

The Thieves of **FORTRESS BADABASKOR**



Judges Guild

BRIGANDS STRONGHOLD
HISTORY, MAPS, STATISTICS
FIVE DUNGEON LEVELS

52
\$3

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DUNGEONS & DRAGONS®

Forward

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

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

To be sure, Fortress Badabaskor is a powerful dungeon with many different strong factions. Therefore, it is worthwhile for the referee to note that the 'ferocity' is quite compressed in a dungeon as this with five levels. Higher level characters will find it a challenge; whereas, low level characters may venture in, as a part of a 'quest', and hopefully divinely reinforced with a strong magic weapon or so- even if temporary! Good adventuring! -Bill Owen & Bob Bledsaw

Concepted by Marc Summerlott

Designed by Mike Petrowsky, Craig Fogel, Bob Bledsaw,
Mark Summerlott, Bill Owen, and Tony Floren

Graphics by Bill Davis, Bill Owen,
Mark Holmer and Bob Bledsaw

Art by Pixie Bledsaw
Cover Art by Robert Bledsaw Jr.

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BBREVIATIONS that are commonly used by our authors

SL- Social Level (status as in the Guide to the City State)
 HTK- Hits to Kill (damage points able to sustain before killed; hit points; accumulative hits)
 LVL- Experience Level (fighting level)
 HD- Hit Dice (which roughly relates to experience level)
 HP- Hit Probability bonus to hit (if plus number stated)
 NA- Number Appearing (number of monsters encountered)
 FEM- Female character
 FTR- Fighter class
 MU- Magic user class
 CL- Cleric class
 TH- Thief class (1st mentioned in Greyhawk, page 4)
 IL- Illusionist class (1st mentioned in Strategic Review, Vol I, #4, page 5)
 BA- Bard class (1st mentioned in Strategic Review, Vol II, #1, page 11)
 RGR- Ranger class (1st mentioned in Strategic Review, Vol I, #1, page 4)
 DR- Druid (1st mentioned in Greyhawk, page 35 & Eldritch Wizardry, page 4)
 MNK- Monk class (1st mentioned in Blackmoor)

 SG- Sage class (1st mentioned in Blackmoor)
 ExPt- Experience Points. WPN- Weapon. r- Melee Round.
 t- Turn. PROB- Probability of occurrence. S- Strength.
 I- Intelligence. W- Wisdom. CON- Constitution. DEX- Dexterity. CHAR- Charisma. PSY- Psyonic Ability (from Eldritch Wizardry. AC- Armor Class. @- each. ALIGN- Alignment.
 HO%- House Odds, GAM- Gambling Skill characteristic (both explained in Guide to the City State). CE- Chaotic-Evil, LG- Lawful-Good (& combinations thereof), N- Neutral. HALFL- Halflings. PP- Platinum Pieces. EP- Electrum Pieces. GP- Gold Pieces. CP- Copper Pieces. SP- Silver Pieces. NPC- Non Played Character. ST- Saving Throw.

FORTRESS BADABASKOR

In the year 2611 BCCC Emperor Brastagoth and his host came upon a lone mountain so situated that it could survey the land for many leagues around. It was here that he chose to build a fortress to protect his people that settled in the area. With the end of the rainy season, five thousand workers and two thousand troops began construction of Fortress Badabaskor. The fortress was built with one side protected by an overhanging cliff of granite. The walls of the fortress do not cover a large area because they were built to protect a people that were grouped in scattered villages and farms. The fortress can protect up to five hundred civilians for short periods of time in emergencies. The fortress' main value is not in it's size but that the cliffs behind have been dug out and great chambers can provide shelter for many men. During the construction of these chambers, the den of a very old red dragon was unearthed. This dragon proved to be a great menace, killing scores of workers, before being sealed up in his lair once more.

While the Empire was in it's decline, followers of the god Angall attempted to storm the fortress. The defenders fought back repeated assaults before being starved into submission by the long seige. The followers of Angall made several additions to the tunnel system, constructing an underground temple and many other large chambers.

After many years, the followers of Angall permitted the defenses of Badabaskor to fall in disrepair and this resulted in the fall of the fortress. In the year 4412 BCCC Tinstag One Eye and his band of highwaymen slipped over the walls at night, opened the main gate, and fell on the sleeping followers like savage berserkers. The bandits rapidly cleared the first two levels of all the clergy of Angall. The clearing stopped, however, when Tinstag was killed by the Evil High Priest who was in turn slain by Tinstag's son, Cragen.

Cragen has done a profitable business raiding, robbing, and looting from his rebuilt fortress for the past twenty years. He has imprisoned the followers of Angall in the lower chambers with magical rune devices on the walls of the stairwells. Time after time, Cragen has sought a way to clear the lower chambers without success.

HISTORY OF THE ANGALLIAN PROPHECIES

The religion founded on the teachings of the god Angall has existed since the days of the Empire of Glorious Doomfire. Shortly after being founded, it was outlawed by the Emperor because of the evil the religion propagated. Being outlawed only delayed the religion's spreading for a short while. Many of the followers were of wealthy and powerful classes which were lured by the orgiastic rites. In the following years, the religion became more of a menace and the followers took fortresses and raided farms, hamlets, and villages. Several attempts were made to assassinate the Emperor as the claws of Angall grasped for ever higher prey. The worshippers of Angall then enlisted the aid of the northern barbarian tribes to draw off the imperial punitive forces and the diversion was quite successful for fifty years. The empire gradually withdrew it's frontier borders. The worshippers went on the offensive when the empire became greatly weakened by civil wars. They strove with the empire another fifty years until the Battle of Frastikar Marsh. The utter defeat of the empire's mercenary force permitted the Angallians' leaders to turn their attention toward consolidation and division of spoils. The Empire lasted for another 167 years until it's fall but the damage done to it by the religion it spawn was to be a mortal wound.

The religion grew like a cancer after the collapse and soon all of the land had fallen under it's curse. The religion was a dark cloud of power eclipsing adjacent lands for the next two hundred years. At it's zenith, the religion began to splinter and break apart into factions. The basic principles were chaotic in nature and as the followers gained more time for worship they became still more chaotic. At the present, only pockets are located across the north lands and these are centered near old strongholds. One of these strongholds was the mountain fortress of Badabaskor. It had served as a base for warring against the Empire, then as a center of power for ruling the local areas, and now as a base for thieves, knaves, bandits, and highwaymen, Fortress Badabaskor is feared by merchants and peasant farmers for hundreds of miles around.

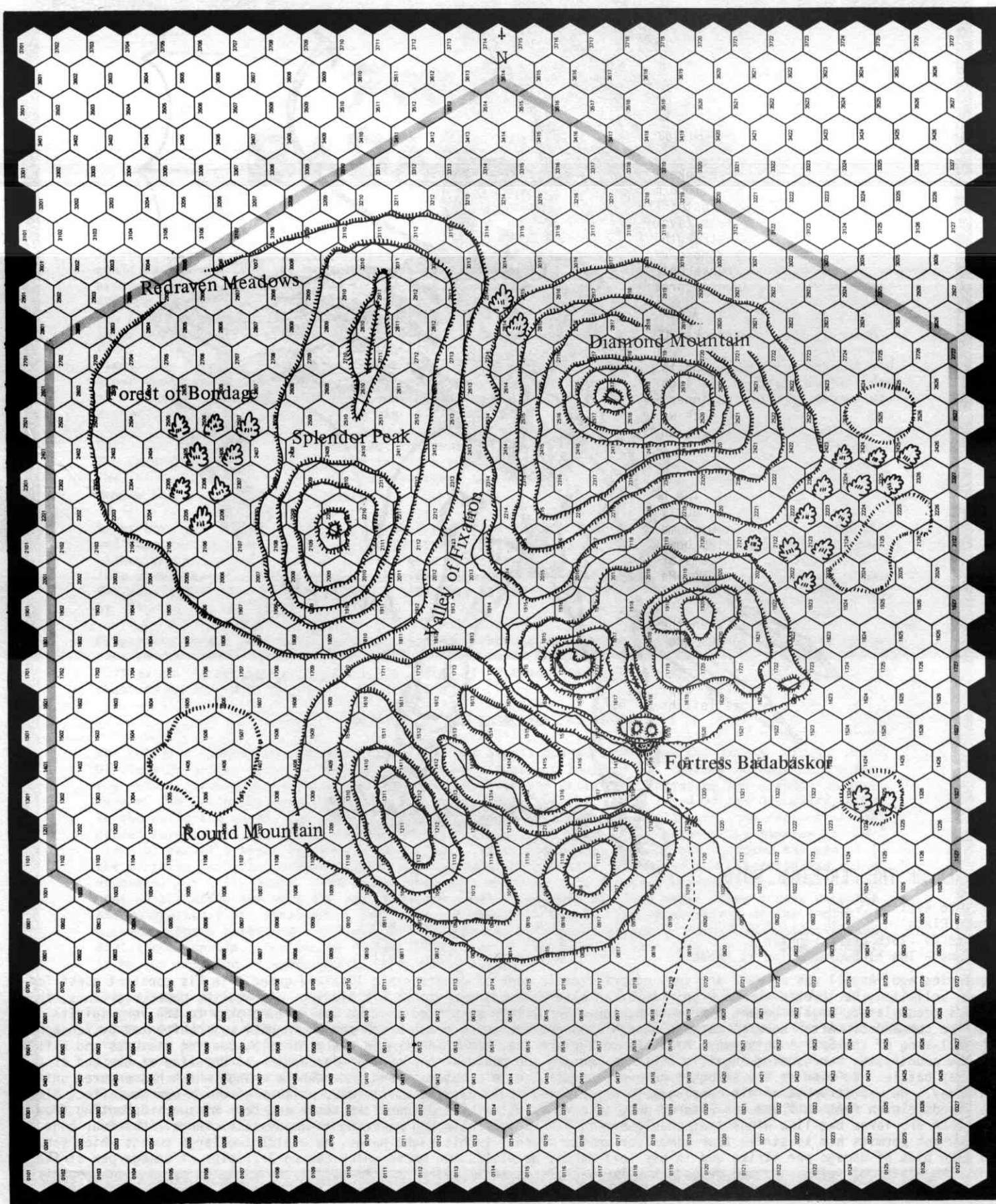


ANGALL OF THE PERPETUAL VOID

Hits to Kill 150
 Armor Class -0
 Fights As 15th Level Fighter
 Weapons - Two +1 Swords & Two +1 Maces

Magic None
 Moves 12" Per Turn
 Flies 48" Per Turn
 Alignment Lawful Evil

Centuries ago, Angall was an evil and very powerful magic user of considerable lust and greed. In his constant quest for power unlimited, he invoked the dark spirits of an alternate universe to do his bidding. As wealth, power, servants, and slaves accumulated, Angall became ever more perverse and little suspected that he was falling prey to the very spirits that he commanded. After several decades when his powers seemed to reach a new zenith, Angall was confronted by Zanaaphic the All-King of the Spirit Universe. A battle took place that almost destroyed the peninsula, opening fissures and rifts in the countryside surrounding Angall's fastness beneath the peaks of the north. Zanaaphic was defeated at the end of the six day battle. In winning the struggle however, Angall lost his humanity and underwent a change which has endured until this day. He was stripped of his considerable psionic and spell casting abilities...neither of which can now affect him. He stands eleven feet tall and his altered body is covered with thick dragon-like scale and scar tissue. Sprouting from his back are large bat-like wings that enable him to fly rapidly although hovering is impossible. Angall has four huge arms which permits him to strike four times per combat round. In his right hands, he wields two large swords which can do 1-20 pips of damage per strike and in his left hands, he wields two maces which can do 2-16 pips of damage per strike. Angall believes himself a god and demands regular sacrifices and rites of supplication. In fact, he is an insane egotist of malicious and evil disposition. The condition has not impaired his considerable intellect and malevolent cunning.



VILLAGE OF BADABASKOR *Numbered buildings on the village map are keyed to descriptions below.*

1 Cragen's Home The Duke's home is a low single story building filled with garish furnishings. His rotund ponderously fat wife, Laella, is very loud mouthed. She runs Cragen and the servants ragged trying to make the place seem high class. The halfling servants; Fosto, Posto, and Rosto; AC 9, HD 1, HTK 3-2-2; are visibly shaken every time Laella begins one of her tirades. Laella's favorite dish simmers all day long filling the area around the house with a gagging vapours which are only exceeded in strength by her perfume. A two-handed sword with a gem-studded pommel (worth 942 GP) hangs above the fireplace. Laella's nose-ring is mounted with amber stones (worth 315 GP) and she wears a long silver belt (worth 2790 SP). A small trunk containing 610 CP, 46 SP, and a poison coated dagger (Class 4). Cragen's personal war banner is leaning in the northwest corner.

2 Inner Guards' Barracks CLASS ALIGN LVL HTK AC SL S I W CON DEX CHAR WEAPON
Captain Branger FTR N 8 37 2 5 17 9 8 8 12 13 +1 Sword
Branger worked for the Duke's father and is a very loyal follower. He is in charge of the most trusted of Cragen's soldiers. He commands 40 light foot spearmen, 22 light foot longbow, 30 heavy foot spearmen, 25 armored foot swordsmen, and 60 light foot sword armed artillerymen of the inner walls. Except in time of emergency, 10% are sleeping, 10% are ill, and 50% are on duty elsewhere. Forty bunks line each wall and each bunk will contain 1-100 CP, 3-18 SP, and 1-6 GP. Branger's personal chest has 375 CP, 820 SP, 156 GP, 12 PP, and a jewelled dagger worth 74 GP.

