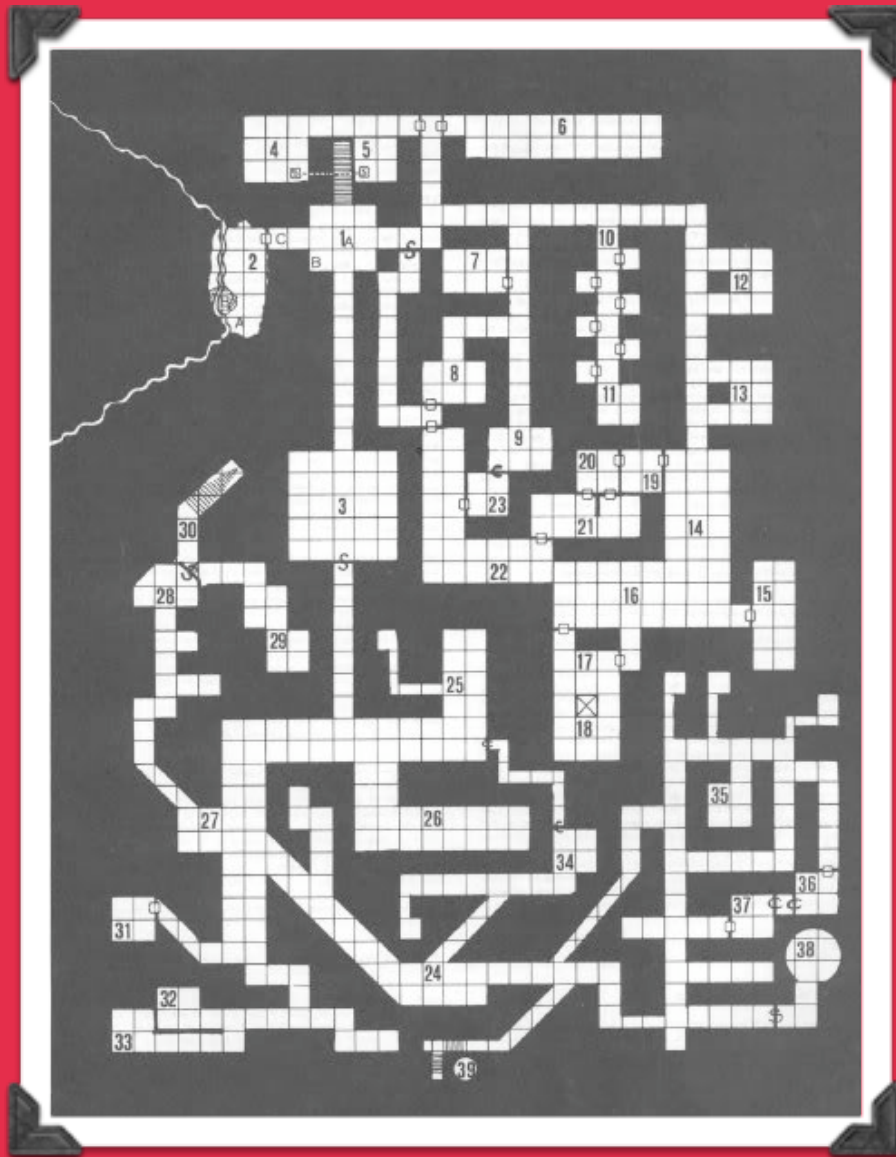


THE MONASTERY OF THE ORDER OF CRIMSON MONKS

by Members of the Dragonsfoot.org Forums



An Adventure Module for
Original and First Edition Roleplaying Games & Their Simulacra
Suitable for a Party of 4 to 8 Player Characters, Level 5 to 9

The Monastery of the Order of Crimson Monks (Building the Sample Dungeon)

Revision 0.5

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A Brief Word of Explanation:

It began as a challenge on the Dragonsfoot forums, posted by Distorted Humor on November 7, 2008: "As a fun entertainment, let's fill out 'A Sample Dungeon' from the 1st edition of the DMG."

After many stops and starts, two years later it was completed. In February, 2010, I offered to compile all the posts into one document, edit it for consistency and clarity, and PDFerize it. Please enjoy the fruits of our labor.

—Vlark

The Wandering Monster tables are based upon and and first three dungeon rooms are from the first edition of the book *Advanced Dungeons & Dragons Dungeon Master Guide* (©1979–2010 TSR/Wizards of the Coast). This book, now long out of print, invites readers to use this material as a starting point to build their own adventures. We have done so here.

As this is a fan-compiled work, offered for free and without intent to profit from or infringe upon the intellectual property rights of the current copyright holder of the aforementioned book, the compiler of this adventure believes that its inclusion herein constitutes fair use.

All other original content herein falls under the auspices of the OGL v1.0a.

Wandering Monsters Encounter Table

Non-Crypt Areas

(Generally Northern Portion of Map):

Die	Result
1	3–12 goblins
2	2-5 bandits
3	7-12 giant rats
4	1-2 fire beetles

Crypt Areas:

Die	Result
1	1-2 ghouls
2	3rd level evil cleric & 2 hobgoblins (from Areas 35–37)
3	7-12 giant rats
4	2-5 skeletons (patrolling from Area 29)

LEVEL 1:

Monastery Cellars & Secret Crypts

1. Entry Chamber

A damp and vaulted chamber 30' square and arched to a 20' high center roof. Arches begin at 8 and meet at a domed peak. Walls are cut stone black, floor is rough. Thick webs hide the ceiling. See A & B below.

A. A Large Spider and also nine 1 HP young spiders hide in the upper part of the webs. This monster lurks directly over a central litter of husks, skin, bones, and its own castings, awaiting new victims to drop upon. It will always attack by surprise unless the webs it is in are burned (which will do 3 HP damage to the spider and kill the young). There are 19 silver pieces in the litter on the ground, while a goblin skull there has a 50 gold piece garnet inside which will only be noticed if the skull is picked up and examined.

Large Spider: AC 8; MV 6/15'; HD 1+1; HP 6; THAC0 18; #AT 1; Dmg 1d8+poison; SZ S; Int Non; AL N; XP 77.

B. There are 10 moldy, rotting sacks of flour and grain stacked here. The cloth is easily torn to reveal the contents. If all of them are opened and searched, there is a 25% probability that the last will have **Yellow Mold** in it, and handling will automatically cause it to burst and all within 10' must Save versus Poison or die in 1 turn.

C. Heavy oak door with bronze hardware is remarkable only in that if any character listens at it, he or she will detect a moaning which will rise and then fade away. Unbeknownst to listeners, it is the strong breeze which goes through **Area 2**. ***As soon as this door is opened, a wind gust will extinguish torches and be 50% likely to blow out lanterns as well.*** The wind continues to make the corridor impossible for torches until the door is shut.

2. Water Room

This natural cavern was roughly worked to enlarge it. Torches cannot be lit. When the monastery was functioning, the place was filled with casks and barrels and buckets, but now only 8 rotting barrels remain (location **A**) and there are 3 buckets scattered about. Several of the barrels hold water—they were new and being soaked to make them tight.

B. The limed-over skeleton of the Abbot is in this pool of water, but it appears to be merely a somewhat unusual mineral formation. Clutched in the bony fingers is the special key which will allow the secret door at **Area 28** to open to the **Treasury Room (29)** rather than to the steps which lead down to the caverns (steps down at **Area 30**). If the remains are disturbed in any way, a cylindrical

object will be noticed, the thing being dislodged from where it lay by the skeleton, and the current of the stream carrying it South (downstream) at 6" speed. To retrieve it a character must be in the stream and score "to hit" as if it were AC 4 in order to catch it. It is a watertight ivory tube with a vellum map of the whole level inside. However, slow seepage has made all but a small portion blur and run into ruin. The map shows only Areas 1, 2, the passage to 3, a smudge where 3 is and the passage to 24 about 20' South of the secret door leading from 3 to 24—the latter being shown with miniature sarcophagi drawn in the 80' or so not water soaked and ruined.

Stream

This is cold and fast flowing. It is from 5' to 7' wide and 3' to 5' deep. It enters on the North from a passage which it fills entirely, and it exits to the South in the same manner.

Pool

The pool is about 10' long and 15' wide. It is about 4' deep at its edge and 7' in the center. There are a score or so of small, white blind fish in it, and under the rocks are some cave crayfish, similarly blind and white.

3. Empty Ceremonial Chamber

This large place appears to be a dead end. It has roof supports similar to chamber 1, but the vaulted ceiling dome here is fully 25' high. When the monastery was functioning, the faithful were brought here after death, consecrated, and then carried to their final resting place by silent monks after the mourners left. A wooden platform, supposedly merely a dais for ceremony and religious rites, was placed against the South wall. This platform being 9' off the ground enabled the use of the secret door in the South wall—this portal being 8½' wide, 10' high, and 10' above the floor of

the chamber. Amongst the 7 small protruding knobs of stone about 9½' above the floor, the 7th pushes in to trigger the door mechanism, and the portal will swing inward (swings East) with a grinding noise. The only clue which still remains are socket holes in the South wall. There are 2 at the 20' and 2 at the 30' line (that is, on either side of the centermost 10' South wall space). Each pair has 1 socket at about 4' height, 1 at about 8'. Each socket is ½' x ½' square and a little deeper. The first socket hole examined by the party will have several splinters of wood (from the platform, of course) which might prove to be another clue to thinking players.

4. The Last Stand

The inward swinging door to this room is claw marked and heavily smeared and encrusted with blood. The door has been jammed shut from the inside; a makeshift door wedge (a 10' pole or pole-arm or similar item) has been set in place, requiring a Strength (Open Doors) check.

Once the door has been forced open, a 10' x 50' passage lies ahead. At the 20' mark, a hastily made trip wire has been laid (+10% to Find/Remove Trap) that will trigger a heavy crossbow to fire a bolt (tipped with Type A poison), set dead center at waist level (Save vs. Breath Weapon to dodge). Bloody palm-sized and smaller drop marks lead to crates, barrels, and filled burlap bags fortified into a defensive position with 3 firing ports; stacked human chest level high. The trap's heavy crossbow resides here behind this wall in the center firing port; if the wall is peered over one will see a food storage room that has been worked into a hasty defensive posture. A light crossbow rests against the back of the defensive wall, cocked and loaded with a full bolt with one case of bolts located at each of the two outlying firing ports.

