20'. The room contains several shelves, racks, and crates filled with various gears, belts, chains, pipes, pulleys, work clothes, and a few tools. A small pile of broken and discarded equipment has been swept into the far right corner. **Monster:** A guttersnipe hides amongst the cast offs and will attack the last character leaving the supply room. If it gains control of the character, it will try to escape to the city above as quickly as possible.

5. **The secret gnome:** Opening the secret door activates a magical voice which says, "Enter Findle's clockwork crypt and learn the tinker's secrets, if you're worthy and if you dare, lest the crypt become your own!" The secret door in Room 2 opens onto a 5' x 10' corridor that ends at a slightly expanded landing. At the end of the corridor, a stone stairway slopes downward. Above the stairwell, etched into the wall are the words, "Watch your step." A bronze sculpture of a gnome (G) stands on the right side of the corridor, just prior to the stairway. His small, outstretched short sword points the way down the stairs. **Trick:** Carved on the vertical surfaces of each step are the words, "This Side Up," but the words and arrow are upside down. Anyone will notice the inscriptions if they turn around and look at the stairs from somewhere on or past the staircase. The sculpture is actually a clockwork winch system. Anyone examining the gnome can activate the mechanism with a successful disable device skill check, causing the gnome to raise its sword arm. As it does so, the stairway pivots 90 degrees upward, becoming a stairway up instead of down. Anyone on the stairs will be thrown back for minor damage. In the upright position, the stairway ends at the "Watch your step" wall. The wall is an illusion. The winch is also activated by a pressure plate (T) in Room 6.

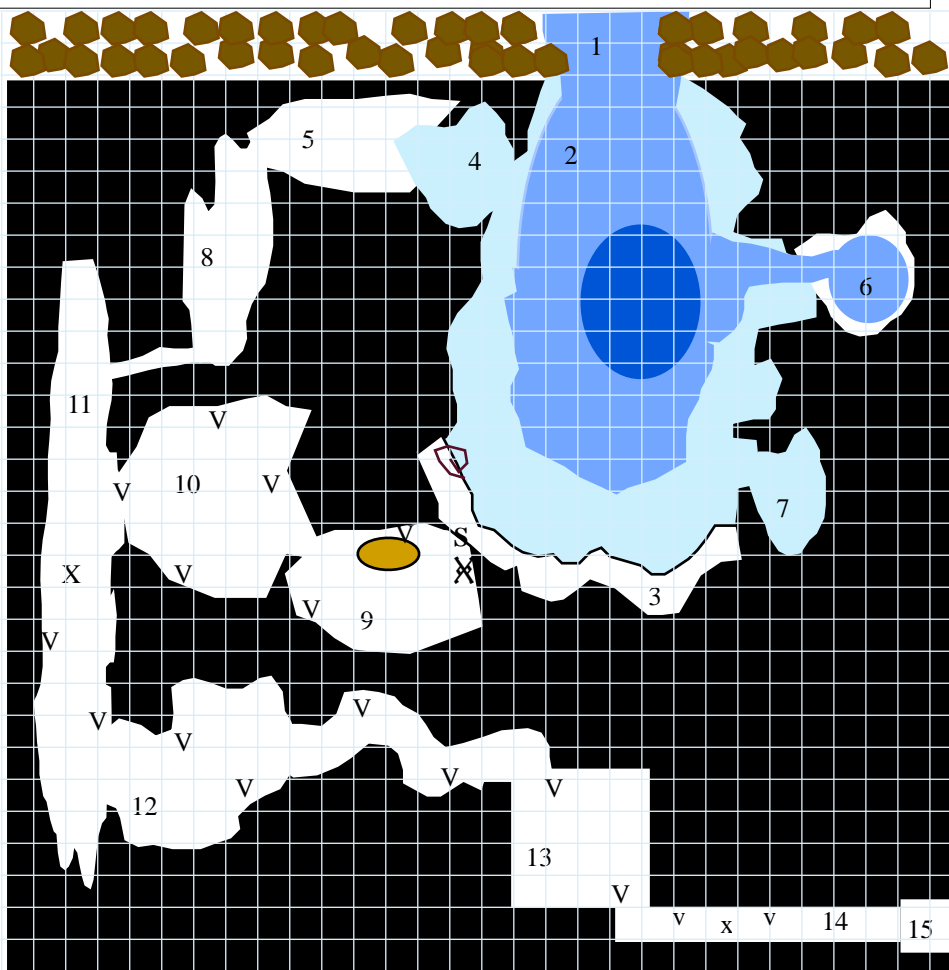
6. **False crypt:** The stairway ends at a short hallway that extends 5' to a doorway, which opens onto a 10' x 10' room. At the center of the room is a marble casket capped with a gnome carved in bas-relief. The casket rests on a pedestal of interlocking gears. Leaning against the base of the pedestal are a large brass bound tome with three ornate locks and a small chest of jewels and gold coins. **Trap:** Immediately in front of the pedestal is a pressure plate that causes a large slab of granite to slide into the doorframe, trapping all within. Anyone struck by the stone suffers 8d6 points of damage and is pinned beneath it. The staircase leading down to the crypt rotates 90 degrees upward, becoming a stairway up instead of down. The book only has writing on the first page, which reads, "Greedy fools. Welcome to your final resting place." The jewels and gold coins are cut glass and brass coins.

7. **True crypt:** Stepping through the illusory wall, the characters see a marble gnomish sarcophagus standing against the far wall in this 5' x 15' room. **Treasure:** 10' into the room, on a simple wooden table can be seen the following: a battered leather bound tome, a sheaf of scrolls, a small silver hammer, and a pouch with 15 assorted gems spilling out of it. The tome contains all of Findle's clockwork designs and copious notes granting a +10 skill bonus on creating or disabling clockworks. The scrolls are a collection of the gnome's musical compositions (of little value). The hammer has an enchanted +1 combat bonus. **Trap:** Anyone damaging or attempting to open the sarcophagus (T) will trigger a pit trap covering the entire floor that drops everyone into the false crypt for minor damage before closing back up, trapping the tomb robbers.

8. **Cistern:** A large cistern is set into the ground north of the fountain. Water released from the cistern provides the hydraulic pressure to power the various traps and other clockwork mechanisms in the complex.

Wreckers' Cave

1 square = 10'



Encounters

Roll d8 every 10 minutes

- 1 Lacedons (1-2)
- 2 Lacedons (1-4)
- 3 Wave 2-12"
- 4 Lacedons (1-4)
- 5 Wave 2-12"
- 6 Wreckers (2-5)
- 7 Wave 2-12"
- 8 Wreckers (2-5)

Legend

S – Secret Door
X – Pit in floor

- Boat
- Shallow (low tide)
- Medium (low tide)
- Deep (low tide)
- Rope
- Boulder
- Rune
- Scone

Background

A band of wreckers are using the cave as a base from which to launch their boats to salvage cargo and such like from the ships they lure onto the shoals in front of the cliff.

If the characters have made it ashore after a recent shipwreck, they will be tired, possibly injured, carrying very few possessions and probably unarmoured.

The wreckers consist of about 20 men, mainly local villagers. They are supplemented by a bunch of 6 toughs led by Branson "The Handsome", a shrewd, brutal, but basically cowardly opportunist who seduced Sinnela, the sorcerous and beautiful wife of Prinz Iyken Naw. A month ago they conspired to murder the Prinz, who was treacherously drowned at sea.

The wrecks have attracted amphibious Lacedon. The wreckers have set traps to prevent the Lacedon from making their way to the manor on top of the cliff.

Waves frequently wash into the cave, creating strong currents (height of wave = feet/second in and backwash out). The wreckers will be shifting treasure up to the manor. The Lacedon will be searching for human flesh and bringing their meals back to the caves.

Room Key

1. Cave Entrance - about 40 wide and 10' high set into the 80' unclimbable cliffs. A 20' beach of boulders ranging from 3' to 20' high makes movement slow and difficult. Waves continuously crash onto the beach. Smashed flotsam from the numerous wrecks is scattered on the beach. A very small amount of treasure missed by the wreckers may be found.

2. Main Cave - Ceiling about 40'. Water levels at low tide: shallow - 2'; medium - 4'; deep 6'.

High tide adds 6' to all depths. Large waves add 2-8' during the period of the wave and create a current equal to the wave height. Light is from the cave entrance which illuminates to about 60' in. Bits of flotsam (smashed spars, broken oars, etc) float within the cave. Lying at the bottom of the deepest pool of the cave is small amount high quality treasure. Slime and seaweed coat the walls to the high water mark.

3. Ledge - A 10' wide ledge runs along the rear of the cave about 10' above the cave floor. At high tide, the ledge will be only 2' above the water mark. A rope used by the wreckers to secure their boat is carelessly coiled at the northern end of the ledge. One end of the rope is attached to an iron ring. The secret door is actually a cunningly painted canvas screen that looks like the rock of the cave at a distance of greater than 10'. If the wreckers are in Room 9, light may be visible around the edges of the screen.

4. Rock Pool - Cave height about 12'. Flotsam and non dangerous marine life. Odor of death wafts down from 8. Some light from main cave.

5. Charnel House - Cave height about 6'. The floor is about 7' above floor of 4. The floor then slopes up to the west end of the cave where there is only about 5' headroom. Some light from the main cave filters through. The Lacedons have deposited numerous corpses here. Chewed bones and about 20 corpses litter the cave. Dry cloth rags, a flint and steel (from a pouch on one of the bodies) and a stray femur could all be put together to provide a handy torch... There is a small amount of money and jewelry scattered about here.

6. Crab Pool - Cave height 12'. Some light from the main cave reflects in here. A vicious giant crab lives under a rock at the bottom of the pool. It will attack anyone who enters its cave and then pursue into the main cave if necessary. A skull with an egg-sized emerald eye (see Special Treasures below) is in the crab's lair.

7. Empty Pool - Ceiling about 12'. Minimal light from the main cave. Otherwise empty.

8. Rat Cave - Ceiling height about 5' at the north end shrinking down to about 3' high at the southern end. More bones. The Lacedons leave there spoils here as well. 40-100 rats from the manor above swarm in this area feasting on the scraps. A small tunnel, about 18' high and 3' wide connects to 11. The rats use this to move between the manor and caves. No one knows it exists. If the scones are lit in 11 a faint glimmer of light may be visible. Covered in filth is a carved bone lute, capable charming 10-80 rats (or children).

9. Boat Cave - Cave height about 8' with a quite flat floor. The wreckers store their boat here. There are also lengths of rope, gaffs, spars and spare sails. A fishing net is rolled up in one corner. There are also some seaman's knives and a couple of cutlasses here. A rune carved into the floor acts as a ward against the undead, keeping the Lacedons and Prinz Iyken Naw at bay. Hanging on the wall is The Master Mariner's Rope (see Special Treasures below).

10. Storage Cave - Cave height about 12'. Boxes of various food stuffs, casks of wine, oil, lanterns, rope etc. Treasure - some exotic spices. Rats,

11. Access tunnel - A pit trap about 15' deep and about 10' square. Simple non load bearing cover camouflaged with sand and poor light. Rats scurry back and forth between 15, 10 and 8.

12. Treasure Cave - Contains the treasure that has not been able to be carried above yet. Tapestries, artwork, sculpture, lots of gold, lots of jewelry. Rats.

13. Antechamber - 10' ceiling. More treasure, more rats. This is stuff that the wreckers are preparing to haul up above. Typically small chests of coins and jewelry

14. Access Tunnel - 10' ceiling. A spiked pit 20' deep, 10' square. Can be locked closed or re-armed by twisting the scones on either side.

15. Manor Shaft - 80' shaft to the surface. A block and tackle allows the shifting of heavy goods up the shaft. A ladder is fixed to the eastern wall. Every 20' up the shaft, there is a small ledge to rest.

Special Characters

Prinz Iyken Naw - once lord of the manor and its lands set above the sea cliffs now a wraith intent on enacting vengeance on his wife and her lover. Having promised his soul to the Sea God in exchange for revenge, Prinz Iyken Naw, now a sorcerous wraith enveloped in a heavy sea mist searches the cave every night high tide for an entry to his old domain, in his tattered mail and seaweed vestments, his verdigris coated magic sword (see Special Treasures below) clasped in his skeletal hand, green fires of rage burning in his skeletal visage. Cold and hard in life, undeath has not improved his demeanor. The wraith is capable of commanding 2-12 Lacedon. His entrance to the cave will be preceded by a strange green glowing mist billowing in from the sea. He will then appear standing in a boat driven by a chill, mystic wind. The villagers, once his serfs, are terrified of him and will flee as soon as he appears. His way is barred by the rune (a ward against the undead at 9). He is unaware of the crawlway between 8 and 11. He will not suffer the presence of his wife, her lover or any of their servants. He will treat all others with disdain and will not hesitate to destroy them if he considers them an obstacle to his goal.

Sinnela - beautiful, ruthless, hugely intelligent and sorcerously cunning. She betrayed her husband a month ago as he did not possess her ambition, and was proving increasingly difficult to manipulate. Branson is much easier to control. It is she who casts the glamours that lure ships onto the rocks beneath the manor. She is using the wrecking as a way to fund her plans. It is unlikely she will be in the caves as she considers the practicalities of wrecking beneath her. Her familiar takes the shape of raven. She created the rune at 8 to protect against the Lacedon.

Branson (The Handsome) - suave, handsome, shrewd, cunning, but basically a coward, despite being a skilled fighter. He is a brutal sadist, not above a bit of stress relieving torture to pass the time. He thinks he seduced Sinnela, but she really chose him as someone she could manipulate. He arrived at the manor about 8 weeks ago with his band of toughs. He possesses an amulet provided by Sinnela, which provides protection against undead, and also allows Sinnela to see and hear everything he does. As wrecking takes place at the night high tide, Branson will be down in the caves during this time coordinating his wreckers' treasure gathering, and selecting any prisoners "rescued" for "entertainment".

Treasures

Prinz Iyken Naw's Sword - a "gift" from the Sea God, it enables the undead Prinz to command things that dwell in the sea (plants and animals), including the Lacedons (2-12) and to command weather at sea. Once per day, he can cast the sword into the water where it transforms into a water elemental. However, any living person taking up the sword must become a vassal of the Sea God. Once grasped by a living person, the sword will transform into a water elemental and demand servitude to the Sea God. If servitude is rejected or the water elemental is attacked, the sword will disappear permanently and the enmity of the Sea God will be earned. To a vassal of the Sea God the sword will also provide the ability to breathe and see underwater, and to move through the sea untroubled by currents. A Vassal of the Sea God always has favorable tides and winds and will never be attacked by a sea creature. A Vassal can ask for the intercession of the Sea God once per year. Upon death, a Vassal's soul will return to the Sea God, who will determine what reward or punishment is fit. Unless specifically absolved by the Sea God (usually to attend some specific task) a Vassal must return to the sea each full moon and spend the moon phase beneath the sea. Failure to do this will result in the gradual weakening and death of the errant Vassal. As the years of servitude continue, the Vassal's skin will develop a green tinge, webbing appears between fingers and toes. Those slain by the sword will be come lesser undead and will be drawn to return to the Sea God's realm.

The Emerald Eye - When held up to the eye and looked through, magic, enchanted and invisible objects will glow bright green items. Despite the facets cut into the gem, vision through the emerald is perfectly clear, if green tinged.

The Master Mariner's Rope - although it looks and weighs like a 30' length of rope it is always the correct length no matter what is required (to a maximum length of 100'). It never frays or breaks and can only be cut by magic weapons. It can support up to 300 pounds weight (over that and knot will not tie) or make fast any boat/ship of any size. The rope will never be slippery when wet and if thrown, will always reach (or catch) its target if within 100'. Knots never undo unless required. Any knot tied in it will undo at the command "Knot! Undo!" no matter who tied it!

White Room – Level variable

Random Events (d20)

1. Add wall
2. Add room
3. Add door
4. Add trap
5. Add trap
6. Level-2 encounter
7. Level-1 encounter
8. Level-1 encounter
9. Level+0 encounter
10. Level+0 encounter
11. Level+0 encounter
12. Level+1 encounter
13. Level+1 encounter
14. Level+2 encounter
15. Level+3 encounter
16. Add treasure
17. Add NPC
18. Erase all room contents
19. Remove one item
20. Roll twice

Our Heroes awake to find themselves in a featureless white room surrounded by plain black walls. It is about 200' square with no apparent means of exit. There is no ceiling, only an unearthly white glow that illuminates the whole area. The walls are 12' high and 5' thick. They can be climbed with a difficult skill check. Encourage the players to work out other means of escape! Any forms of long-range teleport, or planar travel do not work.

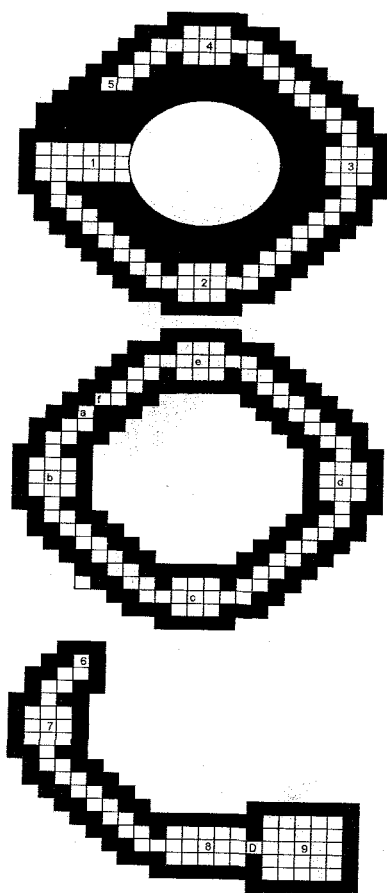
From the top of the wall, the PCs can see a vast open white plain with deep black evenly spaced black furrows stretching into the distance. Between some of the furrows are other strange black markings. If the players don't work out what it is, an Insight check or equivalent reveals that this is writing on a huge scale.

As the players watch more markings appear, and a roar comes from beneath them inside the white room. One of the characters feels a tentacle curl around his leg and he is pulled inside by a huge Chaos Beast!

And so it continues with monsters, traps and walls being added to the white room as the heroes puzzle the mystery of this strange place. If one of the players tries writing something between the furrows, whatever they write appears in the white room. Other words also appear, seemingly at random. If you're feeling kind, suggest that the players write the word "ladder" to simplify entry and exit.

Conclusion: If any of the heroes write the words "The end" or "Home", the characters awake around a campfire in a forest clearing. Around them grows a faerie ring and they have the oddest feeling that they are nothing more than fictional characters in a game played by the gods.

The Ingrid Pit



Background

The Ingrid Pit, home to innumerable bats, has sat just outside the hamlet far longer than anybody can remember - it was probably there long before the hamlet was founded. A place like the pit will produce rumors that it contains untold treasures and only a few months ago, group of adventurers showed up to find it. They came out of the pit again, but ever since then something has haunted the area, with livestock and people, in particular young, healthy men, wasting away almost over night.. Obviously, that last group of adventurers disturbed something in the re...

The Pit: Too evenly formed to be natural, the pit is about 45 feet across and at least 100 feet deep. The bottom, used as a dumping ground for the rare murder victim or lost drunk, is home to various vermin and the occasional zombie, ghoul or carrion crawler. Those sensitive to such things will sense a strong magic, necromantic, aura in the pit.

While the sides of the pit are far from as smooth as indicated by the map - having numerous crevices and smaller caves inhabited by bats - only an expert climber can descend without equipment.. The top edge of the entrance is about fifteen feet down and, unless one has upset the locals before descending, ropes can be securely attached at the edge of the pit.

The pit is fenced off and usually guarded by two villagers, but as their duty is to prevent accidental entry into the pit, they will not oppose adventurers willingly going there and will happily help secure the ropes for the descent.

Room Key

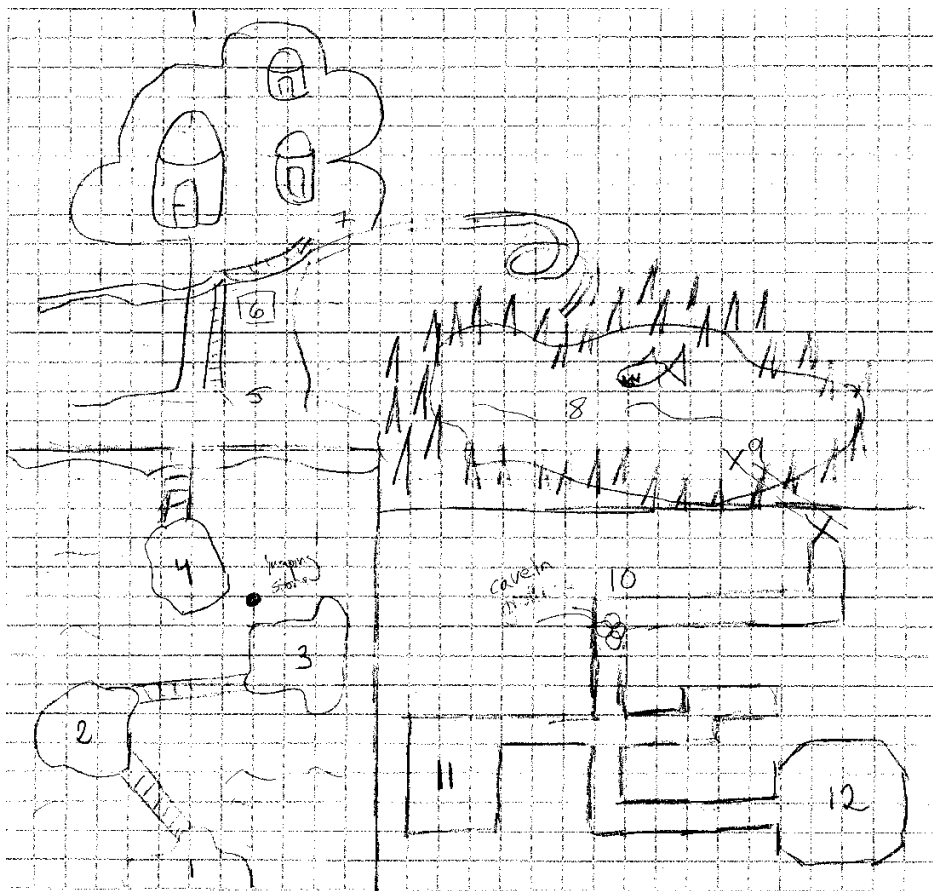
1 square = 5 feet D = door (unlocked)

- General description and notes: It is obviously not a natural cave, as the walls and floor of the tunnels are smooth (and slightly slippery). The tunnels are 5 feet wide, 10 feet high and slope downward at varying and seemingly random degrees and lengths (5 to 40 degrees in sections of 1 to 10 feet). There is no light whatsoever in the dungeon apart from what sunlight that can reach room 1. Outside of room 9, any dead body in the dungeon (or the pit) will animate as a Zombie in 12 hours and congregate in room 3, 7 or, if available, the closest non-trap b, c, d, or e. Zombies who are to be chopped up will occasionally be gathered up and thrown in the pit outside by the others. The middle map is optional and its rooms not described - apart from the ever-present wall paintings their contents and the number of levels using the middle map, if any, is up to the GM.
1. Entrance: the floor is covered by a thick layer of bat guano as the room is home to hundreds of bats. Strangely, neither bats nor guano can be found beyond room 2.
 2. Trap: Punji sticks! (Or very small and sharp stalagmites.) If the room was well-lit, its floor not partially covered in bat guano and not entered following one of the steeper tunnel sections, they would probably be easier to avoid and less likely to cause infections.
 3. First chamber: Wall paintings chronicling the life, adventures and eventual fall into corruption (or is it rise into Immortality? The paintings can be interpreted both ways.) of a red-haired warrior woman. 1D6 Zombies, half of whom are wearing contemporary adventurer's clothing.
 4. Trap: Long ago, the two dragon-hydra-wyvern-basilisk statuettes in this room sprayed a poisonous liquid on intruders not saying the right (long forgotten) words. Now, on a roll of 1-2 on a D6 (roll each time anybody enters), they will spit a cloud of dust that may blind, irritate, choke, poison or burn.
 5. This is where this map joins the level below - whether that is a or 6 is up to the GM.
 - a. This is where this map joins the level above - whether that is 5 or another f is up to the GM.
 - b-e. Unspecified Chamber: Depending on GM's decision, any of these rooms may be a trap, contain a handful of Zombies or just an empty chamber with wall paintings depicting the life and times of that red-haired warrior woman.
 - f. This is where this map joins the level below - whether that is 5 or another a is up to the GM.
 6. This is where this map joins the level above - whether that is 5 or f is up to the GM.
 7. Final Chamber: More wall paintings of the red-haired warrior woman. 2D4 Zombies, half in tattered archaic clothing, half in contemporary adventurer's clothing. The latter may carry some incidental treasure.
 8. The Final Trap: Sitting in the middle of the room is a stone pedestal, clearly part of the flagstone below it. On top of the pedestal is a two foot tall statuette: a six-armed ivory-skinned ruby-haired woman turning into a gold-scaled snake below the waist. Removing the statuette without replacing the weight with in a very short period will cause the whole dungeon to collapse - if the adventurers start running now and aren't too weighed down by equipment they'll probably make it.
 9. The Grave Chamber: A stone coffin sits at the center of the chamber. Several large urns and piles of rusting and decaying weapons and tools are piled against the back wall. The coffin contains the remarkably well-preserved mummified body of a beautiful, red-haired woman wearing an archaic suit of Magic Scale Mail. Most of the urns once contained food, but some contain coins - no less than 12 000 coins, mostly silver but also gold and electrum, mixed together. Among the piles of ancient equipment one can also find a small silver box containing about a dozen gems and pieces of jewelry - one of the latter is actually a Magic Ring, an ivory scroll case containing a Scroll of Protection (not against Undead) and an archaic Magic Axe. Finally, biding its time, there is the inhabitant of the pit - the Wraith of the woman in the coffin. Once the intruders are distracted by footing the tomb (and once she has had a few moments to decide who is the most dangerous and whether anybody is worthy of joining her in eternity and undeath), she will materialize and attack. The unworthy killed will be dragged into room 7 by the zombies and turn into more zombies instead of wraiths.

On overcast nights and when the moon is new, the Wraith leaves the dungeon to seek victims on the surface.

The Adventure of the Four Elements

1 Square = 5 meters,



Lighting:

Area 1-4 Daylight and light from lava below

Area 5-7 Daylight

Area 8 Daylight filtered through water

Area 10 – 12 I hope you brought waterproof torches

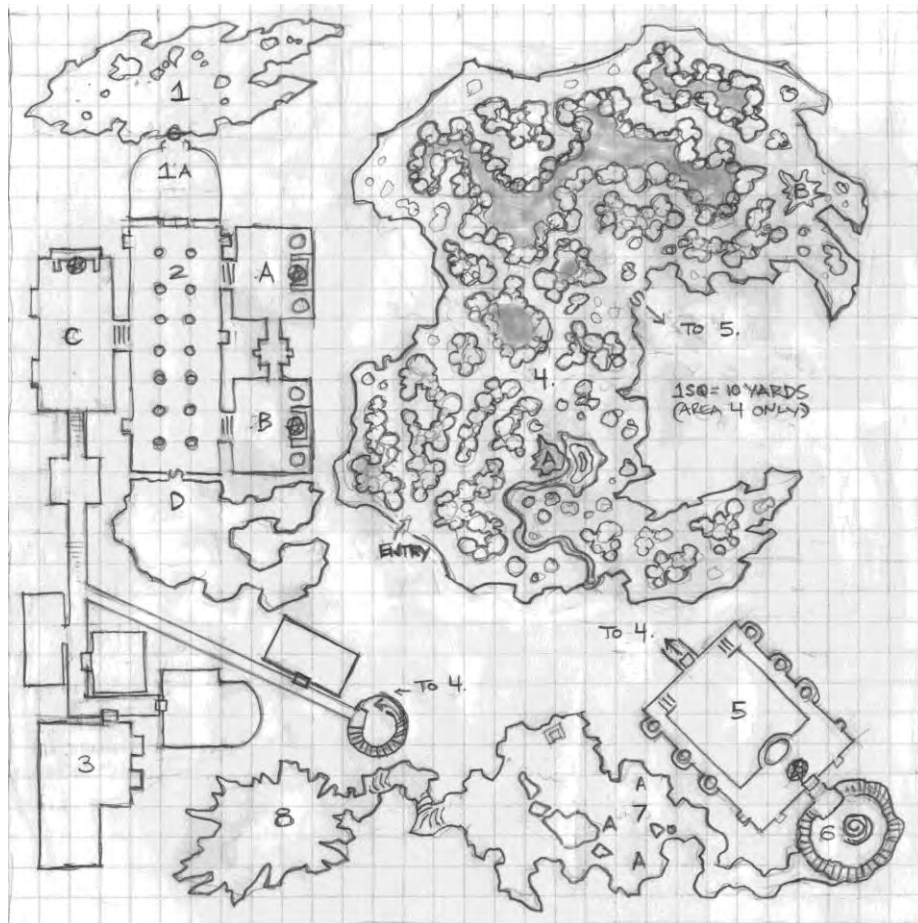
Random Encounters

Background:

A long lost treasure, coveted by many but found by none lies in the end of this journey. Legend has it that a worthy owner of this treasure must cross sheets of fire, withstand windstorms, survive surrounded by water and find a way through earthen walls.

Room Key:

1. Starting point. A barren cliff with lava underneath and only a ramshackle bridge to move forward on.
2. A windy plateau with no elevation to take cover behind.
3. Arbitrary helpless being lies here, soon dead by exhaustion, unable to go back because of the wind and unable to move forward because of fear of falling into lava.
4. A wobbly 1000m rope ladder leads to safety, or so you think. If more than 60 kg loads the ladder at the same time it breaks. Tip, starve for a couple of days if needed.
5. Base of the Great Housing Tree. Here lies a 1020m long rope.
6. Sign that reads "Welcome to Greenpool, known for the Breathe-under-water-pill and our majestic view of the lava sea". To get the pills you must win a tournament of Jan Ken Pon! (Rock-scissor-paper)
7. Slippery and thin branch leading to above Lake Lucifer.
8. Lake Lucifer. Watch out for hungerfish, 15 meter long piranhas, they feel the hunger in living beings and attacks them.
9. Cave in the bottom of Lake Lucifer leading to water free tunnels.
10. Tunnels underground leading to a cave in. Water dropping from ceiling.
11. Optional monster.
12. Treasure! Once removed from its place the monster in room 11 will come out.

**Vekkoru, God of the Ghostly Pathways**

Vekkoru was a legendary hero of a people now lost from memory. When at last he was slain, his Gods were heartbroken. Rather than allowing him to pass into the Heavens, they bestowed upon him a place in death - to guide and protect the spirits of the dead on their long journey to the afterlife. His tomb became a shrine, and his killer - the Night Hag, Grevu - was sentenced to guard over his remains for all time.

Now, his people have vanished, and their Gods have faded. Only Vekkoru remains. As the pantheon died, so did the pathways to its afterlife. The spirits of the last of Vekkoru's people gathered around his barrow, but he could deliver them no longer. He remained trapped in this plane, tied to his tomb by the same magic which had bound his killer.

The hill above his shrine became a haunted place, its rocky crags thick with the ghosts of the fallen. To free Vekkoru and the tortured souls who surround him, his guardian must be destroyed and the ritual of binding undone.

Random Encounters

- Ghostly Procession (a line of wailing figures, groping and stumbling along as if in darkness)
- Phantom (touch causes glimpse of spirit's final moments of life. 50% chance of uncontrollable panic)
- Spectre (a visitor to the shrine, attracted by the spiritual upheaval)
- Wraith (same as Spectre)

General Note: Undead native to the Shrine cannot be turned

1. Vestibule. A steep-walled sinkhole, 20–30' deep, open to the sky and full of leaves and tumbled stones. (A) Small stone door, concealed by ivy and wedged ajar. Within are 2 charred skeletons. Carved in the floor before doorway to 2, is a bas-relief of a bear, wreathed in flame. Inscription above doorway, in forgotten tongue. (if deciphered: "Who shall lead us on the final path?") Speaking Vekkoru's name allows passage. Otherwise, touching door summons a Huge, bear-shaped Fire Elemental.

2. The Dead Shrines. Lit by eternal torches. Signs of combat in main hall...many green stone shards and splintered bone. Shrines A & B are darkened, no longer holy. (A) shrine of Zan, Lord of the Skies. Statue has gold inlay, some missing. (B) Minah, Goddess of the Hearth. Statue has jade details. (C) Vekkoru's Shrine. Statue has pearl eyes. West wall is lined with hundreds of eternal candles in many colors. A carving on the South wall shows a line of wretched souls moving through a burning wilderness. Above, the three gods of the shrines look down. Below each god is a small alcove. Placing candles of the correct color in each alcove (A – gold, B – green, C – white) opens a secret door to area 3. Placing the wrong candles or damaging the statues triggers a trap - a horde of Petrified Skeletons begins to stream from hidden room (D.). (99 skeletons total. Covered in greenish mineral deposits. Treat as sturdier, double-strength Skeletons with stone clubs) The skeletons pursue only as far as the Vestibule.

3. Deserted Chambers. Abandoned rooms once used by caretaker priests. One holds 3 Phase Spiders and a desiccated corpse. A milky blue *Etherweb Stone* is hidden in the dust. Functions as a minor Ioun Stone, but cursed. Creates disturbances in the Ether. 20% chance per day of attracting 1-3 Phase Spiders at a random hour, day or night.(!)

4. The Graven wood. Lit by magic starlight. Elaborate stonework, carved to resemble a forest in exquisite detail. An illusion of a real forest shifts in and out of vision. This is the dream-realm of Daughter of the Leaves, a sylvan spirit allied with Vekkoru. Her domain has been invaded by a Spirit Naga - a servant of Grevu's mother. The power of its will corrupts the dream realm, and DotL cannot drive it out. ...When the party enters, ghostly forest animals attempt to lead them to DotL at her Stone Oak (A.). She begs them to kill her enemy, but cannot answer questions about rest of shrine. If Naga is destroyed, she rewards with healing, several useful scrolls, and by revealing the door to the Hall of Brides. If attacked, she disappears.

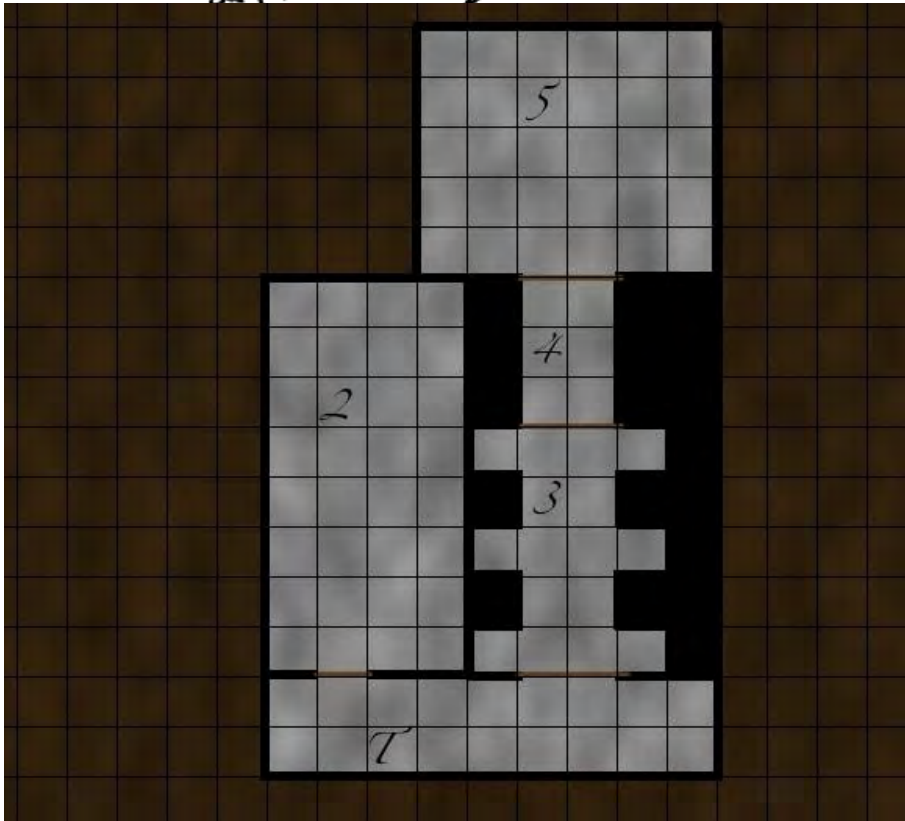
...The northern half of the wood is corrupted, its stone crumbling and dripping with slime. Wandering are 3-6 corrupted ghostly wolves. (Incorporeal Dire wolves) The Naga is at (B), coiled high in the branches. Below it sit two Yeth Hound servants and the withered corpse of a charmed warrior who starved to death. The Naga wears a valuable collar of gold and jade, and a rune-etched false tooth functions as a brooch of shielding. Warrior's corpse has adventuring gear and a magic shield.

5. Hall of the Brides. Lit by eternal candles. Alcoves hold sarcophagi, depicting Vekkoru's earthly brides. Damaging a sarcophagus causes the bride within to emerge as a Wight. A faceless, 7' "fertility figure" statue blocks the door to 6. If examined, her surface is crudely chiseled, but lips are smooth and polished. A watery basin at her feet holds semi-precious stones, small bits of jewelry, and odd coins. Stealing from basin animates statue as Clay Golem. Returning stolen items halts attack. Retreating to Graven Wood resets the golem. ...Placing a gift of 100+ gold value in the basin causes the statue to kneel and hold open its arms. Kissing the statue on the lips causes her to step aside and allow passage.

6. The Well of Sorrows. Ringed by a descending stair. A stench rises from below. In the center, hundreds of moaning spirits swirl like a spiraling pillar, giving off a faint blue glow. Anyone touching the beam will be rended as if by a Blade Barrier. Each minute, 25% chance a spirit splits off from the spiral to approach the party. (treat as Phantom or Shadow, as desired)

7. Grevu's Prison. The night hag, Grevu, (Night Hag, mid-level Cleric/Sorceress) riding an Abyssal goat (treat as Nightmare) and carrying a magic, acid-tipped spear. She is aware of any intruders and will be waiting. Eager for knowledge, she pretends to parley, but will kill all regardless. If killed, she dissolves in a mist. (A) Three former victims, impaled on stone spikes, can animate at Grevu's command. [Treat as Mummies] In North corner is a plain stone chair where Grevu spends eternity. Tucked below is a box made from a mummified head, (holds gems) and a valuable magic tome. Grevu has etched elaborate images on the walls with her spear. These are crude but truly disturbing artworks. Examining for too long may bring nightmares in days to come, and a chance of attracting the attention of one of Grevu's sisters.

8. Tomb of the Gravegod. Room is interior of massive red crystal geode, formed from Vekkoru's heart's blood. Floor of crushed shells. Sound of a slow heartbeat reverberates. In center, a large, pulsing heart made of ghostly fire hovers above a single candle. Items of gold and silver are heaped below. An impenetrable wall of spirits swirls around all of it. ...Grevu's skeleton lies on a raised slab near entrance, staked through chest with a crystal spear. A rune-covered jar holds her withered organs, and allows Grevu to resurrect after seven days. The Spear binds her to the shrine. Destroying both spear and jar causes spirits to draw back. Snuffing the candle releases Vekkoru's spirit with a grateful, echoing sigh. At this point, the entire shrine begins to creak and collapse. The party has 30 minutes to get out – be sure escape feels urgent! If they are quick, they can grab whatever portable valuables the referee deems appropriate, as well as a magic bow, mace and talisman used by Vekkoru in life.



Tomb of the Unhallowed Bride

Lighting: None (except for room 2)

Background:

*Mortal, Immortal, set to be wed.
Lover eternal - bride of the dead,
Slain at the altar with vows left unsaid.*

This is the tomb of a woman who was slain on her wedding day. Unbeknownst to her, her groom was an undead abomination. Overzealous clerics stormed the wedding and killed both groom and innocent bride. Now her restless spirit haunts this tomb.

1 square = 25 sq. feet

Room 1 -Mausoleum (Locked, high quality, no key)
An unassuming structure.

The Mausoleum is lined with mirrors on the inside.

A beautiful, scythe-wielding statue will animate and attack anyone who tries to enter the tomb below.

(The mausoleum is not on the map; it connects to the tomb via a trapdoor at location marked "T")

Room 2 - Shrine to the Night (Locked, high quality, key)
*Altar to the gods of night; will its magic aid, or hinder? The flowers here bloom anew each evening.
Written on the stone: Amor Vincit Omnia.*

Room contents: Everburning torches, bride's journal, bloody dagger, bowl of holy water

This room may provide beneficial magical effects, at the DMs discretion.

The key to this room is with the bride's corpse.

Room 3 -Retainers' Niches
The wedding servants stay faithful even in death.

The banquet table here is attended by ghostly servants. Niches on both sides of the room hold the servants' coffins. Destroying these may affect the creatures, at the DM's discretion.

Room 4 (Trapped, Medium DC)
An unassuming antechamber.

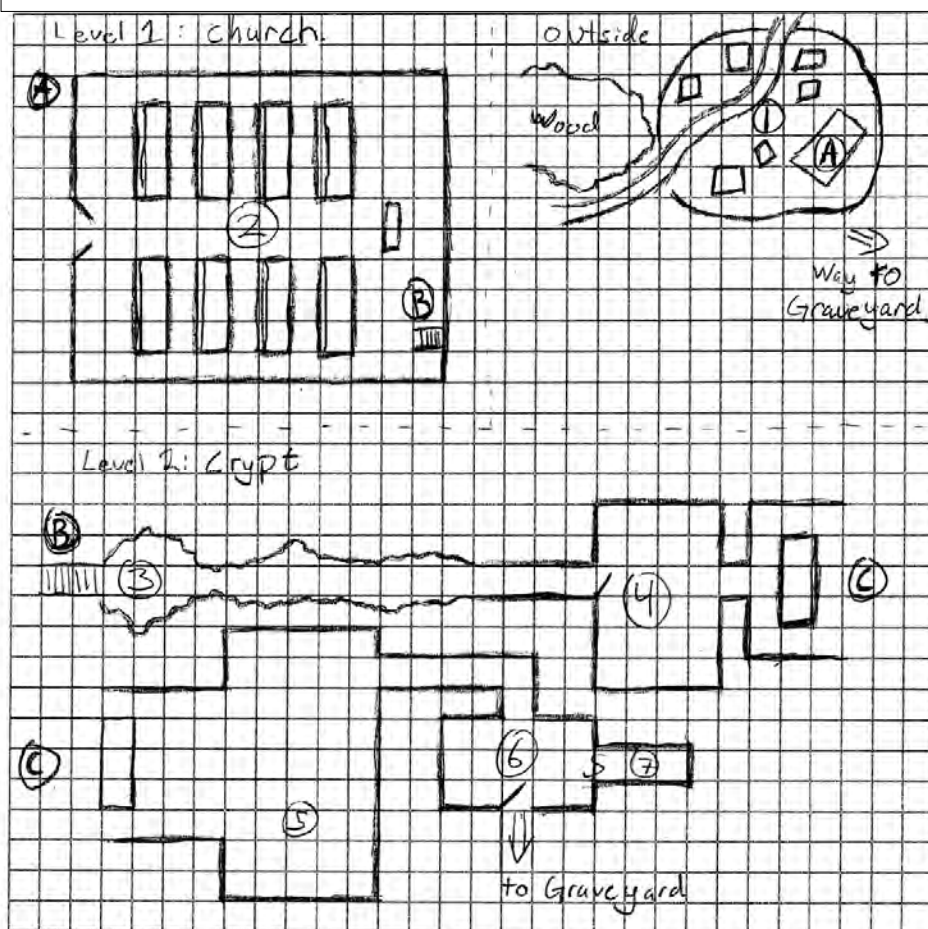
Trap: Upon entering this room, the entrance is blocked by a steel door and the room begins filling with blood. This trap will cause suffocation if not disabled.

Room 5 -Tomb Proper
Over the bride's peacefully preserved corpse floats her restless ghost.

The ghost is trapped by a magical containment circle. Any attempts to free her will cause 4 archons or similar holy guardians to appear. These may be negotiated with, but most likely will not be very tolerant.

The "Resurrected" Village

1 Square = what fits



Lighting/Weather:

- 1: A sunny day, if coming at night bright moonlight
- 2: At enter the sun shines in, when closed only small rays of light trickles through.
- 3: Dark, able to see after adjusting to the dark
- 4: Bright, Torch light
- 5-7: Bright, fire

Background:

About fifteen years before the PCs come to the village of [random name] an *initiate* of [evil/death being] comes by and starts preaching about eternal life for the villagers. After "resurrecting" the miller's son the *initiate* gained a few dedicated followers. The years went by and the *initiate*'s herd of followers kept growing. Recently the *initiate* built the village's church with the help of the villagers for it to be a place to sacrifice to his master. One by one the villagers get sacrificed to [Evil/death being] and with every sacrifice the *initiate* gets more and more crazy. When the PCs arrive the *initiate* have sacrificed everyone except two in the village. If the *initiate* succeeds in sacrificing everyone the [evil/death being] will take over the *initiates*' body.

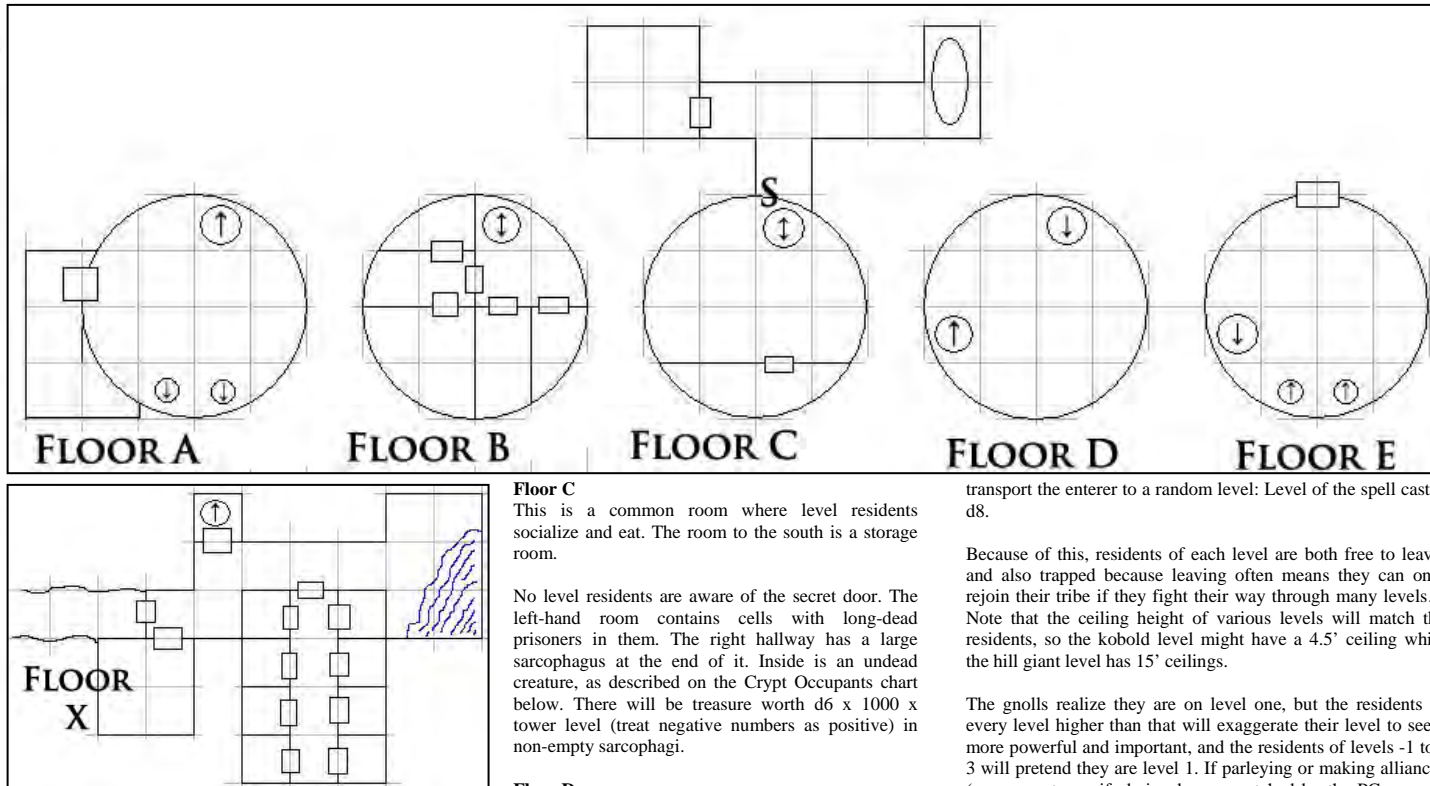
The Initiate: He is not a bad person really, but because he got snared with the promise of eternal life he joined [evil being] without knowing what he would be giving up his sanity or even his body if it comes to it. As his insanity was growing he started to fear his right arm was scheming on selling him to [good organization]. Therefore he tries to do everything with his clumsy left now. He knows a good deal about magic and rituals.

Resurrection: The body will reanimate but the soul will be lost. You will not notice any difference because all memories and knowledge will get etched into the bone of the resurrected person. The flesh will eventually rot leaving a skeleton

Room Key:

1. As the PCs comes closer to the village the surrounding gets less noisy until it is as still as the grave. Soon after that the sound is gone the trees are starting to show signs of withering away. The village is empty of anything living and it doesn't look like they left in a hurry. If the PC looks around they will not find anything of value. Everything except the church (#A on the upper right) is in order. The stairs leading up to the church is full of blood, the doors are wide open and a big ritual symbol is drawn in blood on each door.
2. The first thing PCs notice is the dead villager lying on the sacrificial altar. When the PC has come to the middle of the church the windows and door shuts closed and stay closed. When the PC gets close to the sacrificial altar it will go through the floor and land in #3. When the altar falls down a big cloud of dust comes up like a mushroom. There is also a secret door (#B) in one of the corners that is quite easy to find and also leads down to #3. The PCs start hearing some strange chanting (from #5) that sends chills down their spines.
3. The stairs leads up to #B in #2. If the altar did not fall in then it will do it when the PCs are under it (will do low to moderate damage and requires a reflexive throw to dodge). There will also be a lot of dust getting in the PCs eyes so they will get a small minus on attacks.
4. Two rows with 15 in each of various undead on each side of the door. These are the experimented on "resurrected" villagers. They won't do anything unless disturbed. If disturbed the *initiate* will know about it in #6
5. A big bonfire is blazing in the middle of the room. In it is a woman and her child nailed to a cross, unnervingly none of them are making a sound. Around the bonfire are 12 robed human ghosts chanting forgotten hymns. The ghosts won't notice the PCs unless attacked. Let the PCs decide on what to do and before executing them let the *initiate* enter the area. When the *initiate* comes in the ghosts stop chanting and gather around the *initiate*. The *initiate* starts speaking about what is written in the Background box. If the PCs attack they will get a surprise round, and the *initiate* will blame his right arm for interfering. After the surprise round the PCs starts hearing clanking of bones from #4. Every 5 round there will come 4 skeletons and 1 ghoul from #4 until the *Initiate* is on half HP. If you want to make it a little easier the ghosts can't attack but can give a negative to guarding to the PCs. The *initiate* will start pleading for his life on half HP but when there is a chance he will try and get of one big hit on everyone in the party. If the PCs try and help the woman and child they will have to endure the fire to loosen the nails holding them in place (a hard task). Both want to get back to the fire unless they have slept one day outside the village. Both woman and child can talk, but none of them will ever do it again.
6. The *initiates*' private room, he usually comes here from the graveyard. The room is quite cozy. There are a lot of books with rituals in this room, a mage or magic interested PC can learn some necromancy at GMs discretion.
7. This is the room where the *initiate* keep all his regents for the "revival" ritual. There is quite a fortune here but only if the PCs gets in contact with someone that know his/her way around herbs.

Treasure: You can put treasure if you want somewhere dug down in the village, in #4 on an undead, in #5 on a ghost or on the *initiate*, a magic item in #6 the *initiate* is researching it or even in #7.



The Infinite Tower

By James Edward Raggi IV
www.lotfp.com/RPG/

The Infinite Tower runs up the side of a cliff, its base sunken into a lake. Stairs lead from the lake to a landing with a door. At the top of the cliff is another door.

The tower looks immense from outside, clinging to the cliff face for many hundreds of feet. But inside, it has an infinite number of levels. Each level is composed of a series of floors, labeled above Floor A – X.

Each level has 3d20 occupants. These occupants are listed on the Level Occupants chart below. Each level has a total of 1d4gp x 100 x tower level. (count negative numbers as positive for this purpose), except for the goblin level which has 2d% gold and the kobold level which has d% gold. The treasure will not all be plain gold pieces, but a combination of various coin types, gems, jewels, etc.

One square equals five feet on the maps.

Floor A

This room is used as a guard room. Each level's occupants want to prevent the lower level from rising up, so they keep a garrison here of about 25% of their warriors.

The West door leads to the stairs that go to the lake. It is an Outside Door. The northern trapdoor leads up to Floor B of the same level. The left southern trapdoor leads to Floor E of the next lowest level, and the right southern trapdoor leads to Floor X of the same level.

Floor B

This floor houses the important residents of the level, who get their own rooms. The chief lives in the southeast room. The trapdoor goes down to Floor A and up to Floor C, all of the same level.

Floor C

This is a common room where level residents socialize and eat. The room to the south is a storage room.

No level residents are aware of the secret door. The left-hand room contains cells with long-dead prisoners in them. The right hallway has a large sarcophagus at the end of it. Inside is an undead creature, as described on the Crypt Occupants chart below. There will be treasure worth d6 x 1000 x tower level (treat negative numbers as positive) in non-empty sarcophagi.

Floor D

This is the sleeping chamber for the common folk of the level. The western trapdoor goes up to Floor E of the same level, the north trapdoor down to Floor C of the same level.

Floor E

This is another guard room as this is a point where levels meet.

The north door is an Outside Door that goes to the top of the cliff. The westernmost trapdoor goes down to Floor D of the same level.

The leftmost southern trapdoor goes up to Floor A of the next level higher, and the rightmost trapdoor goes up to the roof.

Floor X

This is a common basement. The northern trapdoor goes up to Floor A of the same level.

The water in the eastmost room is the outside lake leaking in. One can swim under the edge of the tower to the outside (treat this as an Outside Door, so anyone swimming in comes in at Floor X of Level 1).

The southern set of rooms are where the women and children of the level's tribes live.

The western passage with curved walls is a time trap. Anyone walking down this hall is lost for d6 x d10 years before coming back to this same place on the same level. There is a 50% chance they come back this many years after they left, and 50% chance they come back this many years before they left. Every tribe is used to strangers coming to them this way and have a guard posted here.

The square southwest room is a storage facility with miscellaneous junk. The contents completely change every d3 days.

Outside Doors (the door on Floor A, the southern right trapdoor on Floor E, and the north door on Floor E) lead to the outside, on every level. However, you can only enter Level 1 through any of the entrances. For example, if you are on Floor E of the 8th level, and you go out the North door, turn around, and walk back in, you will be on Floor E of level 1. It doesn't matter if someone holds a rope or another character's hand. You can exit from any level, but all external entrances lead to Level 1. Another example: The southern right trapdoor of Floor E goes up to the roof. Every level has this trapdoor to the roof. There is only one roof, and every level's trapdoor leads to this one roof, but if you climb down the trapdoor from the roof, you are on Floor E of Level 1. Note that opening an outside door makes you visible to every level, and all sounds outside these doors are audible on every level.

Using a dimension door, passwall, or similar magic on an Outside Door from the outside before going through will

transport the enterer to a random level: Level of the spell cast + d8.

Because of this, residents of each level are both free to leave, and also trapped because leaving often means they can only rejoin their tribe if they fight their way through many levels... Note that the ceiling height of various levels will match the residents, so the kobold level might have a 4.5' ceiling while the hill giant level has 15' ceilings.

The gnolls realize they are on level one, but the residents of every level higher than that will exaggerate their level to seem more powerful and important, and the residents of levels -1 to -3 will pretend they are level 1. If parleying or making alliances (many creatures, if obviously overmatched by the PCs, would rather get help to gain a level in the tower rather than fight... and they will use that "we want to gain a level" term) this can be used to confuse the PCs even more about where in the tower they might be.

Level Occupants

10	11 th Level Evil MUs
9	10 th Level Evil Clerics
8	9 th Level Evil Elfs
7	Hill Giants
6	Ogre Magi
5	Trolls
4	5 th Level Evil Dwarfs
3	Ogres
2	Bugbears
1	Gnolls
-1	Orcs
-2	Goblins
-3	Kobolds
-4	Empty
-5	Empty
-6	Spider-Men, 2HD with 6 arms and save-or-die poison bites
-7	Snake Men, 3HD with acid spittle
-8	Sulphur Men, 4HD, can cast 4d6 fireball once per round, immune to fire
-9	Men of Living Crystal, 5HD, are only hit on a natural 20, do 2d6 damage in combat
-10	Soul Suckers, 6HD, energy drain gaze, but are not undead.

... and so forth and so on. The creatures get nastier the further up you go, and the further down you go.

Crypt Occupants

10	Vampire (d10+7 Lvl MU)
9	Vampire (d10+7 Lvl Ftr)
8	Ghost
7	Spectre
6	Wraith
5	Wight
4	Ghast
3	Ghoul
2	Zombie
1	Skeleton
-1	Empty (25% chance Skeleton)
-2	Empty (25% chance Zombie)
-3	Empty (25% chance Ghoul)
-4	Lich (17+d4 Lvl MU)
-5	Empty (25% chance Wight)
-6	Lich (17+d6 Lvl MU)
-7	Empty (25% chance Wraith)
-8	Lich (17+d8 Lvl MU)
-9	Empty (25% chance Spectre)
-10	Lich (17+d10 Lvl MU)

... and so forth and so on.

NEVER MIND

THE WILDERNESS

HERE'S THE

DUNGEON

Objective: Save the queen.

1 AN OGRE guard. He's a lazy sod. He has a key which opens the door in area 15.

2 This location is pretty vacant.

A secret door leads to area 4.

3 Paul and Steve, 2 four-mouthed bards.

4 Bodies. A secret door leads to area 2.

5 a female druid. her Name is Puanne, she lives in a tree. She can report the players to area 13 if they make friends with her, the tree is hollow, and leads to a tunnel which in turn leads to area 7.

6 a magic mouth will promise to help anyone who feeds it treasure. It's a sword.

7 a trapdoor in the floor leads to a tunnel, which ends in the druids tree in area 5.

8 A golem - made from cheese and chalk. A locked door leads to a tunnel connecting to area 11.

9 A dwarf will demand cash from chaos.

10 boredom. six kobolds. A side tunnel leads to area 14.

11 Nowhere. A locked door leads to a tunnel which connects to area 8.

12 Oh you silly thing - it's a pit trap.

13 Johnny rotting, a tomb.

14 the flint and the terry: a bugbear's revolving lair. A side-tunnel leads to area 10.

15 a locked door opens on an armoury, with basic weapons in unlimited supply. A secret door in the back of the armoury connects to area 24.

16 five giant worker ants (now unemployed).

17 No fun. A swinging blade trap. A side-tunnel connects to area 18.

18 ever get the feeling you've been cheated? theres rubble all around, but nothing valuable here. A side-tunnel connects to area 17.

19 were not into organic dungeon design, were into chaos. a deck of many things.

20 Sub, a weretiger. a side-tunnel leads to area 23.

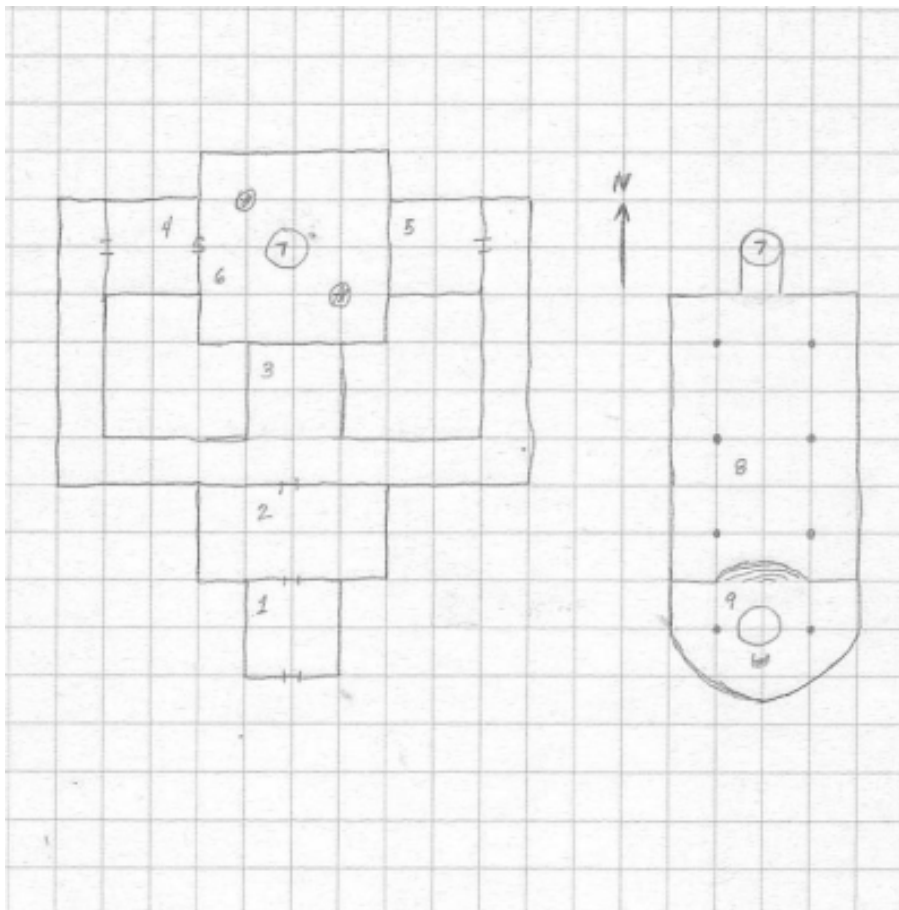
21 Sid, a vicious giant rat.

22 the queen! guarded by 8 wizardmen, led by magic mclardman.

23 4 berserkers. they wanna destroy passers-by. a side-tunnel leads to area 20.

24 a secret door opens on a tunnel which leads to the armoury in area 15.

The Gravity Well – Level 4



1 Square = 10 feet

Lighting: During the day, light filters into rooms 2, 3, & 4 through cracks in the ceiling. At night, a small campfire is lit in room 3. Room 5 is lit with magical light. The eight total columns in rooms 8 & 9 generate standard light. The other areas are dark.