3 The Iron Stallion The horsemen of the fortress live here and the inn is run by Maktash, an ugly and large gnome of bad disposition; AC 7, HD 2, HTK 9, dagger armed; and three peasant cooks; AC 6, HD 1, HTK 5-4-4, dagger armed. Five overworked peasant girls and two gnome bartenders (relatives of Maktash) AC6, HD 1, HTK 4-5, dagger armed, and three peasant cooks are kept busy by the 120 bow armed light horsemen, 40 medoum horse lancers and 18 heavy horse lancers usually present (PROB 70%) at the inn. No rooms are available if the cavalrymen are present. The cashbox contains 115 CP, 6 SP and 2 GP. In his personal basement quarters, Maktash has buried a chest filled with 1236 CP, 670 SP, 47 GP and a ring worth 40 GP.

4 Cavalry Stables When the cavalry is stationed within the fortress, 181 to 190 horses will be present and 1-20 will lame or wounded. The horses are tended by six peasants and two cavalrymen, AC7, HD 2, HTK 4-7, sword armed.

5 West Wall Barracks Captain Rasnak, AC4, HD 6, HTK 22, armed with a +1 neutral sword, is known for his fearlessness. Three fingers on his left hand are missing because of his reckless bravery. He commands 132 light foot swordsmen, 46 light foot crossbowmen, 45 light foot artillerymen and 18 heavy foot swordsmen. Rasnak the Rash spends most of his time brooding for action and reluctantly permits only 10% of any unit to be off-duty at any time. Of the 22 light foot and 2 heavy foot present in the barracks, only half will be awake during their off-duty hours. Two hundred pallets are scattered on the floor of the barracks and only 1-6 CP can be found in any one. Rasnak's trunk contains 2 chainmail tunics, clothing, four daggers and a leather pouch filled with 142 SP and 260 GP

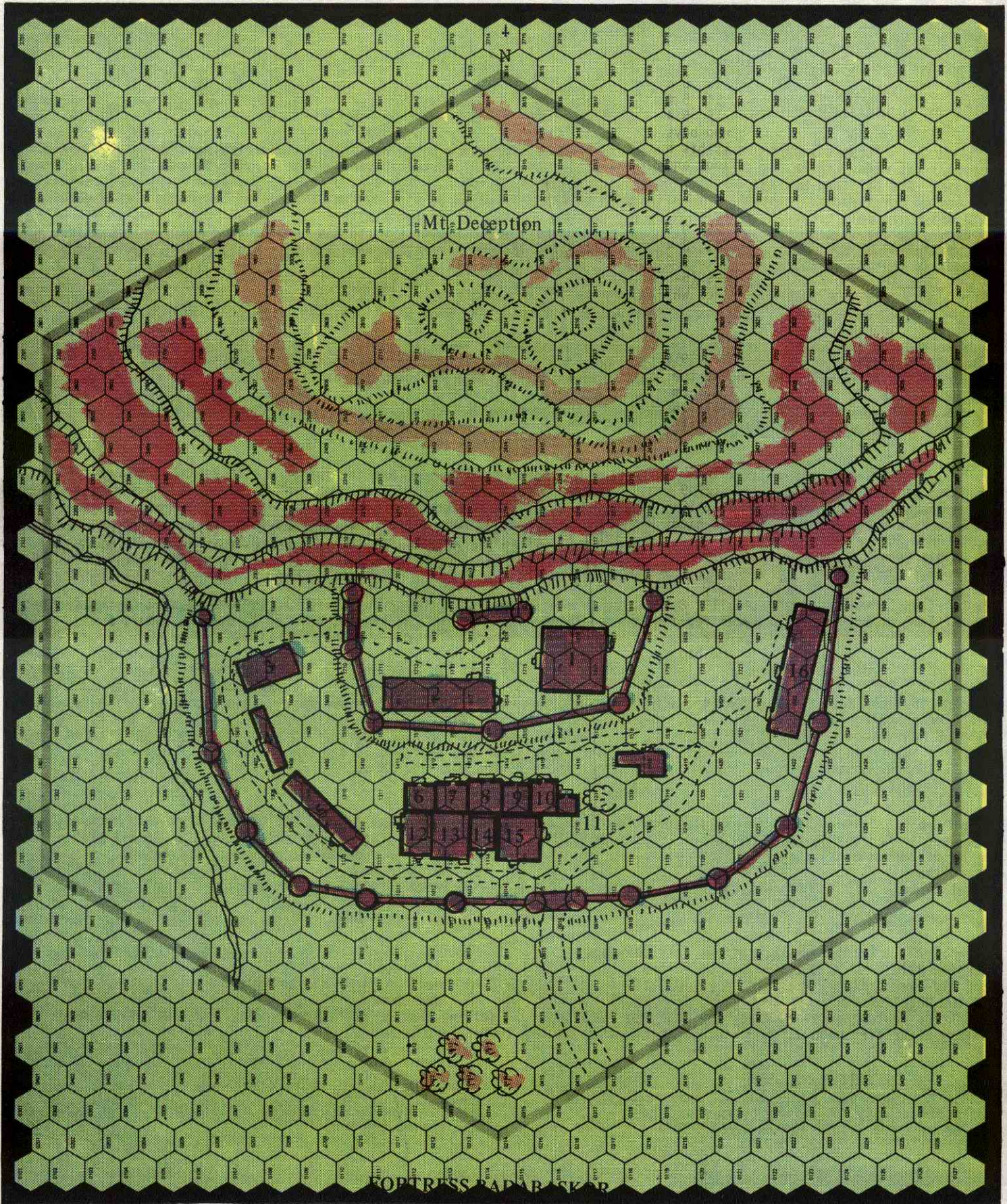
6 Stake Shop is the local pawnbroker's establishment, which helps the raiders unload ill-gotten booty at 50% value. In Ferdipal's back room a giant snake, 4 HD, HTK 13, AC5, guards a strong box with 1200 GP in it (it also has a false bottom containing a Wand of Cold which he has not determined the purpose of or method of operation).
Ferdipal the

Tight Fisted FTR LE 4 18 5 15 13 10 7 14 17 +1 Sword (& +1 HP due to STR)

7 Biffor's Palace of Heavenly Delights
Biffor the Bald MU CE 5 11 9 4 5 13 11 15 9 8 +1 Dagger
Storch Sly-eye FTR N 3 16 7 3 14 7 12 10 9 9 Mace (& +1 HP due to STR)
Crاند the Noseless FTR CE 3 12 8 3 11 5 6 12 7 3 War Hammer
Biffor traps customers in his tavern by drugging their wine and selling them on the slave markets. In his private quarters is a slave girl with 17 CHAR and a lock box with 700 GP, 1350 SP and 5000 CP.

8 Ralltast's Winery
Ralltast the Dwarf FTR N 5 21 5 5 12 11 11 9 8 10 +1 War Hammer
Ralltast is a jolly fellow who likes stories and jokes, but will react in kind to any causing a disturbance. For a good story he will buy drinks and he keeps 100 GP and 37 SP in a strongbox behind the bar.

9 Land Pirates Inn
Bent Nose Torl FTR LE 2 5 6 7 17 9 13 13 12 12 Mace (+2 to HP & +2 to Damage due to STR)
Torl serves the customers from the fortress with some of the most mediocre cooking, which incidentally earned him his



bent nose. However, Rofflod, 1 LVL, N, 3 HTK, AC9, dagger, his waiter, gets most of the abuse as a result of the foul fare. Torl keeps 212 GP hidden in a wall safe in the back room.

10 The Emerald Star

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
Dilwin the Dwarf	FTR	N	6	24	8	6	15	14	11	16	13	10	+2 War Hammer (& +1 HP due to STR)
Thiswin the Bold	FTR	N	5	16	6	4	16	10	13	11	10	11	+1 Axe (& +1 HP and +1 Damage due to STR)
Rethal the Wiry	FTR	N	3	14	5	4	12	11	12	10	13	12	Axe
Santhal Red-eye	FTR	N	4	15	5	4	12	12	14	6	15	8	Axe

Dilwin is a successful gemcutter who buys jewelry at 60% of actual value and then resells them in other towns after judicious resetting. Helping him is his brother, Thiswin and two cousins, Rethal and Santhal. He has 4000 GP in gems in a secret hiding place in the floor and 786 GP in a strongbox.

11 Dwarka Slave Market

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
Setta Black Whip	FTR	CE	7	25	9	5	8	11	9	12	8	9	Flail
Jasemont	FTR	LE	8	41	8	4	14	12	13	12	4	11	Sword
Hlass the Lizard	MU	CE	3	7	9	3	6	13	7	8	12	5	Dagger

Here slaves picked up by the raiders (5-50 slaves at any time) are sold to the highest bidders. Half of the income is turned over to the Duke. Setta Black Whip runs the mart and has 1631 FP in a bag of holding on his belt.

12 Lion's Den Tavern

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
Cordis, Innkeeper	MU	N	7	17	9	6	5	16	12	9	15	14	+2 Dagger

The Duke's favorite, this tavern has the best food & drink. Three slave girls tend to the customers, and three troll brothers, 6+3 HD, 19-25-28 HTK, AC4, armed with massive hammers collect the money (the trolls are necessary owing to the prices which are generally double that normally found). Cordis is little seen except when influential customers are present. He has an invisible chest in the back room that contains 1100 GP and a potion of healing.

13 Hole in the Hill Inn

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
Lathdig Foularm	MU	N	5	12	9	6	11	11	13	8	10	13	Dagger

Two ogres, 4+1 HD, 17-18 HTK, AC5, 1-10 pts. of damage, perform odd jobs, maintain order and serve the house specialty of goats head soup. There is 87 GP hidden under the kitchen floor. Rooms are 1GP/day.

14 Broken Sword Armory

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
Valang Halearm	FTR	N	4	19	8	5	12	11	5	15	8	13	War Hammer

Valang is a talented dwarf who can repair any weapon if given the time and gold. It costs 20-120% of the weapon's construction cost and time to repair it. He knows the alignment of any weapon brought and will tell Cragen of possible enemies unless bribed. He had 537 GP in a small chest under his bed.

15 Flying Horse Stable

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
Elstall the Steep	FTR	LE	3	20	9	4	17	6	5	16	12	4	Sword

Elstall's presence carries an indication of his occupation. He is the main supplier of horses to Badabaskor and makes trips to the surrounding countryside buying or stealing horses to fulfill his contract.

16 Seven Winds House

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
Madam Delrita	MU	N	6	13	9	6	5	16	10	9	15	10	+2 Dagger
Onehand Lansan	FTR	N	6	33	5	4	10	8	12	13	14	9	Sword
Tar Kazak	TROLL	CE	6+3	30	4	3	11	4	5	14	8	7	Halbard

The Seven Winds House offers many forms of entertainment, the degree of which priced as follows- 5GP/Peasant, 10GP/Common, & 50GP/Royal. Much of the gold in Badabaskor goes into Madam Delrita's strongbox, presently totally 3744 GP. Twenty three enticing slave girls work the gambling games and other pastimes.

17 East Wall Barracks

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
Throngath Ironfist	FTR	N	8	39	2	8	16	15	11	17	11	17	+1 Sword (& +1 HP and +1 Damage due to STR)

Throngath rules over the barracks with mean-spirited malevolence and his men are kept orderly as a result. He has the keys to the gate and is responsible for it night and day. He has 150 Heavy Foot, 50 Crossbowmen and 50 Light Foot crew men for the war engines atop the towers and gate.

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
Duke Cragen	FTR	LE	11	59	0	10	17	15	11	12	12	16	+3 Sword (& +2 HP and +2 Damage due to STR)

Cragen is a tall, heavy man who holds his followers in line with awe, gold, and fear. He carries an amulet of protection against Evil High Priests.

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
Talgorkon	MU	N	9	21	4	6	12	16	9	6	17	10	Dagger and Wand of Lightning Bolts

Talgorkon is the Duke's Second in Command. He bears a long scar on his cheek from a mace blow.

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
Vistaz	FTR	N	8	34	2	6	15	13	6	11	12	14	+1 Sword (& +1 HP due to STR)

Vistaz is the commander of the cavalry of the fortress which numbers 150 Bow armed Light Horse, 50 Medium Horse Lancers and 20 Heavy Horse Lancers. He rides with them carrying a +1 lance.