Once past this, a bloody trail leads away near the back North West wall where 2 dead adventurers are tucked between a barrel and several stacked crates. One in black studded leather sits against the wall, with another in leather-bound armor held his arms. The sitting adventurer shows no significant sign of a cause of death, but the one held in his arms appears to have died of massive wounds. Both look to be a few weeks' dead, with some signs of decomposition. An empty trail ration container lies nearby, as does an empty wine skin.

In the two's last few dying minutes they used a scroll found earlier to booby trap their remains. If searched without a Find/Locate Trap and the resting body against the wall is disturbed in any way that makes it loose contact with the wall, a 6d6 **Fire Ball Ward** will be activated (Save as Standard).

When/if the adventures manage to circumvent the ward either through luck or careful examination, the following will be located on the 2 adventurers:

3 daggers, 1 made of silver

A long sword

A bent short sword (-1 att & dmg if used)

A small pouch filled with crushed Tea and Blue Flag leaves.

A dented buckler

1 Sm pouch filled with: 20GP, 13SP, 47CP

1 Sm pouch filled with: 12GP, 30SP, gold ring encrusted with small red rubies (250GP value)

1 vial filled with a thick black ichor (Type A ingestion poison)

4 days' worth steel rations

100' total of rope

Crowbar

Thief's tool kit

Shredded backpack

4 darts all tipped with a thick black substance (Type A contact poison)

The Monastery of the Order of Crimson Monks

If questioned through magical means, the one sitting will reveal his name to be Letho, and his companion to be his brother, Jarel. They were part of a party of 5; the other 3 were lost to some unspeakable horrid creature, which in turn chased them to this very room. Jarel took a mortal wound while Letho tried to create some sort of defensive fighting posture. When Jarel died from his wounds, Letho quickly realized his inescapable doom as the creature clawed and scraped at the door, and he decided to take his own life by poison. Neither will mention the booby trap; even if directly asked about its presence.

Besides the 2 adventurers, the room has stores of rotten grain and rice in burlap sacks, crates filled with moldy fruit/vegetables and barrels of water and partially fermented grapes.

If the room is carefully searched, a loose stone in the floor can be found in the lower South East corner. Some sort of prying device would be necessary to wrought free the stone; underneath lies a passage 3' wide and 5' deep plummet, which leads to 3' diameter tunnel roughly 30' long; 6" of water rests on the bottom of the tunnel. At the mid-point of the tunnel, a pressure plate is located in the chilled water; if depressed, a **Green Slime** will be released from a jagged nook overhead, spilling onto the back of whoever released it. The tunnel leads to an adjacent pit 3' in diameter and 5' deep underneath a stone tile in **Area 5**.

5. The Lost Treasure

Once the stone lid is tossed aside and the adventurers pull themselves up, they find themselves in a small 20' x 20' room. A foul smell of decay and stale air permeates the room, and spread across the floor at ankle height or deeper is spilled coins and gems of various colors and

markings from numerous large bags. Contain in the room are:

3000GP

1000SP

5000CP

200PP

1500EP

Long sword +1

Rod of Smiting (45 charges left)

Wand of Frost (87 charges remain)

Scepter worth 1200GP

Necklace gold with 3 rubies' inset worth 3000GP

Several gold rings worth (20GP, 50GP, 100GP x2, 200GP)

Various gems 40 in total varying in range from 10GP to 100GP

1 diamond worth 5000GP

Don't be fooled, though; this treasure is not a cheap thrill. 3 **Invisible Stalkers** reside here and will attack any who enter who are not authorized to be there. There are also 4 **Zombies**, 1 in each corner, who will rise up out of the gold if the Stalkers are defeated, spilling coins as they stand to great affect..

Invisible Stalkers (3): AC 3; MV 120'; HD 8; HP 57, 42, 33; THAC0 12; #AT 1; Dmg 2d8, SA surprise on 1-5 on 1d6; SD invisibility (-2 penalty "to hit"); SZ L; Int High; AL N; XP 1660, 1510, 1420.

Zombies (4): AC 8; MV 6"; HD 2; HP 16, 13, 9, 8; THAC0 16; #AT 1; Dmg 1d8; SZ M; AL N, XP 52, 46, 38, 36.

6. Banquet Room

A long dining hall, The banquet table has been long looted of any value, and is rotting away. On the far side in the North East corner is a man long

dead (decaying) near a cupboard. If the players look in the cupboard they will see 12 pieces of silverware (5GP for each piece) and a golden plate. The golden plate is really a **Yellow Mold** that has grown over the worthless plate. If this plate is handled, there is a 50% chance that the Yellow Mold will shoot out spores; the player must Save versus Poison, or die.

Living Quarters (Areas 7–9)

When the Order of Crimson Monks occupied the dungeon, this area served as their living quarters. At the time, the place was rather austere, but well ordered and maintained. When goblinoids later settled these quarters, the creatures quickly converted the rooms into a stinking den of filth. Today, with most of the goblins gone or dead, there is nothing much of interest to be found in this area, except for a few curiosities.

7. Harem of the Goblin King

The thick wooden door leading into this room is barred from the inside. Trying to break it open is difficult because something blocks it on the other side, so the roll is made at a -6 penalty. Once inside the room, it appears that blocked the door was an extraordinarily large dead goblin whose corpse somewhat mummified rather than turned into a skeleton. It wears a lot of worthless jewelry and still holds in his hand a spear. The spear (once the filth removed) appears to be magical +1.

Along the walls of the room are chained seven dessicated goblins, their face congealed in terrible suffering. Anyone who looks at them too long will imagine they hear the seven scream in agony. In any case, it is obvious that all the chained goblins were young females. They contain no treasure or items of interest.

A large chest sits in the center of the room, chained to the floor. If opened it will reveal hundreds of worthless gems, baubles, and whatnot of bright and gaudy color, but nothing of value.

If careful or magical investigation is done (questioning the large dead goblin), the party will learn the history of what occurred in the room: this was the Goblin King's Harem. He had his females perpetually chained to the wall for unknown reasons (other than vice and cruelty). The Goblin King had apparently been tricked, as all treasure he got was but worthless junk—hence someone probably deceived him in some way, or maybe he was that stupid. At some point the Goblin King was poisoned, with the side effect that the poison mummified his corpse. As he sensed his end coming, the Goblin King did his best to block the door and prevent anyone from entering. He succeeded in this (obviously, given the state of the room). However, his wives spent the last days of their lives chained to the wall and died of horrid starvation.

8. The Goblin Tomb

In this filthy mess of a room, which in former times was an Order of Crimson Monks dormitory, lie several skeletons of goblins, while another is nailed on the far wall's door. The skeletons lying on the floor are normal (no undead). But those within 3' of the skeleton nailed on the door will notice two small red lights burning in its skull's eye sockets. Touching the skeleton (which is necessary to open the door) will draw a **Wraith** out of the skull. It's the wraith of the goblin that was nailed there, but functions as a normal Wraith in all other respects.

This crucified skeleton has an oversized golden medallion stuck in its ribs. This medallion weighs as much as 10GP and bears a secret symbol of the Order of Crimson Monks. It could be used as a

reconnaissance item or be useful for infiltration purposes if shown to members of the brotherhood (which could, of course, backfire on the PCs!).

If questioned by magical means, the crucified skeleton will reveal the circumstances of his death: he was tortured by the other goblins whose skeletons litter the room. They wanted to know where he had hidden the medallion, which he had in fact swallowed. When the goblin died from their tortures, he immediately turned into a Wraith (thanks to a curse from The Goddess of Death whose temple is in **Area 13**, which the goblins had desecrated). The wraith killed them all easily, and remained in the skull until disturbed.

Wraith: AC 4; MV 12"/24"; HD 5 +3; HP 37; THAC0 15; #AT 1d6 +level drain; SD silver or magic weapons, spell immunity; SZ M; Int Very; AL LE; XP 772.

9. Goblin Remains

This quiet room was also long ago defiled by the goblins, who evidently used it for some time. There is a concealed door on the Southern wall; this should be easy to discover because of the mess around it. The floor in front of the secret door is littered with piles and pieces and bits of goblin skeletons. If someone touches the concealed door, however, a **Glyph of Warding** will be activated, causing an explosion for 3d6 of damage. The password for this glyph happens to be from the short text engraved on the wall in **Area 11**: "*Lord be merciful to me, an unworthy dretch.*"

The Penitents' Area (Areas 10 & 11)

In this place, faulty and incompetent monks came to meditate on their failures and expiate their crimes. This corridor has a low ceiling because the monks entering here had to walk on their knees to display their humility and repentance. The cranked

cells along the corridors would see monks remain for hours, days, or weeks, where they contemplated their errors and performed humiliating self-punishments in order to atone. Although the place didn't get any enchantment, years of monks coming here to voluntarily suffer and meditate in silence has impregnated the place with an almost magical effect (or more probably, psionic in nature).

A monk, a sage, or someone with appropriate Knowledge skills visiting the area could make an Intelligence check to understand that this place was for penitents as explained above.

10. Entrance

This strange corridor has a very low ceiling; thus, only small humanoids (halflings, gnomes, dwarves, goblins, etc.) can remain standing upright in it. Others will have to crawl, walk on their knees, trudge through bent at the waist, squat and shuffle, etc., but in any case at half their regular movement rate, and will suffer a -2 penalty to their attack and damage rolls if they have to fight in this posture.

Anyone who stops and peers into the corridor will feel bad. Entering it, one will feel worse, something akin to a sense of guilt and of being doomed. If per chance the visitor recently violated his/her alignment, a Save vs. Wands will have to be done. Failure indicates that the character is overwhelmed with guilt and immediately punishes him/herself to alleviate it, doing something that will involve a loss for the character. This is left at DM's discretion, but could be:

- destroying a magical item in his possession (particularly if it was stolen)
- self-inflicting wounds with a dagger (automatic damage, 1d6 attacks until others successfully stop him doing so and drag him out of the corridor)

- forcefully butt her head against a wall (while screaming in shame) and thus lose 1 point of intelligence and get 1d6 of damage or some other self-punishment of the DM's design

Corridor & Cells

The corridor is empty, and usually nobody (adventurers or monsters) dare to enter the area. There are six thick wooden doors (three on each side) leading into empty cells, also of low ceiling. The doors can be barred from both the outside and the inside. Trying to sleep here will require another Save vs. Wands with the same effects as above. Even if successful, a character sleeping here will have bad dreams, feel incompletely rested (DMs could use WSG table on getting not enough sleep), and won't be able to recover spells, if any. On the other hand, nobody will come disturb PCs sleeping here (no wandering monsters); and treasure left here will be safe (even for days, weeks, or months). In fact, these cells would be almost perfect to escape research by monsters.

