

# THE TREASURE VAULTS OF LINDORAN

Judges Guild



By Geoffrey O. Dale



A COMPLETE DUNGEON ADVENTURE  
34 PAGE BOOK CONTAINING A MULTI-LEVEL  
COMPLEX COMPLETE WITH MONSTERS, TREASURE  
AND FANTASTIC HISTORICAL BACKGROUND

Created For and Approved For Use With

## ADVANCED DUNGEONS & DRAGONS™

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## BACKGROUND

Many hundreds of years ago, in the central mountain regions of the continent of Nidevellir, along the shores of the Männera, was centered the High Kingdom of the Elves. This Realm consisted of a large valley along the lake and several cities stretched across the continent. Nearby also were four of the Houses of the Dwarf-Kind which were fast friends of the Elves.

After a long war in which the Kingdom was assailed by an army of undead and demonic warriors, the Elves broke the power (and the Island Continent) of the Elven Magician who styled himself as Lord of the Shadows. Hence arose the name the Shadow Lord's War and that is how he is currently referred to. Most of his minions perished in the destruction of his island, but a few managed to reach safety and one of these came finally among the Drow - those evil Elves who had been driven off underground in an earlier age - and he made himself powerful and influential among them.

After a few decades, the power of the Elves and the Dwarven allies had not yet recovered but their unknown enemy among the Drow had made himself secure and powerful. He then sent agents among some of the younger Houses of the Elves, particularly to those who had suffered most in the recent war, pointing out to them how they had not received what was their due for the great deeds which they had done, and how weak a King sat upon the throne. His agents advised that proper honor and glory would be theirs should they only arise and demand of the King recognition. After a time, he was able to poison the minds of several Houses against the King and rebellion began to be discussed; when promised military aid and supplies, the rebellion became open. . . in the course of the following war, dragons were set upon the Dwarves to prevent their aid and in this time the son of Othmir (King of the Second House), Fafner, learned to shapechange into a dragon form and thusly destroyed the Fifth House. . .

It eventually came to pass that the King and a greatly outnumbered force were left in control of the capital city of Lindoran and were soon to be overrun - and they knew it. The King, a Magician of the College of Imladistar (the City of Wizardry and Magic), then caused the Vault holding the most valuable treasures of the Kingdom to be opened and then sealed the Vault with his Crown, Sceptre and Signet Ring, along with a Ring of Power inside. Great enchantments were then laid to repulse any creature, living or not living, that knew not the counter-spell. The King then went off to battle and his death. Those who knew the opening spell were either killed in battle or were later tortured to death by the Drow captain leading the insurrection (of the family, Kilsek) so that the secret was lost. The Drow never breached the Vault of Lindoran.

## READ TO PARTY

Your party has come through the wilderness and mountains surrounding Lindoran to seek after the fabulous treasures of an Elf-King now a thousand years dead. The protection spells have been weakened over time so that you think that you can get inside of the Vault safely. New problems have arisen, however, for now there is an ancient red Dragon in the Plaza outside of the double doors leading into the Treasury. The doors are made of four metals -- Bronze, Silver, Gold, Platinum -- and a like set of keys hang on the wall nearby. But first the Dragon must be gotten past...Perhaps he can be driven off, maybe he can be sneaked past and the keys stolen (for all of the many legends about this place being told in the Mannish areas far to the Southwest tell of magical metal keys which hold the power to enter certain sections of the Vaults) or maybe he can be bribed...What is your party going to do?? The Dragon isn't going to be leaving, for he has a good-sized hoard taken from the sack of several Elven and Dwarven towns.

Do you have enough men and magic to tackle this job? A lot of healing is going to be necessary, for rumors are that once the Vault is entered, it cannot be easily left; going out is harder than is coming in...Be brave, may Bes travel on your shoulder.

## NOTES TO THE JUDGE

The party will not be able to leave without one of the Rings, either the Ring of Healing or the Signet Ring of the King, for the slab of stone on the 0th level which drops to expose the ladder leading to the main dungeon will return to place after 1 hour. To make it drop again from the inside, one of the Rings must be touched to a shallow mask of metal which is part of its underside. The only way the players will know of this is by climbing up the ladder, finding that the stone is in their way and feeling out the metal mask for themselves. The King would certainly not have left a message to guide potential grave-robbers, etc...It would have been more likely for him to plan for them to starve and become Special Skeleton Guards.

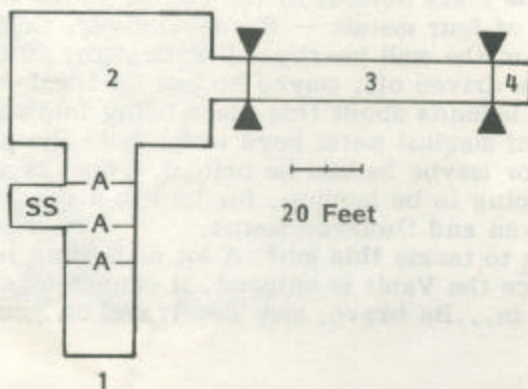
In the dungeon, NO spell of Teleport-like nature will work due to the lining of all rooms and hallways with 4" of lead. The parts of the protection spells which prevent astral and ethereal entry still function and they serve to prevent such escapes by the players. A clerical Word of Recall will still function for it is considered to be an act of the Cleric's Diety. Spells which do not work are *Dimension Door*, *Teleport*, *Blink*, *Phase Door*, *Passwall*, and others like these.

Consider the hallways of the dungeon to be lighted by the presence of items which have had *Continual Light Spells* put upon them and are fixed to the walls with spikes.

SS, ZZ and other special UNDEAD-types are cleric immune!

# DUNGEON LEVEL ZERO

## GROUND LEVEL



NOTE: THE ENTIRE DUNGEON IS LINED WITH LEAD, SO THAT ANY SPELLS LIKE TELEPORT, DIMENSION DOOR, PHASE DOOR, ETC...WILL NOT WORK--EITHER AS TRANSPORTATION WITHIN THE DUNGEON OR TO GET OUT. FOR THE SAME REASON, ESP CLAIRAUDIENCE AND CLAIRVOYANCE WILL NOT WORK, NOR WILL CRYSTAL BALLS OF ANY SORT.

## KEY TO ALL DUNGEON MAPS

- A- Location of Iron Grill
- SS Location of Special Skeleton Guard
- ZZ Location of Special Zombie Guard

## GROUND LEVEL

### DUNGEON LEVEL ZERO

- 1) The plaza outside of the vaults of the Elven King. Since the destruction of the Kingdom, the site has been occupied by an ancient Red Dragon who had heard of the wealth within. This dragon has 11d8, 88 HP, talks common and Elvish and is able to use magic -- two each of the first four MU spell levels.

He has made a pile of assorted valuables from the old capital city which he sits on and spends a lot of his time in trying to devise a way to get to the dungeon below -- for he is several times too big to fit through the doorway. He knows quite a bit about the dungeon and can be bribed, if offered a large amount of coin and/or magical items.

In this way the party can learn that much of the important parts of the dungeon depend on the ring of four keys which hang next to the double doors; that some healing is available inside; that once inside the Vault, the party will not be able to leave it again without the Ring of the King; that are four-armed and golden-handed (and they ought to pay a fortune to learn this last bit of news).

The dragon will be willing to make a deal with the party -- in exchange for allowing the group to go into the dungeon, he will allow them to keep a handful of gems, a backpack full of coins and 4 pieces of magic: but they must agree to spend a  $\frac{1}{2}$  day carrying out coins and gems and items to increase his hoard. He will require an accounting of the party's equipment before letting them in, so as to recognize new magic coming out (he has a wand of *Detect Magic* as part of this present hoard). Naturally, he will actually let them in, but he will attempt to eat as many of the party as he can after they provide him with more hoard; if necessary he will follow the party for 2 days, hoping to raid them during the nights. He will attack unless the party seems to be much stronger than they were going in -- this hinges on appearances only.

Of course, this will only happen if the party attempts to converse with the dragon; if attacked straight away, it will defend itself and never allow the Keys to be taken peacefully.

The entrance consists of two 5' wide doors which are made of solid mithril and are obviously of Dwarven manufacture. In the center of the left door is a Bronze lock and handle and in the center of the right one is a Gold lock. On a keyring which is hanging on the wall are four keys: GOLD, SILVER, BRONZE, AND PLATINUM. If the GOLD key is inserted into the GOLD lock and the BRONZE key into its lock, and both are turned, the doors will open. The party will feel a tingling and pricking feeling as they enter and it will be obvious to any MU-type that it is the remaining force-field from the King's ancient spell: there is a 5% chance per character passing through, that they take 1-4 points of electrical damage from this, no saving throw.

A straight passage leads into a large room, but in front of the party are 3 obstacles, blocking the passage. An iron grill, with 2" bars set 2" apart, has been lowered to the floor from the ceiling and it completely blocks the passageway. To move it, the characters must make their BEND BARS/LIFT GATES roll, or a wizard must throw a *KNOCK SPELL*. ALL SYMBOLS -A- ON THE DUNGEON MAP INDICATE THE LOCATIONS OF A GRILL OF THIS TYPE, AND ALL MUST BE OPENED IN THE SAME FASHION.