Background

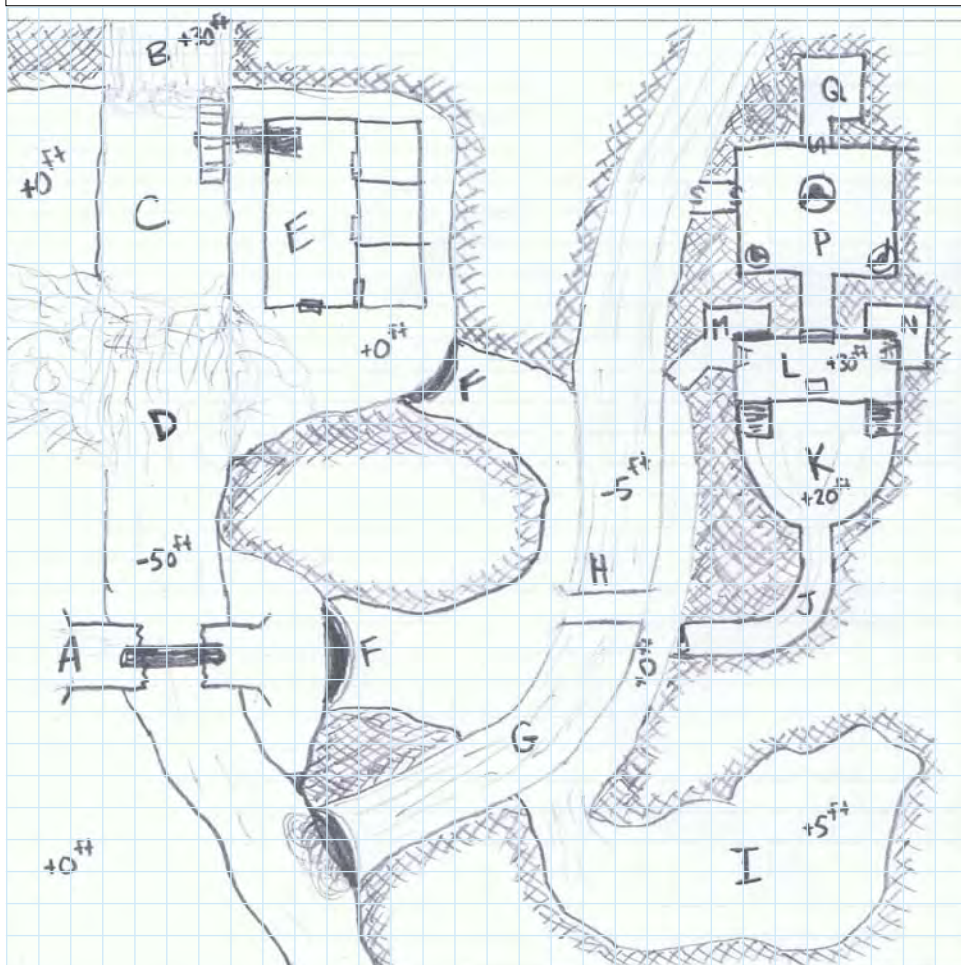
Hundreds of years ago, "The Gravity Well" was created by a wizard as a remote base to study magic and gravity. The location was chosen because it was in an isolated section of desert, away from possible interruptions, and for its abundant source of water beneath where the structure was built. Eventually, the wizard and his apprentices abandoned the area and never returned.

Recently, "The Gravity Well" was claimed by a crazed druid named Martooph and his followers. The druid had discovered fish skeletons in the vast desert and came to realize that the area had, in the distant past, been covered by vast interconnected lakes. Blaming the gods of the desert for disturbing nature, the druid plans to use what little magical knowledge that he's gleaned from "The Gravity Well" to flood the desert and overthrow the tyrants of sand and thirst.

Room Key

1. **Entrance:** The door is unlocked. The floor is covered in sand and a large pile of sand is pushed up against the southwest wall. Intruders that fail to speak the proper password aloud draw the ire of an angry sand elemental. (For the sand elemental, use the stats for a medium earth elemental that is amorphous and has the special ability to engulf its opponents.) If the sand pile is searched, the bones of medium-sized predatory fish can be found.
2. **Stables:** This room houses four camels that will begin making noise in the presence of strangers if they are not quickly quieted or appeased, which may attract the guards in room 3. Treasure: Feed for the camels, water, saddles and saddlebags are stored here.
3. **Guardroom:** Six guards are located here. At night, a small fire is lit in the center of the room for warmth and cooking. The smoke escapes through a small vent in the ceiling. Treasure: The guards carry mundane equipment and each has a handful of coins.
4. **Supply Room:** Treasure: Food stuffs and barrels of clean water are stored here. A hidden door on the eastern wall leads to a secret chamber. The mechanism to open the secret door, a brick that must be pushed inward, is relatively easy to find. A monstrous scorpion squeezed through the crack in the ceiling and has so far, gone unnoticed by the other residents. (Use the stats for a small-sized monstrous scorpion.)
5. **Bedchambers:** This opulent room is the master's bedchambers. The door into this room has two locks. If either lock is tampered with by someone without the correct keys, a magical alarm is sounded inside the bedchambers as well as the oasis throne (room #9). Martooph can only be found here late in the evening. However, the druid's consort, Marta, an angry rage-driven warrior who fights with two scimitars, spends much of her time here. Treasure: Nicely made furniture and two fine rugs can be found in this bedroom. Of note are Marta's two scimitars. One is exquisitely made. The other is magical.
6. **Secret Chamber:** In the center of this room is a pit that leads 60 feet straight down. Two statues on opposite sides of the pit face each other. The two statues are in fact the room's animated guardians. (Treat them as medium-sized animated objects.) Arcane markings in the floor form a tight circle around the 10 foot wide pit. The markings, if correctly deciphered, refer to magical levitation.
7. **The Gravity Well:** Because of an ancient spell put in place here, people that enter the well may levitate up and down its length freely.
8. **Topsy-turvy Room:** A large pool of water is magically suspended twenty feet above the floor of this room and stretches another ten feet to the ceiling. Light emitted from the columns reveal the forms of four sizeable predatory fish swimming about. (Use the stats for medium-sized sharks.) People that enter this room without intoning the proper magical phrase are telekinetically grappled. Those that fail to resist this magical trap are forcibly thrust to the ceiling into the pool of water and within range of the predatory fish. Only people coming from the direction of The Gravity Well are affected by this trap. People are affected only once unless they leave and return from room #7. Swimming downward or merely dropping is the easiest means of escape. A special command phrase given from room #9 can bring the water crashing down to the floor. Water that reaches The Gravity Well (room #7) will not float upward, but people can still make use of the levitation affect to travel up or down the well.
9. **Oasis Throne:** Very steep stairs lead up twelve feet to this room, which overlooks room #9. The circular well is filled with fresh water from an underground source. Martooph spends most of his time here, sitting in the ornate wooden throne situated south of the water well. Very crudely carved hand and footholds that reach from the floor to the ceiling are carved into two columns in this room. Treasure: Coins and gems that make up Martooph's personal treasure can be found at the bottom of the well of water (ten feet underwater).

Ruined Dwarven Artificer Lab and Temple



General Description

Years ago a clan of dwarves built an artificer lab beside a waterfall. They cleverly used a waterwheel to power the mechanisms necessary for their experiments. Using the nearby natural caves carved by an underground river as shelter they soon carved a temple into the rock in order to worship their gods complete with a defensive trap and a secret escape route.

They flourished for several years until one of the experiments went awry. A living spell was created they destroyed any dwarves unfortunate enough to be near the lab building. Unable to defeat their creation the dwarves left the area.

Decades have passed since then. Myconids have taken residence in the natural caves and a band of orcs are now using the temple as a base of operations for raiding the nearby countryside.

Legend

S – Secret Door

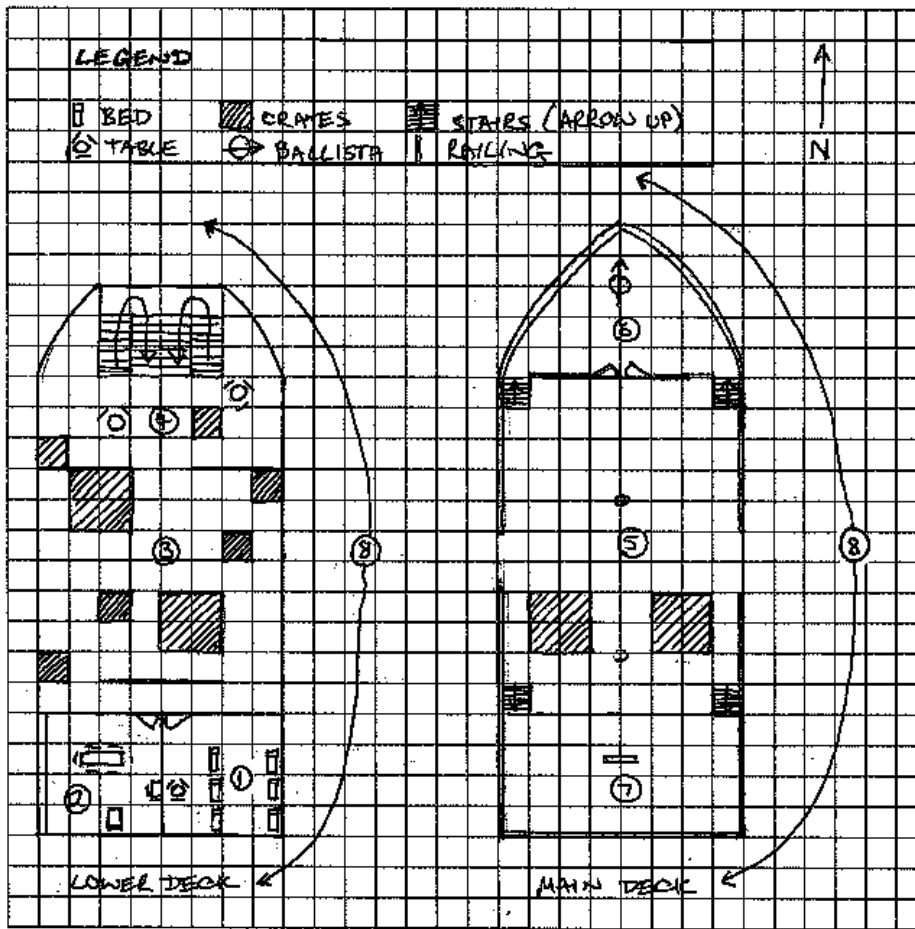
Note: All elevations are listed based on the flat area on the West of the map.

Note: The Water Trap in the temple is described in Area N below.

Room Key

- A. Broken Bridge:** Ruined stone bridge now crossed by an old slippery log. Several orc warriors are stationed here to guard the lair.
- B. Main Waterfall:** Rising 30' about the base elevation, this waterfall still turns the useless waterwheel.
- C. Pool of Water:** This pool of water formed when the gorge walls collapsed one year. 20' below the base elevation, this deep pool is now home to a pair of water elementals.
- D. Landslide:** This natural dam was formed when the walls of the gorge collapsed several years ago. Water pours over the debris forming rapids. Though very slippery and dangerous it is possible for creatures to use this as a natural causeway to cross the river.
- E. Old Lab:** This stone building is in severe disrepair. Once bustling with artificers, it is now only home to a dangerous Living Spell. The creature will not leave the building unless it is provoked. Anyone entering is beset upon immediately upon discovery. The side rooms hold several potions and minor magical weapons. Amongst the debris lies the journal outlining the details of the experiment they were performing when the Living Spell was created.
- F. Natural Cave Entrances:** All the cave openings only 8' high. They are large enough to allow low-light to penetrate the main portion of the caves.
- G. Underground River:** This river flows very swiftly from deep within the cliff rocks. It falls abruptly from the gorge wall to the river 45' below.
- H. Stone Bridge:** This sturdy stone bridge crosses the underground river. It is obviously of dwarven craftsmanship.
- I. Natural Cavern:** This natural cavern once housed the dwarven clan. It is now overgrown with moss and mushrooms. It is home to a small group of Myconids who have come to a peaceful arrangement of mutual protection with the nearby orcs. The cavern ceiling is uneven but rises to approximately 15' in the middle of the area.
- J. Ramp to Temple:** A nondescript 5' door opens to this ramp. It rises a total of 20' along its length. Perceptive creatures can notice the constant trickle of water flowing along the floor from somewhere up ahead.
- K. Worship Floor:** This semicircular floor is where most of the dwarves gathered to listen to words of their dwarven priest. A set of stairs on either side of the room lead 10' up to the Worship Stage in front of them. The base of the northern Worship Floor wall is lined with 3' steel grates. This is part of the water trap outline in M and N.
- L. Worship Stage:** A pulpit is the main feature of this area. A 5' foot is located in the wall behind the pulpit. Two wooden ladders leading to areas M and N lean against the East and West walls. An orc warrior stands at the top of each stair in an effort to prevent intrusion.
- M. Archer Post 1:** A wooden ladder leads 5' up to this nook. A 3' wall protects an orc archer hidden behind it. This archer also watches H through a viewing hole in the SW wall of the nook. Behind the wall is one of the two valve controls that trigger the water trap. (See N)
- N. Archer Post 2:** A wooden ladder leads 5' up to this nook. A 3' wall protects an orc archer hidden behind it. Behind the wall is the 2nd of 2 valves which control the water trap. When turned a large reservoir of water deluges the Worship Floor in an effort to wash any intruders down the ramp (J) and into the Underground River (G). If the intruders are unable to catch themselves they will be washed over the falls and into the gorge.
- P. Inner Temple Sanctum:** Once the holy area of the temple, this torch lit area is now home to the Orc Champion leading the war band. He is accompanied by an Orc Shaman and 2 Orc Berserkers. The Orc Champion possesses Magic Armor and a Magic Great axe. Two secret doors are located in this room. The West one allows escape into the underground river. The North one leads to Area Q. 3 statues of dwarven gods adorn the room.
- Q. Secret Room:** This room is where the dwarven high priest resided. The orcs have not located this room yet. It still contains many dwarven manuscripts and other magical writings. Hidden in a secret compartment under an old desk is a large sum of gold and a magic Holy Symbol. The high priest was killed by the Living Spell and no one else knew of this cache.

The Kraken's Assault – Level 7



Background:

The PCs are travelling on a merchant ship when sahuagin and their trained kraken attack it.

Random events:

At the end of each non-surprise round, roll a d20. On a roll of 19 or 20, the water leaking into the ship rises a foot. When the water reaches 2 feet in depth, combatants are restricted to half speed. When the water reaches 4 feet of depth, combatants also count as crawling. Swim checks will be necessary if water rises above head height.

Non-PC combat

This "dungeon" includes numerous NPCs (ship crew). These NPCs are under the control of the DM.

To save time and avoid distracting attention from the PCs, whenever an NPC attacks or is attacked, the DM should simply assume the attack was a hit and deals one quarter of the attack's maximum damage. This accounts for averaging of damage and an approximate 50% chance to hit.

PCs can influence the crew's actions with social ability checks.

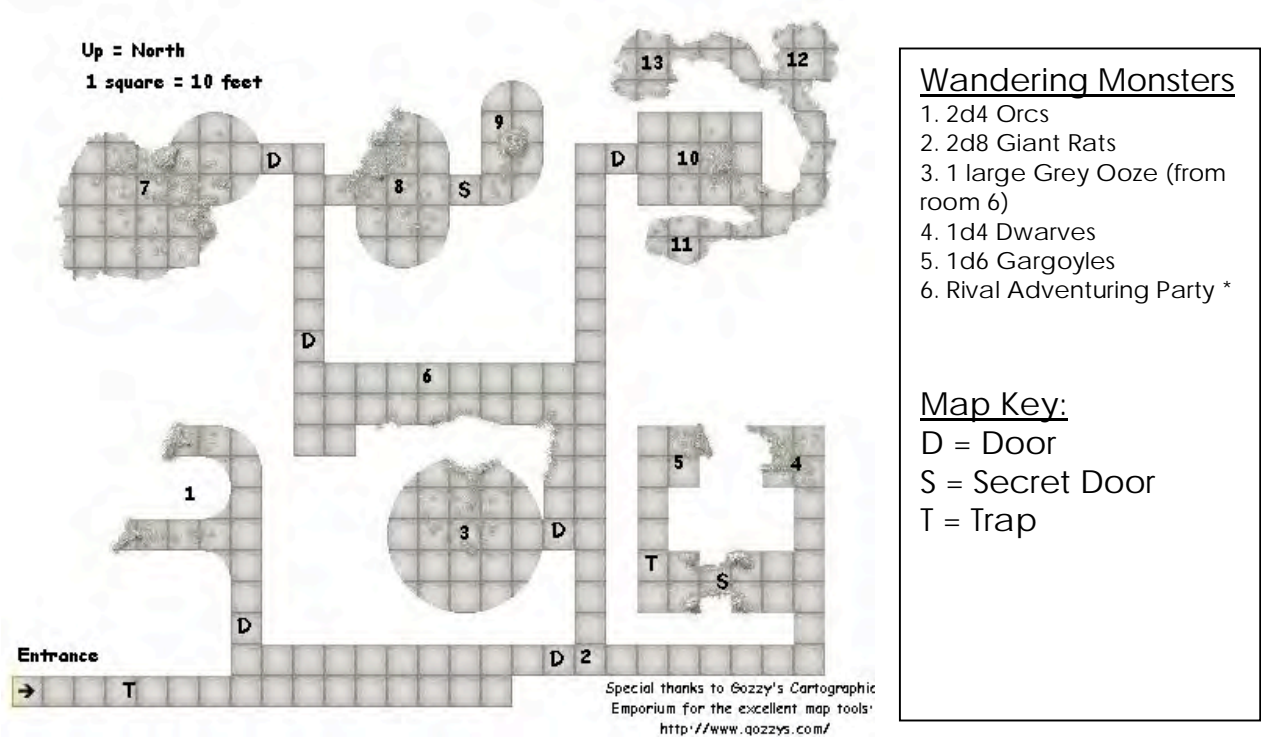
General info re: encounter areas:

Lighting: Twilight. The ship has lanterns below and above deck.
Ceilings: Rooms on the lower deck have 6-foot ceilings. This may cause difficulties for large PCs. Main deck is 7 feet above lower deck.

Room Key:

- Passenger's Bunk Room:** Beds and a small table. PCs begin here. At the beginning of round 2, one of the Kraken's tentacles smashes through the wall of the room and attacks any non-sahuagin still inside. Continues to attack creatures in the room until the room is empty, then withdraws. Will begin attacking again if anyone returns to the room.
- Captain's Cabin:** Bed, desk, meeting table, bookshelf.
- Cargo Hold:** Crates and netting. Ship crew (4) battling sahuagin raiders (5). Crates can be climbed to get above water level. Netting can be pulled down with a Str check to entangle enemies. At the beginning of round 7, the kraken breaks into the cargo hold and begins to attack as per room #1. The water level rises 1 foot when this happens.
- Crew Area:** Grand stairs to main deck, crates and tables. Hammocks can be used against combatants. Sahuagin chief, octopus pet and 3 sahuagin raiders.
- Main Deck:** Stairs leading to areas 6 and 7, and down to area 3. Two masts (provide cover and can be toppled after damaged). Railings (help combatants stay on the ship). Ropes and grapnels near the railing (can be used to drag other combatants or stop Kraken from moving). Ship crew (6) fighting sahuagin (6), sahuagin shaman and kraken. Shaman can spend actions to direct Kraken's attacks; otherwise it attacks random non-sahuagin targets.
- Forecastle:** Railings. Swivel-mounted ballista. Can be used by anyone adjacent (sahuagin will not use, but crew will). Can be used to attack the Kraken. Slow to reload but causes heavy damage.
- Stern:** Ship's wheel (provides cover), railings. Ship crew (5) and Captain fighting sahuagin raiders and sahuagin druid (5).
- Ocean:** 2 sharks attack any non-sahuagin that falls into the ocean surrounding the boat. If the water in the lower deck reaches 4 feet of depth, the sharks can enter the ship proper in area 3.

Pitt's Pit



Background: The local villages have long lived under the brutality of Pitt the Minotaur and his gang. With the recent news of his death reaching public, the time has now arisen to race to his lair and plunder his ill-gotten treasure horde before another party of adventurers does so first!

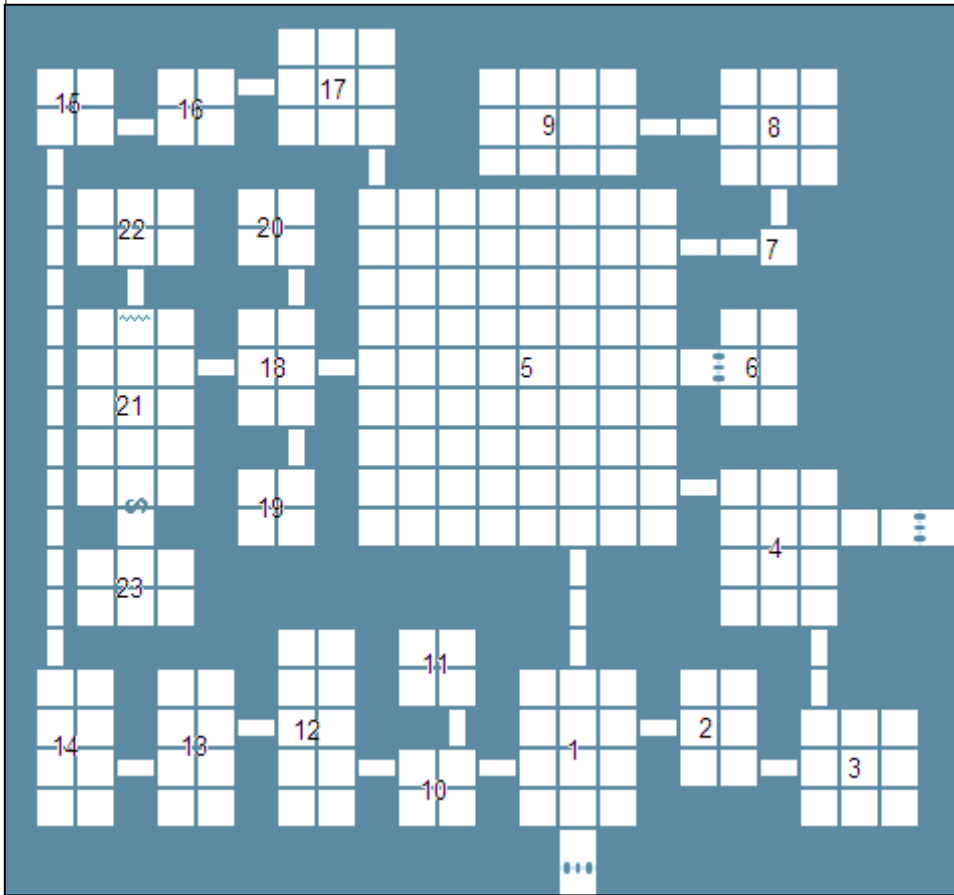
Key:

Entrance: Pitt's lair is an old set of crumbling ruins, partially buried by time. The door to the entrance is a shoddy old wooden door that has beaten down already. Trap is an old series (of 3 blades) of pendulums that swing down to kill intruders. One blade has already killed the hireling of another party and is not reset.

1. Old Armory: Metal braced door to area is bolted shut. Many weapons and sets of armor here but most are in state of decay. 15% chance random magical weapons and armor will be found here.
2. Hallway: Sounds of battle to the east (4). Torches have been removed from sconces.
3. Common Room: 10 dead orcs lie here, killed in their sleep. Room has been ransacked. 9 giant rats remain here.
4. Prison Room: 3 dwarves are battling 7 orcs here. 2 dead orcs and 3 dwarves litter the floor. Orcs have 161 GP and 2 gems worth 50 GP, dwarves have mace +1, a healing scroll, and 189 GP. Two deceased humans are behind the prison bars.
5. Storage Locker: Poison needle trap in chest. Chest contains prisoners belongings (2 sets of chain mail, short swords, helmets, silver daggers, and shields). 3 fire beetles in north area.
6. Great Hall: 1 large grey ooze on the ceiling.
7. Old Tower: West wall broken leading outside (30 foot drop). 4 gargoyles live here. 420 GP, 130 SP, spear +1, and a wand of detection are scattered about the floor.
8. Pitt's Chamber: Orc shaman and minotaur zombie (treat as weaker minotaur). Minotaur zombie is armed with large battle axe +1. Orc will flee at first chance.
9. Pitt's Horde: 1400 GP, 3200 SP, 4700 CP, and 3 gems worth 500 GP lie here in chests.
10. Other Common Room: 8 orcs here. 1 will run to get troll in room 11 if given chance. 165 GP.
11. Trolls cave: Troll here "freelances" for Pitt. for regular food supply. Has necklace worth 600 GP.
- 12 & 13. Blocked off caverns: 7 ghouls reside in these areas. Blockades made by orcs to keep ghouls out. Ghouls very hungry and hate troll and orcs the most from torment.

* Rival adventuring party: 2d4 hirelings/torchbearers/treasure carriers, 1d6 fighting men, 1d4 clerics, 1d2 magic-users. Neutral temperaments. 75% of nonmagical treasure, 35% magical.

Citadel of the Dust Devils by John M. Stater



Here lies the citadel of Frish, the Dust Devil Lord. The citadel looks like a flat, squarish mound of packed earth. The floors within the mound are covered in a foot of loose sand and the air is so laced with dust it is difficult to breathe. The citadel's interior is divided into host of smaller chambers. The two entrances are blocked by an iron portcullis.

Wandering Monsters

1. Blast of dusty wind (blindness, may knock prone)
2. Dragon Newts (1-6)
3. Dust Devils (1-6)
4. Quicksand (6 to 10' deep pit opens up)
5. Vulchlings (1-8)
6. Personality (see below)

Personalities

1. Frish, the Dust Devil Lord
2. Guula, the Hag
3. Hut, Dust Devil Captain of the Guard
4. Marik, the Jann ambassador

Legend

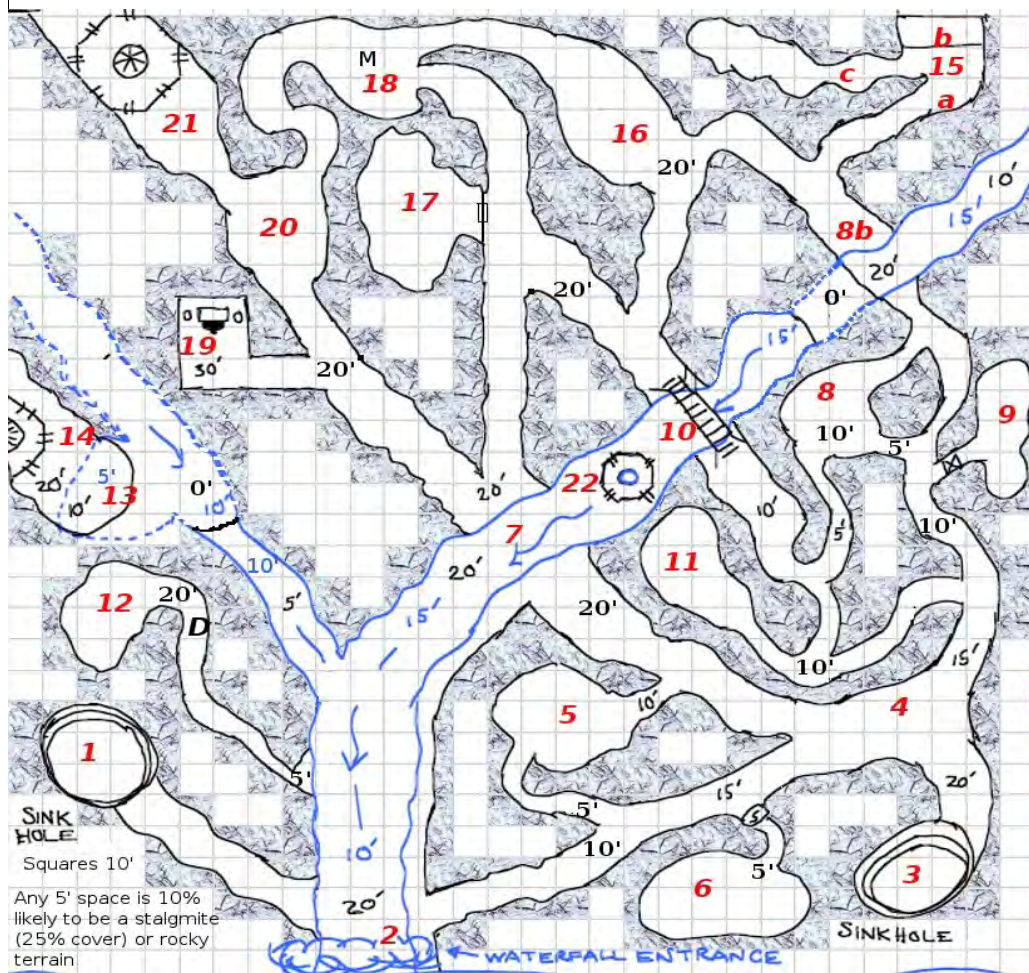
S – Secret Door

Room Key

1. **Entry Chamber:** Dust devils (4) with a salamander-hide kettle drum for alarm.
2. **Beastmaster:** Yur, dust devil trainer. Pegs on wall hold whips, leather ropes and silver whistle on cord woven from elf hair.
3. **Sand Ticks:** Giant ticks (5) frolick in the sand. Skeletal remains beneath the sand have a golden ring (50 gp) on one finger.
4. **Entry Chamber:** Dust devils (3). A brass gong hangs from the skeletal ribs of a giant lizard.
5. **Great Hall:** 1 in 6 chance that Frish will be here with his slave girls [room 22] and Marik, Guula, Hut, 2-8 dust devils and 1-8 sandmen. Otherwise, the room will contain 2-8 dust devils and 1-8 sandmen.
6. **Prison:** Sealed by glass-steel gate, walls and ceilings covered in spiky stones. In middle of chamber there is a large, glass globe containing a water elemental. If released, it will take its anger out on anyone nearby and then escape.
7. **Sand Pit:** Dustdigger (1).
8. **Priest's Quarters:** Sandman cleric (1). Room is filled with cult objects of elemental earth worship.
9. **Shrine:** Shrine dedicated to the Prince of Evil Earth Elementals. Walls decorated with engravings representing the Prince in battle with his elemental rivals. Center piece is an idol: a large boulder resting on a pile of dust with crude "face" carved into it. Idol gives off an aura of supremacy and menace.
10. **Empty Chamber:** 2 in 6 chance of 2-8 dust devils playing darts.
11. **Empty Chamber:** Sometimes used for storage.
12. **Dormitory:** Dust devils (7).
13. **Dormitory:** Dust devils (9).
14. **Captain's Chamber:** Hut (triple strength dust devil) will be here if not at court. A map of the citadel and the surrounding wilderness is on a stone table. A hidden compartment in the top of the table holds a large ruby (500 gp).
- 15-17. **Guest Rooms:** 2 in 6 chance of petitioners of the Dust Devil Lord may be staying here. Petitioners will be: 1) 2-12 dragon newts, 2) 1-4 harrids 3) 1-3 sand giants, 4) 1-6 vulchlings, 5) 1-4 druids.
18. **Guard Room:** Elite dust devils (4) armed with military forks that slow victims (as the spell) unless a save is made.
19. **Marik's Chamber:** Marik the Jann will be here if not at court. Tastefully appointed and (relatively) tidy chamber. Contains stone divan covered with silk pillows, a chest of meteoric iron with an adamantite lock (holds expensive robes, 100 gp each). Stone pegs hold a large +1 scimitar and a small casque of pure water.
20. **Guula's Chamber:** Guula the hag will be here if not at court. Room littered with glyph-covered skulls, mummified animals, rusty astrolabe, several nonmagical crystal balls, various spell components. Clay pot sealed with wax holds 180 gp, several gems (2 x 50 gp, 100 gp, 500 gp, 2,500 gp). A halberd (titanium bearing a fire opal in the blade) is buried in one corner.
21. **Royal Chamber:** Spitting cobras (6). If not at court, Frish the Dust Devil Lord will be here with his harem [room 22]. Thicker layer of dust than in other rooms, with a large pile in the center for sleeping. Buried in the pile are several desiccated humanoid corpses.
22. **Harem:** Elite dust devils (2), oreads (3). When not entertaining Frish, the oreads are kept here under guard. They wear magic bracers that keep their powers from operating.
23. **Treasury:** Entrance barred by a large stone block. Holds 17,600 cp, 29,146 sp, 3,405 ep, 440 gp, 19 pp, eleven china place settings depicting Dale Earnhardt (90 gp each), a wooden gourd sealed with wax and filled with holy water (1 gp), a silver and gold candelabra, the holders being in the shape of angels in an art deco style (500 gp), an adamantite trident, a +1 javelin, a marble button (100 gp) and a periapt of foul rotting. Dust settling from the ceiling will age living creatures 1 year per round until washed off.

Entombed City of Zud Sida, Level 1, Caves Above

by redbeard@riseup.net * Template by Chgowiz (chgowiz@gmail.com) <http://oldguyrpg.blogspot.com>
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Centuries ago, mages built the city Zud Sida over the magical cells of imprisoned demons. For their arrogance, greater demons cursed the city and buried it and its powers beneath a mountain of rock. Ages passed, and nature has unwittingly carved caverns that reach the minarets of the buried city. Scaled cultists dig to release their demonic masters, yet the dead mages and their magic thwart their entry.

Empty rooms have a 1in6 per turn chance of a Wandering Monster: d20

- 1-4 Giant Crayfish (no water, no crayfish, see 13)
- 5-7 3d4 Kobolds
- 8-11 1d6 Troglodytes
- 12-15 Decorations (See Subtable)
- 16-17 Sounds (See Subtable)
- 18-19 1d3 Blood Creatures (see 19)

The Decorator plus 0-1 Statue

Decorations (1d4 rolls on 1d8): 1-5: statue, 6: stalagmite painted random color 7: flowers 8: dead kobold or troglodyte artfully arranged

Statue Race d3 : 1-Trog 2-Kobold 3-Adventurer

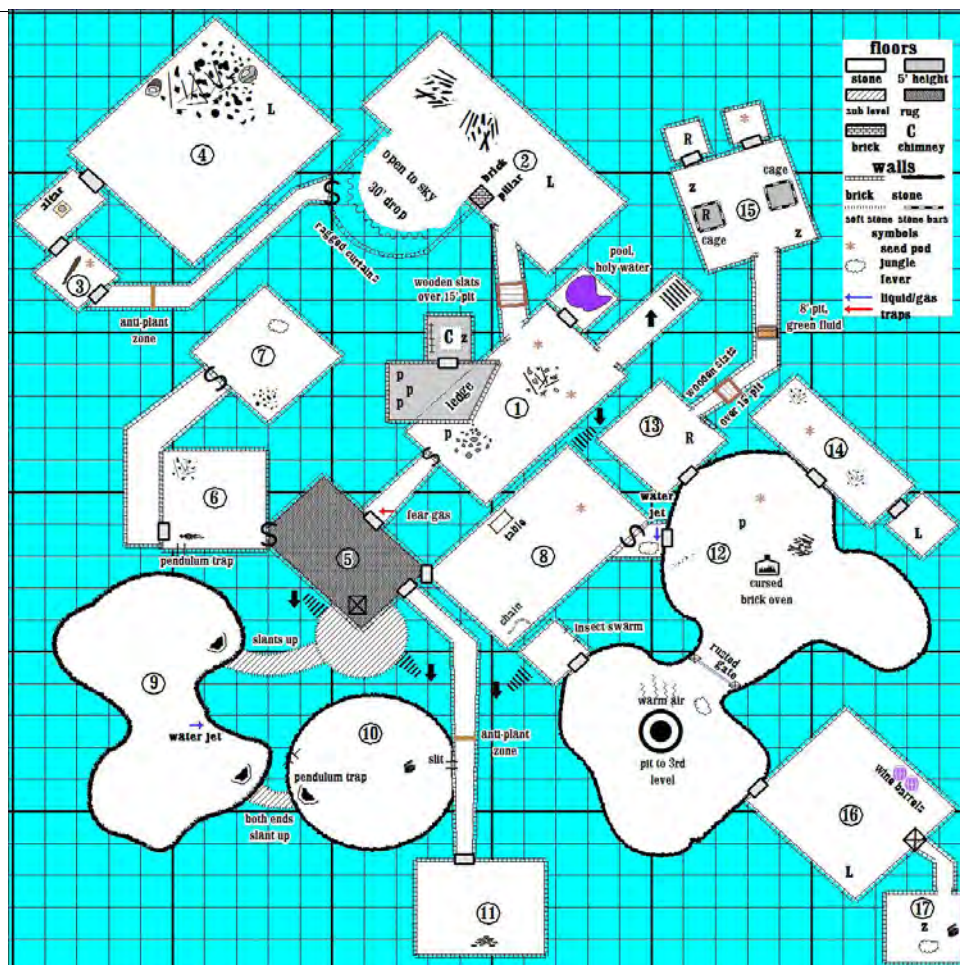
The Decorator: a bard, driven insane by his knowledge of the Zud Sida. He is obsessed with exploring its depths but is stymied by cultists & guardians. He moves the petrified figures from room 15 throughout, avoiding discovery using a Ring of Statue Form (become a statue of desired race 3/day.) He has been observed, but few believe the tales. He may choose to reveal himself and share his knowledge if a bargain can be achieved – but rationality is no longer his strong suit.

Legend: S – Secret Door * # - water depth * # ceiling height # Room Key X – Pit 10' (open)

Sounds (d10)- 1: male voice singing 2: echoes of croaking chanting 3-5: echo of roaring water 6-7: shout from a kobold or troglodyte 8-9: wind 10: sound of battle

- 1. Sink Hole Entrance**: 30' deep. Hidden handholds sized for kobolds carved into side.
- 2. Hidden Waterfall Entrance**: Waterfall from river above meets swift flowing underground river in pool. Wet ledge 10' over underground river. Knotted rope hangs from ceiling. Kobolds lasso the rope and use it to swing across. Weeee! Hidden handholds on west wall allow kobolds to reach area 12.
- 3. Sink Hole Entrance**: guarded by 2d3 troglodytes hidden in jungle brush above. 30' deep. Rope ladder.
- 4. Empty**. 1in 6 chance of a dead kobold.
- 5. Empty Alcove**. Roll on Decorations table (in addition to 1in6 chance of Wandering Monster table)
- 6. Kobold Hidey-Hole**. **Secret door** is large boulder counter-weighted by kobold mechanism. 15 kobolds plus one kobold chief, remnants of original inhabitants of caves. Moving the secret door alerts kobolds. **Trap**: Boulder counter-weight can be cut by kobolds in room, potentially crushing any in doorway. Both kobold chief and kobold shaman (area 12) have knowledge of rooms on other side of river. Treasure hidden in trophy husk of dead giant crayfish.
- 7. Chasm**. 1in4 chance 2d4 troglodytes (javelin) on either side. Stalagmites provide 25% cover. Trog may seek help from 20 or 11, may use the bridge at 10.
- 8. Empty Foyer**. Roll on Decorations table (in addition to 1in6 chance of Wandering Monster table)
- 8b. Crossing**. Kobold-sized hidden handholds along the southern wall above river. 1in3 chance of 1d3 statues.
- 9. Dead Kobolds**. (15) Slaughtered by trogs and left here. 1 in 10 chance of treasure. 1 in 3 chance of 1d3 carrion crawlers, even if bodies are removed.
- 10. Bridge**. 6 trog guards, javelins and spears. Stalagmites for cover. Built by kobolds, the middle section of the bridge can be released into the water by releasing ropes on either (not both) side. The trogs are ignorant of this. Trog may seek help from 11 or 16.
- 11. Troglodyte Guards**. (12). Usually 2 are on alert near entrance.
- 12. Kobold Family Area**. 10 kobolds, 15 kobold non-combatants and 1 kobold shaman. 2 are guards in advance of D, will taunt and retreat at first sight of trouble. **Trap**: D is a deadfall of stalactites triggered by the kobolds. Area is only reachable by river or by hidden handholds on west wall at 2.
- 13. Giant Crayfish Lair**. 1D3 giant crayfish nest here. Bones, discarded treasure can be glimpsed in the shallows.
- 14. Tower of the Golems**. Top of a tower of Zud Sida unearthed by water, the tower and its minaret are still intact, protected by sorcery. 2 flesh golems stand watch in the tower behind windows, some still paned in colored glass. They will pursue attackers until the water. Within the tower, a spiral stair case descends into the next level of the city where magical knowledge and power await. The passageway continues past the tower.
- 15. Chasm over City**. At a, the passage is clogged with 3d6 statues, forzen in positions of alarm. A chasm, b, protected by a Wall of Force, reveals a glimpse of the city hundreds of feet below this cavern. The Wall of Force is from the protective sorcery of Zud Sida. Across the chasm is another revealed tower. Lounging about the tower are 1d3 basilisks, plus one basilisk of stone. The passage c is the lair of the 'Decorator' (1in3 chance of being here)
- 16. Diggers**. 4 troglodytes (whips, spears) and one overseer (whip, two-handed spiked club) guard 3d6 kobold slave diggers, hoping to find more of the city.
- 17. Troglodyte Priest**. Door (built by kobold slave labor) is stone and locked. 3 elite troglodytes (spears) and Troglodyte Priest (whip, magic unholy symbol). Priest can command blood demons and creatures on a turn undead check. Treasure is in a chest (poison needle trap) hidden beneath small altar.
- 18. Minaret**. Top of a tower at M. Runes inscribe it, projecting an aura. Magical/extraplanar evil creatures can not enter in 20', other evil creatures sickened.
- 19. Altar to Blood Demons**. Excavated, not natural. Sickly red glow from pool of blood at base of altar. Sacrificial Dagger lays upon the altar. If those who approach do not cut themselves, two Blood Demons rise from pool (sinews of solid blood, claws of sacrificial daggers.) Any wound caused by the blood demons creates a Blood Creature of same hitpoints, which attaches and attacks the wounded victim. Any heal spell dispels a blood creature (not demon).
- 20. Troglodyte guards**. 4. Javelins and spears.
- 21. Tower of the Mage Knights**. Top of a tower of Zud Sida unearthed by water, still intact. 4 undead mage knights (swords, spells) guard the tower. They will not approach the Blood Altar, but will attack Blood Demons. Spiral Staircase in tower descends to next level. Passage continues.
- 22. Tower Over Water**: Windows above river but central spiral stairs filled with water. Wand of Push in case next to window. Label on case in red ancient Zud Sidan script reads "Use in case of Emergency"

Shrine of the Savage Jungle – Level 1 by John Laviolette (talysman@gmail.com)



Defiled temple turned into shrine of Miazeim, the Lord of the Fiery Green.

Surface level: jungle ruins, large open pit (30-foot drop to chapel area 2) and intact 15-foot chimney (climbable, 45-foot drop to area 1C.)

Needs 2nd level w/ old priests' quarters in NE corner and 3rd level, any design.

Wandering Monsters (1d6) and Map Key

1. 2-5 Pteroblins (winged 1' high goblins armed with darts, blow out candles & torches and deflect arrows with gusts of wind from wings.) Also marked "p" on map. Worship Miazeim & vine seed pods.
2. 6-20 Giant Rat-sized red snapping lizards. Marked "L" on map.
3. Vine infection seed pod (1' diameter, floats slowly, contact with flesh or burst after hit: victims become vine zombies in a matter of hours.) Asterisk on map.
4. Vine zombie goblin, seed pod bursts from chest when slain. Marked "z" on map.
5. Jungle rot (slow crawling fungus, destroys cloth and leather, eats flesh.) Marked "R" on map.
6. Jungle fever (mobile, ravenous green mist of insect-level intelligence.) Cloud symbol on map.

In areas 3, 4, and 12, results 3-5 are treated as 1-6 ordinary goblins. They fear seed pods, vine zombies, jungle rot, and jungle fever.

Scale: 1 square = 10 Feet

Multi-location or Tunnel Traps/Features

Pit covered by wooden slats: 15' deep, crossable, but slats might break for heavily encumbered characters.

Anti-plant zone: section of red stone burns vine-infected, seed pods, other plant life.

Pit of green fluid: may be mistaken for acid, but does less damage. Odor causes slowed movement for an hour.

Water jet: blast of scalding water triggered by pressure plate. Resettable.

Fear gas: released by wire attached to top of door. Resettable.

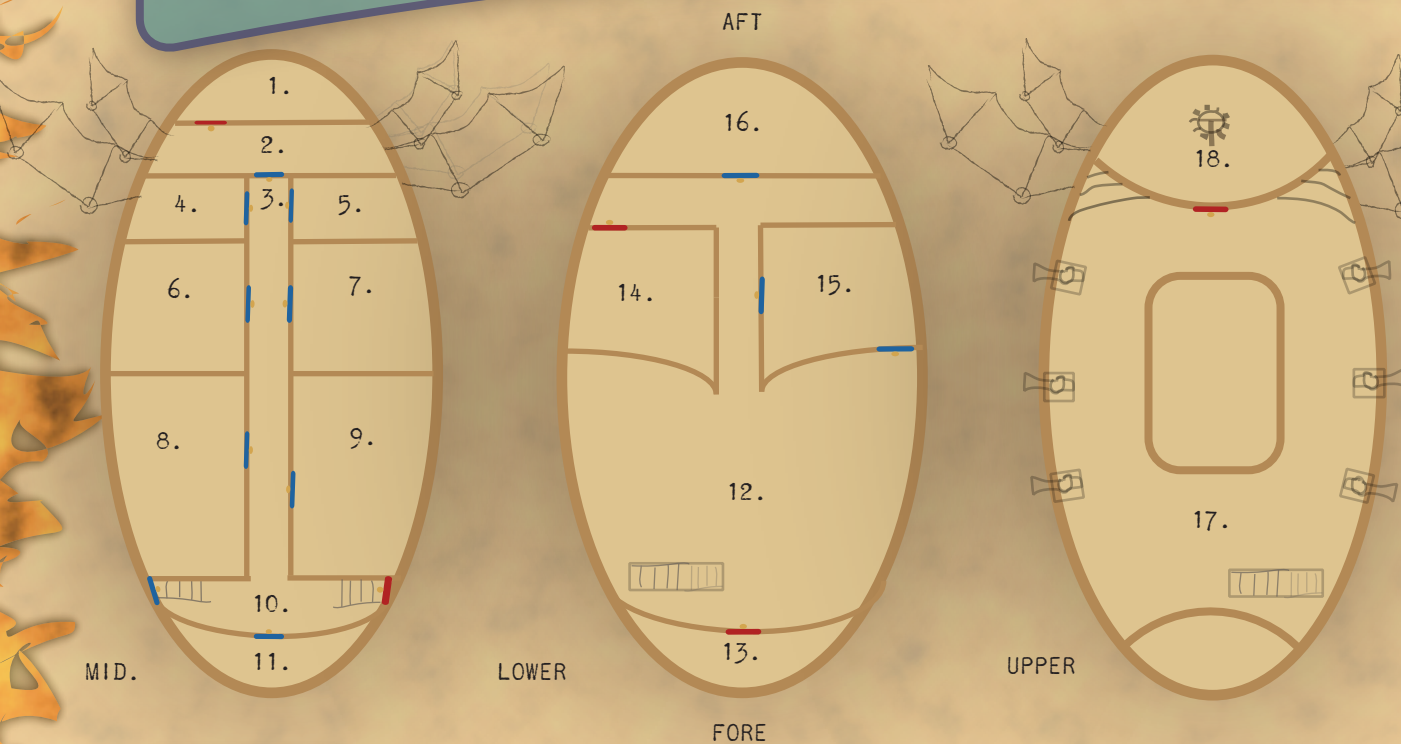
Pendulum trap: tripwire releases wooden beam + stone weight from slot in wall, smashing as a war hammer. Resettable by goblins, not pteroblins.

Room Key

1. **Entry Chamber:** locked room next to stairs: pool of glowing holy water (no affect on vine zombies.) 2 Seed pods. Pteroblin carries 1 dart, small golden bottle (20 gp) of "unholy sap" with golden vine inlay. Shaded area: ledge 5' from floor, rooms with 4' ceiling; 3 pteroblins, rack of 30 extra darts, bag of 150 copper coins, vine zombie backup in nearby room. Small blade stuck into inconspicuous slot in south wall unlocks secret door.
2. **Chapel:** pack of red snapping lizards. Short, locked brick pillar contains 10 gold coins. Secret door behind rotted curtains opened by lifting stone slab (weight: 2 grown men.). Must be propped open or held to pass through.
3. **Vestment Room:** Seed pod, massive stone mattock, peg on wall w/ vestments of high priest of (human) God of the Gentle Dark. Brass sacral crown worth 10 gold, much more to someone who recognizes historical value. Room beyond contains stone altar with ashes from burnt sacrifices in central depression.
4. **High Priest's Chamber:** Large pack of snapping lizards. 3 silver bars under huge pile of rubble (300 coins worth.)
5. **Priests' Antechamber:** Secret door opens when pushed. Rotted carpet covers door in floor down to subchamber w/ two staircases to 2nd level (NW and South areas.)
6. Skeleton w/ crushed skull marks location of pendulum trap. Secret door at end of passage opened by dagger in slot as for area 1.
7. Cloud of jungle fever guards bag of 280 copper coins beneath rubble.
8. **Preparation Chamber:** Seed pod, large table, locked door down to 2nd level (NE, old priests' quarters.) Pulling chain in south opens secret door, revealing jungle fever.
9. **Hidden Double Cavern:** Entered by slanting passage from sublevel. One silver bar near water jet trap. Another hole in ground leads to another subtunnel to area 10.
10. **Hidden Cavern:** Pendulum trap triggered as characters exit crawldole. Small chest near eyeslit in wall contains leather bindings and a copper branding tool with vine pattern.
11. **Treasure Chamber:** Extra difficult lock on door. Contains a sack of 200 copper coins. Signs that several chests used to be in room.
12. **Double Cavern:** East door protected by water jet trap. Cavern split by gate (rusted shut.) Jungle fever in south can pass through bars. Pterolin and seed pod can't. Burning wood in cursed oven creates a jungle fever cloud. Door to down staircase releases insect swarm onto landing.
13. **Guard Room:** Jungle rot covers 4 silver bars.
14. **Storage:** Broken glass and pottery, rusted pots, and wood. Seed pod. Lizards behind door crawl on small box of rare incense worth 20 gold coins.
15. **Jail:** Two goblin-made cages with stone bars, vine zombies near each. Jungle rot in one cage can crawl through bars. Locked rooms contain more jungle rot and a seed pod.
16. **Cellar:** Pack of lizards, 2 kegs strong wine (60 gp each, 1 glass = confusion, 2 = sleep.) Covered pit drops victim 10 feet, then floods with water.
17. **Annex:** Vine zombie and jungle fever. locked chest contains bronze flask of aromatic oil (10 gold coins.)

THE GREAT CLOUD CAPER

or, Trouble in the Seven Skies, or Gnomes on a Plane



This dungeon takes the form of a great oak airship commandeered by pirates of a Gnome variety. Players begin as stowaways on the middle deck (furthest to the left) and must make their way to the top deck and slay the Captain and/or gain control of the ship. But to get to the top deck players must seek out the drunken first mate who holds the keys (alternatively players could start in the prison).

Treasure: detailed treasure should be used as a guide, DM can alter quantity/kind as necessary. The most valuable treasure noted is the telescope in the special cargo.

Enemies: Gnome Pirates- Individual pirates should prove reasonably strong but by themselves should prove little bother to the party. As a group (3-6) they should prove to be more of a challenge. Drunken First mate- if woken from his intoxicated slumber he should prove to be an *interesting* challenge (interpret as you will). Captain- Should be quite powerful, especially in a group; should attempt to flee to his cabin if bested. All should be equipped with short swords and light armour except first mate and captain who should be a bit better

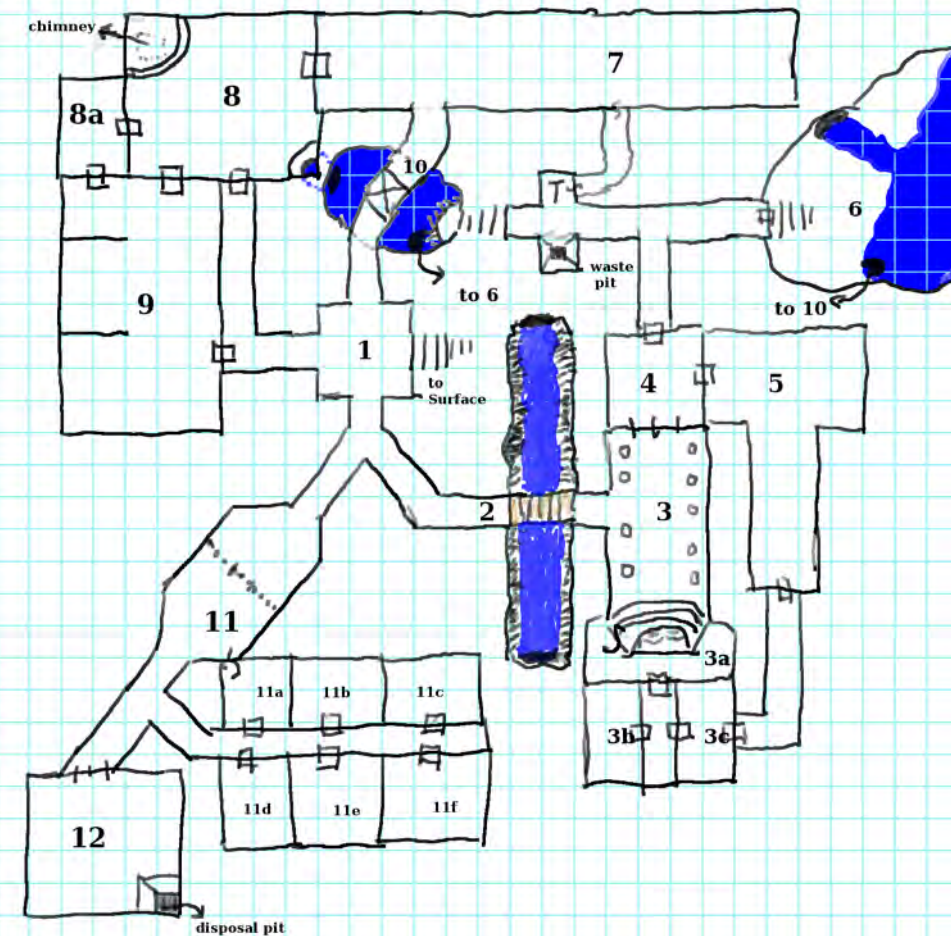
1. STOREROOM (ENTRANCE)- Locked door that can be picked (easy) or bashed (easy) or players can make noise to attract attention of nearby guard. If sufficient noise is made then guard in room 2 may notice.
2. RIGGING ROOM- One Gnomish Pirate, if not dealt with in room 1.
3. CORRIDOR.
4. WORKSHOP- Full of Gnomey bits and bobs. If workbench is tampered with a shock trap is released.
5. MINI LABORATORY- Full of bubbling potions. A successful search roll reveals a potion of intelligence and a potion of strength.
6. ENGINE ROOM- Contains the ship engine, if damaged or destroyed may cause ship to crash. Contains tools. Very loud. If players spend more than 2 rounds they take sonic damage unless preventative measures are taken.
7. SLEEPING QUARTERS- Contains 2 Gnome Pirates (some may be sleeping to begin with). Several chests altogether containing gold and common clothes.
8. SLEEPING QUARTERS- Contains four Gnome Pirates, several chests containing more gold and common clothes.
9. DINING ROOM- Contains set common cutlery. Also a cabinet of expensive cutlery with a shock trapped handle.
10. STAIRS- there are two sets of stairs, one leading down, one leading up (upper stairs lead to locked door- very hard to pick- key gained from first mate in room 13).
11. GALLEY/KITCHEN- Contains a Gnome pirate chef. Also contains cheap utensils. A Gnomish cookbook. A locked chest contains several valuable wines (medium lock), chef holds key.
12. MAIN LOWER DECK- Contains six sleeping Gnome Pirates, will wake easily if disturbed.
13. SPECIAL CARGO HOLD- Entrance is locked (very hard), key obtained from First Mate in room 16.
14. MOSTLY EMPTY CRATES- Successful search roll reveals very expensive telescope.
15. Prison- holds two prisoners- Jerome the Gnome (Chaotic good) and Cpt. Jones of the Gnomes (Lawful Evil). Each will attempt to persuade the party that they are good and that the other is evil and will backstab them if set free.
16. TEMPLE- Temple of a god of travel, engineering or something equally Gnomish. Contains Cleric Quentin who will not attack players unless provoked. May heal party if persuaded.
17. MAIN CARGO HOLD- contains First Mate passed out in, holding keys to special cargo and top deck door. Also contains crates containing normal weapons (short swords, short bows, daggers etc.).
18. TOP DECK- Contains four Gnome Pirates and Gnome Pirate Captain. When losing the battle the Captain will run to his cabin.
19. CAPTAIN'S QUARTERS- Locked (medium), keys held by pirate captain. Also a chest of 200 gold, various trinkets and gems.

The Ghouls' Shrine – by Joshua Macy v1.0

Warning: This is meat-grinder if the party isn't largely immune to Ghoul's Touch. Reduce the difficulty by using a rescue-the-prisoners scenario, or substituting Zombies

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Wandering Monsters –

1 in 6 chance per 20 minutes

- 1- The sound of a crying child
- 2- Ghoul carrying a fresh corpse
- 3- 1d4 random body parts
- 4- The stench of decayed roses
- 5- Ghostly Knight stalks by and vanishes
- 6- 1d6 Ghouls
- 7- Carrion Crawler
- 8- 1d6 Ghoul hounds
- 9*- Ocher Jelly from **#9**
- 10*- Ghoul Jester from **#3a**
- 11*- Ghoul Knight from **#5**
- 12*- Ghoul Princess from **#3b**, and 3 in 6 chance of 2d4 Ghoul Retainers. If alone will attempt deception

* Unique, will not recur if defeated; if encountered outside their rooms, replace the contents of the rooms with 1-3 Nothing, 4-5 1d4 Ghoul Hounds, 6 1d4 Ghouls

Legend

S – Secret Door

X – Pit in floor, 2 in 6 chance, closes after

T – Blade Trap, Dex Save or 2d6 damage.

Stonework or Architectural sense reveals this is a new installation.

Smoke Effects

1- Nauseated, unable to fight for 1d6 turns; if enough are nauseated the Jester may hurry through the secret door to attack

2- Hallucinating, 1 in 6 attack companions for 1d3 turns

3- Eyes water, but no other effects

4- CON increases by 1d6 for 1d4 hours

5- All wounds are healed

6- Permanent immunity to paralysis

Room Key

1.Entry: It is cool and dank down here. Throughout the shrine there are torch sconces in the walls, but no torches. The floor is covered with cracked faded tiles; it is impossible to make out the original pattern, but it is still somehow vaguely disturbing.

2. **Rotting Bridge:** The sound of a rushing river becomes noticeable well before you can see the source. The water is 20' below the rickety, rotting wooden bridge. 2 in 6 chance of falling through the boards, Dex Save or fall in; 1 round before even a strong swimmer is swept under and carried off. There is a metal bucket on stout rope tied to a metal ring on the Western wall. Instant action to toss bucket to person in water allows Dex Save to grab it.

3. Shrine: Shrine of the Forbidden God; the party knows nothing about this God other than his worship was forbidden by an evil ruler in ancient times and he is now forgotten. Statue of the God's face on the raised area, detects magic but not evil. Oil Brazier in front of the statue. If the party has not yet defeated the Ghoul Jester from **#3a**, the statue will speak to them in a booming voice. Jester will attempt to convince the party that it is the Forbidden God speaking to them, and they can cleanse the God's shrine and be richly rewarded (Option: true if they clear out the complex of Ghouls). It will then attempt to lure them to their doom, in whatever way seems most expedient, most likely confronting the Giant Crab in 6 or the Ocher Jelly in 9 depending on its assessment of the party's strength. If the party lights the brazier it gives off green, roiling smoke. Roll on the Smoke Effects chart for each person in 10'

3a: Room of the Voice: Pipes voice to Statue. Ghoul Jester: 3 x tougher than lesser Ghouls, and can hurl his head which will attack independently as another Ghoul (bite only) for 1d4 round before having to return. Needle-trapped chest with 3,000 GP, 12,000 SP and another 5000 GP in gems.

3b. Priest's Quarters: Ghoul Princess. She can pass for human, and is startlingly beautiful, and richly dressed. 4 x tougher than lesser Ghouls, and can cast spells as an Anti-Cleric of a level equal to the highest in the party. Charm Amulet (1/day). Fireproofing Ring. Wand of Telekinesis. Given an opportunity she will attempt to trick the party into believing she's a captive. She possesses the keys to the Prison and all the cells. 3 in 6 chance noise of a fight here will attract Ghoul Knight and 1d4 Ghouls from #5 if not already defeated.

3c: Acolytes' Quarters: Empty. Under a rotting rug there is a Scroll of Rock to Mud, flattened out.

4. **Vestry:** Empty, save for piles of clothes and assorted weapons and gear taken from captives. Option: Healing and other potions to make it easier.

5. **Crypt:** The coffins are all shattered and the crypts emptied; body parts, mostly skeletal, are strewn ankle-deep throughout. 2D6 Ghouls lurk clinging to the walls overhead. Ghoul Knight, 3 x tougher than lesser Ghouls, +1 plate armor. There is a 1 in 6 chance that the Ghoul Princess is here; if not, then any sounds of battle will (3 in 6) attract her and another 1d4 Ghouls in 1d6 turns, assuming she has not yet been defeated.

6. **Lake Room:** Giant Crab lurks in the lake. It's a brute, and should be impossible to defeat for the party's current power level without suffering losses (or at least expending all their power).

7. **Long Hall:** This was the dining hall, and still has furnishings. There are 1d6 Ghouls here, feasting on fresh corpses.

8. **Kitchen:** Cold fire-pit, chimney to the surface; chute w/20' drop to #10. 2 in 6 chance per turn that the Ocher Jelly from #9 will come investigate.

8a. **Pantry:** Both doors barricaded from inside; skeletons of 3 Dwarven adventurers. Each had mail armor, one had +2 War-hammer of Returning.

9. **Store Room:** Literally tons of dessicated and rotting food and goods. Large Ocher Jelly. Wand of Lightning with 3d10 charges and skeleton of wizard.

10. Feeding Pit: 2 in 6 chance of dropping 20' into the water, 10' deep. Stairs down from trapped corridor come to a rocky outcropping 10' above the water. 5 Carnivorous Crabs. Heaps of bones of all kinds piled on the bottom; 10 minute search has 1 in 6 chance of revealing sword and armor originally belonging to the ghostly Knight. Sword is +2, grants immunity to Ghoul Touch, Continuous Light on command; armor is size 14 full plate +1.

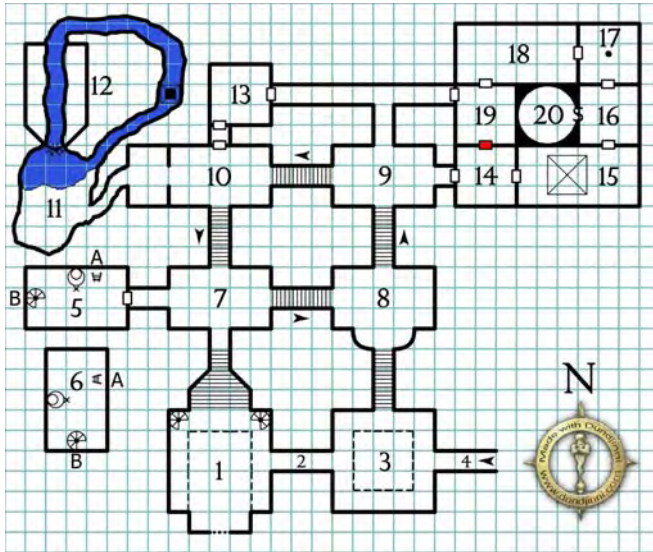
11. **Prison:** There are floor-to-ceiling bars, and a locked gate. There are furnishings for the guards. 2 skeletons of guards. 11A-f are cells. Cell F contains an animated marble statue named Arunthel, who will be favorably disposed towards the party if free. Arunthel was an Elven bard before being transformed; he's been trapped for centuries. The other cells contain 1d6 naked captives each, from recent raids by the Ghouls. Arunthel cannot be harmed by the Ghouls, so depending on the combat abilities the GM gives him, he can be made the key to the scenario or just a hanger-on.

12. **Torture Chamber:** Full of implements of torture, iron maiden, rack, etc. The pit in the corner is to dispose of bodies. 20' down there is water. There is an angry Ghost. One of the 4 skeletons chained to the wall has a glass eye that grants See Invisible if inserted in an empty eye-socket.

THE HALLS OF THE MAD MAGE

(1 square = 10 feet)

The archmage Callisto once claimed to have “conquered the insight of the seventeen quasi-dimensions of the elder lords of Oud”. It was not long before he had become known as the Mad Mage. But perhaps there was some method in that madness: His long-abandoned sanctuary – inhabited now by his former slaves and arcane experiments – is a place where space is contorted impossibly upon itself.



ESCHER EFFECTS

Teleportation spells and similar effects within the complex render random and unpredictable results (roll 1d20 on the area key to determine destination).

Everfalling River: The river leaving area 11 flows downhill to area 12, where it turns into a waterfall leading back to area 11. The river is waist-deep and can be easily waded in either direction, except for the 20' pit hidden underwater at the point indicated.