11. Repentance Chapel

Unlike the corridor and cells, the ceiling of this room is normal (everyone can stand upright in it). Yet, in this gloomy chapel, too, the characters will feel sad and guilty. On the wall to the left there is an engraved text (in the foreign language of the Order of Crimson Monks, requiring either knowing it or deciphering it with magic):

"I have sinned against my faith. I will declare mine iniquity: I will be sorry for my faults. Lord be merciful to me, an unworthy dretch."

Other than that, there is a hole in the wall, under the engraving. One could barely put his hand and arm into it. The hole is the entrance of a tube going down 10' into a cavity below. Penitent monks left offerings in there as part of their repentance. There currently is 357GP, 192SP, 5CP, 13 gems of

various values (none of which exceeds 50GP), 3 ornate daggers of masterwork quality that can be clearly identified as coming from the Order of Crimson Monks, and one magical item: an **Amulet of Changing Alignment** (as per the helm).

Anyone who leaves an offering will believe that s/he has been touched by divine absolution and granted a magical protection for that day. Unfortunately, this is but a deception induced by the peculiar atmosphere in this area, as there is no magic able to do such here. So really, characters aren't granted anything. Yet, the DM should tell the PCs they have received a protection that they would otherwise eagerly want, such as +4 to AC for a character, a protection against level draining for another, etc.

On the other hand, anyone who tries to pilfer the contents of the cavity below will awaken the **Ghost** of a monk who died here a long time ago, and whose soul cannot depart the place and so attacks the profaners.

Ghost: AC 0 (8); MV 90'; HD 10 +4; HP 63; THAC0 10; #AT 1; Dmg special; SZ M, SA Wither, Magic Jar; SD magical weapons or special metals to hit when manifest; immune to spells when aetheral unless caster is also aetheral; SZ M; Int High; AL CE; XP 5082.

Defiled Temples (Areas 12 & 13)

Both rooms are almost identical, and were chapels dedicated to **The Hag Goddess of Witches** and **The Goddess of Death**, respectively. Worshippers were supposed to enter through the left (i.e., North) corridor, and exit through the right one (i.e., South). These corridors have prayers engraved on the walls and small statues in niches; worshippers were expected to stop here a few minutes and meditate before going on. Both rooms have the

same layout, with a large stone statue of the deity against the far wall (i.e., East wall), plus the usual religious furnitures, decorations, and paintings throughout.

Long after the Order of Crimson Monks vacated the premises, it was settled by goblins. The latter found it entertaining to break and desecrate anything they could in these two chapels, and then use them as toilets. As such, almost everything in these rooms is broken (except for the main statues of the deities) and covered with layers of dried excrement.

A monk, a sage, or someone with appropriate Knowledge skills, visiting the area could make an Intelligence check to understand that these chapels were dedicated to **The Hag Goddess of Witches** and **The Goddess of Death**, deities of the Order of Crimson Monks.

12. Chapel to The Hag Goddess of Witches

In addition to all the dried excrement covering almost everything but the ceiling, there is a goblin dessicated cadaver with a dagger plunged in its back. That corpse is not undead, and the dagger is of no value.

The first PC who desecrates the place further (for example, in using it as a toilet, too), will be **Cursed/Deceived** in the following way: the PC will believe the dagger (in the corpse's back) is a magical +9 against Ogres (although it is not) and either retrieve it from the corpse, or pay any price named to the PC who already retrieved the dagger in order to own it. When the Cursed/Deceived PC attempts to use the dagger in combat (or tries to sell it) something bad will happen. Typically, the dagger will break or slip from the PC's hand, and the opponent will get a free attack; or the would-be buyer of the dagger will be angered when seeing

the dagger and will attack the PC. No matter the evidence presented to the contrary, the cursed PC will believe the dagger is magical until the curse loses effect.

13. Chapel of The Goddess of Death

3 Goblin **Ghouls** (as normal ghouls, but it clearly appears they formerly were goblins) guard this filthy room. They attack anyone who enters by surprise (from behind the goddess' statue), but cannot leave the room. The curse that put them here in the first place doesn't allow them to leave.

If per chance a magic-user attempts to clean the statue, there is 60% chance The Goddess of Death would reward him/her by imprinting a new spell formula of the PC's choice in his/her mind (the PC **must** write it in a spellbook before a week has elapsed, or it will be forgotten). However, if this happens, the character will also have to make a Save vs. Spell or immediately convert and become a follower of The Goddess of Death.

Any PC desecrating the place further (for example, in using it as a toilet, too), will be **Cursed** in the following way: any cursed PC who later dies in this same dungeon will immediately rise as a ravening and hostile **Ghoul** under the DM's control (normal Ghoul stats would apply).

Ghoul (3): AC 6; MV 90'; HD 2; HP 15, 12, 7; THAC0 16; #AT 3; Dmg 1d3/1d3/1d6; SZ M; Int Low; AL CE; XP 100, 94, 84.

14. Hallway

This long hallway is streaked with blood on the walls. A decaying man is lying on the floor in the center of the room. He has been dead about 2 weeks, and what skin is left on him is very white. He carries a set of thieves' tools, wears padded armor, and has a dagger in his left hand. The

dagger is studded with gems, and has a gold pommel. Overall, it's worth about 25GP. He also carries a backpack, lantern, and 3 flasks of oil. His body is not trapped.

15. Wine Cellar

The door to this room is locked. However, the lock is of very poor quality (cobbled together from scrap by goblins), and gives a thief +20% to the open locks chance, and allows an open doors roll with 1/6 less chance. The room is the refuge of 11 blood-thirsty **Stirges**. They will swarm any group of adventurers opening the door, and pursue them into the hallway if necessary; they are very hungry! Also lying on the floor are the dead man's (in **Area 14**, above) 2 companions:

- A dwarven fighter with a spear, suit of ring mail, and large shield. Also, he wears a backpack with an empty water skin, a tinderbox, and 3 torches.
- A female cleric carrying a skull symbol in one hand and a mace in the other. She's wearing studded leather. On her belt is a potion of healing, but it carries a **Curse**: only one point of damage is healed by it!

This room used to be a wine cellar for the monks, and several empty barrels are sitting around the room.

Stirges (11): AC 8; MV 30'/180'; HD 1+1; HP 9, 7, 7, 7, 6, 6, 5, 5, 3, 3, 2; THAC0 18; #AT 1; Dmg 1d3 +blood drain; SZ S; AL N; XP 53, 49, 49, 49, 47, 47, 45, 45, 41, 41, 39.

16. Hall

This large hall contains the blood-drained remains of 3 goblins, killed by the **Stirges** from **Area 15**. The bodies carry nothing, having been stripped of

wealth quickly by other denizens of the dungeon, but do not let the players know this. The three goblins have been infested by 5d4 **Rot Grubs**, and anyone touching them will probably (75%) contract a burrowing attack by one. Rot Grubs can only be removed by applying fire to the area in which they are currently burrowing, which incurs 1d6 of burn damage due to burns.

Rot Grub: AC 9; MV 10'; HD 1 hp each; #AT 0; Dmg 0; SA 1d6 per fire treatment to stop burrowing effect; SZ S; Int Non; AL N, XP 6.

17. Message to Celedrinn

On this wall is some Elvish letters written in chalk to form a circle 10" across. They appear fresh.

The circle spells "Celedrinn" in Elvish. If anyone places both hands to the side of the circle a **Magic Mouth** will appear and speak the following in Elvish;

"We could not find the secret entrance to the catacombs. We're descending down the pit to see if the caverns lead to the catacombs. Maerix"

18. Pit to the Caverns

A rope is tied to a wooden beam here. The rope is 100' long.

This marks the location of the pit that the Magic Mouth referred to; if the players didn't activate the mouth, then any weight more than 150 lbs. will trigger the pit. It is 60' deep and ends in a small cave system. (6d6 damage).

NOTE: The cave system is not covered in this module; the DM is advised to prepare in advance for this situation.

19. Waiting Room

Visitors were once sequestered here (and still are). The room contains a rotting couch and several pegs on the wall near the East door. The room is currently home to a party from the Order of Crimson Monks, led by **Brother Kovar Fith**, (AC 7; MV 18"; Mnk 4; HP 13; #AT 1 or 5/4; Dmg 1d6+2 [hand axe] or 1d6+2 [staff] or 1d6 [open hand]; SA able to stun or kill; SD surprised 28%, able to dodge missiles, move silently 33%, hide in shadows 25%; Int Avg; AL LE; SZ M; THAC0 18; XP 203; Str 16, Int 10, Wis 16, D 15, C 13, Ch 12, Cm 13; mature, clean, morose). Kovar wears a red robe and possesses a backpack, a waterskin, one week's iron rations, a bedroll, a knife, a large sack, a large belt pouch, 1PP, 30GP, 16EP, 15SP, & 14 CP.

His second in command is **Cousin Alveh Had**, a thief (AC 8 [ring +1]; MV 12"; Thf 3; HP 12; #AT 1; Dmg 1d4 [sling, 12 stones] or 1d8 [long sword]; SA back stab x2; SD move silently 37%, hide in shadows 25%, gold **ring of protection +1**; Int High; AL LE; SZ M; THAC0 20[2]; XP 136; Str 13, Int 14, Wis 13, Dex 15, Con 9, Ch 10, Cm 10; mature, malevolent, brave). Alveh has leather armor, which he will don if there is time (one round). He also has thieves' tools, a knife, a backpack, a waterskin, one week's iron rations, a bedroll, a large sack, a tinder box, a small silver mirror, a torch, 4PP, 100GP, 54EP, 12SP, & 18CP.

There is also **Kisreth Soun**, a cleric of The Goddess of Death (AC 9/8 [shield]; MV 12"; Clr 4; HP 19; #AT 1; Dmg 1d6+1 [footman's mace] or 1d4+1 [hammer]; SA cast spells 1 segment faster; Int High; AL LE; SZ M; THAC0 18; XP 226; Str 8, Int 13, Wis 16, Dex 15, Con 10, Ch 11, Cm 6; mature, studious, honorable; Spells: Cause Fear, Cause Light Wounds, Cure Light Wounds, Endure

Heat, Portent; Hold Person, Silence 15' Radius, Spiritual Hammer). Kisreth wears white silk robes (worth 6GP) and the iron unholy symbol of The Goddess of Death. He also has a suit of plate mail, which he will don if there is time (eight rounds). He will then cast Endure Heat on himself (one round) before entering combat. Kisreth also possesses a backpack, a waterskin, one week's iron rations, a bedroll, a torch, a bullseye lantern, a flask of oil, a large belt pouch, a large sack, 11PP, 254GP, 136EP, 15SP, & 27CP.