- SS) Special Skeleton Guards. These skeletons are standard for this level and for the main underground level; the Ring areas have their own stands which will be mentioned there. The SS are AC 0, have 23 hits, use spears +2 and see invisible. They attack as do the monsters 8d8. There are always two of them present, unless otherwise stated.

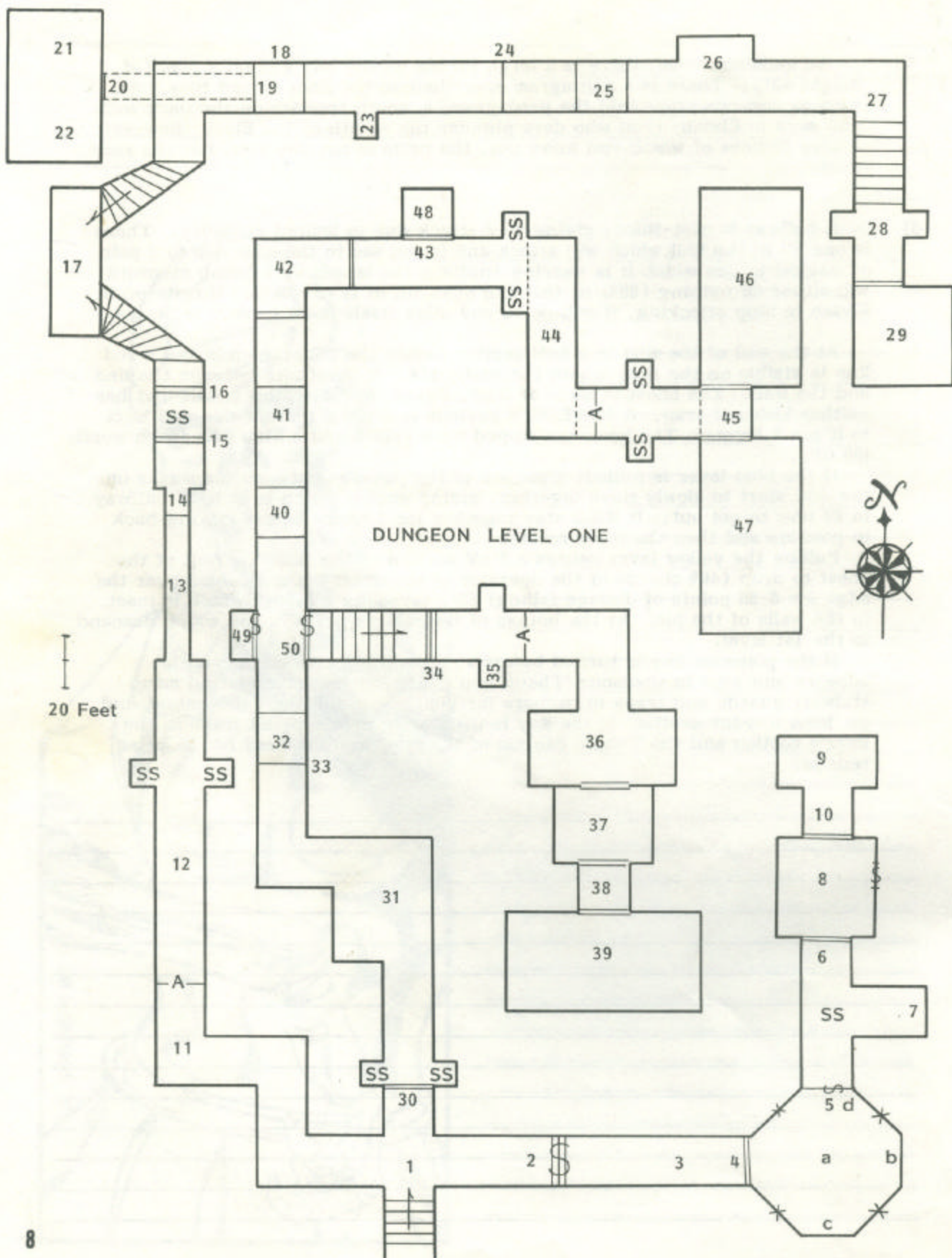


- 2) An audience room, there is a large throne on the left wall on a dias (of height 12"). There is a pentagram enscribed on the floor in red tiles. As soon as someone steps into the pentagram, a mouth appears on the back wall and says in Elvish: 'You who dare plunder the wealth of the Elves, Beware! I have devices of which you know not, the prize is not yet won, nor the race over.'
- 3) A hallway is mist-filled, giving a -2 attack due to limited visibility. There is one SS in the hall which will attack and it can see in the mist due to a pair of magical lenses which it is wearing (putting the lenses on a living creature will either do nothing (80%) or tear the eyes out of it (81-00%). If ordered in Elvish to stop attacking, it will do so and allow itself to be hacked to pieces.
- 4) At the end of the mist is a 5x5' section before the passage ends and a red line is visible on the floor where the mist ends. A chest sits between the line and the wall. The chest is made of Gold, Silver, and Platinum metals and has neither lock nor trap. A PLATINUM keyhole in a metal plate inside and next to it are 2 levers. The lever are tipped by a yellow and a blue gem (each worth 100 GP).

If the blue lever is pulled, a section of the passage between the marks on the map start to slowly move together, giving anybody who is at least halfway to #2 time to get out. It WILL stay together for 3 hours before moving back to position and then the lever resets.

Pulling the yellow lever causes a 5'x5' section of the floor in front of the chest to drop (40% chance of the operator of the chest being tumbled over the edge for 6-36 points of damage falling) 60', revealing a ladder which is inset in the walls of the pit. At the bottom of the pit is a set of steps which descend to the 1st level.

If the platinum key is turned before the plate drops, a magic mouth appears and says in Common: 'Thank you gents for you have alerted many stalwart guards and traps to prepare for you. Now pull the yellow stone and go down to your deaths' If the key is used after the drop, all traps in the Bear's section and the Temple Section of the level are disarmed for 30 melee rounds.



## LEVEL ONE

- 1) A four-way intersection, dividing the level into three wings: North is the Temple, South is the Bear's Wing and west is the Armory Wing. There is an inscription in the tile in the center of the intersection, in Common: 'May your bones rot for getting to this place, yet Mist lives for to travel past fore the arcane may be taken. I will laugh yet!'
- 2) A wooden chest sitting in front of an ornate wooden end piece. There is no lock on the chest but it is humming softly! When the chest is opened, it will disgorge 20-200 bees per round for 6 rounds and each rounds worth of bees can sting for 1 point of damage. There is a 20% chance for a human, 35% chance for an elf or halfling and a 50% chance for a dwarf to determine that the wooden panel is fake and is concealing a stone wall behind -- this is only if they examine the panel carefully. There are normal chances for anyone to find the secret door condealed within the stone slab. If fire is used against the bees (ie. *Fireball/Lightning*) a section of the wooden panel will be burnt through and the players can see the stone beyond.
- 3) The Hall of Bubble. This hall has (2-24) bubbles, each about 2' diameter, floating along with (1-3) Gas Spores. The bubbles appear as silvery balls which reflect light. Bubbles have AC 8 and 1 hit point. The bubbles will float towards the characters, moved along by the draft created by opening the door, and they will attempt to block the path by spreading out (primitive pre-programming). If a bubble is attacked or even violently shoved, it will break, doing one of the following:

| <u>Roll %</u> |       |                                     |
|---------------|-------|-------------------------------------|
| 1.            | 01/20 | 1-3 points within 5'                |
| 2.            | 21/50 | 1-6 points within 5'                |
| 3.            | 51/70 | 1-8 points within 10'               |
| 4.            | 71/85 | Deafen 1 creature for 1 hour        |
| 5.            | 86/96 | Cause unconsciousness for 20 rounds |
| 6.            | 97/00 | 4-24 points within 10'              |

They can be moved aside by lightly prodding with spear butts, staves or poles. The Gas Spores will attack as usual.

- 4) An iron door with a BRONZE and a SILVER lock in its center; using the SILVER key in the SILVER lock will open the door, but any other combination will result in the player taking 1-8 points of electrical damage.
- 5) A large room with four mirrored panels (X), two panels of dull silver, (c&d) and one which is covered by a velvet cloth (b). In the center (a) there is a shallow pit of about 2' depth and 10' across; the edge and the sides of the pit seem to be solid silver. In the pit, without any visible means of support (ie. gas jets, coals, wood, etc.) is a large fire which fills it entirely.  
Those who make a saving throw, rolling their intelligence or less on a d20, will see the following: in the center of the pit is a hole which is 5' across with a ladder going downward and also, that there is a light which is shining THROUGH the silver panel @ (d).  
In wall (c) is an inscription made of chipped black onyx that has been fastened to the wall. In Elvish, it says: 'Pause if you will, in your search for my crown, and pay respects to Ptah the Creator, in the person of this Holy Fire. The prize is not yet on head not on hand and still are the offices mine to give. Yet, should you pass the colors moving, the Kingdom may perhaps become thine'. Also on this wall, is hanging a small wand with a heavy knob on the end, as an undersized club.

Characters who can see through (d) will discover that they may walk through it as well, into the hallway beyond and have no ill effects from doing such.