PITS & TRAPS by REB

DUNGEON LEVEL	CAGE TRAP PLAIN PIT	DEADFALL GAS	SNARE LIQUID	SLIDE MONSTER	MISSILE SPIKES	SPECIAL TRAP SPECIAL PIT
1-3	01-70	71-15	76-80	81-85	86-98	99-00
4-6	01-60	61-65	66-70	71-76	77-98	99-00
7-9	01-50	51-60	61-70	71-80	81-98	99-00
10-12	01-40	41-50	51-65	66-80	81-98	99-00
13 +	01-30	31-40	41-55	56-70	71-98	99-00

CONDITION	SIZE	DEPTH
1 No Covering	1 1-6'	1 10'
2 Bait on Mechanism	2 2-12'	2 20'
3 Decoy Distraction	3 3-18'	3 30'
4 Lure Beyond	4 4-24'	4 40'
5 Disguised Harmless	5 5-30'	5 50'
6 Covering	6 6-36'	6 60-360'
7 Illusion		
8 Collapsing		

ILLUSION	DISGUISE	BAIT	DECOY	LURE	COVERING	TRAPDOORS
1 As Area	1 Patterned	1 Food	1 Trap	1 Damsel	1 Reeds	1 Wood 1" Thick
2 Mist	2 Furniture	2 Coppers	2 Fine Sign	2 Prisoners	2 Trapdoor	2 Wood 2"
3 Friend	3 Carcass	3 Silvers	3 Noises	3 Fake Potion	3 Snap-shut Trapdoor	3 Stone 4"
4 Bathtub	4 Camouflage	4 Gold	4 Effigy	4 Sword	4 Snap-shut Grating	4 Reinforced Wood
5 Gems	5 Utensils	5 Gems	5 Painting	5 Fake Wand	5 Crumbling Shell	5 Iron 1/4"
6 Gold Jar	6 Sculpture	6 Jewelry	6 Child	6 As Bait	6 Cloth	6 Iron 1/2"

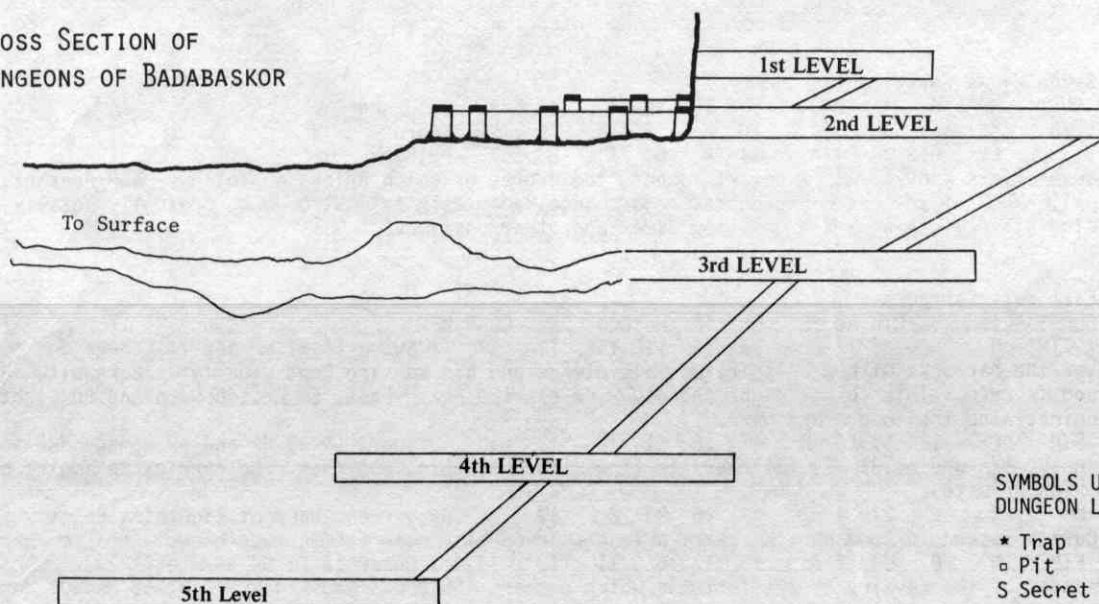
CAGE TRAP	DEADFALL	SNARE	SLIDE	MISSILE	SPECIAL TRAP
1 Wood	1 Wood (1-6)	1 Noose	1 One Level	1 Arrows 1-6	1 Ambush
2 Grating	2 Wood (2-12)	2 Mesh Net	2 Levels 1-3	2 Arrows 2-12	2 Sink 1-6 Levels
3 Iron Box	3 Stone (3-18)	3 Canvas	3 Levels 2-12	3 Poison 1-4	3 Hook
4 Crystal	4 Block (5-30)	4 Tangle	4 To Pit*	4 Spears 1-6	4 Magnet
5 Stone	5 Iron (6-36)	5 Webs	5 To Trap*	5 C'Bolts 1-4	5 Poison Needles
6 Prismatic	6 Spiked Iron	6 Chains	6 Barbed*(1-8)	6 C'Bolts 1-8	6 Magical

* Roll again for depth.

Ambushes can be anything from a concealed cobra to an warparty of Wererats. Poisons include disease spreading coatings to produce the effects of curses found in inscriptions on tomb doors and walls. It is recommended that the Judge develop his own tables for special pits and traps.

LIQUID PITS	GAS PITS	SPIKE PITS	SPECIAL PITS
1 Water	1 Blinding	1 Wood 1'	1 Teleport
2 Quicksand	2 Laughing	2 Wood 3'	2 Trap
3 Acid (2/r)	3 Poison	3 Iron 1'	3 Illusion
4 Potion	4 Nauseous	4 Pos.Wood 1'	4 Geas
5 Oil	5 Sleep	5 Iron 3'	5 Another Pit
6 Paralyz.	6 Shrink 10%/r	6 Pos.Wood 3'	6 Magical

CROSS SECTION OF
DUNGEONS OF BADABASKOR



SYMBOLS USED ON
DUNGEON LEVELS

- * Trap
- Pit
- S Secret Passage
- Statue

DUNGEON LEVEL ONE

Note that each dungeon chamber has a recommended description and some alternate descriptions have been provided to assist the designing judge. Please alter these to suit your campaign!

Chamber or Room

1 This room has firing ports that open on the cliff face above the fortress. There is a ballista, five crewmen; AC 9, 2 HD, HTK 4-7-14-9-10; and one officer; AC 2, 4 HD, 19 HTK: all sword armed. The room has smooth stone walls and a huge pile of ballista ammunition in the northeast corner.

2 A foul smell permeates this chamber where twenty gnomes; AC 6, 1 HD, HTK 3-6-2-5-4-4-1-2-2-1-6-3-2-3-4-5 4-6-1-3, dagger armed; run an ill-kept stable. A smith tends the bright red fire over which he continually shapes horse shoes on an anvil. Eight pair of shoes, bridles, and six saddles hang on the wall behind him. Ten pegasi; AC 6, 2+2 HD, HTK 10-5-7-9-4-13-10-6-5-7, six too young to be ridden; are in the stalls along the north wall. Two gnomes are grooming a pegasus which has just returned from a long flight through the forty foot wide double doors that open to the sky. Four gnomes are required to open or close the doors with rope and tackle attached to the hinging system. The only window is a small porthole above the doors where an old gnome stands on a ledge peering out. Hay is strewn about and feed bags are tied to the wooden posts of the stalls. A long water trough is behind the stalls and two gnomes constantly skim the surface of the water to keep it clean. The pegasi are sickly and discontent with their keepers.

3 This room is similar to room one except the crew are Ogres; AC 5, HD 4+1, HTK 14-25-17-20-14, cudgel armed. They are assisted by three orcs; AC 6, HD 1, HTK 3-5-5, sword armed. The ogres are amusing themselves with the tormenting of a female elf that was attempting to escape the dungeons below by stealing an orc blade. There is a large leather bag with 158 GP, 315 SP, and 488 CP on a stone table by the door. Beneath the table is a pile of dried meat and a large scimitar.

4 Four mottley stuffed bugbears are mounted on stands along the wall to the south. Two orcs; AC 6, HD 1, HTK 3-5, sword armed; are climbing the stuffed bears to reach a mounted pegasus head which has a ruby worth 160 GP under its tongue.

5 Partially lit by a rusty lantern with a purple flame, this slimy room is quarters for two untidy robbers; AC 7, HD 2, HTK 6-5, rapier armed. They are chasing a small rat under their beds and back into its hole. Two chairs are leaning on an oak table with the lantern on it. Forty silvers are hidden under a mattress and 125 GP are caught under a loose stone in the floor behind a chest of rags.

6 Six orcs; AC 6, HD 1, HTK 4-2-2-6-8-1, axe armed; are sitting around an oval table drinking black wine and rolling some bones. Heaped in piles on the table are 390 CP. Two orcs standing beyond the table; AC 6, HD 1, HTK 5-9, spear armed; are tugging on a leather pouch with 75 GP while loudly threatening one another. Another orc; AC 6, HD 1, HTK 8, sword armed; has passed out on a moldy bearskin beneath a hobbit head mounted on the wall.

7 A three foot diameter pillar carved with serpents stands in the center of this room. Five rubies worth 120 GP each are embedded in the pillar near the top. Four kobolds; AC 7, HD ½, HTK 2-3-2-1, mace armed; are feasting on the remains of a wolf in the far corner of this dusty room.

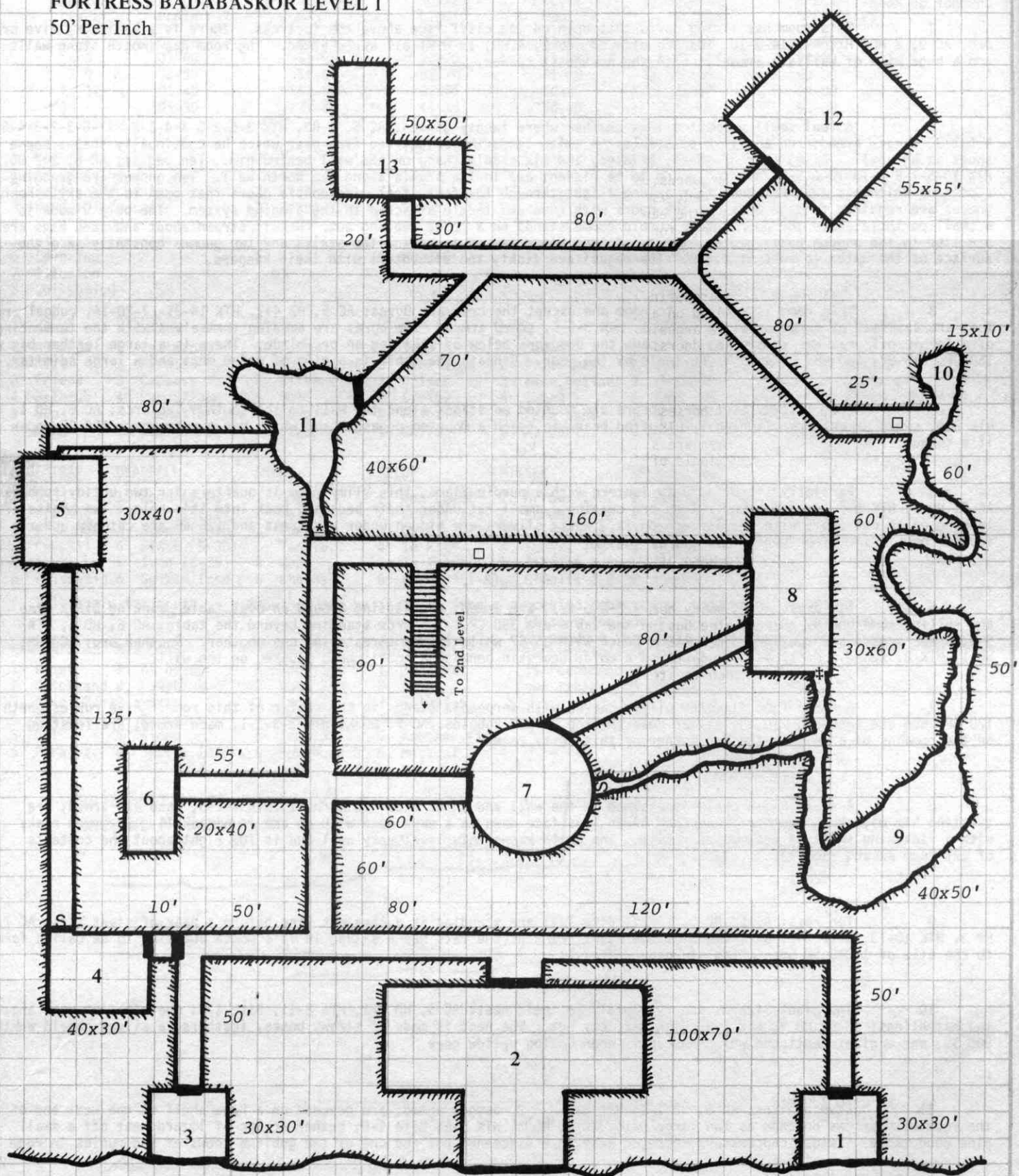
8 A small human child is chained to the wall and three orcs; AC 6, HD 1, HTK 4-2-5, hand axe armed; are tickling him with huge feathers. Another human lays face down in a dark heap with an axe in his skull. The room reeks with a sickening smell of decomposed refuse. The child knows this level very well and is 70% right about the contents of any room except room 12.

9 Ten rats; AC 5, HD 0, HTK 1, Bite 1-3; are standing in a straight line before a pair of giant rats; AC 7, HD 3, HTK 10-13, Bite 1-6; at the end of the room. Each of the rats has a silver in its mouth awaiting to be called forward to the pile of 1,040 SP upon which the giant rats sit.

10 Two giant lizards scurry rapidly to their nest; AC 5, HD 2+1, HTK 8-11, Bite 1-4; wherein five eggs and two hatchlings; AC 9, HD ½, HTK 2-3, Bite 1-2; cry out. The nest is made of straw, bones, feathers, a silver shield worth 860 SP, and a giant centipede which has split open oozing yellow gore.

11 Five goblins; AC 6, HD 1-1, HTK 6-4-3-5-2, dagger armed; are perched on a huge shelf at the west end of the room with arrows notched as two large rats; AC 7, HD 2, HTK 8-9, Bite 1-6; gather scraps of lizard meat off a small pine wood table. Twenty coppers are secreted away in a blackened pot and one of the goblins knows of the rubies in room 7.

50' Per Inch



Level 1 Continued

12 Thick green vines conceal a giant centipede; AC 5, HD 4, HTK 18, Bite 1-3, Kick 1-6 Legs 1 Pip @; and four chests. The chests are carved with the four images of monkeys with their hands over their mouth, eyes, or ears. Each chest contains a Potion of Healing, a jade dagger worth 430 GP, and a scarlet war cloak but the opener must save for poison or lose the ability to speak, see, or hear for one week unless a Remove Curse is cast upon him within 6 turns.

DUNGEON LEVEL TWO

1 MAIN GATE Two guards; AC 4, HD 2, HTK 8-12, spear armed; are standing adjacent the iron doors and an orc; AC 4, HD 1, HTK 3-5, spear armed; is standing by each door leading to the towers. Two guards are posted in the hall AC 7, HD 1, HTK 5-4, bow armed; at the east wall and west wall. A huge painting dominates the hall of the Duke in full battle dress and provides a peep hole for hidden viewers.

2 SMITHY A large fire pit along the east wall lights up the room and a large man; AC 9, HD 3, HTK 15; is standing over the hearth pounding on a white hot slab of iron. A pile of scrap iron is being rummaged through by three orcs; AC 6, HD 1, HTK 2-2-4; while arguing loudly. A barrel of water sits beside the anvil and six pairs of horseshoes are stacked by the iron reinforced doors.