With Kisreth is his henchman, **Zhighad Istin**, also a cleric of The Goddess of Death (AC 10/9 [shield]; MV 12"; Clr 1; HP 5; #AT 1; Dmg 1d6+2 [footman's mace]; SA cast spells 1 segment faster; Int High; AL LE; SZ M; THAC0 20; XP 35; Str 16, Int 13, Wis 16, Dex 13, Con 14, Ch 13, Cm 8; youthful, cheerful, unforgiving; Spells: Cause Light Wounds, Detect Magic, Endure Heat). Zhighad has banded mail which he will don if time permits (five rounds), again followed by casting endure heat. He otherwise wears white silk robes (worth 6GP) and the iron unholy symbol of The Goddess of Death. Zhighad's other possessions include a staff, a waterskin, one week's iron rations, a backpack, a bedroll, a bullseye lantern, a flask of oil, 4PP, & 96GP.

The least member of the group (due to her impure heritage) is Posha Mon, a magic-user (AC 10; MV 12"; MU 4; HP 21; #AT 1; Dmg 1d4 [dagger]; SD $\frac{3}{4}$ -full yellow **Potion of Invisibility**; Int Exc; AL LE; SZ M; THAC0 20[2]; XP 206; Str 8, Int 15, Wis 12, Dex 12, Con 16, Ch 14, Cm 8; mature, imposing, well-spoken; Spells: Detect Magic, Identify, Shocking Grasp; Darkness 15' Radius, Stinking Cloud). Her possessions include a backpack, a waterskin, one week's iron rations, a bedroll, a torch, a tinder box, a small silver mirror, a hooded lantern (lit), her spell book, a 100GP

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pearl, 7PP, & 18GP. Her spell book contains Detect Magic, Enlarge, Hold Portal, Identify, Mending, Read Magic, Shocking Grasp, Write; Darkness 15' Radius, Magic Mouth, & Stinking Cloud.

Posha's henchman is a half-orc fighter named **Dugrash** (AC 7/6 [shield]; MV 12"; Ftr 1; HP 8; #AT 3/2 or 1; Dmg 1d6+3 [trident, spec.] or 1d4 [dagger]; SA ½-full orange **Potion of Heroism**; Int High; AL LE; SZ M; THAC0 19 or 20; XP 34; Str 15, Int 14, Wis 7, Dex 17, Con 14, Ch 11 [13], Cm 13 [17]; mature, obsessive, hard-hearted). He owns a suit of scale armor, but will not wear it because of the heat. He also has a backpack, a waterskin, one week's iron rations, a bedroll, a 50' rope, a grappling hook, a large sack, 4PP, 93GP, 50EP, 15SP, & 12CP.

If the PCs possess the medallion from **Area 8**, there is an 85% chance that Kovar or Kisreth will recognize it as the object of their quest if it is displayed in their presence. They will offer the PCs 1,500GP (to divide as equally as possible amongst the party) in exchange for the medallion. If the PCs refuse, the NPCs will **immediately** attack. If the PCs accept, the NPCs will honor their agreement and leave the dungeon. If the PCs refuse the reward and return the medallion in good faith, the NPCs will swear an oath of loyalty to the party **for the duration of this adventure only** and part company on good terms, exiting into **Area 14**. For the rest of the PCs' time in the dungeon, there is a 5% chance during any encounter that this party of NPCs is nearby and will come to the PCs' aid within 2 rounds.

If the PCs hand over the medallion (for reward or *gratis*), Kovar will explain that the medallion belonged to the founding Abbot of the monastery,

and has powers and worth beyond even his own understanding.

For DMs wanting a scripted routine of battle:

In the event of hostile intruders in **Area 14** or refusal of the offer regarding the medallion, the NPCs will react as follows:

Round 1

Dugrash takes ½ his Potion of Heroism, improving his THAC0 by 2 and giving him an extra 20 HP.

Round 2

Dugrash leaves the room to join combat.

Round 3

Kovar moves to the door.

Alveh dons his leather armor.

Kisreth begins donning his plate mail.

Zhighad begins donning his banded mail.

Posha moves to the door.

Round 4

Kovar throws his axe.

Alveh moves to the door.

Posha casts Darkness 15' Radius at the entrance to **Area 14**.

Round 5

Kovar charges with his staff.

Alveh attempts to move into position for a back stab.

Posha casts Stinking Cloud, centered so as not to include her allies.

Round 6

Alveh attacks with his sword.

Posha sips her Potion of Invisibility.

Round 7

Posha moves into melee.

Round 8

Zhighad casts Endure Heat.

Posha casts Shocking Grasp.

Round 9

Zhighad moves into melee.

Posha fights with her dagger.

Round 10

Zhighad casts Cause Light Wounds.

Round 11

Kisreth casts Endure Heat/

Zhighad attacks with his mace.

Round 12

Kisreth moves to the door.

Round 13

Kisreth casts Hold Person on one enemy fighter.

Round 14

Kisreth casts Silence 15' Radius on an enemy spell caster.

Round 15

Kisreth casts Spiritual Hammer.

Round 19

Kisreth moves into melee.

Round 20

Kisreth casts Cause Fear.

Round 21

Kisreth casts Cause Light Wounds.

Round 22

Kisreth casts Cure Light Wounds, as needed.

Round 23

Kisreth attacks with his mace.

If any three of the group should fall, Zhighad and Dugrash will fall back to **Area 14** or **Area 20**.

Otherwise, the entire group is prepared to fight to the death.

20. Office

The Southern doors here are barred from the inside. Inside, the room contains the regular accoutrements of a head scribe's office: a desk, parchments, quills, inks, etc. All scrolls and parchments are blank, non-magical, and of nominal value.

A strange sight appears on the West wall. Much of this wall is covered in a grayish-white moss or mold of some kind. The growth seems to resolve itself into patterns of some sort. A PC examining the peculiar vegetation can attempt a Direction Sense or Tracking check to realize that the growth shows a partial map of the dungeon! A location marked with what appears to be a hammer corresponds to **Area 31**.

21. Chapel

The goblinoids avoid this place, which was dedicated to Lydia. Her color spray is painted over the easternmost 20' of the South wall. Any creature of semi- or greater intelligence gazing upon these colors must Save vs.Wand/Staff/Rod or move one step closer to good alignment. Each such creature will be affected only once.

22. The Haunted Hallway

This long and wide hallway is a work of art in itself, with ornate columns, engravings, paintings, statues, etc., all to the glory of the Order of Crimson Monks

and the regional culture. However, behind some of the columns and statues, its guardians wait hidden.

5 **Wights** still wear the robes of the Order of Crimson Monks. They attack by surprise all who intrude in the hallway, and will pursue them beyond if necessary. However, once they kill their prey, these wights immediately return to **Area 22** to resume their watch, not bothering to attack anyone else on their way back. Victims of these wights subsequently rise as wights themselves and become wandering monsters around the dungeon, rather than subordinates of the hallway's guardians. (At DM's discretion and if need be, these S.B. wights may be improved: gaining the combat abilities of 6th level monks, and being turned at a -4 penalty while in the hallway.)

The door on the Northern wall is locked. Behind is a door leading into **Area 8**, plus a corridor leading to a secret door. The corner just before the secret door is trapped. The floor here is but an illusion, with a 20' deep pit and pikes below. Falling there will deal 4d6 of damage. Among the pikes are the skeletons of two goblins and one human; with a successful search check, one will find a small dark crystal key clutched in the human skeleton's fist (that key opens the stone door of **Area 40** in the level below this one).

Wights (5): AC 5; MV 120'; HD 4+3; HP 35, 31, 26, 21, 18; THAC0 15; #AT 1; Dmg 1d4 +level drain; SZ M, Int Avg; AL LE; XP 730, 714, 694, 674, 662.

23. The Overseer's Quarters

This room appears to be a safe place for the party to rest, but all is not what it seems. However, the PCs are safe from the undead in **Area 22**, as the wights will refuse to enter this room unless the PCs negate the room's special protections.

This 30' x 30' room is dominated by a large ebony bed in the South East corner, upon which lies the dessicated corpse of a dark-skinned man dressed in an ornate silk robe. (for PCs knowledgeable in such things, the robe apparently belongs to the Order of Crimson Monks.) His hands lie upon his chest and clutch an ornate holy symbol in a two handed death grip, and his face is frozen in an expression of raw terror.

Under the robe this dead man wears an iron key to the door on a leather thong around his neck.

The inside (facing the room side) of the Western door has been painted with symbols and runes. This will be visible to any character in the room if the door is closed, or examined upon entrance into the room from **Area 22** The inscribed runes match the holy symbol held by the corpse.

The symbols grant **Protection from Undead**, barring undead entry into the room as long as the door is intact and closed, and the mummified body remains in place.

If any character remains within this room for one hour with the door closed, the door will begin to reverberate with the sound of powerful blows falling upon it from the outside. This effect will be removed if the door is destroyed, or if the room is **Exorcised**. This effect will last for one turn, and will wake any sleeping characters. Spellcasters sleeping/resting in this room are not able to renew/recover spells due to the constant interruptions.

On the North wall, is a concealed door leading to **Area 9**. This room is trapped with a permanent **Glyph of Warding** (see **Area 9** description).

The Western door to this room has been locked and bolted from the inside. If any attempt is made to batter the door, a scream of fear will be heard at

each blow, requiring a wandering monster check. If the door is destroyed, a low, wind-driven moaning noise which sounds like a human scream will echo up and down the hallway for one round. This will entirely negate the room's special protection against undead.

24. Crypt

Six sarcophagi rest here. All stand open. Sarcophagi A & D are empty. Sarcophagus B appears empty, but a false bottom conceals a large sack holding six potions in metal flasks labeled (in Common) **Gaseous Form**, **Growth**, **Human Control**, **Humanoid Control**, **Invulnerability**, and **Polymorph**. A second large sack contains three scrolls of **Protection from Undead**, two scrolls of **Protection from Possession**, and a cleric scroll of **Silence 15' Radius**, cast at 7th level. All of the scrolls are in leather cases. Sarcophagi C, E, & F hold crumbling bones and dust.

25. Crypt

The seven sarcophagi here are all closed and hold only bones and dust. An upright sarcophagus lid covers the concealed door to **Area 34**.