Endless Stairs: The stairs in areas 7-10 all rise in the direction indicated by the arrows. (You can climb counter-clockwise and end up where you started without ever descending again, or vice versa).

Twisted Observatories: The ladder marked A in area 5 leads up to the ladder marked A in area 6. Similarly, the stairs marked B in area 5 lead to the stairs marked B in area 6. This is impossible, but neither the ladder nor the stairs appear to care.

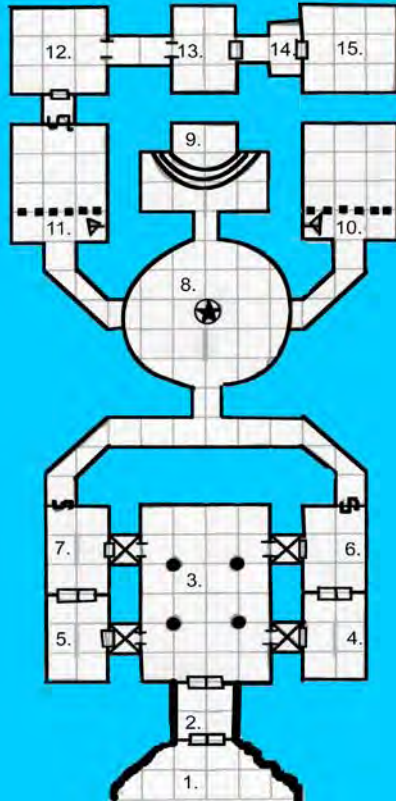
Mobius Chambers: The ceiling of each chamber in areas 14-19 is the corresponding chamber 14A-19A. Characters flying up to the corresponding chamber will find their gravity inverted if they touch the floor. Passing through the red door leads seamlessly to the inverted chamber on the opposite side. (A character completing two complete circuits through these chambers would end up back where they started).

AREA KEY

- 1. Entry:** A balcony studded with grotesque statuary surrounds three sides of an entry hall lined with gothic arches. 8 three-eyed, purple-skinned goblins lurk on the balcony, firing crossbows at those below.
- 2. Inverted Halls:** Two halls leave the entry, one from the balcony and one from the lower level. Both halls proceed in a straight line, but the hall from the balcony arrives in the lower level of the ballroom while the lower hall arrives upon the balcony of the ballroom.
- 3. Ballroom:** A floor of marble mosaic encircled by a balustraded balcony. Four automata dance amidst their 13 ruined brethren (who stand like broken marionettes). Each automata contains a small heart of mithril (worth 100 gp), but disturbing any of the automata triggers the wrath of the dancers (who attack as lesser golems).
- 4. Hall of the Ballroom:** This hall is arrow-straight, but both ends enter the ballroom from the east (one from the balcony and one from below).
- 5. Ethereal Observatory:** This telescope peers into the Ethereal Plane. Proper alignment of its chaotic lenses allows observation of the plane anywhere within 50 miles.
- 6. Observatory of the Unseen Sky:** This telescope can be trained anywhere in the sky. Looking through it reveals constellations alien to this world, even if the observations are made during the day or while the sky is overcast.
- 7. Callisto's Library:** Hundreds of books and scrolls can be found here, detailing impossible and improbable knowledge of all sorts. Many of the tomes are now infested with bookworms. Lairing here are six imps who once served as Callisto's librarians but have now reverted to savagery.
- 8. Tripod Salon:** All the furniture here has three legs and some of it is suited only for alien physiologies. There is a collection of fine wines behind a hidden panel.
- 9. Ethereal Fishery:** Dozens of stone fish hang motionless in mid-air. Those upon the Ethereal Plane find the chamber filled with water and there the fish swim freely. A large ethereal marauder lurks here, feeding periodically upon the fish.
- 10. The Slipstream:** A blue vortex of arcane energy is suspended in the center of this empty chamber. Anyone touching the vortex is immediately pulled onto the Ethereal Plane. There is a 10% chance that anyone merely passing through the chamber is similarly affected.
- 11. Pool of Black Crystal:** Clumps of strange black crystals protrude from the walls of this natural cavern. The cerulean pool, rimmed with more of the black crystals and stygian in its depth, is home to the Tentacled Thing.
- 12. Waterfall Cavern:** Portraits and statues of multi-colored, living water fill this chamber. The roar of the waterfall provides pleasant white noise. Two of the "statues" are actually water elementals *geased* to protect the art.
- 13. Bedchamber:** Small globes glowing with magentic hues float through this richly-accountered bedchamber. A poltergeist haunts the room, but anyone holding one of the globes is invisible to him. The globes burst like soap bubbles if removed from the room.
- 14. Circle of the Fiend:** 6 legless, well-cushioned chairs float around a magic circle. If any of the chairs are used, the illusion of a pit fiend appears in the circle. If attacked, the pit fiend vanishes forever. If addressed, the pit fiend will answer 1d6 questions as per a *commune* spell. If blood is shed in the circle, the pit fiend summons 1d6 lemures who serve their blood master for 1d20 days.
- 14A. Fairy Pond:** The lily pond here is home to a water fairy named Ussa. Ussa is pettily attractive, knows much of the complex, and is a consummate liar. She will particularly warn the PCs not to trust the "fiend below" (referring to the pit fiend illusion in area 14).
- 15. The Twice Pit:** The pit is 20' deep. Those who fall then suffer *reverse gravity* and fall up to the floor of the inverted chamber.
- 15A. Battle Chamber:** Animated toy soldiers endlessly play out the assault upon the Moathouse in miniature. If disturbed they band forces against the interlopers.
- 16. Crystal Lies:** A *crystal ball* sits on a pedestal of dreadwood. It shows only endless lies until the victim realizes it's lying. It then reverts to normal operation.
- 16A. Tomb of Many Callistos:** The 12 sarcophagi in this room each contain an identical corpse.
- 17. Eldritch Pole:** A pole of blackened adamantite thickly etched with arcane runes extends from area 17 to area 17A (it can be easily climbed). The flagstones in this chamber are rounded domes. Several stones, if pressed upon, glow with a magical light which will be mirrored by the identical stones in the inverted chamber.
- 17A. The Other End of the Pole:** Indistinguishable from area 17.
- 18. Hall of Mobius Portraits:** 13 portraits hang on the walls here. 11 depict the other mobius chambers and can be climbed through as if they were windows (return is not possible). The remaining 2 depict strange vistas, but are quite impassable.
- 18A. The Imperfect Mirror:** The floor of this chamber is mirrored glass, but does not reflect anyone walking upon it. At first glance, it appears to reflect area 18 perfectly, but anyone studying it carefully will realize that their own reflection is imperfect – its actions slightly (and disturbingly) different from their own.
- 19. Reagent Stores:** The low, tightly crammed shelves in this chamber contain a vast storehouse of common magical reagents. A thorough search turns up 6 pearls suitable for *identify* spells. A dusty skull sitting atop one shelf acts as a *stone of alarm*, screeching loudly if any of the room's contents are disturbed.
- 19A. Garden of Black Roses:** The room is filled with black-bloomed roses. They fill the room with mild, nausea-inducing fumes. The blooms themselves are a contact poison. A giant black snake (immune to the poison) lairs here.
- 20. Sphere of Twin Trees:** The interior of a huge sphere of smoky-grey glass (impossibly four times the size of the area shown on the map). Those inside can walk completely around the sphere in all directions. In the center of the chamber are two large, gnarled trees, growing in opposite directions with their roots tangled together around a silvered branch of Yggdrasil (which can be used as a staff with the function of a *rod of wonders*). The tree with leaves of pure white is home to the Pearlescent Dryad. The tree with leaves of midnight black is home to the Obsidian Dryad.

The Lost Tomb of Jarmun-Riis

Each square = 10 feet



Wandering Monsters

- Check every turn, 1 in 10 chance; roll 2d6
- 2- 1d6 skeletal hounds
 - 3- the sound of shuffling feet, approaching from ahead
 - 4- 1d6 aspix (save vs. Death on successful attack, or body will turn to stone in d10 turns; can be stopped by Remove Poison or Cure Disease, Stone to Flesh will slow change for d10 turns)
 - 5- insane laughter devolving into a horrifying scream
 - 6- 3d4 large scarab beetles
 - 7- 2d20 giant rats
 - 8- 2d20 vampire bats (save vs. Poison on successful hit, or bat attaches, and does d4 due to blood loss next round)
 - 9- 1d6 zombie patrollers
 - 10- 1d8 skeletal patrollers
 - 11- d6 large spiders
 - 12- 1 will-o-the-wisp

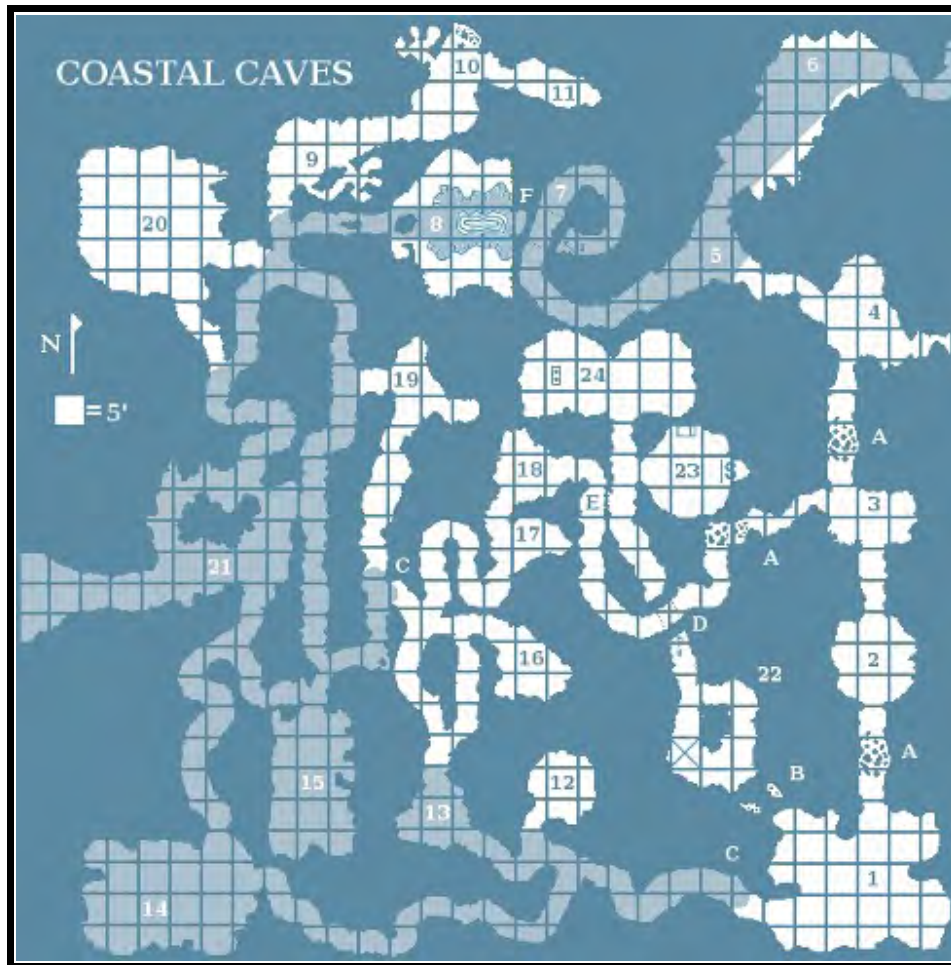
Legend

- S – Secret Door
- X – Pit in floor (10', spiked, d6 damage, 1 in 10 contracts tetanus from rusty spikes, requiring Cure Disease)
- Hallways are lit by low-light magical sconces every 20'; provides weak illumination, Dark vision at half range
- Secret doors in 6. and 7. detected as normal (1 in 6 chance); door in 11. only detected 1 in 8, and only opens if portcullis lowered
- All skeletons in the complex will reform every 12 hours, unless they are killed by acid, extreme heat (Fireballs, etc.) or disintegration

Room Key

1. **Leering Entrance:** walls are covered with hundreds of leering gargoyle faces, whose open mouths are connected to natural pipes through the hillside, causing them to moan constantly in the breeze; Morale Check for all hirelings and retainers at -1; doors are locked with standard locks
2. **Grand Entryway:** doorway to 3. locked with Superior Lock (-20% to pick); door trapped with Fear gas (unless disarmed, gargoyle faces on doors will spew gas into first two ranks; save vs. Paralysis, or flee in terror for d10 rounds in random direction; to return through doors, must make save vs. Poison at -2 or be unable to continue)
3. **The Hall of Murals:** walls are covered with bas relief murals of life of Jarmun-Riis; the four columns are Caryatid Columns (assorted mundane treasure), will attack anyone who does not show proper devotion before image of Jarmun-Riis, will try to direct characters towards pit traps
4. **The Hall of Slaves:** the bodies of Jarmun-Riis' devoted slaves rest here, after they have been turned to zombies; 2d6 zombies rise to attack characters 1 round after entering the room
5. **The Hall of Servants:** row upon row of skeletons, bowed in supplication to an image of Jarmun-Riis on the south wall; if they are disturbed in any way (DEX checks for each character not to accidentally move skeletons while simply moving through room), 2d6 skeletons will arise, and attack the party until they are dead, or the party leaves the room; there are 36 skeletons in the room
6. **The Hall of Pets:** the room is filled with the bodies of Jarmun-Riis' beloved warhound mastiffs and their handlers; they will attack anything that comes more than 5' into the room; 12 skeletal warhounds, 4 skeletal trainers
7. **The Hall of Servants:** the bodies of Jarmun-Riis' personal bodyguards stand arrayed in their armor, ready to defend their master; they will attack anything which enters this room; 12 lesser skeletal warriors (mundane, small magical weapons/armor)
8. **The Rotunda of Jarmun-Riis:** center of room is giant statue of Jarmun-Riis; is actually an iron golem; this room is a giant rotating room; entrances to 10. and 11. are hidden when party enters; the golem's pedestal rotates in two directions; must make 2 detect traps and 2 disarm traps rolls for room to rotate 90° and expose cross passages; otherwise, room rotates 45° and iron golem activates, room stays locked in this position for 6 turns, then resets; if iron golem defeated, will repair and rise again in d10 turns
9. **Fake Mortuary:** contains fake sarcophagus on pedestal; inside are 6 aspix, and 1 ghoul; automatic surprise when sarcophagus is opened, and causes 6 warrior skeletons to arise from bones on floor (small mundane treasure)
10. **The Hall of Fools:** entry to room blocked by magical portcullis (cannot be forced); lever to lift is to left of door, but activating lever resets rotunda in 8. (WIS check to notice sound of rotunda shifting); portcullis takes 4 rounds to raise; room is full of dead bodies (mundane/small magical treasure), all infested with rot grubs (15 in all); large chest in back of room is a mimic; only way out if rotunda resets is for someone to rotate room from rotunda, or teleportation
11. **The Vault of Jarmun-Riis:** room blocked by magical portcullis as in 10., switch to right of door; secret door in room can only be opened if portcullis is lowered; room contains gelatinous cube 20' into room (coins and gems)
12. **Laboratory:** the alchemical laboratory of Jarmun-Riis (magical potions treasures); most of the concoctions have gone to waste, however, there is still a sealed jug which contains a green slime, and an olive slime on the ceiling, there are also 3 man-sized bodies laying on the floor, which are really slime zombies
13. **The Hall of Secrets:** this is where much of Jarmun-Riis' greater valuables were kept, including alchemical formulae, scholarly essays and spellbooks (scroll treasures, minor magic items, greater mundane treasure); they are guarded by a crypt thing
14. **Outer Vestibule:** The entry to the Ossuary is guarded by 4 greater skeletal warriors, Jarmun-Riis' elite bodyguards (magical weapons and armor treasure)
15. **The Ossuary of Jarmun-Riis:** walls of this room are covered in bones. A sarcophagus rests on the east wall, which holds the body of Jarmun-Riis, who has become a ghaist (major magic item treasure). If the party does not offer some sort of offering to Jarmun-Riis within 1 round of entering the Ossuary, d6 giant skeletons will come out of the bone walls; if a skeleton is slain, a new one will take it's place d4 rounds after it falls; they will continue to come out of the walls until the party leaves the room

Coastal Caves



Wandering Monsters

- 2-3. 1d3 Blind Cave Salamanders
- 4-5. 1d2 Poisonous Giant Centipedes,
- 6-7. 1d6 Giant Centipedes
- 8-9. 1d6 Carnivorous Bats
- 10-12. 1d3 Bandits

Overview

This is a living cave system. The water flowing through the limestone, carving & depositing this cave's features, has shifted over time, leaving the old path dry (rooms 1-4). The caves can be entered from the sea (21) or an 'Obbit-sized creature might enter through the cleft into the bat cave (4), but most will discover the mouth (1). The caves climb steeply towards their greatest elevation (4-5-6) & incautious explorers will find their way down again quickly if they slip (7) & fall the 60' to the pool (8). While the water in the highest part of the caves is barely a seep across the stone floor, it collects in the lower parts of the caves (13-15,21) to the height of a human's chest (4'). This water is quite cold. On entering any room for the first time there is a chance of finding a fine quartz crystal.

Rumors

- 1. An Emperor's son disappeared here long ago (?)
- 2. Pirates have used the caves to hide treasure (T)
- 3. Quartz Crystals can be pried from the walls (T)
- 4. A Tribe of pale fish-things worships here (F)
- 5. Noxious fumes fill the caves (F)
- 6. Bats attacked a flock of sheep then fled here (T)
- 7. At high tide the caves are entirely submerged (F)
- 8. A Leucrocotta cries in the voice of a child here (F)
- 9. These caves were here before language (T)
- 10. A pool in the caves grants strength to drinkers(F)
- 11. A Witch's abandoned child haunts the caves (F)
- 12. Black Brom's first mate was marooned here (T)

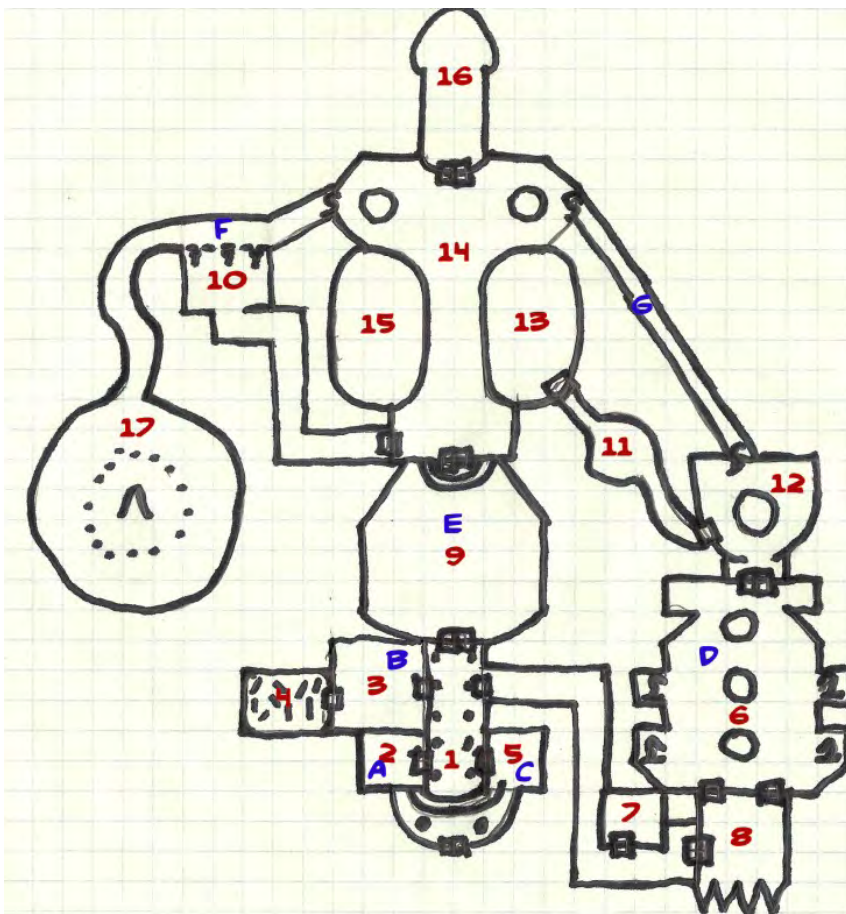
Room Key

A. Steep, v-shaped, & strewn with loose rock, these passages rise 5' for every 5'. Climbers are unable to use 2-handed weapons, will have difficulty in combat, &, if doing anything but carefully climbing, may slide, hurting themselves & possibly dislodging fellow climbers. **B.** This passage caved in centuries ago. Clearing would take a half day of hard mining attracting wandering monsters. **C.** Water on the floor here rises 1' per 5' to a depth of 4'. Explorers must move slowly & will have difficulty with combat while wading. The ceilings are too low & irregular for rafting. **D.** A fist-sized hole in the floor here opens up, 2' down, into a stale-aired, empty space. Silent. Dark. **E.** The limestone of the wall here is very thin. Obvious to anyone tapping, possible for others to notice. It can be broken through as per opening a stuck door. **F.** Water trickles quietly down this slick, stone face, not quite enough to form a waterfall. 60' high & impossible to scale unassisted.

- 1. **Storage Cave:** A fire pit near the entrance suggests recent use. The crumbled remains of wooden shelves once used to store cheese rounds made in a nearby hamlet litter the E wall. If disturbed, 1d6 Giant Centipedes attack. Inspection of the wall near B reveals a faded, ochre glyph (this marked the entrance to the vestibule of the forbidden cult). On later visits to the Caves, 3 Bandits will be camped here. The Bandits' actions depend on party strength, but they are cowardly & would rather pose as friendly, wait for the party to explore, & try to take their treasure when they exit again weakened.
- 2-3. **Empty:** The cave floors here slope toward the N, but not as steeply as the "A" passages above.
- 4. **Guano Cave:** This room is nearly filled with bat guano. 2d6 Carnivorous Bats hang from the ceiling, will attack & pursue anything entering this cave.
- 5. **Empty:** The water here is just a trickle across the floor from 6. The floor is slippery & begins to slope slightly to the west, steepening in 7.
- 6. **Spring Cave:** Just enough water seeps from NE to keep the lower caves filled. A grotesquely contorted, bird-sized fossil in the north wall is worth plenty to a sage, mage, or cleric if delivered intact.
- 7. **Spiral Slide:** Unless extreme caution is exercised, an explorer is very likely to lose footing & slide over F, falling down to 8, totally surprised.
- 8. **Waterfall Pool:** Pool is 15' deep. 2 Blind Cave Salamanders Perch on ledges. They're less likely to hit if more than 1 opponent is moving in the water.
- 9. **Primeval Burial Cave A:** Three calcified bodies in niches. A flawless, pink pearl, a rough, red coral necklace, & a natural, palm-sized nugget of gold.
- 10. **Primeval Burial Cave B:** Two calcified bodies in niches. Heavy, spiraled brass pectoral +1 protection & unique, egg-sized amber encasing a tiny fairy
- 11-13. **Empty:** Still. Quiet. Pastel rose formations.
- 14. **Crayfish Cave:** Blind Giant Crayfish. It's less likely to hit if more than 1 opponent is moving in the water. This 10' albino beast glints in torchlight. It tangled golden neck chains around each pincer while still small & has now grown into them. It must be killed to remove this extremely valuable jewelry.
- 15. **Glowing Cave:** Hundreds of pale green dots fluoresce, star-like, on the ceiling. These are glowworms, harmless, & will give off a dim light 5' for up to an hour after taken from the cave. The cave is filled with their hanging strands of mucus. The strands are harmless but disorienting for any combat here.
- 16. **Crawling Cave:** The ceilings & walls of this small cave undulate with pale-legs: 5d6 Centipedes. Will pursue, can swim. Nightmarish.
- 17-19. **Empty:** Still. Quiet. Pale yellow formations.
- 20. **Bison-Painted Cave:** Majestic cave paintings of bison run across the walls in red & yellow ochres. The floor is dry & layered with dust. On close inspection the white outline of 2 palm prints are found painted in center of the floor. First person to kneel, placing hands here, receives +1 Str, permanently.
- 21. **Sea Cave:** Salt air & the soft lapping of waves more apparent as this room is approached. A huge, bleached skull is beached on the central island, 1d6 of its teeth have been scrimshawed. The weathered ruins of 2 chests & a rowboat, & hundreds of silver coins litter the isle. Water quickly deepens to the W.
- 22. **Ancient Vestibule:** 10' covered pit trap. Huddled in the SE, is a pallid, naked figure: Weakened Ghoul. It has lain here for centuries without feeding.
- 23. **Cult Leader's Chamber:** An ancient cane bed. Strings of clay beads conceal a niche with a false rock face, crude & easy to find. Inside: stacks of juvenile bones with cut marks are piled by type, a child-sized crown of gold, a charm scroll, a torn treasure map, & a very rare book: *Ultra Tetrapharmakos*.
- 24. **Forbidden Shrine:** Those entering catch a waft of cinnamon & strains of faint music, never to repeat. The walls bear faded frescoes of forbidden acts. Brass braziers sit in each corner. Soiled reed bedding is strewn about the E end. A small skeleton lies on the crude, limestone altar. Black stains trail from the altar to room 23. Close inspection of the altar reveals a tiny, perfect diamond.

Chapel of Priapus

General Info: The chapel is located inside a hill or mountain. The phallic northern chamber protrudes from the hillside; it looks even less subtle from the outside, so PCs should enter from the south. Marble construction. Doors are wooden and unlocked, but often stuck. No lighting, but frequent torchholders. Classical architecture.



Legend

S – Secret Door

New Monsters

Naamah: Succubi undergoing a millennium-long purgatory before becoming angels. Currently neutral and ornery. Depowered; similar to a Dryad. Naamah turn to stone for 1d6 minutes when they try to consummate a seduction.

Father Mushroom: A pixie with a large mushroom cap. Likes to surreptitiously cast spells on adventurers trying to solve the non-puzzle in room 10, making them think that there is some hidden pattern.

Priapic Gargoyle: As regular animated statue, but with natural reach weapon.

Priapic Vine: As permanent Entangle spell, but intelligent and prone to invading any orifice that presents itself. Those with vines in mouth cannot speak audibly (or cast spells). Woe unto the loincloth-clad barbarian.

Treasures:

A Skeleton yields damaged full plate, 122 gp, 1000 cp, and +1 greatsword *Oaf-Sower* (cursed: user always fails to save against charms of succubi, nymphs, etc)

B At bottom of pool, 382 gp, 1200 sp, 2000 cp.

C *Scythe of Priapus*; ineffective as a weapon, but permits holder to turn plants and farm pests as a cleric of his level turns undead. Clerics of Priapus may use as holy symbol.

D Skeleton yields leather, torch, hinged 10' pole, 1000 gp in currency.

E 5 gems in stake are worth total of 1200 gp.

F Father Mushroom uses *Pipes of Sounding*.

G Elf skeleton wears Amulet of Priapus, 2 scrolls with phallic rollers. One describes Naamah, 1 describes function of room 16. Scroll is worth 600 gp as relic.

Room Key

1. Glass ladder leads 10' up north wall to elevated passage. When weight is placed on second-to-top rung, all rungs fall away on hidden hinges (causing climbers to fall). Iron bar springs out of wall behind ladder, extending straight out 4' above ground. Climber crotches himself on pole, incapacitating him.
2. Mural of tree extending up into clouds. Purification font – strangely low, about 3' off ground. Skeleton of dwarf adventurer in full plate (dented all over).
3. Walkway bisects room-spanning pool of water. Wrap-around bas-relief depicts, from northwest to southwest: purple worm, couatl, bulette, ravid, thoqqua, snakes, fleeing human woman. Light leaks through stone western door inscribed: "Be Thou Forever Upright".
4. Whole room mirrored, even floor. Freestanding mirrors fill room. Magically lit. One who looks into any mirror grows infatuated with first physically compatible character whose reflection he sees. Similar to Charm Person, includes growing desire for physical consummation. Each day, cumulative 10% chance character cannot sleep, enters rage in tense situations. Countered by Remove Curse or similar, 50% chance to end if infatuation is consummated.
5. Rune circle on the ground contains a riddle: "Some give them unbidden/When first they rise, they're hidden /They're buried in low places/Or left untended till they fall". The answer, "Erections," causes Treasure C to appear in rune circle.
6. Three circular altars. Alcoves hold sculpted dragon heads (no arms or wings visible in these busts, crests are exceptionally prominent). Halfling-sized skeleton in leather armor; equipped as thief. Torch lies by its side. Jeweled statue of satyr. Runes scribed on statue's base contain spell, *Death of 1,000 Peckers* (summons swarm of woodpeckers to attack). Spell triggered by tampering with statue. May be added to spellbook if deciphered.
7. Bedroom with circular bed in middle, scattered chairs. Tapestries on wall depict acts appropriate to fertility god (except that some of them can't result in conception, barring poor aim). Alcove holds idol similar to Buddha, but predictably ithyphallic.
8. Alcoves contain 4 Naamah. Will attempt to force PCs to pleasure them using magic, bribery, intimidation, even force. May escalate into violence.
9. Chill air. Crude pine box in center of room. Within is skeleton clothed in rags with stake in chest. None of this is magical – just an adventurer's way of hiding treasure. A stack of small but beautiful gems are hidden within stake, which is secretly hollow.
10. Dotted line is a wall, mostly real, with small gaps covered by illusory wall. Real sections hold leering, large-nosed faces staring into room. Each has painted tongue: blue, red and yellow. Faces detect as magical, but are not. Father Mushroom's lair is behind wall. He hears intruders in this room, torments them surreptitiously as they try to solve "puzzle." Father Mushroom knows about illusory wall, can see through it to target spells.
11. Latrine. Locked cabinet on the wall is inscribed: "Let the Blade of the Righteous Pierce Deep and Fear Not". Within it are 2d6 lambskin condoms.
12. Blue mosaic dance floor. Tapestries depict dancing. Standing instruments on room's perimeter, among them piano (secretly connected to two easily-overlooked holes in north wall). Beneath loose tile in mosaic is keyring with two straight rod keys, 1 forked key that can enter both holes at once. Forked key is a tuning fork. When it is sounding same note as piano, plugging it into the holes causes section of wall to fold down, revealing corridor to room 14.
13. Bas-relief depicts Priapus feeding the masses (giant cucumbers). 7' tall gargoyle crouches, sporting 5' erection; engraved on chest is: "O Priapus, May You Bless Our Bounty". Plain altar stands before statue. If prayer is spoken, any vegetable, fruit or grain on altar will double in size.
14. Inscription: "Only the Fruit of the Harvest or the Blood of the Donkey Shall Open This Passage." Westward is pit full of ash, tapestry of fruits and vegetables. Eastward, a similar pit but with bones in it & a tapestry of donkey fleeing Priapus. North doors magically locked, will open for burnt sacrifice of produce or of donkey. Doors may be beaten down, perhaps fooled by skilled characters. Violent or failed attempt to open doors animate Priapic Gargoyles in rooms 20 & 22. They battle intruding character & any who attack them.
15. Bas-relief depicts Priapus in sylvan wood, beating a donkey to death with his penis. 7' tall gargoyle crouches, sporting 5' erection; engraved on chest is: "O Priapus, Smite the Braying Ass". Whoever touches altar while prayer is intoned falls prey to phallus-themed accident next time he/she speaks.
16. Upward-sloping cylindrical corridor ends in window-lined chamber. Large open hole at north end of the chamber overlooks kingdom below. "X" chalked on floor halfway through the room. Anyone who wears Amulet of Priapus, reads inscribed prayer in this room triggers energy field that fills chamber from north to south. Field launches living things through hole; the farther south in chamber, the farther being is launched. Beings standing on X land safely in sacred pool far away. Beings farther north drop out of hole, take minor falling damage; beings farther south launched over pool, take major falling damage.
17. Path leads up to garden on surface. Obelisk at center; Inscription ("Male or Female, Disrupt the Peace, and you Will Learn Of Priapus's Vines") is grown over. Violence here triggers attack by Priapic Vines. 2 Satyrs try to provoke PCs into attacking as prank. Will not seriously harm those who can take a joke.

The Nigh Infinite Dungeon (Loonook)

Wandering Monsters

Special FX (Creature):
d100

1 – 2: Has 1 HP.

3 – 10: Has half normal HP.

11 – 16: Loses 1 Hit Dice.

17– 20: Gains a -2 penalty to two stats.

21 – 23: Has two abilities of a Rogue of level ½ its HD usable 1/day.

24 – 25: May cast 1 spell/use one spell-like ability of level ½ HD 1/day.

26 – 28: Has Rage and Favored Enemy to Character in Party.

28 – 31: Has a -2 penalty to one stat.

32 – 35: Has special senses.

36 – 45: Enhanced (creature's attacks are considering Magical).

47: Cursed (Gives a -1/4 HD to attack, damage, and skill checks in a 1d6 unit radius).

48 – 49: Has alternate movement appropriate to location.

50 – 75: No Special FX.

76 -79: Gains a +2 bonus to all stats.

80 – 82: Does not provoke Attacks on movement.

83 – 85: Has one special ability of a creature of its type.

86 – 89: Criticals on first attack.

90-92: Deals (½ HD)d6 damage upon death.

93-95: Is one size category larger than normal.

96: Has the buffs of random party member.

97: Has maximum HP for creature of its type.

98: There are 1d3-1 of these creatures.

99: As 98, but reroll for each for additional FX.

100: 4X normal treasure, reroll three times on chart for additional FX

Room Key Directions:

Start Dungeon at Top Left-hand corner. Generate each room using these guidelines. Dungeon ends when Number 8 resolves or space is gone. Determine d3 Random Challenges for every 10 rooms which are dispersed throughout the Dungeon at intervals using steps 5-7. Note any necessary details on back of sheet.

1.) Area of Room: Roll (2d6)*2 twice. This is the area of the room in the system's units.

2.) Height of Room: Roll 2d6. This is the height of the ceiling. If Challenge's size is Larger Than Human, Apply the Multiplier.

3.) Number of Doors: Roll 1d6 (minimum 1.) If more than 4, 1 door leads to a **Secret Room**.

4.) Number of Challenges – Roll 1d6 – 2 (Minimum 0).

5.) CR of Challenge: Roll opposing 1d6, one low one high. Subtract Low dice from high, and CR = to result.

6.) Challenge Type: Roll 1d6. 1 – Animal, Plant, Magic Animal, Vermin or Fey, 2 - Dragon, Elemental, Fey, and/or Giant 3 – Humanoid, Monstrous Humanoid. 4 -Ooze, Aberration, Outsider, and/or Construct. 5 – Trap, Natural Feature, or Other.. 6 – Roll Twice; If 6 results, Double all Treasure.

7.) Special FX Check: Roll 1d3. 1-4 – None. **5** – Creature has **Special FX**. **6** – Location/Challenge has **Special FX**.

8.) End Dungeon?/Leader Room?: Roll 3d6. If results add up to 16 or higher, End Dungeon.

Special FX (Location):

Location FX: Roll 2d6.

2d6

1-3 – Location is normal.

4 – Location has odd gravity (1d3 – 1 – Half, 2 – Double, 3 – No Gravity).

5 – Location has the Characteristics of a Planar Type.

6 – Location is Hallowed/Desecrated.

7-8 – Location is the site of eldritch experiments (all treasure is in the form of scrolls or potions).

9 – Location is a Prison (Save d6 Prisoners).

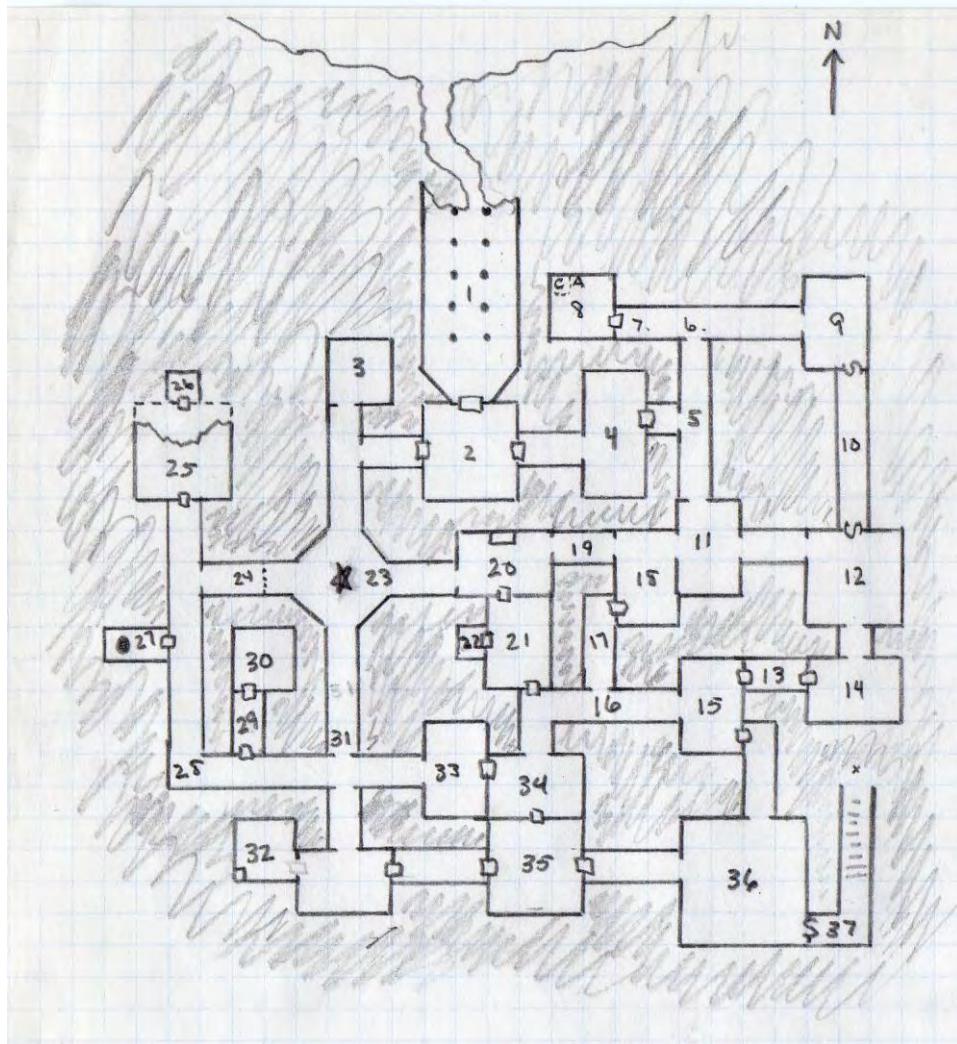
10 – Location is Underwater/Contains a Pond.

11 – Location contains odd geography or notably different materials than rest of dungeon (no effect).

12 – Location has a secret door.

The Crumbling Dungeon

by Lord Kilgore



These ruins can be reached via a narrow tunnel in the side of a crevasse in a region known for earthquakes and landslides. The chambers and corridors are often littered with broken stone, the walls are often cracked or uneven, and the doors are often jammed by the geological forces in the area. What power fuels these forces, no one can say.

Random Encounters (1 in 6 chance every half hour)	
1	Tremor – see sub-table
2	1 Large Scorpion
3	1-4 Giant Rats
4	1-3 Giant Centipedes
5	2-5 Kobolds
6	1-4 Skeletons

Tremor Sub-Table	
1	Save vs. paralyzation or take 2-5 damage from falling rock
2	Floor cracks open, Dex check or fall in to 10' pit
3	Entrance tunnel collapses – 1d6 days to clear
4	Crack reveals ancient tomb – 1-6 Skeletons rise and attack
5	Water floods area
6	Total collapse – Dex check to escape in random direction

Encounter Key

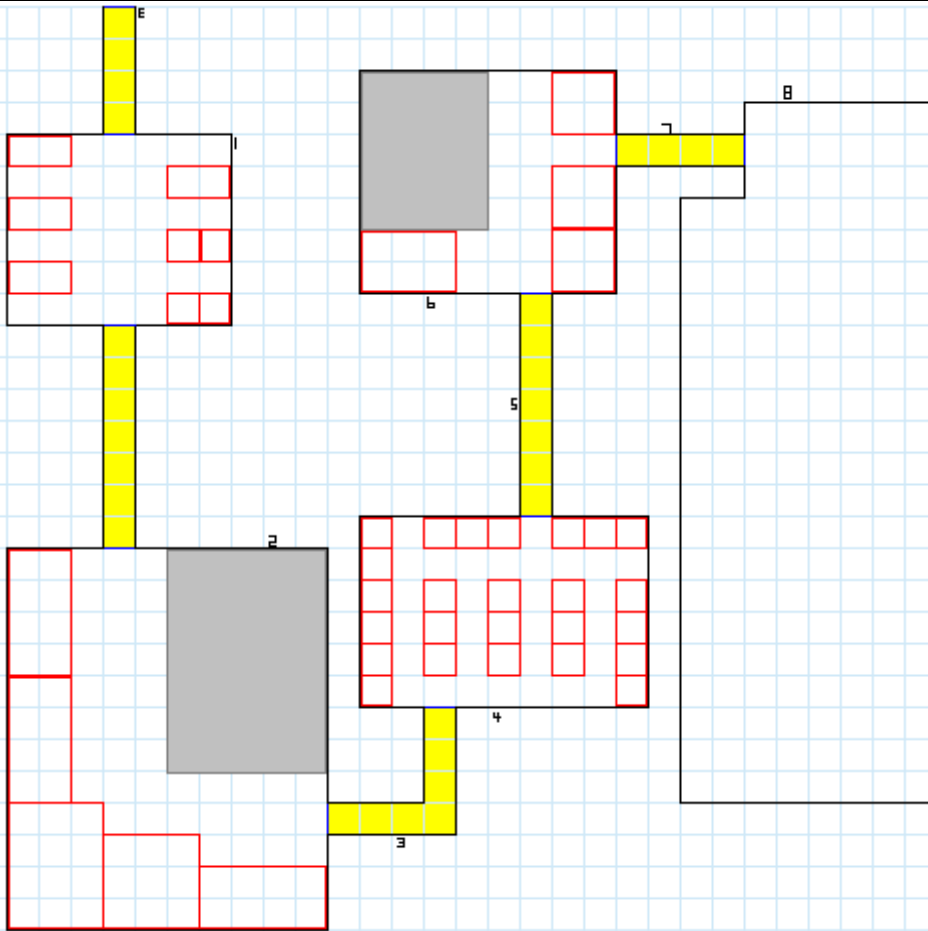
- 3 Large Spiders in webs between columns– Kobold skeleton (dead) hangs in webs
- Potion of Healing* buried in pile of rubble
- 6 Giant Rats gnawing on skeleton of Kobold
- 4 Kobold guards with spears and daggers, will fall back and try to draw invaders into pit (#5)
- 10' trapdoor pit – Kobolds will know to avoid it
- Defensive barrier of stones piled in doorway manned by 4 Kobolds with spears
- Giant Badger (Kobold leader's guard dog) chained to wall
- Kobold leader with 3 Kobold bodyguards, each has spear and short sword
 - Hidden under loose stone in floor: Iron box with three 50gp gems, 100 gp, 250 sp
- 2 Large Bats and 150 normal bats – 2 vials of holy water buried in guano
- Dead human in chainmail with shield, longsword, dagger, and 50gp
- Leaves on floor - fissure in ceiling leads to surface, humans can not fit through
- 4 barrels: 3 of wine (100gp value), 1 containing Large Scorpion
- 2' deep water on floor contains swarm of leeches (1-2 damage per round spent in water after 1st)
- 2' deep water on floor, +1 *dagger* lies near center of chamber
- 2' deep water on floor
- Rubble strewn on floor of corridor – half movement rate, Dex check to avoid fall if running
- Corridor filled with thick webs
- Moss-covered fresco, must clear to see horned giant opening door for travelers
- 5' wide crevasse spans corridor – 50' deep
- Huge fireplace, chimney leads to surface but is inhabited by 200 normal bats
- Rubble-strewn chamber, west door is locked and trapped (dart fired from above)
- Bag on floor contains 100gp, scroll of *Cure Light Wounds*, and scepter for statue in #23
- Statue of ancient queen, her crown broken and right hand empty. If scepter from #22 is placed in hand, secret door in #36 opens
- Portcullis jammed in lowered position
- Partially-collapsed chamber – six skeletons (normal) partly buried. 2 hours to dig out north door. 5% chance each turn that further collapse undoes all digging.
- +1 *Spear*, 6 +1 *Arrows*, and a scroll of 3 random 1st-level magic spells
- 6' diameter well, 200' down to underground lake – walls of well contain entrances to levels 2, 4, and 5
- 2' water pooled in corner
- Rubble piled high in corridor, must crawl over one at a time
- Crypt – 20 skeletons, 1 rises every other round, cannot be turned in chamber. Each crypt contains 2-24gp
- 6 Shriekers clustered in doorway
- Lit fireplace in southwest corner contains Hell Hound. Key to west door in #21 lies on mantle
- Illusion of five-headed Hydra guarding door
- 6 giant rats lurking in cracks near ceiling waiting to drop on prey
- 3 large clay jars: one contains 20 doses of water that heals 1-4 hp (once per person per day), one contains 20 doses of sleeping potion (save vs. magic or sleep for 2-12 turns), one contains water and a sealed scroll tube with a treasure map
- 2 Giant Lizards nest in a huge pile of bones and stones which contains 5 gems (100gp each), 250gp, potion of speed, ring of 5 keys for level 2, and a necklace (250gp). Horned giant carved on wall near southeast corner. Secret door cannot be opened except by giving the scepter in #22 to the statue in #23.
- Stairs lead down to level 2 and further adventure.

Zoo of Death

Wandering Monsters

Legend

Black – Walls
 Blue – Door
 Red – Cage
 Grey – Pool
 Yellow – Stairs (down)



Room Key

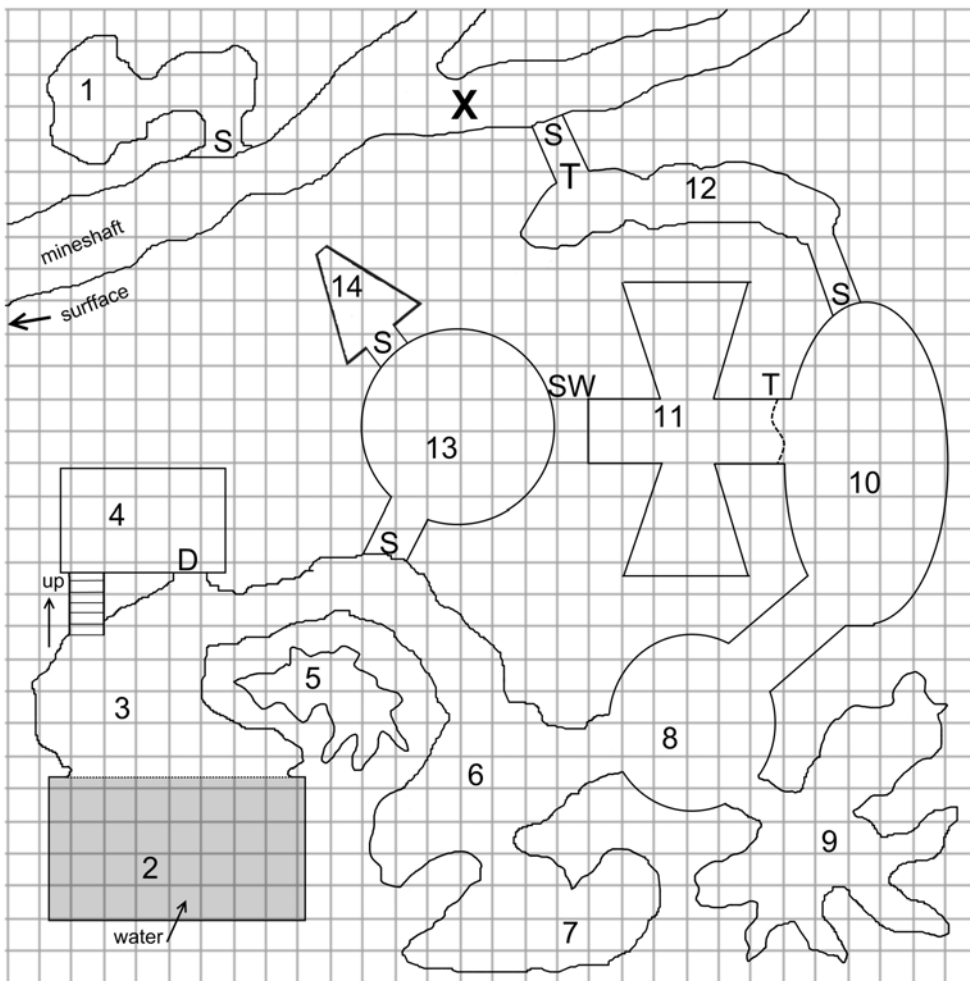
Entry: A door on what looks like a small shed opens to a long downward staircase, the door is unlocked, and if examined it is found to have no lock. As soon as the door opens an unmistakable odor of animals emanates from the stairway.

1. **Room 1:** Cages full of "swift things", such as cheetahs and humming birds, fill the room. A door labeled "to floor two" shows the exit. A steep, long downward hallway.
2. **Room 2:** Cages of very large animal fills this room, including hippos and a twenty foot alligator in shallow water. A sign labeled "To floor three" Leads to another downward stairway.
3. **Stairway 3:** Not as steep as the previous stairway, curves halfway, with strange candles high on the walls out of reach. When the entire party enters, the door slams shut and locks loudly as the candles all go out. Once the party gets past the curve, a large snake falls from the ceiling and attempts to constrict one or two of the nearest people. The door at the end locks after being closed.
4. **Room 3:** Poisonous animals in cages fill this room, spitting cobras, gaboos vipers, and tropical stonefish in a small pond. A sign that reads "To level four" shows the exit, another downward staircase.
5. **Stairway 4:** Straight and dark, this stairway is infested with large king bats. The door locks, and the bats swoop around at the party, trying to bite them, which can cause rabies. The bats get stuck on piercing weapons when killed.
6. **Room 4:** Strange cages animals fill this room: a blood eagle looking to be eating what appears to be an arm, a large black pool with a creature with many arms. A door labels the exit "To level five", where (surprisingly) another stairway awaits.
7. **Stairway 5:** Entry door has no lock, the stairway is short and well illuminated, and appears to be quite empty. At the end of the stairway, under the handle on the door, is a small, extremely poisonous spider that blends in with the ornate green handle. The spider, a green speckled recluse, bites whoever turns the handle, however knocking the door down bypasses the door's handle.
8. **Room 5:** Put whatever you like here: boss battle, a captured comrade, a large life sucking machine, or a copy of *the princess bride* book. Up to you. Maybe an easier way in that seems obvious now that they are there?

This dungeon is based on the "Zoo of Death" from *The Princess Bride* Book, a great scene that was left out of the still awesome movie. A good deal of the events that can take place is up to you, have the players battle their way down, or describe the caged animals to build suspense. Also, I'd recommend reading the book and finding select passages to describe the rooms, stairs, and animals better.

Don't forget that you can also add monsters from your setting to spruce it up some more. Simple animals are not very scary in a world that has large monsters.

A Ghastly Vintner – Level 5-7



Light - complete darkness throughout
Floor - uneven throughout

Legend

S – Secret Door
 SW - Shifting wall
 T - magical trap vs non-undead
 X – Pit in floor

The recent disappearance of miners and guards are due to the mine's new resident - Xochun, an ancient mummy bent on regional domination via an army of undead.

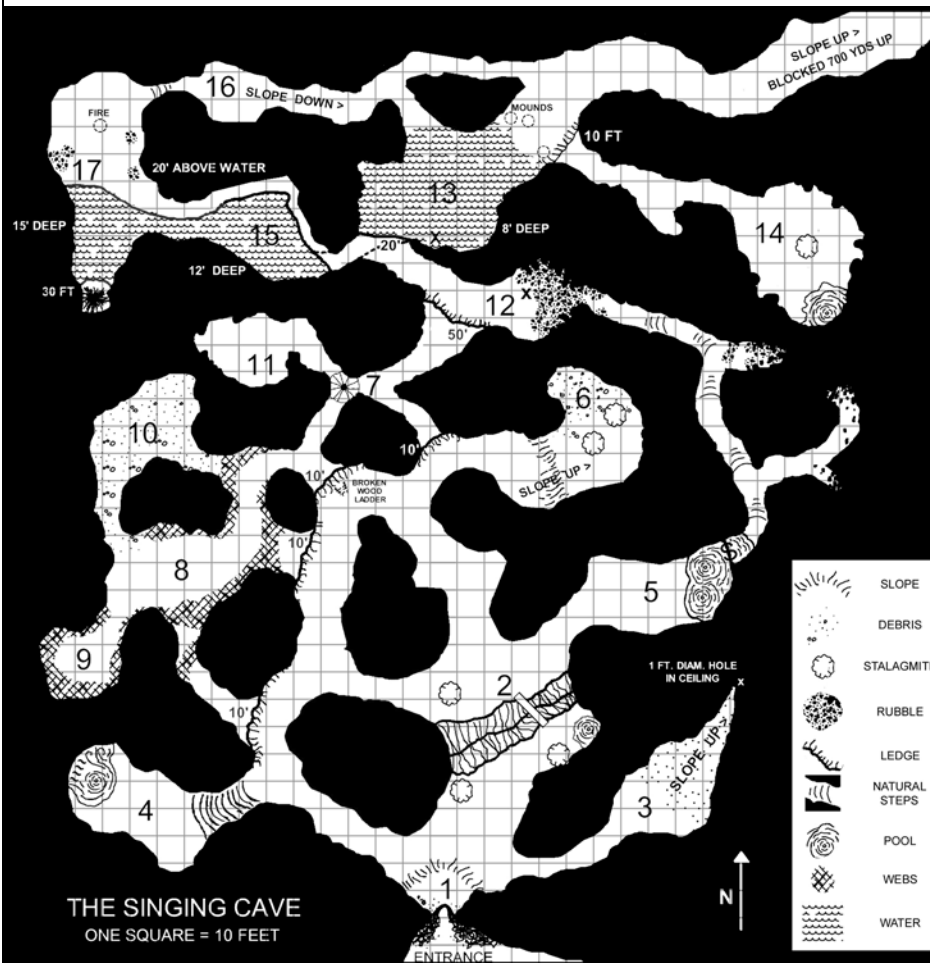
Taking an organized approach to the depraved project, he has toiled long and hard to set up a mummification factory of sorts, but has so far gained more ghastrs than mummies. He eagerly awaits the hapless adventurers he knows will come, some of which should be intelligent enough for eventual mummification!

He is a patient villain though, willing to bide his time while his nascent army grows.

Room Key

- Harvest Hall:** Chamber's contents are automatically teleported to water's surface of Tasting Pool, one full round after first entry into this room.
- Tasting Pool:** Desecrated chamber and water(30' deep) with only finger holds around edges. Lacedons prevent drowning and funnel captives to ghastrs of the Decanting Chamber in an orderly fashion. Minimal treasure on bottom (dropped items).
- Decanting Chamber:** Here the captives are typically stripped clean, bound and paralyzed by the ghastrs, the largest of which holds the key to the iron grate door of the zombie cell and can call for shadows (druid) to help subdue unruly captives. Minimal peasant treasure in chests + abundance of manacles and rope.
- Waste Solids Dump:** Rejected captives are tossed in here from top of stairs. A dozen or so zombies reside here.
- Storage Vat:** Half a dozen or so shadows dwell in this natural pit.
- Yeasting Chamber:** Victims are poisoned (causes hallucinations) by one of druid's pet vipers (4-6) and bound to a wheeled cart.
- Cooling Cave:** Druid's (or monstrous shaman, snake charmer, etc.) and viper's lodgings. Moderate treasure + herbs.
- Racking Hall:** Here the victims are winnowed by the mummy, the distinctly intelligent are moved to the Fermentation Hall, the cunning are slain by ghastrs to swell their ranks, and the rest are used as food for ghastrs and zombies.
- Ghastly Servant's Quarters:** A dozen or more ghastrs dwell here, with ghouls slaves. Moderate treasure, including prized weapons + armor from victims (possibly in use).
- Fermentation Hall:** Here the cream of the crop begin the mummification process, by infusion of noxious fluids stored in large vats (possibility of very recent victims, 1-2 hours, might be saved).
- Clarifying Chamber:** Here the mummified are wrapped and desecrated for eternity. Abundance of bandaging medium.
- Mummy's Little Helper:** A spectre resides here, overseeing the operation and assisting where needed.
- Showcase:** The mummy's lair, sarcophagus on stone pedestal. Significant treasure including prized trophies of recalcitrant victims and shrunken heads. He bears a ring of fire immunity.
- Altar of Evil:** Dusty room of permanent darkness and desecration (boon to all undead). Bas reliefs on walls depict the secrets of the mummification process.

THE SINGING CAVE For 3 or more PCs, Levels 2-3 – by Mark J Allen



ABOUT: Cave expedition. Location: A hillside. All natural cave (dark, stalagmites, stalactites, stone walls, silt floor, damp air, musty odor, molds, cobwebs, puddles, echoes, dripping water).

DM'S NOTES: Lair for a pair of troublesome Harpies that terrorize nearby settlements and travelers. Their song does not affect a group of bandit Lizard Men who pay tribute to the Harpies with treasure items (on an altar) from raids, and sometimes captives (in shackles), for co-habitation of the caves. For the background story, your PCs may know about the Lizard Men, but should know nothing about the Harpies. The Harpies should be a surprise. The waylaying Lizard Men keep their stash of stolen loot in the flooded cave, near their mound encampment (which sits on the edge of the water). All other monsters are cave vermin that have set up nests. Lots of ledges, holes, pools, hurdles, cliffs, slopes, some rubble, things to climb. Areas 1 and 3 are the only ways in and out of the caves. Passage at Area 13 is gradual incline up (heading north) and is blocked with rubble 700 yards down the tunnel. 50% chance small edible mushrooms are nearby, anywhere in the caves (% chance of stigma? Not all food is just free like that).

MONSTERS IN CAVE:

Giant Killer Bees, Giant Centipedes, Giant Toads, Giant Rats, Giant Black Widow Spiders, Normal Bats, Carrion Crawler, Lizard Men, Harpies

WANDERING MONSTERS (1d8)

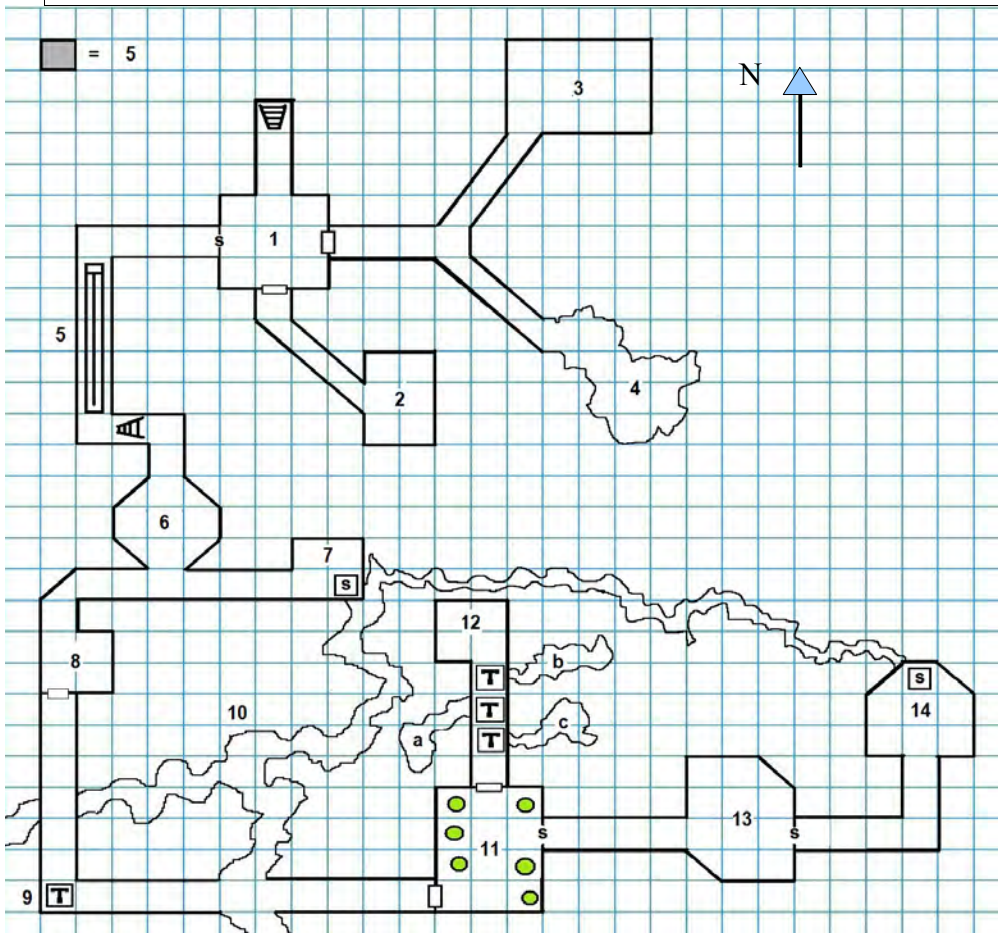
- 1-2 **Giant Centipedes** (1d4)
- 3-4 **Norm. Bats** (2d10) (warns/brings nearby creatures)
- 5-6 **Giant Rats** (2d6)
- 7-8 **Stirges** (1d10)

At least **3737 possible XPs** in adventure (excluding bats). 786 in monsters. 2951 in treasure. 6 magic items.

