

ZIENTECK

By Mark Harmon

Judges Guild



REACH FOR ZIENTECK, OUR LATEST
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ZIENTECK

Background Legend

Beware the Black Angel Woods! This warning echoes up and down the Dragon Mountains, throughout the valleys and adjoining countryside and especially reverberates throughout the woods itself which surround the mountain range. Danger lurks within the woods and the stench of Evil is strong. Contorted vines are everywhere-strangling trees and blocking out light by their very size and thickness. One travels through this terrain slowly, painfully and very carefully. Why would any fool even attempt to traverse such a land you ask? In a word - Zienteck.

Zienteck- still the legend remains. Zienteck- former stronghold of the Wizard Zienteck, who, unfortunately, angered the Dragons, and had his stronghold leveled, and was ultimately killed by Griendal the Dragon. Yet if a reckless wanderer were to travel for five days and five nights on foot through the Black Angel Woods- and survived- he would reach the fabled Zienteck, where, rumor hath it, the Wizard's Books and Treasures remain intact. Zienteck has seduced many a traveler into the woods- none has ever returned.

General Design Information

Those who use this adventure may either add it to their existing world or maintain the entire area as a separate world. In the near future many of the places mentioned on the Nyltige valley and Alkat Wilderness maps will be discussed in separate adventures.

This dungeon was designed to be entered by six to ten characters of fifth to ninth level. The party should be balanced in regards to types of characters. Thieves, Clerics, Fighters, and Magic Users should be included. A party which is successful in this adventure must use its collective heads. Those parties that hit first and think later will generally run out of steam before going too deeply into the dungeon.

The adventure itself has been broken down into three sections: The Black Angel Woods, The Dragon Mountains and the Dragon Lair, and the Zienteck Dungeon itself.

The Area Maps

The maps included cover both the Alkat Wilderness and the Nyltige Valley. We hope to present to the players a cohesive area in which to develop a character or group of characters; later adventures will include specifics about the towns and villages so that these areas can become reusable bases of operations for characters. Individual Judge's are welcome to add their own favorite dungeons or to place these areas within their existing campaigns.

Design Information Judge Only

In each of the three sections of this adventure a different Wandering Monster Chart has been given. The reasoning behind this is that each locale requires different types of Monsters due to the terrain differences. For example, a Monster that would enter a closed underground dungeon such as Zienteck probably would not enter the more open areas of a mountain range.

Frequency of encounters and the number of times to check them are self explanatory and need no further comments.

Encounter reactions, though, are a different story. In the Black Angel Woods section, there is a chart for encounter reactions of Intelligent creatures. They are able to change their minds about their chosen reactions. Let the party's actions toward these monsters dictate the monsters reactions to the party. Acts such as humiliating monsters, in particular those who wanted to be friendly, could easily cause them to go to their camp and bring back an army to right this injustice.

Maps and Accessories Explanation

Terrain Maps: These are available to both the Judge and the players.

Dragon Lair Map: The inside of the Dragon's Lair is a Judge map only. The players have no way of obtaining one unless they enter the Lair and map while inside.

Players Zienteck Map: Available to the players, this map is complete as far as it goes; it does not include all of the doors, nor any areas which begin with a secret door.

Judge Zienteck Map: This is yours- keep the players paws off of it. To move play more quickly, notations have been put on the map to indicate special monsters and traps.

Journey Log: These logs are set up to make record keeping a bit easier. They allow the Judge to quickly check if the party has previously met a particular monster, how far along on the journey a party is, which members of a party have excelled, and how often to check for Wandering Monsters.

Wandering Monster Charts: These are fairly standard. Suggestions for their use are given with the charts.

Black Angel Woods Judge Information

Wandering Monster Checks: Three checks are made on a daily basis. These checks are made in the morning, the afternoon, and in the dead of night on each day of the journey. This procedure is also followed on the journey out of the woods. The journey log graphically displays this procedure.

Frequency of Encounters: A six sided die is used to determine encounters. Only a roll of one indicates an encounter. Always remember that it is entirely possible for a party not to see monsters that have seen them! (Didn't your mother tell you the woods have eyes?)

Encounter Reactions of Animals: This section deals with animals and unintelligent beasts. All of these creatures will defend themselves if attacked, while only sixty percent will be hungry enough to aggressively initiate an attack upon a party. Creatures in this section will never have treasure, even when found in their Lair.