3 STABLES Six horses occupy the south wall with feed bags tied on them in wooden stalls. Several stalls are empty and four orcs; AC 6, HD 1, HTK 1-4-3-3, sword armed; are cleaning them. A water trough runs the length of the north wall. Large barrels of grain are stacked along the east wall and rats are running in and out of them. A warhorse of jet black is standing in the middle of the stable with a fighter; AC 9, HD 2, HTK 7, dagger armed; talking to it as he grooms the horse.

4 GUARD ROOM Four guards; AC 4, HD 2, HTK 14-12-6-9; spear armed; are standing by the doors. A large gong is located between the guards to warn of intruders without proper identification.

5 GOLDSMITH A hoary headed old man; AC 9, HD 1, HTK 3, dagger armed; sits at a table in the southeast corner and is working a gold plated bust of the Duke (worth 2,360 GP) by candlelight. A shelf above the table contains a gem encrusted gold bracelet worth 845 GP, four gold rings worth 160 GP @, and a small stack of 13 gold ingots worth 240 GP @ covered by a cloth. A huge lizard is chained to the north wall within easy reach of the door but unable to reach the goldsmith unless a winch located by the table is turned.

6 JEWELLER Two zombies; AC 8, HD 1, HTK 6-4; guard the wooden door. A grey robed man with a long white beard; AC 9, LVL 3 MU, HTK 7, dagger armed; stands at a workbench in the center of the room working on a silver crown worth 3,500 SP. Three diamonds for mounting are lying on the bench worth 620 GP @ beside a magnifying glass. A buff colored cat which can breathe a two hit die fireball once per day is curled up on the stool beside the jeweller. Hidden in a secret compartment inside the bench is a pouch of precious stones worth a total of 3,750 GP. A locked box under the pallet by the north wall contains 40 SP and 273 CP.

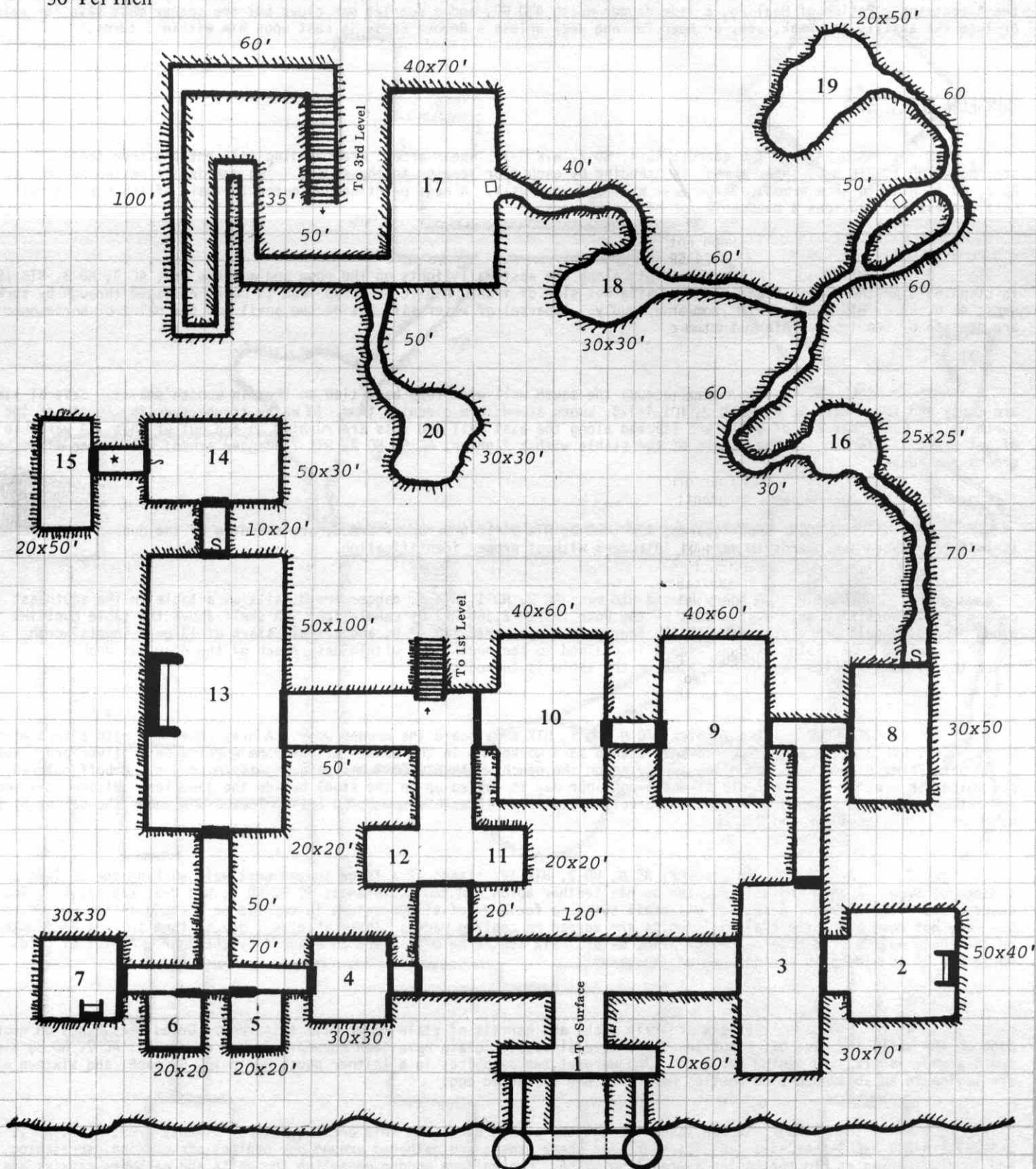
7 ARMORY An armorer; AC 8, HD 2, HTK 12; stands at a forge in the west wall working the bellows on a piece of iron. A long knife is mounted on his leather apron and two assistants; AC 9, HD 1, HTK 2-3; are stacking four swords, and fifteen axes. A suit of platemail suitable for a dwarf-size creature is mounted on a stand in the center of the very hot room and three chainmail tunics are spread on cooling racks. Three shields (one of them split) is mounted on the south wall over a huge barrel of brine water. Six dented helmets stand on a shelf by the door. A hilt of gold worth 355 GP is hidden in a niche behind the barrel.

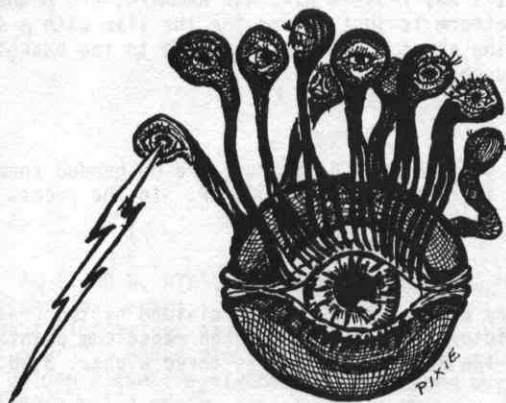
8 STORES Stacks of grain sacks and barrels of stale water fill this room. Dried meat hangs on hooks high on the walls and give off a putrid odor. Several bags of grain have been chewed open and a wererat; AC 7, HD 3, HTK 19, sword armed; is sleeping behind the bags. The wererat, two sapphires in a leather pouch worth 160 GP each, and sixteen mice are laying in an abandoned fire beetles nest with one uncracked egg.

9 BARRACKS Stench seeps through the closed door from this orcs' quarters. Twenty orcs; AC 6, HD 1, HTK 2-4-3-3-1-6-2-5-8-6-3-3-4-2-5-1-2-6-3-1; sword and spear armed; are gathered around one hapless orc cuffing, scratching, and loudly jeering at him for losing a wrestling match. Broken down wooden cots line the walls and each orc carries his wealth with him (2-12 SP) so it won't be lost in the ankle deep garbage which covers the floor. One flea-ridden cot contains a silver box worth 1240 GP with 12 CP and an eyeball with a golden iris that follows the viewer.

50' Per Inch

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Level 2 Continued

10 BARRACKS Wood cots line the walls and a small trunk is at the foot of each cot containing personal items and 3-18 GP, 1-20 SP, and 4-24 CP each. Fourteen men; AC 9, HD 1, HTK 6-3-2-2-4-5-5-1-2-1-2-3-5-7, sword and spear armed; and seven men; AC 9, HD 2, HTK 9-12-10-10-8-15-8, sword armed; are quietly listening to a one of their number who plays a mandolin. The sargeant; AC 9, HD 3, HTK 17; mace armed; is cursing a recruit scrubbing the floor. The sargeant's cot stands in the center of the room and his trunk contains an additional pouch with four opals worth 180 GP each hidden in a secret compartment in the bottom of the trunk. Weapons are scattered throughout the room on the cots and ten shields hang on the walls.

11 GUARDROOM A line of four orc bowmen; AC 7, HD 1, 2-5-6-2, bow and sword armed; are against the east wall and a man sargeant; AC 6, HD 2, HTK 9. sword armed; is standing at the double doors shouting orders.

12 GUARDROOM Four orc bowmen have notched and aimed their arrows at the double doors; AC 7, HD 1-4-3-3, bow and sword armed. An orc sargeant; AC 6, HD 3, HTK 16; mace armed; is crouched behind the archers grunting.

13 GRAND FEASTING HALL A wooden table four foot wide and forty foot long dominates this room. A rough linen cloth covers the table which is centered in the middle of the room with twenty chairs on each side. Ten silver candle holders are arranged on the table (130 SP @) and a large silver vase (480 SP) is centered on it. A large fire roars in the fireplace on the west wall and a gold plated cup (110 GP) stands on the mantel beneath a large portrait of Cragen.

14 PRIVATE CHAMBER Cragen's canopied bed with silk sheets and a large walnut chest with a mirror above it stands along the north wall. Two large marble vases stand on each side of the entrance containing oil. Two crossed swords over a shield are hanging on the east wall and an ornately carved trunk containing cloaks, boots, and a chainmail tunic stands beside a statue of a rearing lion. A suit of platemail is under a mounted in the southeast corner on a rack. A stuffed lion's head is mounted on the south wall and an ivory ship's wheel (worth 1340 GP) is leaning against the wall. A giant bearskin rug is spread on the floor beside the bed. Concealed under the bed is a huge battleaxe with a silver chain (worth 460 SP) on the handle.

15 TREASURY Unless the correct sequence of pressing enamelled tiles is followed before opening this chambers double locked doors, a guillotine will be released which will strike as a 10 HD monster for 6-36 pips of damage to the first to enter the room. The sequence is red, green, and orange although three other colors are present, blue, white, and brown. A hell hound; AC 4, HD 3, HTK 15; lives within the chamber and will attack anyone save Cragen. A necklace of strangulation (worth 1450 GP) is prominently displayed on a raised pedestal. A large chest with 12,000 CP, 378 SP, and 49 GP stands on the west wall beside a pile of silver weapons: six swords, four daggers, two spears, and five maces (worth 134 GP), and a velvet lined box with ten gold cup worth 60 GP each. A stuffed unicorn's head with an ivory horn (worth 420 GP) and six gold bars worth 850 GP each is contained in a four foot urn on the north wall. A shelf on the east wall contains a potion of healing, a +2 Neutral sword, and a jar of rings worth 690 GP. Twenty iron bars (worth 40 GP each) is stacked in the northeast corner of the room. A mounted troll's skeleton holds a +1 shield and a green lacquered spear in the southwest corner of the room. Hanging from the ceiling in the center of the room is a plain brass lantern inside the bottom of which are secreted 25 zircons worth 50 GP each. A scroll of protection from magic is stuffed in a rusty gauntlet under a dented silver filagree helm worth 60 GP by the door.

16 Two giant snakes; AC 5, HD 4, HTK 15-12, bite 1-6; are rearing their heads and biting at the feet of four maidens suspended in an iron cage from the ceiling. The snakes are non-poisonous. Nine large snake eggs are in the straw nest below the white robed girls and one of the eggs has cracked open. The head of a baby snake is starting to squirm out of the shell. The maidens must be healed or they can only move 40' per turn.

17 Four Hobgoblins, 1+1 HD, 7-5-9-4 HTK, War Hammers, are pounding on a large marble slab that is between two black pillars. A small platform is just beyond the the slab with a small wicker basket on it. Three small poisonous red-eyed lizards are crawling about on clumps of refuse in the basket- on closer inspection the refuse includes five green gems worth 200 GP each.

18 Three orcs, 1 HD, 4-2-4 HTK, AC6, Swords, are on bended knee bowing to a large Troll, 6+3 HD, 24 HTK, AC4, Mace, who is sitting on an ivory chair worth 2000 GP. In the recess there hangs two bandits who are being dressed as for dinner by another orc with a dagger, 5 HTK.

19 This cavity is very dry and dusty and is divided by two grey draperies hanging from the ceiling. Near the entrance is a vase with a picture of an ornate, large mausoleum painted on it. On the other side of the curtain, faint moaning can be heard- the source of which is three wights, 3 HD, 13-10-7 HTK, AC5.

20 A large green serpent lays dead on the floor with one ghoul still locked in its jaws. Five other ghouls, 2 HD, 7-6-9-5-8 HTK, AC6, dance on top of it. A large brown burlap bag is on the floor, half open- containing a small +1 shield.



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DUNGEON LEVEL THREE

1 A young red dragon; AC 2, HD 9, HTK 18; is standing on a marble slab ten foot from the floor which is supported by eight pillars spaced three feet apart. The dragon is swaying back and forth watching a large red pearl (worth 3,100 GP) swing from the a blue velvet strap around his neck. Under the slab is 12,000 CP covered by 3,450 SP which in turn is covered by 1,660 GP. Under the coins is the dusty remains of an elven fighting man still clutching the sword "Glordinen of the Golden Flame"; a +1 Chaotic Good sword with an intelligence of 7 and an egotism of 10 possessing the ability of detecting sloping passages if asked to do so. The skeletons and bones of several men line the walls. Scattered amongst them are many broken weapons, partially melted shields, and damaged armor.