- 1. ENTRANCE:** 5' x 10' cave opening draped with dead vines. Slope downward into cave (silt floor 10' lower than entrance). Red writing on wall, inside, to left of opening ("**Silence this cursed song of death!**"). On floor under writing is human skull, black "X" painted on forehead. Half-melted black candle by skull.
- 2. BEE CHASM:** 20' ceiling. Chasm: 50' deep (filled to the brim with ice cream if you wanted to be funny). Wood plank: 1.5" thick, 12' long, 1' wide. Bee hive on wall of chasm, 20' down. **5 Giant Killer Bees** attack any who cross plank. **6 more bees** attack any who mess with hive, along with **4 more bees** (1 HD each), plus **Queen Bee** (2 HD + stings repeatedly without dying). Hive: honey (cures 1d4 hps, limit 1 person). **Ring of water walking** in bottom of chasm. Melee on plank = 80% chance of falling. Muddy pool nearby with old compass lying in it (waterlogged – 2 days to dry out and use – works good).
- 3. CENTIPEDE NEST:** 30' ceiling. Steep silt incline (erosion), conical, up to a 1' diameter hole in ceiling (characters can see light, lets out in a field, "X" on map). **8 Giant Centipedes** nest against south wall in dead leaves. No treasure. Possible cave-in if PCs try to widen hole??
- 4. FOUNTAIN OF WEIRDNESS:** 20' ceiling. Pool of cold clear spring water, 2' deep, sinkhole. Waterfall from thin horizontal fissure 4' up wall. Pool maintains level. Drinking causes hallucination: walls turn pink & membranous, pool vanishes, entrance shrinks to size of coin, pink tentacles rise from floor and attack drinker. Same effect for anyone who drinks. PCs must think this is real. Non-drinkers = no hallucination, no melee. Treat hallucination as a HD 3+1 monster, (AC 2, 4 poison attacks/round). When characters reach "0" hps, PC falls to ground, hallucination stops. No damage to PC. 2 turn recovery.
- 5. HIDDEN TUNNEL:** 20' ceiling. **2 Giant Toads** in 2' deep pool. Stone secret door should be hard to find (roll of 1? Lizard Men use it.). 6' high tunnel descending. End of tunnel (at 12) is 4' rubble but is passable by climbing over (2' space, half speed). A broken shovel & broken pick in tunnel.
- 6. RATS NEST:** 6' ceiling. **14 Giant Rats**. Foul smell. 6" dung. Con. check: fail = vomit 2 rounds w/ -2 "to hit", rats gets +2 bonus. **Crystal Ball** in dung.
- 7. SINK HOLE:** 40' deep, 8' diameter. No ledge around. Light haze in tunnel. Smoky odor. 2 human skeletons and **+1 sword (+3 against undead)** at bottom. Hatch marks on wall in chasm, like counting days.
- 8. HALL OF WEBS:** 10' ceiling. Webs from floor to ceiling. A few cocoons, high up. A few dead bats caught in webs. Web destruction: treat as web spell. Noise or PC caught in web will attract spider from 9. Touch webs = 40% chance stuck, treat as web spell. No treasure.
- 9. SPIDER LAIR:** 15' ceiling. **2 Giant Black Widows Spiders**. Webs, cocoons, bones, dead bats, scraps of armor. Leather pouch w/ **85 gps**. **Wand of Paralyzation** camouflaged in some bones on the floor.
- 10. HALL OF BONES:** 10' ceiling. Entire floor is bones, husks, and remains. 50% chance trip on bones = attract spider from 9. **Rope of Climbing** in bones.
- 11. BAT COLONY:** 50' ceiling. **80 Normal Bats**. 70% chance of disturbance on entering. Disturbance will cause bat swarm and attract spider from area 9 (in 3 rounds). Attacks rolls against spider in this room at -2 with bats swarming. Bats do not attack PCs – only cause confusion. No treasure.
- 12. RUBBLE:** 60' ceiling. 4' high rock rubble. Hear faint melodic tone (non-discernable). Climb over (half speed) to east tunnel. **Carrion Crawler** feeds on Lizard Man below rocks ("X"). Combat on rocks at -2 "to hit". Pouch w/ **2 rubies (100 gps each)**, and **250 gps** are on Lizard Man carcass. Club on ground.
- 13. FLOODED CAVERN:** 80' ceiling. **6 Lizard Men** w/tridents. Water 8' deep at south wall, cold, murky. 3 mud/clay mounds (shelters). Leather sack, weighted down underwater ("X") – contains **400 gps**, and **3 rubies (100 gp each)**. Water goes under "bridge" in south of chamber, into 15. No clearance.
- 14. GLOW CONE:** 20' ceiling. Entrance 10' up ledge from #13. 9' tall stalagmite center of room. Gives off faint hum and green pulsing glow. **Permanent -2 to CHA** to any who touch it. That's all it does. **Gold ring (10 gps)** in 1' deep pool.
- 15. NARROW LEDGE:** 30' ceiling. 2' wide ledge. Hazy. Smoke Odor. Water 20' below, 12' deep. Bones and rusty arms & armor at bottom. Hear ghostly song. Save vs. Spells or Harpies song lures PCs to 17. 50% chance of walking off ledge under Harpies' spell. Fall in water will attract Lizard Men from 13.
- 16. HARPIES' ALTAR:** 10' ceiling. Hazy. Smoky Odor. 3' sq. stone block in middle of cavern. Dried blood and empty pouch on block, **6 gps** on ground. Pair of bloodstained shackles bolted to north and south walls. Hear ghostly song. Save vs. Spells or Harpies song lures PCs to 17.
- 17. HARPIES' LAIR:** 40' ceiling. Smoky, inhibited vision. Blazing fire pit in middle of north floor, bones all around it. North ledge 20' above water. Water 15' deep, cold, murky. Large nest on south cliff (dry brush). Nest 30' above water. **2 Harpies** use nest. Rubble piles 4' high. Bones & rusty armor underwater. Bones, wood, metal scattered about ground. Some skulls neatly stacked on a pile of rubble. Iron box in nest: locked, poison trap, **2000 sps**, **silver & diamond necklace (350gps)**, **gold headband w/ small rubies (250 gps)**, **ring of sapphires (300 gps)**, **amulet of bloodstone (400 gps)**. **Gauntlets of Ogre Power** in nest.

Prozylim's Labyrinth (or The Slime is Right)

© M. Lawrence



Background: Prozylim the Mage adventured for many years with a party that included Carmona the Warrior. Where Carmona was brassy, bold and impulsive, Prozylim was bookish, brooding and intellectual. As fate would have it, opposites, or in this case, an opposite was attracted to his opposite. It was an unrequited love, as he was sure no powerful female warrior could have an interest in him.

One evening, as Carmona was prone to do, she got into a drinking contest and bet she could finish 10 shots and flick a green slime off her arm before it affected her. Unfortunately, she lost and became a slime before Prozylim could save her. Her last words were 'I lo...'. Prozylim was convinced she was about to proclaim her love for him. Others who knew her with somewhat less bias, were sure she was stating 'I lost' and simply expressing shock at losing a drinking bout. Undeterred by such negative sentiments, the mage set his life's work to bring her back to human life.

At first, he could finance his experiments with his wealth from adventuring. He paid other adventurers to capture similar creatures so he could experiment on them. Eventually money ran low and he began to sink into madness. His tower fell into disrepair and he retreated into the basement with his pets and creations. He was long thought dead. That is until recently, when people began to disappear in the neighboring village.

Prozylim is kidnapping villagers for research but he is aware this invites adventurers to seek out his tower, based upon rumors and his well-known past. He does not fear these adventurers. In fact, he welcomes them, as each dead adventurer means a body to strip for wealth and a new test subject...



Ladder



Trap Door



Hidden Trap Door



Secret Door



Vat

Wandering Monsters:

1-10	No Encounter
11-15	Black Pudding
16-17	Grey Ooze
18-19	Slime Creature
20	Mustard Jelly

Room Key: (Throughout, where straight lined, the halls are flagstoned and of high quality workmanship. Area #4 is a natural cavern. All other areas are created by Denzelian(s) natural meanderings away from mineral nodes)

- The Coat Room:** (descend by ladder from tower above): In better days, those who would inquire as to the more experimental and scientific services of Prozylim, would leave their outer garments here. Three sturdy wardrobes line the southern, eastern and southeastern portions of the room. Behind the eastern wardrobe is secret door. It is quite heavy and will require two strong characters to move it. Within two of these wardrobes reside two Executioner's Hoods. Prozylim has trained the hoods to attack unless a specific word is said when the secret door is opened. Opening the door without the password will also trigger a magical trap, locking the trap door leading back upwards. Although Prozylim is thorough as to searching for monetary wealth, a careful search will reveal two scrolls with lower level spells.
- Got Nuthin':** This room was once a larder and cellar for the living areas in the tower above. It is filled with empty wine barrels and bare shelves. A search will reveal nothing of value. There is a dumbwaiter in the eastern wall. A halfling or gnome could fit inside the dumbwaiter, but it will require a character with a climbing ability to make their way up.
- Sticky Fingers:** This room has been trapped by Prozylim so that the walls have stun jellies growing on them. This is a test room for a new trap he is trying to fabricate but he cannot seem to find means to ensure they will stay put other than applying his Ointment of Slime/Ooze Resistance (see below) on the door on a daily basis. He cannot produce enough so he intends to kill the Jellies. The party will notice the door is wet and slimy to the touch and outside it are various items to cause a significant conflagration (wood, oil and other propellants.)
- Dijon Anyone?:** This cavern hides a mustard jelly, which resides here due to the Collar of Communication (see below). It has reached a deal whereby, for now, it remains in place and gets to deliver any unwelcome guests. At times, it will wander. There is a 1 in 20 chance it will not be present in the cave. The Collar allows Prozylim to obtain the treasure efficiently with the Jelly as it will retreat as per their agreement so there is no treasure found here.
- The Slide:** Prior to his slide into insanity, this was simple hallway. However, since Carmona's sliming, he has trapped this hall and uses magical item that allows flying to avoid the trap. Though mad, Prozylim is still cunning; this trap is not triggered until the weight of 3 or more characters pass the center most part of the trap rectangle. Once past the halfway point, the whole hall to turn into a slide that terminates in a Gelatinous Cube with appropriate treasure contained therein. Prozylim has yet to find a way to extricate treasure appropriate to a Gelatinous Cube. Those following the leader may be able to avoid sliding all the way down but all attacks should suffer a penalty. Any miss has a chance of striking a party member. The Cube cannot consume more than one at a time. Once the party attacks the cube, the sliding hallway slides upwards, allowing no escape to the entrance. A ladder is obscured by the Cube that leads to Area 6
- Mimic Me This:** Prozylim hired an adventurer to obtain an intelligent mimic and Bebelbleblub was the result. He thought he might splice shape-shifting and speech into the Carmona slime. This ended up being a dead end on research. Usually, this isn't a bad thing, as Prozylim can usually devise a trap. However, Bebelbleblub is a harmless sort which makes him expendable. He expects to be starved to death, so he is willing to provide any information he possesses: a regular stream of unfortunate visitors, Carmona's sad state and how the Mage walks around with some slime shaped creatures he calls children. If they eliminate Prozylim or remove him, Bebelbleblub will request they help him leave. There is a 50% chance Bebelbleblub will decide to follow the party to see the ultimate end for all involved. He will not assist the party in any battle unless attacked.
- The Panic Room:** This is Prozylim's escape tunnel hub. If attacked in 14, he will retreat here. The party on a secret door check will find a hidden panel which tips 'The Slide' in room 5 back to allow him to exit. The trap door is hidden as well and magically locked as well. In the room is a Gold Jelly (see New Monster). The Jelly does not attack Prozylim but will attack the characters.
- The Mushroom Room:** A single half strength Phycomid inhabits this room. The creature is not working into Prozylim's plans so he hopes to kill it. That is part of the reason for the tunnels to room 7 to avoid this area.
- Bowling Alley:** Once the players reach the intersection of the halls, the trap is sprung. From above the doors to 8 and 11, two Ascomoids (rolling fungi), one from above each room, emerge and roll to the corner to smash the party in between them. The party can take half damage from the collision of the Ascomoids with a well timed leap at the last instant. Both creatures will take damage from the collision with each other.
- Denzelian Denizen's Den:** a male and female Denzelian created and reside in these tunnels. They are harmless rock-eaters which avoid minerals, with nothing of value save their three eggs worth 1,000 GP or more to mine owners. The eggs look like fist-sized stones. If the characters wander off the map, the GM can choose to see if the party gets lost or this leads to other adventures. Like most holes at the edges of maps, it invariably leads to the Lower Murk.
- Test Tube Babies:** In this room are various floor to ceiling man-sized glass vats, in which float various humanoid looking creatures, in various states of part human/demi-human and slime. Strewed about the room are notebooks with case materials for each tube. The notes together with the information in rooms 13 and 14 can be of significant monetary value to certain mages. Of greater value is the formula for the Ointment of Slime resistance. A secret door leads to the home of Prozylim and 'Carmona.'
- Triple or Nothing:** the three trap doors will not open until the entire party is in the hall. In the room is a magical voice which will scream for help in children's voices. There is a zone of magical darkness at the end of the hall so that the characters will not be able to see if there are children present or not. If heavily attacked in 11, Prozylim slaps a switch so that the door opens so the 'children's' voices are heard. This is a 'prison area' of sorts for various creatures which turned out to be dead ends for the research. They are starving and at half strength. 12 a. **Symbiotic Jelly Cavern:** No one has ended up in here, luckily. No treasure. 12 b. **Enveloper's Lie:** The human form of the Enveloper attracted Prozylim to it as a means of transitioning Carmona to back to a pseudo-humanity, but it turned out to resist the Ointment and tried to kill Prozylim. Therefore, it got stuck down here. Minor monetary treasure. 12 c. **Molding Rituals:** In this room is a yellow mold with no treasure.
- Daddy Daycare:** A mad Prozylim is playing with four Slime Creatures which he calls by names, indicating he thinks are his babies. He will fight madly to protect them. They are villager's children which were kidnapped recently. The Slime Creatures will join in the attack. Prozylim is so mad, he will not remember most of his spells. The GM will need to devise a means to determine if Prozylim remembers a spell and if so, which one. Prozylim is a high-level mage. If he does not recall a spell, he attacks physically. Any battle will draw out 'Carmona' from 14. As noted, the mage is insane but not evil. Characters should receive larger rewards of experience if they take him alive and try to find him help. The slime creatures, if they can be captured, might be saved. Prozylim has a ring of protection and spell resistance. He is also wearing his Collar of Slime and Ooze Control (see below).
- My My My Carmonas:** In this room is a particularly 'fetching' Protein Polymorph which was intelligent enough to realize it did not need to eat Prozylim, when it could get the mage to bring food to him by convincing him these were needed to save her from being a slime. If a battle ensues in room 13, she will assume the form of several ogres and attack, with the intent of escape to *The Panic Room*. Treasure: Contained herein are the remainder of the logs of Prozylim's notes, his spellbook and various magical items appropriate to his experience and class. Also in the room are 10 doses of the Ointment of Slime, Ooze and Mold Resistance and his notes for creation of same. The GM can assign monetary values here. What's left of his magic items and spell book is here as well. A thick tube hidden on 'Carmona' will reveal itself to be a vial of slime labelled 'Carmona' which is the real Carmona. The Protein Polymorph hid the vial in an effort of convince Prozylim it was Carmona. Some tomes of value include *Almeister's Anatomy of Slime* and a book written under a pen name, Nichol O. Deon's *The Slime Who Loved Me*.

New Monster:

Gold Jelly: This unique jelly was created accidentally by Prozylim but he immediately saw the benefit. The creature is attracted to and consumes magical energy. It moves as an average jelly but in the presence of magic, it has the ability to sprout pseudopods. It drains cloth, wooden or paper-based magic in a single round. Magical armor and weapons are drained at one round plus one per level of enchantment. Anything with a charge such as a wand or staff, loses a charge a round. Moves as a standard jelly.

New Items:

Ointment of Slime/Mold and Ooze Resistance: This ointment allows a character who smears same on skin, cloth or armor to resist all effects of any slime, ooze or mold. For molds it must be spread on a cloth to cover the mouth and nose. The effects last a decent interval of rounds for a Medium, more for a Smaller and less for a Large character.

Collar of Control: This unique item was created by sheer luck and cannot be replicated. However, as it was attuned when created to Prozylim's mind, those who wear it and try to use it to control slimes, mold and oozes will be successful. However, with each passing use will threaten the sanity of the user each time. By the 10th use, the character will begin to have a heightened interest in slimes, etc. By the 20th... the DM can decide what happens in the end.

The Tortured Pet Pits of Novortos (An adventure for a Hepmonaland or Jungle/Forest type area)

Legend

S - Secret Door
X - Pit in floor
C - Concealed Door
- Door

Wandering Monster Table (roll in any indicated wandering monster area)
Roll Each monster for only one occurrence and then treat number as inert.

2-3 Carrion Crawler, AC 3/7 HP 21, save vs. paralysis.
4-Lurker Above AC 4 HP 22
5-Loosed Jungle Cat AC 3 (Speed) Claw Claw bite 1D6, 1D6, 1D6
6-Roll on Strange noise sub table B
7-8 No monsters

9- Stray Bats (common, if aggravated (waving torches, bludgeoning) chance of bite & save vs disease.
10- Large Drooling Mastiff Dog- AC 8 HP 9 Bite 1d4 Neutral unless taunted, food gift = very positive reaction.
11-12 Giant Poisonous Toad AC7 HP 12 Psychedelic poison for failed save from bite OR accidental touch. Poison effects are 1D4 (duration is 1-8 hours or until cured)

1-Fear 2- Violent paranoia 3-Sleep 4- Catatonia

Strange Noise Sub table B

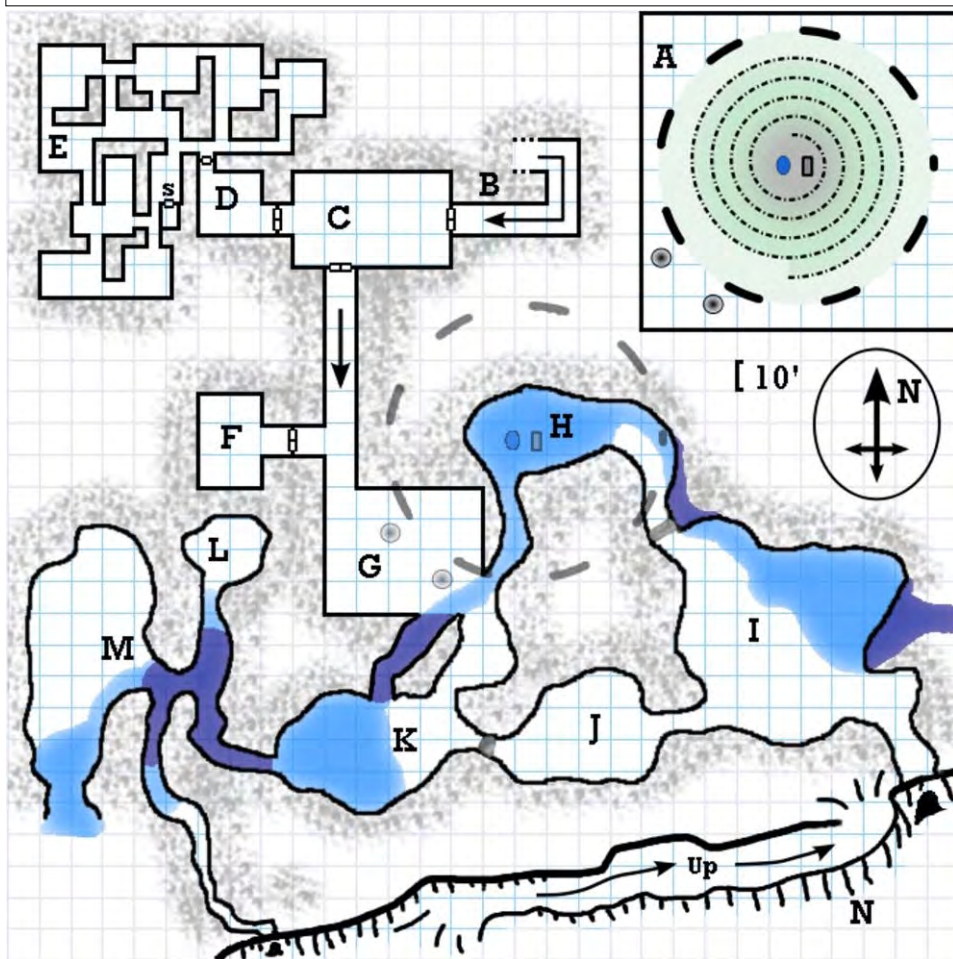
2-Nauseating Howl, save or vertigo for 1-6 rounds.
3-Slurping or gurgling
4- Shambling or foul smelling whoosh of air
5- Panting or creaking door
6- Jungle Monkey or bird squawking
7- Dripping- splash splash
8- Grunting & hooting
9- Vile Flatulence like sound and taste
10- Deep, rhythmic, thumping Save vs. INT or exhibit High Anxiety (-1 to attacks and initiative for 1-12 rounds)
11& 12- Door crash and escape of 3 carnivorous apes (speckled colorations) AC 6 HP 12 each, claw claw bite 1d4 /1d4 /1d6 No treasure.

Room Key

1. **Empty Cave/ Entrance**:- A fire pit (25% chance recently used & warm), a smattering of bones, If tracking, prints from humanoids and cats can be discerned, in random pattern from all the pacing. Walls exhibit ancient & primitive pictographs (stick figure men fighting large humanoid type creatures)
2. **Storeroom**- Secret door must be specifically searched for. Contents include standard supplies, + 1D6 flasks oil, cages of various sizes, nets and ropes.
3. **Concealed trap door and Guardroom**, Alerted by flag tied to trap door and a listening hole. Guard ½ Ogre named Mugnafu. F3 AC 5 (Chitin armor), HP 25. Fights with reinforced club 1d6+1. Can be parleyed and bribed with more than 100 gp value in loot. Can scream for help 1D6 6 = response
4. **Corridor** Check for Wandering Monsters
5. **Equipment Room**- Check Wandering Monsters, then 10' poles, neck nooses, polearms and foodstuffs. 2d6 pelts of rare and exotic animals TBD.
6. **Briefing Room**- 30 x 30 room with one natural wall as slate/chalkboard. Crude map and strategy of surrounding forest shown. If adventurers were lost, navigation/dicipher with a skill check could lead to river/port (for shipping) and/or nearest civilized area. 25% chance occupied by Sgt. At arms and 4 rangers from Rooms 9 & 10. If occupied, there is a 50% base chance of surprise as the poachers are deep in discussion.
7. **Large Room** with large 20 x 20 stone bench. In center of bench area is a table or bed suspended by a chain at each of its four corners. The floor in this stone bordered area is actually a Trapper, AC 3, HP 50, 6 melee rounds to smother its prey, ½ resistant to fire/cold. Treasure underneath: a fine set of silver for 6, 722 gp value and 344 SP, +2 dagger.
8. **Barracks**- Cots for 8 men, the 4 present are Rangers of questionable alignment R3 AC 6 HP 18, 13, 13, 12 Equipped with Long swords. Will attack on sight. Treasure 1d20 gp each, Loose stone on floor hides 1-12 10gp gems, 2 potions healing and a larger holy water (5 vials worth) Surprised on 1 in 6.
9. **Sergeant at Arms**- Togrund the Dwarf Ftr 5, AC 3 (Chain +2 & Shield) +2 1h Axe, Dam 1d8 +2 HP 33 with 2 War dogs AC6 HP 11, 11 (barding) Bite 1d6 2 potions Extra Healing. There is a 20% chance of a PC to notice a strong boozey scent that indicates he is semi intoxicated, this gives added ferocity +2 to all his attacks. He Demonstrates a specific targeting of soft spelly type M/U characters. Wall in room exhibits a dozen heads from various exotic and mundane jungle animals. Table & chairs, bed all mundane. Documents outlining care, transport and contracts on a variety of creatures in (Pet Pits Room) He will fight to 1/3 his HP and then retreat to 11. Pet Pits to drink his 1 or 2 Extra Healing potion & unleash chaos/garner assistance. Three of the taxidermy heads have removable tongues & treasures: 12 rough gems each 10-50 GP size. A pouch of 35 pp and a ring of telekinisis (1 lb max) a set of earring and a brooch 342 gp.
10. **Wounded Expedition returning**- 4 Hmn Rangers of questionable alignment R3 AC 6 HP 9, 7, 3, 12 Equipped with Long swords. Will attack on sight. But will surrender if 2 fall. Its been a long day. Treasure 1d20 gp each. Bound is a Su-Monster, unconscious A dirty grey monkey with blood red hands and black face.
11. **Pet Pits**- Large room has 12 large cages holding a variety of creatures. Six are occupied. If Togrund is on the run, he will open 2 random cages to flee.
 - a- Two Carniverous Apes (there were 5 but 3 are wandering) These 2 are faking being locked waiting revenge. They wait for an ideal opportunity. AC 6 HP 22, 25 Damage claw 1d4/claw 1d4/Bite 1d8 + Rend If two claws hit, add 1-8 damage.
 - b- Displacer Beast AC4 tentacles 2-8/2-8 -2 on attackers dice HP 29.
 - c- 2 Giant Porcupines AC 5 HP30, 21 Dam 2-8 Shoot quills. 1-8 quills at 1-4 damage up to 30' This mated pair will be extremely dangerous.
 - d- 7 Corollax birds- AC 3 HP 5 Dam 1d4 +1 + Color Spray. These colorful intelligent birds are neutral and can be befriended as per MMII.
 - e- 1 Baby Gravorg AC 3 Claw 1d6+4 Bite 1d8+2 Special Attacks Reverse Gravity-HP 44 This rather cute giant raccoon creature is actually a lemur from hell, and as a young juvenile it is only 6 foot long & can only successfully use its reverse gravity on a 10x10 section of floor 50% of the time. Highly camouflaged it will not attack unless its cage is opened or provoked, preferring to hide and escape.
 - f- 3 Humans Marshall, Will and Holly. 0 lv Weak AC 9 in tatters and awaiting certain death. (Feel free to add any rescue-type hook here)
12. **The Cagemaker**- Maringia F/Thf 4/4 AC 3 (Bracers +3) Dex +3 Long Sword +2 Wand of MMissiles 31 charges HP 34. She will fight her way out to the best of her ability and use her invisibility potion to flee & then plot an interesting animal "gift" to the PCs at a later date.

Serpent Temple – Lost Tombs

One Page Dungeon Contest entry by Mark Thomas (<http://rpgdump.blogspot.com> – mthomas768@gmail.com)



Lighting: Dark, except where surface openings provide faint illumination.

Random Encounters:

Outdoor: roll d8

- 1-4 – No encounter
- 5-6 – Lizardmen guards 1d4
- 7 – Lizardman apprentice shaman
- 8 – Baby spiders 1d3

Tombs: roll d8

- 1-4 – No encounter
- 5-6 – Skeletons 1d4
- 7 – Zombie priest
- 8 – Baby spider (see M)

Caves: roll d8

- 1-4 – No encounter
- 5-6 – Lizardmen guards 1d3
- 7 – Baby spider (see M)
- 8 – Giant carnivorous salamander (see H)

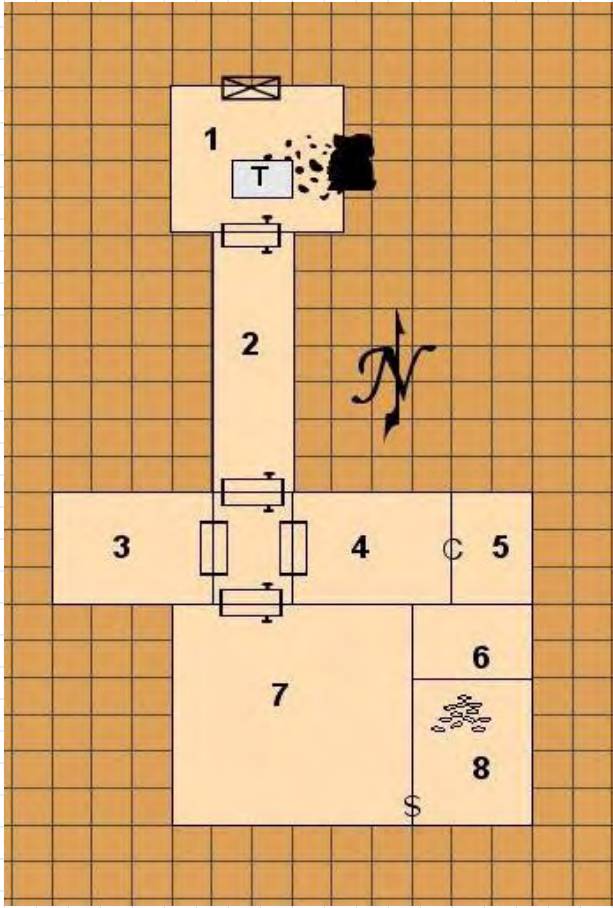
Background: A human temple, long fallen and forgotten, once stood guard over burial vaults atop this cliff.

The Lizardmen, led by a powerful shaman, now use the site for their sacrifices and rituals. They have taken up residence in the accessible caves below the cliff, while more dangerous foes lurk in the depths.

Room Key: General: Dark water fills passage floor to ceiling. Light water is ankle to neck deep.

- A)** Serpent temple – Atop the cliff, huge stone monoliths surround this terraced, skull-decorated depression leading down to a bloody obsidian altar and stone-ringed pit. The two hollow stone pillars are crudely broken off 15' above the ground. Patrolled by 4 **Lizardmen** armed with spears. Pit leads to H, pillars to G. Cliff-top position indicated on main map.
- B)** A dirt and debris clogged ramp leads from the surface down to the ancient tombs, ending in corroded bronze doors (stuck).
- C)** Shrine – A decrepit altar to the north with two shattered coffins before it, broken benches scattered throughout. 3 **zombie priests** lurk in the darkness west. Each wears a decayed **priest's robe** and **minor gold trinkets**. One has a **silver key** to D, E, and F.
- D)** Guardian chamber – A pair of **four-armed, animate statues** guard this room, attacking anyone not wearing a **priest's robe**.
- E)** Crypt maze – Broken coffins and skeletal remains abound. 1d4-1 skeletons appear every 3 rounds (18 total). Each two rounds searching might uncover **minor treasure** or a **magic ring**. Secret chamber holds 2 **ghouls** and a **magic weapon** (door trapped).
- F)** Columbarium – Ceramic urns filled with human ashes line polished marble walls. There are 4 **silver candelabra**, one in each corner of the room. Bronze doors are locked. Forcing the doors releases a **cloud of acidic vapor**, 10' radius around doors.
- G)** Crematorium – A metal rack over a blackened fire pit dominates the room. Piles of damp charcoal fill the remainder. Holes in the ceiling lead up through the broken pillars on the surface. SE corner has collapsed due to water action.
- H)** Sacrificial Pool – Scattered remains of temple sacrifices lie scattered in the depths. Hole in ceiling leads to stone-ringed pit in cliff-top temple. Pool is inhabited by 5 **giant carnivorous salamanders**. Each 2 rounds searching might uncover a **minor treasure** or a **pair of magic boots**.
- I)** Lizardman Lair – This cave provides crudely furnished quarters for 6 **adult Lizardmen** armed with spears and 3 **young Lizardmen** (unarmed). Combat will draw the occupant of J in 3 rounds. They have **mundane goods** and **minor treasure**. N passage is blocked by an ancient but solid stone and mortar wall.
- J)** Shaman's Cave – A **powerful Lizardman shaman** armed with a **magic staff** resides here. A sack containing **good treasure** and a **magic scroll** is hidden under a boulder in the crude rock wall in the W passage.
- K)** Placid Cave – The large pool here is home to a **carnivorous water lily**. The plant's floating flowers give off a sleep-inducing scent, allowing the vines to grab and drown helpless victims. The spiders are immune to the effect.
- L)** Spider's Larder – 3 webbed and unconscious spider victims are trapped here. 1 **young Lizardman**, 1 **human thief**, 1 **giant carnivorous salamander**. The human thief has **minor treasure** and a **magic dagger**. 2 **baby spiders** lurk above.
- M)** Spider Lair – Scattered remains of past victims dot the floor of this dank cavern. A chaotic nest with the remains of an egg case fills the north end of the chamber. A **huge venomous water spider** lurks here, along with 3 **baby spiders**. Scattered among the remains are **good treasure**, 3 **magic potions**, and 2 **expensive gems**. The S gap leads to a 50' waterfall over jagged rocks.
- N)** Cliff Base – A path leads from this area to the cliff-top temple A. The 10' cave opening to the E leads to area I. The tiny 3' cave opening to the W leads to the water-filled tunnels near M. A **Lizardman village** lies 2 miles S of the cliffs.

Terror of the Songhaunt Crypt – by Markus Brixius www.3point75.org



Background

Laleth Numandhyr was a celebrated eleven bard in the kingdoms of elves and men alike. While he was sometimes described as a little bit overambitious and hard to handle by his hosts, he wrote many significant pieces of art, and was even trying to incorporate his eleven magical talent into his music, to create wondrous performances. But all the fame and glory was not enough for Laleth. There was still one thing to be done. He hasn't wrote a symphonies yet that would turn him into an immortal bard. He locked himself away in a secret hideout and began to experiment with his mystical music. Over the time however his compositions became more and more bizarre, while he was exploring spheres of music that were incomprehensible for most of his audience. During one of his rare public appearances the audience started to boo him. In a fit of rage he hurled a terrible necromantic infused cacophony at them, which turned the terrified listeners into undying and pitiful Songhaunts that became his loyal eternal audience. With them he fled the theater to one of his secret hideouts where he jealously guarded all his musical treasury. From this hideout he used his dark bardic powers of performance and persuasion to cause strife and havoc, while he was turning slowly into a creature of vileness. At one point his hideout was discovered by eleven agents of good who wished this evil be removed. They sealed his domain and tried to eradicate all memory of Laleth. Now he is cursed to forever exist in an undead state, and blames those who are still alive for his state. Laleth seeks revenge on all philistines who blew his masterplan to become the greatest bard in history - and fortune played him well again.

In his underground tunnels a Destrachen was attracted to Laleth's lair by strange melodies. With his sonic powers the Destrachen shattered a wall that led to Laleth's lair...

Character Hooks

- * PC's were actively looking for the crypt to prevent the evil Order of the Lyre from finding Laethis using his powers
- * PC's stumble accidentally upon the lair, while hunting the Destrachen in his underground tunnels
- * An elven warden approaches the PC's and tells them that the ancient seals that guard a terrible evil have weakened

Dungeon Features

Magically treated masonry walls, flagstone floors, strong wooden doors, unlit unless otherwise specified.

Room Key

These are the lower rooms of Laleth's hideout. Before he was imprisoned there where upper rooms that contained mostly his living areas. These rooms were destroyed and collapsed by the elves before they locked at the lower level. The lower rooms could not be destroyed by the elves because they were magically treated, so they sealed this part of Laleth's hideout and bound the evil bard to this place. He cannot leave this place in his spectral form. However if he finds a host he can posses he is free again.

1. Entrance Hall. This is where the destrachen arrived. The room contains the magically sealed passage to the collapsed upper floors, as well as a magically trapped door to Laleth's chambers. The destrachen triggered a powerful enthrallment spell when it investigated the room. If the destrachen is attacked or otherwise disturbed the spell wears off and it attacks anyone in sight. The room is covered with eleven warnings and magical abjuration spells that can be deciphered by PC's with the appropriate skills.

2. Hallway of Remembrance. The walls of this hallway are full with self-aggrandizing paintings of Laleth. One of these paintings shows him playing some actual notes. These notes must be played to open the door to his inner chambers (and the magically sealed door to area 7). It's a relatively easy melody to play. However Laleth often forgot the tune because his mind was so busy composing his next masterpiece. If they PC's try to open the magical locked door without playing the tune, they are instantly attacked by three Songhaunts that emerge from the wall.

3. Music Chamber. In this room the ghost of Laleth's former elven muse Sharlain is trapped in eternal sorrow and woe. Laleth strangled her in rage with a string of his lute without a reason. Her spirit cannot rest while Laleth still exists. She is sitting on a hapsichord and playing a sad waltz. With her enchanting ghostly female voice, she is crafting beauteous tapestry of sound, while telling the sad tale of her murder (for those who understand elvish). When the PC's enter the room she has turned her back on them, since she don't want anyone to see her facial expression in the moment of her death. She does not give any answers if she is spoken to. She even seems not to notice the PCs at all. However if there is a bard in the party and they leave her in peace, she might appear in the battle against Laleth, aiding the party with her music (providing a moral bonus for combat and save rolls). The hapsichord is already in a bad shape and almost unplayable unless it's repaired. If the PC's search the room they can find a silver ornate tuning fork. In addition the sheet music of the tune she plays lies on the hapsichord. It's a complex masterwork elven tune. If a bard can master it he gets some benefits when playing it (like more money, more reputation, or more girls)

4. Rehearsal Room. This room contains a small stage and a couple of chairs before the stage. Three summoned instruments hover in the air and play a horrible melody, while four Songhaunts sit in front of the stage listening and applauding (silently) to the off tune music. When the PC's enter the room the Songhaunts turn around and attack. While in the room the PC's get a -2 morale penalty to attack rolls and saving throw because of the terrible jingle jangle music that somehow weakens their fighting ability. This effect can be countered by a bard.

5. Garderobe. Behind the stage is a small wardrobe. The room contains a large mirror and a dressing table. Always suspicious Laleth stored a magical elven dagger in the table. There is also an enchanted gong here that can store a single spell up to level three. Laleth used the gong to trigger special illusions for his audience.

6. Instrument Storage. This room contains Laleth's collection of mundane musical instruments. The PC's can find a delicate harp, a chime staff, a painted mandoline, a bell chord, a dulcimer and a pair of resonant orkish war drums. All instruments are of masterwork quality. Some of the instruments are unfortunately defunct, because of broken strings, etc. Two Songhaunts inhabit the room and are stoically trying to maintain the instruments. The Songhaunts attack when the PC's enter the room.

7. **Tomb of Laleth.** Most of this room is taken up by an octagonal platform. Three steps led up to the platform. The room is lit in an eerie blue fire by a single large brazier in the middle of the platform. Faint ghostly whispers can be heard throughout the tomb. Slowly Laleth the undead revenant of an ancient bard becomes visible. His translucent fingers hold a long, ornately carved flute. His cold lips produce twisted and malevolent sounds of some strange and dreadful enchantment, when four Songhaunts appear out of nowhere and attack while Laleth utters a terrible and blistering curse from the black depths of his soul. During combat Laleth employs fear invoking sounds, deadly illusions, as well as soul shredding dirges capable of slaying the PC's where they stand. These effects can be countered by a bard. During combat Laleth also tries to possess a PC or NPC with the highest charisma to escape his prison. He tries to kill everybody else.

Encounter: 4 Songhaunts, 1 Spectral Bard

Treasure: Laleth's Magical Flute

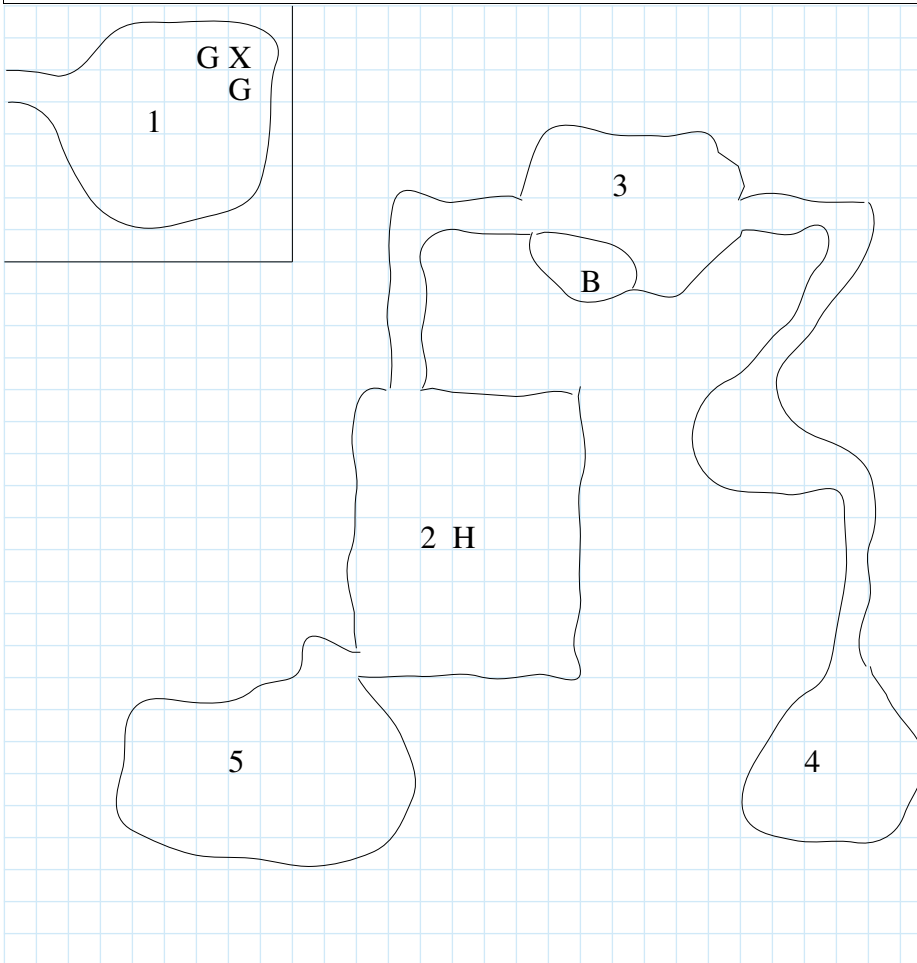
8. Treasury. Laleth's magical flute also acts as a key to his treasury. Other attempts to open the hidden door trigger a strong sonic trap. His treasure includes a single magical instrument, a instrument bag with a hidden weapon compartment, some of his finest musical works before he got insane, and his adventuring equipment (magical elven blade, an elven chain, and a magical cloak)

New Monsters:

Spellhaunt: Spellhaunts are incorporeal undead capable of dealing charisma damage, and sonic based effects with they moans.

Spectral Bard: see the description of Laleth for possible powers and defenses.

The Dweller Beneath Levels 1 and 2



Legend

X - Pit in floor

G- Carved Glyphs

B - Boulder

H - Hole in the ceiling.

Notes: This dungeon is a set piece intended to be placed in almost any type of game. The intention is to create horror based tension, preferably without any actual combat encounters. The individual GM is going to have to set the tone as appropriate to his or her specific group of players.

The creature in the cave system is not intended to be fought. Instead, by the time it reveals itself, the pcs should be ready to bolt. Ideally they will never get more than a glimpse of the thing that dwells deep within the earth. If they do attempt to stand and fight, it should be less of an opponent than a force of nature.

There is a great deal of dust, all undisturbed before the pcs enter the cave system.

The roof of the larger caverns is webbed with cracks from the collapse of the complex above.

The spheres and depressions are a red herring.

They are there to give the party a reason to move through room 3 multiple times. When you feel it thematically appropriate, trigger descriptions a,b,c, and d. There are no signs to precede a. B is preceded by a very light click in the distance (the stone moving a small distance.) C is preceded by a loud scraping sound and then a loud bang as the stone settles. D is preceded by a literally deafening crash and the real danger of cave ins through the complex.

If the PCs flee and they used ropes in their ascent, have the creature pull on any ropes in the hole.

Room Key

1. Entry Way There are two complex symbols carved in the floor in front of a narrow hole. The hole leads down to a rough shaft, barely wide enough for a single person to climb down. It twists and bends as it descends, foiling attempts to determine its depth from above. Any character failing their climb check has multiple chances to catch themselves as they fall. The total depth of the shaft is 400'

Skill Checks (easy/difficult/impossible)

History/Occult/Arcane/Anthropology: **E** The symbols are some sort of warding and warning. **D** They are intended to make something keep its distance from them. **I** The symbols themselves are non-magical. Instead they are representations of primal forces of reality, scribed to keep something very specific from passing them. You can determine their function, though not the identity of whatever they are intended to constrain.

Dungeoneering/Stonework/Natural History **E** Near the bottom of the shaft, the walls show signs massive collapse. It appears that there were worked spaces that were allowed to or caused to cave in. Based on the number of collapsed side tunnels, there was a n extensive complex down here. **D** Neither the tunnel nor the collapse of the complex were natural.

Climbing/Athletics **E** If a character begins to fall down the shaft he may catch himself after falling 20 feet with a successful check. (Repeat for every 20 feet fallen.)

2.. Last Stand There are a dozen shattered and dessicated corpses scattered around this cavern. They show signs of blunt trauma but they show no signs of having been gnawed on by scavengers before dessication. There are broken weapons scattered amongst the corpses. This is a good place to include hints about the nature of the group that built the collapsed complex above.

3. The Dweller. This cavern is dominated by a boulder made of a different material than the rest of the cavern. It is far too large to have come into the cavern by any route. The boulder has chalk markings all over it similar to the runes in the Entry Way.

3a. The dust that coated the floor of the room has been disturbed. It fills the air with a choking murkyness. Perception (**Medium**) The boulder seems to have shifted a half an inch or so. The slipping of the boulder is probably what disturbed the dust.

3b. The boulder has obviously moved, about six inches to the east. Perception =(**H** behind the boulder, it looks like there may be a small hole or depression. The clearance is a fraction of an inch.

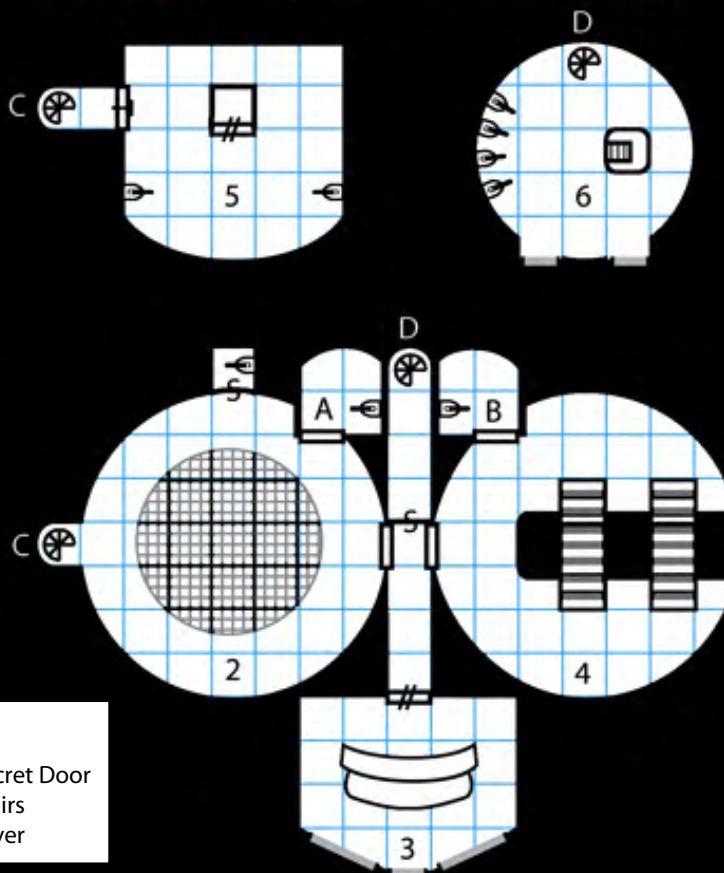
3c. The boulder has shifted several feet. It is once again nearly flush with the wall. A nauseating odor emanates from behind the rock. (Saving throw or be nauseated. Minor penalties on physical actions and anything that takes mental focus.)

3d. The boulder lies shattered in thousands of shards across the room, The air is full of rock dust to the point that visibility is greatly restricted. The PCs can't see either exit from the center of the room. The cracks in the ceiling are much larger than they were previously, and the earth itself is groaning, The hole from behind the boulder is a foot and a half in diameter, and utterly black. It absorbs any light shined on it and anything thrown into it fails to make any sound. It can only be examined by someone within a few feet of it. After the PCs spend a few rounds in the room, there is a scratching/dragging sound that from the hole that rapidly gets louder and the stench suddenly gets much stronger. Any pc in the room is severely nauseated (even if usually immune to such effects.) With a saving throw they take moderate penalties on physical actions and anything that requires concentration. With a failed save they also become dizzy and disoriented. If the pcs don't decide to leave at this point, something darts out of the hole, faster than they can track, grabs someone, and disappears back down the hole. (Preferably an NPC, but if there aren't any handy...) The target is larger than the hole and most likely leaves parts (limbs, the head) behind. If the PCs stay, this is where they get attacked.

4. There are thirteen shallow depressions in the floor of this room. (Shaped so that the stone spheres in 5 settle into them.)

5. This room contains abandoned mining gear and 13 stone spheres (3 foot diameter. 800 lbs each.) This is another place to insert clues to future events.

Vapors of Colossal Death



Legend

Lighting: Well Lit
via glowing tubes
embedded in walls

Random Encounters

1. d8 Fire Mephits
2. d4 Water Mephits
3. d8 Zombies
4. d6 Skeletons
5. d4 Giant Spiders
6. 1 Ghost

Background

This dungeon is actually the insides of a giant automaton created by an ancient, ruined civilization. Steam powers this giant colossus and it is obtained through the exploitation of captured elementals. An air elemental whose composition is a rare flammable, but toxic gas, escaped from area 6 and killed the crew by poisoning them. The poisonous gas also has necromantic properties...

1. Sacrum Cavity

This metal room is dominated by the exposed quarters of two massive bronze cogs that protrude from the center of the east and west walls and the floor. Behind the cogs are two operation elevators that require the appropriate knowledge check to engage the levers.

- 8 Skeletons armed w/ pipe wrenches
- 8 gp, 12 sp, 2 useable wrenches

2. Boiler Room

A large grate covers the majority of the floor of this rusting room. The grate covers a shallow hollow with dozens of nozzles that point up. A hidden panel on the north wall conceals the shut off valve. If this valve is not turned off by the PCs, the entire grate will be ablaze once they contain the gas elemental in area 6. The fire heats the water which is stored in tank above this room.

- 5 Fire Mephits

3. Observation Deck

Three massive windows on the southern walls probably had a commanding view at once time. Now they are half buried under dirt and covered with grime. The brightly polished bronze bench is strangely out of place sitting in the center of this corroding iron chamber.

- 6 Tiny Clockwork Golems
- Brasso Polish

4. Generator Room

A massive generator towers in this room. It has two giant gears that half protrude from the floor and spin in opposite directions once the fires are burning in the boiler room. Two enormous valves can be turned with wrenches to release the steam pressure and stop the generator from turning. A large pool of oil blocks the path to the valves.

- 1 Huge Black Pudding (Oil)
- Observation Deck Key

5. Fuel Pump

The door leading to this room is trapped. PCs who fail to disable the trap suffer moderate lightning damage from a 10' burst of stored electricity. Inside the room are two levers that when pulled simultaneously will open the containment unit for the poison gas elemental that is loose in this room. When the containment unit opens, a vacuum will suck the elemental inside and the doors will seal. This ignites the furnace in the boiler room, causing anyone within 10' of the grate in area 2 to suffer heavy fire damage.

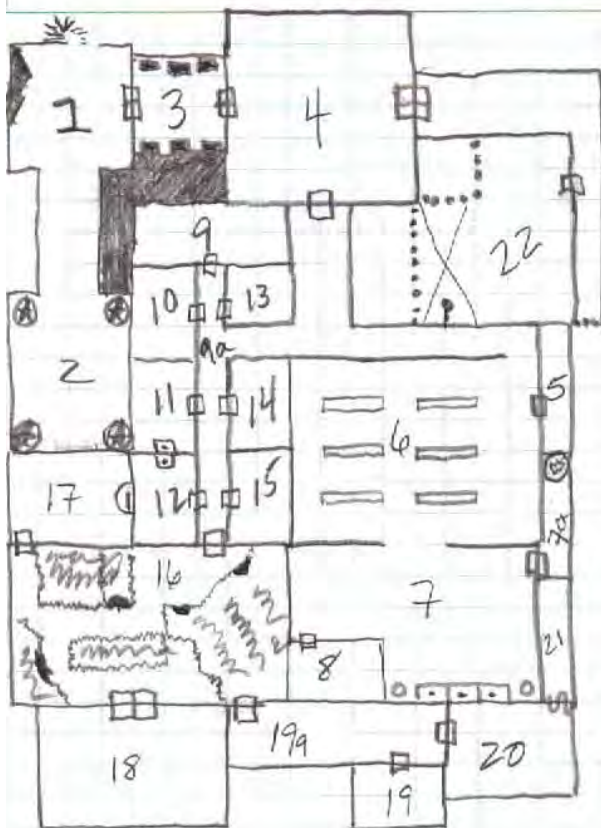
- 1 Medium Air Elemental (Poison)

6. Difference Engine

A giant clockwork and steam contraption extends down from the ceiling ending in a terminal that faces four switchboards on the western wall. Mounted in between two greasy windows on the south wall is corroded brass plaque (that explains how to turn off the colossus).

- 2 Wraiths
- Librum Steam Mechanica

Below the Crumbling Stair – Level 1



Wandering Monsters

- 1-15 none
- 16 – ghost sound from behind the party
- 17 – 2 large rats
- 18 – 2 zombies
- 19 – falling ceiling
- 20 – ghost of an intelligent long sword