If the cloth (b) is moved aside, the players will see that there is a mirror which takes up the entire panel and is divided into 20 sections; this being a grill of 5 rows and 4 columns. This is a special mirror of LIFE TRAPPING. 17 out of the 20 cells have a creature in them, and these creatures can see and hear what is going on in the Temple Room when the cover is removed.

The wand of (c) will allow the players to talk to 5 of the occupants, simply to pointing the wand at a cell and speaking -- this will not perform translations, however, so the characters will need to be able to speak whatever the creatures inside know. LOOKING AT THIS MIRROR WILL NOT TRAP AN OBSERVER, SINCE THIS IS FED BY ANOTHER SOURCE WHICH IS NEARBY! The creatures will come out with nothing except their bare skins if the cell in which they are contained is broken (STR 10 is required). The cell will remain broken until another creature is taken into the mirror to take its place.

|     |                     |         |          |
|-----|---------------------|---------|----------|
| 1.  | Kur Warrior         | hits 58 | align LE |
| 2.  | Brownie             | hits 4  | LG       |
| 3.  | Gnome , Fighter 5th | hits 33 | NN       |
| 4.  | Cyclops , 11d8      | hits 76 |          |
| 5.  | Gnome , Fighter 2nd | hits 9  | NN       |
| 6.  |                     | empty   |          |
| 7.  |                     | empty   |          |
| 8.  | Human , Fighter 2nd | hits 15 | NE       |
| 9.  | Troll               | hits 32 |          |
| 10. | Shadow              | hits 14 |          |
| 11. |                     | empty   |          |
| 12. | Dwarf , Cleric 4th  | hits 53 | NG       |
| 13. | Troll               | hits 26 |          |
| 14. | Ogre                | hits 29 |          |
| 15. | Leprachaun          | hits 4  | NN       |
| 16. | Ogre                | hits 31 |          |
| 17. | Cyclops             | hits 78 |          |
| 18. | Demon Type 3        | hits 52 | CE       |
| 19. | Wereboar            | hits 36 | CN       |
| 20. | Quasit              | hits 20 | LE       |

## MONSTER EXPLANATIONS

Kur - A race of highly intelligent carnivores who resemble a cross between a Grizzly Bear and a Gorilla. They have the same mental development as do Humans and are capable of much the same technology. The Kur is very savage and highly warlike, fighting among its own kind as much as with other races. It cannot eat grain or other non-meat foods and is fond of hot blood as a drink. Alcohol does not effect it. While a Kur can fight very well with normal weapons (except Bows) only the nobility and warlords possess them, and the normal soldier will either carry a club or more usually a dagger. Kur prefer to use their teeth and claws in combat: damage: Bite 1 - 10. 2 x Claws 1 - 8. They possess 8d8, which represents their adult form. They are naturally AC 4 and rarely (15%) will use chainmail and shield, though their leaders will always do so.

Kur have natural infravision and are more at home in the dark, around mountains and in forests than are Humans. They track as a Ranger and have extremely good senses of smell and hearing, only being surprised on a 1 - 4 of 12 when in the wilderness. Some 10% of them are born with white or grey-tinged fur, as opposed to the dark brown of the normal Kur -- this tiny minority are able to use magic, (if they have the opportunity to learn it) equal to an Orc Witchdoctor.

The normal Kur is chaotic/neutral in alignment/ leaders tend to be either lawful/neutral or lawful/evil in their outlook. They will always treat Humans as slaves and livestock and kill Elves instantly.

Cyclops - 16' tall Giants with gray skins, bald heads and only 1 eye. They hate human beings above all and generally ignore other races except when they become between the Cyclops and supper. They have 11d8 hits and an AC0. Damage from their fists is 2-12 points; should both hands hit there is a 40% chance that the victim was squeezed and lifted to a height of 10', doing damage of 3-18 and on the next round the Giant will then throw the victim against whatever is handy, doing an additional 2-24 from the impact. They speak Common tongue and their own language.

6) A door, locked from the Temple side, unlocked from the other.

7) The keys to the Tokens of Kinship of the High Elves, which are on the 2nd level and reached through the Flame Pit. On a table at the end of the alcove is a silver rack (value 824 GP) and a set of black metal wands is sitting upon it. Each wand is made of adamantite and each has a different color gemstone at its tip; each tip glows softly.

In addition to being useful to unlock the Crown Vault, the wands have the singular ability that each one of them will absorb 5 charges of a single kind of spell, if the wand is unsheathed in that spells' presence -- usually one spell which is related to the spell which is needed to release on the Prismatic Layers Prismatic Layers surrounding the Crown. The layers may be released in one of two ways, first by using the proper spell to negate it, and second by touching to it the wand which bears its color gemstone. The Layers function in all ways as a Prismatic Wall spell does and is negated in an analogous manner. The wands and spells absorbed are:

# KUR



1. Red Ruby
2. Orange Pumice
3. Yellow Sapphire
4. Green Jade
5. Clear Quartz
6. Copper Nugget
7. Purple Amethyst
8. Brown Crystal
9. Mirror
10. Blue Garnet
11. Gold Nugget
12. Grey Shells
13. Black Onyx
14. White Pearl
15. Silver Nugget

*Charm Spells*  
*Lightning Bolts*  
*Magic Missiles*  
*Slow Spells*  
*Fingers of Death*  
*ESP Spells*  
*Polymorph Spells*  
*Ice Storms*  
*Disintegrate Spells*  
*Curses*  
*Flesh-to-Stone Spells*  
*Confusion Spells*  
*Darkness Spells*  
*Fear Spells*  
*Fireball Spells*

The mirror which covers the entire back wall is the key to the trapped soul mirror in #5. Entering the alcove awakens the mirror and it remains on for 10 rounds and is then dormant again for 10 rounds. **THIS IS THE LIFE-TRAPPING DEVICE.** To avoid getting caught a player must roll their Wisdom or less on a d20. Note that unless the party has already broken one or more sections, only 3 creatures can be captured and put into storage. Alternately: after the 3rd creature in addition is captured, for all subsequent capturings made while the mirror is full, roll 1d20 and the corresponding creature has his soul destroyed to make room for the next one.

- 8) A small armory with lots of swords, daggers, staves, axes and spears. There is **NO ARMOR OR SHIELDS IN THE ROOM.** Players have a 20% chance of getting a broken weapon despite the most careful checking -- a weapon which has a 30% chance of breaking on any given hit and does -2 damage when it does damage. Players also have a 5% chance of getting the following (roll once per searcher):

- |    |       |                                                                                                 |
|----|-------|-------------------------------------------------------------------------------------------------|
| 1. | 01/40 | weapon +1                                                                                       |
| 2. | 41/70 | weapon +2                                                                                       |
| 3. | 71/90 | weapon +2, +1 on damage vs undead                                                               |
| 4. | 91/96 | weapon +3                                                                                       |
| 5. | 97/99 | weapon +3, +2 on damage vs undead                                                               |
| 6. | 00    | weapon +5, Attack bonus only applies in this dungeon, in any other circumstances is a +2 weapon |

Only one magic weapon can be found by the same player, they cannot be allowed to sit here and collect magic. Also, it is possible that the magic items found are also broken ones and will break as per the ones above.

In a secret compartment in the north wall are 4 Swords. These are special, in that they have a pure silver blade and haft (10 000 GP worth): they are +4 to hit and damage vs. **NONCORPOREAL BEINGS** (undead only) and are -4 to hit and to damage vs. any corporeal (including wights, zombies and skeletons). The possession of one by a Cleric will add +2 to his rolls for turning the Undead. Note, cleric cannot fight with sword though. If the wielder of these swords is struck by an undead which drains energy levels, there is a 30% chance that each individual attack will fail to drain a level.

- 9) A bare, empty room which is where the players are sent from the teleporters on the lower level, sans weapons and armor. The armory is to give intruders a 'fighting chance' in the dungeon.