2 A thirty foot dragon's head is carved in the rocks of this cavern face. The gaping mouth has huge white teeth forms of stalagmites and stalatites. Sleeping on a large pile of treasure within the mouth is a very old red dragon; AC 2, HD 7, HTK 42; with a large red pearl (worth 4,400 GP) on a green velvet strap about his neck. The dragon's hoard consists of 14,000 CP, 8,257 SP, 3,610 GP, an ivory box (worth 460 GP) containing jewelry worth a total of 2,030 GP, a bloodstone worth 200 GP, and a gold helm set with a glowstone (worth 1,800 GP), and a mace made of electrum worth 180 GP. A pile of skulls and broken weapons flanks each side of the dragon's sleeping form.

3 This cavern is covered with a soft cushion of mossy growths and a slight mound is raised in the middle of the cavern with a depression dug in the center of the mound to form a large nest. The nest is carpeted with 9,800 CP, 10,230 SP, and 3,680 GP. A ring of three wishes, a +1 shield emblazoned with griffon, and a djinn bottle is embedded in the soft red clay walls. Within the nest, two adult red dragons; AC 2, HD 8, HTK 32-32; are drowsily humming contentedly. Each dragon has a red pearl (worth 3,900 GP) on a gold velvet strap about their necks.

4 A small crack in the floor across the entrance of this den will cause gas to erupt around anyone stepping on it PROB 30% less the dexterity of the entering creature. This will cause the victim to fall asleep for 1-6 melee rounds or 1-6 hours if they miss their saving throw. Just ahead are eight giant mushrooms standing in a row and beyond them the ground slopes steeply down. At the bottom is a huge tent of skins beside a huge mushroom covered with red splotches. Within the tent lies Scatharessar, a very old red dragon; AC 2, HD 11, HTK 66; which always pretends to be half-asleep. He wears a red diamond about his neck on a red velvet strap (worth 13,470 GP) which will act as a Ring of Spell Turning. The dragon likes to talk to wanderers and enjoys a good game of chance, but beware his wrath should he lose! The mushroom with red splotches conceals several treasures underneath the splotches- namely a ring of human control, a luckstone and two potions of growth. Behind Scatharessar are two round red spheres, which are red dragon eggs.

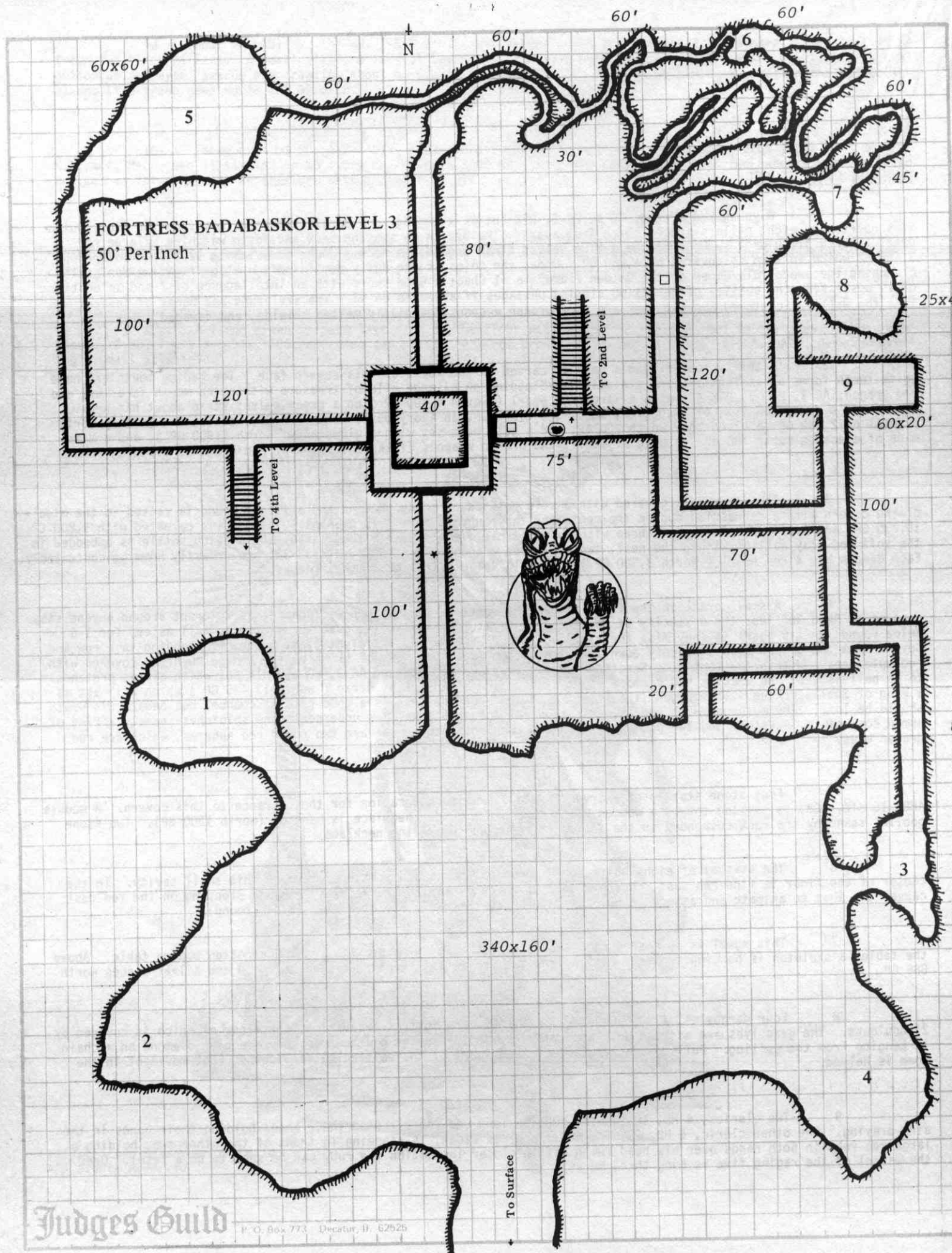
5 Four stone statues of dwarven fighters provide decoration for the entrance to this cavern. A medusa 4HD, 16 HTK, AC8, is walking toward a wooden rack whereupon a golden necklace is hanging (worth 1500 GP). Two stone goblins stand by the rack suspended in the action of reaching toward the necklace.

6 The statues of eight white apes in comical poses are scattered through this small cavity. In the center of the floor is fine red dust, in the middle of which is laying two +1 axes. Anyone stepping on the red dust causes the apes to animate and attack, 4 HD, 14-19-24-12-15-18-22-23, one at a time (1 per round).

7 This hovel is furnished with two large cots, an owl bear skin rug and a rotten wooden table. Above the table, a skeleton is hanging from the ceiling and two trolls sit counting a stack of gold and silver pieces worth 888 GP.

8 Four gargoyles, 4 HD, 16-9-15-17 HTK, AC5, are in this excavation, the floor of which is covered by 2' boulders. The gargoyles are sitting on a heap of rocks in the center of the room, where a blue diamond on a chain is hanging from the ceiling. Pulling on the diamond causes part of the ceiling to fall down. Foot movement in the room is halved.

9 Two clerics, 4 HD, 10-12 HTK, AC9, in long red robes are on their knees holding their hands in the air, praying. One other cleric, 6 HD, 25 HTK, AC5, in a red cloak, is standing in front of the other two, holding a large red ruby in both hands over his head (with little closer inspection the ruby can be seen to be a fake). Over the mantel of the raging fire is hung three maces.



DUNGEON LEVEL FOUR

1 Behind the iron doors which are guarded by two Warriors, AC5, HTK 3-7, morning stars, are three Theurgists, AC9, HTK 7-6-7, LVL 4, daggers, who are sitting at a large wooden table dividing the spoils of a past adventure (1300 SP, 333 GP, a scroll of fireballs and potion of healing). To the left of the table is a Curate, AC5, HTK 15, LVL 5, preparing a meal via a scroll. At the rear of the room is an Amazon, AC9, HD 3, HTK 10, in an iron cage. To the right of the theurgists are the bodies of two Amazons, about which is an unclaimed +1 axe and a +1 long bow.

2 The half battered wooden door is being guarded by three zombies, AC 8, HD 1, HTK 4-7-3-6-8, while two other zombies go about their task of repairing broken weapons. Their master, Ashford the Vile, CL, AC 4, HTK 25, LVL 8, is in a heated discussion at a table in the back of the room about his next victim. Seated with him are two others, Nanex the Bold, MU, LVL 6, HTK 11, AC 9, Wand of Cold, and Zaras, FTR, LVL 4, ACO, HTK 24, +1 Sword, +1 Shield and +1 Armor. There is a large sack in the middle of the table which contains their spoils, 548 GP, 955 SP, 494 CP, and 8 Gems- the value of which totals 550 GP. Behind the table is a lever within reach of Zaras, that controls a trap door located two feet before the entrance to the room.

3 There is a foul odor coming from beyond the wooden door. On the ceiling is a giant spider spinning a web to trap victims as they come through the door, AC 7, HD 4, HTK 20. The floor is littered with decayed matter and broken furniture. In the rear of the room is a trap door which contains a small treasure of 1200 CP and two gems worth 100 GP each.

4 Strange growling sounds can be heard outside the iron-bound oak door. In the room are two Werebears, AC2, HD 6, HTK 36-41, and a Weretiger, AC 3, HD 2, HTK 12. The door is unguarded but for a trap door in the floor, which may be avoided if 50% minus your Dexterity is rolled- if rushing in, otherwise the first character has a 50% PROB of noticing the trap before walking in. Below the trap door is the body of Magic User who made the mistake of rushing into the room. His belongings are being divided up between the Lycanthropes in the rear of the room. There is a Bag of Holding which contains, food for a party of six for two weeks, a Mace of Disruption, Bracers of Defence AC4, and a Ring of Delusion. Around the necks of the Lycanthropes are leather bags each with 64 GP.

5 The sound of a woman's voice can be heard from inside the room. There is a symbol of Discord above the doors to the North and South. Above the South door is a trap door that will drop stones on visitors who do not have a key (the stones do 2-12 pts of damage). Rathera the Enchantress, AC9, HTK 12, LVL 7, is talking to 4 Amazons, AC 4, HD 2, HTK 7-5-4-6, swords, in the right corner of the room at the rear. Rathera has a scroll of seven spells and a +1 dagger. In a trunk, in the northeast corner of the room, is stored four bottles of wine, two suits of chainmail and two potions of healing.

6 This is the realm of Sha-Shoan the Intellect Devourer, AC4, HD 6, HTK 24. The doorway from the north is partially blocked by the body of a Magic User. The room smells of death and there is large piles of trash in the corners.

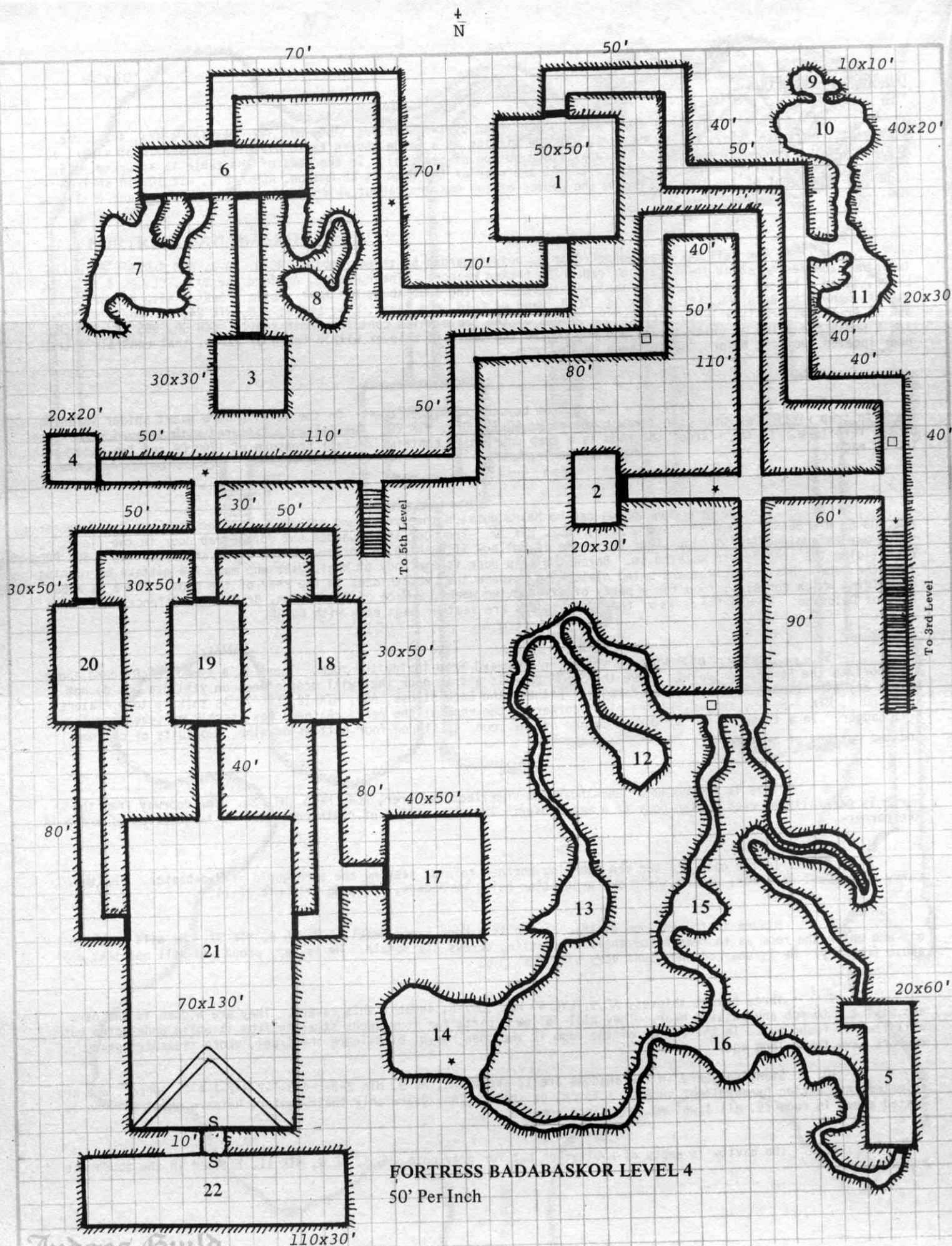
7 In the cave are two men debating whether to risk leaving the stronghold of Badabaskor. The two carry swords but no armor, having their own protection being Wereboars, AC4, HD 4+1, HTK 12-14.