Legend

- - door
- ▣ - Double door
- ⊗ - Statue
- - Pillar/Pedestal
- X - Pit trap
- ~~~~~ - Web
- ⌒ - Dias
- ▢ - Fireplace
- ⊙ - Well
- S - Secret Door

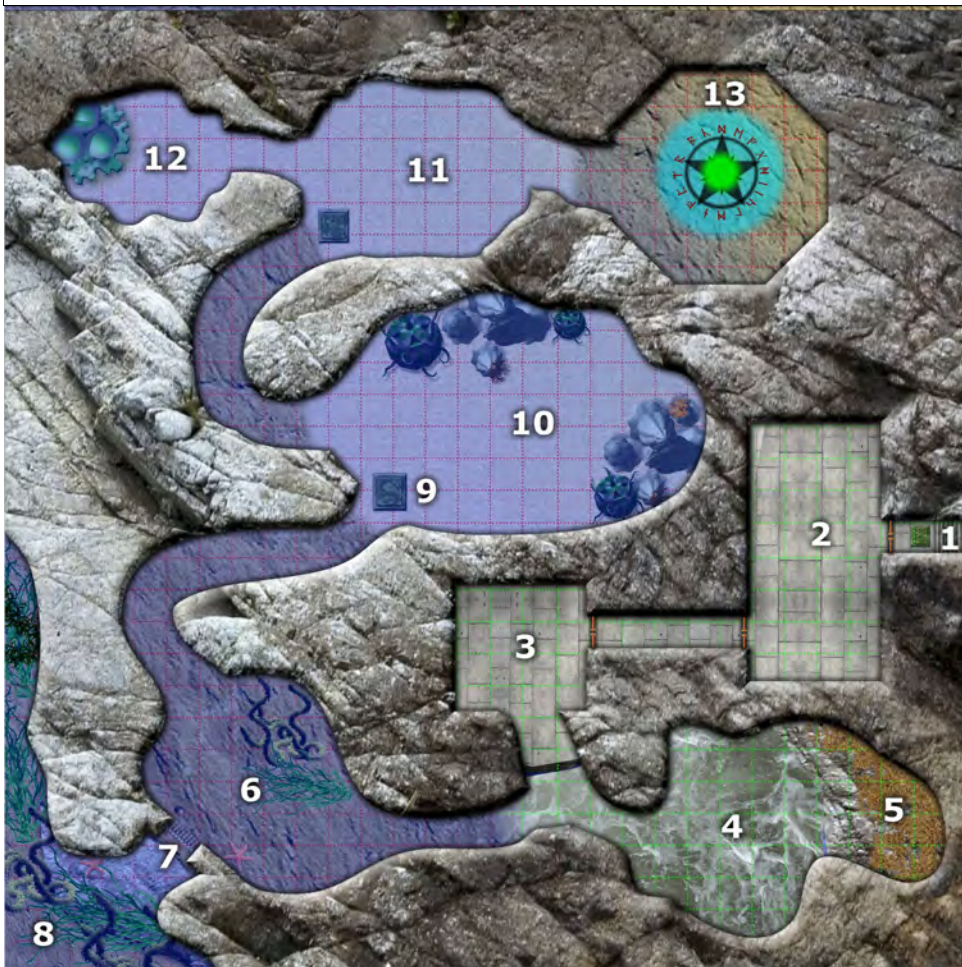
Background Below the crumbling stair is a long forgotten temple of Mystra, goddess of Magic. The priests that remain have all gone foul and a clan of Chitines has traveled from the deep to find a new home here. Also, Recently a pair of Desmodu bats flew in a chimney/air spout causing it to cave in, leaving them trapped inside.

The party is brought here by the rumors of a Sphere of Power, once known to be kept by a priestess of the temple. Society's knowledge of the location of the temple was lost to time until now. Many search for the Spheres as they each have been found to have different energies that have brought forth both law and chaos.

Room Key

1. Waiting Place—Rubble staircase into a room of broken furniture. Ceiling crumbling, cave in to right. Couple benches still strong for sitting
2. Fancy that—4 statues 1 still slightly recognizable as a robed woman. MW painting of sorcerer w/wand in 1 hand and ball of light in other hand 300gp
3. Night and Day—2 rows of 3 pillars w/eroded windows painted behind them left is painted as day while right is nite center first 2 are holding spheres next 2 pillars are (2 stone spikes) 3rd 2 hold open stone books facing each other
4. Fallen Sky—1st layer of ceiling mostly on floor signs of painted sky major vibration=25%chance of ceiling falling on PC dbl door is locked+hold portal spell
5. The Clinkers—Serving storage room "ah come to wash the dishes have you" "No they've come to eat with us," "I'm not going in their filthy mouths" and from the candelabra "I'm just glad someone brought some light to the situation" 3 tiny animated objects 4 crystal wine glasses 20gp ea
6. Mess Hall—Old tables and chairs, furthest table has collapsed on one side on the floor by it are a dozen metal plates and goblets
7. Kitchen—2 large stoves 3 large fireplaces hanging pots and pans shelves with utensils and a large tub ceiling is fragile may collapse (see rm 4)
- 7a. Watering hole—Large stone door, well with bucket on rope fresh water the crank is trapped if bucket is tossed in well door slams and water fills the room
8. Food storage EWW—old molded food stuffs and 2 piles of neatly chopped and stacked firewood
9. sleepers awake hhhuuuuuhhhh—thrashed sleeping quarters 4 zombies, 1 Tyrantfog platinum bracelet 400 gp, 100gp scattered on the floor
- 9a. To the right there is fog on the floor the left webs begin covering the hall about halfway down and thicken until they completely block the end of the hall
10. Danse Macabre — 4 zombies on top of beds grasping for the ceiling
11. Let there be light—door is stuck shut sleeping quarters is lit from a continual lit fireplace broken mirror above no back to fireplace can see mirroring room
- 11a. I've got candy—a hooded ghost appears waving PCs to rm16 draws sword and points to 16 then walks toward and disappears into the webs
12. I see the strings—door is stuck by webs rooms smells of guano lit by fireplace 2 hungry Desmodu bats (1 hunter, 1 guard) flew in before flute caved in
13. Clouded Vision—2 tyrantfog zombies they will be drawn to any noise in the hallway this is a ruined sleeping quarters
14. Flavor—Bed and small smashed altar
15. Ajar—After the webbing is removed the door is open and the room is empty
16. What isn't sticky in this place—After removing the web the door is ajar the room is a webfest from floor to what appears to be a higher ceiling more than 20' to the right is a webbed pathway 8 Chitine occupy the room they have created sleeping holes 15' or higher off the floor in the webbing.
17. Depression in the air—crumbled altar weapons racks few pole arms/halberds/a glaive sword scabbards litter the floor near the weapons racks mildewed curtains on walls with small blue stars
18. She can't read!—Doors are held open by webs that infest this old library w/shelves reaching 20 feet high 6 Chitine+2 Choldriths (one hidden above the door), 2 scrolls Lightning Bolt and Haste 5000sp 2 alchemist flasks, 1 antitoxin, 6 flasks acid 1 Mwrapiar
19. Anyone got a light—broken glass covers the ground, the scent of oil fills the air which is actually splattered all over the room a small lantern and tinderbox are in one corner
- 19a. Smooth pimp walk—a ghostly grin is seen through a hooded cloak when PCs approach the figure turns and walks to and through the far door to 20
20. Packed in a hurry—this ransacked quarters has a fresh hint of jasmine in the air, a smashed altar, flipped bed dumped chest o drawers are in the room
21. The secrets out—dirt and mold cover the stench room, a large unaged chest is in the middle of the hall, a burning hands trap sets off from the center of the ceiling filling room, key 23, key 4 700 gp, blue sapphire 900gp, scroll entangle, heat metal spiritual weapon, potion of reduce and the sphere of power
22. Let me out I'll make cookies—rusty hinged door creaks when opened, continual flamed torch sconced on wall, 2 large cells, Lady elf in chains screams in silence though her chains move/clang, Lady ghost turns to bones when touched, spiked pit trap triggers by walking on/torch is lifted/cell is opened
23. Hmm locked from the inside?—Locked gate, damp air, what could be down there....did I level

Lair of Shaothbuul the Savant Aboleth – Level 1



Wandering Monsters

1. Elder Eidolon (construct)
2. Skum Guardians (x 12)
3. Sahaugin (dominated, x 4)
4. Sharks (dominated, x 6)
5. Sorcerer 8th (dominated)
6. Water Elemental (controlled)

Legend:

1 Square = 20 feet



Glyph of the Deep

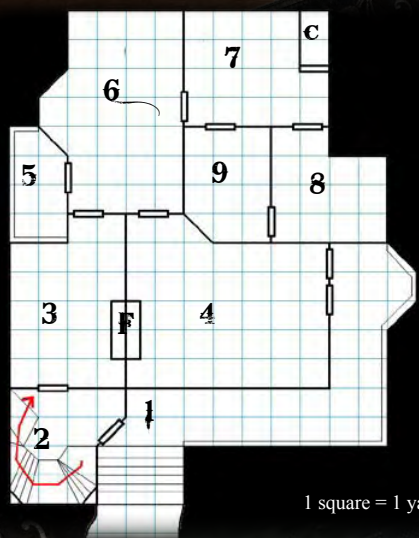


Glyph of the Slime Curse

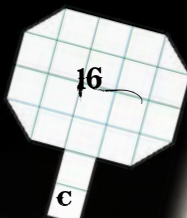
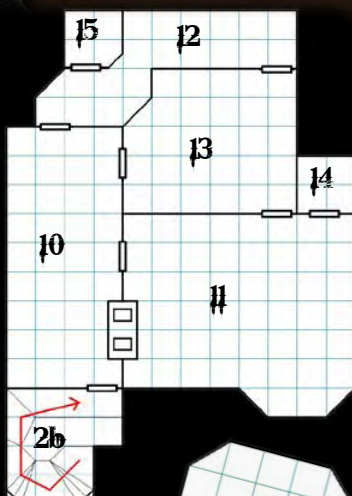
Room Key

1. **Stairs from Surface:** 20 foot wide stairway and hall from the surface, glyph of the deep
2. **Skum Guard Chamber:** 80 feet wide by 160 feet long, arcane weapons rack: +3 long sword, +4 trident, 10 each +1 short swords
3. **Guardian Chamber:** Elder Eidolon prevents non-dominated slaves from escaping to surface, doors at end of hall trigger alarm if opened.
4. **Half Submerged Chamber:** at least 2 dominated sharks in chamber at all times. Net of Snaring partially buried in sand at room center
5. **Slave Shelf:** non-dominated slaves are kept here with straw bedding.
6. **Entry Hall:** submerged chamber, guarded by dominated Sahaugin and Sharks at all times.
7. **Barred Gate:** submerged access to the Dread Harbor, door opens with an Aboleth complex command word (unspeakable by non-Aboleth)
8. **Dread Harbor:** with sea floor 50' down from gateway entrance
9. **Glyph of the Slime Curse:** empowers Aboleth often found in the Great Hall.
10. **Shaothbuul's Great Hall:** submerged chamber containing living crinoids, sea worms, sea centipedes and anemones decorate hall, although dangerous, not considered monsters. The floor is inlaid with Bilestones
11. **Shaothbuul's Private Chamber:** submerged chamber protected by a Glyph of the Deep at entry way, Shaothbuul is found here half the time.
12. **Aboleth Nursery Chamber:** submerged chamber currently holds 3 gestating eggs in mucus.
13. **Portal Chamber:** arcane portal offers two way travel to the Aboleth city of Korallauth, in deep trench beyond the Dread Harbor

The Horror of Leatherbury House



1 square = 1 yard



Introduction

The investigators arrive at Leatherbury House in the early evening. A short gravel walk leads to the front porch. The house is in a bad state of disrepair and the front porch is partly overgrown with ivy. A large dead willow tree stands right next to the house.

Room Key:

- 1. Front porch:** The front porch of the mansion is partly overgrown with ivy. Both entrances to the house are locked. The windows have been boarded up. No sounds can be heard from within the house.
- 2. Staircase:** The staircase leads up to the second floor. The door to the living room is closed but unlocked. The floor is thickly covered in dust and there are a lot of cobwebs in the corners of the room and the staircase. When the players first enter this room, footsteps can be heard that seem to come down the stairs but nothing can be seen. There's a chance of $15+$ on a $d20$ that one of the steps of the staircase breaks when a player step on it. This is automatic when two players step on the same step at the same time.
- 3. Living room:** The living room contains several comfort chairs that are covered with white linen sheets. The large open fireplace on the right wall obviously hasn't been lit for ages. On a small coffee table in the corner of the room lies a leather-bound book. When someone opens it, the pages turn to dust. When a player examines the fireplace closer, it suddenly starts burning with an explosive flame possible hurting the player that examined it. The poker is missing from the fireplace. Two crossed longswords are hanging above the fireplace.
- 4. Foyer:** This large room contains a couple of comfort chairs covered with white-sheets, a large grandfather clock and the fireplace on the left wall. On a roll of $15+$ on a $d20$ scratching sounds from above can be heard. When the players stay in the room to examine it more closely, a swarm of bats comes flying down the chimney and out of the fireplace, attacking the players. Strangely the bat corpses disappear after a few minutes leaving no traces.
- 5. Porch:** The porch on the left side of the house is in slightly better condition than the one in the front.
- 6. Dining hall:** The dining hall is dominated by a large dining table surrounded by six heavy chairs. On the far side of the room there is a large cupboard. The furniture is covered by large greyish-white linen sheets. Everything is covered by a thick layer of dust. Four zombies are standing in the middle of the hall, clothed in servants' livery. They don't move or attack as long as the players keep a distance of at least one yard. The cupboard contains various dishware and silver cutlery.
- 7. Kitchen:** In the kitchen two undead dogs guard the door attacking anyone who enters. The cupboards contain normal kitchen utensils and spoiled food. The steel door to the cellar is locked and can only be opened with the key that hangs on a chain around Robert's neck. Even brute force won't open that door.
- 8. Storeroom:** This storeroom contains two empty barrels and several cup-

boards with spoiled food. Aside from that the room contains two female zombies that attack the players as soon as they enter the room.

9. Bathroom: This bathroom contains a bathing tub, a toilet and a bathroom sink. The first time anyone opens the water-tap blood gushes out.

10. Hallway: The hallway on the upper floor is empty aside from three paintings on the right. The paintings are portraits of Lord Winston Leatherbury, his beloved wife Elenore and their son Robert when he was approximately six year old. When the players pass these portraits the faces start slowly to change into terrible grimaces. When examined closer, the paintings start floating from the wall, arms with clawed hands emerge from the picture frames and start attacking.

11. Master bedroom: This was obviously the bedroom of Lord Winston and his wife. A large bed stands in the middle of the room. Although the room hasn't been used for many years it still is in a surprisingly good condition. On a roll of $10+$ on a $d20$ the silvery laughter of a woman can be heard. On the nightstand lies a small bronze key. The armoires contain old and half-rotten clothes.

12. Robert's bedroom: The walls are covered in dried blood and all the furniture has been smashed. When the players enter the room, the shadows seem to grow even darker. Then suddenly an elite zombie (Robert warped by his father's curse) and two zombies attack the players out of the shadows. Robert carries a iron key on a chain around his neck. His father's musket pistol causes double damage against him but not the other zombies. In the remains of the furniture Robert's diary can be discovered that reveals what he has done!

13. Study: The walls of the study are covered by bookshelves that contain hundreds of books. Lord Winston was a learned man and had books about several fields of study from the natural sciences to the occult. In the middle of the room stands a large desk. The desk is locked but can be opened with the key found in the bedroom (see room 11). The desk contains various papers, a golden pocket-watch, a silver locket containing a portrait of Elenore Leatherbury and a musket pistol and some blackpowder and $2d6$ balls.

14, 15. Bathrooms: The bathrooms in the upper floor are dusty and filled with cobwebs but otherwise unremarkable.

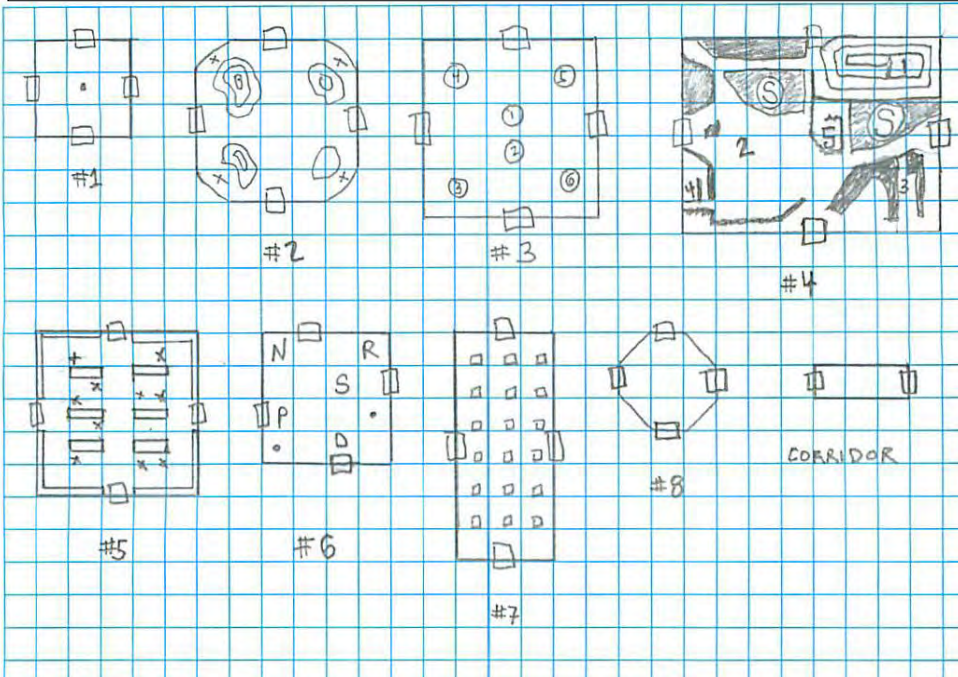
16. Cellar: The cellar contains several shelves along the walls filled with the remains of rotten food. A wine rack stands before the back wall of the room. A closer examination shows that the wine rack contains $d20$ bottles of expensive wine and that the wall behind it has a different texture than the rest of the walls. When the players move the rack from the wall, a wraith (Lord Winston) appears from behind the wall and attacks them. The locket of his wife (see room 13) can keep him at bay and he disappears as soon as the sun is up again. When he is defeated he reappears on the next night. He can only be laid to rest by burying his remains that can be found behind the wall.

Background:

It's the year 1889. A group of investigators has been contacted by Lady Catherine Westmoreland. She is the heir to Leatherbury House, a mansion in the country, that has been abandoned by her family for over 50 years now, and the locals believe that the house is haunted. Lady Catherine wants the investigators to look into this.

Lord Winston Leatherbury had made quite a fortune in his early years and after the death of his wife his interest turned to the occult. His only son Robert was a good-for-nothing that spent his father's money on women and gambling. One evening Robert lost a lot of money in a game and so he asked his father for money. Lord Winston was outraged and told him that he won't be paying for any of his escapades again. The discussion got heated and then Robert struck his father down with a poker. He panicked, dragged the lifeless body down to the cellar and bricked him up behind a wall, not realizing he was still alive. When Lord Winston awoke he screamed for help but nobody could hear him. With his last breath he uttered a terrible curse. Shortly after that several servants died in accidents in the house and finally Robert fell ill and died shortly thereafter. A few weeks the dead servants and Lord Winston's son rose again from their graves, bound by the curse to defend Lord Winston's fortune even in death...

Peritus vester ars (PVA)—vulgarly translated in common: Watch your ass – Level 0



Entry corridor: Characters transported into 10X10X12 corridor w/ ambient light source. @ end of hall is a wooden door. Pit trap in middle of corridor. Pit contains: 1 backpack per party member. 10 days rations. 1 magic water vial per character. There is a dagger on the floor of the trap.

Room # 1. Animated Guardian: In the middle of the room facing the doorway stands a knight in plate armor. He has a sheathed long sword in a scabbard on his back and a heavy shield in his left hand. The room is of finely hewn stone 30X30X25 feet high. The room glows blue, and the knight's eyes shine red. He is not moving and says nothing.* (eventually has **malachite** icosahedron)

Corridor to # 2 first time through: 6' staff on floor. If pit trap also a battle axe on floor of pit.

Room # 2. Desert Environment: It is hot. Scorpion in ea. corner of the room. On sm pedestal atop mound in NW corner is **onyx** tetrahedron gem. SE mound: war hammer buried. Handle sticking out. Below surface is Dwarf skeleton wearing Dwarven leather armor. Body has pouch containing bottle of ink and quill for writing.

Corridor to # 3 first time through: 20 palm sized rocks scattered on floor. Short bow 20' from door. If pit trap, blank spell book on floor of trap. If Dirt fall trap, scroll w/ spell (DM choose spell) atop newly fallen mound.

Room # 3. Birhaakamen (wild bird-men): 50X50X80 ft high. 60' "tree" in ea. corner +2 in middle. Nest atop ea "tree" 4 wild bird-men in nests. Quiver w 20 arrows @ base of middle tree. Treasure: Nest 1: **Sapphire** cube gem. Scroll w/ spell. Nest 2: Bones of humanoid, Brass button. Nest 3: Holy symbol from deity of party's cleric. Nest 4: Wooden magic water bottle w/ 3 lines of water remaining. Nest 5: Empty pouch suitable for carrying palm-sized rocks, leather sling. Nest 6: Left handed gauntlet w/spikes. Looks suitable for human hand.

Corridor # 4 first time through: If pit trap, 2 vials of potion on floor w/ spider webs etched on bottles. Ea. vial cures 1 character of poison and all damage associated w/ poison.

Room # 4 Giant Spiders (2 Smaller) Room is buzzing w/ noise of insects. You see hedge groves and wisps of spider webs. Area 1: Hidden in small cubby of bush, unconscious Halfling near death. Has spell book w/ 2 m.u. spells written in it, ink, small pile of wood dust (old water bottle). Area 2: Human sized helmet. Area 3: 50' coil of rope. ½ weight 2bl strength "Impetro" keeps rope tied. "Immunis" unties rope. Area 4: Human adventurer suspended in webs. He has 6 days rations in pack, 1 wooden vial w/ 6 days water rations, In his pocket is **Topaz** octahedron gem.

Corridor # 5 first time through: Large shield in middle of corridor. If spear trap, there will also be a battle axe on floor.

Room # 5 Skeleton Library: Book shelves packed w/ books all around room. 6 tables in room 10 Skeletons seated @ tables all in various postures of studying. Ea has a short sword. A book on N shelf W side of door is a fake and contains **Jaspas** dodecahedron. 4 scrolls of worth in various locations. DM chooses spells and levels. Bookmark in book has "Half the width/Double the strength/ Tie with *impetro/immunis* when done/and giver 'er a yank." written on it. (Refers to rope.)

Corridor # 6 first time through: If Net trap, brass button, and pair of leather pants shoot out of wall instead of trap, otherwise nothing in corridor.

Room # 6 Trap Room: N=Net Trap. R=Random Trap. S=Spear Trap. P=Pit Trap. D=Dirt Trap. •=weapon of DM's choice on floor. Trap triggered when character steps on square w/ letter.

Corridor # 7 first time through: 1 full magic water bottle in middle of hallway.

Room # 7 Zombie Graveyard: Total of 8 zombies. 50% 1 zombie will pop out of any grave when stepped on or tombstone is read. Graves are numbered randomly 1-18. # 1 says "black" #2 "blue" #3 purple #4 red # 5 green. All others have random words, But no color. (Colors refer to gems and order of gems to escape dungeon.)

Corridor # 8 First time through: 1 crossbow and 20 light bolts in quiver on floor.

Room # 8 Rats: 3 dead adventurers w/ 4d8 rats crawling on them. When party checks dead they find 1 suit armor, 1 sword, 1 mace, 1 magic water bottle (6 days water), 1 empty sack, 15 cp, 4 sp and 10 gp. DM chooses armor type.

Important Notes:

- Characters enter with only clothes on their backs. They will acquire tools and equipment in the dungeon.
- No light source needed. Rooms have a magical glow.
- Characters have no proficiency in any weapons. -1 on attack and -1 dam. until 3 hits, then no negative. If nat. 20 in 1st 3 rolls, then automatic proficiency.
- *for full effects of this room see back of page for poems etc.
- "Magic" (ritual/spell/curse... DM choice) transports characters into first corridor.

Special Magical Items:

- Wooden vials of water. Ea w/ enough water for 10 days. Sm wooden bottle appearing to hold no more than 500ml water. Lines carved on bottle mark serving size. On day 11 50% chance empty. Day 12 60%,...Day 16 100%.
- Monsters are magical in nature. Upon death their bodies turn to dust and disappear. Some of their weapons and other items may remain.
- **Virescrit** +1longsword w/ telepathic bond. Unaligned. Bond formed when character rolls total of 3 Nat. 20s (DM keep track). No bonus w/ sword until character achieves proficiency. Once bond forms, sword will return to owner's hand from up to 50' away. Sword will also level up to +5 (DM designs abilities).

Corridors:

30'X10' X12' high. Dimly lit. At end is an unlocked wooden door. Corridor has 50% chance of being trapped. If trapped, then 1d4

1. Pit—10ft deep 1d8 dam. Save = ½ dam.
2. Spear—pressure plate releases 2 spears from ea. end of corridor (4 total) Roll to hit appropriate character(s). If hit, save = ½ dam.
3. Hooked net—pressure plate releases net across corridor (DM chooses location in corridor). Save = avoid net. Caught character =2d4 damage. If struggle extra 2d4 dam.
4. Dirt and Rock pile drops in hall. 2d6 damage. Save =1/2 dam. If successful 1st save, get second for full avoidance.

Characters may salvage weapons used in traps i.e. spears and nets.

Doors:

Ea. room has a door at one of the cardinal compass points. If you leave through south door of a room, you will enter a corridor and @ the end of the 30' hall the next door opens @ north of next room. Etc. Another example: leave W door go through corridor; enter next room through E door. Room entered is determined by 1d8 roll. # corresponds to room #. (Poss to re-enter room characters exit, if random roll is the same room #.)

Entering room through door: Door location relative to ground determined randomly ea. time a room is entered. Note: re-roll this when characters reenter a room.

Door Height off Ground (1d4):

1. Ground level
2. 10 feet off ground
3. 20 feet off ground
4. Ground level

If 2 or 3 roll 1d4

1. Ladder
2. Stairway w/10' landing at top
3. Rope suspended from ceiling 10' in front of door
4. Nothing. Door is whatever height above ground, w/ no obvious way down.

Room # 1 Animated Guardian: If the characters attempt some type of attack from the doorway it fails.

First time in room # 1: All must enter the room, and when the last character does the Guardian says to them:

Now listen fools before I kill you dead
Welcome to my enchanted world of dread
I highly doubt your abilities will prove near
adequate in preventing soul's remove

On perchance my judgment's gone awry
I give eight rooms for you to try
Perfect solids of gems must you discover
A key to leaving here must you uncover

As you came so must you align to go
A piece to the first five—don't be slow
If may chance we chat a time again or two
More mental twists I might give to you

But... (begins to draw sword)

No more of this shall I here tell
Virescrit shall dispatch you all to hell!

If the characters kill the Guardian, he turns to dust except for *Virescrit* and the sheath. The lettering on the sword no longer glows and the ruins on the sword now appear etched in the metal. Runes will glow when character bonds with sword. See front page.

Fourth time in room # 1: If party has killed the Guardian all three times they have been in the room:
(Option 4)

Three deaths!—Never, no more!
I'll dice you in small parts
Red is the color of piece four
Three deaths!—Never, no more
It's my turn to even the score
Virescrit will carve out your hearts
Three deaths!—Never no more!

If party has killed the Guardian twice up to this point read **Option 3**

If party has killed Guardian once up to this point read **Option 1**

If party has yet to kill Guardian and has run away each time read:

All you do is run from me
Your pants are drenched in pee
You'll never find glory
Unless we get nice and gory
Time to bleed, time to die, let's see



The gem order is 4, 6, 8, 12, 20. If the Halfling is with party he must be first out, since he came in before all of them. If not enough characters alive, one gem each until last person then the last character must have the remaining gems in hand in proper order.

Second time in room # 1: If the characters killed the Guardian the first time, then he will try to re-bond with his sword. The bond will be automatic if the character possessing the sword has not gained proficiency or the character has not formed his bond with the sword. If the character has a bond with the sword, then the Guardian must kill the character to reestablish his bond with *Virescrit*.

(Option 1)

Hail! My hearties, we meet anon
You thought your work with me was done
Alas, your destiny is more pain
You killed me once, but not again

Black first then blue, it's what to do
Though you'll never learn, you're cuckoo
Puzzle's too hard brains it will drain
You killed me once but not again

Draw what weapons you've acquired
Since my last fall your deaths I desired
With your blood the floor I will stain
You killed me once but not again.

If Characters ran away on first encounter:

(Option 2)

You run like a cowardly mob
And your lives I'll assuredly rob
Flee as much as you will
I care not when I kill
Grab a weapon and proceed with the job.

Fifth time in room # 1: If the party has killed the Guardian four times:

(Option 5)

Ha, death to you!
I weary of this adventure
Ha, death to you!
I'll kill you that's what I'll do
Your best chance at life is so small
Virescrit will eviscerate all
Ha, death to you!

If party has killed the Guardian three times up to this point read **Option 4**

If party has killed the Guardian twice up to this point read **Option 3**

If party has killed Guardian once up to this point read **Option 1**

If the party has yet to kill the Guardian he mocks them and makes rude gestures:

Ha, Ha nya, nya...you people are so lame...you'll never win our game!



With the final word, he bows his head and time speeds back to normal. The killing weapon cleaves the head from his body. As his head hits the ground, the Guardian turns to dust and a 20 sided malachite gem sits atop the grey pile. The characters must exit from the door in which they entered (Make sure you note the door when they first arrive.) Ea surviving character must carry a single gem in proper order.

Third time in room # 1: Same description as other times. Same re-bond opportunities for Guardian as in column 2. If characters killed Guardian a second time and are now meeting him for the third time:
(Option 3)

Twice now you've found a way
Sorry, now it's your turn to die
Pull out your weapons and play
Virescrit will poke out your eye

Sorry, now it's your turn to die
Purple is a beautiful color
Bruises and cuts sliced like a pie
Severed heads will enhance my décor

Purple is a beautiful color
It's third in succession
Sadly, your brains are getting duller
And you'll fail even with discussion

You killed me twice not again
Pull out your weapons and play
My turn, blood from your bodies I'll drain
Twice now you've found a way.

If only killed Guardian once, read **Option 1**

If ran away last time with no kill:

You really are an embarrassing lot
Like children with noses of snot
"Oh he's too hard! Run away!
You hurt my feelings let's play
Who's brave enough to give it a shot?

Final Encounter room # 1 Party has four of five gems:

Adventurers come back to me
In polyhedral insanity
You have four pieces; one more to see

O how much more work can there be
Much more—success is a rarity
Adventurers come back to me

A secret puzzle might cause glee
You lack the brains for this dainty
You have four pieces; one more to see

Stick to the main or be unfree
Need not this treasure's victory
Adventurers come back to me

Put the gems in order and flee
A chest hidden by secrecy
You have four pieces; one more to see

Virescrit will exact his fee
Colors and gems in complicity
You have four pieces; one more to see

Then fight

Upon what will be the killing blow: As the weapon comes down for the final hit, time seems to stop and the weapon hangs above the doomed Guardian. He stands erect and says:

Finally, a hero worthy of the name
You've won this part of the game
Your trial's not through
Figure out what to do
Get out and seek fortune and fame!

PILSHOLME

AN ADVENTURE FOR LOW LEVEL CHARACTERS BY M.J HARNISH

<http://rpg.brouhaha.us>



Legend

S – Secret Door

Background: Centuries ago, the Gnomish monks of Dionard, goddess of brewing, were famed for their qualities beers. The small, hidden monastery of Pilsholme was the center of their brewing activities. Unfortunately, dark times descended upon the lands and the monks abandoned Pilsholme and its location was lost...until now.

Adventure Synopsis: Something has been plaguing local farmers and the group is hired to stop them. After investigating, the group will learn a small tribe of kobolds is responsible. Tracking the kobolds to their lair, they will discover a mysterious Puzzle locked door and if they bypass that will discover the long-lost monastery of Pilsholme.

Adventure Hooks:

- Party is hired to put a stop to raids on local farmers' livestock.
- Party inherits or finds a map to a fabled Gnomish treasure horde.
- A local lord has hired the party to clear his lands of threats.

Suggested Modifications: Substitute goblins or any other humanoid creature if you don't want to use kobolds. The monastery itself could also be populated with undead creatures if you want something a bit more ominous or deadly.

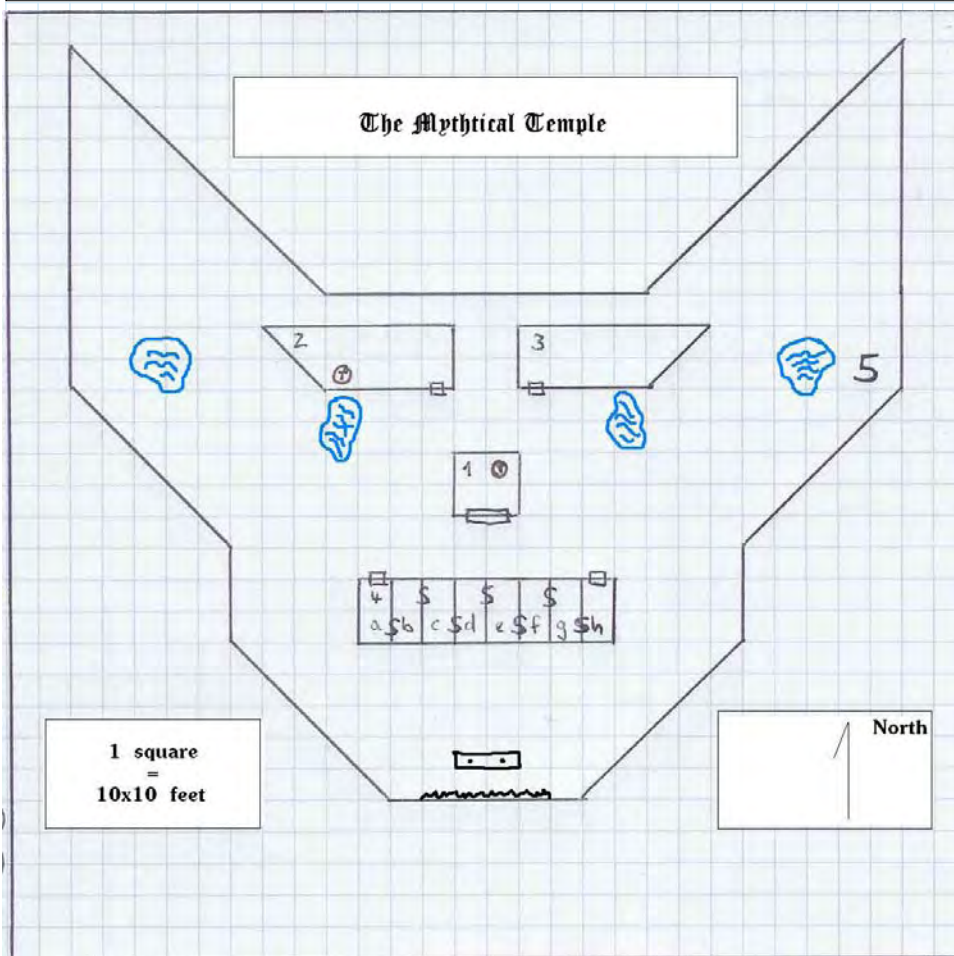
Wandering Monsters: Used for wilderness adventure while tracking kobolds' to their lair:

- 1-3: 1d4 wolves
- 4-5: 1d6 kobolds (hunting party)
- 6-7: 1d4+1 halflings (mushroom hunters)
- 8: 1 Ogre

Room Key

- Cave Entrance** - The cave entrance is normally unguarded because it is well hidden within brambles and heavy underbrush.
- Living Chamber** - Houses the bulk of the kobold tribe - during the day there are normally *2d4 kobolds* sleeping; at night *1d6* will be present and active. Possessions, bedrolls, etc. are scattered about, as are the tanning hides from the livestock the kobolds have been pilfering.
- The Pool** - The water is fresh although muddy.
- Food Larder** - Butchered carcasses are kept here. Stink is pretty bad.
- The Pit** - the pit has no apparent bottom (efforts to measure it will fail). A *carriion crawler* dwells here, but normally stays below, content to feed off the scraps and offal the kobolds throw down the pit. However, it will not hesitate to attack if a considerable amount of noise or activity is going on around the pit. The pit connects to deeper caves if group wants to explore (100' down).
- Chief's Cave** - Chief Eg'durok lives here along with his trusted guard. *1 Kobold chief, 6 guards, 1 witchdoctor*. He sits upon what appears to be a raised dais with an intricately carved, circular stone. Closer inspection will reveal this is a door (a gnome or dwarf will recognize it as a gnomish puzzle door). The door can only be opened by solving the puzzle. Hundreds of numbers circle the outer edge of the door - The puzzle involves touching two of the numbers in the right sequence based on the runes in the center: Center reads 1 2 5 12 - - Answer is 29 70 (double last number and then add to the number proceeding it).
- Long Corridor** - lined with narrow gauge rails built into the floor. Everything is covered in a thick coating of dust and is dead silent.
- The Waste Pit** - This opening is concealed by a one way door (only opens out into pit) and is located about 30' over the cave's entrance to the pit. This is where the waste from the brewery was dumped.
- Cart storage** - storage for the flat topped mine carts that were used to transport materials. 4 badly rusted (but operational if enough effort is put into it) carts stand here. A giant spider has taken up residence here, preying on the rats in area 20.
- The Brewery** - 3 huge copper vats (250 gallons each) are located here. It is possible to restart brewery given several months work. A nasty *slime* (choose a type that suits your taste) has taken up residence in the 3rd vat.
- The Vault** - This room is closed by a heavy, iron door which is locked. The room's walls are lined with shelves on which the famous (and most assumed lost) recipes for the Pilsholme lagers are stored. A small (2'x2'x3') cabinet, constructed of exotic woods and covered in arcane runes stands in the center. It radiates magic. Inside, the various yeasts used to make Pilsholme's lagers and ales are stored, kept viable by a magical stasis field.
- Great Hall** - Once served as the common room for the monks. Spartan furniture (benches, trestle tables, stools, etc.)
- Kitchens** - Once used to feed the monks.
- Larder** -
- Dormitory** - the novices and monks lived here. There are bunk beds for 20 Gnomish monks, along with their possessions.
- Shrine** - Dedicated to the Gnomish goddess Dionard, Mistress of Brewing
- Sub-prior's Room** -
- Prior's Room** - A secret compartment in the wall behind the desk contains a diary detailing the abandonment of the monastery and also giving the command word to open the main gates (*Ignodma*) and the guardian statues in area 19 (*Shizzat*). A few valuables can be found in a locked and trapped chest here as well.
- Entrance Hall** - 2 *Guardian Statues*, left centuries ago to guard the halls, will activate and attack unless the command word '*Shizzat*' is uttered.
- Grain Storage** - this area has a magical blessing that slows decay and aging of anything within the room so that it ages at only 1/10th the normal rate. A group of *Giant Rats* (12) have taken up residence here and have been living for decades off the slowly decaying grains.
- Lager Room** - This room is magically chilled to a temperature of 45 degrees. It contains numerous barrels, all in varying states of decay.
- Winch** - Raises the portcullis (area 23). It is badly in need of oiling but works fine with sufficient effort.
- The Gates of Pilsholme** - Can only be opened with the password found in the Prior's Room. The gates are hidden by a powerful illusion as well, making them invisible from the outside to anyone not wearing a holy symbol of Dionard.

The Mythical Temple of Darkness – Level 5 (4-6 OSRIC characters of levels 5-7)



Wandering Monsters (taken from "Monsters of Myth")

- 1 Cavern Glazers (12) – page 18
- 2 Rockroaches (3) – p.81
- 3 Nests of Centipedes (2) – p. 19
- 4 Mistweird (1) – p.63
- 5 Hypno Spider (1) – p. 49
- 6 Lancer Juggernaut (1) – p.59
- 7 Lithonnite (1) – p.61
- 8 Oculethe (1) – p.73
- 9 Shade Walker (1) – p.85
- 10 Hanging Snagworts (4) – p.92
- 11 Scuttlers (12) – p.83
- 12 Nightcreepers (10) – p.70

Legend:

- = door
- = secret door
- = teleport
- = altar
- = relief
- = pond

Background:

The "Mythical (*Myth* + *mystical*) Temple of Darkness" has been created by the clerics of the evil Goddess "Vishvaruupa". These clerics worship their dark Goddess by creating a maze, filling it with monsters (Vishvaruupa prefers undead or slimy creatures of all sorts), traps, riddles and vast amounts of treasure in order to attract greedy and/or lawful adventurers and vanquish them.

Presumably the 10 levels of the Temple are the biggest graveyard in existence. Rumour has it that the Goddess herself has taken residence in the lowest level...

Room Key

Rooms 1 to 4 are dark, so a light source or infravision is needed in order to see something. The walls and the ceiling of the entire temple area (5) are covered with a green glowing moss which enables sight comparable to normal daylight. All the doors are wooden and in good shape. They are closed but not locked.

1. The characters arrive here via a teleport from level 4 of the dungeon. A **Bhannog** (p.15) awaits them here. The giantess-hag is sitting on a stone throne, picking her teeth with some bones from previous adventures who have ventured this far.

2. This room is empty except for a level stone pedestal. In the wall next to the teleport are three buttons with symbols which could be pressed. Under the buttons some writing in the common language can be found: "Press the mouth button at your own risk."

If the **mouth** symbol is pressed, the teleport will be activated. The **bone** symbol has 5 **Slime Skeletons** (p. 90) appear on the pedestal. The undead attack on sight. The symbol of a glittering silver coin has a **Glittering Slime** (p.42) drop from the ceiling which attacks immediately.

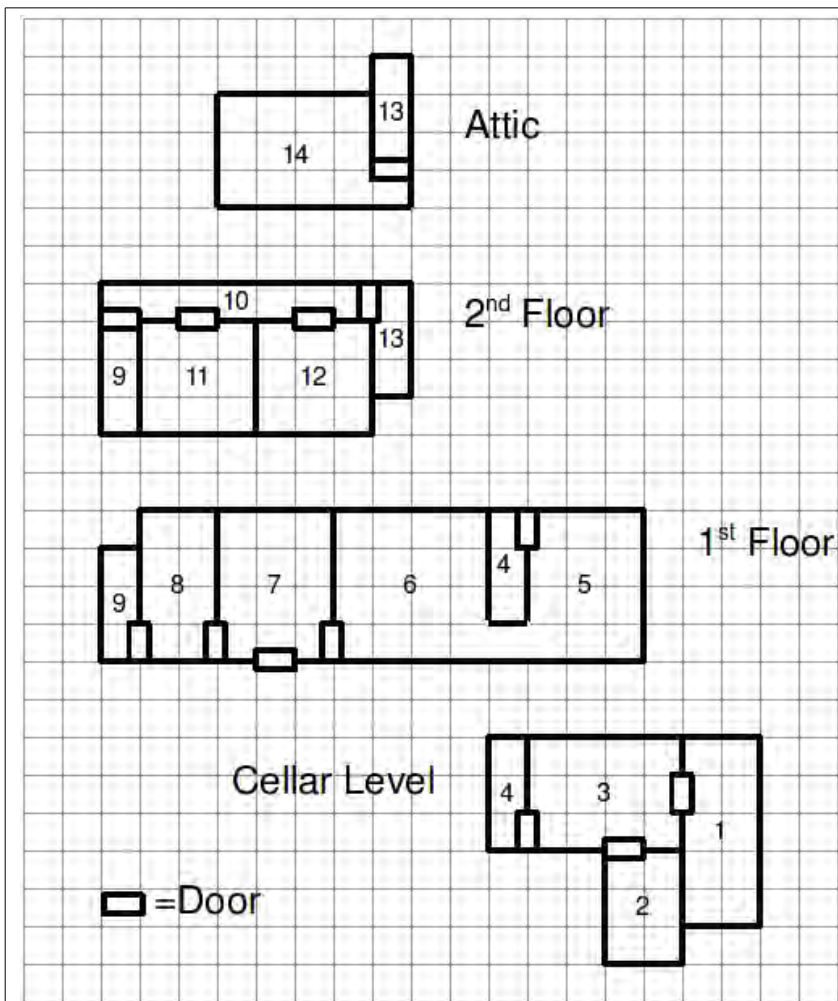
When the teleport is activated and one or more party members step into the teleport zone, they are immediately teleported to level 6 of the temple. Let's hope they are well-rested before taking this step, as a **Gaping Maw** (p.37) will await them at their destination. A practical joke of the clerics who created this maze is the fact that the mouth symbol which has to be pressed is a warning of things to come.

3. A **Funghemoth** (p.36) lives here. The whole room is damp and has a musky odour. The clerics feed it once a week and it knows that it shouldn't attack people sporting the symbol of Vishvaruupa. Everyone else who enters the room must be considered as food.

4a-h. In each of these small cells are 2 Ishabati. These undead warriors stand at attention until the door to their cell is opened. The southern walls of the cells each hold a small hidden compartment with **1000 gold pieces** in it.

5. The walls and the ceiling of the entire temple area are covered with a green glowing moss which enables sight comparable to normal daylight. Against the southern wall of this area is a huge altar dedicated to Vishvaruupa. There's a huge relief depicting her – a slimy worm of about 20m length with a huge mouth with spiky teeth. Every few metres a tentacle emanates from the barrel-shaped body. Upon closer inspection some of them might even be wings. 20 disgusting parodies of human life (**Crawling Corpses** – p. 21) are in the middle of some kind of evil ritual. A cleric of Vishvaruupa is adding new Crawling Corpses to their ranks by calling upon the powers of his foul Goddess thus transforming a group of 6 human adventurers into this terrible form of undead life. Like all clerics in this temple he is granted the ability to teleport to his Goddess's realm when he's in immediate danger.

At the bottom of each of the 4 ponds **500 gold pieces** can be found. Unfortunately each pond is inhabited by 6 **glow jellies** (p. 43).



PCs are invited to a patron's home for dinner. The patron's spouse is running experiments in the cellar. During dinner, the spouse leaves to her laboratory. An explosion ensues that rocks the home during dinner as the result of a failed experiment to open a window to a domain of demons; the experiment opens a door instead. Explosion seals the house. The demon world encroaches on the home bit-by-bit. Initially a room of the house fills with a gray mist and in 15 minutes the room becomes filled with a "void". The mist/void fills the home room by room progressing every 15 min. of real-time to raise tension. Use a kitchen timer with a ringer to indicate passage of time. See progression chart below. Attic has an incomplete ritual inscribed on the floor. To complete ritual N (# determined by DM) of the spouse's favorite things must be placed in circular areas of the ritual design to drive back void. The attic ritual creates a balance to the demon world portal. PCs must find favorite things in rooms.

Gray Mist:

Begins filling a room as precursor to void; raise tension by letting PCs know mist is rising; monsters rise out of mist; mist avoids a "favorite thing" of the spouse. At least one monster in mist searches for favorite things to take back into demon world to keep door open, while others attack. Demon leader can arrive at any time and will focus **ONLY** on favorite things, unless in Attic.

Monster Chart (d20):

- 1 – 5: Leader skeleton with minions
- 6 – 10: Skeleton with leader demon
- 11 – 15: Zombies
- 16 – 20: Leader demon (immune to cold; vulnerable (5) to heat); Void heals demon completely.

Void:

No light; all light sources do not work
Void is cold; PC's take cold damage per round on d20 >=5; with a favorite thing on d20 >= 10.

1. Laboratory: After explosion, laboratory is in the void; spouse of patron on floor unconscious; can be found with hard difficulty; spouse unconscious until void gone. On wall has portal to demon world held open by items that spouse hates (knife, dead rat, etc.) placed in a ritual design. Destroying items closes portal only after Attic ritual complete (see Attic).
2. Pantry/wine cellar: Mist avoids a wine bottle (Favorite Thing 1 (FT1)).
3. Storage room: Mist avoids hand made vase (FT2)
4. Stairwell: No monsters appear here, no favorite things
5. Kitchen: Mist avoids copper pot (FT3)
6. Dinning room: Mist avoids dinner plate of spouse (FT4)
7. Parlor: Mist avoids ink pot on desk (FT5)
8. Library: Mist avoids two books, poetry (FT6) and a family history (FT7). Demon leader will appear here and attempt to take one book. Will fight to defend book until bloodied, then retreat to void heal completely.
9. Stairwell: No monsters appear here, no favorite things
10. Hallway: Mist avoids small painting on wall (FT8)
11. Bedroom 1: Mist avoids hair brush on night stand (FT9)
12. Bedroom 2: Mist avoids embroidered pillow on bed (FT10)
13. Stairwell: No monsters appear here, no favorite things
14. Attic office: Has work desk with notes; incomplete ritual on floor with places for favorite things; notes are in simple code moderate difficulty to learn that to keep window from becoming a door a portal must be balanced by an equal window; Hard difficulty to learn that some of caster's favorite things are required to complete ritual design; placing N objects within ritual area at right spots to complete; if attic is in mist then demon leader arrives and fights to the death to take items to void. Completing ritual drives mist and void out of house; Laboratory becomes lit; while portal open demon leader will fight till death.

Progression Chart (15 minutes real-time):

1. Just after explosion: Void: Laboratory; Mist: Pantry and Storage room.
2. Void: Pantry and Storage room; Mist: Stairwell 4
3. Void: Stairwell; Mist: Kitchen
4. Void: Kitchen; Mist: Dinning room
5. Void: Parlor; Mist: Library
6. Void: Library; Mist: Stairwell 9
7. Void: Stairwell 9; Mist: Hallway
8. Void: Hallway; Mist: Bedroom 1 and 2
9. Void: Bedroom 1 and 2, Hallway; Mist: Stairwell 13
10. Void: Stairwell 13; Mist: Attic

Notes:

Adjust rate of progression of void to keep tension high. Change monster number and strength to fit PC group. The patron can be a "favorite thing". Number of items, N, required can be adjusted down by 1 or 2 to force PCs back into mist or void. Blankets, fire, etc. do NOT protect against void cold, but favorite things do, a little. If demon leader killed, will be replaced by another.

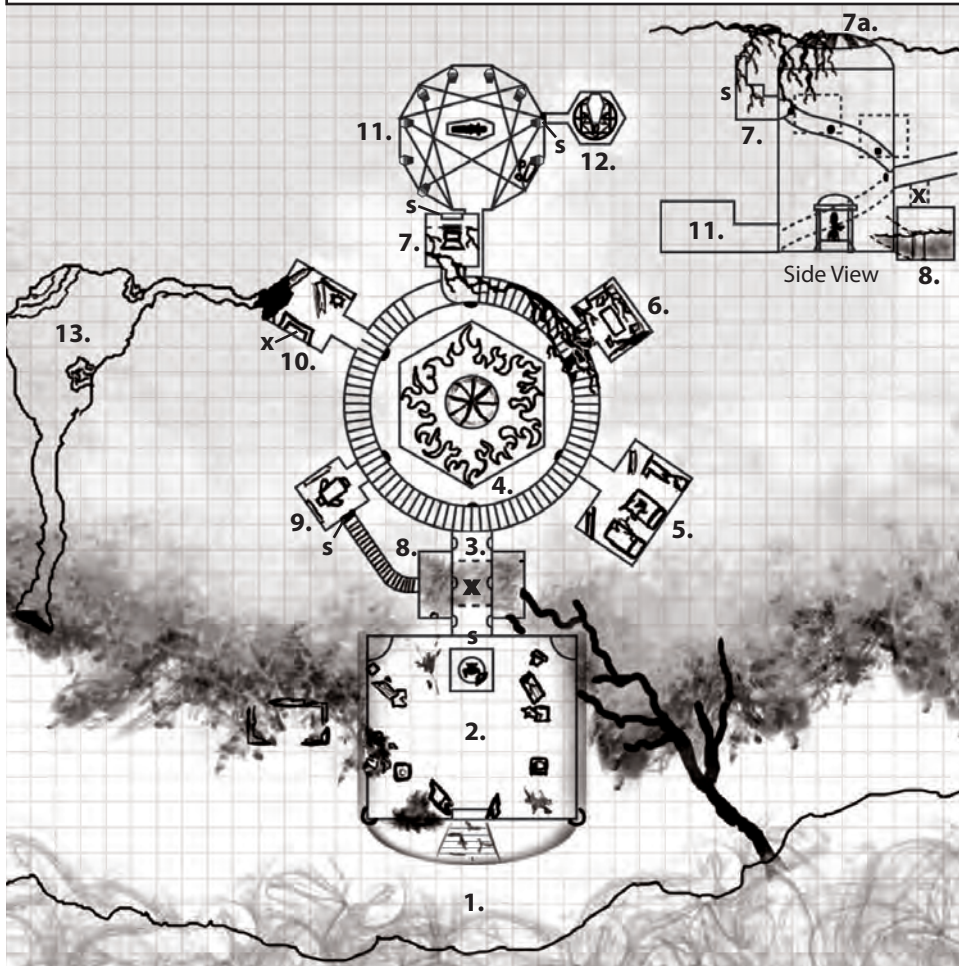
Dawn's Haven (The Cleansing Shrine)- Party Level 5-6

by Octavio Ribeiro

S = Secret Door

X = Trap

1 square = 5 feet



Wandering Monsters

Roll 1d20 to determine encounter (Outside)

- 1-10 No encounter
- 11-12 Rustling leaves, distant shouts/growls
- 13-14 Lone bear or wolf
- 15-16 Goblinoid shouting
- 17-18 Bugbear gang (2-4)
- 19-20 Owlbear (Giant toad if near area 1.)

Roll 1d20 to determine encounter (Inside)

- 1-10 No encounter
- 11-12 Rustling leaves, rocks or gravel sliding
- 13-14 Monstrous Spider Large (2-5)
- 15-16 Eerie howling / Non attacking ghost
- 17-18 Centipede Swarm
- 19-20 Otyugh (especially near rubble or scraps)

Background

Legends spoke of a "secretive" group of "Champions of good" (with members of all classes and races within their ranks) whom had sworn to chase evil in all its forms.

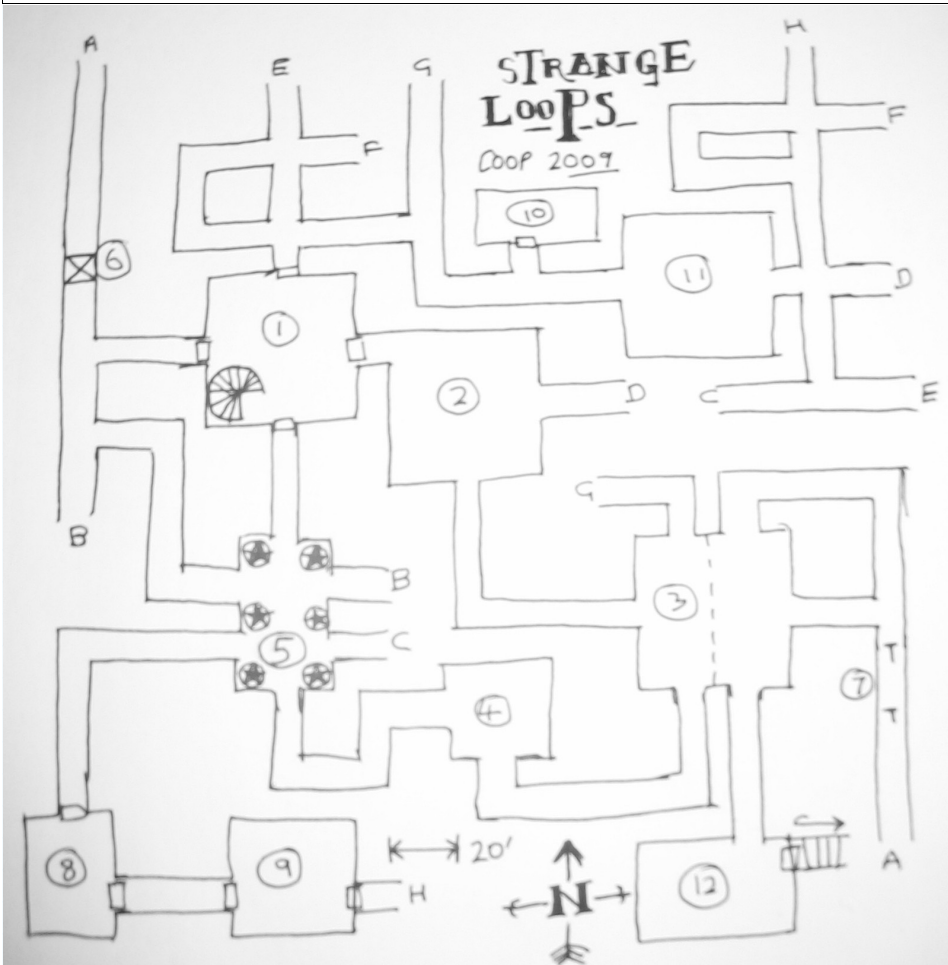
Though welcome in any "good deity" temple, legends also spoke of a secret place (only known to them, since it was said that gods were to decide "who and when" to show its location) where they could retire when seeking for a resting haven or a place for atonement.

Long ago, something happened, some say a great evil found this place, others claim someone from within betrayed them. The case is, that the haven was lost... until now.

Room Key:

1. **Entrance:** The old ruins don't show signs of any particular deity, what remains is a large husk with big holes in the front and left wall.
2. **Shrine's hall:** Broken wooden doors. In the back a headless statue of a man clad in robes, resting his sword & shield on the "very dusty" pedestal (where it reads "Ye who seek atonement, humble yourself") If knelt in front, you see a small "sun shaped" hole (Secret door on the wall behind that opens with medallion or can be opened by force). Column fragments & piles of rubble lay scattered. If searched carefully, under rubble to the left there's a skeleton still holding a golden sun medallion use to open door
3. **Descending Stairs:** Statues of "good gods" line the stairs. **Trap:** If the door was opened by force, the floor in the middle retreats dropping you 12ft. to the half-flooded room below (Save Ref to avoid). Iron bars spring to cover the ceiling of room 8 preventing climbing up, its clanking, cause the holes on the wall in room 8 to enlarge and water starts flooding in (1d6+1 rounds before room is completely flooded) **Imminent drowning**, unless you find & open door to room 9 or Roll 2 successful "Bend bars" (GMs discretion) to loose the iron bars so you can climb back.
4. **Hall of Cleansing:** You enter upon a cylindrical hall 60ft tall. A soft green light filters from the vegetation in the ceiling (Mirrors at key places help illuminate the hall). A spiral staircase goes all the way along the wall. At the bottom of the hall, there's the statue of a beautiful woman holding a small basin (you feel an aura of peace surrounding it). On the wall right under where you enter, there's a lever to open the skylight on the roof (but due to the overgrown vines, light can't enter properly) **Statue's secret:** When in direct sunlight it irradiates an aura (Protection from evil). Also when sunlight is reflected to her tiara, clear water (enough to fill 3 vials) fills the basin. This water can remove almost any disease/curse or be used as holy water for attacking purposes. An explanation on this ritual can be found on a scroll at library in room 6.
5. **Bedroom:** Broken beds all over. Half a skeleton nailed to the wall by a sword (master work bastard sword). The other half under bed, with pouch still attached (with a couple gems, some gold coins and Cure moderate wounds potion)
6. **Library:** The staircase is broken here. You can jump to get to the other side, but to enter the library, you must use the vines to enter room. **Assasin vine** inside. After careful searching you find a scroll explaining ritual to activate statue on room 4, 1 scroll (with 2 cure light wounds and 2 flame blade). If on the search roll you get 28+ you also find 1 scroll of "Secure shelter"
7. **Oratory:** Vines are all over. Secret stair leading to forest above the shrine. You get access to skylight dome from here (7a.) 50% chance there's a Cobra flower on top of the skylight.
8. **Cell:** Water from lake filtered & flooded the room. It is in complete darkness. Door to the left, crumble walls to right. For more details see **Trap** on 3.
9. **Infirmary:** Broken racks still hang on the walls. A surgery/interrogation steel table rests in the center of the room. Secret door to room 8.
10. **Cellar:** Crumble wall reveals natural passage to area 13. Locked chest contains ceremonial robes, 3 crystal vials, pouch with herbs/incense.
- False bottom** with trap (paralyze powder) contains medium treasure+ jeweled dagger. Beneath rubble lays a "mirror polished" steel round shield.
11. **Crypt:** Heavy stone doors locked. Inside, stone coffins (9) line the chamber. Religious & arcane symbols decorate walls, floor & ceiling. Resting inside the coffins are the remains of some of the "Champions"+some possessions (silver dagger+2, leather armor+2, Holy mace+1, Scale mail MW) 50% chance non-attacking ghosts are present, babbling about "Protecting someone" or "Undead lord looking for something". **Center Coffin:** on the chest of, the corpse inside, rests a platinum medallion (Def+1, protection from evil) if worn by good cleric also grants "Holy smite (2 x day), The symbols decorating it (if you touch the right ones, Disable device DC 25) can open secret door inside coffin to the right leading to area 12.
12. **Sealing Crypt:** the small chamber is heavily decorated with all sorts of symbols, silvery dust tracing patterns on the floor. A soothing aura irradiates from this room. A massive coffin leaning on the wall, occupies most of the room, engraved gold & silver seals attached to it. (If the PCs disturbed the dust patterns the aura slowly fades. If they open one or more seals, the lid bursts open and a wight-like creature clad in a banded mail and holding a long sword, attacks them. This creature was once a "Champion", who fell under a potent curse and preferred to be sealed in his sleep, rather than surrender to the dark.)
13. **Owlbear's cave:** A vast cave with bones littered all around. Unless killed on previous encounter, roll 1d20, on 14+ the owlbear is in the cave. Otherwise, the cave is a good place to rest.

Strange Loops



Wandering Monsters

1. d3+1 Chaos Satyrs (Satyr equivalent of Games Workshop Chaos Warriors – treat as Ogres)
2. Gelatinous Splatter (ill-formed Gelatinous Cube)
3. 2d6 Vampire Cherubs (as Stirges. Not undead, vampire as like vampire bats.)
4. 2d6 Horse-Headed Evil Men (as Bandits) armed with spears.
5. d2 Goatataur (Goat-headed Minotaur)
6. Knockers. Brief tapping noise heading away from party in random direction. Might lead the PCs into trouble. If PCs start ignoring them replace with the White Bugbears from room 9

Legend

Warps – Passages join other passages via letter-coded marks. Not teleports just weird and unfathomable warps in the fabric of space-time (or something) and not detectable by party save by high-level magic (DM's call on exactly what may detect such). Sometimes the party head N or S but end up going E or W without realizing – e.g. Warps E and H. Shame, that. A leads to the other A, B to the other B etc.