- 10) An unlocked metal door.
- 11) A Symbol of Hopelessness enscribed upon the wall.
- 12) Jet of fire spurting from the floor, ceiling and the sides of the passage. the flames are so numerous and bright that the other end of them cannot be seen. Crossing the flame depends on ones dexterity, as shown below. The fires are of magical origin and are protected from spells such as CONE OF COLD, DISPEL MAGIC, COLD RAY, ICE STORM, etc. The Druidical spell PROTECTION FROM FIRES will allow recipients to take only  $\frac{1}{2}$  damage from their burns.
- To not be burned in passage, a number below the character's Dexterity must be rolled on a d20. Chainmail subtracts one point from effective dexterity and Platemail subtracts two points. Judges may also adjust the saving throw by the degree of the characters encumbrance. Should a player be burned, any items such as amulets, rings, wands/staves, helms, belts, etc. which are magical in nature and are being worn exposed must make a saving roll or become damaged/destroyed. Scrolls in ivory/metal tubes will survive. Backpacks and treasure sacks have a 70% chance of surviving the trip, else they burn also.
- 13) The passage narrows to 5' in width and falls to 3' in height. The party must crawl through in single file on their knees.
- 14) A string is reached across the passage at this point, the party will notice it on 1-2 out of 6 and trip on it on a 1-2 of 12 if they find it; otherwise they trip on 1-3 of 6. It will start a LOUD gong clashing which will make the group save vs. STUN or become stunned for 1-6 melee rounds. Each 5' section, out of a length of 35', has a 15% chance of falling due to the shakings and vibrations and if it does, it will do 3-18 points of damage to anyone underneath.
- 15) A locked metal door with a -20% chance of a thief being able to pick it. All of the rest of the doors in this section have the same chance of picking.
- 16) A metal door with a PLATINUM lock and a GOLD lock. It requires the PLATINUM key into the PLATINUM lock to open and cannot be picked. If a different key is tried, or is tried in the GOLD lock, the person holding the key will take 8 points of electrical shock.
- On the door is an illusion of a Medusa's head hanging by its snakes. A standard Saving Throw vs Spells is applicable. Those who believe must save vs. stoning.
- 17) The party will hear sounds as if water was washing about in a large pond from the above the downward stairway hidden behind the door (#16). The floor of the lower area is a metal network, with squares of 2" forming a grid. Sprays of a clear liquid are coming from the walls and ceiling through many small ducts. On the way into this section, the liquid is harmless water, but it will change to an acid if the Bear is awoken. The acid will do 1-6 points of damage per person during the time it takes to pass through the spray. A set of stairs leads upward on the other side of the shower.
- 
- 
- 
-

- 18) A 35' deep pit with a Green Slime at its bottom. Detection by the point man of the party occurs of 1-2 of 8 and the probability of falling in if it goes undetected is 1-4 of 6; it goes to 1 out of 8 if the pit is seen. Once the pit is open, the party will see that a ladder is cut into the sides on both the far and near faces (the pit takes up the entire width of the corridor), however they only descend to 25' and the Slime must be hazarded to reach the other face.
- 19) Next to the bottom of the ladder on the near side is a secret door; it is on the left side of the ladder. Secret-door detection devices are useless unless they are being carried to the bottom of the ladder.
- 20) At the end of the hall, above the locked door, is a stone block trap. A stone panel will fall, doing 4-16 points to whoever is beneath it. It will be detected on 1-7 of 12 and spikes will hold it on 1-4 of 6.
- 21) The main gem and jewelry storage of the King of the Elves. In coffer along side of the chamber (made of stone and open) are 2,000 gems of 1GP, 10,000 gems of 5 SP, 200 gems of 50 GP, 20 gems of 100 GP, 20 gems of 50 GP, 10 gems of 1,000 GP, 2 gems of 5,000 GP and 2 gem of 20,000 GP. Lacking a jeweler, experienced Dwarf of magic for detecting the worth of the gems, only a very rough estimate on values may be obtained by the party. Remember that no more than 300 total gems/coins may fit into a sack and no more than 1 sack can be carried by a man who also has a shield (and then he cannot carry his sword).
- A statue of a four-armed bear is in the center of the chamber, glowing from a red collar it is wearing (ruby and worth 5,000 GP); it has a gold bowl in each of the four paws (500 GP value each). Magic radiates from this statue very strongly, almost to the point that MU's can be physically feel it. In one bowl is 10 Rings with precious inlaid stones (value 500 GP each), in another is 5 Brooches (100GP each), in the third are 10 necklaces of pearl (500 GP per) and in the last 1 amulet which is worth 1400 GP.
- In one coffer in the room are 500 coins of gold and in the last one is the same in silver coinage.
- 22) The magical, four-armed bear. As long as the contents of at least 2 of the bowls are left undisturbed, the statue will remain a statue, otherwise it will come alive and attack the weakest character near it. At the same time, the hallway outside the room will slope down until it is level with the bottom of the pit at the point where it reaches the pit; thus providing the Green Slime with supper.
- The bear is AC -4, has 70 hit, attacks with all 4 arms and a bite as a 12d8 monster and with a tail (concealed poison stinger) as a 14d8 monster. Each arm does 2-12 per attack, the bite does 1-10 and the tail will grow to the size of a snake with scorpion tail and do 1-8 points (if the tail strikes with a 20, it will wrap around the victim's neck and begin to strangle for 6 points per melee round. There is a 10% chance per bite that a poison is injected such that a character must save vs. poison or become slowed. It may inject thusly 5 times per day. In addition to its attacks, the Bear can phase, as if it were a Phase Spider -- gaining an extra attack of the entire set of arms every time it phases in on a 1-2 of 6. It can also project an image of itself up to 200' away. Treat it as having a Cloud Giant's strength for grappling purposes, even though it does not get an attack/damage bonus for this. It will pursue the party up to, but not beyond, the set of fire jets at #12.



The recommended experience for killing this creature (minimum!!) is 8000 EP.

Any creature striking the Bear while in its statue form must roll an attack of their level fighter vs. their own AC (-2) and if successful, they hit themselves with their own weapon due to a rebound spell cast on the statue. The statue completely reflects weapons and magic in both direction and the strength of the attack!!

- 23) A small statue of a Brownie, it is standing in the small alcove. As the party stops to examine it, its magic mouth will say in Common: 'Brave are they who pass through Fire and Water, but I fear the wrong way they go. Still through Earth and Air they must travel and not all statues are as they seem. A fall may not be at all bad if one reaches not the bottom. At the end of the hall, strike not for the four-armed lest your folly recoil upon yourself. Gems may there be had.'
- 24) A locked metal door with two keyholes - BRONZE & PLATINUM. If either key is put in separately and turned, the holder thereof receives a shock of 1-8 points worth. If the keys are put BRONZE to PLATINUM and PLATINUM to BRONZE, then the shock is 1-12 for the holder of both keys. The door opens if each keyhole has inserted in it the key of its color and both are turned at the same moment.
- 25) A pressure plate is on the floor, and stepping on it will release a volley of 12 darts into the area behind the plate and up to the door -- ie. it shoots into the party when the leader steps on it. Each dart strikes as would a Fighter of the 8th level and does 1-3 damage points.
- 26) Webs cross the passage at the upper end of the 10' alcove, blocking the entire passage. There are stone benches here to sit on, and a font comes out of a fishes mouth into a bowl which is recessed into the wall. A message is written on the opposite wall in Elvish: 'Rest here while you may, my friends, for the worst is now past you. Little yet remains before you gain my winery of magical drinks, but prepare for one more combat! As a proper host, I invite you to drink deeply and be refreshed by my fountain, it will heal you of hurt.'
- The fountain is actually one of the healing potions, however it will run dry after 3 potions worth have been drawn from it. If it is not disturbed, there is enough for 8 men to each drink sparingly and they will each heal from 1-4 points.
- The webs can be quickly cut by any sword.
- 27) Grey powder is sprinkled across the floor in this area, and will be detected only on a 1 of 12 party. It gives off a soft crackling and popping noise as it is walked across -- just enough to warn the guards who are waiting at the top of the stairs of intruders.
- 28) There are four guards here, Wights in armor. They are AC -1, have 32 hits, and +4 on their attack. They have 2 spears each and there is a large stone just beyond their post, which 2 of them are needed to push. This stone will be rolled off of the stair-top and does 5-30 points of damage to anyone on the steps or just below them.
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- 29) The storage area for potions and scrolls. There is a rack of 6 bottles which contain potions of:

- |                        |                     |
|------------------------|---------------------|
| 1. Levitation          | 4. Clearwater       |
| 2. Longevity           | 5. Poison           |
| 3. Stone Giant Control | 6. Treasure Finding |

There is also a cabinet which has the following scrolls in it:

1. Druid spell SNARE
2. Cleric Scroll CURE LIGHT WOUNDS
3. PROTECTION FROM ENCHANTED MONSTERS
4. EXPLODING SCROLL, does 3-18 points of damage to opener
5. Clerics Scroll CREATE FOOD & WATER, which actually creates poisoned food/water
6. EXPLODING SCROLL, does 3-18 points of damage to opener
7. MU Scroll: CONE OF COLD, PROTECTION FROM NORMAL MISSILES, HOLD PERSON, INVISIBILITY -- 10' RADIUS, CLOUDKILL, WIZARD LOCK

if scroll #7 is not cast in order of its list, it self-destructs

Also in this room is a solid gold statue (6000 GP) of an Elvish warrior; the statue is harmless but will radiate magic if magic is checked for. There is also a large jug of a brown liquid which tastes sweet but is a slow-acting poison -- in 1 day the imbiber will act SLOWED, paralysis will follow at three days and the drinker will go into a coma and die after 5 days: no saving throw is possible. Two large urns contain fresh water, a silver flask has a very fine wine which is drugged to make the drinker feel VERY THIRSTY and will want to drink anything -- and will demand the equivalent of 3 potion flasks in any way he can get it the fastest! This wine is placed next to the jug of poison and contains about 2 quarts of liquid.