26. Crypt

In an effort to deter grave-robbers, the monks trapped sarcophagus A [along the West wall]. If the lid is opened, a 5' x 5' trap door will swing open, dropping the victim(s) into a 10' deep spiked pit. If only one PC is opening the sarcophagus, the fall is automatic. If two are working together, each has a 3 in 6 chance to fall (so both, either, or neither may fall). A falling victim may try to catch himself on a halved Climbing Check. The fall itself inflicts d6 damage, and the victim will impale himself on d6–1 spikes, for an additional d6 damage each. At the bottom of the pit is the body of a hobgoblin in chain mail, with 11CP & 7GP in his purse. Sarcophagus A is otherwise empty.

Of the other twelve, the six on the North wall hold crumbling bones and dust, while the six on the South wall hold mostly-intact human skeletons (four male and two female).

27. Unstable Area

This room appears to have been left unfinished. Apparently the rock to the West was of poor composition, ready to cave-in if dug any further. There are many cracks in the walls, a lot of rubble on the floor, and several wooden beams prevent the ceiling from collapse. The dungeon's inhabitants instinctively avoid entering here, and the danger is becoming even worse as time passes since the wooden beam are also slowly rotting away.

The dark, low and narrow tunnel going North is also supported by many wooden beams. Anyone entering it runs the risk (1/d6) of a ceiling collapse, doing 3d10 of damage (half if Save vs. Breath), which would also result in blocking the tunnel. Trying to dig the tunnel thereafter would provoke even more collapses.

28. Archivist's Tomb

This room had been intended as a shrine of some sort, with walls of marble and small alabaster columns. However, by now it seems to be the prison of a scribe of some sort. There is an old man seated to a desk in the middle of the room, lit by the **Archivist's Candle** and writing in the **Archivist's Book** (see *New Magical Items* section for further descriptions of these two items). The man cannot leave the place, as he is also chained to the wall; he has remained there since the beginning of the dungeon construction. He never starves nor dies because he is an undead, and his candle burns forever.

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The undead looks like an odd old man; if well lit as per a Continual Light spell, he would appear to be not a living creature, but under candle or torch light it's not easy to discern. It is a **Crypt Thing**, who won't attack unless to defend itself or to prevent a PC from opening the secret door behind him.

If attacked, the Crypt Thing will use his teleportation defense, but attack with his claw-like hands. All those attempting to attack must Save vs. Spell or be instantly teleported in a random direction. Each individual who fails the Save must roll d%, and be teleported accordingly:

01-20 = teleported 100 to 1,000 feet North.

21-40 = teleported 100-1,000 feet South

41-60 = teleported 100-1,000 feet East.

61-80 = teleported 100-1,000 feet West.

81-90 = teleported to **Area 1**

91-00 = teleported teleported to **Area 41**.

This is an advanced form of teleportation. Individuals will arrive safely, not in solid areas like floors or walls. Those who make their Save can continue with their attack.

If spoken to, the old man/Crypt Thing knows a great deal about the dungeon, but not about the level below. For example, he knows and can tell that:

- The dungeon was built long ago on an existing set of natural tunnels and caverns. The first builders abandoned the construction before completing it. Apparently, they had unearthed a demon. Much later, new builders resumed work but with a different intent, and then employed strong yet stupid laborers, and thus ended with an inept maze of unfinished rooms and tortuous corridors.

- The Order of Crimson Monks settled the place much later, after the dungeon had been once more abandoned. They were allied with a trio of sorcerers.
- The crystal key found in a skeleton's clutched hand (corridor exiting **Area 22**) was once held by a sorcerer much distressed and running out of here as fast as he could. The old man will tell that some sorcerers sometimes went across the room but won't admit to the secret door, and then doesn't know about the level below.
- Since then, the dungeon has been mostly inhabited by various goblinoids every now and then. They barely avoid the many undead residing in it, yet stay here as the undead dissuade other monsters to invade the place.

Crypt Thing: AC 3; MV 0' (due to being chained to wall); HD 6; HP 68; THAC0 15; #AT 1; Dmg 1d8; SA teleportation (Save vs. Spell); SZ M; Int Very; AL N; XP 432.

29. Treasury Room

As a last line of defense, nine **Skeletons**, monks in their former life, guard the antechamber here. A small wooden chest rests on a wooden stand in the Southern room. On the floor before the stand is a small rug worth 7GP (50GP encumbrance). A 9' x 18' tapestry, depicting the construction of the abbey, hangs on the South wall. It weighs 900GP and is worth 360GP. The chest is padlocked and trapped with a poisoned needle (save at +3 or die in 1 round). Within are the greatest treasures of the abbey—a 12,600GP platinum medallion set with a very large blue spinel (25GP encumbrance); a 25,000GP huge fire opal; a 1000GP fire opal; a 5000GP very large black opal; and a 5000GP large star ruby.

The NPC from **Area 19** would be extremely interested in recovering these items.

Skeletons (9): AC 7; MV 18"; HD 1; HP 8 each; THAC0 18; #AT 5/4; Dmg 1d6 [open hand] each; SD sharp weapons score half damage only, turned as spectres; SZ M; Int Non; AL N; XP 25 each.

30. Stairs to the Theurgists' Area Deeper Below

This flight of stairs leads down to another dungeon level, almost 30' under this one. The stairs are quiet, and there are no tracks on the dirt covered floor. The area seems to have been deserted for a long time.

31. Samintho's Crypt

The heavy oaken door to this room is embossed with the same hammer symbol as appears on the wall map in **Area 20**. If someone touches the door, however, a **Glyph of Warding** will be activated, causing an explosion for 6d6 of damage. The password for this glyph is from the short text engraved on the wall in **Area 11**: "*I have sinned against my faith,*" but it must be said backwards in the ancient ceremonial tongue of the region to have effect (all local clerics Level 3 or higher know the ancient ceremonial tongue).

Once the Glyph of Warding has been deactivated, the PCs will find the door to be locked and trapped with a poisoned dart (Save vs. Poison at +3 or die in 1 round).

Once inside the room, the PCs will find the highly decorated tomb of what appears to be an important and high-ranking cleric. Various carved marble statues and the rotted remains of once-beautiful furniture and tapestries decorate the room. Although covered in layers of dust, the walls are decorated with magnificent paintings depicting

the cleric's service to nobility and to the realm. The floor is of the most expensive marble, the ceiling intricately carved with the regional pantheon. Hanging from the Northern wall is the now-rotted hide of a Copper Dragon.

In an open-air, ornate crypt carved into the center of the Eastern wall are the 1,000-year-old remains of Samintho, an ancient cleric of **The Lord of Good Dragons**, still clad in his **platinum-plated plate mail +3** and **shield +3** (see *New Magical Items* for further properties).

Any attempt at **Resurrect Dead** will fail, with the spellcaster not being able to recover the spell for 1d6 days. Any attempt to **Speak With Dead** will likewise fail with the same result.

If touched, the remains will crumble to dust, and cause the PC who first touched the remains to have a sneezing fit for 1d6 rounds. There is a 50% chance that the sneezing attracts a wandering monster. The sneezing PC has a -2 penalty on all saving throws and attacks until the sneezing fit ends. Additionally, all members of the party automatically lose initiative for any encounter until the sneezing stops. The sneezing fit cannot be stopped by magical means.

32. Dormitory

This chamber once slept ten monks on crude pallets. There is also an eight-gallon cask of watered wine worth 16GP (500GP encumbrance).

33. Empty Room

On the floor here is a soiled 9' x 18' tapestry, which depicts a pristine natural landscape. It weighs 900GP and is worth 250GP. A small chest in the North East corner holds 346 tallow candles. If the candles are emptied out, a long-lost platinum ring of fire resistance may be found.

34. Sarcophagus Room

A single, large, sealed sarcophagus lies in the middle of this room. Once opened, the occupant is revealed to be a skeleton in fine clothing, holding a scepter and a lock box. The Scepter is worth 100GP to a general buyer; a collector of religious regalia will recognize that it is the personal Scepter of Tomas III, a famous Abbot, and is worth 1,000GP to the right buyer.

The lock box is trapped, and if set off, will launch a dart that does 1d4-1 damage plus must Save vs. Poison or die in 2 rounds. Inside the lock box is the Journal of Tomas the III, worth 1,200GP, and a **Potion of Restore Health**. (heals 1d8+1 HP). A more exacting search will reveal a false bottom, which contains a **Ring of Feather Falling**.

The NPC party from **Area 19** would be **highly** interested in possessing the Scepter and Journal of Tomas III.

35. Hobgoblin Barracks

This square room is 20' x 20', with a ceiling height reaching up to about 12'. Four sets of triple bunk beds are lined up against the western wall, and a small round table surrounded by a half dozen chairs sits in the South East corner. A charcoal burning brazier set on the floor in the center of the room provides heat. 12 **Hobgoblins**, servants of the evil clerics that have taken up residence in this dungeon dwell in this chamber, although only 8 of them will be here at any one time (the other 4 being with the priests). Of the 8 hobgoblins in the room, 4 will be fully dressed and armed, while the other 4 will be dozing or sleeping in the bunks. Because the hobgoblins that are awake are fairly perceptive (despite not keeping an actual guard) characters have only the normal chances to surprise them. If intruders enter the room it takes the dozing hobgoblins 2 rounds to get combat

ready, and if attacked before that time they are only AC 9. When ready for combat the hobgoblins wear black lacquered scale mail armor, and have black shields with a gray "Possessed Eye" painted on their fronts—the symbol of **The God of Evil Sendings**. Each hobgoblin is armed with a morning star, broadsword, and dagger. All armor and weapons are well cared for. Each hobgoblin has 3d8CP and 2d4GP in pockets or belt pouches; there is otherwise nothing of value in the chamber.

Hobgoblins (8): AC 5; MV 90'; HD 1+1; HP 9,9,7,6,6,5,4,3; THAC0 18; #AT 1; Dmg 1d8; SZ M; Int Avg; AL LE; XP 38, 38, 34, 32, 32, 30, 28, 26.

36. Priests' Quarters

Like **Area 35**, this square room is 20' x 20', with a ceiling height reaching up to about 12'. The walls are covered by curtains that appear to be made from white blood-spattered linen sheets (which is exactly what they are). A concealed door in the eastern wall is a normal door hidden behind these curtains.

Two beds sit in the South East corner of the room. At the foot of each of the beds is an iron footlocker, both are locked. Both lockers contain the personal effects of the priest that sleeps in the bed it is associated with: extra clothing, paper and writing supplies, mementos and the like. The locker on the right also holds a sack containing 243SP and 122GP, while the one on the left has a large belt pouch within that holds four smallish black pearls (worth 100GP each) and an unmarked vial filled with a red liquid that smells of olives (a potion of poison).