Corridors are roughly 10' wide.

Notes

The navigation of the level is intended as the challenge. The weirdness of the rooms is to act as easy landmarks (“Hey, we’ve been here before!”) and because I view the Underworld as an alien environment where the surface folk don’t belong and the normal laws of the universe might not necessarily apply. DM can make this more a highway/transit route between levels or sub-levels by adding more exits and entrances.

Room Key

1. **Portal:** Spiral staircase from level above. Scattered Cherub bones (child size, vestigial remnants of feathered wings)
2. **Shouty Women:** Empty archways surrounded with carvings implying that the archways are the mouths of screaming women (all women face inwards to room). Each carving has bloodstone earrings, worth 200gp each, 6 of. Only found if carvings examined carefully.
3. **Crystal Wall:** Thick, clear, unbreakable crystal wall divides room into east and west halves. When PCs enter Wandering Monsters will enter room in other half, stare/gesticulate/throw threats and abuse at PCs then leave through other archways meaningfully. Up to DM if anything comes of this.
4. **Beetle Husks:** Floor strewn and totally covered with dessicated husks of beetles (6"/15cm long or so) that crack underfoot
5. **Shoulder-Tapping Ghost:** Six plinths with broken statues that once held up ceiling (chaotic-looking armoured figures). Random mysterious taps on PC's shoulders, cause cannot be found (red herring to make PCs panic)
6. **Hole In The Earth:** 10' wide area of missing floor, almost bottomless anything/one dropped will eventually end up at 12 via a warp, very dead/broken.
7. **Skewering Corridor:** 2 x Spiked boards (2d6 dmg, at each T) from corridor sides, each with own trigger flagstone. Skeleton in ancient rotted leather armour leaning against point of northernmost trap. Concealed by many leather wall-hangings. Each 2 in 6 likely to fire if walked past without checking for traps.
8. **Angel Face:** A giant stone head (angel with eyes shut) from a titanic statue, on it's side and heavily damaged. Far too big to have fit through doors. How did it get here?
9. **Organic Room:** with lumpy, vein dark red flesh on ceiling and walls, looks likes Tyrannid (Games Workshop/40K) bio-matter. Harmless. (Actually a parasite that leaches carbonic acid from sandstone).
10. **White Bugbear Camp:** 5 Lost, panicky and fatigued White Bugbears (albino) wandered here by mistake using this as camp. 600 g.p. worth of coins/gems. Many filthy sleeping furs, food waste, vandalism to room.
11. **Fishmouth Arches:** Empty archways surrounded with carvings implying that the archways are the mouths of fish (all fish face inwards to room)
12. **Screaming Genie Ceiling Decor:** Entire ceiling is carved as a face of a Genie screaming and surrounded by stylized winds with a large open hole for mouth. Anything falling into 12 ends up here after a few minutes (wouldn't it be amusing if something fell while PC's where standing under looking up?). East door leads to staircase down to next level.

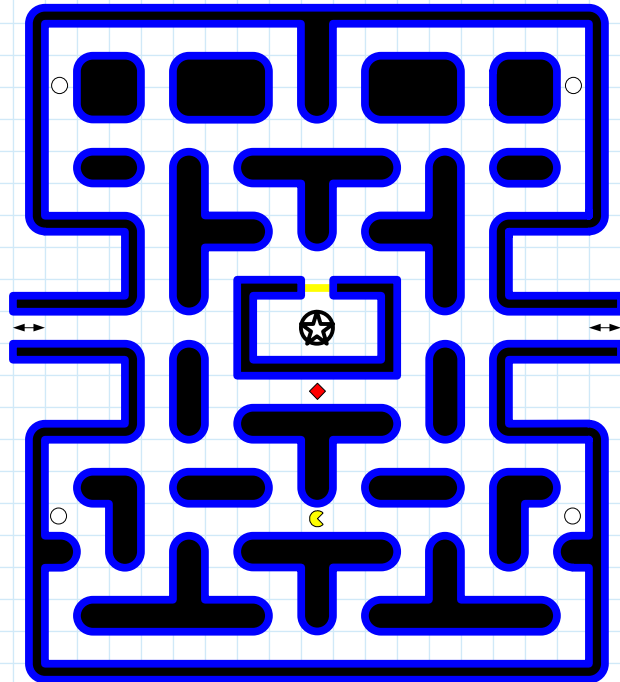
Returning to the level.

Upon later returns to the level, why not jumble the Warp letter references up a bit? The confusing topography means that it's very easy to fit new rooms and new complexes of room into the level by amending the letter references.

Strange Loops is intended as a 4th level to a Megadungeon. It can be scaled up or down simply by changing the Wandering Monster table as the challenge of the level is more a question of mapping and not getting lost.

By Owen Cooper o_cooper@yahoo.com, <http://fightingfantasist.blogspot.com>

MAZE OF NAMCAP



□ = 10 feet

Legend

- ☆ : Entrance
- : Key
- : Force Wall
- ☾ : Re-spawn Point
- ♦ : Treasure

Background: In a long forgotten age (the '80's), in a dark, twisted areade dimension, a legend was conceived. It sucked the souls (and pocket change) of countless adolescents (and adults who should have known better). As its renown and reach grew, it spawned many children, inspired countless knock-offs, and even had its own pop song. And yet now, it is all but forgotten, a footnote of history known only to the geekiest wisest sages.

Incorporating the dungeon into your campaign: This one-level dungeon can be included as yet another level in a massive dungeon complex, a floor in a mad wizard's tower, or simply a nostalgic diversion from their epic, plane-spanning quest. To escape this awful place, the PCs must collect the four keys and return them to the entrance room.

How the PCs arrive to this dungeon is up to you but a portal malfunction is common. If incorporated into a larger dungeon, the PCs can arrive by stairs, ladder, or flume ride (not shown). No matter how they get here, they begin at the entrance, as shown on the map.

The Maze: The floor, walls, and ceiling are perfectly smooth. All the corridors are exactly 10 feet wide and 10 feet tall. The corridors leading off to the left and right connect, creating no escape except to find the keys and return to the starting room. Though the maze is fairly simple, the PCs may have trouble navigating all the twists and turns to find the keys. Just figuring out where they are and what they have to do is much of the challenge. Going old school and making them do their own mapping helps. The PCs can make efficient work of the maze if they split up, but it would leave each one vulnerable to the guardian of the maze.

The Guardian: Several options are provided for the guardian of the dungeon. Feel free to use the one that is most appropriate to the power level of the party. Or not. Whatever, man. The guardian has precise knowledge of where the PCs are at any time and can adjust its movement accordingly. To increase the tension and suspense, you can have the PCs hear the guardian moving closer with an ominous, never-ceasing waka-waka-waka sound.

The guardian has infinite quarters lives. Each time the guardian is killed (and when the PCs first arrive), it reappears in the re-spawn point noted on the map. For added excitement, increase it's movement speed by a 5 feet per round (or more) each time it re-spawns. You may also want to cycle through the list of guardians, to keep the PCs on their collective toes.

- 1) **Gelatinous Cube:** If you want to describe it not so much as a 10' translucent cube as a yellow sphere with a gaping maw, I'm not going to stop you.
- 2) **Eye Stalker:** It could start off as simply a large floating sphere with a mouth and a single, hideous eye, but with each re-spawn, it grows another eye and gains another funky power.
- 3) **Air Shark:** Frickin' lasers optional. You may also change the theme music to "duh-dah, duh-dah..."
- 4) **Purple Worm:** At 5' in diameter and 80' long, it cannot actually turn around in the maze and must instead make long, looping turns. The PCs can attack it from behind or the side, but they're in serious trouble if it can line them up with its mouth.
- 5) **Minotaur:** Sometimes the classics are best.
- 6) **Flaming Sphere:** Not a monster that can actually be killed—just a runaway spell.

The Entrance Room: An arcane pattern is carved into the floor, just as it shows on the map. Four empty slots for keys are clearly visible within the design. While in this room, the PCs are safe and invisible to the guardian. A force wall, through which only they can pass, protects them from the guardian. If all the PCs are in this room, the guardian will move randomly through the maze (roll a die at each intersection to determine its direction).

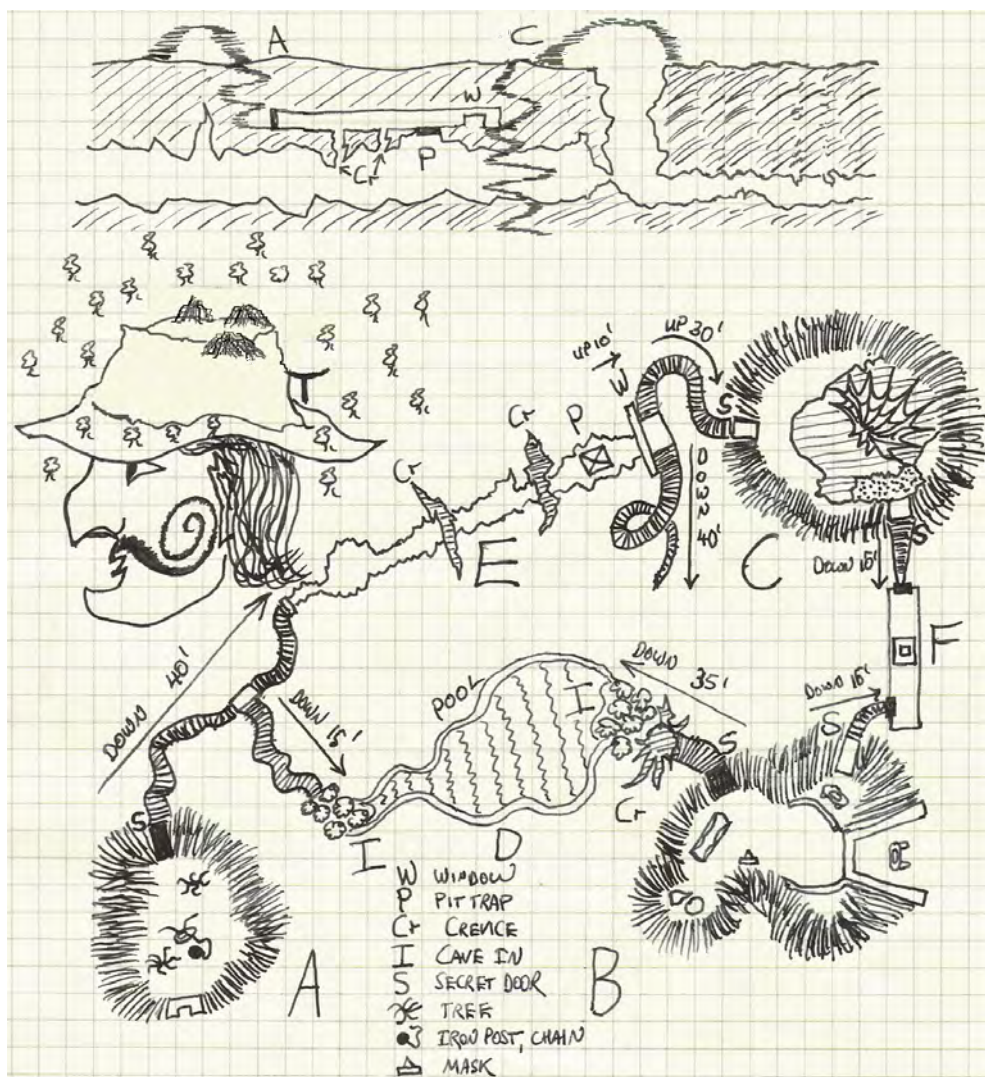
The Keys: The PCs must collect four keys, which are positioned at the edges of the maze, as shown on the map. You can describe these as being shaped like actual keys or glowing orbs of energy. Once put into their proper positions in the entrance room, the PCs are transported to where they were going before being sidetracked to this silly place. If the guardian runs into and consumed a key, a cruel GM would have the PCs turn blue and lose all of their defenses for six turns.

The Treasure: Periodically, a treasure or reward of some sort will appear where indicated on the map. Typically, the treasure is a fruit (cherry, banana, etc.) that acts as healing potion. Other times, it might be something inedible, like a bell. To increase the treasure available in this dungeon, you can place a coin every five feet in the center of the corridors (on the floor is logical, but hovering 5 feet in the air would be cool too). Of course, these will probably be scooped up the guardian as it moves around the maze, so the PCs will have to kill it to get the full reward. The coins do not re-spawn.

Afterwards: Having escaped the dungeon, you can send the PCs on to their next destination, whether that be the next leg of their quest, the stairs to the next level of the dungeon, the portal they were trying to reach in the first place, or a weird aerial plane where they are attacked by knights armed with lances and mounted on vicious flying ostriches.

I Was King Here Once by kent

Deep inside a Goblin wood there is a bald green hill crowned with three burial mounds. A venerable winged Gnome, a sculptor of enchanted trees, is imprisoned in one mound tasked with creating marble doves in the dark. His keeper, a white marble golem animated by the spirit of a long dead Orc-king, sits at the grand buttressed entrance to his ancient mound. The spirit is bound to the hill. From here it surveys the wood to the East and once a day menaces the Gnome and chases and consumes a marble dove. The third mound has no entrance having been sealed up centuries ago by a Goblin wizard to contain an evil spider still sleeping within. The Witch-faced Goblins of the wood, beak nosed with jutting chins, cultivate elaborate mustaches and wear wide-brimmed leather hats against jumping spiders. Goblins are dark humoured but no more wicked than men. Only the formidable Orc-king Gilgakgad's burial chamber remains intact.



Random Encounters Approaching Hill:

1. A marble dove. As intelligent and loyal to the Gnome as a good dog.
2. 4+d4 Troublemaking Goblins. Not violent but liars. "Leprous Gnome, White statue grants a wish,..."
3. Bearded lone Ranger munching apple, Deniron. Good Roleplay gets: "There are tunnels beneath the mounds."
4. Goblin Wizard, Dastardan. If he gets surprise, casts *Sleep* and thieves not kills. No surprise he offers, "Catch me a dove and I'll join you on hill."
5. Band of 30 noisy Orcs from distant hills searching for their comrades [see T.] and intent on smashing some Goblin Usurpers of their ancient homeland.

Random Encounters Under Hill:

6. Hand-sized jumping spiders everywhere. Bite causes one of: itchy rash, swelling, abdominal pain, vomiting, diarrhea.
7. Scattered among the spiders are four black ghouls' hands, from the remains of two Orc Chieftains buried above long ago. Paralyze then Throttle.
8. All steps are covered in damp greasy carpet of mold. Constantly check against Dex or slip. Falling results in contact with spores: Irritation of nose, skin, itching eyes, coughing, wheezing.
9. Fruiting fungus *Stinkcock*. Falling into this putrid sticky spore-mass rots flesh.

T. On East slope of hill just within bounds of Orc-spirit confine, 8 Goblins hack at 4 Orc bodies, propped on stakes, dressed in meretricious regal finery with copper crowns. Goblins shout up the hill, taunting, "Who's a cowardly spirit then!", "Very naughty ghost!", "Get back in your coffin!" 1in4 Marble Golem rushes Goblins. 1in6 it catches a Goblin.

A. Winged Gnome chained to iron post had nose and an ear pulled off; Why? Marble wings failed to lift Gilgakgad clear of the hill. Roleplay arousing hope gets: "Awakening the Golem to its duty may destroy the trespassing spirit of the Orc-King." One white marble tree, branch of which *may* wound Marble Golem. One silver tree with leaves of red flame, branch of which instantly attracts and kills spider with red 'leaf'. Any effort to break chain summons Gilgakgad.

E. Below these crevices lurks a Huge Crafty Beastman. Poised to seize leaping passers-by are torso-sized hairy hands one per crevice. Two men only are safe between crevices. Window 10ft above ground leads to stair landing.

D. Beyond the cave-ins lies an eerie still pool. There is a 3ft gap from pool surface to roof. The *Heads* of two Ghouls dream of death below but rise to gnaw and chew on swimmers. Paralyze first, then eat. Heads of the two Orc Chieftains.

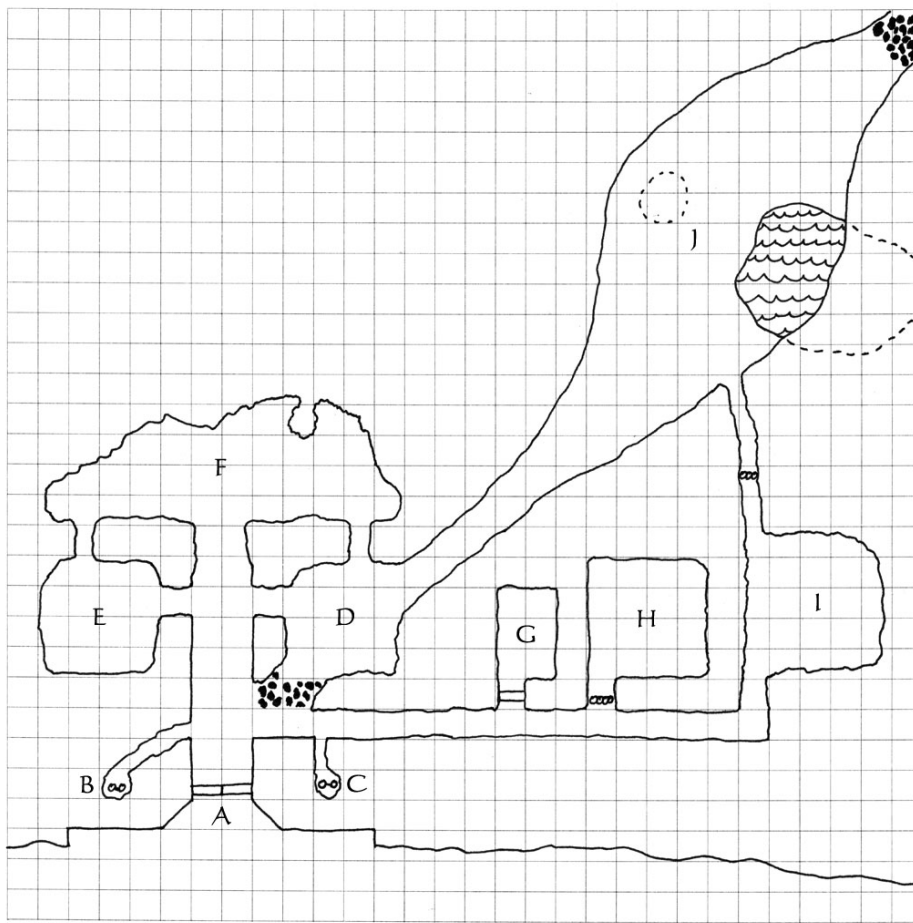
C. *Quietly* and *quickly* traverse the ledge above the pit and find the secret door. This ancient spider will murder *anything* if roused. Crumbling ledge before door supports one man [but never a Marble Golem].

F. The slowly creeping Gelatinous Cube in this rectilinear corridor has a mirrored surface highly effective in dim light.

B. The king's burial chamber remains undisturbed. Within is a white marble sarcophagus whose lid is a profile map of every tunnel under the hill. If the sarcophagus lid is moved: 1. Gilgakgad is instantly expelled by awakened Golem's non-mind to his final resting place, a silver mask. 2. An iron gate shoots across entrance imprisoning those within and presumably keeping out one [now relatively stupid] Golem. A second White Marble [stupid] Golem awakens within chamber and attacks. In the sarcophagus lie the bones of the Orc-king in rusted armour along with a pristine black-shafted spear with a head of unknown red metal. In an alcove there is an array of the shields of legendary knights slain by the Orc-king. A thin silver Orc-mask with a crown of spears hangs on the wall. If Gilgakgad is within the mask it speaks, "I was a killer of men long, long ago when I was king. Let me be your face." Irremovable, the wearer becomes an insufferable aggressive braggart, occasionally maudlin, but also a terrific leader of fighting men and gains a fighting level.

Under Construction

1 Square = 10 feet



Background

Thurn, an evil dwarven cleric, has taken over construction of a suitable temple to his evil god(ess). The temple is being carved into the side of a limestone cliff, on the site of an existing cave. Thurn despises his goblin workers and often takes his frustrations out on them. He would gladly replace them with almost anything else, including skeletons or captured adventurers. Between Thurn's management technique and an increasing sense that this project is cursed, morale among the goblins is exceptionally low and they are generally terrified of Thurn and his growing skeleton force (see H).

Wandering Monsters

1d20 per turn

4 in 20 in construction area (D, E, F and J)

1-5: 1-3 goblin miners (unarmed)

6: Thurn (see G)

1 in 20 in other areas

1-4: 1-2 goblin miners (unarmed)

5: 1 goblin guards (from B or C)

6: Thurn (see G)

Room Key

A. The temple entrance has been recessed into the face of a cliff. On either side of the entrance, two arrow slits 30' above ground provide a vantage point for sentries. Two heavy oaken doors (imported dwarven construction) protect the entrance and are barred from the inside. There is no non-magical way to easily open the doors from the outside, but every hour there is a 1 in 8 chance that a party of d4 goblin workers will open the doors to check their nearby food traps.

B/C. These ladders ascend to small (10'x10') sentry posts on either side of the entrance. Each holds one goblin archer. Due to essentially 24x7 shifts, they are not very attentive and are prone to surprise. If the party approaches A with any reasonable degree of stealth, they are unlikely to be spotted.

D. Construction area. The corner of this room is a now chest high pile of excavated stone. 1-3 goblins are here, working on completing the stone wall. The work here is not overly loud and these goblins may investigate noises from other areas.

The goblins will fight if pressed, but due to low morale and the sense that this temple is cursed, will flee quickly toward the cave (J) and their barracks (I) especially if Thurn is not present.

E. Construction area. No goblins are currently working here.

F. The eventual grand temple room. There are 2d8 goblin miners hard at work here. There is a 1 in 8 chance that Thurn is here as well, supervising the construction of the column. The work is constant and loud, so the workers are easily surprised and not likely to notice noises from in other areas.

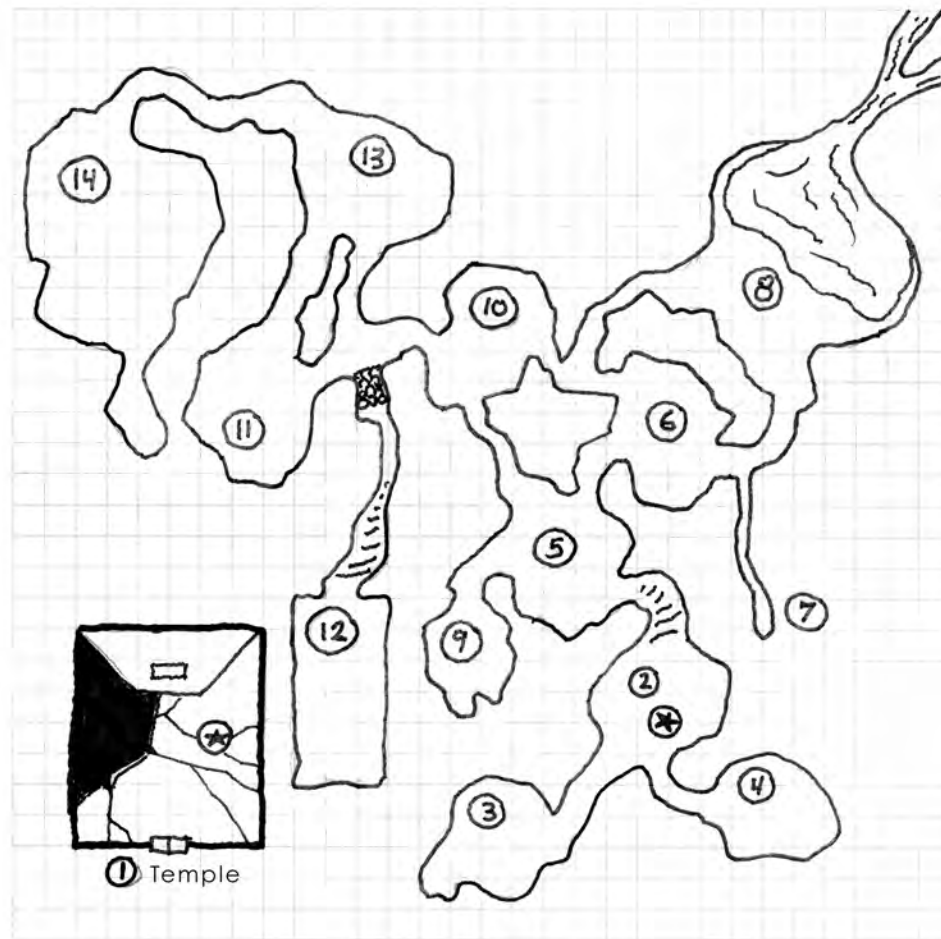
G. Thurn's room. A locked (average difficulty) solid oaken door protects this room. Thurn is a low-mid level dwarven cleric, lawful evil. He wears chainmail and carries a magical warhammer. In his room a locked chest holds documents from his order about the temple and a few hundred gold pieces. He will fight to the death to defend the temple, but he will attempt to flee and throw all of the goblins and skeletons at the adventurers first before taking them on himself.

H. Skeleton stockade. A rough wood gate, tied with rope, seals off this room. Thurn has managed to animate several (2d4) goblin skeletons and has tried to put them to work as a construction crew, but they terrify the current living goblin crew. The skeletons are unarmed.

I. Goblin barracks. There is no door to the hallway, but a rough wooden gate prevents animals from entering from the cave (J). There are 2d4 goblins here at any time, almost always asleep due to long shifts. They carry no weapons as their tools are all at the construction area. There is little of value here among the rags and hides.

J. Cavern. The cavern has several notable features. The ceiling has partially collapsed (dotted circle), providing natural light, a debris pile, a possible entrance/escape route, and the occasional wild animal. The pool is still somewhat populated with cave fish and provides much of the food for the goblins. The back of the cave is now almost completely blocked by stone rubble from the excavation, but could lead somewhere interesting.

The Lost Staves of Maurath – Low Level Adventure



Wandering Monsters

Roll d4 per rest period.

1-3: No encounter.

4: 2 Goblins

Background:

The Temple of Maurath was built in order to cleanse the surrounding land that stood as a cursed burial ground. Two statues of the goddess Maurath were placed within, each holding magical staves, that when placed together have the power to heal.

Unaware that the temple was built above a catacomb of twisted caverns, the weight of the temple compromised the foundation and caused a sinkhole, bringing part of the temple floor and one of the statues down into the cavern below.

Attempts were made to recover the staff, but were thwarted by bands of goblins who killed any who descended into the caves. Both staves are missing and the temple is now boarded shut. A group of adventurers is needed to clean out the caverns and recover the lost staves of Maurath.

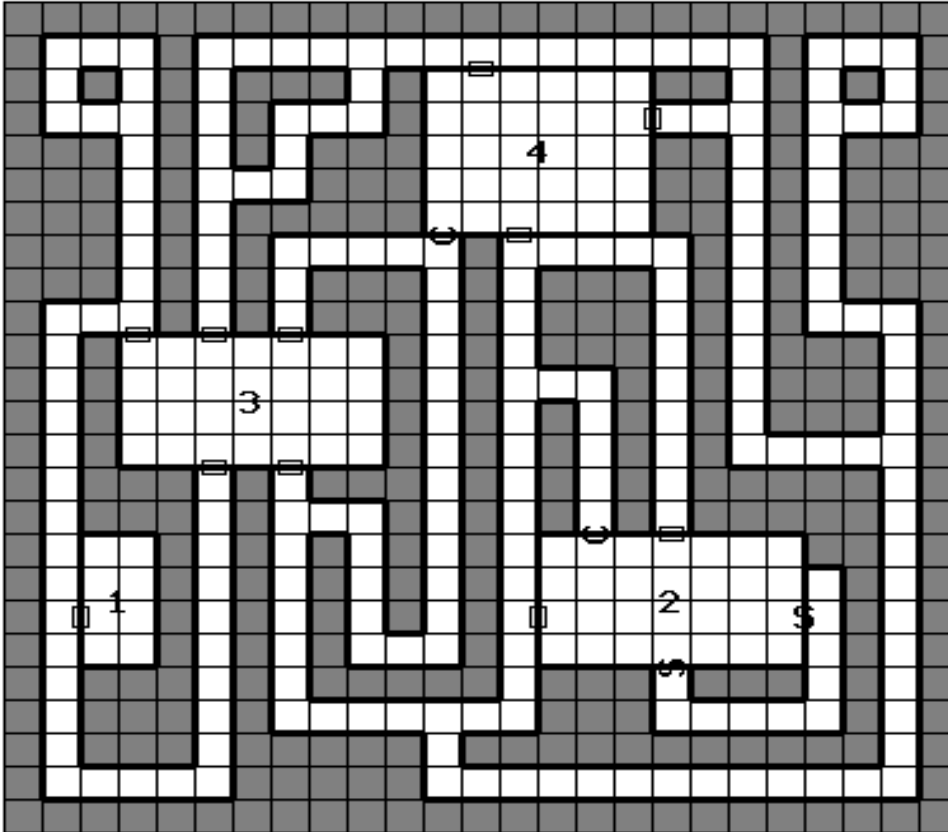
1 Square = 10'

Room Key

- 1. The Temple:** Crude hammer trap swings down from above the front double doors. Huge open sink hole along west wall. One of the 10' tall statue of Maurath stands along the cracked floor. The other fell within the hole to the caverns below. A 50' rope is tied to the standing statue, leading into the sinkhole. The rope is strong enough for one character at a time.
- 2. Four goblins.** Three will attack descending characters with sling bullets and one will run to area 5. The statue lies on the cavern floor with right arm broken off.
- 3. Empty cavern.**
- 4. Goblin lair.** This is the lair for the goblins in area 2. Matted and filthy garments and blankets litter the area. A search will turn up a small amount of treasure.
- 5. Wolf Attack.** Goblin from area 2 let out two wolves from area 9 to attack. Goblin will attack with sling from the back.
- 6. Empty cavern.**
- 7. Crawlspace.** Begins 5' high. 15' into the passage, it shrinks to 3' high. 20' in, passage slants at a 45 degree angle and a faint glow can be seen ahead. Characters must make a successful check or lose their grip and slide to the end where a Fire Beetle has made it's lair.
- 8. The Well-Fed Toad.** A large body of water covers most of the area. A mass of vines and vegetation grow up along the northern wall and over the pond. Wrapped in the vines are the two dead goblins' treasure. One goblin is laying pulverized on the land next to the water. The other is within the belly of a Giant Toad. The toad has a gash on its left side. Small amount of treasure includes the staff from the standing statue in the temple. The toad is full and will not attack unless attacked.
- 9. Wolf quarters.** Muddled heaps of straw and various bones a scattered about the cavern.
- 10. Empty cavern.**
- 11. Cave of Protection From Undead.** Cave is littered with what appears to be religious ritual items made from sticks and bones. These items are predominately placed along a heap of rubble blocking the passage to area 12.
- 12. Cursed Burial Chamber.** Blocked passage will take 4 full turns to clear. 50% chance per turn that a goblin from area 13 will hear and investigate. Directly on the other side of the rubble are two Skeletons. Down the passage to the main chamber awaits 2 more Skeletons and a Ghoul. Also in here are 5 rotting coffins, one which contains major treasure.
- 13. Goblin Guard Lair.** 4 goblins guard the passage to the west. If they start losing the battle, one may retreat to the west and alert the ogre and other goblins.
- 14. Ogre Lair.** This cavern is the lair of an Ogre and two goblin guards. Hanging from the cavern ceiling are three wood cages, each containing one Fire Beetle to light the area. If the ogre is killed, a goblin will attempt to hit a lever in the treasure room to the south which will release the fire beetles. A moral check will be made for the beetles. Those that fail will leave through the northern passage, but those that succeed will attack both the characters AND the goblins. Inside the treasure room will be major treasure including the staff from the fallen statue in area 2.

Vampire's of Doom

1 sq = 10ft



Wandering Monsters

Roll 1d20 per each rest period

- 1-9 No encounter (add 1 to next roll)
- 10 - 12 Zombies, 1d4
- 13 - 15 Giant Spiders, 1d4
- 16 - 18 Ghouls, 1d2
- 19 - 20 Vampire

Legend

- S – Secret Door
- C – Concealed Door

Background – You have been teleported into the hidden lair of the Vampire's of Doom. You are standing in a long hallway facing south; the hallway stretches before you and takes a turn to the west. Why these vampires are here is something you have been sent by your patron to figure out.

Room Key

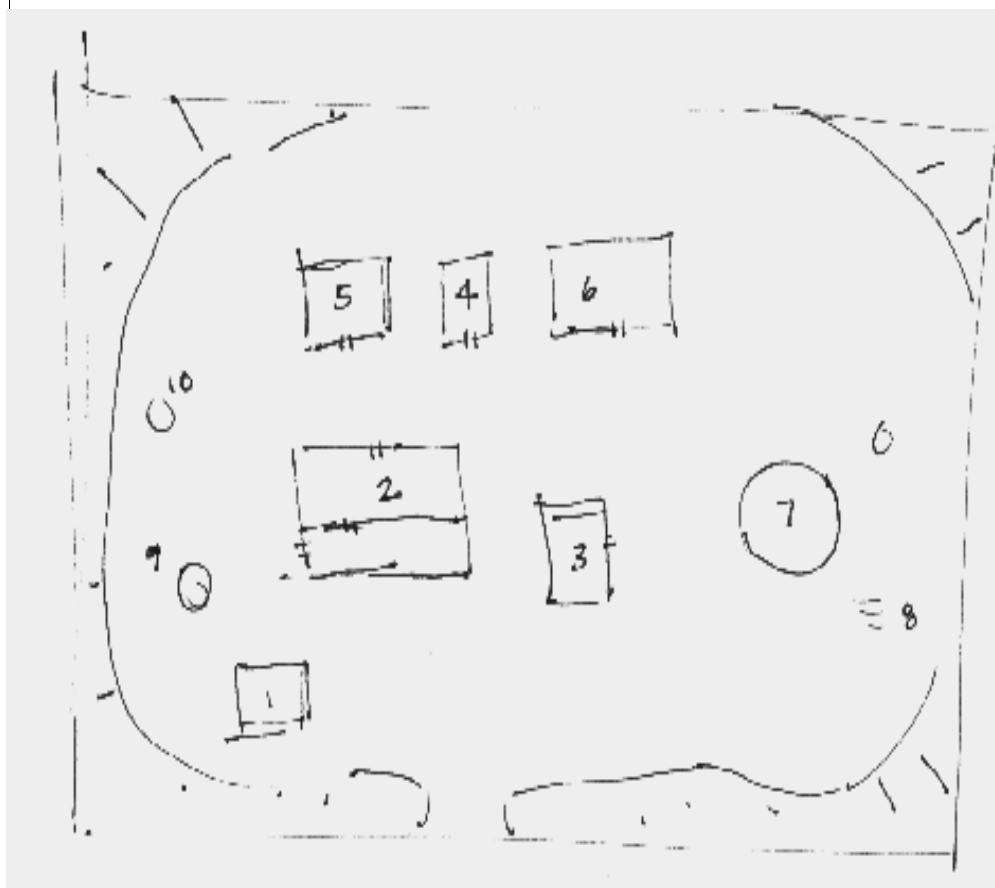
Room #1: Room #1 is a relatively empty room; it's relatively empty except for the lone coffin located in the center of the room. The coffin itself has a simple needle trap. The needle of course has a vicious poison on it that will cause the person whom triggers it to be placed in a trance until the vampires arrive. Looking inside the coffin will reveal it to be empty, but there is a false bottom, if the PC's look and hidden underneath are 1000 gold coins.

Room #2: Gerbo's Lair, here resides Gerbo a gnome vampire. The room has a coffin, which is now open. There are scattered bones around the room, but not much else. Gerbo is ready for you. Hidden inside Gerbo's coffin is a Wand of Magic Missiles

Room #3 : Located in this room are various pieces of furniture, all broken and scattered throughout the room. In the center of the room stands a statue of a beautiful woman. There are pressure plates located around the perimeter of the statue, when someone steps on it the statue animates and will engage that person. There is no treasure here.

Room #4: Lair of Zook, the chief vampire. Zook is located in the coffin in the bottom south-west corner of the room, close to the concealed door. Inside the coffin is a magical dagger. Also in this room, against the eastern wall, are three small golden chests, each chest are resting on a pressure plate so if they are picked up or moved small poisoned darts shoot from the west wall. Inside the chests are #1, a bag of emeralds, #2, 1000gp, #3, a small golden statue.

THE RUINS OF THE OLD SCHOOL - AN ADVENTURE FOR LOW LEVEL CHARACTERS



BACKGROUND:

THE OLD WIZARD'S SCHOOL FOR MAGICAL PRODIGIES WAS DESTROYED BY UNKNOWN FORCES AND LIE RIFE FOR PLUNDERING BY ANY ADVENTURERS BRAVE ENOUGH TO VENTURE THERE...

VANDERING MONSTERS:

D6:

- 1: 1D4 GIANT BATS (IF NIGHT, OTHERWISE NOTHING)
- 2: SKUNK
- 3: 1D4 GIANT RATS
- 4: HARPY FROM BUILDING 7 (harpy can be hidden from in bldgs 2,5, and 6 only)
- 5: 1D4 SKELETONS
- 6: 1 ORC SCOUT (will run to notify others in bldg. 6)

map scale: 1cm = apx. 20ish feet

written by bulette

<http://www.dungeonsndigressions.blogspot.com>

AREA KEY:

1. STABLES: HORSE BONES, BURNT UP WOODEN STABLES, SOME OLD HORSESHOES, MANURE.
2. THE OLD MESS HALL/CAFETERIA: LOTS OF BURNT WOOD, BITS OF POTTERY AND SOME WHOLE PLATES, NOTHING MUCH OF VALUE (D20 CP), 1 UNLIKELY LOOKING SILVER DAGGER (10 GP VALUE, MINUS 1 TO HIT), CAREFUL SEARCH REVEALS CURSED GEM DICE (VALUE 60 GP, -2 TO ALL SAVING THROWS).
3. THE OLD SCHOOL'S LIBRARY: MOSTLY RUINOUS, THE BOOKS AND EVEN SHELVING LONG AGO HAVING BEEN BROKEN AND TURNED INTO NOT MUCH MORE THAN INTO CAMP FIRE WOOD, THERE ARE STILL SOME LOOSE PARCHMENTS THAT MAY BE OF VALUE TO A HIGHLY ATTENTIVE PARTY, INC. EXCERPTS FROM A BESTIARY REFERENCING THE BEST WAY TO COMBAT UNDEAD MONKEYS AS WELL AS HOW TO TELL A BORING BEETLE FROM A FIRE BEETLE (VALUE 10 GP). MONSTER = GIANT EAVIG (TREAT AS CENTIPEDE)
4. THE RESIDENT ASSISTANT'S RESIDENCE: PARTICULARLY RUINED - INCLUDING (APPARENTLY) VARIOUS SPECIES' SCAT... SERIOUS INVESTIGATION WILL REVEAL D10 GP/ SP/ CP BUT IF NOT VERY DILIGENT ABOUT SEARCHING, D12 ROT GROBS WILL INFECT THE SEARCHING PCs).
5. WOMEN'S DORMITORY - RATHER WELL KEPT, CONSIDERING THE DESERTED STATE, BUNK BEDS & A FEW STILL INTACT (THOUGH EMPTY) ARMOIRES... A GIANT SCORPION SUNNING IN A WINDOW'S SKYLIGHT, TREASURE: D20 SP & LOOSE PARCHMENT CONTAINING ENLARGE SPELL.
6. MEAN'S DORMITORY: - COMPLETELY RUINED. HERE ARE 4 ORCS, ONE OBVIOUSLY SLIGHTLY STRONGER THAN THE OTHERS (LEADER), SITTING IN THE BACK OF THE ROOM WITH FEET UP ON (DESKS?) FURNITURE AND SMOKING HALFLINGS' PIPE-VEED. THEY ARE EASILY SURPRISED (INITIATIVE AUTOMATICALLY GIVEN TO PCs). TREASURE: D10x4GB & D20 SP, PLUS PIPE-VEED (5GP VALUE). SERIOUS SEARCHES WILL UNCOVER SCROLL OF MAGIC MOUTH AND RING OF HARDENING (CONSTITUTION = +1 BONUS).
7. HEADMASTER'S (WIZARD'S) TOWER AND NEARBY AREAS: 1ST LEVEL: STAIRS TO 2ND LEVEL ARE FALLEN DOWN, SMASHED & BURNT WOODEN FURNITURE, MISC. PARCHMENT FRAGMENTS, MONSTER: GIANT CENTIPEDE, TREASURE: SCROLL OF MIRROR IMAGE - 2ND LEVEL: SMASHED & BURNT FURNITURE, LARGE NEST, MONSTER: HARPY, TREASURE: D6x1000 SP,, 2 GEMS @ 25GB EACH; BASEMENT: SMASHED REMNANTS OF WINE RACKS, PARTIALLY FLOODED, LARGE BEAR TRAP SUBMERGED IN MUDDY WATER DOES D4 DNG, D6 FOR HALFLINGS, UNDER WATER: DEAD HALFLING SKELETON, DAGGER, SECRET DOOR DRAINS WATER & LEADS TO DUNGEON TRAINING GROUNDS (OPTIONAL). NW OF THE TOWER IS A (POISONOUS) WELL WHICH NOW HOUSES THE DECEASED AND CURSED HEADMASTER HIMSELF, RESULTING IN ATTACK OF SARD IN THE FORM OF A VIGT (LIES IN WAIT UNTIL PCs DESCENT TO WATER LEVEL), ALBERT STRUGGLING IN DEEP WATER WITH RESULTING -1 TO HIT ROLLS (CANNOT ESCAPE WELL WITHOUT "AID" OF PCs), TREASURE = D20 SP ONLY! ...APX. 60' NORTH OF TOWER FALLING DOWN ROCK WALL AT THE NW OF A LEVELED FIELD (APPARENTLY FOR SPORTS/ EXERCISE/ TRAINING/ DODGE FIREBALL)...MISC. GRAFFITI: "OZTRICK WAS HERE", "SCHOOL'S OUT FOREVER", ETC.
8. HEADMASTER'S HERB GARDEN: THE ABANDONED GARDEN TO THE SE OF THE TOWER: OVERGROWN, VALUABLE HERBS (FOR MAGIC USERS) =10 GP VALUE
9. BREAD OVEN: THE OLD SCHOOL'S BREAD OVEN IS NOW INHABITED BY 1D6 RATS AND 1 GIANT RAT. TREASURE = NONE!
10. (RUINOUS) OLD MAIN WELL FOR THE SCHOOL: THERE ARE NUMEROUS SKELETONS OF THE OLD STUDENTS, SHOULD SERIOUS INVESTIGATION BE PURSUED, CURSED SKELETONS (D6) WILL ATTEMPT ATTACK AT -2 TO HIT DUE TO HIGH WATER LEVEL. TREASURE: D12 GP & D100x2 SP, ALL SUBMERGED AND TAKING SIGNIFICANT RETRIEVAL TIME (1-10 TURNS AT LEAST).

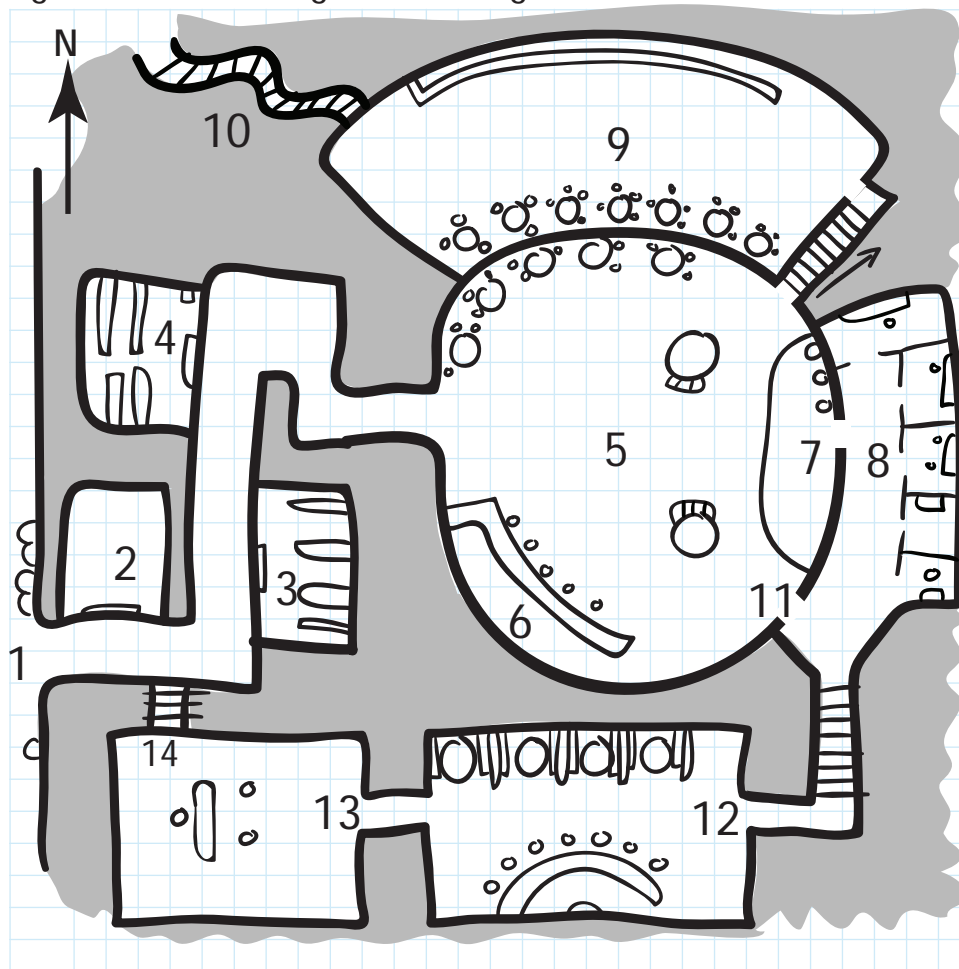
Rumors on d6: 1-2 There is a secret dungeon below the old headmaster's tower (true?), 3-4: an evil sorceress bewitches adventurers (sort of true, see harpy), 5-6 there are poisonous herbs on the old school's grounds (false, see 8 above).

THE GREEN OYSTER

Ognort's Goblin Nightclub Dungeon

by Rob Lang

thefreerpgblog.blogspot.com



BACKGROUND

Ognort's Nightclub is where Goblins go to relax, drink, carouse and fight! Ognort is rich and has amassed much wealth. Buried in the side of a hill, local villagers have long gotten used to Goblins *passing through* their hamlets *without* causing trouble. They all know where it is but have no idea why you would want to go there! Players can either fight their way in or dress like Goblins, pay a silver and get in. Chances are they'll fight their way out!

REVELLER TYPES (MONSTERS)

There are four groups in the club:

Goblins - drunk on Spoo, high spirited but not very capable. Inside the club they are unarmed.

Workers - dancers, musicians, barmen. Sober and often scantily clad. Will only attack if attacked and are handy in a fight. Some have instruments that act like a blunt.

Bouncers - either Hobgoblins or just big goblins. Will be armed but without a blade weapon.

Ognort - has a rusty sword and will try and run if startled. See more below.

KEY

1. **The Entrance.** A large stone arch with torches either side. A conspicuous trapdoor with a normal pit is right in front of the door to ward off unwanted. Staffed by two bouncers, who can smell trouble but can't tell the difference between a Goblin and another race dressed like a Goblin.

2. **Box Office.** Each entrant must pay a silver to 'Blind Lugs', a short sighted Goblin who bites each coin.

3. **Coat check.** Everyone must hand in capes/coats. Staffed by a female Goblin who will make suggestive comments about the player team. She will not realise they are not Goblins, she does that to everything that moves.

4. **Weapons and armour check.** No weapons are allowed into the club. Thieves any other sneaky types might be able to conceal a dagger but armour and weapons will have to go. If they cause a fuss, the bouncers will be called. If the players want to ransack the store room, they will find mostly rubbish weapons and armour except a very cool magic sword that when held smells so bad to Goblins they might run rather than fight.

5. **Main dance floor.** Heaving with dancing Goblins. Tables to the North and scantily clad Goblins on two podiums. A bar to the south (6), which is always 4 Goblins deep and which sells rotten beer and Spoo (1 copper). The stage to the East (7) hosts the band and periodically a singer with a shrieking voice or a dance act of thrashing about. The roof is armed with a net, ready to take everyone down if the dance floor gets too rowdy. Little, short lived fisticuffs break out constantly over spilt

beer, looking at someone's girlfriend or being ugly.

8. **Backstage.** This is where the entertainers hang out. They often get tips from the Revellers. There are silver and gold trinkets hidden in boxes back here.

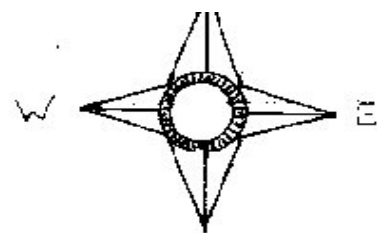
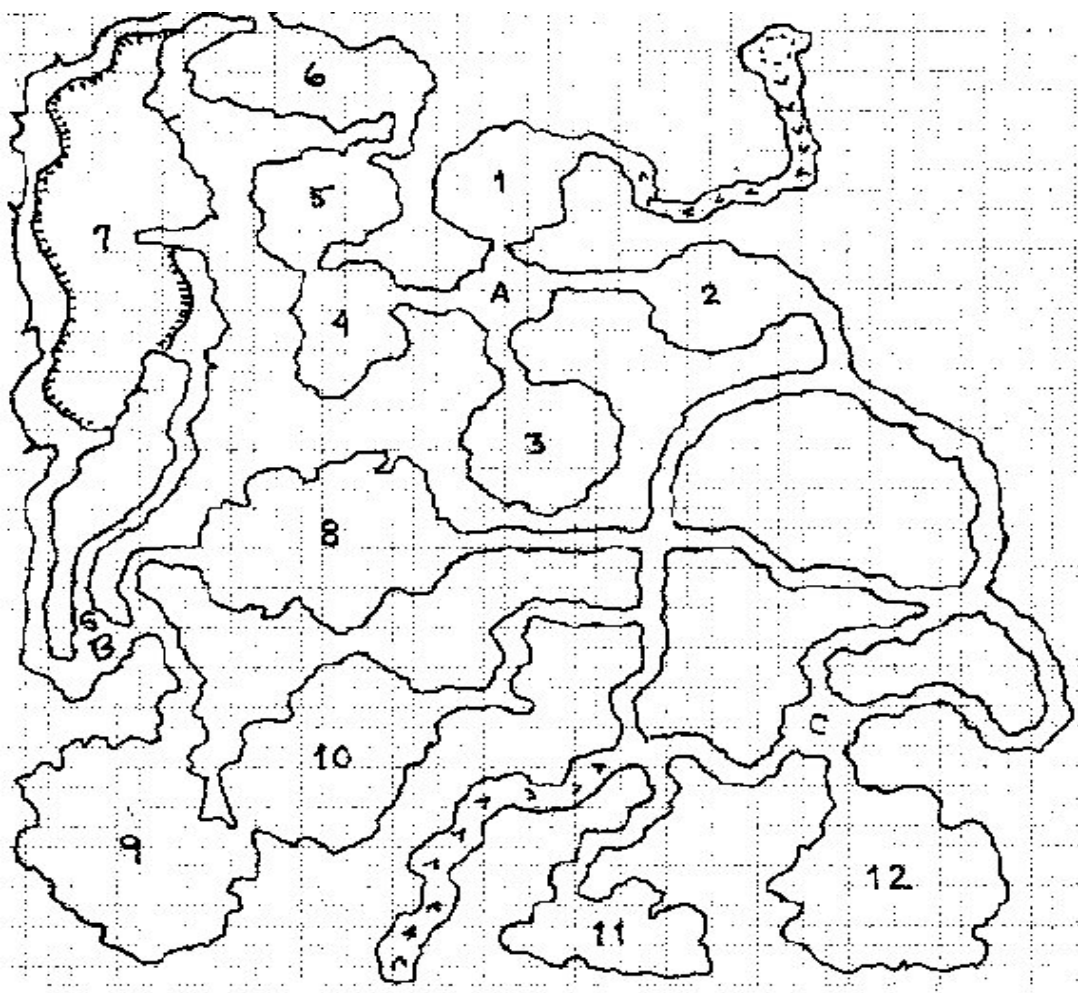
9. **The Mezzanine.** A quieter restaurant area that looks out over the throng of the main dance floor. The Mezzanine is used by enterprising Goblins who wish to sell their wares or services, the group are likely to be approached while there. A balcony is ideal for throwing people over.

10. **Secret Passage to outside.** Hidden behind a statue of Ognort, this secret passage isn't really known about to anyone but Ognort. Easy to find.

11. **Door to backstage/VIP.** Guarded by a large, armoured Goblin this heavy oak door leads to the backstage and VIP area. VIPs are identified by a silver coin cut in half. If the players watch carefully enough, they might see other Goblins getting in this way.

12. **The VIP area.** A higher class of Goblin and friends of Ognort can be found here. Booths on the north wall, bar to the south. Much of the plotting goes on here and fighting means expulsion.

13. **Entry to Ognort's office.** Guarded by Fugg, a large and intensely stupid Goblin. Can be tricked with even the simplest logic. Armed with a club. Will fight if called. Ognort will be entertaining some female Goblins when the players arrive. The treasure is in a big wooden box in the corner. He keeps his rusty sword under the desk. If hugely outnumbered, he'll try and run out the secret passage (14) otherwise he'll fight, calling in Fugg and any other bouncers.



THE NEST

For 6-9 characters levels 1-4
by RC Pinnell

SQUARE = 5'

S = secret door/panel

Sloping passage

up down



○ = hole in ceiling

Tunnel height: 4'-5' width: 3'-7'
Cave height: 4'-6' (Except, #7,
which is 12' above the western ledge

MATRIX KEY

1. Four *giant-rats* (HPS 3,3,2,1)
- A. Covered pit, 20' deep
2. Four *giant-rats* (HPS 4,2,2,1)
3. Six *giant-rats* (HPS 3,2,2,2,1,1)
4. Two *giant-rats* (HPS 4,4)
5. Nest, 12 young, non-combatant
6. Nine *giant-rats* (HPS 1,4,4,3,3,1,1,1)
7. Large Cavern with chasm, 45' drop off ledge.
- Six *giant-bats* (HPS 4,4,3,2,2,1) Treasure ledge:
3000 CP, 1000 SP, 75 GP

- B. Secret door to treasure-ledge
8. Twelve *giant-rats* (HPS 3x4, 3x3, 3x2, 3x1)
9. Twelve *giant-rats* (HPS 3x4, 3x3, 3x2, 3x1)
10. Ten *giant-rats* (HPS 4,4,4,3,3,3,3,3,3)
11. *Giant scorpion* (HPS 18)
C. Covered pit, 10' deep with 1-8 spikes.
12. *Giant-spider* (HPS 22)
4000 CP, 2500 SP, 125 EP, 20 GP, +1 Ring

Background

The tiny Hamlet of Ratzburg needs your help. Several local children have gone missing, and all clues point to subterranean passages and chambers beneath the old mill on the outskirts of town. A large hole discovered in the cellar reeks of rodent filth, and distant squeaking sounds seem to confirm the existence of a nest somewhere beneath.

The Burgermeister has offered a reward of 500 gold pieces to any one that will enter the den of disease, and slay the vermin that dwell within. If any children are located, alive or dead, the return of them or their bodies would be appreciated.

Note to the DM: While most of the remains have been tossed into the great chasm in chamber #7, it is recommended that at least one child be found alive-though badly hurt and dehydrated, somewhere in "the nest"; perhaps hiding on the treasure-shelf. The remains/bones of one more should be spread through out, requiring the party to collect them as they go. Returning either or both of these will likely result in additional reward which you should determine.

Six to nine characters are recommended, with hobbits and gnomes suffering no penalties while within the nest, and all others taking a -1 to hit and -3 to damage to their combat rolls. A magic-user or elf is recommended for inclusion, as well.

When a member of an esteemed historical society is not heard from for months, the players are hired to investigate his home. Locals inform the players that wild beasts and strange blue lights have both been issuing forth in great abundance from the "crazy old fella's" manor on the hilltop.

Door
Locked Door
Secret Door



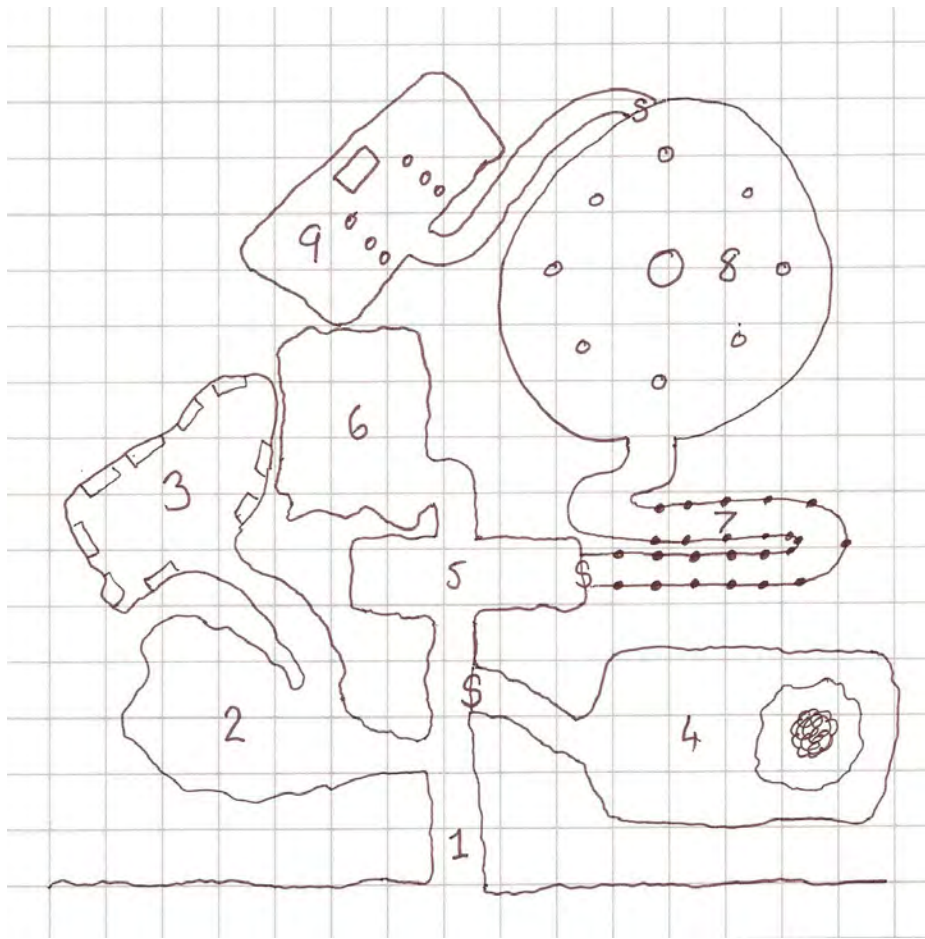
Room Key

- Solarium:** This room might have once been a well-tended botanical nursery. Lack of maintenance and a leaking fountain have contributed to its overgrowth. As the players explore the room, a shimmering blue light fills it, and a pair of leopards materialize in the middle of the room (**Fight!**).
- Repose Room (West):** The door to this room is locked (**Locked!** Moderately difficult). An azure tome decorated with seashells sits on a table. Opening the book reveals a number of low- to mid-level spells. A caster may transcribe one of the spells to their spellbook, after which the tome turns to water.
- Repose Room (East):** The door to this room is locked (**Locked!** Moderately difficult). A statue holds a small pile of gold (**Treasure!** 300gp).
- Art Room:** This room is adorned with several intriguing works of art, none of which have any considerable value.
- Bestiary:** The door to this room is locked and trapped (**Locked!** Quite difficult. **Trap!** Ankle-height razor wire. Ouch!). This room is filled with animal furs and garish monster heads. Upon entering the room, a wall-mounted dragon head roars and its eyes glow red (**Trap!** Mild sonic damage, chance to induce fear). A chest in the corner contains moderate treasure (400gp worth of jewellery, plus potions, scrolls, and one moderate to major item).
- Antechamber:** This is a sun-lit hallway with a view of the garden. One of the windows is smashed out from the inside. The eastern door is broken down.
- Library:** This room is filled with parchment and bookcases. As the players move through this room a shimmering blue light fills it, as in the solarium, but this time a pack of hobgoblins materialize (including a spellcaster). Initially disoriented, they express anger at being summoned and blame (read: attack) the players (**Fight!** Mundane treasure). After combat, a successful search of the room will turn up a magic scroll or two. A letter on the desk reads: "By the way you've described it, Abernathy, the egg you acquired at the trade-meet is that of the lowing Moth. And if I am right, you would do well to be rid of it as fast as you can! -Erasmus" If players successfully search the library for information on this type of moth, they find an entry in "The Book of Beasts I-J" that describes the lowing as a rare and intelligent insect that has a commanding grasp of telepathy and teleportation in its adult phase. It notes, however, that during the insect's pupal phase it begins to unwittingly lash out with these latent powers, giving it a reputation as a dangerous specimen to rear.
- Lecture Hall:** This room appears to be a former chapel converted into a place for scholarly debate. Notes at the podium cover a range of topics from botany to theology and everything between. As players move to enter the living quarters (see 10), a blue light flashes behind them and a monstrous spider wavers into existence (medium to huge sized). It is initially facing away from the players, who may take initiative or run if they act quickly enough.
- Repository:** The door to this room is hidden (**Secret!** Quite hard to find). An ornate golden dragon statue is tucked away from prying eyes here. This is the only artifact or objet d'art of any notable value (**Treasure!** Solid gold, relic value) in the entire Antiquarium, and the austere room is otherwise empty.
- Living Quarters:** A main room (filled with many statues and unpacked crates) and an adjoining bedroom form the curator's quarters. A set of stairs leads downward from the main room. An ornate longsword (**Treasure!** Mildly magical) lies in a crate by the stairs. Other crates in the room hold worthless antiques.
- Cellar:** The cellar is filled with wine kegs and dusty antiques. A body (that of the curator Abernathy) lies at the foot of the staircase. In the center of the cavernous room hangs a large chrysalis that pulses with blue light. The creature inside it is struggling and writhing. The writhing becomes more intense, and the glowing starts to fluctuate. A particularly bright flash occurs, and an owlbear materializes near the middle of the room (**Fight!**). After dispatching the owlbear, the players witness the moth emerge from its cocoon. It is a beautiful bright blue, with glowing rings on its wings. The moth can speak telepathically (the speech is jilted and incomplete). It thanks the players for defending it during its transition, apologizing for the uncontrollable summonings, then flies up the stairs (**Treasure!** The moth's cocoon may be worn as a cloak that heals extra hp during sleep and boosts charisma/reaction. A chest in the cellar holds moderate treasure). Upon returning to the historical society, the players earn 1,000gp for news of Abernathy's fate.



The Proving Grounds

Scale – 1 Square = 10 feet



Background

The Dál Riata have long been known as a band of warriors feared across the seas and lands of this world. In order to become their king however you had to pass their druids tests and prove their worth as a warrior as well as a king. This is that testing ground which has been unused in hundreds of years.

The druids grove is sculpted from the trees creating impenetrable walls, moving doorways and high vaulted ceilings.

In recent times stories of missing warriors and strange screams in the night have surfaced and it is feared that someone has taken up residence again deep within the grove,

Random Encounters

Roll D20 every 5 minutes of game time.

- 1-10 : No encounter (add 1 to next roll)
- 11-12 : Roaming bear
- 13-14 : The screams of dying men
- 15-16 : 1d3 Low level druids
- 17-18 : The trees creak ominously
- 19-20 : 1d3 Ghosts

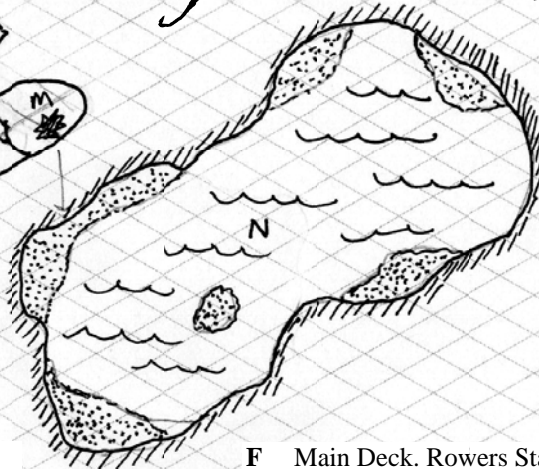
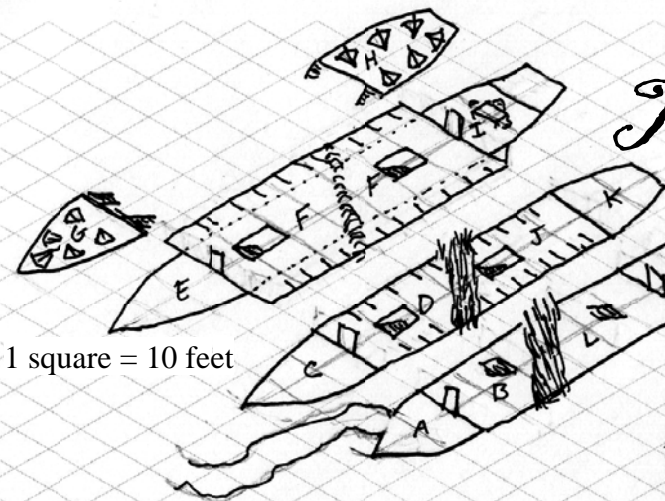
Legend

S – Secret Door

Room Key

1. **The Entrance:** A dark and ominous parting in the undergrowth. Once inside any surrounding sounds are silenced. No birds sing and the wind doesn't blow through the branches. If players enter without preparing themselves for battle or drawing their weapons they must make a saving throw or collapse unconscious for 5-15 minutes. On either side are magically lit torches that light the way without producing any flame. If you take them from the complex they will not provide any light. If any member of the party is injured the entrance to room 4 opens.
2. **The Antichamber:** Six tall and straight trees sit in the centre of this room. On each trunk the genealogy of the King's of this land is carved, with the runes glowing from within. Placed on the trees making up the walls are severed and embalmed heads of fallen foes and captured treasures. Nothing magical is displayed here but each item is worth something to those that seek this kind of thing.
3. **Hall Of Fallen Heroes:** Like most crypts this room has places in the walls for the fallen king's remains to be placed. Where it differs from a normal crypt is that the trees are sculpted to make these resting places. The king's are buried in their finest armour and weapons. Once a body is placed in its spot the trees grow across the opening to close them in. Should any players attempt to break through these branches to get at the items 2d6 undead guards will emerge from the walls to destroy the looters. There is a 30% chance an air elemental will also appear.
4. **Tree Of Life:** At the far end of a very long room lies a small pool of water with tree growing in the centre. This is the only part of the complex where anything other than trees and thorny undergrowth grows. The pool is surrounded by flowers and beautifully coloured insects and is bathed in light from above despite there being no opening to sky above. The water from the pool heals all minor wounds on a character when applied to the wounds themselves. If the player has any violence on their mind however the water acts like acid and will burn whatever it touches. If the pool or surrounding are is desecrated in anyway 1d3 water elementals and a powerful wood elemental (the tree) appear to eliminate the threat.
5. **The Calendar Room:** As you enter this room a large crystal sits around head height and on various parts of the far walls are niches in the trunks of the trees all with different symbols, runes and tricketts on them. If the players are carrying the torches from the entranceway then a doorway will open on the far right hand side as they approach it.
6. **Home Of The Spirits:** The trees in this room are covered in depictions of various sexual acts and what appears to be ghosts. Various star constellations are also dug into the floor. Old cups and broken wine and mead bottles are strewn across the floor on or beside the bearskins which lay strewn across the floor. 30% chance of 1d3 ghosts appearing and attacking the party.
7. **The Ghost Fence:** A twisting path through the trees is lined with wooden poles 6' in height with what appears to be freshly skinned skulls attached to the top facing towards the entrance. These poles are a defence against any incursion from the another plane of existence. From this point on necromancy or summoning spells will no longer work.
8. **The Circle:** On entering this room the players can see eight young trees in a circle. Each tree has a man tied to it with his back facing outwards. Each man has been blood eagled. Their ribs cut from their spine and pushed out to look like the wings of an eagle. On closer inspection they are also missing their lungs. In the centre of the room is a large bonfire surrounded by 1d6 druids and their leader performing various rituals. The floors are covered in blood and gore would not look out of place in an abattoir. If the players are spotted the druids will defend their holy place. The druids ability to summon things or creatures is not stopped by the Ghost Fence. When the fire is put out the door to the final room will open.
9. **The Altar:** A large almost empty room. At the far side is a large altar with 6 trees providing an avenue to the altar. Both the trees and the altar glow with enough light to chase the darkness from the room upon entering the room. At the base of the alter is a large shiny axe which is stuck in a tree stump in the centre of the room. As the players approach the altar or the axe a doppelganger for each member of the party approaches from the darkness at either end of the room. These enemy fight with the same skills and abilities as the players but any magical items are not reproduced.

Tomb of the Sea Wraith



Locations

- A Storage. Empty casks, rope, sails, oars.
- B Cargo Hold. Moldering bales of fabric.
- C Marine Berth. Hammocks, weapons.
- D Rowers stations. Benches, hammocks.
- E Officers Berth. Sea chests, hammocks.

- F Main Deck. Rowers Stations.
- G Forecastle. 5 Ballistae on rotating (360 degree) mounts.
- H Poop Deck. 6 Ballistae on rotating (360 degree) mounts.

- I Captain's Cabin. Large table, desk, bunk, Ship's Log
- J Rower's stations. Benches, hammocks.
- K Galley. Stove, cooking utensils.
- L Cargo Hold. Smashed amphorae.
- M Treasure Hold. Empty, hole in deck.
- N Subterranean Lake. Treasure Chest beneath the water..



Opponents

1. Wandering Skeleton Crew, found throughout the ship
 - a. Swords
2. Flying Squidlings. (Inspired by *Vampyroteuthis infernalis*) Found throughout the ship
 - a. Acidic Bioluminescent spray
 - b. Claws inside webbing (turns inside out to attack)
 - c. Bite
3. Carnivorous Fungi. 3 ft tall mushrooms. Found at F
4. Undead Captain
 - a. Sword
 - b. Call skeleton crew.
 - c. Command the ship; the rotting planks and timber lash out at the PCs.
5. Giant Squid Monster (Inspired by *Mesonychoteuthis hamiltoni*) Found in the Subterranean Lake.
 - a. Call Squidlings
 - b. Claws (instead of suckers)
 - c. Bite
 - d. Grapple and slam



Ship's Log

"I believe the wicked artefact in the treasure hold has brought a monster of the deep to us. Gods help us."

"...a storm so fierce it must have been conjured from Hell itself..."

"Where we are I cannot guess.

Lightning struck the ship in the midst of our battle with the monster. It must have activated some latent magic in the artefact. We find ourselves in a cavern with no way out. Magic so powerful should be buried for eternity; sadly we are to be entombed along with it."

"Food gone. Shoes and belts eaten. We look upon one another hungrily."

"This is the last. The monster is here with us. It batters the hull from below. My strength fails..."

The treasure is a powerful artifact. Perhaps it has been drained of its power by keeping the squid alive, creating the squidlings, and raising the captain and crew... Or perhaps not.

The Barnacle Cave

Adventure for Levels 2-3

1 Square = 10 Feet



Wandering Monsters d6

- 1 – A fetid **Hippo** that is insane with pain.
- 2 – 6 **Kobolds** poke a large rat with a stick.
- 3 – A **Walking Bush** shuffles about.
- 4 – A talking **Hedge Lizard** gives the PCs non-sense advice if they give it food.
- 5 – An **Orchid** plant that always points north.
- 6 – A fire-breathing **Were-Boar** is heard long before it is seen.

Hook

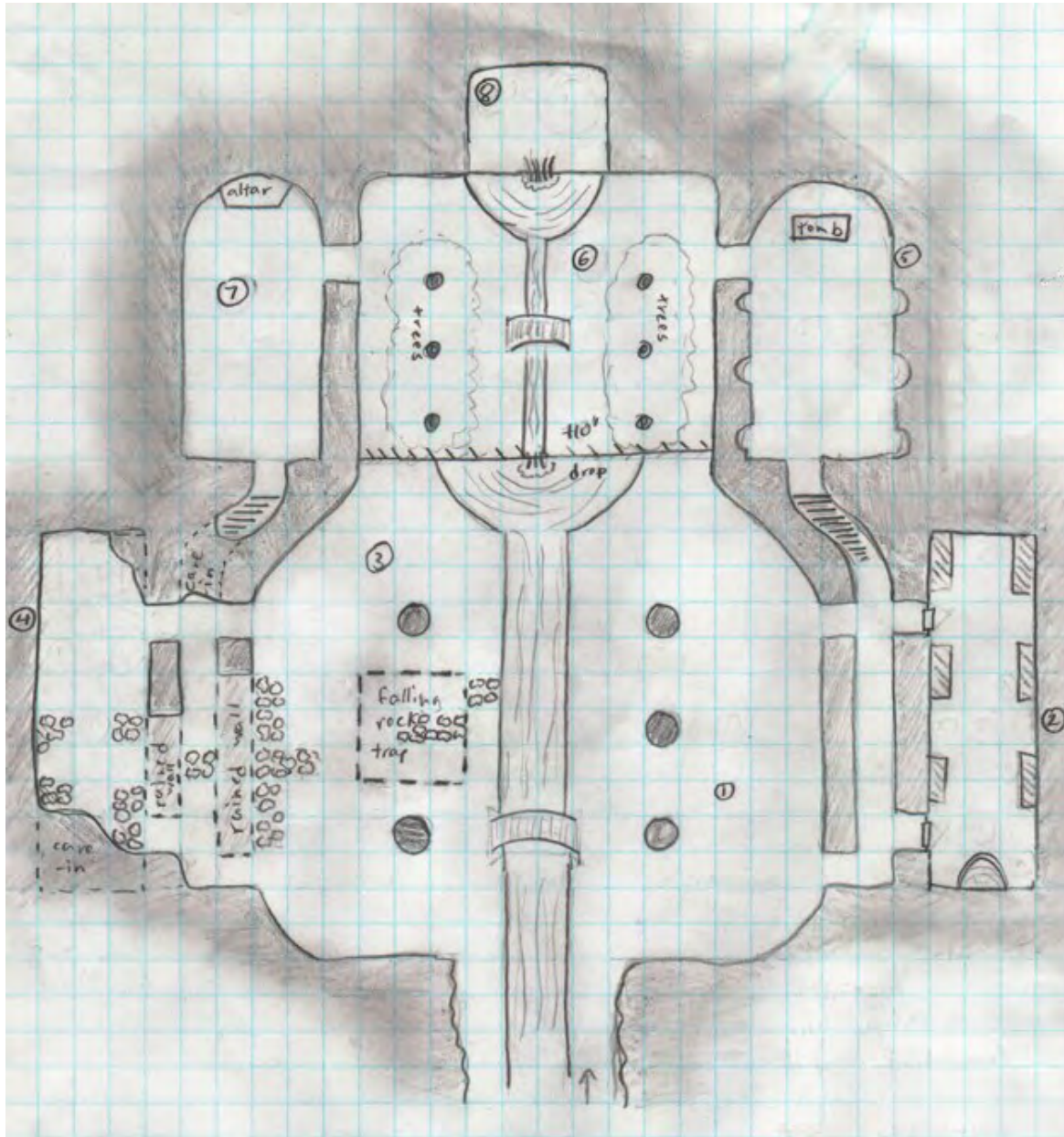
The PCs are asked to aid in delivering a lockbox to the Ulerishian Temple, which is 30 miles outside of town. The path can occasionally be treacherous with highwaymen and forest drakes. Two Acolyte maids, Avrareen and Bingood, travel with PCs along with their holy familiar, the Hooduk, to deliver the box. The Hooduk is diminutive, has no hair, no eyes and has vestigial wings on its back that look vaguely like chicken wings with no feathers. It follows the Acolytes orders unquestioningly.

One morning during the journey, the PC awake to find the lockbox has been looted and Bingood and the Hooduk are missing. Tracks can be followed to a nearby cave.

Barnacle Caves Key

- 1 – Steam billows forth from the cave entrance. Bleached bones and dragging tracks are easily spotted on the ground.
- 2 – A **Cave Fisher** nests above the cave entrance hidden by the rising steam. It attacks only if loud noises are made.
- 3 – A white 'river' of crystalline rocks lines the floors in this large cavern. Large toadstools cover erratic areas and the floor emanates heat. Six **Steam Turtles** are here, milling about peacefully and are only hostile if attacked.