8 Hidden in the shadows of this cavern is a Monk named Meski, AC3, HD 8, HTK 37. He will question all who enter the room as to reason for their trespassing across his domain. He is very proud and will not take any abuse from any. He is unarmed and lives very simply.

9 Three hobbit thieves, AC 9, LVL 4, HTK 10-7-6, inhabit this cavern. They are hidden in the dark and will try to rob any passing near. They will follow a party for four turns stealing from it while undetected but will flee if found out. In the center of the room is the open crypt of Hainare the Cruel, whose treasures grave robbers have taken long ago.

10 Standing guard in the shadows are 12 skeletons, AC 9, HTK 2-3-1-4-3-1-2-3-2-1-4-2, swords, who are animated into action by any light such as a torch, or spell. They guard only their master, Hainare the Cruel who is listed above in room #9, all treasure long since removed.

11 The cavity is empty of habitation but for gray ooze, HD 3, AC 8, HTK 11, located in the southwest enclave.



Fourth Level Continued

12 The cavern wall to the north is covered with yellow mold, destroyed by fire. Ten foot from the passageway is a trap door. If sprung, the victim will fall 10' into a mud pit, with no damage but will sink at the rate of 1' per round (assume that the victim starts stuck up to his waist in muck).

13 In the rough, humid passage are three Doppelgangers, AC 5, HD 4, HTK 16-18-12, hidden, attempting to grapple the tail members of a party and silence them. If alarm is sounded, they will flee in the opposite direction, with their treasure of 400 GP, and 3 gems worth 50 GP each.

14 The screams of a woman in distress can be heard over the voices of 3 men, AC 6, HD 2, HTK 4-5-6, swords, who are molesting a young witch AC 9, LVL 3, HTK 5, whose Wand of Polymorph has failed in actually changing her attackers into toads, since it is actually a Wand of Delusion. Each man has 30 GP in his pocket.

15 Appearing to be vacant and dusty, this room actually houses an Invisible Stalker, AC 3, HD 8, HTK 32, 4-16 pts of damage, who is protecting an invisible chest suspended from the ceiling. Any disturbing the chest will be attacked from behind, by the invisible stalker.

16 Two trolls are fighting, tooth and nail, for the affection of a female troll who is looking on with what might pass for amusement, AC 4, HD 6+3, HTK 26-28-22. The two trolls each carry a leather pouch with 50 GP in each. The female troll holds a large sack containing 75 CP, a dagger and a hobbit who is trussed up.

17 The Quarters of The Evil High Priest
The quarters are guarded by 4 black hobbits, AC 4, HD 4, HTK 22-20-24-18, armed with slings and swords, and their leader a dwarf, Galium, AC 2, HD 6, HTK 33, armed with +1 Hammer and a Javelin of Lightning Bolts.

Many paintings are hung on all four walls, all of which depicting sacrificial offerings. The floor is covered with a strange mist. In the southwest corner of the room is a large bed with four golden posts, each valued at 1250 GP. In the center of the room is a fountain with its center piece, a Goblin spouting blue water from its mouth. The fountain is 10 feet in diameter and is made of finely carved lead. A 10 feet section of the north wall is taken up by a book shelf. In the middle of the book case, hidden behind a very large green book, is a lever that will throw open a trap door located in the ceiling. This lever engages a reverse gravity device that causes all within a 10' radius to 'fall' up into the pit (a ten foot cubicle). Once in the cubicle the trap door will shut and the device will shut off- there is a 1/6 chance that any will take 1 dice of damage upon falling into the pit. In order to break out of the trap, a fighter with a STR of 18, must roll 1 or 2, a total of five times. It might be noted that a pass wall spell will also work.

There is a large desk along the center of the east wall with scrolls scattered about its surface. There is a 1/6 chance for each of the 7 scrolls to have explosive runes cast upon them. In the south east corner of the room are two chests that are almost obscured by the ground fog, and setting on a section of the floor painted yellow. To open the chests, one must drag them at least 6 feet from the corner, or opening them will activate a trap door that will drop the openers ten foot down to a rust monster waiting below, AC 2, HD 5, HTK 15. One chest contains a solid block of gold worth 4000 GP and the other contains a solid block of silver worth 700 GP.

Reyhtuyl, the Evil High Priest, is 17th Level, AC 2, HD 8+1, HTK 49 and there is a 50% PROB of him being present (if not, he is in the temple). On his wrists are Bracers of Defence, AC 2. He possesses a staff of commanding and a robe of blending and a +3 mace.

18 Priest Quarters

Those entering this room have a good fight on their hands with 11 Clerics residing here. One, a Druid, Massophair, AC 4, HD 9, HTK 36, will only be in the room 30% of the time. However, 1-4 of his followers will be present, AC 6, HD 3, HTK 14-12-10, maces. There will 1-8 other clerics present ranging from LVL 1-6, HTK 3-7-10-15-18-20, AC 4, maces.

The floor of the room is made of marble. The walls seem to be emitting light which tends to keep unwanted undead creatures out. In the center of the room is a long table with 6 seats on either side. At the southern end of the table is a large over-stuffed chair with dragon horn arms, that will animate should any fighting break out in the room and attack for 1 dice of damage per hit, two chances per round to strike. The chair is 22 HTK, AC 6, and is studded with numerous precious stones valued at 18,000 GP; incidentally, any attempt to remove the stones from the chair will animate the chair also. Growing out of holes in the marble are five giant mushrooms which line the west wall. Also lining the west wall are 8 doors which open into extradimensional sleeping quarters, inside of which one can see into the room without the door being opened. Treasure found within the quarters range from 50-500 GP each and a 50% PROB of a scroll.

Fourth Level Continued

19 The Preparation Room for Sacrifices

The foul air of the crypts will cause those under 6th level to gag unless a saving throw vs. spells, with a minus 2, and those of 6th level or higher rolling their usual saving throw. Once the saving throw is made, the player need not check again.

Walking through the room, one can see 13 crypts lining the east and west walls. In the center of the room is the Altar of Death. Hovering above the altar at about 15' above surface is Bomoshivac, the guardian of the altar. Bomoshivac appears as the head of a large ram, but is restricted to turning 360° and lowering himself 5'. He has two breath weapons that may be used simultaneously. The first is fire, doing 2-20 pips of damage (half if the saving throw vs. dragon breath is made). The next breath weapon is lighting bolts, doing 1-12 pips of damage (halved if ST is made). Bomoshivac is AC 0, HD 6, HTK 31, 40% resistant to magic.

The first three crypts on the west wall contain ghouls, AC 6, HD 2, HTK 8-12-6. The fourth stone crypt on the west wall contains a spectre, AC 2, HD 6, HTK 30. Crypts five through seven on the west wall contain mummies, AC 3, HD 5+1, HTK 21-12-22, which are fire resistant. Each mummy has a crown worth 200 GP. There is a 50% PROB that there will be a magical item in his crypt. There is also a 50% PROB per round that a mummy will emerge from his crypt.

The first stone crypt on the east wall contains a Medusa, AC 8, HD 4, HTK 17. The next three crypts contain Wights, AC 5, HD 5, HTK 14-12-10. The fifth crypt holds a Wraith, AC 3, HD 4, HTK 13. The sixth crypt contains a Ghost, AC 3, HD 7, HTK 21, causes saving throw vs. fear. Each crypt contains a gem worth 100-1000 GP.

One last menace is Eackor, a Hill Troll, AC 2, HD 6+3, HTK 30, the servant of Bomoshivac. Eackor loves to toy with his victims before he kills them. However, he is subject to death if exposed to sunlight.





20 The Prayer Room

The prayer room is unguarded but there is a 30% PROB that 4 priests of level 6th will be in the room and kneeling in front of three gold plated statues; AC 0, HD 7, HTK 27-22-19; about seven foot tall and armed with sword and shield. If any of the statues are touched in any way, it will come to life and attack only the offender. The statues are worth 9,480 GP each in gold plating however only 400 GP per turn can be peeled off. The priests will be unarmed if present; AC 9, HD 6, HTK 14-18-28. In the center of the room is a small altar and three copper rings rest on the surface. The first ring will add +1 to all saving throws, the second ring will cause to wearer to drop into an endless sleep (no saving throw) until a Remove Curse is cast upon him, and the third ring works as a Charm Spell causing the wearer to obey the will of Angall. Near the rear of the north wall is a small pool of blue liquid in a sculpted basin 5' wide, 8' long and 6' deep. If the pool is walked into it will repair any armor, recharge any weapon, wand or staff, heal 3-18 points of damage, and completely refresh the immersed person. This pool will only work once for any one character per month and should any return to the pool before this time interval is up, he will lose half his hit points to kill and all weapons, armor, wands, staffs, and items immersed a second time in this time interval will dissolve beyond repair.

21 The Temple of Angall

The temple is a chamber of wondrous riches. The floor is inlaid with silver coins 1,310,000 in number and the three doors of the temple are made of copper plated with gold worth 45,800 GP each and encrusted with gems totalling 12,060 GP each, 1200 gems per door. The ceiling is made of brass and of intricate design. In the center of the ceiling is a large black diamond and the fist size gem worth 260,960 GP casts continual darkness throughout the room reducing light spells to half normal value and causing all below third level entering the temple to save for Sleep. Four flying snakes guard the temple; AC 7, HD 3, HTK 9-4-5-7.

The north door is guarded by 2 Spectres AC 2 HD 6, HTK 20-34. The east door is guarded by 2 Wraiths, AC 5, HD 4, HTK 14-20. The West door is guarded by 2 Vampires, AC 2, HD 7 & 9, HTK 28-40. The secret door on the south leading to the treasure room is guarded by 4 Vampires, AC 2, HD 7,7,8 & 9, HTK 21-28-30-45. The throne of Angall is made of Mithril and Adamante, valued at 1,450,000 GP but too heavy for 8 strong men.

The altar of Impending Damnation is located 40' from the south wall. Those who come in contact with it must save vs. poison or are rendered in a coma for 6-8 days. This effect can be reversed by a neutralize poison spell if done in 12 turns. Players with a constitution less than 7 will remain in this state for 6-8 weeks, if below 5, they will suffer death.

22 The Treasure Room

In the hallway leading to the treasure room are two Basilisks, AC 4, HD 6, HTK 24-30. The treasure room doors are guarded by the four Garbon sisters who are medusae, AC 8, HD 4, HTK 22-30-18-14. Amma, the third sister has a ring of spell turning. The doorway is almost blocked by several stone figures (many more have been sold to traders as fine statuary). Here, there is a large eye on the floor in front of the doorway. If this eye is walked over, it will turn the victim to stone.

In the center of the room, lays the sum total of three dragon hordes, about 30x60' in size. Those who view the horde shall fight at a +1 to their attack mode.

DUNGEON LEVEL FIVE

1 This room appears to be empty except for a white porcelain chest against the far wall. On the ceiling above the entrance is a huge Black Pudding; AC 6, HD 10, HTK 42; which will drop down to block the door once everyone has entered the room. Within the chest is a +3 Law-good sword which always glows a faint pink color and grows brighter in the presence of chaotic types. A kitten with pale pink fur lies sleeping on the sword and will attack any chaotic which attempts to take the sword; AC 4, HD 1, HTK 6; with a poisonous bite which induces sleep (2-12 rounds) no saving throw. The cat will follow any sword-bearer and protect the sword if it is separated from wielder.

2 Just outside the door lie two badly charred orcs and the still smouldering door is ajar being separated from the hinges at the top. The sound of ringing iron comes from the room where two mages are engaging in a duel of spells. Kow Klafarn, a lawful-evil man dressed in a grey robe fringed with miniature skulls, is waving his hands in a strange pattern; AC 9, HD 7, HTK 18. Nonchaic the Reluctant; AC 9, HD 6, HTK 13; a neutral mage dressed in a blue robe is changing to an air swimming tiny fish. Nonchaic will aid the party if he is assisted although the battle prevents him from diverting his attention long enough to ask for help. They are fighting over a docile lizard; AC 8, HD 3, HTK 10; which is 2' high and 8' long because it is trained to act as a pack animal and can sing bardic songs like a parrot.

3 Running out of the room is a Rust Monster being chased by a giant spider; AC 4, HD 7, HTK 24. Within the room is the spider's lair and several egg sacs. High in the web in the south-east corner of the room is a dead fighter which is wrapped in spun webbing and he still wears a suit of +1 plate-mail. Beneath the web is another spider; AC 4, HD 3, HTK 15; which will spit webbing at anyone entering the room.

4 Just before the party enters the room, a small child will step out and fearfully tell them that he and his mother were captured by a party of orcs in a small village and taken here to be traded to an evil wizard. The boy has slipped through the bars of the cage in the room where his mother is silently awaiting the wizard's return. Located in the center of the west wall is the cage and a very thin peasant girl wearing rags. The villagers offer to open a secret panel behind which is a Potion of Healing, a pouch of gems worth 895 GP, and a Ring of Read Languages. They are actually Rakshasa; AC -4, HD 7, HTK 28,35; and will journey with the party until an opportunity to surprise attack!