There is a table with four chairs around it in the room's center. Upon the table is a crystal sphere about 6" in diameter, set upon a small bronze stand; the sphere glows brightly filling the room

with light (characters might think that it is some sort of magical crystal ball, but in reality is simply a non-magical crystal sphere with a Continual Light Spell cast upon it). A dark cloth for covering the sphere and casting the room into darkness hangs from the back of one of the chairs. Although non-magical the crystal globe and stand are somewhat valuable, together being worth 500GP.

Two **Hobgoblins**, armed and armored exactly like their fellows (see **Area 35**, above) stand to the inside of the door; they are alert and can only be surprised on a 1 in 6 chance. There are also two **Evil Priests** in this room; they are not paying nearly the same attention, being engaged in an argument while sitting at the table, and can be surprised on a 3 in 6 chance. Each of the priests wears black robes over their plate mail armor; sewn into the breast of each robe is a verdigrised bronze "Possessed Eye". Footman's maces are within easy reach. The priests have 26GP and 21GP in their pouches respectively, each also has the key to his footlocker. If the hobgoblins seem to be doing a good job of holding intruders off, both priests will prefer to cast spells before closing to melee.

Note: If Crypt Area Wandering Monster Encounter 2 has been encountered and defeated, then no hobgoblins and only one priest will be in here when characters arrive.

Hobgoblins (2): AC 5; MV 90'; HD 1+1; HP 7,6; THAC0 18; #AT 1; Dmg 1d8; SZ M; Int Avg; AL LE; XP 34, 32.

1st Evil Priest: AC 2; MV 60'; HD Cleric 3; HP 18; THAC0 19; #AT 1; Dmg 3-8; SA: spells, DEX 15, STR 17; SZ M; Int Avg; AL NE; XP 197

Spells: Cause Light Wounds, Cure Light Wounds, Protection From Good, Hold Person

2nd Evil Priest: AC 3; MV 60'; HD Cleric 3; HP 12; THAC0 20; #AT 1; Dmg 2-7; SA: spells; SZ M; Int Avg; AL NE; XP 173.

Spells: Command, Cure Light Wounds, Light, Protection From Good, Nightmarish Vision (see below), Spiritual Hammer.

37. Shrine of the Dark Prefect

This square room is 20' x 20', with a ceiling height reaching up to about 20' overhead at the center of the room, but is only about 10' up at the walls. A torch burns in a wall sconce in the North West corner. A large tapestry, depicting a horrid deity with a misshapen form and skeletal hands, the god-figure wears black robes tinged with orange and moss green, and rides a huge emaciated black horse across a silvery void, while accompanied by a half dozen blue-black crones that are similarly mounted, hangs on the eastern wall (this tapestry covers the concealed door, which is otherwise a normal door). In front of the tapestry is a 6' x 3', shallow (2½' deep) stone-lined pit. There are ashes and human bones at the bottom of the pit, which serves as this small shrines altar.

Along the South wall, a cot has been set up, along with a desk and chair. A large fur blanket, made of brown bear skin, is on the cot (it is worth 35GP). The desk holds ink, paper, and writing utensils, and there is a book sitting open upon its top. The book is a **Book of Vile Darkness** (8000XP) that the **Evil Prefect** is currently about half finished reading. Also in a desk drawer is a ornately engraved bronze dagger that the Prefect uses in sacrificial rites. The "Possessed Eye" is worked into the ornamentation on the blade, and it is magical (a dagger +1, 75XP).

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The door in the Western wall is kept barred from inside the room, and two large **Hobgoblins** (armed and armored as those at **Area 35** above) guard the inside of the door. Six **Skeletons**, animated by the prefect from the nearby crypts, stand against the North wall, ready to do the bidding of their master. The Evil Prefect himself will be found at the desk; he wears magical black plate mail +1 with a moss green jade "Possessed Eye" is inlaid on the breastplate. A footman's mace and a large shield lean against the wall next to the desk, which the prefect will wield in melee, should it come to that. The prefect wears wrought gold bracelets (worth 700GP each) and has 12PP located in his belt pouch, along with 3 onyx gems (worth 50GP each).

Hobgoblins (2): AC 5; MV 90'; HD 1+1; HP 9,9; THAC0 18; #AT 1; Dmg 1d8; SZ M; Int Avg; AL LE; XP 38,38.

Skeletons (6): AC 7; MV 120'; HD 1; HP 5 each; THAC0 19; #AT 1; Dmg 1d6; SD Immune to sleep/charm/cold/sleep, ½ damage from edged weapons; SZ M; Int Non; AL CE; XP25 (each).

Evil Prefect: AC 2; MV 90'; HD Cleric 5; HP 26; THAC0 18; #AT 1; Dmg 2-7; SA: spells, INT 16, WIS 18; SZ M; Int Exp; AL NE; XP 506.

Spells: Bless, Cause Fear, Cure Light Wounds, Detect Magic, Light, Augury, Hold Person (x2), Know Alignment, Nightmarish Vision (see *New Spells* section), Cause Blindness, Prayer.

38. Secret Room

The remains of an unfortunate adventuring party rot here. Four moist skeletons lie on the floor. They are equipped as follows:

1. Human male in studded leather armor with short bow; quiver of 3 arrows; short sword;

dagger; gold ring of feather falling; backpack; two empty waterskins; large belt pouch with 50GP; and small belt pouch with 16GP.

2. Human male in bloodstained yellow robe with footman's mace; 10' pole; small belt pouch with 19SP & a 50GP garnet; empty small belt pouch; and holy symbol.
3. Human female in tattered yellow robe with three knives; 50' rope; large belt pouch with two large sacks, one tallow candle, and a tinder box; small belt pouch with 25GP; small belt pouch with 16GP; two empty waterskins; and backpack with spell book (read magic, feather fall, magic missile, shield).
4. Halfling male in ring mail with buckler; hand axe; short sword; small belt pouch with tinder box; large belt pouch with large sack; empty backpack; and empty waterskin.

Three empty packages of iron rations lay near the skeletons, as well as a small wooden chest. The padlock has been smashed off, and 825GP & 330PP have been dumped out on the ground. The chest now holds about two gallons of stale water.

39. Stairwell

This stairway leads up to a concealed exit behind the monastery. A crossbow trap has been rigged to fire three bolts when a tripwire on the landing is pulled (#AT 3; Dmg 1d4+1; THAC0 20). The tripwire can be spotted as a concealed door (1 in 6 chance for each elf, half-elf, or thief in the party).

LEVEL 2: The Theurgists Area

Long ago this was the level where mages and thaumaturgists allied with the Order of Crimson Monks conducted their magical experiments. They abandoned the place long ago, but magical power still pervades these rooms and tunnels. There is no random encounter (except for the **Gelatinous Cube** and **Invisible Stalkers** as indicated below) on this level, as nobody currently inhabiting the upper levels of the dungeon system is aware of this area, and would otherwise instinctively shun it.

40. Entrance

The long flight of stairs leads 30' below to a huge door of green luminescent stone covered with engraved runes. One needs the crystal key (found in a pit near **Area 22**) or appropriate magic (such as a **Knock** spell) to open it. Battering down this stone door might be possible at the DM's discretion, but would prove long and difficult (and break tools used to do it).

Behind the door is an empty room and corridors leading to other level areas. All the rooms and corridors of this level are of smooth luminescent green color, with a glassy and shiny aspect.

Everything is perfectly clean and there is no dirt in the corridors, because of the **Gelatinous Cube** that constantly roams them. These corridors are otherwise guarded by two **Invisible Stalkers**. Roll for random encounters with these creatures on 1d4:

1–2 = **Gelatinous Cube** AC 8, MV 60'; HD 4; HP 32; THAC0 15; #AT 1; Dmg 2d4 +paralyze 3d6+2 rounds (Save vs. Paralyze); SA surprise on a 1-3 on 1d6; SD ; SZ L; Int Non; AL N; XP 278.

3–4 = **Invisible Stalkers** (2): AC 3; MV 120'; HD 8; HP 42, 33; THAC0 12; #AT 1; Dmg 2d8, SA surprise on 1-5 on 1d6; SD invisibility (-2 penalty "to hit"); SZ L; Int High; AL N; XP 1510, 1420.

41. Demon's Prison

This room is a magical prison. The corridor surrounding this room has its inner wall entirely engraved with magical symbols. A mage or priest studying them will determine they relate to magical containment and bidding, as well as to summoning magic. If studying the engravings long enough, a mage could extract the **Protection From Evil 10' Radius** spell formula (and copy it in his spellbook), although there is much more than that to this large dweomer. In fact it helps keep the occupant of **Area 41** quiet. If one is stupid enough to deteriorate these engravings, it will weaken the magical bidding and have terrible effects when the characters enter the room.

Entrance to this room is closed by a permanent **Wall of Force** spell (cast at 15th level). Opening it requires activation of three hidden keys. Each of them is located in one of the three areas accessed by narrow tunnels on the North wall of the circling corridor. Each of the three Northern corridors ends in a pit 20' deep. These pits were used as dumping grounds into which garbage and even cadavers were thrown(nothing of value will be found in the pits). These pits were intended to mislead intruders; the "keys" are magical plates that must be pressed on the ceilings above each pit. They can be found only if searching (successfully) for secret doors on the ceiling; or using a Detect Magic spell. Using magical means to discover the plates will reveal a faint aura of magic outlining each one. These are magical keys activated only if a hand presses them, not an animal, pole, or other means. All three keys must be pressed within 3 turns, or the door doesn't open. The door remains open for

1 full day, or until the three keys are again activated, whichever comes first.

The room's walls are engraved with more arcane symbols and drawings. On the floor is a 10' diameter pentagram within a circle, also deeply engraved in the stone and set with platinum. The pentagram currently holds prisoner a huge and powerful **Demon**. The Demon has been here for a very long time, unable to move, to teleport, to cast any spell, to call for help, etc.; in fact he can only remain quiet (half slumbring) and speak when asked for. In short, the Demon is entirely incapacitated and obedient. However, the more the mystical bidding figures and symbols will have been deteriorated by foolish (stupid?) adventurers, the more freedom the Demon will have regained:

- slight destruction (1 to 10 dmg pts): Demon can initiate conversation and lie.
- moderate destruction (11 to 30 dmg pts): Demon can express his frustration and anger, scream in rage and intimidate creatures. Fools could be tricked into freeing him "in exchange for being spared," but he cannot really do anything against anyone outside the pentagram.
- medium destruction (31 to 60 dmg pts): Demon can use his spells against anyone in the room (but not beyond), yet still cannot destroy the pentagram or teleport away. He can harm visitors with magic, or **Charm/Dominate**/etc. them into freeing him, but cannot do anything else.
- important destruction (61 to 100 dmg pts): Demon's telepathy, spells with long range, etc., can now reach beyond the room. If left alone, within 1-20 hours he will have tricked or **Charm/Dominate**/etc. a creature to destroy the pentagram and thus free him. (see thereafter what he does when freed.)
- major destruction (101+ dmg pts): Demon is freed. In a fit of rage he kills everything in the dungeon, except for one PC (the weakest) that he will let escape to tell to all that a reign of terror has now begun.