- 30) A locked metal door with a SILVER keyhole and a BRONZE one. The BRONZE key must go into the SILVER keyhole to open the door; any other attempt will gain a shock of 8 points.
- 31) A Sentient Mist inhabiting a bare room. It will form around NON-GOOD'S 80% of the time while they attempt to cross it, around NON-LAWFUL'S 35%. The mist takes 3 melee rounds to become solid around the character and it will then prevent him from moving forward, backward or in any other direction. It requires a STR of 14 to break free and for each turn that a character is held, he takes 1-6 points of strangulation. There is a statue of a four-armed gargoyle in the center of the room, and it holds a silver bowl by all four hands; in the bowl are 2 Rings: RING OF PROTECTION (+2), RING OF WATER BREATHING.  
The Mist may hold up to 6 characters at once. It has no AC/hits and cannot be attacked by normal weaponry. Extreme cold can solidify it and it will form into a ball of 3' diameter under those conditions of 3 ICE STORMS to solidify a Mist. Similarly, excessive fire will drive the mist back from the room, but it will also melt the magical rings and leave them useless.
- 32) A 10'x10' pit which is 20' deep. It is detected on a 1-2 out of 6 and opens on a 1-3 of 6. A Brown Mold is at the bottom.



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- 33) Large, sticky webs are across the hallway, blocking it. These are immune to fire. Above the webs, in recessed niches are 3 Giant Spiders waiting to pounce on more food, gaining surprise on 1-5 of 8. These spiders are AC 4, 4+4 and have 32, 26, 30 hits.
- 34) A set of double doors. The outer door is metal and has a normal lock (-30% to pick by thief) but inscribed on the inner door is a Glyph of Warding which is modified to take away from 1-4 Life Levels from the first 1-8 people that touch it after it is revealed. Written across the outer door in Elvish is: Danger, to open this door is Death!
- 35) 2 Special Zombie Guards at their post (ZZ). They have 20 hits, are AC 1, carry spears +2 which do 1-10 points of damage and also have +2 swords. One of the ZZ is HASTED for the next 16 melee rounds.
- 36) A bare room with 5 SS in the upper part; each SS has a bow with 10 arrows in a quiver and one arrow already fitted. Behind them on the wall is one +2 spear per SS. In the lower part of the room are 3 ZZ which have 3 spears +2 each and a normal short sword. If an enemy is encountered, the SS will use their bows to incapacitate swordsmen while the ZZ throw their spears.
- Also in the room, in front of the locked door in the center is a very Special Skeleton: AC-6, hits 65, it regenerates by 4 hits per melee round and is also HASTED. It wears a Ring of NORMAL MISSILE PROTECTION. The left arm of the Skeleton is made of gold from the elbow to the tips of the fingers and the gold forms a complete forearm (not the bones only as in other skeletons). This is a Full arm which works normally, and what is more, if pressed to the similar stump of somebody who has had his arm removed, it will root itself and function as a new arm and hand! The skeleton fights left-handed and it carries as a weapon a Rod of Lordly Might. The skeleton has 44% magic resistance.
- 37) A magic mouth appears as the door is opened and says in Common: "So you have defeated my stalwart guardians, then enter to the atrium of my armory and rest. Speak the name enscribed and aid may soon be yours."
- A word (LYTHSEP) is written in the center of a red circle upon the floor. It is the name of a Mezzodaemon which will want a sacrifice of a living creature for being disturbed.
- 38) There is an ILLUSION of a Medusa's head mounted on the door opposite the armory. Save vs. illusion and those who believe save vs. stoning. The door is locked and opening it will cause the opposite door to lock for 6 full turns and make the entire floor begin to drop by 1' per melee round until the floor has dropped to 60' below the original level. After the third round of this, water will start flowing in from a duct which is 2' below floor level (it is 5" tall and 6' wide).
- 39) The Magic Storeroom and Armory of the High Elven King. On a table on the north wall is the following: 10 arrows +1, Spear of Back-Biting +3, Chainmail and a pair of Gauntlets of Fumbling.
- In a locked chest with a 5'x5'x15' pit in front of it (the pit has a spike in its bottom which does 2-12 from galling plus on a 1-4 of 6 will do an additional 1-8 from being impaled). At the bottom of the chest, under several bolts of velvet cloth is a small shield: +1.
- In a stone coffer is a group of 5 Asps which are +1 to attack and -1 to save against (poison SLOWS for 6 hours if no save made). Under a stone slab under the snakes is a set of Dwarf-sized plate armor of +2.

In a metal chest is 26000 CP. In a secret compartment which can only be found by emptying out all of the copper (found on 1-3 of 8, even then), is a Dagger +2/+3 vs. Goblin-like creatures, a Talisman of Lawfulness which will turn people Lawful if placed about their necks on its chain, and a Scarab of Enraging Enemies.

In the center of the room is a gold bowl held in a stone pedestal. In the bowl are 50 gems of 10 GP worth each; hidden in the base of the pedestal (under the bowl) is a Dwarven Hammer +1 (returning). The hammer is wrapped in Lead so it will not be detected. For each person who handles the gems, there is a 10% chance of them noticing that the bowl will lift out of its place to reveal the hammer (STR of 15+ required to lift clear of the bowl).

- 40) A 15' pit with a small, harmless mold at the bottom. However, there is a poison dust scattered about. Save vs. poison or take 2-10 points of damage from the dust and the fall will cause an additional 2-10.

The pit will be discovered on a 1-3 of 8, open on a 1-7 of 12. There is a 70% chance of the party safely passing the pit if it is found.

- 41) Another pit, this one is 10'x10'x35' and fills the passageway. It can be detected on a 1-3 of 6 and fixed so that the party only has 1 of 8 chance of tripping it if it is discovered. There is a 1-2 of 6 chance of it opening if the party does not find it first. Damage is 3-18 if somebody falls in. A secret door in the side of this pit, near the bottom, leads out to the second level of the dungeon.

- 42) The party will hear sounds like a low moaning and a clanking of chains when they enter this area through the locked door (one with a -20% to pick). The door is metal (facing out of the room) with a GOLD and a SILVER keyhole in it; to properly open the door, the GOLD key goes into the GOLD keyhole, else the holder takes 8 points of electrical damage.

- 43) A locked wooden door with slits in it, the key to the door is hanging on the wall opposite to it. Inside is a Special Zombie (15 hits, +3 attack and HASTED: it can regenerate 2 points per melee round). The Zombie is in chains and the party will see 3 hot irons in a brazier which will be pulled out by an invisible hand (invisible even to DETECT INVISIBLE spells and devices !!) and then the irons will poke at the zombie who will cringe back as if in fear and it will shake it's chains. When the door is opened, the irons will drop and will not move again. The Zombie will not attack the party at this time. He will follow along behind the party.

As soon as the party is engaged in another battle, the Zombie will attempt to strangle from behind, so as to gain an additional +4 for surprise -- looking for the weakest and most vulnerable of course; Mages and Thieves are preferred.

- 44) A gas cloud which is held in by a force shield. Players will notice a slight pressure against them as they push by the area marked by the dotted lines on the map. Going in, the gas is a SLEEPING gas (save vs. Poison @-2 or sleep for 1-10 hours) but if the treasury locks beyond are opened, it will change to a poison gas (normal save or die).

- 45) A shallow depression, of about 2' depth. It is filled by a Grey Pudding which appears so solid that the players will think that it is really the floor on a 1-5 of 8.

- 46) Behind a door which is locked, with a SILVER keyhole (requires the GOLD key) are 15 chests, each one of which has 2500 CP in it. There is a trap in each of the 14 chests with locks on them (thieves of all levels have an equal 35% chance to pick and a STR of 17 is needed to break open by club or mace).

7 of the traps are poison needle latches, 3 are sleeping gas and 1 is poison gas. The other three have sets of 6 spikes which fire from the ceiling doing 1-3 points per spike.

The chest which does not have a lock contains 2 Spectres which will attack with surprise whomever opens their chest.

On the 12th melee round following the tripping of the 3rd trap, 2 SS and 2 ZZ will enter the room to investigate the intruders.

- 47) In this room are 15 large metal chests which are locked. Each chest is equipped with a trap which fires 1-6 darts from the front of the chest, doing 1-3 points of damage per dart (fired by 6th level fighter). 1 dart in 10 has a potion that puts the victim to Sleep, no save, and the sleep will last for at least 2 hours.

In each chest is 2000 SP and chest #7 contains in addition, a Brazen Bottle (a Bottle of Life-Trapping which can trap only 1 creature at a time; point the bottle at the creature desired and if it does not have save vs. magic (@-4) it is trapped inside until the cork is removed and it is called forth. Creatures may be trapped indefinitely, but if the magical cork is not properly sealed on, they may push it out and escape that way). The Brazen Bottle contains a Succubus.

- 48) As the Zombie leaves the room to go with the party, an inscription appears in ILLUSIONARY SCRIPT in Elvish; "You have found the way towards stores of coin, though dearly yet to be won to, but watch to return for the way to my Great Ring lies, it lies through a fall."

- 49) The control center for the traps in the dungeon. The door which hides this place appears to be normal stone wall. It is made of lead with a stone facing and has a spell on it so that magic items which detect secret door (NONDETECTION) will not notice its presence. A dwarf may notice that the floor just in front of it is unusually smooth and has a slight polished look to it and the dwarf may, if INT is 14 or better, know that such an effect could be due to dragging a heavy object over the surface, often. Unless he has this INT, however, he will only mention this to the party 30% of the time. If the door is searched for, there is a 1-3 of 8 chance for an elf to find it, a 1-4 of 10 for a dwarf, a 1-4 of 12 for a halfling and a 1-5 of 20 for humans. The door will only be noticed by Elves on a 1 of 12 and by Dwarves on a 1 of 20 and none others would see it naturally. If the door is not located after 3 turns of searching, it will not be found at all.