Encounter Reactions of Intelligent Creatures: Any creature which can speak or be spoken to will react. Use a (d100) die roll to determine the encounter reaction based on the chart below. This same chart is used for encounters in the Dragon Mountains. See also Design Information Judge Only for a discussion of how to use this chart.

DIE ROLL

MONSTER REACTION

01-15

Party attacked irregardless of odds.

16-38

Party attacked only if odds appear equal or better in favor of the monsters. Otherwise monsters will track party in hopes of ambushing it at a more favorable time.

DIE ROLL

MONSTER REACTION

- 39-59 Monsters Confront Party from a position of relative safety, are verbally abusive and demand a bribe. If the bribe is paid go to (60-79). If bribe is not paid go to (16-38).
- 60-79 Party doesn't particularly interest monsters. If party is abrasive or irritating, go to (16-38). Otherwise party is ignored.
- 80-94 Party must initiate overture of friendship; monsters remain neutral toward the party. If overtures are made, the monsters will talk briefly. They know only what the party knows and will be on their way shortly.
- 95-00 Party evokes a positive, friendly reaction from the monsters. 90% of all monsters on this chart here will know nothing of value to the party, but will stay with they party for a day and a night before leaving. Under no circumstances will any Monster enter Zienteck.

Wandering Monsters in Black Angel Woods

Anytime that an encounter is indicated, the Judge should roll a (d100) and then refer to the chart below to find what monster has been encountered. The quantity and statistics are listed behind each monster and, for convenience, the recommended experience points are listed also. Only intelligent monsters will have treasure. They will have 1d GP, 1d6 SP, and 2d6 CP, with the leaders having five times those amounts. If a group of monsters is too great for the party to reasonably cope with their numbers may be reduced to a competitive number. Alternately, the monsters could demand a very precious magic item from the party to allow them safe passage.

D% Die Roll	Monster	Quantity	Armor Class	Move	Hit Dice	No. Of Attacks	Damage/Attack	Experience
01 - 02	Scorpion	1 - 4	3	15"	5 + 5	3	1 - 10/1 - 10/1 - 4	650 + 6/HP
03 - 05	Amphisbaena							
	Snake	1 - 2	3	12"	6	2	1 - 3/1 - 3	475 + 6/HP
06 - 09	Giant Spider	1 - 8	4	3"/12"	4 + 4	1	2 - 8	315 + 5/HP
10 - 11	Basilisk	1 - 3	4	6"	6 + 1	1	1 - 10	1000 + 8/HP
12 - 14	Brown Bear	1 - 4	6	12"	5 + 5	3	1 - 6/1 - 6/1 - 8	300 + 6/HP
15 - 18	Wild Boar	1 - 2	7	15"	3 + 3	1	3 - 12	225 + 8/HP
19	Brownie	D10 + 10	7	12"	½	1	1 - 3	65 + 1/HP
20 - 22	Bugbear	2 - 8	5	9"	3 + 1	1	2 - 8	135 + 4/HP
23	Bulette	1	-2/4 & 6	14"	9	3	4 - 48/3 - 18/3 - 18	2300 + 12/HP
24	Green Dragon	1				See Note Below		
25 - 29	Ghoul	2 - 8	6	9"	2	3	1 - 3/1 - 3/3 - 18	65 + 2/HP
30	Ghast	1 - 2	4	15"	4	3	1 - 4/1 - 4/1 - 8	190 + 4/HP
31 - 33	Fire							
	Chameleon	2 - 3	4	12"	10 + 3	1	2 - 16	1400 + 12/HP
34 - 35	Gnoll	1D12 + 3	5	9"	2	1	2 - 8	28 + 2/HP