Who or what the demon is, is entirely left at DM's discretion. Nonetheless it is suggested that the demon should be far beyond the ability of the PCs to slay him. A **Pit-Fiend** or **Balor** would be appropriate. The demon is not another monster there to be defeated and gain XP. The DM should rather use it as a plot device for further campaign development. For example, maybe the demon could be an interesting source of information about past events and evil factions; yet PCs should beware that when answering questions he will always try (if he can) to maneuver those asking him into to serving his own ends.

42. Mage's Laboratory

The place contains all the equipment to conduct magical research and experiments, including dozens of books, except all of them are rotten and useless. A magic-user studying the room and succeeding an Intelligence check will understand that most magical experiments conducted here were related to summoning magic, and probably demonology.

Other than that, there is a **Bookworm** in this room, still alive and hungry. He will immediately head toward anyone with paper entering the room, reaching him in 2d4 rounds. A successful surprise roll is necessary for the victim to become aware of the creature eating through his spellbook, maps, or other paper-based equipment. The PC failing the roll will not notice the Bookworm until the creature's noisy munching is audible (50% chance per round). The feeding bookworm will not move when attacked. However, there is a 30% chance

that the Bookworm's munching will have destroyed whatever paper object it was feeding upon; a feeding Bookworm will destroy spell books and scrolls at the rate of 1 spell level per round. The bookworm will not touch or do any damage to the **Archivist's Book**.

Bookworm: AC 2 (9); MV 12"/3"; HD 2 hp; #AT 0; Dmg 0; SZ S; Int Non; AL N; XP 9.

43. Mage's Quarters

This room is entirely affected by a permanent **Protection from Evil** spell. In these quarters lived three sorcerers, obviously the master and his two assistants: there is one huge ornate bed, and two smaller beds on the other end of the room. Apparently, long ago a disaster occurred: the master (obviously) had drunk two magical potions and then turned into a stone statue* (as per the **Turn to Stone** spell). Whatever happened to one of the assistants is unknown, but his skeletal remains are scattered around the room. Searching for clues, one may guess the second assistant left in a hurry. In fact, the second assistant later fell victim to a trap (see corridor leaving from **Area 22**), and died in it, clutching in his hand the key opening the door to this area (i.e.: of **Area 40**).

Treasure is left at DM's discretion. Probably gold and jewelry worth 500GP in various places, plus a spellbook. This is but the assistant's spellbook, rotten for a good part, but still containing a few spells (left at DM's discretion); these should be quickly and carefully copied, as the pages are close to crumbling to dust. The master's book is nowhere to be found as it was in the ethereal using a **Leomund's Secret Chest** spell, where it eventually disappeared long ago.

Reverting the statue back to flesh is possible. Whether the sorcerer will be brought back to life

alive or dead is left at DM's preference. In any case, it's an evil high level sorcerer versed in demonology; his spellbook is lost and he has no spells left in his memory; nonetheless he still has a few magical items that were turned into stone with him (such as a **Wand of Lightning Bolts** with 7 charges left, and a **Ring of Djinni-Summoning**).

44. Fountains' Corridors

This corridor opens into two peculiar and nearly identical corridors. At the end of each of these two corridors is a marble fountain covered with magical symbols; one fountain is white, and the other (behind which is the secret door) is black. Water doesn't flow anymore in the white fountain, and despite the symbols it radiates no magic. There is water and some magic in the black fountain. The black fountain also contains a **Water Weird**, as well as a lever to open the secret door leading to **Area 45**.

Water Weird: AC 4; MV 12"; HD 3+3; HP 27; THAC0 16; #AT 0; Dmg 0; SA drowning (Save vs. Paralyzation); SD sharp weapons; SZ L; Int Very; AL CE; XP 478.

45. Summoning Chamber

Just behind the fountain is a secret door, opened by a lever on the fountain's bottom. The room beyond is in fact a deep circular cavern, with stale water 20' below. In the middle of the cavern is a circular pillar on top of which (at entrance level) is a strongly fixed furniture with a big book chained upon it. Walking the bridge poses no threat unless one would have to fight on it (Dex checks each round or fall).

The book is in fact a magical item that can cast the following spells (inscribed in its pages): Raise/Lower Water, Summon Water Elementals, and Summon Monster VIII: Marid. As long as the book

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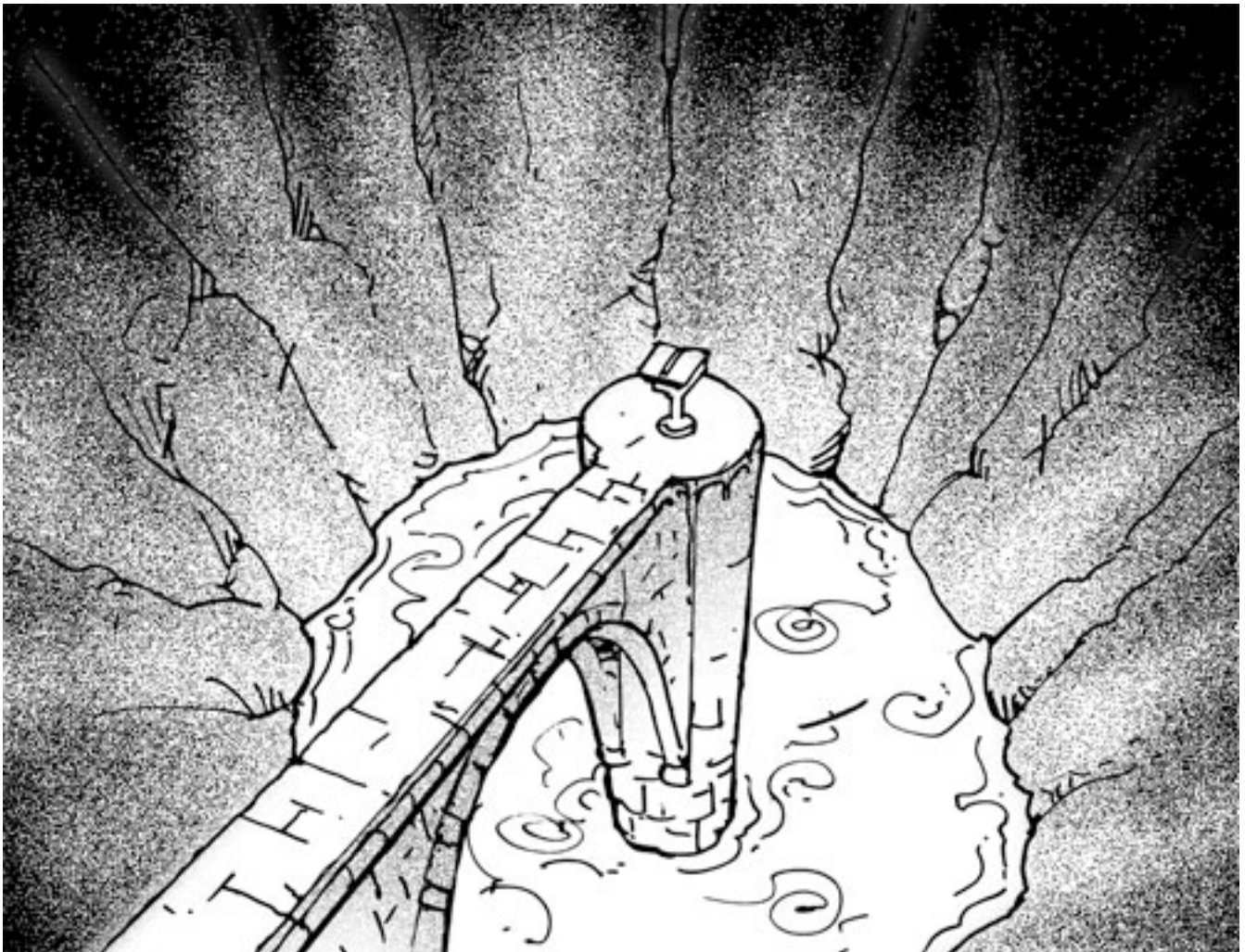
is here, it functions as a magical item, thus only a mage or a 10th+ level thief can read its pages. If brought out of the chamber, it becomes a simple spellbook with these three wizard spells written on it. Nonetheless, the magic flowing in this place is strong, and the book could be activated very easily, albeit disastrously.

Whoever gets a look at the pages' writings will be compelled to read them aloud unless a successful Save vs. Spell is made. Readers who aren't a magic-user or a 10th+ level thief (don't forget his % roll!) will provoke a catastrophe: water flows upward suddenly, engulfing characters, while a **Water Elemental** of huge size is summoned. All characters present must succeed a Save vs. Breath

or fall from the bridge (bonuses or penalties applicable according to circumstances and where the character stands when this occurs).

There is no treasure on the pit's bottom. Everything that falls here eventually ends dragged into the Elemental Plane of Water.

Water Elemental: AC 2; MV 60'/180'; HD 12; HP 96; THAC0 9; #AT 1; Dmg 2d10; SZ L; Int Low, AL N; XP 3536.



New Magical Items

Archivist's Candle

This magical item provides light as would a normal candle, but burns forever without melting. Although it can be lit by any standard or magical means, its flame is cold and seems illusory in nature. It cannot set anything aflame with one exception: pages from the **Archivist's Book** (see below). The candle can be extinguished only by a direct blow of human or half-human breath upon the flame.

Archivist's Book

This appears to be a normal oversized book (8½" x 11") of 500 pages, slightly mildewed. Most of its text, written in tiny, difficult-to-decipher script, is contradictory and confusing but appears to be about the dungeon's early builders and inhabitants, up to shortly after the Order of Crimson Monks abandoned the monastery (it is a work in progress, as there is evidence of planned yet unwritten chapters). There is also a partial map of the dungeon, yet incomplete as secret doors and rooms are not shown.

When read with the light of an **Archivist's Candle**, the words disappear from the pages and appear blank. The pages themselves can be torn from the book, but will not hold writing of any kind.