A combined STR of 29 is needed to move this door.

Inside, the party will find a panel with 6 rows of keyholes and these control various parts of the dungeon. As the incorrect key is turned, the characters will hear a high-pitched sound which winds down, something like the sound made by an electric motor as it stops rotating. The panel looks like this:

- |             |          |                                   |
|-------------|----------|-----------------------------------|
| 1. PLATINUM | BRONZE   | (Bear's Wing)                     |
| 2. GOLD     | SILVER   | (Temple Wing)                     |
| 3. PLATINUM | SILVER   | (Armory Passage)                  |
| 4. GOLD     | BRONZE   | (Coin Passage)                    |
| 5. PLATINUM | GOLD     | (Outer & Golem area, lower level) |
| 6. GOLD     | PLATINUM | (Inner & Ring area, lower level)  |

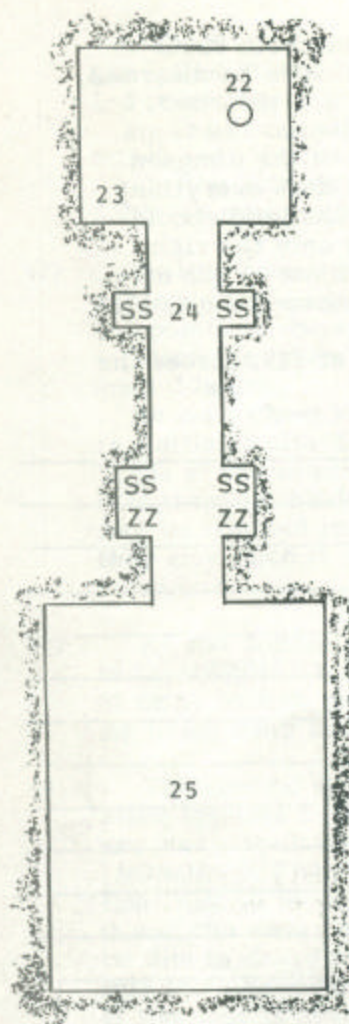
Remember, it is perfectly possible for only one section of the dungeon to be off at any given time; there is no combination which does everything at once. While there is a sound that marks the wrong choice (and should only be given for the first wrong choice so as not to mark only the right choice by its absence) there is nothing to mark a right choice -- the only way to find if a right choice has been made is to send someone to find out.

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- This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

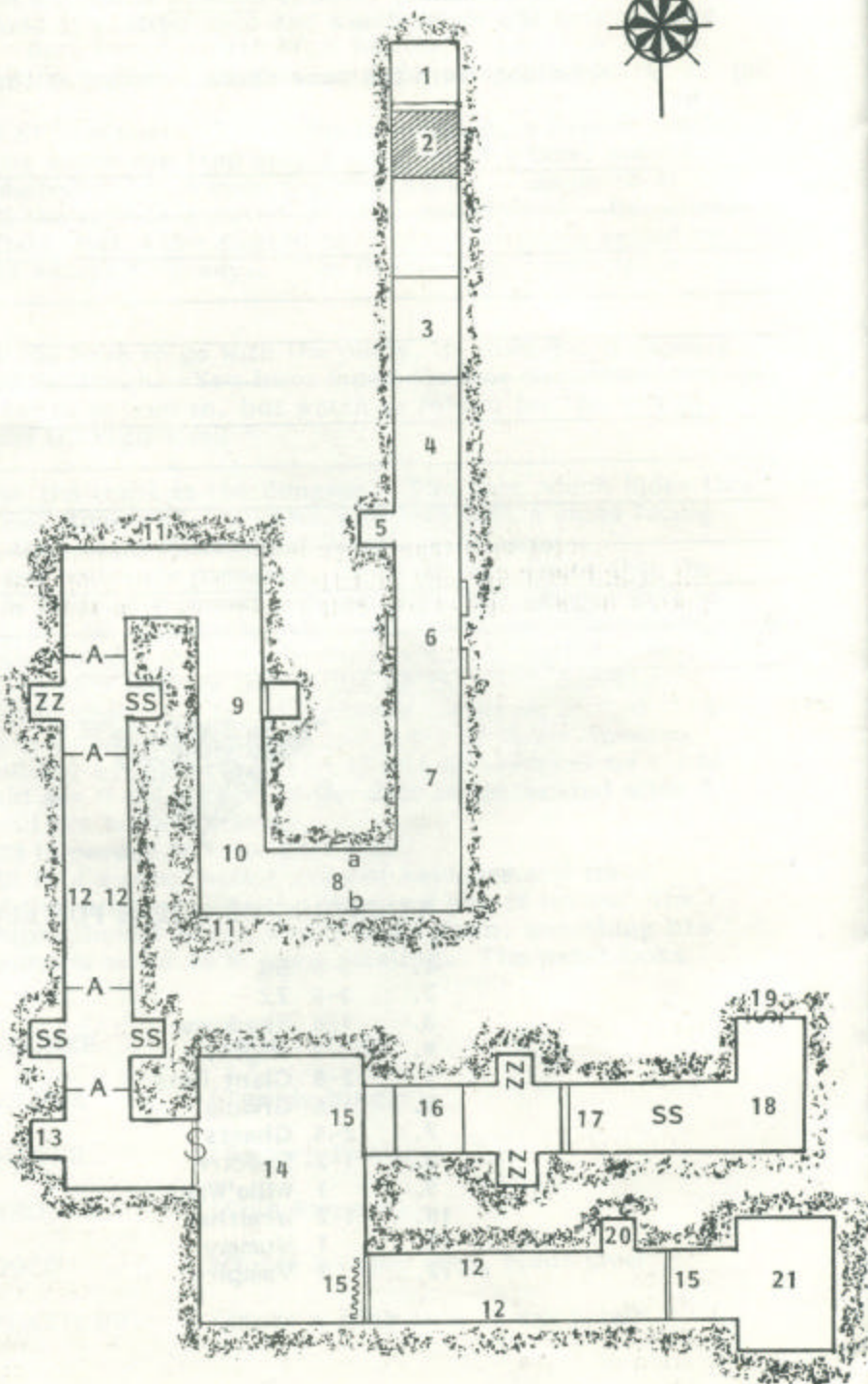


1. 3-6 SS
2. 3-6 ZZ
3. 1-6 Shadows
4. 2 Wights
5. 2-8 Giant Rats
6. 1-6 Ghouls
7. 2-4 Ghosts
8. 1-2 Spectre
9. 1 Will'o'Wisp
10. 1-2 Wraiths
11. 1 Mummy
12. 1 Vampire

# DUNGEON LEVEL TWO



20 Feet



## LEVEL TWO

- 1) The Chamber of the Elven King, containing the Ring of Healing. The Ring rests on a purple cushion inside of a case which is carved out of a solid emerald, of value 8000 GP (the case). The emerald is a cabinet made of gold, with panels of what appear to be glass, but which upon closer inspection will be found to be of layered diamond. The front door of the room requires the SILVER key to be set into the GOLD keyhole. There are three keyholes in the door (in order): GOLD, SILVER, BRONZE. Any combination other than the proper one will result in 1-12 points of electrical shock, except if the SILVER is set to the SILVER, the person holding it will take 5-30 points of damage and if he dies of a result, only a RESSURECTION will revive him, and that only to 1 hit point.

The Ring of Healing has 50 charges. It may be utilized to cast the following different spells (the number of charges used to cast each spell): *Cure Light Wounds* (1), *Cure Disease* (1), *Stone-to Flesh* (2), *Cure Serious Wounds* (2), *Neutralize Poison* (2), *Detect Curse* (2), *Detect Poison* (2), *Cure Blindness* (2), *Ressurrection* (10).

- 2) An invisible Gelatinous Cube, it has a glue spread across its front surface so that anybody touching it must roll their DEX or below on a d20 to NOT become stuck to it; a STR of 16 is needed to pull a stuck thing off of the cube. The cube takes only  $\frac{1}{2}$  damage from fire and has 29 hits.
- 3) A 30' deep pit which is 15' across; several large spikes are set in the bottom and there is a 1-5 of 12 chance of hitting from 1-3 of the spikes, taking damage of 1-4 per spike. The area in front of the pit is covered by Oil of Slipperiness, so that there is a 1-2 of 6 chance of a character falling in. The character also takes 3-18 points of falling damage.
- 4) A programmed illusion of jets of fire shooting from the sides and top of the passageway; as the party watches, a random monster walks through the flames, appearing to be more and more scorched as it moves. The players can see the puzzled look on its face and smell burning flesh. It then screams, and appears to fall and die in the flames, as the jets blacken the bones.  
A saving throw against belief is made by rolling a save vs. magic. Burn damage is 1 - 8 points per melee turn.
- 5) An alcove which appears as a long hallway which looks like it curves away, going around the pit and the fires. It is actually a teleporter which takes the characters to #9 (first level) while all arms and magic and armor are sent to #39 (first level).
- 6) A set of 3 normal doors without locks and with handles to open outward. Behind each is 3 spears which are spring loaded to shoot outward when the door opens. The spears do 1-10 points of damage and they attack as 9 die monsters with a +2 attack.
- 7) An illusion of 3 Spectres holding Flaming Swords and barring the passageway. They wave the Swords to indicate "Go Back"!
- 8) A. A basin set into the wall. It is a marble with a spout from which is pouring a clear liquid which smells fresh and clean. An inscription in Elvish is above the basin: 'Be not too Greedy'. The first and second sips which an individual takes from this font will give them 6 hits of healing per sip, but the third will remove 18 hits. It is a poison which depends only on concentration and has initially beneficial results. Further drinks take 10 points away each.