D% Die Roll	Monster	Quantity	Armor Class	Move	Hit Dice	No. Of Attacks	Damage/ Attack	Experience
36 - 39	Hobgoblin	1D12 + 3	5	9"	1 + 1	1	1 - 8	20 + 2/HP
40	Intellect							
	Devourer	1	4	15"	6 + 6	4	1 - 4 (x4)	1510 + 8/HP
41 - 45	Lion	2 - 4	6	12"	5 + 2	3	1 - 4/1 - 4/1 - 10	300 + 6/HP
46 - 48	Giant Lynx	1 - 2	6	12"	2 + 2	3	1 - 2/1 - 2/1 - 4	120 + 3/HP
49	Manticore	1 - 2	4	12"/18"	6 + 3	3	1 - 3/1 - 3/1 - 8	525 + 8/HP
50 - 51	Minotaur	2 - 8	6	12"	6 + 3	2	2 - 8/1 - 10	400 + 8/HP
52 - 54	Ogre	2 - 12	5	9"	4 + 1	1	1 - 10	90 + 5/HP
55	Owlbear	1 - 2	5	12"	5 + 2	3	1 - 6/1 - 6/1 - 12	225 + 8/HP
56 - 57	Giant Owl	1	6	3"/18"	4	3	2 - 8/2 - 8/2 - 5	150 + 4/HP
58 - 61	Constrictor							
	Snake	1 - 3	5	9"	6 + 1	2	1 - 4/2 - 8	225 + 8/HP
62 - 65	Poisonous							
	Snake	1 - 3	5	15"	4 + 2	1	1 - 3	390 + 5/HP
66 - 67	Phase Spider	1 - 4	7	6"/15"	5 + 5	1	1 - 6	700 + 6/HP
68 - 70	Su Monster	1 - 3	6	9"	5 + 5	5	1 - 4 (x4)/2 - 8	225 + 6/HP
71 - 72	Thought							
	Eater	1 - 2	9	6"	3		Special	225 + 3/HP
73 - 75	Giant Tick	1 - 4 + 2	3	3"	3	1	1 - 4	105 + 2/HP
76 - 78	Treant -							
	Shrubling	1 - 3	0	12"	7	2	2 - 16	1200 + 10/HP
79 - 81	Treant -							
	Mature	1 - 2	0	12"	10	2	3 - 18	1950 + 14/HP
82 - 83	Treant -							
	Moss Trunk	1 - 2	0	12"	12	2	4 - 24	2850 + 16/HP
84 - 93	Troll	1 - 6	4	12"	6 + 6	3	5 - 8/5 - 8/2 - 12	525 + 8/HP
94 - 98	Dire Wolves	1 - 4	6	18"	3 + 3	1	2 - 8	60 + 4/HP
99 - 00	Black Angel	1	0	12"/15"	10 + 10	2	1 - 10/1 - 12	3200 + 16/HP

Notes on Wandering Monsters

1. The Basilisk can turn characters to stone with its gaze, saving throws apply. The character's and Basilisk's Gaze must lock eye to eye for the Basilisk to use this power.
2. If a Brown Bear connects with both paws (1-6/1-6), it has a firm grip on the character and will begin hugging him for an additional 2-12 HP of damage per round.
3. Brownies save as ninth level Clerics. They also have the following spells: *Protection from Evil*, *Ventriloquism*, *Dancing Lights*, *Continual Light*, *Mirror Image* (three Images), *Confusion*, and *Dimension Door*. A lawful good party may be able to get help from these. Brownies are never surprised.

Bulettes can jump up to eight feet.

5. Roll below to see specifically which Dragon is met:

1. Griendal
2. Seismont
3. Yonteeth
4. Veantooth

For their statistics see Dragon Mountain Section. These Dragons will always be alert when met wandering.

6. Fire Chameleon and Black Angels are described more full after MULTIPLE ENCOUNTERS, which is next.
7. Lions, if given a chance, will also use their rear legs for an additional two attacks at 2-7 each. Lions must hit with both front paws before rear paw attacks can be used.
8. If a Giant Lynx hits with both forpaws, (1-2/1-2) damage. They can also attack with both rear paws at 1-3 each.
9. The Tail of a Manticore has 24 spikes on it. They fire six at a time, doing 1-6 damage with each spike if it hits.
10. Phase Spiders will "Phase Out" as soon as the battle turns against them.
11. Su Monsters also have psionic attack mode to be considered.
12. Once a Giant Tick hits, it holds on and drains blood for 1-4 damage per round.
13. Trolls regenerate at 3 points per round beginning in the fourth round after they are hit. Only Fire and Acid will do permanent damage.