- 4 – The phosphorescent toadstools here can be as large as tall as 10'. A large waterfall cascades from the southern wall and a whirlpool violently drain the water coming from the waterfall. The toadstool have a number of large barnacles attached to them, 10 **Barnacle-Encrusted Kobolds**. The barnacle Kobolds attempt to push interlopers into the whirlpool. When 5 or more are slain they will make a shrill droning noise that will summon the **Steam Turtles** from area 3, which will aid them.
- 5 – The cavern is very warm and smells sweet, like heated fruit or honey. Here dwells **Derkomai**, a wingless and blind Black Dragon that 'breaths' the 12 **Stirges** trapped in its huge maw at interlopers. The **Hooduk** is here also, prostrating itself and offering a holy amulet, which the Derkomai seems to be wholly unaware of. While the Derkomai attacks relentlessly, the Hooduk merely watches. The Hooduk will offer the amulet to the victor and will gladly follow the PCs or Acolyte. A pile of coins and objects are scattered about the Derkomai lair. 575g, 732s, 822c as well as a *Magical Hammer*.
- 6 – A large central plateau rises 12 feet above the ground with blankets of steam radiating downward. The chamber is very large with many rock piles, toadstools, piles of sand, and farms of fossilized coral. 12 **Barnacle-Encrusted Kobolds** and a **Huge Crab** inhabit the upper plateau. The barnacle Kobolds have a stash of polished coral (value 350g).
- 7 – A muddy geyser is here that erupts every 4 minutes. The Barnacle Kobolds make offerings here, 7 pearls, one of which is Black (total gp value 1200). The pearls are jammed in the muddy walls and will take 2 minutes to work out for each one. Geyser spray will cause 3d6 damage to any foolish enough to be hit.
- 8 – This cave is the home of the **Molluetuesk**, a Mimic, which appears as a tranquil pool of water with small fish swimming inside. The pool is faintly radiant and is lined with stalactites and stalagmites. In the refuse under the Molluetuesk a *Magic Shield* sits along with the bones of its previous owner.
- 9 – This sloping cave holds dozens of mineral pools and toadstools. The Acolyte **Bingood** lays hidden in the north section as 6 **Barnacle-Encrusted Kobolds** are hunting for her methodically. If found Bingood will gladly join the party and will insist on finding the Hooduk and the amulet (see area 5). Three of the pools radiate mild magic. The other pools are normal.
 - Yellow pool** – Spindly crystals grow in the yellowish water. Any metal coated in its waters no longer rust or dull.
 - Muddy pool** – An albino frog lives in this pool, it is the size of a dog. It will obey simple orders if spoken too.
 - Blue Pool** – This blue water drips upwards in slow motion. Fey creatures are attracted this unearthly water.

The Paradise of Avtranin



Background:

Centuries ago, a party of explorers set off underground to find the fabled treasures of Avtranin, and got lost deep beneath the earth. Stories of the surface inspired their descendants to construct such a place themselves, and built themselves a garden home. They even found a way to fill their caverns with sunlight, but at a price, and now nothing remains of them but their home and their treasure.

Lighting:

All rooms in darkness unless otherwise noted.

Events:

The dragon can be awoken by removing the skull chalice, by walking through the illusory wall, or by attempting to remove any treasure from the entire dungeon. It prefers to fight in the gardens, using the height difference between the two to its advantage.

All monsters keep to their respective areas, though monsters move freely between areas 3 and 4 (it counts as one encounter).

The players enter the dungeon at the bottom on the right side of the river, as indicated by the arrow.

Room Key

- The East Garden.** A bridge connects it to the east side. The river and pool are deep enough that swimming is necessary. Crops are flourishing here (a knowledgeable player character might realize they are grown by kobolds). Bright light, like sunlight, fills the room, from no discernible source.
- The Barracks.** 6 bunk beds (2 levels, both difficult terrain), and a fire pit (does fire damage). 3 melee kobolds, 2 ranged kobolds have taken up residence. The kobolds have gold and a healing potion. The fire pit provides dim lighting.
- The West Garden.** Again, bright light fills the room. An enormous creature has destroyed one of the pillars here. The ancient, charred skeletons of many humans can be seen. The falling rock trap has a 1 in 2 chance of being triggered if any fighting occurs in any of its squares, resulting in damage being done to any creatures within all 9 squares (area burst damage). There are two giant insects in this room.
- The Ruins.** Dimly lit. This room once resembled #2 but some of the walls have caved in and much of it has been destroyed. The ruined walls block movement but not line of sight. There are two giant insects and an ooze lurking in this room.
- The Crypt.** Upon entering, 4 of the 6 skeletons will animate, as well as the tomb guardian (homunculus or similar construct). Upon the destruction of the guardian another skeleton will rise out of the tomb. He is wearing a magical amulet, and his tomb contains a scroll.
- The Upper Garden.** Six trees, a bridge, a deep channel full of water, and a pool. The channel can be jumped across with no check necessary, the pool is 10' deep. Bright light fills the room.
- The Temple.** A mostly bare room, the walls adorned with images of the surface, drawn by someone who has clearly never been there. Some of the images depict the history of the place, not including its destruction. An altar holds an enormous jeweled chalice in the shape of a dragon skull. Removing the chalice will cause an intense light to appear in the room, doing damage and momentarily blinding anyone inside, as well as waking the dragon.
- The Dragon's Lair.** Contains a sleeping dragon behind an illusory wall. The dragon is a normal, level-appropriate dragon except for the fact that he sheds bright light within 40 squares. The dragon's treasure includes gold, a magical suit of armour, and a magical sword.

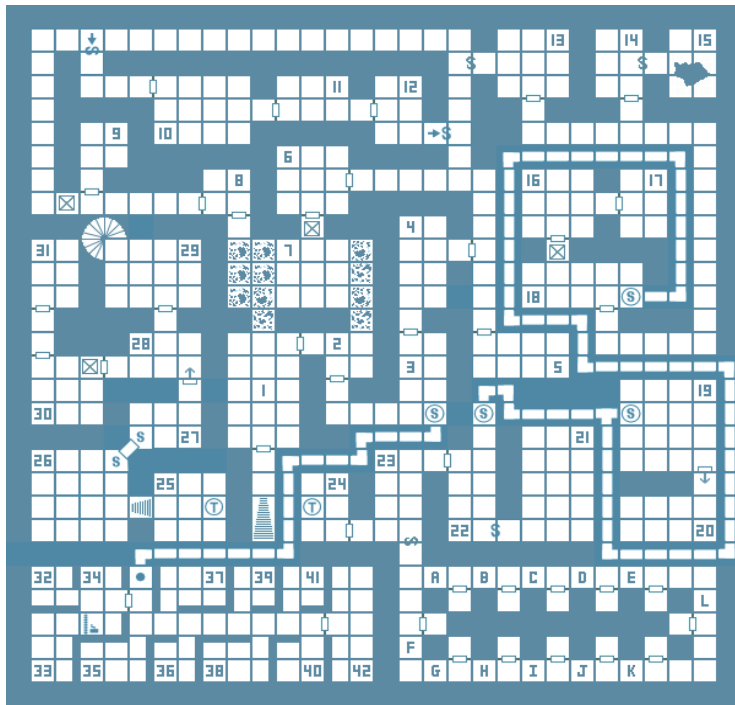
THE FOETID PIT BENEATH THE ABDANDONED SHRINE

A FOUL MIASMA SPILLS FROM A GAPING HOLE IN THE MIDDLE OF AN ANCIENT SHRINE. BENEATH THESE ABANDONED RUINS LIES A FOETID PIT OF NOXIOUS MUD, DANK CAVERNS, PALE, CLUTCHING ROOTS, AND ... THE UNDEAD!



UNDEAD CREATURES LURK THROUGHOUT THE CAVERNS BENEATH THE SHRINE. ANY WHO DARE TO VENTURE HERE WILL BE ATTACKED MERCILESSLY BY THE WALKING DEAD WHICH LIE IN WAIT BENEATH THE STAGNANT WATERS, IN ROTTING COFFINS AND HALF-BURIED IN THE MUD-DY WALLS. GREAT RICHES ALSO AWAIT THOSE BRAVE AND STRONG ENOUGH TO DEFEAT THE EVIL THAT DWELLS HERE, FOR WITHIN THIS PIT ARE A BRACE OF NOBLE TOMBS. IN THOSE STately COFFINS ARE TREASURES THAT WERE VALUED IN LIFE, AND STILL GUARDED JEALOUSLY IN DEATH.

Mountain Lair of the Misanthropic Magus — To gain a huge reward, the characters must rescue the Merchant's daughter Layona from some Bandits, rumoured to be hiding out within a nearby mist-laden mountain.



Map Key 1 square = 10ft

S - Secret Door, an arrow means it only opens from one side
 Circled S - Secret Trapdoor.

Circled T - Teleporter. Transports individual to another room.
 Boxed X - Trap. Room 7: 10ft deep covered pit with tar at the bottom, a dropped torch will ignite it. Outside Room 9: pit with spikes. Room 18: Block falls from ceiling. Room 30: 2 in 6 chance anyone (except the Magus) stepping there will teleport to another room. Roll 1d12 for room number.

Rumours (Roll 1d6 once per character at start.)

- 1 to 2 - A local shepherd went missing two days ago.
- 3 to 4 - The Merchant's daughter is shy and timid.
- 5 to 6 - The Old Man of the Mountain is a reclusive Magus.

Wandering Monsters

The GM should check every third turn; 1 in 6 (roll 1d6) chance. If encountered, roll 1d6 to indicate which monster. Then roll again for the number encountered.

- 1 to 2 - Goblins.
- 3 - Giant Rats
- 4 - Giant Fire Beetles
- 5 - Bandits
- 6 - Roll Twice.

Restocking Visited Rooms If Return To Lair (1d6).

- 1 to 2 Monster (Roll on wandering Monster table)
- 3 to 6 - Empty (1 in 10 chance of hidden Treasure Chest).

Contents of Treasure Chests

2 in 6 chance of gas being released on opening, causing intense itching, if saving throw is failed, the opener cannot cast spells for 2d4 rounds as cannot concentrate.

- Silver 1d6 x 100.
- Gold (3 in 6) 1d6 x 10.
- Gem (1 in 20).
- Minor Magic Item (1 in 20).

Entering The Mountain Lair

After opening tall iron gates halfway up the mountain, a long steep flight of stone steps leads down to Room 1.

Lair Description

Rooms and tunnels (mostly 10ft high) are unlit. Magus' chambers are warm and lit by oil lanterns. The entire Lair, apart from Rooms 35 – 41, is magically sound-proofed so noises are contained within each tunnel/room. All doors are closed, A - L's are stuck shut and must be forced open.

Room Key

written by Sean Wills

- 1 **Entrance Hall:** Pastoral Murals on Walls. 1d6 Giant Rats.
- 2, 5, 6, 8, 12, 14, 16, 32 **Empty:** Roll 1d6 once per room:
 - 1 to 4 - Water drips from ceiling at regular intervals.
 - 5 - Low ceiling (4ft)
 - 6 - Goblin graffiti on walls
- 3 **Chamber of Cacophony:** Discordant noise fills the room if both doors are closed, making spellcasting impossible.
- 4 **Black Pool:** Sunken floor, 5ft deep pool of oil. Will drain if both doors are left open (takes 1d4 rounds), revealing stone steps leading down from both doorways. Close doors to refill.
- 7 **Cave In:** ceiling collapsed, blocking access on two sides
- 9 **100ft Ceiling:** zero gravity when door is closed, entrants float about unless wearing plate or heavily encumbered.
- 10 **The Drop:** Once either door is opened the floor drops by 10ft within a round, revealing a niche with a Gelatinous Cube inside. When both doors are shut the floor will rise back.
- 11 **Flypaper:** Entrants stick to floor if they fail their saving throws. Burning a person's feet free takes 2 rounds.
- 13, 19, 22 **Bandit Guard Posts:** 2d4 Bandits in each.
- 15 **Deep Pit:** 1d6 Stirges will fly out to attack.
- 17 **Storeroom:** Crates, Yellow Mold on an empty chest.
- 18 **Gallery:** Ceiling has a painting of a dragon hunt across it.
- 20 **Dark Room:** One-way door opens into this. Non-magical light cannot penetrate the dark. There is a Zombie here.
- 21 **Bandit HQ:** Table, bunks, keg of beer. Bandit Queen (who is actually Layona), 1d6 Bandits, Treasure Chest.
- 23 **Bat Cave:** Giant Vampire Bat hangs from the high ceiling.
- 24 **Teleporter Room:** Currently de-activated. The device needs the Star pendant inserted in depression and turned to activate the teleporter to transport people to Room 25.
- 25 **Teleporter Room:** Straw and empty barrels in the bottom left corner. 1d3 Giant Ticks are nesting there.
- 26 **Guardroom:** Ogre with wolf on guard.
- 27 **Gas Room:** Anyone attempting to open the one-way door into 28 has a 2 in 6 chance of setting off this trap, filling the room with gas (if fail saving throw then sleep for 1d4 rounds)
- 28 **Parlour:** Richly furnished. Easel, brushes, paint palette.
- 29 **Storeroom:** Sacks of food and provisions with a Giant Spider (smaller) hiding amongst them. Staircase leads to a secret exit/entrance at the base of the mountain.
- 30 **Study:** Bookcases. The Magus sits behind a desk writing in a large leather-bound libram while smoking a pipe.
- 31 **Magus' Bedroom:** Treasure Chest under bed.
- 33 **Cell:** Halfling shepherd imprisoned here.
- 34 **Guardpost:** Goblin Jailer on guard. Winch mechanism on wall operates portcullis to cell. Takes two rounds to lift/lower.
- 35 - 41 **Goblin Quarters:** mattress, pot, 1d3 Goblins in each
- 42 **Leader's Room:** Mattress, table. Hobgoblin with Star pendant and 1d6 Bodyguard Goblins. Treasure Chest.
- A - L **Catacombs:** No wandering monsters in this section. If A=1, B=2 etc, roll d12 for the location of a Shadow and a Treasure Chest. All other catacombs contain Skeletons; each has a 2 in 6 chance of coming 'alive' within 1d4 rounds.

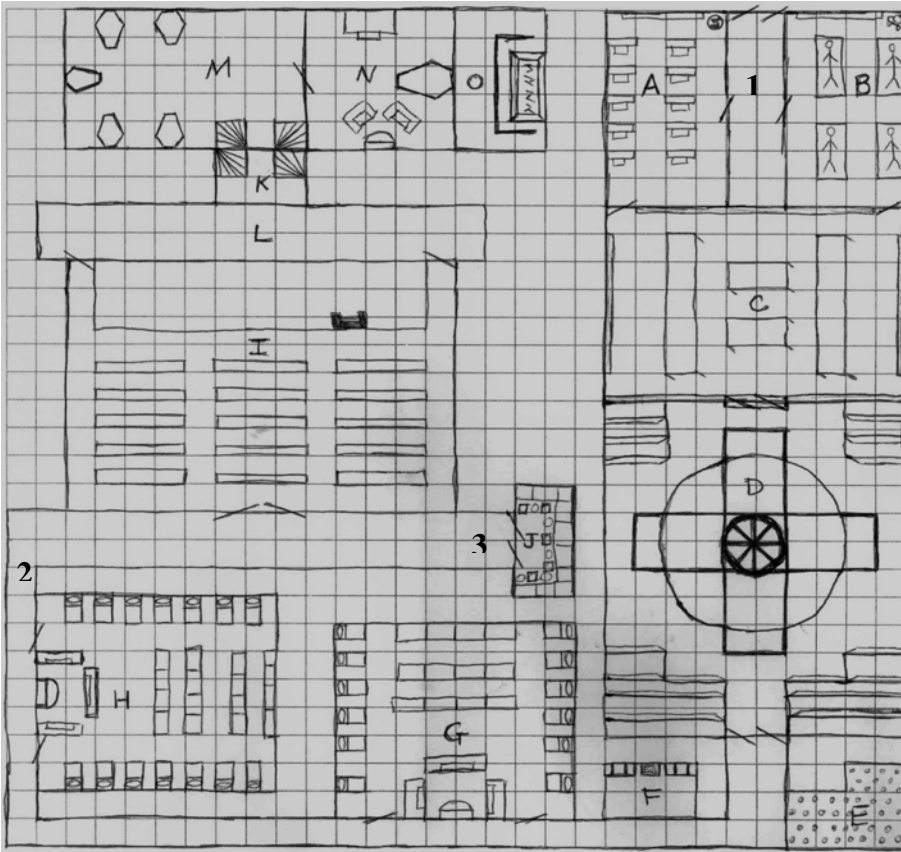
Arms and Armour

When Goblins or Bandits are encountered, 2d6 should be rolled for each individual, one die for the weapon they carry, the other for the armour they wear. Bandit Queen, Hobgoblin and Bodyguard Goblins add 1 to each roll.

- | | | |
|--------|------------------|-----------------|
| 1 to 3 | Spear | No Armour |
| 4 to 5 | Light X-Bow | Leather Armour |
| 6+ | Sword and Shield | Chainmail Shirt |

Name of Dungeon – The Final Lesson

1 Square = 5 feet



Lighting: Unless specified elsewhere, assume torch-type lighting throughout.

Random Encounters:

During any rest period, roll 1d100:

- d01-d15: No encounter (add 5 to next roll)
- d16-d30: 1d6 wight or skeleton minions
- d31-d40: Sounds of children laughing
- d41-d50: A rush of wind blows through the area carrying with it the stench of death
- d51-d60: No encounter (add 10 to next roll)
- d61-d75: Ethereal Being wanders through the area
- d76-d90: 1d4 Ghost warriors taunt characters
- d91-d85: 1 Ghost warrior challenges 1 PC
- d96-d100: Lights go out - 1d3 vampires enter

Background: Hundreds of years prior to the present, six powerful and extremely intelligent educators gathered a group of 50 students (24 boys, 26 girls) from the lands that surrounded the educators' school embedded partially in one of the mountains. These students were to learn and be the best at fighting, magic, and in academics, but the students soon grew weary of the pressure and turned on their mentors. In that revolt, many students died and those that didn't were left in a catatonic state. All six of the educators were never found, and little do the surrounding communities know that the six have returned for more students, but this time, the lessons learned could be deadly as the six have discovered a dark path to immortality. The return of the six has resulted in several strange deaths in the area and a general dark presence.

Room Key:

1. Entrance: Front doors to centuries old private school. Doors locked with chain and lock, need to pick/break.

A. Main Classroom: Wooden desks fill the room, a chalkboard is at the front with a small globe on a stand in the corner. The PCs are confronted by the ghosts of three teens who warn the PCs to leave or perish; the ghosts then vanish as the desks come alive to attack the PCs.

B. Laboratory: A lab with four large tables and a chalkboard. There are five skeletons in the room: one on each table and a fifth in the corner by the chalkboard hanging from a noose. The skeletons hop up and attack anyone who passes the threshold into the room.

C. Library: Each classroom leads into the library, the doors are unlocked. The library is full of books covering all sorts of topics relating to magic, fighting techniques, and various academic subjects. There are two large tables and two smaller tables in the middle of the room. Upon entering, the PCs find the room brighten with magical light. A ghostly librarian appears and assists the PCs in finding books or she simply goes about the room tidying and sorting the shelves. There is no apparent door out of the library other than back through the classrooms. The PCs must find the hidden sliding bookshelves to enter room D; also, there are bits of information on the educators, the school, and the occult placed around the room in books and scrolls if the PCs search for anything. Treasure here would be works of art and a small monetary cache revealed by a book being removed.

D. Room of Challenges: This room is decorated with a double circle on the floor overlaying a cross. The inner circle has the appearance of a wagon wheel. There is bleacher-type wooden seats around the room. The PCs hear a voice over head as they enter: "We have new challengers entering the room from the library. Welcome, you must pass the test of proof if you are to continue in this school." The PCs are presented with four challenges: two are intellectual puzzles and the other two are proof of magic or fighting ability; preferably both.

E. Hidden Water Room: If searched for, the PCs find a room with multiple holes in the floor. After the first two PCs enter, the trap goes off, the sliding panel closes and the room floods with water at a rate of 1/6 of the room per round.

F. Hidden Treasury Room: This opens up when the water trap is passed or if the PCs find it and successfully open it. Monetary treasure of fair value (determined by DM), a magic weapon, a ritual book, and three necklaces of protection.

G. Boys' Dormitory: There are 12 sets of bunk beds and 24 small lockers in the room with three couches surrounding a fireplace. The doors are locked magically. A lightning trap goes off if the magic lock is bypassed incorrectly. There are wands in a few of the lockers along with spellbooks partially filled. In two lockers, there are diaries with excerpts relating to the days when the school was running. Upon reading an excerpt, the three teen ghosts return and again threaten the PCs.

H. Girls' Dormitory: A similar setup as the boys' dormitory. Again, a few wands and minor trinkets, no spell books, but a few rusted swords and daggers, and a couple diaries. After reading the diaries, the PCs are attacked by the three teen ghosts but only briefly, like the ghosts get scared away.

2. Hallway Trap: A wall scythe swings out to slice the PCs.

I. Cathedral: Wooden pews covered with cushions and dust. There is a podium on the stage in front. Small windows line the outside wall of the cathedral. Three swarms of zombie church mice attack the PCs from the pews.

3. Hall Trap: First fire flies at the PCs, and then arrows from the walls if the trap is set off.

J. Storage for Cathedral: Contains decorations, books, etc. for the cathedral. There is a giant gold eagle statue worth quite a bit at the back.

K. Hidden Stairwell: PCs must find the stairwell to access Rooms M-O.

L. Preparatory Hall: A long hall behind the cathedral containing a few chairs for speakers preparing to enter the cathedral.

M. Detention Hall: There are no longer any desks here, but it now contains five caskets housing five of the six educators turned vampires. They awake due to the three teen ghosts alerting them.

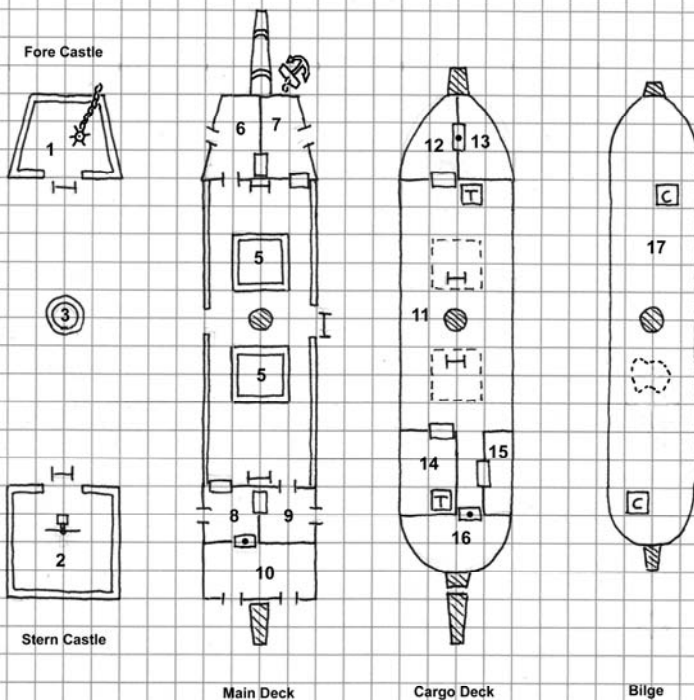
N. Dean's Office: The room contains a desk and chair and the sixth casket of the last educator who last ran under the title of headmaster. There is a fireplace and two chairs in front of it. The door to this room is locked.

O. Hidden Saferoom: The educators found their path to immortality through the aid of a lich overlord who they keep safe behind a wall. To recognize the false wall should be difficult for the PCs. The lich's phylactery is located behind a small wall. He awakens as the PCs enter from a magic alarm. This is the PCs last challenger, and will lift the dark feelings felt throughout the valley and surrounding area.

The Haunted Hulk – by S.J. Harris

1 Square = 5 feet

The Ebony Eagle



Lighting: Normal lights in on main deck and fore castle and stern castle. Dim light in the rooms under Stern Castle & Fore Castle. Complete darkness in bilge & cargo deck.

Random Encounters

Roll 1d20 per rest period.

1-10: No encounter (add 2 to next roll)

11-12: Sounds of splashing water on the hull.

13-14: Kapoacanth, (from room 7) patrolling or Eye of the Deep (from room 17) patrolling around the ship or lurking near trap doors.

15-16: Moans of zombie prisoners in the cargo hold.

17-18: Dire Seagulls.

19-20: Skeletal Dire Rats.

Background:

The Ebony Eagle was once a pirate cog. The navy damaged it in capture but instead of scuttling it the Commodore decided to load up the still living pirates & haul the hulk of a ship back to port to be used as a prison hulk until the pirate would be tried. On the way back to port a storm snapped the tow rope & the Ebony Eagle & the crew were set adrift. Three royal marines died one by suicide & other two by accidents. The prisoners eventually died starving still chained to the bulk heads.

Recently:

A Kapoacanth has taken up residence in the upper decks & wounded Eye of the Deep has broken into the bilge & is using it to recover. They both try to ignore each other for now.

Room Key

1. **Fore Castle:** This salt coated deck is a tangle of rope. The capstan is locked and the rusted anchor dangles just underwater. Monsters: (3) Dire Seagulls. Treasure: Gold chased buckle shaped like a mermaid (85 g.p.) (on a 3 day dead pirate) Trap: Accidental trap – the twisted lines & anchor chains are effectively a snare. If stepped on will release the anchor and the victim will be pulled over board & go a fathom down with the anchor.
2. **Stern Castle:** Bits of the rigging are draped over the area. The skeleton in rotten studded leather armor is limp over the ship's wheel. A trident is stuck through and wedged into the ship's wheel. A ballista is mounted to the deck. Monsters: (2) Dire Seagulls. Treasure: +1 trident
3. **Crow's Nest:** Up the mast in a tangle of rotten rope is the crows nest. A sun scorched man in pirate garb screams hoarsely. Witterknee the pirate was captured by the Kapoacanth from another ship along with his fellow Hagurn in the Fore Castle. He is wounded and will help the party if protected and given water. Monsters: (1) Human Pirate. Treasure: Gold ring with ruby (45 gp) on Witterknee's finger. Hazard: 20% that the ropes attached to the mast will snap dropping the victim to the deck. Standard falling damage applies.
4. **Main Deck:** The main deck of the ship is covered with broken rigging, dry sea weed and seagull droppings. A skeleton in worn studded leather armor appeared to have once been a royal marine. His head appears to have been smashed in by a yard arm. Monster: (1) Dire Seagull Hazard: Swinging debris in the rigging. 40% chance something will come loose from the rigging above & swing across the deck striking a random P.C. Movement: ½ move due to debris on the deck.
5. **Cargo Hatches:** The hatch's locks a corroded shut. The keys are long gone to the locks. Holes in the hatches show ladders leading down.
6. **Galley:** This room appears to be the galley or kitchen. Pots & pans hang from the ceiling. A small brick lined stove has a large caldron on it. A few barrels are lashed to the wall cleats. Monsters: (1) Kapoacanth Treasure: Magical Ever-full Tankard of Grog (on a peg on the wall)
7. **Crew's Quarters:** There are 3 hammock a table & 3 stools in the room. A broken lantern swings from the ceiling. Monsters: (3) sea sprites (evil)
8. **Companionway:** This area appears to be more a hall way. A brass lantern hangs from a hook in the ceiling.
9. **Officer's Quarters:** This room has 2 small hammocks & table bolted to the floor. Two chairs are at the table & a chart of the sea & coast is on the wall. A sea chest is on one of the walls. Fish bowl hanging from net attached to the ceiling with a skeletal eel swimming in it. Treasure: spyglass worth 150 gp
10. **Captain's Cabin:** This room is locked. (Key to the room is on the body in this room.) This stateroom is obviously the captain's cabin. A skeletal sailor is slumped on the floor obviously dead by a self inflicted dagger wound to the heart. (On his person is a key ring with 3 keys.) A ghostly person dressed as a sailor of runs around frantically trying to find something & screams and fades away. A skeletal parrot lurks about. Monsters: (1) Apparition and (1) Animal Skelton - Parrot. Treasure: Magical Folding Boat. (Hidden under the captains chair.), (3) potions of healing, 120 gp, 89 sp, 232 cp (in a sea chest.)
11. **Cargo Hold:** This open cargo hold smells of salt and foulness. Man size lump lay on the floor and shuffling forms move in the dark. Monsters: Hungry Zombies in rusted chains. They use chains as weapon. Treasure: Nil. Hazard: Rotten wood – There is a 25% per round of one party member falling through the floor into the bilge in Room 17.
12. **Crew's Quarters:** This room has 3 hammocks & a table. Two ghostly spirits appear to be playing cards then fight & kill each other. Monsters: (2) Haunts
13. **Strong Room:** A locked brass clad door bars entrance to the room. Treasure: Chest A– silks worth 300 gp, scroll protection from evil, potion of water breathing, Chest B - spices in sealed jars worth 400 gp Trap: Door has a Poison Needle trap on lock. (Key to the room is on the body Room 10)
14. **Ship's Stores:** The door to the room is busted open. Rotten provisions molder & set un-used. Monsters: (2) Ghouls (former prisoners turned cannibal)
15. **Sail Locker:** This room has orderly coils of rope and folded sail and carpentry supplies. Monsters: Haunt, Treasure: Hidden pouch with 42 cp, 12 sp, 6 gp, 2 pearls worth 15 gp worth each., Supplies to make the ship more seaworthy given about a months labor.
16. **Weapons Locker:** This heavy brass shod door secures the weapon's locker. (Key to the room is on the body Room 10) Within are a 10 ballista bolts, 2 gaffing hooks, 5 cutlass, one light crossbow w/20 arrows and 3 harpoons., Monsters: (1) Animated Cutlass
17. **The Bilge:** This stinking large open area is filled 5 foot deep with putrid water. Light appears to be coming out of the side of the ship under the water line. Monsters: Eye of the Deep (marine beholder) – wounded ½ h.p., Treasure: Brass shod chest holding 100 gp, 45 sp, 45 pearls worth 10 gp each.

Secrets of the Old City - A One Page Dungeon Level by Waysoftheearth

Background

Almost every inhabitant of The City has heard that it was built upon the ruins of an older place – indeed, evidence of the Old City is everywhere. And rumors of its hidden treasures persist, even now.

The histories recount that the Old City was buried by cataclysmic ashes long before The Kingdom grew up to resume the industry of these parts.

However, few among the wisest scholars know that the Old City was itself founded upon an even deeper ruin – a far more ancient and treacherous place. None now recall who the *Ancients* were, or what disaster befell them...

The Old City

The Old City now lies buried some 30' below The City, above. Its dilapidated streets now serve as a drainage system. The stink of rubbish and sewerage is pervasive throughout the dank tunnels, as are rats and centipedes.

Most of the Old City buildings are at least partially collapsed, and filled with rubble. Some few may yet be entered – as may scores of unexplored crawlways.

The two principal causeways have been shored-up by dubious stone work, and are dimly lit through the overhead sluice grates and by torches maintained by the City Guard. The remainder of the Old City is of far older stone work, and is unlit.

Map Legend

(*) **Torch.** 1-2 lit, 3-4 guttering, 5-6 spent.

(S) **Secret Entrance.** Hidden in the broken stonework.

(?) **Unexplored Crawlway.** An opportunity for the referee to extend the Old City.

(#) **Sluice Grate.** Drainage from The City's streets 20' to 30' overhead. A narrow grate that admits sewerage, storm water, and a dim shaft of daylight (or moonlight).

(&) **Yellow Mold.** This hazardous growth is almost indistinguishable from other filth in the dark sewers.

Keyed Areas

[1] **Entrance.** Spiral stair descends from the surface to a locked door. A sign on the door says "Keep Out".

[2] **Guard House.** 3 bored **City Guards** are here, shuffling work rosters, cleaning gear, drinking coffee, and playing cards. They will object to PCs trespassing in the sewers, and may even try to arrest them.

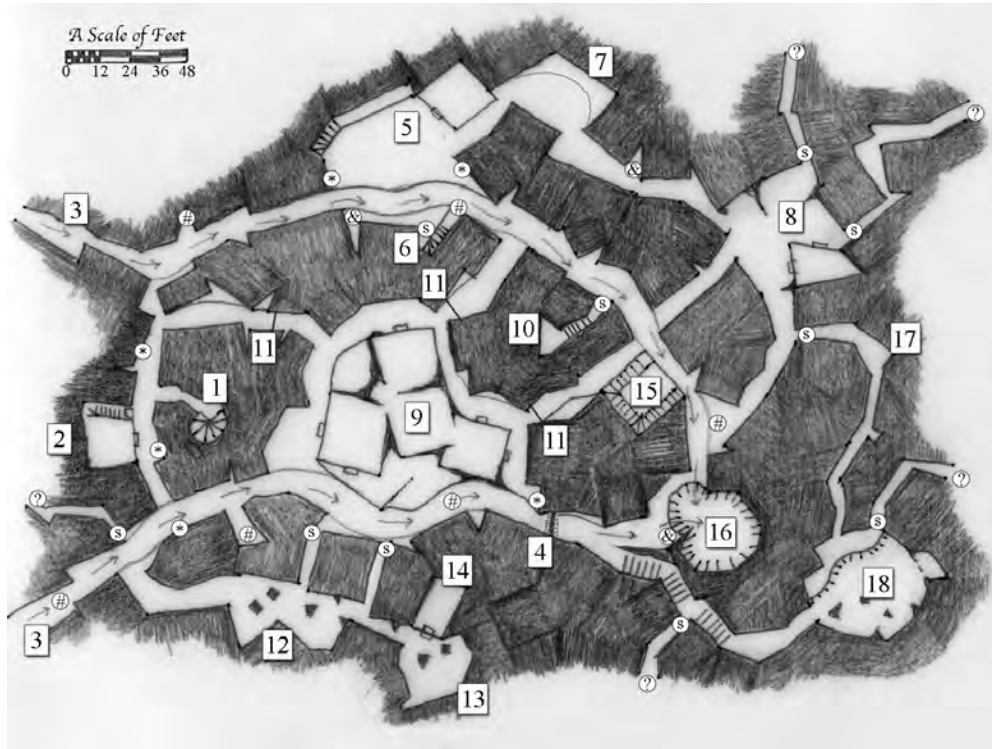
[3] **Causeways.** A foul 9" deep slick of city waste crawls toward area 16. Luckily, a 2' wide ledge is raised 3" above the filth along either side. Unluckily, it is slippery and broken in many places. Fallen stones make tiny, unsteady islands amid the horrid flow.

[4] **Submerged Pit Trap.** The ledges are badly broken hereabouts, and a number of slippery "stepping stones" may tempt explorers. Hidden by the filthy runoff is a 10' deep, 6' wide fissure. Anyone slipping into it will vanish into the foul muck and risk drowning.

[5] **Works Depot.** A large area mostly cleared of rubble. Tools and equipment suitable for maintaining the sewers is stored in a locked, dilapidated building.

[6] **Thieves' Entry.** An unsteady stair hidden within a ruined building leads right up to a loose sluice grate. Shifting the grate aside a slim PC may access the sewer.

[7] **Toad's Grotto.** A **Giant Toad** lurks beneath the filthy mire, likely attacking by surprise, and possibly swallowing whole. It submerges itself for protection. The grotto contains evidence of a recently eaten Goblin.



[8] **Goblin Foothold.** A band of 12 **Goblins** have recently arrived in the sewers, but have already sent word to summon their cousins. They know of the toad and of the thieves. Their treasure is limited to the result of today's minor mischiefs in The City, above.

[9] **Thieves' Den.** A gang of 7 **Thieves** hide out in this ruinous knot of free-standing Old City buildings. They may feign cooperation, but betray and rob the PCs given half a chance. They have amassed a modest hoard which is hidden in 2 separate stashes; a small locked chest of coins lies beneath a loose floor-board, and a sack of silver wear is hidden up a chimney chute. They know of and avoid the Ogre.

[10] **Renegade's Stash.** A double-crossing thief stole the gang's prize loot and smuggled it here. His **Rot Grub** infected corpse still clings to a small lockbox that contains a small coin purse and an enchanted lantern.

[11] **Trip Wire Traps.** Set by the thieves to warn them of visitors. Causes stones to topple off a wall with a clamour, possibly causing injury.

[12] **Spiders' Ante.** A web-strewn cave littered with skeletal remains. 4 **Large Spiders** are hidden in dark recesses, watching over 23 un-hatched giant spider eggs. One of the dried corpses wears a silver ring, but an alluring gleam is visible ahead (see area 13).

[13] **Spider's Lair.** Another web strewn feeding ground where a **Giant Black Widow** awaits. She will likely surprise from above and behind, possibly dragging her luckless victim into an dark tunnel to be devoured. The gleam visible from area 12 is from a brass helm. Former victims' goods make up the loot, but access to area 14 is the main prize.

[14] **Old Gem Cutter's Workshop.** Forced entry into this Old City building may reveal a small trove of Old City vintage coin, uncut stones, as well as gem stones.

[15] **Old Watch Tower.** The only access is via an open window space some 14' above (reachable by an Ogre). The tower contains a dark stair up to a condemned ruin in The City's poor quarter, where children sometimes play. Optionally, also leads down to dungeon level 2.

[16] **Drop Hole.** The causeway filth drops some 30' into a wretched cesspit (welcome to dungeon level 2).

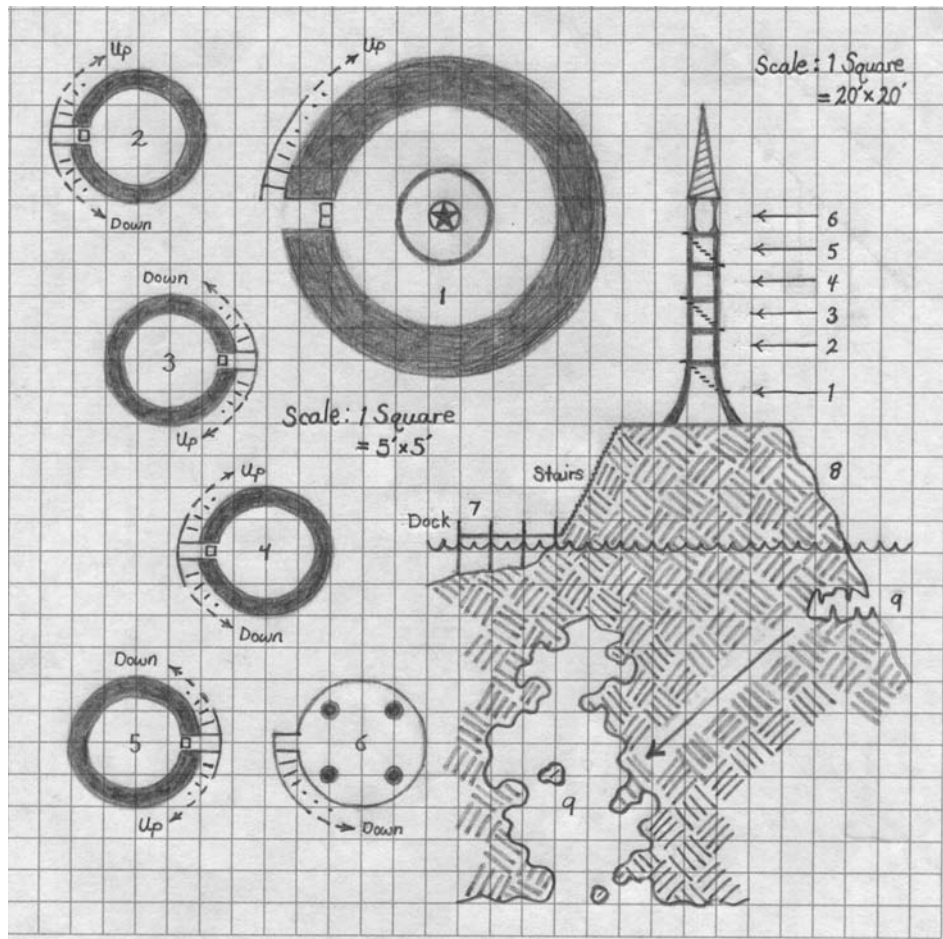
[17] **Fugitive's Hideout.** A terrified **Girl** has escaped the Ogre's cook-pot (area 18) and hides in this tiny cave. A single shaft of light falls from an awkward crack between street cobblestones, 30' above. Her poor parents will pay a modest reward for her rescue.

[18] **Ogre's Lair.** A narrow ledge 20' above overlooks a grisly cave occupied by an **Ogre** and his pet **Worg**. A giant cook-pot in the middle of the cave is surrounded by children's shoes (former victims). 2 terrified **Boys** are penned in at the rear. The Ogre wears a stout ring mail shirt and carries a great flail, the Worg wears a collar that protects it from magic. If pressed, the Ogre throws black toadstools into his fire, creating a *stinking cloud* that he and the Worg are immune to, or upends his boiling cauldron. The Ogre's loot is children's dolls and toys, and the gear and coin of slain guards. The boys' poor parents will pay a pittance for their rescue.

Random Encounters

2d6	Encounter
2	1 Girl (escaped from the Ogre).
3	d3+1 Boys (1-2 fleeing for their lives, 3-4 lost and afraid, 5 looking to become brave adventurers, 6 looking to join the thieves).
4	d4+2 Thieves (1-2 heading to a job, 3-4 setting a tripwire trap, 5-6 returning from a job with loot).
5	d4+2 City Guards (1-4 on patrol, 5 returning with wounded, 6 making dirty deal with local thieves).
6	1d6 Giant Centipedes
7	Rat Swarm of 4d6 x10 Rats.
8	1d6 Giant Slugs
9	d4+2 Goblins (1-3 scouting, 4 setting a trap, 5 disarming a trap, 6 hiding loot).
10	1 City Surveyor (apparently surveying state of The City's foundations, but...)
11	1 Ogre (1-3 scouting, 4-5 heading out child-snatching, 6 returning with a child).
12	1 Wight (tormented spirit of an <i>Ancient</i> that has found its way up from deeper levels).

The Sea Goddess's Tower



Background:

Long ago the shining light of the Sea Goddess's Tower shone out over the water, warning all ships of the dangerous reefs and jagged sea mounts in the area. The tower also served as a repository for charts, maps and sea lore from all over the world. Servants of the Sea Goddess served at the tower, tending its light, taking care of its store of knowledge and providing assistance to any sea wayfarers they encountered.

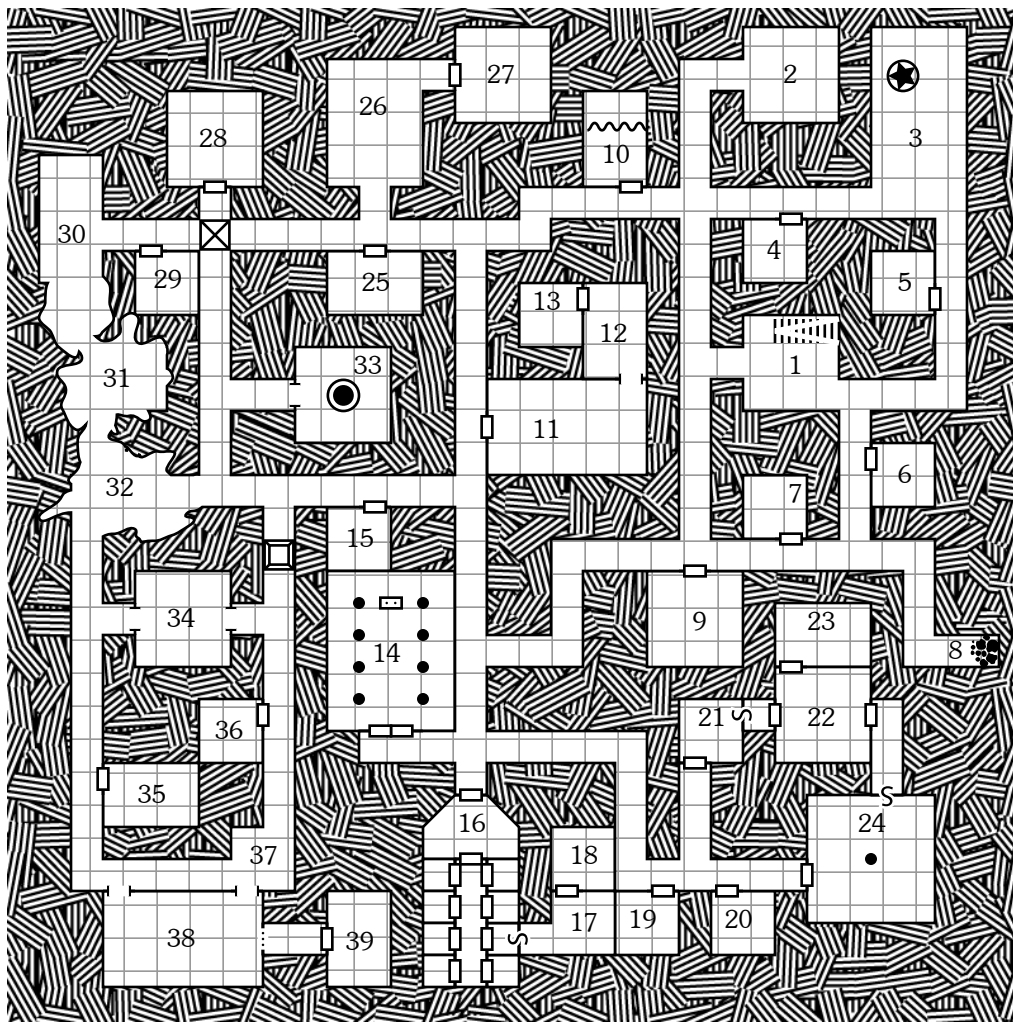
Then one storm wracked night the tower's light went out. Ships that went to investigate were either never heard from again, or returned with tales of vicious sea demons in the waters near the tower. Soon the Sea Goddess's Tower became a legend of dread amongst sailors and avoided with great care.

Tower Notes:

The tower is constructed of black volcanic rock, the same as that which the sea mount is made of. A spiral stairway winds around the outside of the tower. The steps are projections of stone from the tower with gaps between them, and an iron railing winds around with them. The years of neglect, weathering and corrosion have made the stairs very unsafe. For each level ascended or descended, roll 1D6 for each Party member. Those that roll a 1 will need to roll their Dex or less to avoid falling as the railing fails, a step breaks away, etc. Combat on the stairs requires a roll for each combatant each round.

Encounter Key

- Shrine:** 25 Giant Rats - Weathered and broken double doors lead into this 35' diameter chamber, which is littered with debris. The ceiling is 40' above, from which is suspended a chain that might have once suspended a light source for the room. Tapestries once lined the walls with scenes of sea mythology, but they have long since fallen to the floor and their remnants have become nests for the Giant Rats. A 15' diameter pool is in the center of the chamber; strangely still filled with fresh, clean water. Atop a pedestal in the center of the pool is a statue of the Sea Goddess. Attempts have been made to defile her, an arm having been broken off and her lower half covered with scratches and gouges, but her face remains unmarred.
- Storeroom:** Wood Golem - The door, though weathered, is whole. This 15' diameter chamber is lined with shelves from top to bottom, many of them broken and collapsed, and their contents spilled across the floor. One undamaged ladder leans against the wall near the doorway. In the center of the room is a pile of driftwood that will form into the Wood Golem and attack if any weapon larger than a dagger is in hand, or if anyone one attempts to take anything from the chamber without first asking permission in Common. Items and goods of all kinds useful in maintaining the tower and its residents may be found here, though many are now useless with age, including all the food and drink.
- Acolytes' Chamber:** Wererat and 5 Giant Rats - The door, though weathered is whole. This 15' diameter chamber was the living quarters for the three acolytes that once tended the tower. It is now the lair of a Wererat and his closest pets. The room is a filthy shambles, with only one unbroken bed still whole from its furnishings. The Wererat was shipwrecked here about a year ago and lives in desperate fear of the Harpies, the Lacedons and the Sea Hag. He will try earnestly to convince the Party to rescue him from the sea tower. He is armed with an old cutlass.
- Library:** The door is missing, obviously wrenched from its hinges. This 15' diameter chamber was the repository for the countless charts, maps and volumes of sea lore that were collected by the servants of the Sea Goddess to assist those who traveled the seas. Shelves once lined the walls from top to bottom, filled with the accumulated knowledge. Now, however, the shelving has been ripped down and their contents scattered and shredded all over the floor. A shattered table, two smashed chairs and a broken ladder will also be found. If a Party takes the time to search carefully, they will find two Clerical Scrolls, one with Continual Light and the other with Cure Disease.
- Priest's Chamber:** 2 Harpies - The door is warped and cannot close completely. The wind causes it to swing open from time to time. This 15' diameter chamber used to be the priest in charge of the tower's quarters. An awful stench issues from the room. The room is a wreck of broken furnishings surrounding a large nest made from bedding and tapestries. Excrement is everywhere. The Harpies will attack any intruders and investigate any loud disturbances from below.
- Sea Light Platform:** This platform, open to the elements, is surmounted by four pillars that hold up the tower's spire. From the interior of the spire dangle four broken chains that once held the tower's light.
- Dock:** Strangle Weed - Eight massive stone pylons support a wooden dock that, despite long neglect, is still solid. Just off the side of the dock in about 10' deep water is a brightly glowing object. The object is the tower's light. It is a massive faceted crystal with broken chains attached to it. A clerical Continual Light spell has been cast upon it. Anyone attempting to retrieve it will be attacked by the Strangle Weed.
- Sea Mount:** 3 Giant Crabs - The sea mount that the tower is built upon has very steep, rugged escarpments. Attempts to ascend it at any other location other than the stairs going up from the dock will be slow, difficult and dangerous. Also, such activity will attract the attention of three Giant Crabs, that will have no difficulty with the terrain. The top of the mount has been leveled off in a 25' wide circular area surrounding the tower.
- Sea Cave:** Sea Hag and 8 Lacedons (Sea Ghouls) - Under water, on the side of the sea mount opposite the dock is a sea cave that serves as the lair for a Sea Hag and her Lacedon minions. Any intrusion into the cave will result in an immediate attack by its residents. Any loud disturbances in the waters surrounding the sea mount will cause the inhabitants to go and investigate. If the tower's light is retrieved from the Strangle Weed, the Sea Hag and her Lacedons will, upon discovering this, search the tower for it.



The Ancient Academy

4 Leagues from the village of Thorn, the ruins of a monastery sit atop a rocky hill. Inside the last intact building is a staircase to the dark dungeon below.

Wandering Monsters

(Check every 2 turns - 1 in 6 chance)

- 1 - d8 Goblins on Patrol
- 2 - 1 Beetle looking for food
- 3 - d6 Bandits returning from surface
- 4 - d4 Cultists looking for sacrifice
- 5 - d4 Dwarven explorers
- 6 - d6 Skeleton guardians

Restock Rooms (1d6)

(Check between expeditions to the dungeon)

- 1 - Monster
- 2 - Monster & Treasure
- 3-6 Empty (1 in 6 chance of hidden treasure)

Map Legend (1 square = 10 feet)

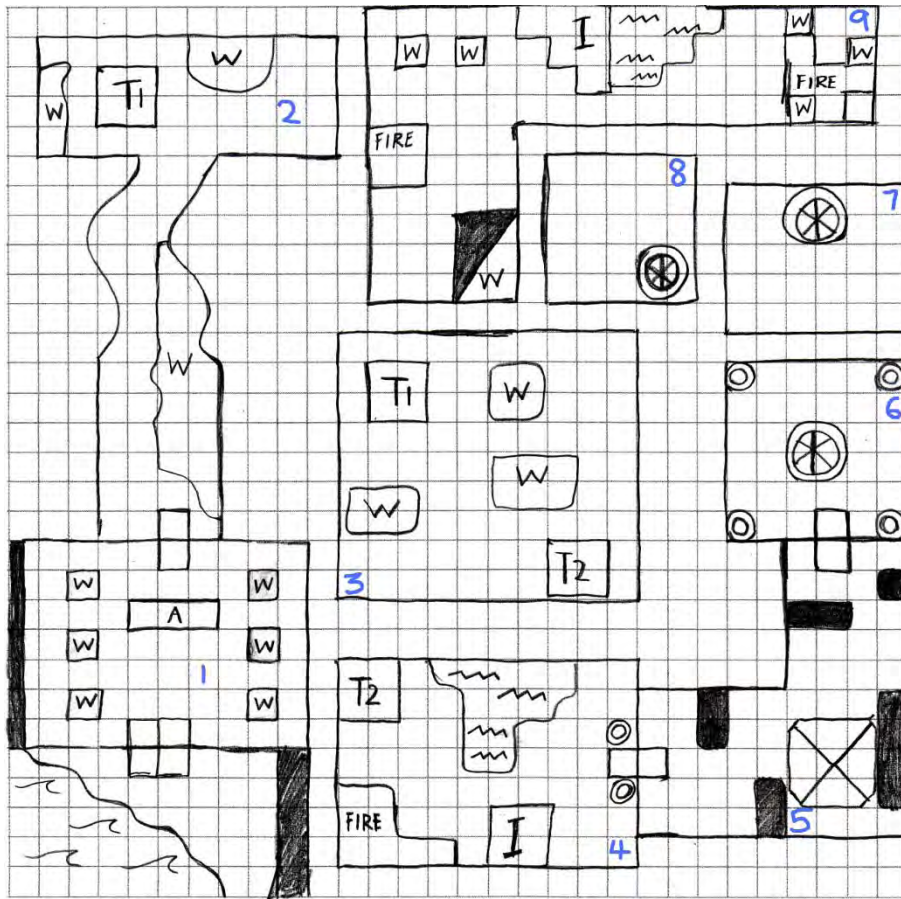
Dungeon Room Key

- 1. Entrance Hall Skeleton on floor; old bloodstains.
- 2. Dilapidated Hall Cracked ceiling; water seepage: crumbling masonry. 6 Goblins hunting party returning with giant beetle on spit.
- 3. Eerie Statue: Statue of bipedal frog man; stone fragments on floor; offering bowl filled with coins. Stones fall from ceiling if bowl is tampered with.

- 4. Cluttered Store Room: Contains mounds of old gear and supplies.
- 5. Sunken Room: Floor is sunken and filled with dark murky water. A gem sparkles beneath the water. 4 Zombies beneath the surface attack if the pool is disturbed.
- 6. Ruined Laboratory: Overturned furniture and broken glass containers. Searching the room reveals a Green & Fizzy Potion lying in a corner.
- 7. Study Room: Crumbling books; star charts; broken alembics. A Spellbook can be found on one of the shelves.
- 8. Collapsed Hallway: Animated Tools work to clear the debris.
- 9. Ancient Armoury: Empty weapon racks; an old dented shield.
- 10. Auditorium: Mildewed curtains bisect the room; smashed chairs.
- 11. Dilapidated Dining Hall: Battered shields & torn tapestries on walls; Smashed tables & benches; bones; broken weapons; signs of fierce battle. Hidden under a table is a bag of coins and a magic sword.
- 12. Grimy Kitchen: Smashed crockery & rusty utensils. Smells foul. Sink and pump - spews Green Slime if used.
- 13. Ransacked Pantry: Moldy barrels and mildewed sacks of old flour. 3 Goblins are playing dice here.
- 14. Desecrated Temple: Destroyed altar; unrecognizable statue; broken font; burned tapestries; 20' ceiling. 2 Robber Flies. A gem lies undiscovered amongst the rubble of the altar.
- 15. Workshop: Crumbling piles of lumber; rusted tools; half-finished coffins; sawdust covered floor. 5 Dwarfs.
- 16. Ancient Crypt 6 Skeletons. 5 pieces of jewelry in the crypts.
- 17. Cultists Room Bundled belongings; bedrolls; campfire. 5 Acolytes, one with a snake staff and 2 potions of healing. Door to 18 is barred.
- 18. Ghouls Room: Smell of rotted flesh; gibbering and slobbering sounds; bloody and gore-stained walls and floor. 1 Ghoul feasting on human remains. Jewelry and a war hammer +1 among the bones of past victims.
- 19. West Dormitory: Smashed bunks; moldy furniture; smell of mildew.
- 20. East Dormitory: Rotted bunks and furniture; moth-eaten rush mats on floor; rancid straw. Bear trap hidden in cavity under floor mats.
- 21. Cluttered Room: Same as 4.

- 21. Cluttered Room: Same as 4.
- 22. Bandit's Hideout: 8 Bandits
- 23. Old Buttery: Racks, bottles, and casks; all empty and dry.
- 24. Underground Garden: Dripping water; small pools; edible fungus; phosphorescent glow; natural chimney in SE corner leads to Level 0. 8 Killer Bees are attracted to the fungus.
- 25. Refuse Room: Food scraps; filth; broken tools & furniture.
- 26. Crumbling Classroom: Cracked walls & ceiling; moldy desks and chairs.
- 27. Old Office: Once-fine furnishing succumbed to age; large oak desk with ancient papers; empty chest with a bag of coins in false bottom.
- 28. Burnt Room: Soot on walls; charred furniture. Smell of old smoke.
- 29. Ancient Bedroom: Mildew on walls; musty stench in air; broken furniture sprouting sickly mushrooms. Snake,
- 30. Collapsed Room: The floor slopes downwards in the room's center.
- 31. Lizard's Cave: Dripping water; pool of water; phosphorescent moss. Giant Lizard. A small amount of coins and a gold circlet in "hoard".
- 32. Bat Cave: Stinks of guano and ammonia. Cracks in ceiling; stalactites & stalagmite. Normal bats (55).
- 33. Well Room: Water drips from ceiling. Well descends 60'. Green Slime drips down onto anyone leaning over the well.
- 34. Ancient Lounge: Furnishings covered with tarps; old rug; dust & cobwebs. Giant Spider
- 35. Rusted Gallery: Broken statues; three rusted suits of plate mail on stands; Sack of coins stashed inside one of the suits of armour.
- 36. Goblin Barracks: 6 Goblins resting, drinking, maintaining weapons. Two goblins have short bows. One of the goblins has the key to room 39.
- 37. Antechamber: Dusty. Tracks lead between 38 and 36.
- 38. Ancient Arena: Torches on walls. Arena Floor is 10' below hall level. 4 arrow filled bodies of bandits lie in the middle of the room.
- 39. Prison Locked gate. 2 Neanderthals have been taken prisoner and kept here by the Goblins in room 36.

RUINED TEMPLE OF THE WILD ARCANA – OUTER CHAMBERS



Legend

- W – Wild Magic
- T1 – Teleporter 1
- T2 – Teleporter 2
- A – Altar
- FIRE – Undying fire area
- I – Cold frost area
- ⊗ – Arcane Nexus
- ⊛ – Sphere of Chaos
- ~ – Acid puddle
- ~ – Ocean
- ⌂ – Door

Hazards

The areas of wild magic burn at those who touch or enter them, clearing away the wild magic requires a powerful ritual. The Wild magic creates other areas of unpredictable magic. Cold Frost areas are hard to get through and slow those who go on them. Undying Fire areas deal fire damage to those who step into it. Acid puddles burn through armour and deals acid damage. Arcane Nexuses were once fonts of magic but have become a decayed form of energy placed in braziers, they can be thrown at enemies to deal necrotic damage.

History

The Temple of Wild Arcana was once the home of hundreds of powerful chaos sorcerers who worshipped the chaos god, known only as The Eye. When The Eye became silent during the temple's greatest time of need, the orcs of the nearby hills invaded the temple and killed most of the sorcerers within. The sorcerers still alive however unleashed a spell that trapped the orcs within the temple and raised the dead sorcerers as spell-wraiths. Years have passed since then, but, the chaotic magic of the sorcerers still remain. The magic has decayed and become more chaotic, beginning to consume the temple and cause it to slowly fade away. Rumours of ancient relics and powerful scrolls that lie within the temple draws many adventurers here in the present day.

The Archmage's Chambers – In this room, the spell-wraith of the archmage still exists and his chaotic magic powers the whole temple. He is a powerful priest of The Eye and still retains his divine power. He can be negotiated to leave the temple and move on to his afterlife with a successful negotiation.

Chaotic magic of room 2 and 4 causes the spells cast to go awry, roll a d20 to see what happens.

1 – 2 Spell backfires on caster, bad effects happen to him and good effects go to enemy.

3 – 6 Spell is weakened, half of effects do not happen.

7 – 10 Spell functions normally.

11 – 14 Spell's target is changed to another enemy.

15 – 19 Spell's effects are doubled.

20 Spell's effects are tripled or the spell can be used again in the next round.

Room Key

1. **Altar of Chaos** – Has several groups of spell-wraiths, consisting of a spell-wraith priest and seven spell-wraith sorcerers. The altar holds a powerful chaotic rune that sustains the magical construct guardians of this room, if not removed fast enough, the constructs will be summoned.
2. **Walk of Shifting** – Once the place where the initiates of teleportation trained, the wild magic areas here cause PCs to shift to a random location in the Walk of Shifting. The monsters here consist of the Initiates of Teleportation, masters of shifting.
3. **Hall of Perfection** – Here, the monks of the chaos once trained, ghostly forms of the monks still exist here, training themselves eternally.
4. **Chamber of the Elements** – Here, the sorcerers of the chaotic trio once trained, using the powers of acid, fire and cold. The spell-wraiths of the tormented elementalists still exist. Here, the hazard areas deal double damage.
5. **Walk of shadows** – Once the place where the sorcerers of the mad shadow once resided. No spell-wraiths linger here, but, the room is covered in permanent darkness and to navigate one's way across this walk of traps and chasms is a feat. A trap is in the middle of the room, it constantly gives out waves of necrotic energy, damaging all in the room, to disable it, one must use the key of the shadow hidden somewhere within this room.
6. **Room of Rituals** – The place where magical components were once stored and rituals were cast. The strong magic in this room has become a powerful unmoving sphere of chaotic energy that causes a random effect to any PC that touches it, including teleporting a PC to another sphere of chaos. The Ritual Scroll that clears away the wild magic can be found here, if used, the spheres will bring PCs to the Archmage's Chamber and half all hazard damage. The Sphere of Chaos can also be manipulated to bring one to the Archmage's Chamber directly if a strong spell is used on it to overload its chaotic functions and make it do the desired effect. (7 and 8 are the same)

The Last Defense (low-level adventure)

1 Square = 10 feet x 10 feet



Lighting: Dim blue light, except in rooms 1A & B, 11 A, B, & C, and 12; in those rooms, pitch black.

Random Encounters: Roll 1d10 /room or whenever you feel the need for monsters
 1 – 6: nothing
 7: 1d4 skeletons (low-level)
 8: Spooky sounds (esp. dripping water)
 9: 1d4 kobolds
 10: Something collapses near the PCs
 (OR 8: as #7; 10: as 9 and 8 combined; use these if you want more monsters)

DM, look up the stats for breaking doors.

Background: The Last Defense was a keep commissioned by a man named Nuradin. His garrison was utterly defeated a few years ago, and they've wanted adventurers to make sure no monsters have set up residence since.

The cavern complex was built under a lake; as the river fills the lake, the lake pours through a hole past the cavern complex into an underground lake (see room # 6). The end goal of the DM is to get the PCs to trip the trap in room 12; try unnerving the PCs or building them a sense of security in the other rooms.

Room Key:

1A: **The first entryway;** looks mostly unworked, except for a few old wooden supports.

1B: **Entryway room 2;** the three secret doors are designed to confound intruders, as well as allow defenders to ambush any invaders. Incidentally, the last time they tried this they were all killed. Feel free to have any PCs that wander into the trick passages to find numerous skeletons (the dead one, not the undead one, unless you want them undead), arrows, etc.

2: **The "outer wall;"** these walls are about 10 ft. high, with 3 ft. crenellations at the top. For reference, the cave ceiling at this point is about 16 ft. high. The gates are either open, collapsed, or unlocked and easily opened.