5 This semi-cavernous area is home for a fire-breathing three-headed hydra; AC 4, HD 6, HTK 36, Breathes 3'X20' for 2-12 Damage; which is rummaging through a large metal trunk. Inside the trunk is a crystal ball, 1450 CP, 1200 SP, 255 GP, a gold tea pot worth 460 GP, a Deck of Many Things, and a Javelin of Lightening Bolts. A female slave; AC 9, HD 0, HTK 2; stands beside the hydra with a large silver tray (worth 710 SP) loaded with skinned rats and small lizards. The girl, Lissiena, is forsaken by a former friend which traded her to the dragon for a book...The Chronicles of Former Treasures and Lost Empires of the Hinterlands. She will lead the party to his manor if they help her escape.

6 A magic mouth will warn of any intruders which enter the north passage and a thief; AC 7, HD 4, HTK 12, sword armed is guarding the other entrance. Tied with their hands behind their backs and suspended from the ceiling is three halflings; AC 9, HD 4-3-5, HTK 26-14-38; which have just been robbed. Two thieves; AC 6, HD 5-5, HTK 12-15, sword and dagger armed; are dividing up their spoils: A Scroll of Three Spells; Fire Ball, Hold Monster, and Charm Person; 610 GP; and a Chime of Opening. A Druid; AC 2, HD 5, HTK 18, dagger armed; is sound asleep on a makeshift pallet against the far wall. He has on Bracers of Defense AC 2 and a +1 Mace is in his leather bag.

7 The large double doors are Wizard Locked and a Troll; AC 6, HD 6+3, HTK 25; watches for the approach of the god "Regjherbal the Lord of Three Deaths" (the hydra in the cavernous room 5) at the other entrance. Six fighting men with swords raised high in the air are standing in the center of the room. Cracolf Wolfrunner is the leader; AC 0, HD 5, HTK 48, armed with a +1 Neutral sword; and his underlings stand transfixed and chanting; AC 4, HD 2, HTK 7-5-3-11-9. The Evil High Priest Arinloge; AC 7, HD 9, HTK 53, armed with a Staff of Striking; is standing at the far end of the room near an altar. On the altar is a scroll of meaningless symbols and concealed within the altar is a Potion of Extra-Healing, four pieces of jewelry worth a total of 3,860 GP, a gold helm worth 980 GP, two gems worth 450 GP each, and a sack filled with 340 SP, 220 GP, 35 EP, and a unicorn's horn worth 3,200 GP.

8 The rotting remains of many fighters and other undescribable inhuman corpses fill this room knee deep. On the walls are scenes of terrible carnage and a warning to tomb robbers in many languages. The whole room acts as a one way teleport for any badly mutilated victims within three miles and on another plane of existence. Nothing of real value can be found in the room except broken weapons.

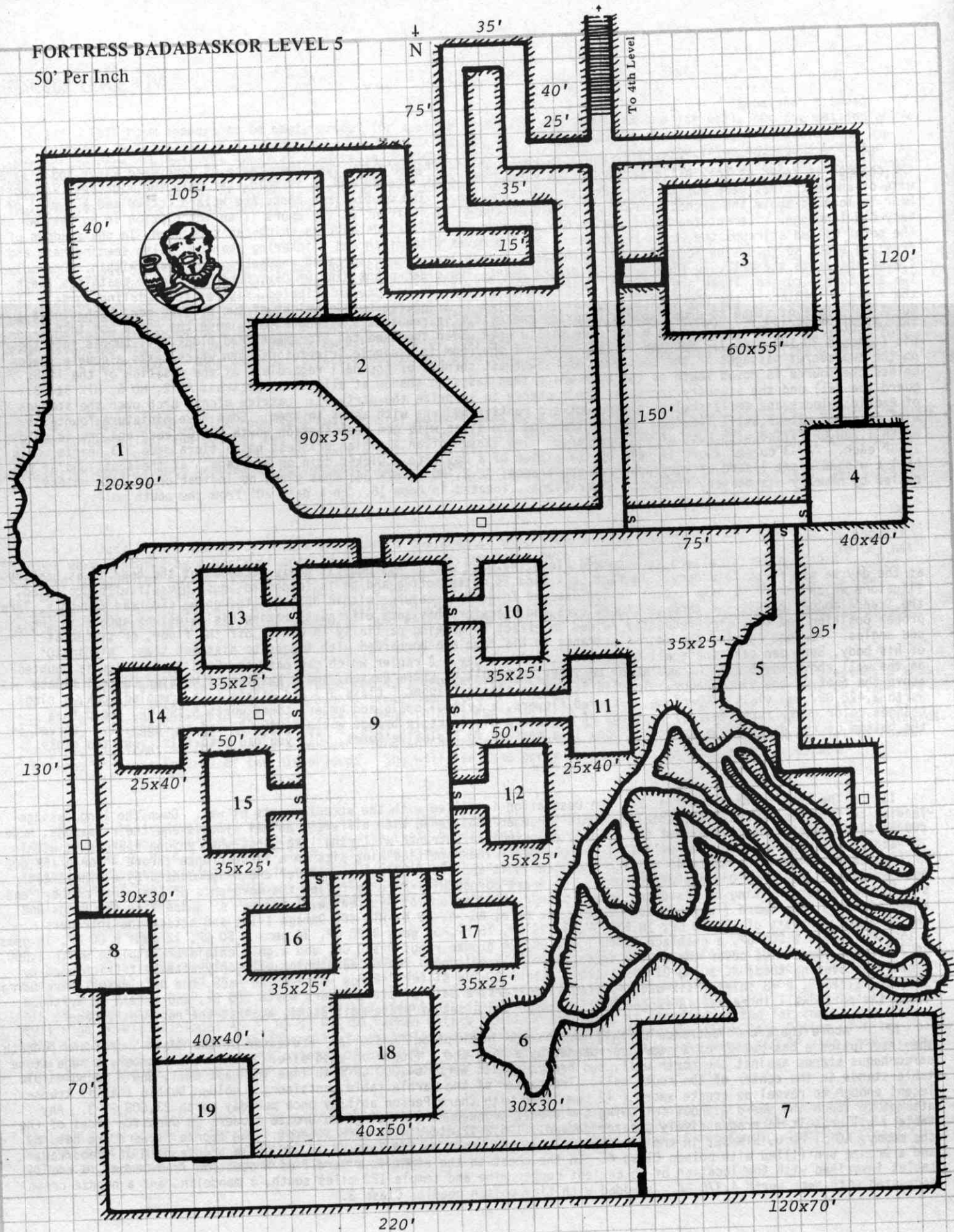
9 This dusty room is filled with ornate carvings and statuary for the remembrance of long dead kings and wizards. The chamber is known as the "Halls of the Dragon-Kings" in local legends and it is told that only the mightiest and most wise of ancient times were buried there amidst their splendor. The double iron doors are Wizard Locked and a Symbol of Fear is located above the arched entrance. Enlaid in the tiles in front of the doors is an inscription in an unknown and very old language... "Lament the mighty which now are gone, To victorious battles which can't be seen, In the shadows of the horn, Gilded stirrups the Demon-tooth keen. He who moves with mirth and flickering phantom, False seeming haze and freezing sword so thin, The Scandalmonger with charm and philter, Unmoving caged unspeaking yet awake within. One only sleeps and waits the call, To ride again on winged beast, The elder-giant King of Day, Hungering for a deathless feast. Two are doubly cursed, Three are tripled, Venture forth alone, Or be forever crippled. Kith of the Swirling Horde". In the first 20' adjacent the doors is a deadfall trap which is triggered by the weight of two or more men which causes a 20' X 40' block of stone to drop rapidly blocking the exit (it requires a strength 40 to move the stone one inch). The weight of three men will cause a 30' deep pit to open under them and the aforementioned block will tumble into the pit (damage 30-180 pips). Mounted in the center of the room is a single Triceratops horn which casts a double shadow on the two secret passages in the southeast and southwest corners of the hall regardless of the position of the light unless the source is moved south of the horn which then casts no shadow at all. Two Spectres; AC 2, HD 6, HTK 31-42; guard the hall and the statuary increases their chance to surprise the party +1. Lattice alcove arch over the statues of exotic colours and small shelves extend outward containing urns with ashes in them. Some have miniature fountains with perfumed waters still flowing. Ten of the urns are silver with gem encrustation worth 430 GP each and one is gold worth 1,780 GP filled with Dust of Disappearance. The statue of an Altanian princess has a tiara made 333 pearls worth 10 GP each. A -3 cursed sword is held by the statue of a boy with a wicked grin on his face. At the south end of the hall a winged giant lizard of very powerful appearance; AC 2, HD 6, HTK 34; that gives no indication of life unless called by name by his master, Stangroth Elder-Giant...located in room 16...on a dais 20' from the south wall.

10 A once powerful wizard is entombed along the east wall. His body is badly decayed but the head is as healthy as the day he was first laid here. In fact, his mind is quite active and he is forced to amuse himself with projected illusions which can do no harm except to confuse and frighten creatures within 300'. Although he can read thoughts, Sarn the Scandalmonger cannot see through others eyes and therefore has some difficulty making his illusions appear in the proper position and they are frequently ruined in effect by walking partially in walls, off the floor, or tilted at odd angles. Persons nearing the secret entrance to his tomb are bombarded with images to distract them. Within 10' of his body, Sarn can cast the spell Suggestion...twice a day. A rapier which can cast one Cold Spell a day is mounted on the wall above the body. An amulet of no value, a Scroll of Charm Person, and a Philter of Monster Control floats above the foot of the sarcophagus. The lid itself is poison trapped (Class 3) and within is a crumbled book, a ring worth 2,420 GP, two vials of perfume, withered flowers, a belt of opals and amber stones worth 5,150 GP, a cap that changes color every turn, several castings of miniature dinosaurs in bronze worth 2,040 CP, and an ebony fly. Carved on the bottom of the sarcophagus under the body is a message in Explosive Runes... "If you can read this, your too close!"

11 The tomb of King Ceniltac of the Desolation is filled with the accouterments of war. Down the long passage leading to the chamber hangs the shields of his liegemen emblazoned with different animal symbols and their weapons, huge swords with jagged edges. The last two shields flanking the entrance will ring like gongs when anyone approaches within 10' and an eerie pale green glow will fill the chamber. The mummified king sits on a large bronze throne (worth 158,000 CP) which has 340 rubies worth 40 GP each embedded in it and the king wears a silver crown surmounted by a single tiger eye gem worth 1,840 GP. One eye of the dried -up inert corpse will turn to follow the movements of the party members and should the eye or the king be disturbed in any manner the treasure at his feet will assume a shape like the kings and armed with the huge sword (worth 1,250 GP) in the pile; AC -4, HD 6, HTK 40, Damage 1-10; and attack the intruders. The treasure consists of 17,400 CP, 18,630 SP, 3,120 GP, 15 PP, 35 gems @ 20 GP, 34 gems @ 50 GP, 12 gems @ 80 GP, 18 gems @ 150 GP, 3 gems @ 200 GP, a necklace worth 1,040 GP, 24 bronze rings @ 140 CP, and a gold enlaid breastplate worth 1,800 GP. Rotting tapestries cover the walls concealing highly poisonous red spiders which will only attack if frightened by rapidly uncovering them; AC 3, HD 0, HTK 1-1-1, Class 5. Ten silver swords worth 65 GP each, two battleaxes, five normal shields, a flail, a +3 shield, six daggers, four scimitars, a pair of silver spurs worth 160 SP, and a helm is arranged along the north wall in racks. A ragged battle banner and a set of plate-mail stands against the northeast corner.

12 Above the arched entrance to this tomb is the inscription "Avaskilee' Protector of the Realm-Sword" and beneath the inscription a bas-relief of a sword surrounded by a ring and a flower on each side. Within the chamber, a huge stone sarcophagus stands against the north wall, two bronze chests worth 64,000 CP each line the east wall, and a round marble table stands in the center of the south wall. The center of the marble table contains a golden bubble that is translucent enough to reveal an ornate sword (+2 Law Sword with Charm Person ability once per day worth 23,000 GP). Any attempt to touch the sword without following the proper procedure (Placing two bronze flowers on opposite sides of the table) will result in progressively greater damage...1-6,2-12,etc...with each attempt. The bronze flowers are held by the mummy; AC 3, HD 6, HTK 32; in the sarcophagus. In the chest on the left is 12,700 CP, a bronze helm of Chaos/Law, and a bronze urn filled with poison Class 4. In the chest on the right is a Scroll of Protection from Demons, a bronze tablet inscribed with the location of an ancient copper mine and temple 120 miles south, a mandolin, and a bronze crown encrusted with gems worth 4,370 GP...studded with tiny poison needles Class 3.

50' Per Inch



13 "Torrangana, Wizard of the Black Talons" reads the inscription above the double locked door to this tomb. Over the short entranceway are many symbols of protection and a warning in high-elven reading "Leave the dark unslain, Or the Terror will become your bane!" In the center of the room is a granite dais three foot high and oval in shape. Chained on the dais is a reptile-like human; AC 3, LVL 12, MU; which will regenerate one point for every shadow which is slain. The wizard is covered with cob-webs and wears an Amulet of ESP worth 2,100 GP. About the chamber are 142 purple eggs which contain one Shadow each, four broken eggs; and four Shadows; AC 7, HD 2+2, HTK 14-9-12-8. In the pile of eggs are a Wand of Cold and a Staff of Power, each topped with a long black talon.

14 The passage leading to this chamber is filled with paintings extolling the virtues of Makel the Sage entombed there. On the west wall is a small eternal flame which emits a lilac smell and reddish light. Encased in a crystalline coffin, the body appears fresh as the garland of roses on his head. If the coffin is cracked, the contents will crumble to dust and fill the chamber in two rounds as Poison Class 2. A large cabinet of teak wood centered in the south wall is labeled "For Future Crises". In the top drawer is a Tome of Clear Thought, in the second is a Scroll of Commune, and in the bottom most drawer is a pouch of 340 varieties of flower seeds. A similar cabinet on the north wall is labeled "For Future Imperialists". In the top drawer is a Gem of Brightness, in the second is a pair of Bracers of Defenselessness, and in the bottom drawer is a pouch of Dust of Sneezing and Choking.