Multiple Encounters

The Zienteck party does not exist in a vacuum. The fact that one Wandering Monster has been encountered in a certain designated area does not preclude the existence of other Wandering Monsters in that vicinity. After determining that an encounter has occurred between the party and the first Wandering Monster, the Judge should again roll a six-sided die. Another roll of one indicates the presence of a second Wandering Monster in the area.

Each time the roll of the die indicates a Wandering Monster Encounter has occurred, the the Judge must again roll a six-sided die to determine if more wanderers are in the area. A roll of one indicates that another encounter has taken place and, thus, theoretically, there may be third, fourth, etc. monsters in these multiple encounters. It is left to the Judge's discretion as to whether these additional monsters appear immediately on the scene-drawn, perhaps, by the noise of the first encounter- or whether they pop up somewhat later.

Once this second monster's identity has been ascertained, he may choose to join forces with his cohort. At this point the Judge's attention must become focused upon the interactions between these monsters and the party and their reactions to one another. In addition, he will have to be concerned with the Wandering Monster's reactions to each other's presence,- presence which may be deeply resented. Some Wandering Monsters may feel that having to cope with two sets of intruders at the same time is almost too much of a burden to bear. After all, it's one thing when an ill mannered adventure party rudely intrudes upon one's colleagues! All Wandering Monster reactions in multiple encounters are determined by the Encounter Reactions of Intelligent Creatures Chart.

Should the monsters meeting be natural enemies, then the Judge may waive the Encounter Reaction Rolls.

Multiple encounters will result in may and varied outcomes ranging from out and out routs, to 2 on 1 engagements (which hardly seems sporting), or, occasionally, to a large, impromptu celebration. Only one thing may be said with certainty in regards to these reactions- they are never dull.

New Monster - The Black Angel

Frequency: Very Rare

No. Appearing: 1 (2-3 in Lair)

Armor Class: 0

Move: 12" on ground/ 15" flying

Hit Dice: 10+10

% in Lair: 15%

Treasure Type: C

No. of Attacks: 2

Damage per Attack: Tail, 1d10 and Bite, 1d12

Special Attacks: Spits acid 30 feet (2d8 damage, 1d8 if save made.) It also has two spells it can use three each times per day; *Darkness 15 radius and Confusion as the spell in a 15 foot radius.*

Special Defenses: They take $\frac{1}{2}$ damage from all Electrical, Fire, Poison, and Acid Attacks. *Charm and Hold Spells* are ineffective. They can be surprised only on a one.

Magic Resistance: Only those listed under special defenses.

Intelligence: High

Alignment: 80% Neutral Evil, 20% Neutral

Size: Large (18 to 30 feet long)

Psionic Ability: None

Experience: 3,200 + 16 per Hit Point.

These are very large Winged Snakes. Legends say that the Wizard Zienteck bred them from a Giant Snake and a Demon. Black Angels are very dark green with bright red eyes. They possess long tongues and two fangs in their mouth. Their general appearance is that of a huge snake with small wings just behind the head. An apt one word description of these Serpents is "Hideous".

Fire Chameleon

Frequency: Very Rare

No. Appearing: 1

Armor Class: 5

Move: 9"/15" Flying

Hit Dice: 10+3

% in Lair: 0%

Treasure Type: C (but only on its own Plane)

No. of Attacks: 1 (Bite)

Damage per Attack: 2-8

Special Attacks: It has a fire puff which covers a 10'x10' area and does 1-12 damage. Successful saves versus breath limit damage to 1-6. They may breath every other melee round and bite at the same time.

Special Defenses: They are immune to all Fire based attacks, but Cold based attacks do double damage.
Magic Resistance: Standard
Intelligence: High
Alignment: Neutral
Size: M
Psionic Ability: None
Experience: 1350 + 14/HP

The Fire Chameleon is striking and, should one catch a glimpse of him, he would appear as an orange Alligator with wings. He uses the following spells once per day: *Pyrotechnics*, *Produce Flame*, and *Detect Magic*. This Monster's Chameleon ability provides a two fold advantage for him in that his opponents can attack only at -4 to hit and he possesses the ability to surprise his enemies 66 2/3% of the time. The Fire Chameleon comes from the Elemental Plane of Fire: he can turn ethereal and perform astral travel.