B. A basin which superficially resembles (a) but has no inscription. A brown liquid which has the consistency and taste of good ale pours into it. If a full drink is taken, it acts as would a Potion of Slow, making a person move and attack at  $\frac{1}{2}$  speed for the next 3-12 hours.

- 9) A large wooden door with metal bands and a padlock on it. Opening the door causes the first person through it to suffer a curse: his sword-arm will rot and fall off in 1-4 days. Saving throw vs. poison is applicable. Achieving the saving throw means character will suffer a serious illness from which he will recover in from 1-4 days. All looking into the room before entering it the first time will see an illusion of 5 strong and larger than ordinary ORCS inside who are armed with crossbow and a short sword each. After the room is entered, the illusion disappears and the following words in Elvish show on the far wall: 'Luck have Plunderers who arrive this far, but more laughs have I, for the first of you who entered will now suffer my curse forever.'
- 10) A stone-like panel across the passage. It is actually wood with a light stone facing; a dwarf has a 65% chance of detecting that it is not a real wall, an elf 45%, a human 25%. It can be moved aside by a total STR of 24.
- 11) A symbol of Fear which is so placed such that the first four players in line will see as they come through.
- 12) Actual jets of flame which shoot from the ceiling, the walls and the floor of the passage at random intervals; unless a player saves by rolling Dexterity or under on a d20, he will take from 2-6 jets of flame while getting through and each jet does 1-6 points of fire damage. A CONE OF COLD spell will blank out the fires for 1-6 melee rounds and Rings of Fire Resistance will cut the damage taken by half.
- 13) An alcove which appears to be a long, sloping passage which bypasses the metal grilles and the guard. In other respects, it functions as does #5.
- 14) The false treasure room of the Elven King. In front of the secret door is an altar to Uhr, the God of Time. It has a sturdy oaken altar backed up to several rich tapestries which actually hide the door. The altar must be physically moved (by STR of 30) to get to the door beyond.  
Two rich hourglasses which appear to be filled by gold dust, rather than the common sand are on the table. There is a ruby set at the neck of one and a piece of jade at the neck of the other and they are 200 GP each. Hidden in a compartment in the rear of the altar (accessible only after having moved it) is a Sacred Symbol to Uhr, in the form of a pendant; possession of this symbol renders the wearer immune to any other undead expecting Mummies, Vampires, Ghosts, Liches and Spectres; it also keeps away Demons of Types 1-4. There is a poison needle trap guarding this relic and it hits on a 13 of 20 with a poison which slows the victim for 2-10 melee rounds, then paralyzes for 1-4 hours, to be followed in 1-3 days by the death of the victim. This is -15% for a thief to either detect or disarm.  
Inscribed on the floor, in semi-precious stones which are laid into the tile, is the following: (this is cast in the dialect of Niffler, God of the Dead) 'You have won your way deep into my Vaults but rest not for the Band is not yet upon your hand. You still must pass a test of Flame and the watchers shaded. Speak the name and ye shall be damned!'

The room has various treasures strewn about -- 12 golden urns, several inlaid pieces of wood, a collection of 6 gem-encrusted sceptres, 5 ceremonial swords with gems in their hilts (worth approx. 150 GP each), 6 carved statues of jade and onyx (worth 500 GP each), several tapestries of battle scenes; one such tapestry covers the door which leads to the Golem. In addition, the room has a stone coffer north of the altar and a metal chest to the south.

The coffer is fitted with a stone lid which lifts off, all that is needed is two people whose STR combines to 26. Inside are 50 gems of value 50 SP and 10 gems which are significantly better, being worth 10 GP. These last will turn into Kobolds of 4 hits which will fight for the gems owner when thrown to the ground. The Kobold-gems radiate magic. If the Kobolds are killed, they return to gem form.

The metal chest has an obvious poison needle which anybody can disarm on a roll of 1-4 of 12. Thieves do so on a 1-9 of 12. A skull-and-crossed-bones design is embossed in red on the top of the chest. A scroll is inside which is written in Common and says: 'Loth, earth-mother, come and aid us, your servants.' If this is chanted while holding up the scroll, there is a 35% chance that she will actually appear in her Spider Form (see TSR's Vault of the Drow Module). The scroll is good for 4 successful summonings, after which, on her last coming, she will take 2 party members as a sacrifice for her help.

Inside the room, guarding it from intruders who do not wear the Ring of Kings, are 6 Special Zombies. These are AC -2, have 35 hits, regenerate by 1 hit per melee round and take  $\frac{1}{2}$  damage from normal weapons. They attack as if they were 8th level fighters and their swords are +2 while they are touching them and are 'alive'.

- 15) Each door is metal with a normal locking mechanism. The locks are made from platinum and have a -20% chance of being picked by a thief.
- 16) In niches that are about 20' from the ground are Green Slimes; they will fall on 1-5 of 12 and hit from 1-4 players. The front line of players has a 20% chance of noticing that the Slime is present, if they are specifically looking for them -- if they do, there is an 85% chance of avoiding the falling Mold (per character) with a +10% if the DEX is greater than 13.
- 17) This door has a SILVER, a PLATINUM and a BRONZE lock set into it. Any spell involving light which is cast while the caster is physically in contact with the door will function. Each lock has a distinctive design which surrounds it and the design is raised from the door facing. A similar design is worked into the haft of the keys; IF THE PLAYERS ASK WHETHER THEY CAN RECOGNIZE THE PATTERN THEY FEEL, THEY ARE TO BE TOLD THAT IT RESEMBLES ONE FOUND ON EACH OF THEIR KEYS (OF THE PROPER COLOR), but they are only to be told if they ask. This will allow the players to try the keys out in the dark, but there is a 20% chance of applying the wrong key (unintended, at least) to the keyhole by mistake. To open this door, the SILVER key must be inserted into the SILVER lock. Any other combination will cause 1-10 points of electrical damage.
- 18) The entire area up to the door has a *DARKNESS SPELL* cast upon it permanently. No torch, *Light Spell*, *Continual Light*, *Dancing Light Spell*, *Pyrotechnics* or any other light-producing operation will work. The exception is if the caster of a light-involving spell is touching the door, #17, above. There are several arms of skeletons which are attached to the walls in this hall so that the players will brush against them while exploring the area; some of these (35%) will be moving and the hands will clench and un-

clench so that the player has a 1 of 10 chance of being grasped when touching an arm. A STR of 13 is required to break free and no damage will be taken in any case. Growling noises can distinctly be heard and there are occasional illusions of pairs of bright eyes which appear randomly and flicker in the darkness.

- 19) The secret door in the bottom of the spike pit which leads to the upper dungeon level and the entrance of the Vaults.
- 20) An opening in the wall which contains a Scroll Rack and a wooden rod which has a blue gem (value of 3000 GP). In the rack are 7 scrolls; the first 6 which are opened, regardless of any selection routine, are EXPLODING SCROLLS and do from 3-18 points of damage of opener. The last scroll is one of healing, which restores from 5-20 points when read by a cleric.  
If the rod is strongly presented to the Golem in #21, it will give the person who has the rod, its sword and its Ring. The Golem will not leave this corridor under any circumstances.
- 21) A barren stone room which houses a Golem made from wood. The Golem has 66 hits, is AC -1, is immune to non-magical weapons. This Golem has had a FIRE RESISTENCE SPELL read over it: even though it ordinarily would take double damage by fire, with the spell it only takes  $\frac{1}{2}$  damage. Cold acts as would a SLOW SPELL to it and LIGHTNING has a 20% chance of killing it outright but it is otherwise magic immune. It only attacks once and it moves at man-speed. The Golem is carrying a Druidic Scimitar which is +2 to hit and to damage. Due to its STR the Golem gains an additional +4 to its damage when it hits. It attacks as a monster of 9die.  
On the finger of its left hand it wears a Ring which fits the description of the Elven Ring of Healing: a white stone of brilliant polish upon a band of gold -- but this is a fake to draw away plunderers. It actually stores 3 CURE LIGHT WOUNDS spells so that if it is tested for healing, it can do so, but once they are exhausted the ring is worth only 30 GP for its gem.
- 22) The ladder from the Shrine to Ptah. Those who can see its upper end in the fire pit will find that they take no damage from the flames, through actual heat is given off. Those who cannot see the ladder must make a save vs. magic (@+4) in order not to take 1-8 points of fire damage.
- 23) This stone room is linked with 6 coffers which have in them 357 pieces of electrum each. A barrel of fine wood is in the corner and it contains enough Healing potion for 4 draughts. Bright lights of many colors have been seen down the Hall.
- 24) Guard posts with illusions of being part of the dungeon walls. The Special Skeletons on duty here have a SILENCE spell cast on them and as the party moves past this point, a DARKNESS of the same type as at #18 starts to follow the party down the hall, staying about 4 feet away from the last in line. The skeletons follow into the DARKNESS, through which they can see. A special Gelatinous Cube of 25 hits comes into the area between the now deserted guard posts from behind one of them. This cube has glue which will hold fast anything that touches it while it eats away at them. A STR of 14 is needed to pull away from it and a STR of 16 is needed for persons who have more than just an arm stuck (shields, helms, leggings, etc.). It is fire-immune.  
The Special Skeletons are AC 0 with 37 hits and +3 spears (damage 1-10). They will not come into the light willingly and are satisfied to be siege the party. Players attempting to engage them in the inky-black area will have a -4 chance of hitting.