The pages can be set aflame only with the Archivist's Candle, and will burn with white-hot intensity, continually melting rock, stone, and iron for 1d3 rounds per page set aflame. There is a 1 in 20 chance that reading the book with the Archivist's Candle will set the entire book aflame, which would result in a fireball doing 3d6 of damage to all PCs in a 3' radius (Save vs. Wands to avoid damage). The book is impervious to true rot (despite its mildewed appearance), and also

impervious to Bookworms and other infestive species.

Samintho's Shield

This heavy, ornate shield bears the symbol of a hammer at its center, and the entire shield is inlaid with gold, silver, and bronze. This shield normally grants a +3 bonus to the bearer's AC.

However, any dragon seeing this shield will assume its wielder to be a worshipper of **The Lord of Good Dragons**. This will give a +20% reaction bonus when dealing with Gold, Silver, or Bronze Dragons (but only +5% for Brass and Copper Dragons). When facing evil dragons, the wielder will suffer a –35% reaction penalty, and he will be singled out in combat.

If the bearer of the shield is, in fact, a worshipper of The Lord of Good Dragons, then the bonus when facing good dragons doubles, as does the penalty when facing evil dragons.

Samintho's Armor

On a regular basis, this suit of platinum-plated plate mail, delicately engraved with the symbols from the regional pantheon, grants the wearer +3 AC bonus.

However, anyone wearing this platinum armor will be presumed a cleric of The Lord of Good Dragons, granting a +35% (or +20%) reaction bonus with regard to good dragons. However, once it is learned that the wearer is not in fact a cleric of The Lord of Good Dragons, the bonus will become an equal penalty (i.e., –35% or –20%). Evil dragons will react with a straight –20% penalty at all times (as they are slightly less eager to attack a cleric of The Lord of Good Dragons than a mere worshiper).

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If the wearer is, in fact, a cleric of The Lord of Good Dragons, then the bonus when facing good dragons doubles, as does the penalty when facing evil dragons.

Note: The armor and shield reaction adjustments are not cumulative; always use the armor adjustments if both are used by the same PC.

New Spells

New Cleric Spell:

Nightmarish Vision (enchantment-phantasm)

Level: 2

Range: 12"

Duration: 1 turn/level

Area of Effect: One opponent

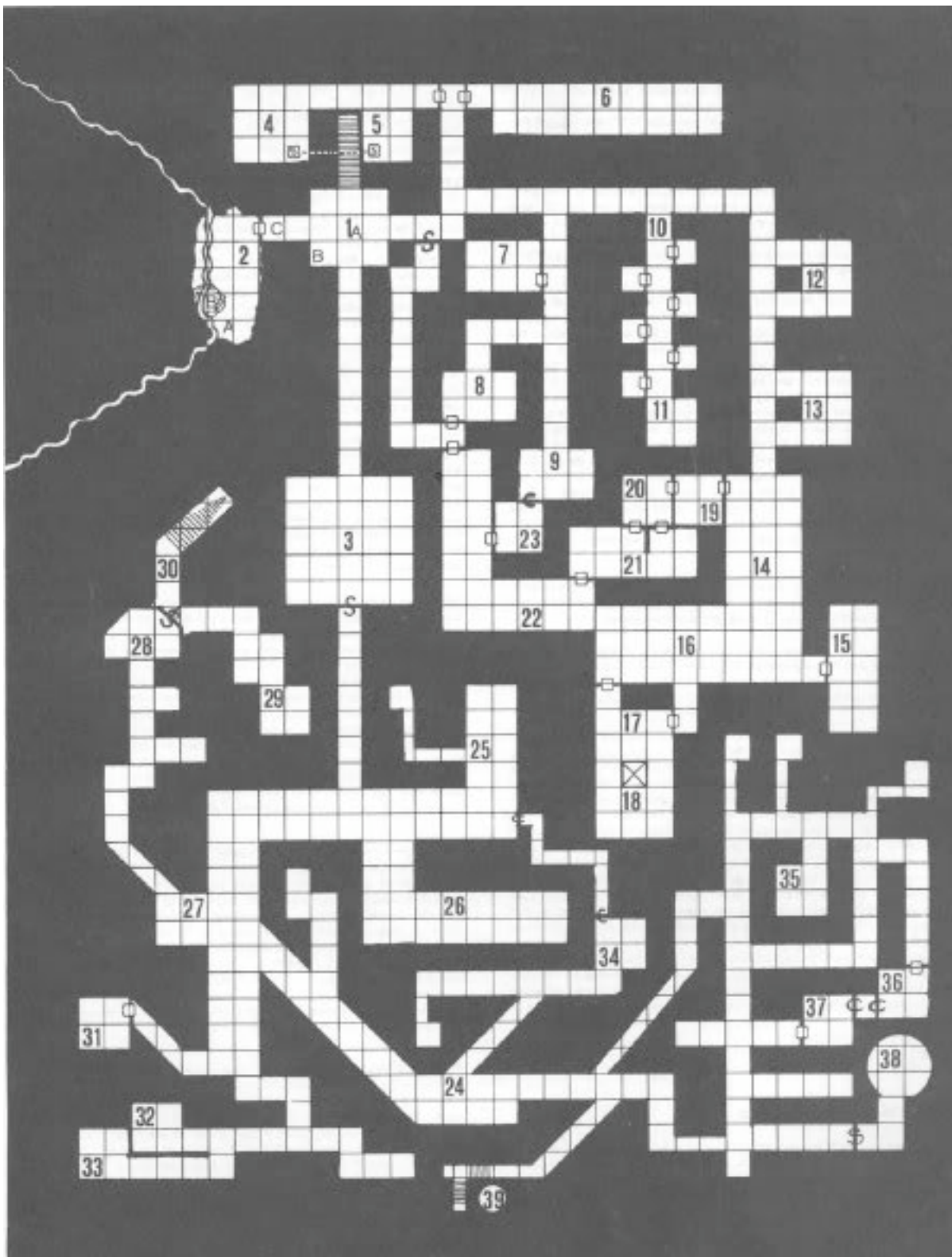
Components: V,S

Casting Time: 2 segments

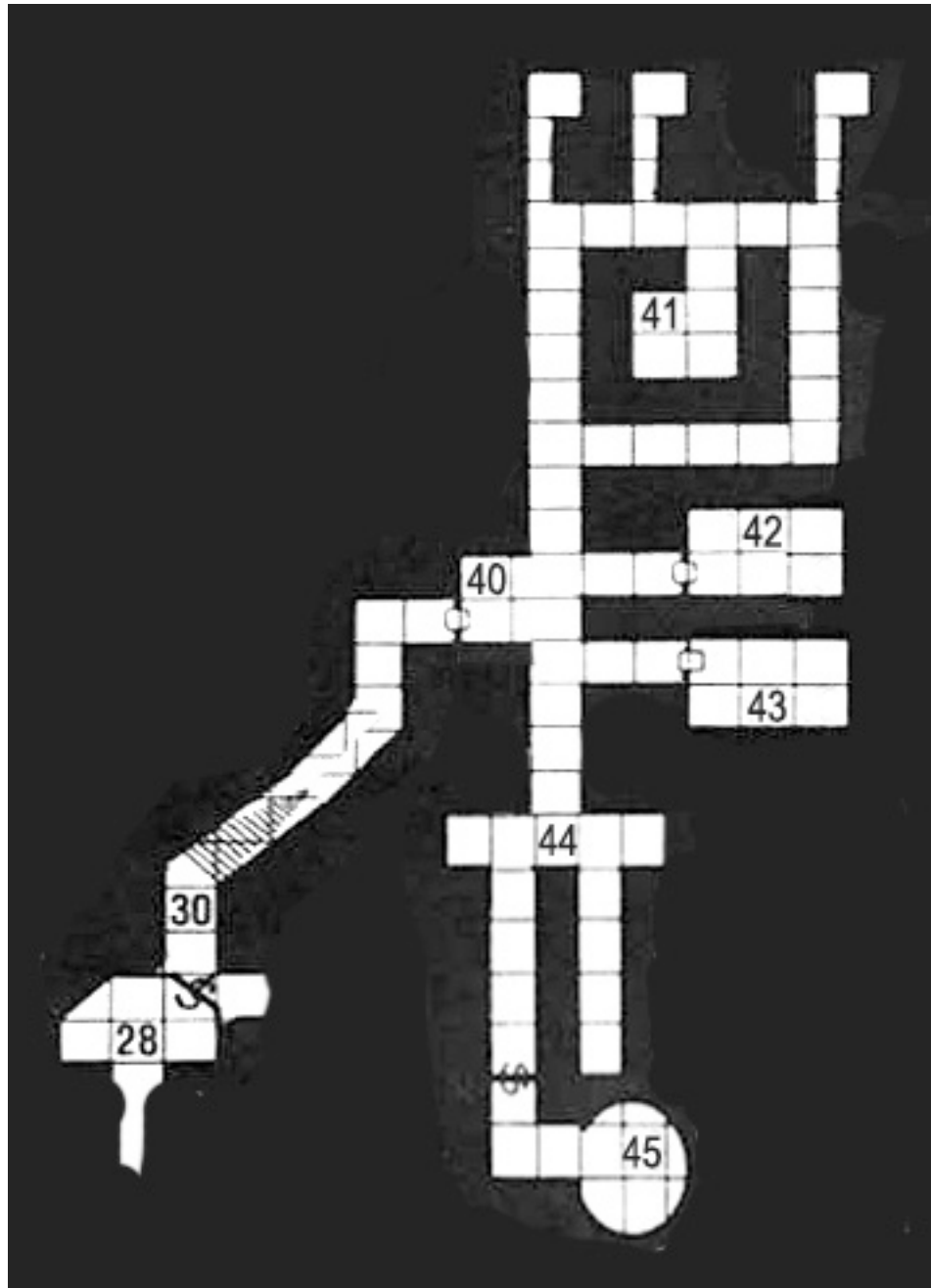
Saving Throw: Neg.

Explanation/Description: Granted by **The God of Evil Sendings** to certain of his clerics, this spell warps the perception of the target, causing them to see the world as if they were in the throes of a horrible nightmare. While they are still capable of interacting with the world, they do so at a disadvantage, suffering a -2 penalty on all "to hit" rolls and weapon damage rolls while under the spell's effect (although a successful hit will never inflict less than 1 point of damage). In addition, this warped perception is very frightening to the victim and all Saves vs. Fear Related Spells and Effects are made at a -4 penalty while a nightmarish vision is in effect.

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LEVEL 1: Monastery Cellars & Secret Crypts



LEVEL 2: The Theurgists Area

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END OF LICENSES

The Monastery of the Order of Crimson Monks

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