Party Knowledge for Judge

An adventure party which dares to venture to Zienteck will have precious little information. The following is a list of "Facts" and maps a party may be aware of before embarking upon this perilous journey. The Judge can elect to dole out this information to the players in any manner he chooses, including not giving any out at all. It is recommended that each player receive one piece of information from the list. The Judge is welcome to add more information if he feels so inclined.

1. The party will possess a map which shows where Zienteck is located.
2. A crude map of the Zienteck Dungeon may be obtained, but the validity of it has yet to be proven.
3. Access to the background legend is at the Judge discretion.
4. Rumors claim that the woods are named after a Serpent called the Black Angel.
5. Griendal supposedly loves to talk, although no being claims to have actually talked with him about this, or anything else, for that matter.
6. The dungeons under Zientack, being too small for the Dragons to enter, were not harmed at all when the Wizard was killed and his stronghold leveled.
7. It is said that the Wizard would use Evil Monsters as guards.
8. Finally a bit of local folklore; "Even Evil Monsters can bear fruit."



The Dragon Mountains

Within the Dragon Mountains, there rises one mountain high above the others. This is the home of the Dragon Griendal. From here he rules both the mountains and the woods. As one stands upon the ruins of Zienteck, looking toward the mountain, a cave can be seen far above the other peaks. That cave is a two day journey for Zienteck on foot, three days from the base of any other of the mountains and is known as Dragon's Lair.

The Dragon Griendal is a very ancient Green Dragon of extremely large size, and has 72 HP. He can use ESP and the following spells once a day: *Charm Person*, *Ventriloquism*, *Message*, *Detect Magic*, and *Detect Invisibility*. Griendal's AC: 2, Movement is 9" on the ground and 24 airborne. This venerable dragon's breath weapon is poisonous chlorine gas which encompasses an area 5" long, 4" wide, and 3" high. Seventy-two damage points will be the result unless a character has made a saving throw in which case the number of damage points is halved to thirty-six. If one is misguided enough to provoke Griendal into fighting with claws and teeth, he will discover that Griendal's claws do 1-6 damage each while the ancient's teeth do 2-20 points of damage. Obviously, it is best to remain in Griendal's good graces. This Green Dragon fights as a nine Hit Die Monster.

Greindal himself is not bashful about telling people that he is in charge nor about using his ESP. If he feels that anyone in the party is a danger to him, he will awaken all others within his caves. Among those awakened will be the Dragons Seismont, Yonteeth, and Veantooth. Additionally, the Minotaur Guards will come charging in to check on the uproar. If Beeatick and the Wereboars are visiting, they will check out the action. The Black Angel will, of course, enter the fray as soon as possible. If a party is not a threat, Griendal will chat amiably and do them no harm.

Seismont is an old dragon (48 HP) who neither speaks nor uses magic. He has the usual AC:2 and his poison breath covers an area of 5"x4"x3" in size doing either 48 or 24 points of damage depending on whether or not a saving throw is made. Like Griendal, he moves at 9" on the ground and 24" in the air. While not possessed of a particularly sparkling personality, Seismont does have one original move. When he spies a particularly tasty morsel, Seismont swoopes down upon his nemeses, grabs his unsuspecting foe, soars upward approximately 100 feet and - splat, 10d6 damage upon landing. With claws and teeth, Seismont does 1-6/1-6/2-20 damage; he fights as a 8 Hit Die Monster.

Yonteeth is a young adult dragon (28HP) who speaks common but does not use magic. To compensate for her small stature, Yonteeth has developed a unique attack strategy. She flies by her intended victim three times (at 24") and inundates her foe with poison breath on a 50% roll the second and third passes. Her breath covers an area 5"x4"x3" and does either 28 or 14 points of damage depending, again, on whether or not a saving throw is made.

It should be stressed that Yonteeth is highly aware of her small size and will initiate her airborne attack only if she knows she will successfully be able to breathe. Hence, before each pass is made, a successful role of 50% must occur or the attack is aborted. As the only female of the group and hence eminently more sensible than the others, Yonteeth has an aversion to fighting and will try to avoid it if at possible. However, if goaded into ground combat, she has an AC: 2, and does 1-6/1-6/2-20 damage with claws and teeth. Yonteeth fights as a seven Hit Die Monster.