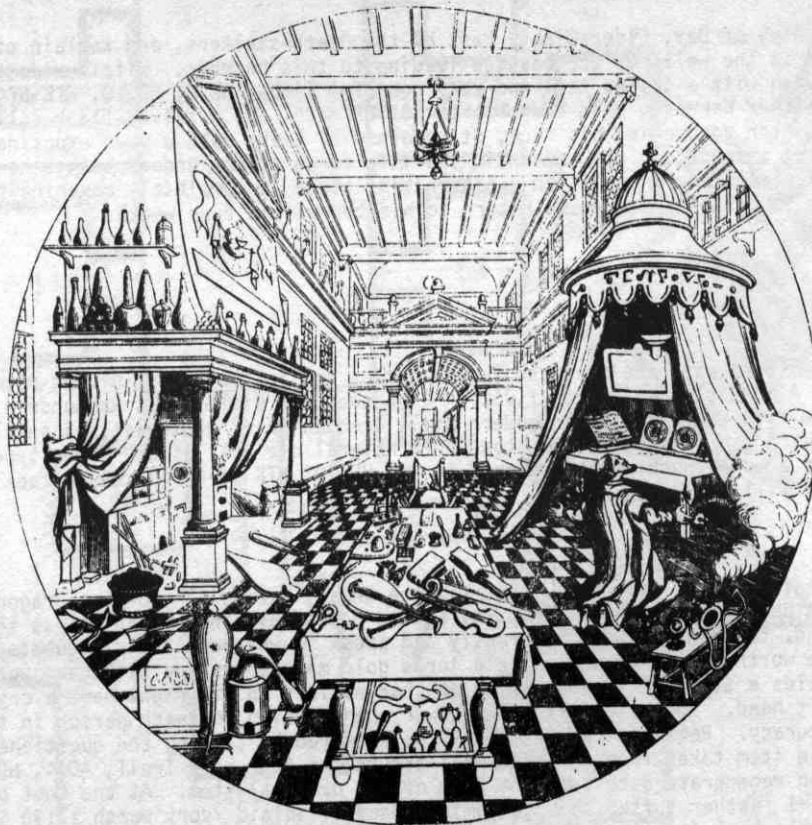
15 The damp tomb of King Briadsum has been invaded by two Ochre Jellies; AC 8, HD 5, HTK 17-28; which have all but consumed the viking longship in which the king was buried. The king's skeleton wears a Necklace of Strangulation, a +2 Neutral sword in a jewelled scabbard worth 6,700 GP, Boots of Travelling and Leaping, and a plain iron helm with dragon teeth embedded in the crest. He lies on a six foot diameter giant shield and forty other plain shields litter the floor on each side of the ship. A large iron pot covered by the tattered remains of furs contains 12,280 CP, 4,520 SP, 610 GP, a gem encrusted coronet worth 3,450 GP, an ivory mirror worth 1,670 GP, a golden clasp and ruined war cloak worth 80 GP, and two sapphires worth 1,400 GP each. In the collapsed wooden prow are four other skeletons wearing scraps of wool and white leather. Around each skeleton's neck is a gold neckring worth 1,440 GP and silver buckles worth 60 SP each lie inside the rib cages. Ten very potent bottles of wine sealed with wax; PROB of Drunkedness 90% per sip; are all that remain of hundreds of others ruined by the collapsed stern of the ship.

16 Stangroth the King of Day, Elder-Giant, Last of the Death-stalkers, and Karlain of the Swirling Horde are the relief inscriptions carved in the walls of the passage leading to this chamber. Within a dust-filled stone box lies an eight foot reptile-like human with a scaled tail and very powerful limbs; AC 2, HD 10, HTK 67; armed with a large morning star. He wears a green leather harness, gold spurs worth 280 GP each, and a silver flask filled with a Potion of Healing worth 210 SP. Two rounds after uncovering his face, Stangroth will awake with a yawn exposing two vampire-like fangs. He will roar with hunger and immediately seek to drain the life force of any undead beings he can find, disregarding all else. The dust in the box places any creature in a hibernating state if completely covering the creature. The speech of humans is irritating to Stangroth and he must return to his box within four weeks.

17 This chamber is lined with the statues of many demons and in the center of the room a large bronze case is resting on a marble base. A gold plaque (worth 1,250 GP) on the base states that Ranmondern the Dragon-King was slain by a hundred foot demon. Within the case is Ranmondern still dressed in +2 platemail, +3 shield, and armed with Demon-Tooth; a +3 Lawful sword which can turn demons to stone on a natural die roll of 20. Four type III demons will appear within 1-6 melee' rounds of anyone touching the weapon; AC -4, HD 10, HTK 36-48-53; and attack the party. If any are turned to stone, the demons will all disappear.

18 The passage leading to the tomb of Tulkanditaz the Great, Wizard-King of the Dragon-People, is lined with four magic mouths on each side which will warn the party not to touch anything within unless the master allows them to, to bow low upon entering, to crawl forward reverently and speak in whispers their requests. Tulkanditaz is seated on a gold and silver throne worth 28,500 GP and wears a large gold mask encrusted with gems worth 8,960 GP, gold plate-mail worth 6,030 GP, and holds a Staff of Wizardry with 46 charges left in his right hand a crystal ball with clair-audience ability in his left hand. The gold mask will answer one question for each person in the party as long as it is on the body with 90% accuracy. Requests for items will be answered by telling the questioner where he must go to obtain the item. Any single item taken from the tomb will assume the form of a Troll; AC 4, HD 6+3, HTK 26; which will attack until killed and then regenerate back into the form of the original item. At the feet of Tulkanditaz rests a Book of Infinite Spells, a +1 feather-tufted spear, a gaming board of inlaid ivory worth 1,190 GP, a +1 gem-hilted dagger worth 3,040 GP, a black marble bowl for controlling water elementals worth 2,650 GP, a Potion of Speed, a Potion of ESP, a Potion of Animal Control, and a Scroll of Protection from Lycanthropes. A chest with 45 fireworks rockets stands in the northeast corner of the room. Should any trolls survive, they will return to the chamber and resume the original shape of the item taken.

19 Only unarmed individuals can enter the enchanted door to this chamber which is surrounded by very thick crystalline walls on the south and west which can absorb 320 pips of damage before cracking. Thousands of books, scrolls, tomes, manuscripts, manuals, codex, tracts, tablets, and stacks of papers fill the shelves 36' high on the north and east walls. These will crumble to dust if the walls are cracked. At a small table a taciturn little old man; AC 9, LVL 13, MU, HTK 29; is writing with a stylus by the light of a large candle. He will inform anyone entering that they must make no noise what-so-ever and all papers must remain in this library. There is a cumulative 05% chance per turn of searching that a magical book is found (Refer to Greyhawk Table V, page 46) and an equal chance that the closed-mouthed old man is angered and orders the individual to leave. If the old man is killed the walls will crumble. Attempts to steal books will anger him if he notices PROB 20% per occurrence. The old man has inscribed a Symbol of Stunning on a scroll laying face down on the table. He will permit nobody to move behind him and no more than three individuals in the room at any one time.



1ST LEVEL ALTERNATE DESCRIPTIONS

This room has a sweet smell to it and wild music echoes off of the bright green walls. A large yellow marble tulip stands in the center of the room containing a bellydancer with a 950 GP emerald in her navel. The girl's eyes cast a charm spell once per melee round and persons falling under this charm will immediately begin dancing themselves to death within one minute per constitution point. The girl cannot be touched and isn't affected by any spell except a Remove Curse which will cause the gem to fall to the floor and the tulip with the dancer to disappear for three days.

Water drips from the ceiling into a well containing a nixie; AC 7, HD 1, HTK 5; and a huge clam with a 1,240 GP pearl inside. The nixie has a pet octopus; AC 9, HD 2, HTK 7, 1-6 Tenacles 1-3, Beak 1-2; which will attack any with the temerity to threaten her.

A troll; AC 4, HD 6+3, HTK 27; is standing between two broken pillars poking at a small white dove in a golden cage worth 1,400 GP. suspended from the ceiling. The dove is a polymorphed princess of a distant land.

Ten large potted plants; AC 9, HD 1, HTK 2; with large red leaves and blue stems are being watered by an old man of small stature; AC 9, HD 3, HTK 14, unarmed; in a brown robe and plumed hat. The plants will spit poison two feet; 2-12 damage if saving throw is missed; and the mute little man will use victims as fertilizer.

A giant snake; AC 4, HD 4, HTK 14; is wrapped around a wooden pole hissing at an orc; AC 6, HD 1, HTK 8, sword armed; which has climbed the rough stone wall to reach a silver candle holder in the shape of a snake worth 516 SP hanging from the center of the ceiling.

This room's floor appears solid but is in fact a soft wet mud which immobilizes anyone stepping on the surface within two melee rounds and will slowly pull them completely under in 10 melee rounds. The heads of two dancing girls will go under in four melee rounds and they are screaming with terror. It takes a combined strength of 24 to pull anyone out.

Three thieves; AC 7, HD 2, HTK 6-3-5, sword armed; sit at a table gambling as a wild pig roasts in a pit. Each thief has 22 GP on their person and a small cask on a shelf contains 135 SP. The cask is poison trapped.

Three gnomes; AC 6, HD 1, HTK 3-5-3, sword armed; have tied an elf to a stake and covered him with oil. Two of the gnomes have a lighted torch and are questioning the elf. The elf's chainmail, shield, and sword are thrown on a heap of refuse in which two rats are rummaging.

2ND LEVEL ALTERNATE DESCRIPTIONS

A large, round and smooth marble cylinder has been placed in the middle of the room with grey ooze covering it, 3 HD, 17 HTK, AC8. An open chest with a black pearl in it (worth 3000 GP) is behind a painting of a giant black horse, which is propped against the wall.

Smoke coming up from the doorjamb, behind which can be heard barking and growling. Three hellhounds, 3 HD, 14-9-12 HTK, AC5, are feasting on two orcs that they have captured. The whole room is charcoal black and a trunk with 6000 GP is by the door burning.

Mirrors cover the walls of this room, making it seem larger than it is. An enchanter, 4 HD, 16 HTK, AC9, is sitting at a round iron frame table concentrating upon a crystal ball. Behind the door is a charmed spotted lion, 3 HD, AC5, 12", guarding the entrance.

A small hobbit, 1-1 HD, 4 HTK, AC7, Dagger, wears a ring with the eye of a cat, holds a stone of controlling air elementals over his head. Two other hobbits, 1-1 HD, 6-3 HTK, AC7, Swords, are sitting in large black chairs smoking their pipes and watching their friend who is chaotic. Though their feet do not touch the ground they seem quite at ease.

A troll, 6+3 HD, 31 HTK, AC4, is trying to catch two rats running for a small hole with gold pieces in their mouths. A small locked trunk has had a new opening chewed in it and contains another 750 GP.

3RD LEVEL ALTERNATE DESCRIPTIONS

A dwarven cleric, 6 HD, AC 9, HTK 21, in a long black robe is standing over an unconscious gnome who is strapped to a small cot. Two dwarven assistants, 1 HD, HTK 7-6, AC 5, hammers, are pouring boiling oil on the gnome's feet. The room has a large pot with a fire under it and boiling oil in it. Three shelves are on the wall holding a jar of blood, six lizard toes, three books, a bag of owl's eyes and a potion of healing.

Six red-eyed frogs are on a small altar and three frogmen, 2 HD, HTK 12-8-11, AC 7, swords, are on their knees kissing the floor. Each frogman has a silver necklace with frogs carved all over it worth 950 SP each and a long green robe with a frog's head on the front.

A square pit in the middle of the room has a blue fog issuing forth from it and within its azure cavity contains a silver statue of a sage with seven eyes worth 1800 SP. Two men, 3 HD, 12-16 HTK, AC 4, spear and sword, stand guard beside the pit. The fog spreads throughout the room and the longer someone is in the room the thicker the fog gets. The second turn spent in the room, one will see only with great difficulty, so that on the third turn, Hit Probability will receive a -1 per turn, accumulative, thereafter. The guards are not affected by the fog.

The room is very dark and cold. Stale straw is strewn about and before a dusty table stands two huge stuffed hell hounds, eyes flashing due to the gems set there (each worth 100 GP). If any light pierces the darkness, two Shadows, 2+2 HD, 10-8 HTK, AC7, touch/1 STR point (loss effective for 8 turns or if reduced to 0 STR, victim becomes a Shadow), lay on the floor behind the hell hounds, waiting for a chance to surprise any walking around the table.

Two zombies, 1 HD, 4-6 HTK, AC8, stand guard by the door which is warm to the touch. The room itself is hot owing to the three large pots which are boiling over and raging fires underneath them. In the dancing firelight a young witch, 5 HD, 17 HTK, AC9, with long jet black hair and purple silk hooded dress has her back to the door, and is pouring a potion (of healing) into a cage on the floor that has a 2' high, wounded miniature pegasus (fully grown), 1+1 HD, 5 HTK, AC6. There are two more potions of healing on a shelf above the cage.

4TH LEVEL ALTERNATE DESCRIPTIONS

Three Wererats, AC 7, HD 3, HTK 19-16-18, daggers, posing as apprentice magic-users, purport to know where a powerful Staff is located but want help in getting to it since it supposedly requires crawling through a long cramped tunnel- which in fact is where they store their kidnap victims who have fallen for the story. If too many of the party want to go along, they will attempt to abort the venture due to the horrible guardians to be met with- in fact they will not attempt to backstab more than two rubes at a time. Ransom offers are up to the referee.



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A BLACK PUDDING

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