3: **The barracks;** a castle-like structure made of cut gray stone. Semi-collapsed, cannot be entered. When the PCs attempt a listen check, you can either roll randomly or decide to have the remaining walls and roof collapse (just to unnerve them).

4: **The chapel;** a chapel to the god of stonework (traditionally Moradin), made of ornate stonework with a vestigial roof (inside a cavern, roofs aren't necessary). If the PCs enter it, give it standard furniture: pews, an altar, etc. but have it abandoned and empty.

5: **The market;** the dashed lines behind it indicate an illusory cavern wall. Since large carts couldn't make it through the mail entrance, they used the illusory one. The market has equipment for making or repairing all manner of weapons or armor. PCs looting it can find enough gear to assemble a kit of masterwork artisan's tools for craft (armorsmithing) or craft (weaponsmithing).

6: **The waterfall and pillar;** all the light in the room shines from here. The blue area is a waterfall, which falls to an underground lake ~100 ft. below. The pillar in the middle is the base of the Lake Tower, which extends high into the sky above. The water is pure (can be used to fill waterskins, negligible chance of disease) and is loud (penalize listen checks, esp. near the waterfall).

7: **The "town hall;"** all the affairs of the hideaway were run from here. It lies in ruins and cannot be entered.

8: **Miner's huts;** the miners that worked to create most of the fortifications lived here. All are abandoned, most have collapsed. They are the only non-stone buildings (made of old wood).

9: **The chasm;** it's a 50 ft. drop, crossable only using the bridge. There are many skeletons on the other side.

10: **The "inner wall;"** these walls are 10 ft. tall, the brown "doorways" are actually arches. The arch on the first line of defense is 5 ft. above the floor, can be reached by stairs, and is a ramp 10 ft. down to the -5 ft. floor behind. The second arch is at floor level. There are many skeletons here.

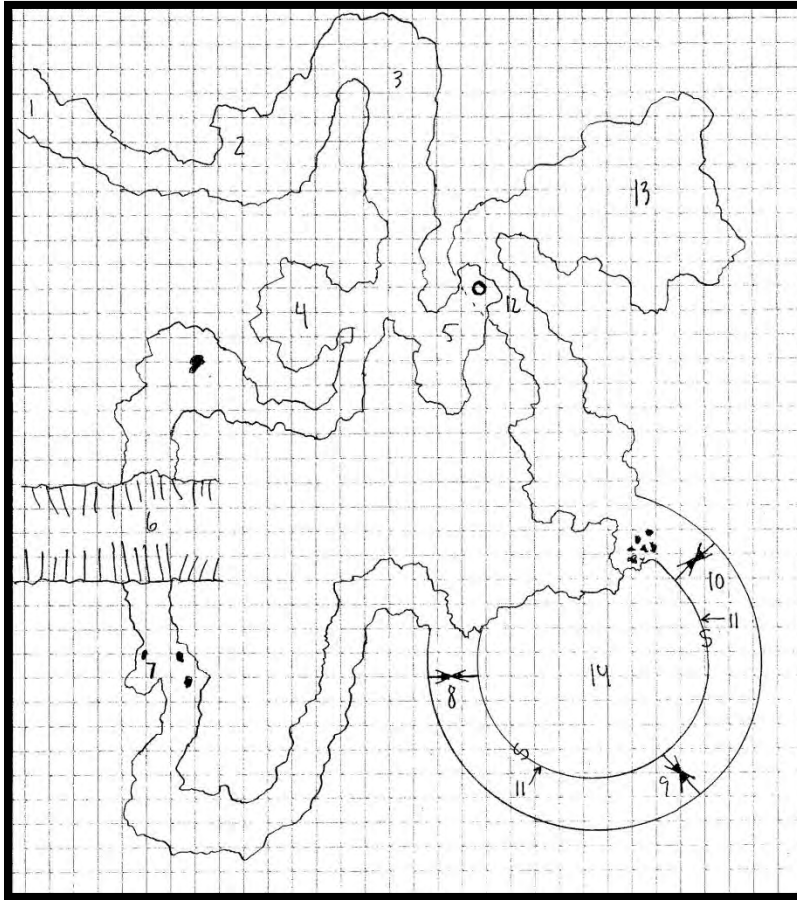
11A & 11B: **Backrooms 1;** these identical room are filled with skeletons, old armor, rusting weapons, the usual.

11C: **Backrooms 2;** there's nothing in here.

12: **The trap;** the final room contains only a very obvious trap. The mechanisms to set it off are clearly visible on the walls; the trigger "T" activates a collapsing ceiling trap in the square marked in red. Note that all doors in the dungeon open toward the end room. The trap collapses the ceiling *under the river*. Once the trap is triggered, water floods into the rooms at high speed, shutting doors, tripping PCs, and generally making a mess. The job of the PCs is to make it past the chasm (# 9) before they drown. Note that room 11A would fill first, followed by 11B and between walls # 10, then 11C (at this point water pours into the chasm). Fill the rest as you see fit, but not 11B/A.

The Omenous Portent of the Highlands Meteor

Tim Hensley (geistweg@gmail.com)



Background: During the long winter months, the Highlands witnessed the fiery crash of a silvery meteor into nearby Dover's Peak. Being superstition, they took it as an omen that the harvest would be particularly bad this year. As the growing season began, however, the ill fate appeared in the guise of farmers going missing. The PCs are hired to investigate the crash for signs of the missing people and a possible means to appease the heavens.

GM's Note: The meteor was actually a crashing flying saucer. The aliens onboard survived and have been using local humanoids to "farm" the surrounding land for "food." General guidelines for the aliens are listed below.

Encounter Key:

1 square = 10 feet

1. **Entrance:** A cave in Dover's Peak makes the most reasonable entrance. Like much of the complex, it's dark and smells slightly earthy.

2. **First sentry:** 2 Orcs stand guard in this natural alcove. Treasure: light coins.

3. **Stasis trap:** Walking around the corner triggers a stasis device (treat as *Hold Person* spell, save is treated as *Slow* spell), giving the orcs in #4 and #5 a chance to attack.

4. **Sleeping quarters:** This large cavern

serves as the sleeping quarters for 10 orcs. If the trap at #3 is triggered they will rush to attack. Treasure: light coins.

5. **Kitchen cavern:** The kitchen is a makeshift fire pit with various large metal pots. Stores of rancid meat and other such supplies are stacked on the south wall. A dry well in the northern section drops into area #12.

6. **Chasm:** The cavern opens into a 40' wide chasm that falls hundreds of feet. The southern corridor is nearly 25' lower than the northern.

7. **Ambush:** If the stasis trap is tripped an alien will wait in this alcove to ambush the players as they attempt to cross the chasm at #6.

8. **Iris valve:** If the players come from area #7 this will be opened; if they come from area #9 it will be closed. If it's closed, the doors will require a lot of damage to get through.

9. **Open valve:** This iris valve was stuck open during the crash.

10. **Closed valve:** The aliens keep this valve closed unless they're disposing of bodies in area #13. It will require a lot of damage to get through.

11. **Secret doors:** Nothing is visible of the door, but there are alien looking handprints on the wall next to each of these secret doors. Placing the hand of an alien on the print will trigger the door.

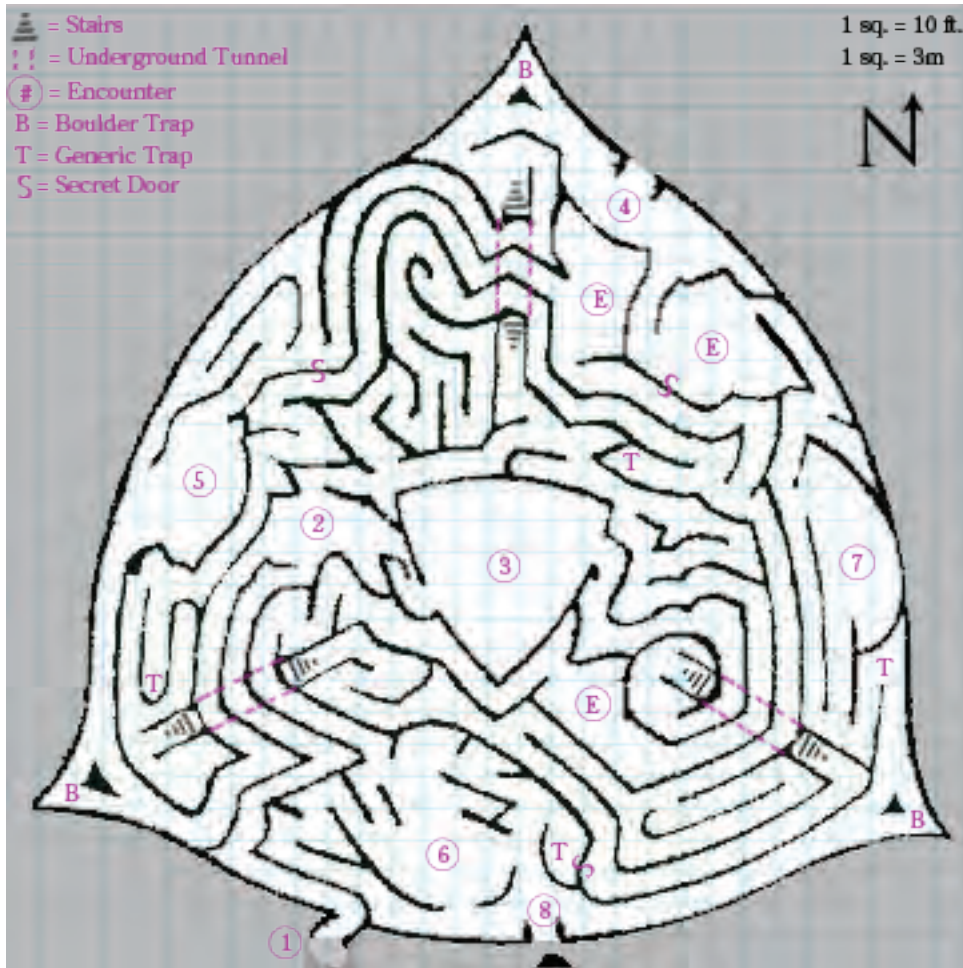
12. **Below the well:** The well in #5 drops 25' to this chamber. The chamber is empty but if the Mouther in area #13 hears/detects the PCs it will begin gibbering.

13. **Mouther lair:** The aliens have been disposing of the remnants of their victims in this giant chamber. Over the last month the remains have soaked up the ship's radiation enough to coalesce into a Gibbering Mouther; like all such creatures it will attempt to draw the party into the chamber in order to attack.

14. **Cockpit:** This large metal room contains several chairs and consoles shaped and fitted to the aliens. Three aliens will be found here, guarding the inside of their ship, where they'll fight to the death. Along the northwestern wall are six lidless coffins containing unconscious farmers, wrapped in a gauzy, web-like substance. Treasure: Various odd, but valuable, devices made of precious metals.

Aliens: Each alien should be drafted as a moderate opponent with slightly better than average defenses and weak natural attacks; however, they carry Death Ray guns (save reduces to damage instead).

The Well of Wounded Souls



1. Entrance: A cold emanates from the floor here, causing an eerie mist to rise. As you enter the dungeon, the dark red striations in the polished black walls alight, illuminating the area. Any attempts to create your own light fail, swallowed by a finger-like tendril of mist that rapidly dissipates. GM Note: The entrance silently closes behind the party; however, the characters will always recognize this dead-end as the place they entered the dungeon.

2. Window to the Well: Just as this room comes into view, you see a white figure evade the light, moving to the east. A tall mirror on the northern wall returns your reflection as one of a wispy ghost. GM Note: Inform the players when they inspect the passage to the east that the passage is so narrow that any enemy waiting on the other side would surely have an easy target. The mirror is the portal through which the random monsters respawn. Roll Random Encounter each time the characters enter this room, ignoring a result of six.

3. The Well of Wounded Souls: A sea of swirling mist rolls just under the surface of the mirror-like stone floor. Is that your own face reflected, or that of a wailing, wounded ghost? A low well rises from the center of this room. GM Note: The well, at first, offers nothing, save the echo of sorrowful moans. If they manage to open the well from area (6), an endless stream of ethereal forms fill the dungeon, racing for the exit, consuming all living beings in their path. Roll Random Encounter the first time the players enter this room.

4. False Exit: A natural, pure light shines just through this archway. Is this the exit? GM Note: Characters running (perhaps from a boulder trap) might have an embarrassing run in with this wall made to look like an exit. A random monster appears to be guarding this "exit" the first time the characters arrive here.

5. Vault of Secrets: Faint whispers echo through this room, a simple skeleton key floats in the air here. GM Note: Characters who spend enough time in this room learn that opening the Well releases the souls trapped there. The key opens the door to the exit (8).

6: The Lid: On short pedestal, a small, circular box sits closed. GM Note: A character opening the box opens the well in (3). Roll Random Encounter.

7. Hope: A large candelabra illuminates this room; above each candle flows an orb of pure white light, emanating no heat. GM Note: The characters need to be carrying an orb to escape the rush of souls as they flee the well.

8. Exit: This onyx door is carved with a bas relief a well, through which a torrent of souls flows forth toward the heavens. A key hole in the door reveals only darkness beyond. GM Note: The door can only be opened with the skeleton key from (5). If players make it here without all they need to escape the dungeon and save the trapped souls, remove the "dungeon fog" paper, for the door contains a carving that is a map of the maze.

When an innocent dies with grief in their hearts, 'tis said the soul becomes trapped in the Well of Wounded Souls. To most, the legend is regarded as a fishwives' tale, but to those who quest after arcane power, The Well is a font of necromantic power beyond compare. If and when one discovers The Well, the intrepid adventurer finds the legends are true: black onyx walls with blood amethyst striations pulsate with an unholy arcane light as living beings walk near, causing shadows to dance at the edge of vision. A cold mist rises from the floors, though it disperses with the light from the walls.

GM NOTES

Printing the Map: Turn the "Dungeon Key" layer off to print a copy of the map without the purple DM-only key.

Dungeon Fog: Cut a circular hole in the center of a large piece of blank paper; make the hole roughly the size of a US dime or an EU two cent piece, approximately 18mm diameter. Lay the paper over the map with the hole showing the maze's entrance and move the hole as the characters move through the maze; the circle represents the amount of the map the characters can currently see.

Secret Doors: If a character detects a secret door, he knows how to open it, but the door closes itself so he may not see it again the next time.

Boulder Traps: Triggered by plates in the floor, two gigantic boulders fall from the crevices in the walls here. The boulders fill most of the hall, almost to the ceiling. The boulders stop at corners, but roll around bends.

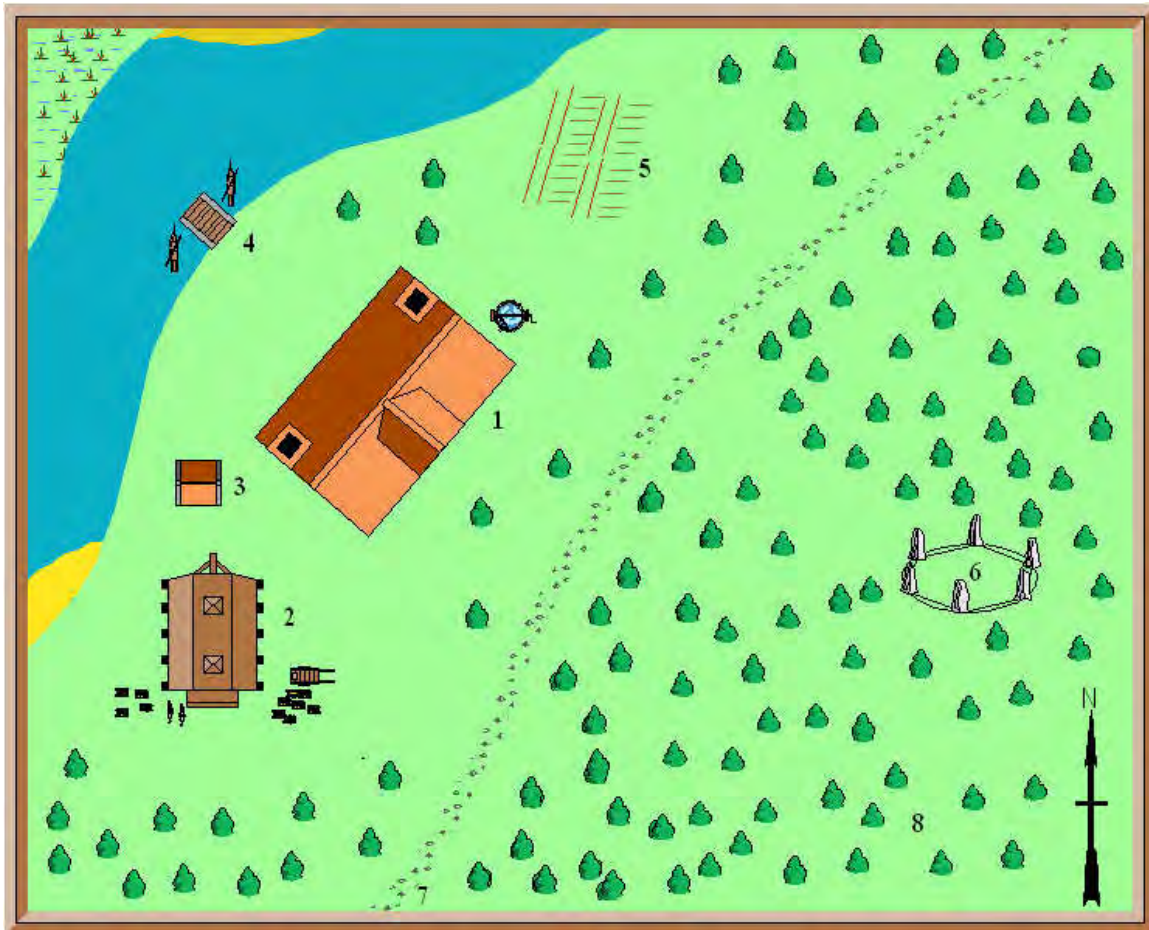
Random Trap (d6)

1. Breakaway Floor, Spiked Pit
2. Breakaway Floor, Pool of Ichor
3. Cloud of Poison Gas
4. Cloud of Blinding Gas
5. Collapsing Ceiling
6. Teleport to (1)

Random Encounter (d6)

1. Wandering Ghost/Wraith
2. Minotaur Skeleton
3. Onyx Golem
4. Mist Elemental
5. Gelatinous Cube
6. Roll a Trap

Mollie's Roadhouse



Map Key	Random Encounters (1d12)
<ol style="list-style-type: none"> 1. The roadhouse 2. Barn 3. Outhouse 4. Fishing Dock 5. Vegetable garden and Small Orchard 6. Stone Circle 7. Trade Road 8. The Deep Forest <p>Background</p> <p>Mollie's Roadhouse started as a simple camping area for drovers and caravans to use for rest and make use of a natural spring while traveling back upstream on foot after unloading their barges downstream.</p> <p>The Roadhouse is a simple two room tavern with the Kitchen/Pantry making up one room and the tavern the other. The tavern offers both a hot meal and a dry place to sleep, either on the dirt floor of the tavern or in the hayloft of the barn.</p> <p>The Quality of the food and drink is average, and the menu ranges from fresh fish from the river, vegetables and fruits from the small garden and wild boar and stag harvested from the forest.</p>	<ol style="list-style-type: none"> 1. Religious Pilgrims 2. Goblin Hunting Party 3. Bandits 4. Woodsman 5. Hunters 6. Orc Raiding party 7. Giant Spiders 8. Military Patrol 9. Lost Child 10. Large Predator (Cat, wolf, or Bear) 11. Caravan 12. Traveling Tinker

"The Holes" – 1. The Summoner's Cave

A one-page dungeon by Doc Holaday



GENERAL

Scale: 1 square = 10 feet

Sight: glowing pond scum, 20 feet (see area 4)

Sound: weird echoes, dripping water

Touch: uneven footing, greasy slime on walls

Smell: pervasive mustiness, strong fishy odor

MAP KEY

1. The Entrance. The cave mouth is a hard 30' climb up from the base of a cliff that is riddled with other similar cave openings (collectively called "The Holes"). Natural sun or moonlight spills in from the outside. A drowsy trog is on guard, but she will stay far back from the sunlight during the day. (Bright light hurts trogs' eyes.)

2. The Warren. This room holds three male (breeder) trogs and 2d4 troglings. None have weapons. Intruders will cause them all to shriek in alarm and huddle in the back. The adults will fight with claws, but only if severely threatened.

3. The False Bedroom. This room contains sloppy bedding, some cheap books and scrolls, and a chalk pentagram on the floor. Near the back is a very well-hidden secret door. It is unlocked, but opening it without the magic password causes a fiery explosion.

4. The Lake. This cavern is mostly flooded with a shallow lake, which is covered in a softly glowing green scum. Visibility is 30 feet in any room that contains lake water, once the PC's eyes adjust to the dimness that is. Visibility in other rooms is a meager 10 feet. In the center of the lake is a small

"citadel" of stalagmites. Any disturbance of the water will alert "the Lady of the Lake" (see 7), but this area is too shallow for her to enter. Five female (warrior) trogs live here. One of the five is always on guard at area 1. All will respond to the males' shrieking, if that occurs. Otherwise they fight from a defensive position in the citadel, which offers good cover, high ground, and solid footing. They carry barbed bone-spears and wicked-looking short swords of bone. They wear no armor, but have hard scales. Trogs are nocturnal and have infravision. Bright light (brighter than torchlight) diminishes their fighting ability.

5. The Barracks. This is where the trog warriors sleep. A locked chest in the corner contains the tribe's 4d4 gold pieces. The sorcerer keeps the key for them on his person, so players will not find it on any trog bodies or in the false bedroom.

6. Hidden Chamber. Due to the dim light and a natural optical illusion, the entrance to this small room can only be spotted if PC's walk around the lake/citadel and stand within 20 feet of it. At the end of the dark passage is a shrine featuring a small jade idol that looks like a cross between an octopus and a platypus sitting upright with its hands on its knees (a representation of The Lady). This idol is actually worth quite a lot to any collector of curios.

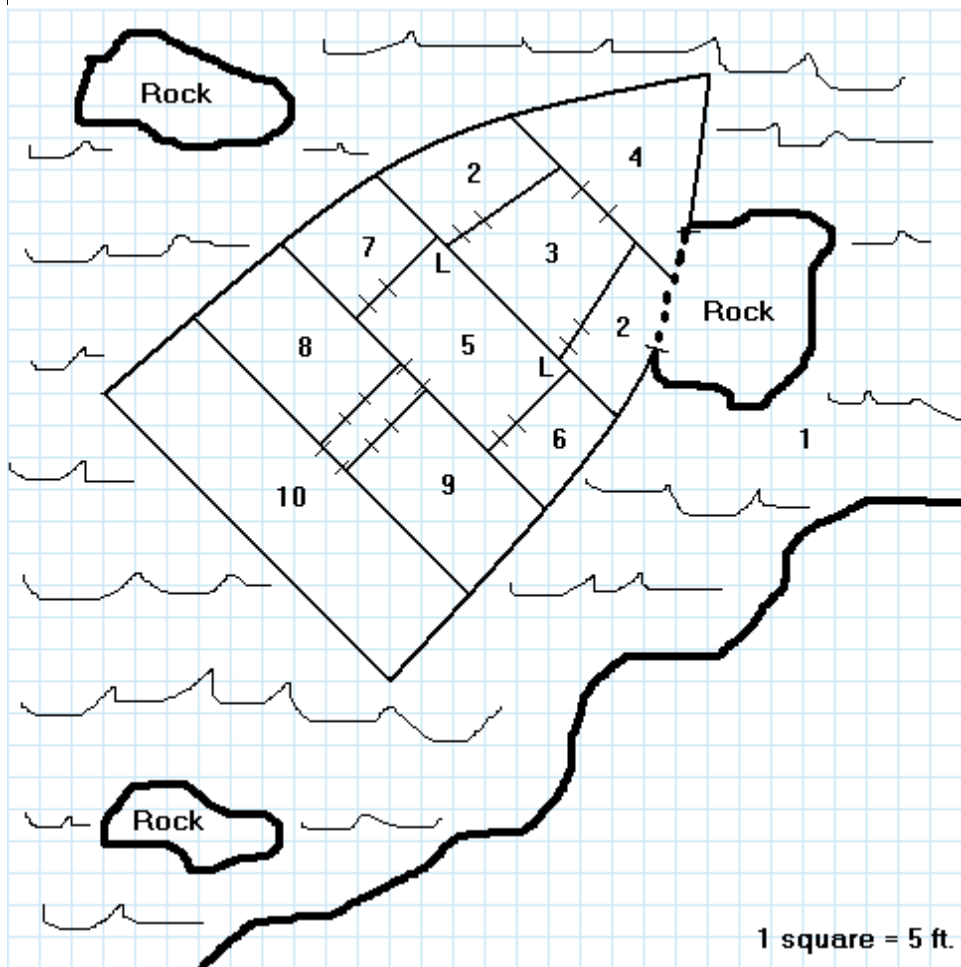
7. The Flooded Passage. If alerted, the Lady will attack PC's here, where she can reach them without leaving the water. Her tentacled mouth parts deliver a paralyzing shock and help her capture prey. (If she hits with one, the PC loses his or her next action.) She is about 20' long from the tips of her tentacles to the end of her beaver-like tail. She is about as intelligent as a dog. Though she has vestigial, milky-white eyes, she is blind and operates via an advanced sense of vibration. She will not attack the trogs who revere and feed her.

8. "The Forest". This area is dominated by narrow-waisted pillars of living stone formed when stalagmites and stalagtites meet. Hidden in the cluster of natural columns is a choker, a strange humanoid creature with whip-chord muscles and long flexible arms. It attacks by strangling PC's and dragging them up into the recesses of the cavern ceiling (out of the reach of their companions' weapons). PC's who swim the lake will discover a small bone-covered shelf of rock on the north side of the cavern. Among these remains are a torn but repairable chainmail shirt (rare – super light), a halberd, and a ring with a spiderweb design on it (magic – casts webs). If The Lady survived area 7 or was somehow not alerted by anyone disturbing the lake water, she will attack anyone who enters the lake here.

9. The Summoner's Circle. This chamber is filled with a weird light that emanates from six differently-colored stones on short pedestals at the points and center of a big pentagram. The pentagram is scarred by burn marks from repeated summonings. The summoner, Cyron, is sullen and xenophobic. He will summon a cave bear to fight for him and retreat through the secret door if it is defeated.

10. The Summoner's Chamber. This is the summoner's real bedroom. It contains expensive books and scrolls, rare magical ingredients, as well as a magical cloak covered in embroidered eyes (imbues wearer with true sight, keen sight, and infravision).

The Wreck of the *Lord Niklas*



Introduction

This small dungeon works well as a diversion along a coastal road, but can also serve as the end of an investigation into missing merchant ships. Play up the shifting, slippery deck, and the fact that the inside of the ship is dark, dank, and rotten.

Background

A sea hag called Sabiya began preying on crews of merchant ships about a year ago, claiming at least six cogs by blinding the crews with fog. The merchant guilds have since changed their trade routes, forcing Sabiya to do her best to lure the greedy into her clutches. She uses the wreck of the trading ship *Lord Niklas*, which ran aground in one of her fogs, as bait. She has littered the beach around the wreck of the *Lord Niklas* with chests, in the hopes that it would draw the curious into the wreck offshore. Once inside her waiting ghoul minions kill them, refilling Sabiya's larders and preventing word of the trap from escaping.

Description

The wreck of the *Lord Niklas* rests on some jagged rocks about 40 feet from shore. The aft third lies beneath the waves. Ruined chests dot the beach, spilling valuable trade goods like silks and furs onto the sand. [A perception check may reveal something glittering through a hole in the hull]

Special Rules

While on board the *Lord Niklas*, the shifting decks and slippery wood make it hard to keep one's feet. Players must make a balance check at the start of each round or fall prone. All rooms except 2 and 5 are dark.

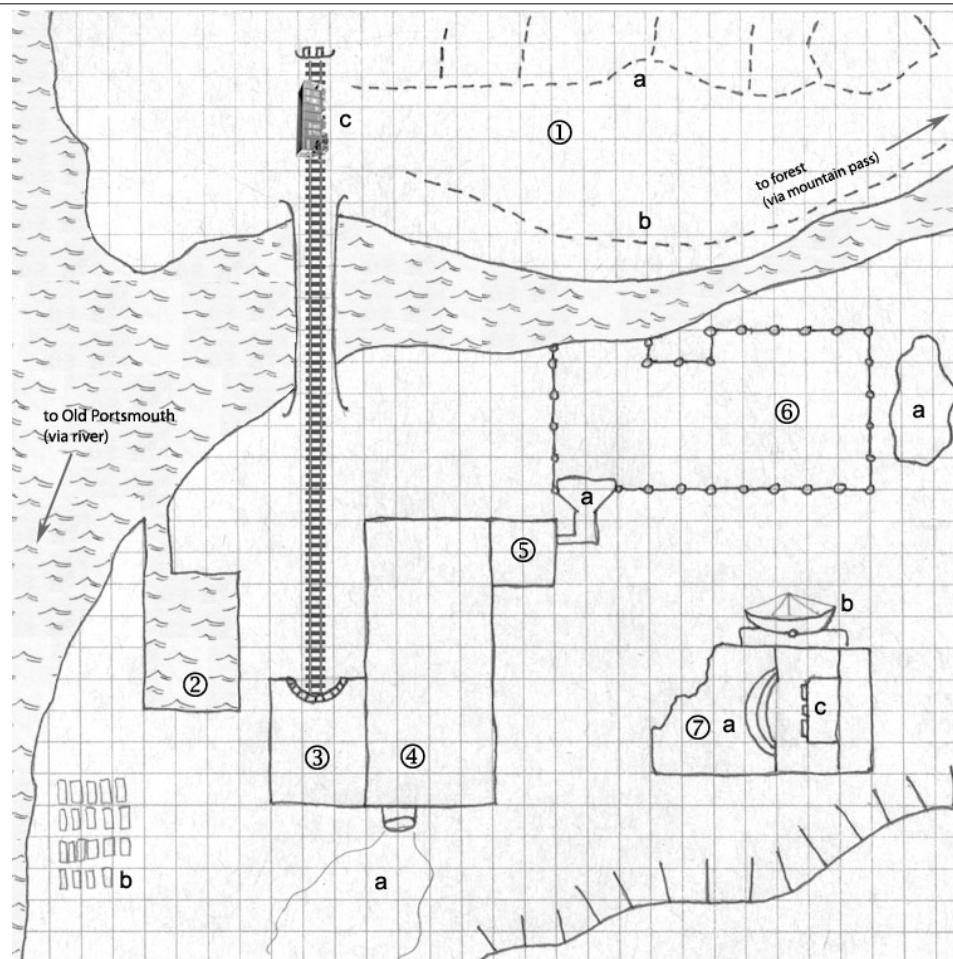
Legend

L – Ladder (leads up to top deck)

Room Key

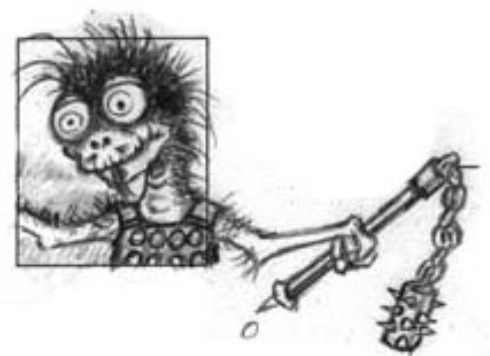
- 1. Tide Channel:** The ship rests on a rock, about 25 feet above the water. The rock is climbable. A swim check is needed to cross to the rock, and then a climb check to get into the ship.
- 2. Ship's Stores:** Crates of rotten and stinking food, barrels of fouled water. On the side the players enter from, there is a small bag of gold (24 gp), which sits on a wooden chest where it would be visible from shore. Careful searching may turn up ten days worth of trail rations. The room is full of rats, which will attack as a swarm if they are overly disturbed.
- 3. Bunks:** Rows of cotton hammocks, the occasional footlocker. There is old blood on the floor. There are three ghouls here, one right by the door and the other two near the door to room 5. The further ghouls will get entangled in the hammocks as they move towards the players, treat them as flatfooted until they succeed in a strength check to tear through the cotton.
- 4. Forward Cargo Hold:** Mostly empty, save for a few very heavy crates containing pig iron. Digging through the pig iron will reveal a wooden box containing 68 gp worth of gems. There is also a crate loaded with cloth of gold, worth 108 gp. A few human bones litter the floor.
- 5. Mess:** Long tables with benches nailed to the floor. Cabinets line the walls containing broken plates and cups. There are four ghouls here, feasting on rotten, maggoty hunks of meat from a broken crate. They will attack when the players enter, but may be drawn into room 3 if the fight in there is loud or drawn out enough.
- 6. Galley:** This galley has a few small gimballed ovens and a large cookpot hung from the ceiling. There are a few loaves of moldy bread in the cupboards. The cookpot contains the putrefied remains of what was probably the crew. There is one ghoul in here, eating from the pot with its bloody hands.
- 7. Stateroom:** The captain's stateroom was well appointed, but is now in disarray. The desk has been ripped from the wall, spilling papers all over the floor. An examination of the papers reveals that they are the ship's log. Its last entry describes a storm at sea which forced them closer to shore. The captain's footlocker is made of stout oak, and is locked. Inside are a bag of gold (25 gp), maps of trade routes, a spyglass, a horn bound in iron, and four random potions. There is a secret compartment built into the bed, underneath the straw mattress. Within the compartment are a magic ring and a magic scimitar.
- 8. Shop:** Woodworking, sailroom, and smithy. Tools hang from hooks on the walls, a forge sits cold in the corner. There is a masterwork shortsword blade on the anvil, but it does not have a handle. There is a large grinding wheel with strange runes carved into the sides. It has been enchanted to sharpen steel to preternatural keenness, this sharpening lasts for one encounter. There is one ghoul here.
- 9. Armory:** The room contains racks of swords and axes, as well as twenty pots of alchemist's fire in a locked chest. There is also a rack with sixteen studded leather shirts. It seems the armory was used as makeshift quarters, a dozen hammocks have been hung from iron hooks driven into the walls. A stack of sea chests against the far wall contains many changes of clothing, a few pieces of scrimshaw worth a total of 11 gp, four daggers, a small portrait of a noble lady worth 28 gp, and two small hand mirrors.
- 10. Cargo Hold:** About 15 feet from the door, the sloping deck dips beneath the surface and the aft half of the cargo hold is underwater. Bones litter the wooden floor, all broken and covered with gnaw marks. Sabiya the Sea Hag is crouched over the remains of two (well-equipped) adventurers, pulling the meat from their bones. Sabiya herself is a cadaverous woman with blue-green skin. Her fingernails are long and sharp and black, and her teeth are cruel and pointed. There is a blue stone hanging from her neck on a copper chain. Once the players have her nearly beaten, she will rip the stone from her neck and hurl it into the water. The stone will bubble and glow, and summon a sea monster in 1d6 rounds. If Sabiya is still alive when the monster arrives, she will leap into the water and try to escape. The monster can not climb out of the water into the boat but has reach and so can attack from the water. The ferocity of his attack dislodges the boat from the rocks, it will begin to slide backwards into the water the round after the monster arrives. The round after that, all of room 10 will be underwater. The round after that, rooms 8 and 9, the round after that rooms 5, 6, and 7, and the round after that rooms 2 and 3. The players may drown if they can not reach an exit in time. The ladders in room 5 lead onto the deck and so count as an exit, but may require a swim check to reach the shore.

Mutant Future! – MineCo 3000 Uranium Ore Extraction Complex



Background

Recently, villagers in and around the ruins of Old Portsmouth have begun disappearing. It has gotten so bad that the harvest is threatened. Rumours abound of faceless white purebloods coming from upriver in ancient tech watercraft. Heading north to investigate, either along the riverbanks or through the forest, the party comes upon an ancient mine complex. The central computer that used to run the complex before the troubles laid waste to civilization, has awakened. Following its mandate to mine and refine uranium ore, the MineCo 3000 "recruits" labour by sending out its android servants to kidnap any able-bodied beings they can find. Using amplified mind control powers, the MineCo 3000 turns the kidnapped villagers into zombies, keeping them penned up, feeding them on manufactured soy protein and working them until they die.

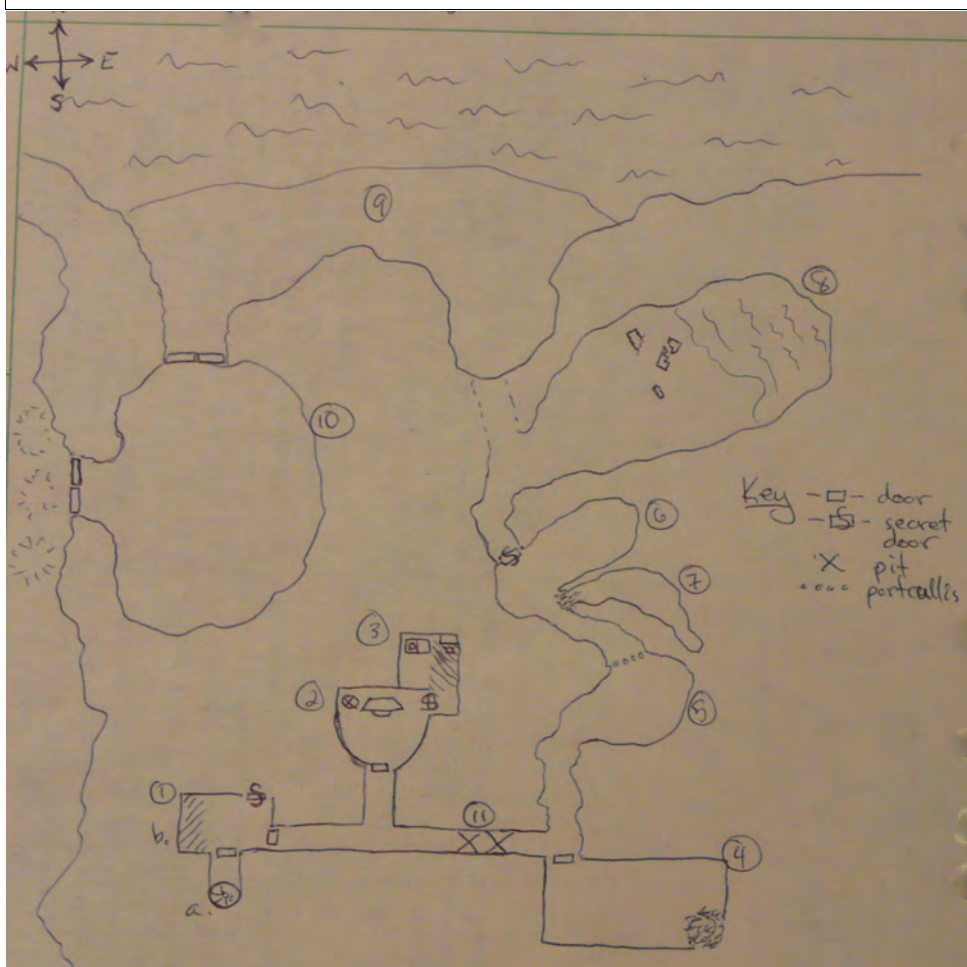


(illustration of Tuan, mutant marsupial who participated in the original adventure, by Doc Holaday, who created and played him)

Room Key

1. **Mines:** The cliff across the river is cut into in numerous places. During the day, mind-controlled workers dig and transport raw ore to the train.
 - 1a. **Upper Mine Trail:** The direct connection to the mines. Small paths lead off to numerous excavations in the cliff walls where the ore is dug out.
 - 1b. **Lower Mine Trail:** This lower trail runs alongside the river. It continues far upriver and can be one way for the party to access the site.
 - 1c. **Train Loading Stop:** Once pushed here, the boxcar is loaded with ore. When it is full, a team of slaves pushes it back to the processing center. Two supervising androids stand on guard.
2. **Canal and Docks:** The boats used on the recruiting mission are docked here, 2 transport boats and 2 speed boats, with MineCo logos on the side.
3. **Train Station:** The train is unloaded, parked and maintained here. Two androids and a mechanic bot are here at all times.
4. **Ore Processing Plant:** The interior is a frightening cacophony of sound and strange tech. Slaves work here under the supervision of 4 androids.
 - 4a. **Tailing Pond:** Waste product from the processing plant spills from a giant pipe and has created a radioactive swamp flowing into the base of the cliffs. This swamp is a breeding ground for all kinds of nasty mutations. 2d4 Ant Horrors are here, investigating this potential food source.
 - 4b. **Processed Uranium:** Despite the challenges, the MineCo 3000 has been succesful in producing quality processed uranium. It is neatly stacked here in sealed containers awaiting freight pickup that will never come. Each cannister is a sealed metal cylinder weighing 300 pounds, 6 feet high, 2 feet in diameter and a potential treasure for those who know how to make use of it (total quantity of cannisters up to the GM's discretion).
5. **Food Factory:** A soylike protein product is grown hydroponically here. It tastes like paste but a handful will nourish a humanoid for half a day.
 - 5a. **Food Output Trays:** Twice a day, the soy product is pumped out into a long row of gleaming metal trays from which the workers feed. Small creatures that can fit through the fence of the pens have discovered this and come here to feed as well.
6. **Worker Pens:** The kidnapped and mind-controlled workers are kept here. When they are not eating, they are either sleeping, standing around in a daze or dying. The fence is 10' high, electrified, but not lethal (originally, it was, but too many workers kept bumping into it).
 - 6a. **Burn Pit:** The androids throw and burn the bodies of dead workers here. Attracted to the scent of burning flesh, a herd of Spidergoats has discovered this wonderful barbecue smorgasbord. 1-3 can be found at any time and will be quite hostile to anyone approaching.
7. **MineCo Headquarters:** This sturdy building was once the central office for the administration of the complex.
 - 7a. **Main Entrance:** Once an elegant waiting room, the northwest wall has now collapsed and a mad hermit has taken up residence here. He considers himself a priest and the MineCo 3000 his oracle. It is not clear why the supercomputer tolerates this hairless, blathering madman, but it does. Sometimes they even converse. But for a narrow trail to the steps leading up to the computer, the floor is covered with artfully laid computer parts, old showroom display pieces, mining equipment and other artifacts. If approached as if seeking counsel, the priest may reveal several important clues about how the MineCo 3000 operates. If any of his shrine is disturbed or the computer is threatened, he will attack aggressively and to the death.
 - 7b. **Mind Control Amplifier:** This radar, mounted near the top of the north wall of the HQ building amplifies the sub-sonic waves the MineCo 3000 uses to control its subjects. If it is destroyed, the workers will regain awareness with no memory of what they have been doing all this time.
 - 7c. **The MineCo 3000 Computer:** Though practically sentient, this A.I. is dominated by its core mission, to mine and refine uranium ore. Its external surface is a wall—8' high and 20' wide—of monitors, switches and data inputs. The giant central monitor displays a looping video of happy nuclear-powered homes and cities of the future, while the others show technical gobbledygook only the ancients could begin to understand. The MineCo 3000 protects itself with a powerful force shield and a mental blast that targets anyone within 10' of it. If desperate, it will call the mind-controlled workers to defend it. It has two repair bots that will come out of an automatic door on either side. If destruction is imminent, the MineCo 3000 will launch its self-powered core CPU into the sky with a small rocket, landing somewhere within a 500-mile radius, where it will slowly start rebuilding itself using its mind control. Once established, it will start a new mining operation.

The Smugglers' Caverns – Level 5



Wandering Monsters

1d2 Rust monsters
1d4 Zombies
1d3 Brain slugs

Legend

S – Secret Door
X – Pit in floor
/// - Target area
.... - Portcullis
~~ - Water

Brain Slugs

Brain slugs are undead creatures formed from whatever bits of unused flesh a necromancer has lying around after a larger creation. They crawl on any surface and drop onto their prey. They then grapple it and attempt to insert themselves into the prey's brain. Such a maneuver causes severe damage to the character for 2 rounds and makes it braindead after 3. Then the slug takes over control of its host's body, functionally becoming a zombie.

Introduction

The smugglers set up shop here recently. They were drawn to the cave and natural beach, which they modified into a semi-fortified hideout. They were unaware of the ancient cult that once built its temple and burial grounds in the same cave system, and thus had no qualms about looting some of the dark artifacts they found. Because they never found the other caves they have yet to be scared off by the undead cultists still lurking there. The Captain and spell caster may be tied to a reincarnation of the cult, or they could simply visit the same tattoo parlor. Either way, it's a tough crew and a spooky place.

Room Key

- Entrance Chamber:** a) Spiral stairs covered in slime. Move at half speed or slip and fall for 10 ft. b) Rat swarm disturbed if characters enter hatched region. False secret door in NE corner (relatively easy to find).
- Chapel:** S door locked (Difficult) – needs key from (8). A wraith appears at (x) if the altar is disturbed. The altar is desecrated and must be purified to work holy magic in the room. A sacrificial knife of bone w/ gold inlay and handle (worth 300 gold pieces on the open market or 500 gold pieces to a temple or collector) and 4 black everburning candles (worth 10 gold pieces in total) rest on the altar.
- Priest's Chamber:** Desk contains 2 rubies, 1 sapphire, and pieces of rotted vellum. The drawer is trapped with a potent poison cloud (Reaver's Breath) that covers the hatched region.
- Old Barracks:** 2 zombies per character shamle about the demolished room. A +1 dagger is embedded in one zombie's leg. A sack of 570 silver coins and 112 gold coins is spilled across the floor. Underneath the rubble in the SE corner is the switch for the portcullis in (5).
- Storage:** 1 specter haunts the cave. The simple iron portcullis may be opened by the lever in (4) or may be broken. The ensuing noise increases the chance of drawing a wandering monster by 20% each round.
- More Storage:** 5 skeletons stand idle but are awoken by any intruder. A *potion of Cure Light Wounds* and a *ring of protection +1* lie in the sand by their feet. A secret door is built into the NW corner of the cave.
- Rubble Room:** Empty once the rubble is cleared away. 50% chance of two flasks of holy water in the rubble along with a skeletal hand.
- Flooded Burial Chamber:** Half-buried and broken coffins are everywhere. 1d6 zombies and 3d4 skeletons (half wielding melee weapons, half with ranged) shamle and clack around the chamber. Approximately half the room is filled to floor level with sea water out of which several broken grave stones protrude. If the characters search they find the key to (2) and up to 4 random treasures. In the NW corner is a pool of seawater that laps and bubbles. It is actually a (mostly) flooded tunnel onto the beach. If the characters explore, they discover that it leads to the back of the smugglers' grotto.
- The Beach:** Five bandits are moving cargo on the beach. Stealthy characters may surprise them around the corner. If they are outnumbered they make a fighting retreat to the doors. If matched or in greater numbers, they all fight. If two fall in combat, their fellows run for the cave entrance to (10). The cargo contains mostly foodstuffs and basic supplies worth 200 gold pieces. There are also 2 masterwork hand axes, 2 short swords, and 2 masterwork light crossbows. One crate also contains a small idol of no stone known to the characters. It is, in fact, Infernal obsidian. The idol causes one unlucky event to occur each week to anyone possessing it. It is difficult to sell, and possession of the idol ultimately draws the attention of powerful good and evil forces seeking to destroy or possess it. The door to (10) is open unless the characters alerted the bandits or were slower in the chase.
- Bandits' Hideout:** 4 bandits, the Captain, and 1 arcane spell caster are on duty here. They are all armed and ready to exit on a raid. They are not fanatics – if 3 bandits die, the rest try to cut a deal or escape. The captain has a *flaming scimitar* and a *potion of invisibility* (that he will use to escape), as well as a purse with 30 gold coins and 50 silver coins. The caster has 2 diamonds worth 50 gold coins each and a *scroll of web*. The Captain and spell caster are both tattooed with a similar insignia – that of a grinning minotaur – on the right deltoid. The W door is locked from the outside (Difficult) and hidden by trees (Difficult to notice).

The Locked Library of Somi Bodleian

1 Square = 5 Ft; Ceiling is 40 ft high except in Room 4, where it is 25 ft high. Library is 120 ft underground.

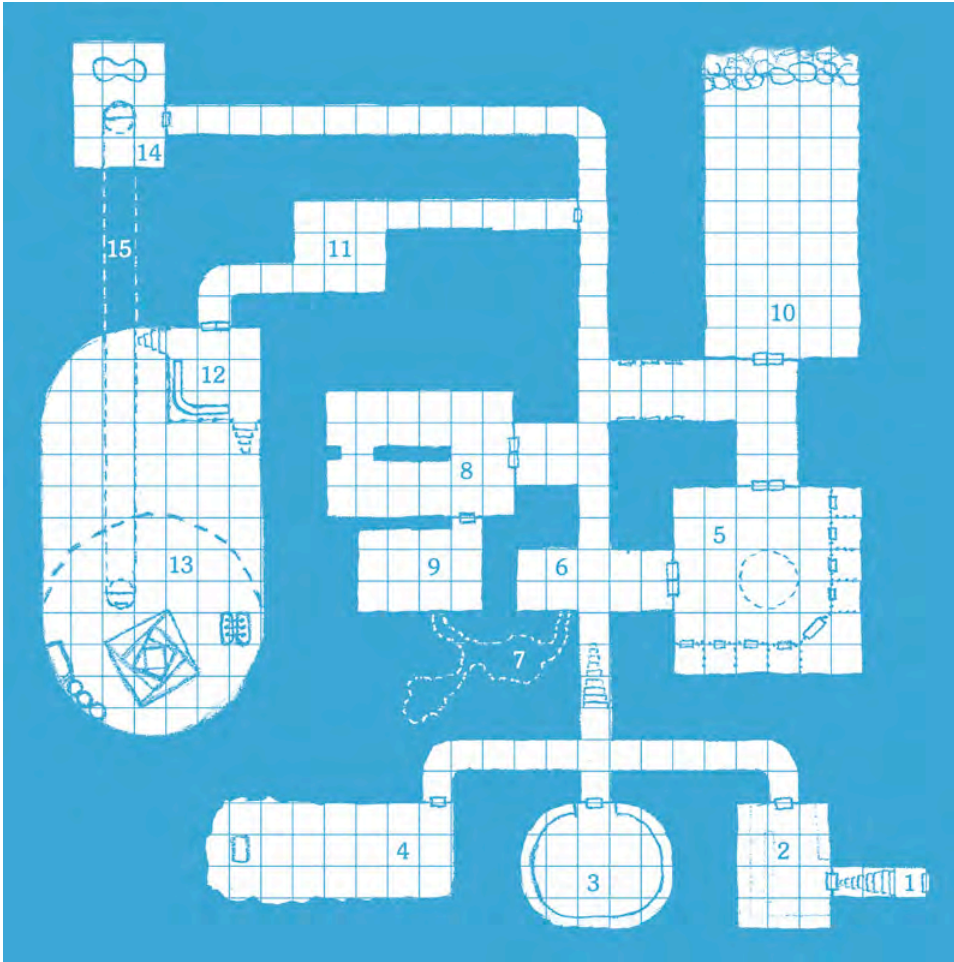


The wealthy, young and attractive Somi Bodleian is a rather advanced wizard. She established her library after betraying her once-lover and mentor, who's priceless collection of books she then took for herself. Somi's obsession for knowledge has led her to construct an entire library hidden somewhere in a forest near her old hometown. There she works tirelessly translating her master's encrypted notes and books. A troupe of sorcerous fairies helps keep house and care for their mistress. The entrance is marked by a place where a dropped book does not come open on its own – part of the protection charm on the library books that leaks out into the outside world. Armed with a book, adventurers can thus seek out the locked library and the treasures of its cloistered mistress...if they dare. The prize: great knowledge and treasures within, or the help of a potent wizard, if Bodleian is spared.

- #1:** The book drop method can lead one (if prepared with a good shovel to dig) to find a spiral staircase to the subterranean library. The first door is merely locked, but magic cannot open it. Mundane means must be used.
- #2:** The 2nd room contains the start of the library complex. A workdesk nearby pales in comparison to the size of the shelves. One of the shelves is hiding a secret door, but none show signs of this unless many books are removed. There are a series of razor-tipped bars in a diagonal pattern guarding a door. Magic cannot open this door. But should the lockpicker fumble too much, or take too long, the diagonal bar trap will (at worst) slice off the lockpicker's hands, or (at best) greatly injure them. Beyond the door is a portal to a hidden room.
- #3 and #4:** The hidden room leads to a treasure room. The flame jets have a timed interval, but it changes every 5 minutes. Inside the room, half of the trove of gold is actually two "treasure golems". These pull levers which release two Basilisks. Then they join the fray to attack intruders. The pentacle is decoration.
- #5:** A troupe of fairy assistants in scholarly robes arrange books in this room. Should they notice intruders, the two lightning traps pictured will be sprung. These fire rapidly in the directions shown. The pentacle animates the lightning. An arcanist can try to disable it. The fairies will attack with their own magic. They will surrender if death seems imminent, teleporting to their mistress. The traps will then be disabled.
- #6:** This false study contains a teleporter. The pentacle is not the teleporter. It throws people against the wall, harming them. One torch is the teleporter, the other burns everything it touches as normal.
- #7:** Somi's real study. Her faeries huddle in a corner as she challenges intruders. She summons a Glabrezu demon from her pentacles to aid her. Her most precious books are hidden here. She was previously translating some. Should death seem close, she will surrender and bargain for her and the fairies to be spared.

CARRUTH ROCK – RESEARCH WING

1 SQUARE = 10 FEET



Background:

This sprawling closed-earthwork fortress is built atop an islet known as Carruth Rock. Beneath a section of the bulwarks is the Research Wing – a cluster of ruddy stone rooms and hallways that was recently in the vanguard of arcane technology. Sealed after an unexplained incident, the facility is being overrun by (disturbingly homogeneous) Albino Dire Rats.

The rat horde only seems to be increasing, and the research sponsors want answers.

Random Encounters:

(roll 1d20 when PCs enter a new area)

1-7: Temporal event occurs. (See descriptions below, and add 2 to the next roll.)

8-11: No encounter or room-specific encounter.

12-16: 1d6 Albino Dire Rats. (Perceptive characters may notice that the rats have identical brass ear tags and features.)

17-18: Corpse(s) of party member(s) in room; some duplicate equipment as treasure.

19-20: The party encounters a past/future version of itself, allowing the PCs to either fight against their clones or take control of a complimentary PC. If the PCs are already controlling duplicates, roll again.

[DM Note: If PCs have control of a “duplicate” character, killing one in dramatic fashion is kind of fun for you and makes mortality tangible for the players, without the anguish of actual character loss or expensive resurrection.]

Room Key:

- Entrance:** A heavy iron door in the bulwarks’ inner wall leads to a steeply sloping stone staircase. A temporal event (see descriptions below) occurs as the PCs enter the facility.
- Gowning Room:** Small lockable closets rest along the walls, and a wooden bench spans the center of the room. Some closets are locked. The room contains canvas research smocks, researcher’s personal effects, minor valuables, scattered notes, etc...
- Research Library:** Floor-to-ceiling bookshelves are filled with bound volumes and research notes. Several comfortable chairs and a heavy wooden writing desk adorn the room.
- Demonology Room:** Chapel accoutrements and numerous grotesque statuettes fill this chamber. The walls become increasingly rough-hewn and pockmarked, in stark contrast to the sharp-edged obsidian altar at the far end of the room.
- Bestiary:** Metal cages line the walls, which may be occupied at the DM’s discretion. Activating a lever on the north wall opens an egress in the ceiling with access to the courtyard above. The opening is used to raise/lower equipment from the room.
- Sampling Booth:** Shelving with empty glass vials, strange tools, numbered brass ear tags, and other curiosities.
- Rat Nest:** Several albino dire rats have dug a nest into a soft part of the wall, and have filled it with shiny implements. (Perhaps this area contains a key or other necessary component for fixing the Paradox Limiter.)
- Alchemical Labs:** Advanced equipment used for alchemical experiments and potion creation. There might be several in-process but unidentified samples.
- Reagent Storeroom:** This area smells strongly of herbs and other alchemical ingredients, stored in neatly labeled jars and bins.
- Firing Range:** Sections of blasted and burned stone establish this area as a weapon-testing gallery. The target dummy is a copper golem, which activates upon entering the room. (A magical copper ring is normally used to control the golem.)
- Staging Area:** This low-ceilinged room is being used to store extra equipment and research materials. There are several sizes of hourglasses and pendulums, and a large water clock.
- Chronomantic Control Platform:** Raised metal platform crowded with levers, switches, dials, gauges, bells, etc. Has an unobstructed view of the Temporal Permutter and Paradox Limiter. Disturbing the controls might inadvertently activate the equipment.
- Temporal Permutter and Paradox Limiter:** When activated, the Temporal Permutter emits a palpable wave of temporal energy. The device can be activated multiple times. (See additional effects to the right.) A Chronovore lurks in the area, and has been periodically activating the Temporal Permutter for nourishment. The Chronovore has likely concealed itself in the Access Tunnel; triggering a temporal event will draw it out.
- Elemental Ingenium:** The main power source for the Research Wing. Thin, faintly luminescent lines trace down the hallways away from the Elemental Ingenium, providing ambient light for the entire facility. The light will visibly dim and flicker whenever a temporal event occurs.
- Access Tunnel:** Carries a power conduit from the Elemental Ingenium to the Temporal Permutter and Paradox Limiter. Ladder access at either end of tunnel.

Temporal Event Effects

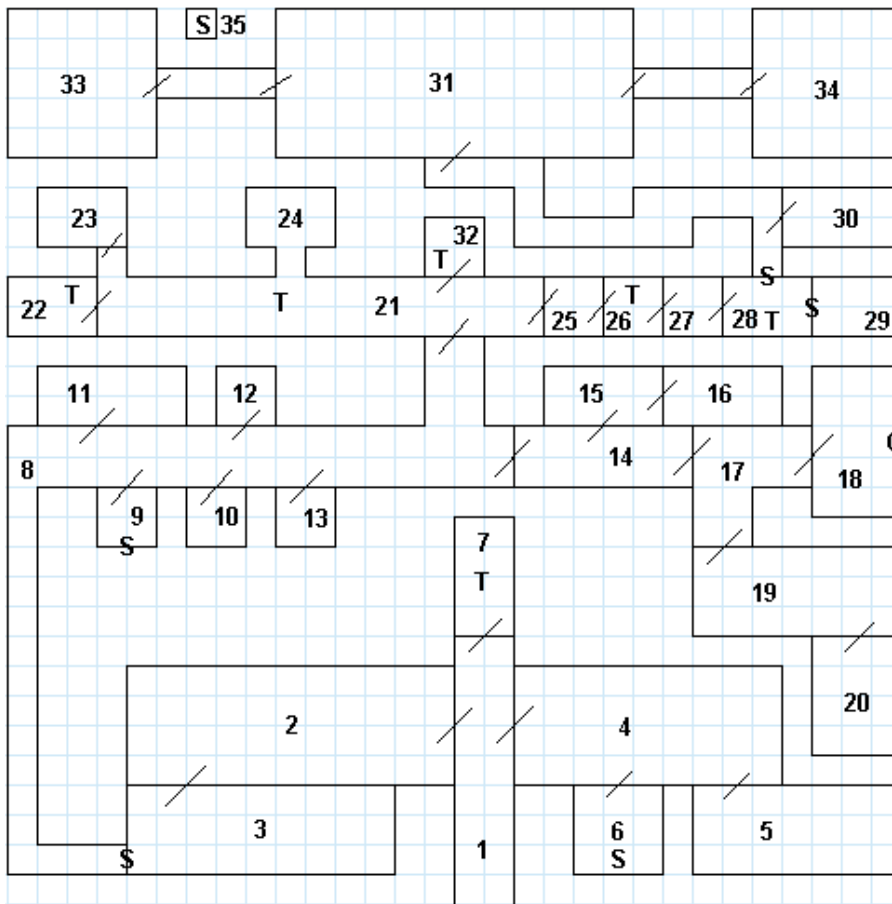
(research note excerpt)

...animate entities are briefly subjected to waves of accelerated and suppressed time. This temporal turbulence somehow wrinkles existence itself, at least locally, and manifests duplicate existences in the current time flow. The Paradox Limiter was supposed to eliminate such risks, but it somehow failed during the last experiment...

The Hidden Temple of the Founders

Do not tread lightly into the designs of gods.

—by Zachary Houghton



Background

The good people of this region hold that their old gods, makers of the world, known collectively as The Founders, appeared in a dream to their followers centuries ago and demanded that their followers build a temple honoring them. The instructions for the temple were like none ever seen—a bewildering array of chambers carved into the side of a mountain, one specifically for each deity of the religion. The names of each deity were labeled on the doors of their dedicated room, and can still be used to identify each to this day.

In time, new religions came to the forefront, and the order of monks tending the sacred place dwindled to nothingness. But true believers and desperate adventurers alike still believe the complex is full of danger, riches, and perhaps divine power in turn. The Old Ways do not sleep.

Wandering Monsters (Roll once per Temple visit)

01-25% None

26-50% 1d4 Kobolds

51-75% Gray Ooze

76-97% Giant Constrictor Snake

98-00% Grue (if dark, otherwise Black Pudding)

Legend

S – Secret Door

T – Trap

/ – Door

O – Burrowing

Room Key to the Hidden Temple of the Founders

- 1 **Entryway.** This ancient granite hallway bears an inscription on the floor, in Celestial: “By the Doors Shall You Know Them”. Multiple human footprints.
- 2 **Storeroom.** Rotting barrels and shelves mark this as an old storeroom. 1d4 Human bandits have a 50% chance of being here, lying low. 32 SP.
- 3 **Zeb’s Kitchen.** Scrawled on the door is the name “Zeb”. A few broken tables and much Yellow Mold remain. Secret passage leads to (13).
- 4 **Monk’s Quarters.** The rotting beds and timber in this room host a small tribe of goblins (2d6+4). They will negotiate unless they see weakness. 52 SP.
- 5 **Dining Hall:** The goblins also claim this area, but it has been overtaken by Violet Fungus. A half-charred map in here shows 50% of the temple.
- 6 **Prior’s Chamber:** Behind some debris in this room is a narrow tunnel to (35). The goblins have stored a barrel of pickled eggs in here as well.
- 7 **False Entrance.** The door says “Path of Balance Entry”, but is a balanced floor trap. The floor will tilt into a filthy pool of water 20’ below unless balanced.
- 8 **Heretic’s Hallway.** This area was used to lock up order heretics. It’s been taken over by the vile Ogre mage Achlus (11). 14 GP, Haste potion.
- 9 **Trampus the Seer.** Graffiti reads “Trampus the Seer was near, now he’s not here”. A secret tunnel, south wall, leads completely outside the temple.
- 10 **Oorts the Bard.** Oorts is a prisoner of Achlus. He is too weak to fight, but has a potion of Cure Light Wounds and 12 SP he’ll give rescuers.
- 11 **Gaoler’s Quarters.** Once quarters for the gaoler, this is now the lodgings of Achlus (8). He keeps prisoners here in the cells to experiment on.
- 12 **Minion.** This nameless minion of Achlus is a stupid but fierce Bugbear. He attacks with a large axe. His only other valuable is a bag of 86 CP, 5 GP.
- 13 **Divad of Southlands.** Divad is a mighty chieftain, and will reward rescuers well if escorted to his tribe. A small imp is kept in here to torment him.
- 14 **The Pulling Room.** For the first 30 seconds after entry, an arcane wind attempts to yank people into a large blazing fire pit in the middle. STR check.
- 15 **Room of Ztunk.** A small earth elemental calls this room home. It will not attempt to engage characters unless they walk on the stone floor of the room.
- 16 **Room of Ztunk #2.** An ivory table contains only a glass bottle. If touched, the bottle will emit heavy cold damage. It is worth 200 GP to the right mage.
- 17 **Split Hallway:** Both the south and east doors have complicated locks. There are 6 mounted, unlit torches on the walls. A key is in one of the bases.
- 18 **Red Room of Moldvus.** This entire room is composed of bright red stone. A pair of rust monsters has burrowed through the east wall. Scroll of Sleep.
- 19 **Wide Hallway.** This room is filled with toppled and rusted weapons and suits of armor. A +1 mace, jeweled dagger (12 GP) and a Bottle of Air remain.
- 20 **Chapel of Carrus.** Kobolds have just tunneled in here. There’s 2d4 in the room, and a shaman and 3d4 more just inside the tunnel. 22CP, pearl (8 GP).
- 21 **Obsidian Room.** Obsidian floor stones dot the floor in here.. Stepping on any stones but these will trigger flame jets (high damage) from the walls.
- 22 **Mijdraw the Metamorphed.** An ancient-looking, mute turtle is alone inside. If taken out of the temple, he will transform back into mighty Magus Mijdraw.
- 23 **Zocchus Fatemaster.** This room houses an insane Modron. It will ask a riddle, and if answered incorrectly, will attack with precision.
- 24 **Fiumph Statue.** The large marble statue of this strange creature dominates the room. Anyone touching the statue will shift to Lawful tendencies.
- 25 **Progressions of Mentz.** This strange room is empty, except for a “B” inscribed on the floor. The east door is stuck—it needs a high STR check to open.
- 26 **E.** This room has an E inscribed on the floor. An ochre jelly resides here as well. The door to the next room has a poison needle trap.
- 27 **C.** This room has a C inscribed on the floor. A large grouping of large vampire bats (3d6) is in the recesses of the ceiling.
- 28 **M.** This room has an M inscribed on the floor. Stepping/pressure on the M will activate a 5-spike trap, which deals moderate damage.
- 29 **I.** This room has an I inscribed on the floor. Saying “Becmi” in this room once gives 5% chance of a deity manifesting. Multiple utterings cause itchy pox.
- 30 **Armory of Kasko.** This tiny space looks to have a chest of gold coins, but it is actually a Mimic. Rusted weapons abound. A silver dirk remains.
- 31 **Shrine Guardian.** The shrine guardian is a massive stone golem that will attack anyone entering this room. His eyes are moonstones (50 GP each).
- 32 **Mirth of Foglius.** Upon entry, hideous laughter fills the room, the door shuts, and water pours into and fills the room. It drains out in 1d4+1 min. 10 CP.
- 33 **Shrine of St. Xagyz.** Numerous rare tomes & scrolls fill this room. There is a strange circle in the room’s center, that when stood in glows blue.
- 34 **Shrine of Blessed Anruson.** Six +1 Daggers are mounted on the walls. There is a strange circle in the room’s center, that when stood in glows blue.
- 35 **Tiny Room.** This odd, tiny room can be accessed only from the Prior’s Chamber (6). Etched into the wall is the name (place?) “Braunstein”.

Note: When both circles in (33) and (34) have been stood in, either circle will teleport whoever is in the circle into the world of their choosing.