Veantooth is a young dragon (18 HP) who both speaks common and uses magic. He has two spells at his disposal: *Charm Person* and *Ventriloquism*. As is the case with Griendal, Veantooth can invoke each spell once per day. His standard

battle tactic is to confound a party with his *Ventriloquism* and then attempt to *Charm* one party member. Veantooth quickly seizes the *Charmed Person* who is then either "interrogated" by Griendal or served as the main course for dinner, depending upon the replies given to Griendal.

If forced into something as mundane as a fight, Veantooth's poison breath covers an area 5"x4"x3" and does either 18 or 9 points of damage. Veantooth is of an AC: +2, and Moves at 9" on the ground. He flies at an amazing 25". With claws and teeth, Veantooth does 1-6/1-6/2-20 damage and he fights as a nine Hit Die Monster.

10-10 HD
In addition, Smythe, a 69 HP Black Angel will always be found in the cave that forms the Dragon's Lair. This beast is AC: 2, and Moves at 12" on the ground or 15" in the air. It is wise not to antagonize Smythe as he can spit acid 30 feet and in doing so bring about 2-16 damage or 1-8 if a successful save is made. Smythe has two spells at this disposal: *Darkness in a 15 foot radius* and *Confusion, as a spell, again in a 15 foot radius*. Each spell may be invoked three times per day.

In combat Smythe is a formidable foe. He skillfully manipulates his tail doing 1-10 damage while 1-12 damage may result from his teeth. Defensively, Smythe incurs $\frac{1}{2}$ damage from all electrical, Fire, Poison, and Acid attacks. *Charm* and *Hold Spells* are powerless against him.

Griendal has on permanent retainer five Minotaurs who act as guards within the caves. Their HP: 27, 20, 30, 36, 29; they are all AC: 6, Move: at 12" and do damage of either 2-8 or 1-4 to their attackers.

A sixth Minotaur, Crusher, may also be found in the caves as he is the leader of the previously mentioned band of five. Crusher is a 51 HP Minotaur and, among Minotaurs, his word is law. From a source he refuses to disclose, Crusher has obtained a set of plate armor for himself resulting in his having an AC: 3. There is a disadvantage to this armor in that its weight slows Crusher to a Movement of 9".

As befits his position of Head Minotaur, Crusher refuses to butt people as this is beneath his dignity. He will, however, bash anyone who gets out of line with his mace doing 2-7 HP of damage.

Approximately, fifty percent of the time, a Gorgon named Beeatick will be found paying his respects in the Dragon's Lair. Beeatick has 48 HP, and AC: 2, and a breath weapon he can use four times per day. His breath encompasses an area of $\frac{1}{2}$ " at his mouth, 6" in length and 2" wide at the end. When dealing with Beeatick, it is particularly important that one's saving throw be successful as failure results in becoming another statue for his collection.

This Gorgon is of animal intelligence but is overly sensitive to any comments made about him. If offended, Beeatick can use his horns for one attack doing 2-12 damage.

Finally, Henry and Ishmeanton, two Wereboars, will be visiting 25% of the time. Both are nasty tempered, even for Wereboars. They have 23 and 40 HP respectively, and AC: 4, Move: at 12" and have one attack for 2-12 damage. Both appear as Boars in the cave.

Dragon's Lair

The Lair itself is a huge cavern going as deep as 850 feet straight back before coming to a rough rock wall. The ceilings over head vary from 100 to 200 feet up. This vast expanse of room is all needed for the dragons to be able to get aloft. On the Judge map of the Lair above are marked all the locations of the inhabitants of the Lair. The Judge should operate the dragons of the Lair as an evil but not necessarily bloodthirsty group.

Griendal would be very hospitable to a party that came to pay their respects to him. He would not, however, approve of thoughts of ripping him off. Remember his ESP- he'll use it.

The Dragon's treasure consists of 12,000 CP/ 29,000 SP/ 14,000 GP/ 15 Gems valued at 2,200 GP and 4 pieces of jewelery worth 4,000 GP. They possess no magic treasure.