- 25) The Hall of the Kingly Relics. Inside this room is a special form of a PRISMATIC WALL which is centered around a small pedestal in the center of the room which holds the following: THE CROWN, THE SCEPTRE AND THE SIGNET RING OF THE HIGH KING OF THE ELVES. The pedestal is made of onyx (worth 2000 GP), the Crown is worth, in precious stones and metals alone, 85,000 GP, the Sceptre has a worth of 30,000 GP and the Ring a worth of 15,000 GP.

An Elf who wears the Crown and Ring will have a TRUE SIGHT about him, understands all languages and cannot be lied to successfully. Holding the Sceptre will allow him to project his voice up to  $\frac{1}{2}$  mile and talk to up to 4 people, in places separated by as much as 20 miles from each other. In addition, any ring (non-magical) of Elven manufacture, which is touched to the Signet Ring for 5 minutes will allow its wearer to converse with the wearer of the signet at any distance.

The PRISMATIC LAYERS can be brought down by 2 means -- knowing which spells are required and then casting them, thereby peeling it layer by layer, or by knowing that if each successive layer is touched by the Rods from the first level which bears its color, then that layer will be dispelled safely. If, however, the traps for this section have not been turned off at the Master Control Board, then after the sixth Layer is brought down, then 6 of the Wands will randomly be teleported back to the place where they were found; when the party returns after retrieving them, all of the Layers will have restored -- in this way there may not actually be any danger, but it could be an indefinite amount of time before the tokens were obtained.

Each color wall does the following when it is walked through without being dispelled first:

- |              |                                                             |
|--------------|-------------------------------------------------------------|
| 1. Red       | Wall of Repulsion                                           |
| 2. Orange    | Does 10 points of damage                                    |
| 3. Yellow    | Does 20 points of damage                                    |
| 4. Green     | Does 30 points of damage                                    |
| 5. Blue      | Does 40 points of damage                                    |
| 6. Purple    | Does 50 points of damage                                    |
| 7. Grey      | Save vs. Sleep                                              |
| 8. Brown     | Save vs. Breath or CONFUSION                                |
| 9. Brown     | Save vs. Poison or FEAR                                     |
| 10. White    | Save vs. Wand or HOLD                                       |
| 11. Copper   | Save vs. Spell or BLINDNESS                                 |
| 12. Silver   | Save vs. Wand @-4 or IRREVERSIBLE<br>CRYSTALIZATION BY COLD |
| 13. Gold     | Save vs. Stone or STONE (@-4)                               |
| 14. Mirrored | save vs. Wand @-4 or PERMANENT INSANITY                     |
| 15. Clear    | Save vs. Spell @-6 or DEATH                                 |

The following are spells required the knock down the Layers and the function each wall performs:

- |     |          |                        |                                       |
|-----|----------|------------------------|---------------------------------------|
| 1.  | Red      | <i>KNOCK SPELL</i>     | Normal missile shell                  |
| 2.  | Orange   | <i>LIGHTNING BOLT</i>  | Magic missile shell                   |
| 3.  | Yellow   | <i>MAGIC MISSILES</i>  | Breath Weapon Defense                 |
| 4.  | Green    | <i>SLOW SPELL</i>      | Anti-location spell                   |
| 5.  | Blue     | <i>REMOVE CURSE</i>    | Anti-detection spell                  |
| 6.  | Purple   | <i>HOLD PORTAL</i>     | Anti-Teleport shield                  |
| 7.  | Grey     | <i>HASTE</i>           | Anti-movement shell field             |
| 8.  | Brown    | <i>DISPELL MAGICS</i>  | Anti-EHP spells                       |
| 9.  | Black    | <i>CONTINUAL LIGHT</i> | Anti-Clerical spells                  |
| 10. | White    | <i>ANIMATE DEAD</i>    | Anti-Ethereals shell/includes Astrals |
| 11. | Copper   | <i>WIZARD EYE</i>      | Anti-Elementals shell                 |
| 12. | Silver   | <i>FIREBALL</i>        | Anti-Undeads shell                    |
| 13. | Gold     | <i>PYROTECHNICS</i>    | Anti-MU spells shield                 |
| 14. | Mirrored | <i>DISINTERGRATE</i>   | Anti-Wish field                       |
| 15. | Clear    | <i>RAISE THE DEAD</i>  | Force Shield                          |

In each of 6 stone coffers along the far wall are the Token of Office for each of the major King's Officers. The top of each coffer has printed upon it the Coat of Arms associated with the Office and there is a depression the size of a Ring in the cover; if the tops of the coffers are removed without having the Signet Ring touched to the depression, the opener will suffer a Curse (to be randomly determined by the Judge). Each token consists of a Ring which is attuned to the Signet Ring, a Medallion on a Mithral chain, a colored Wand which is endowed with the projected voice ability, and a ceremonial Sword. The Offices are: Champion General of the Realm, Steward of the Realm, Treasurer of the Realm, Lord Admiral of the Realm, Regent of the King's Council and the King's Counselor Privy. Each chest gives the illusion of having a Sceptre come out of it, but the third chest attempted so examined without the Signet will actually have such a Spectre (55 hits) which will attack in order of stongest remaining. Spectres created by this one will have 8 hits each and attack the weakest members.

For this level, the SS are AC -4, have 34 hits, use Spears +3 and regenerate by 3 points per melee round. They can see invisible and ethereal and their swords will do damage to an ethereal person.

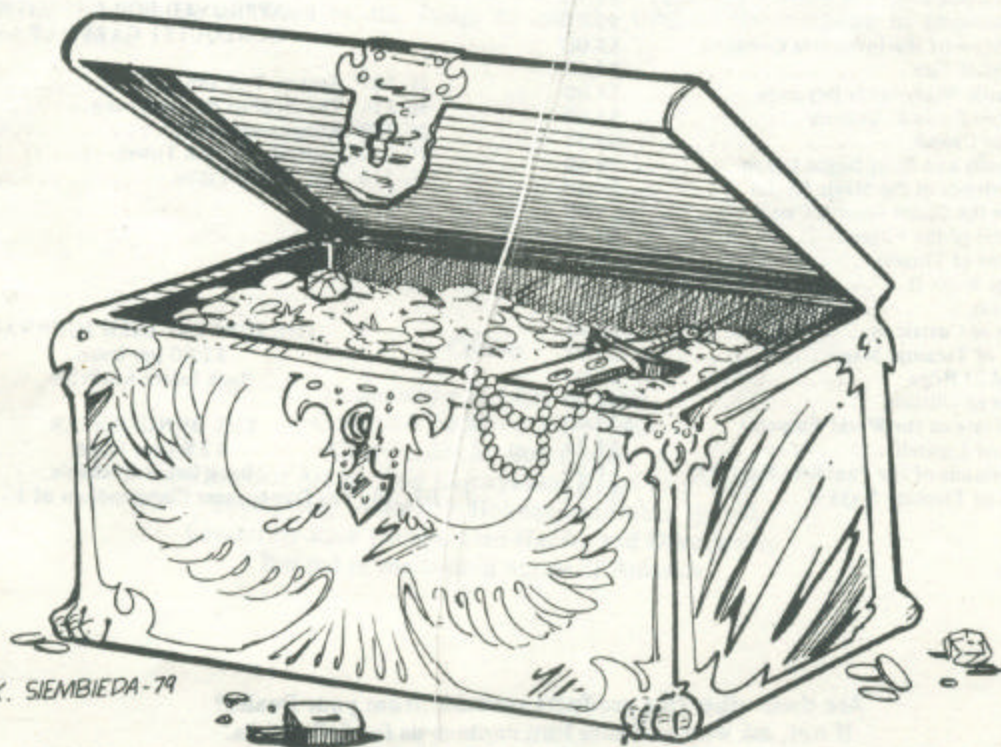
The ZZ are AC -2, have 27 hits, use Swords +2, regenerate by 1 hit per round and they can see invisible.

7) Spectres do actual damage + take damage

Behind them is a Death Knight HP: 90 AC: -4 (+1 shield), 15 sword, all

its nightmare HP: 50 AC: -4 Death knight will use its spells to rest both it + its steed + its weapons disappear when + if killed.

11) Along wall are 5 coffins w/ a mummy in each HP: 50 - AC: 0



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