Experience Points for Dragon's Lair

Griental = 6,802 Experience
Yonteeth = 1336
Smythe = 4,304
Minotaur (20 HP) = 560
Minotaur (36 HP) = 688
Crusher = 808
Ishmeanton = 515

Seismont = 1,130
Veanteeth = 1,299
Minotaur (27 HP) = 616
Minotaur (30 HP) = 640
Minotaur (29 HP) = 632
Henry = 413

The Journey to Dragon's Lair

Two checks for Wandering Monsters are made each day in the Dragon Mountains. Make the checks in the morning and the afternoon. A trek to the Lair encompasses a two day journey and a trip of equal length for the return. While making this sojourn, use a twelve sided die to check for Wandering Monsters. A roll of one indicates contact. For monsters reactions use the charts for the Black Angel Woods.

Wandering Monster Chart For the Dragon Mountains

The following chart lists the Wandering Monsters possible in the Dragon Mountains. Use a d% to determine which Monster has been met. The quantity and statistics plus suggested experience are listed behind each Monster.

D% Die Roll	Monster	Quantity	Armor Class	Move	Hit Dice	No. Of Attacks	Damage/ Attack	Experience
01 - 04	Green Dragon	1 - 4	2	9"/24"	7 - 9	3	1 - 6/1 - 6/2 - 20	See Above
05 - 16	Gorgon	1	2	12"	8	1	2 - 12	1,750 + 10/HP
07 - 17	Minotaur	2 - 8	6	12"	6 + 3	2	2 - 8/1 - 10	400 + 8/HP
18 - 22	Wereboar	1 - 2	4	12"	5 + 2	1	2 - 12	275 + 6/HP
23 - 25	Amphisbaena Snake	2 - 3	3	12"	6	2	1 - 3/1 - 3	475 + 6/HP
26 - 28	Basilisk	1 - 2	4	6"	6 + 1	1	1 - 10	1,000 + 8/HP
29 - 33	Giant Boar	2 - 5	6	12"	7	1	3 - 18	225 + 8/HP
34 - 48	Fire Chameleon	2 - 5	4	12"	10 + 3	1	2 - 16	1,400 + 12/HP
49 - 50	Intellect Devourer	1	4	15"	6 + 6	4	1 - 4 (x4)	1,510 + 8/HP
51 - 54	Lamia	1 - 2	3	24"	9	1	1 - 4	1,700 + 12/HP
55 - 57	Lion	2 - 4	6	12"	5 + 2	3	1 - 4/1 - 4/1 - 10	300 + 6/HP
58 - 63	Manticore	1 - 2	4	12"/18"	6 + 3	3	1 - 3/1 - 3/1 - 8	525 + 8/HP
64 - 66	Thought Eater	1 - 2	9	6"	3		Special	
67 - 72	Troll	2 - 5	4	12"	6 + 6	3	5 - 8/5 - 8/2 - 12	525 + 8/HP
73 - 77	Black Angel	1 - 2	0	12"/15"	10 + 10	2	1 - 10/1 - 12	3,200 + 16/HP
78 - 00	Gnolls	4 - 24	5	9"	2	1	2 - 8	28 + 2/HP



Zienteck Judge Description

As you are already aware, the surface of the stronghold Zienteck was leveled by Griendal the Dragon. However, there still remains three entrances to the dungeon below. They are to be found scattered throughout the debris. At one time these were blocked, but the people trapped within the ruins were able to dig out. They escaped through these portals in the dead of the night. These survivors were the first to spread the story of Zienteck's demise. The ruins are tricky and unstable to tread upon. If a person is forced to fight here, he must roll his Dexterity, times three, stated as percent to keep from loosing his footing. Located in the ruins will always be a Wandering Monster. Roll for the creature upon the Dragon Mountains Wandering Monster Chart. Anyone or anything living here will already be afraid and will automatically attack the adventure party. A sense of forboding permeates the area in and around Zienteck and is especially strong within the dungeon itself.

This feeling will have a profound effect upon the party. It will cause disquiet in even the most intrepid of adventurers and just plain scare the hell out of the rest.

The Judge must determine what this effect may have upon both the characters and the NPCs as they enter the Zienteck ruins and the dungeon below.

Wandering Monsters Inside Zienteck

Without exception, the Wandering Monsters in the dungeon will attack. As a party enters an enclosed area, a check for a Wandering Monster must be made irregardless of whether or not the party has been in the area previously. An enclosed area can be a room or even a hallway with a door at both ends. No checks should be made in the secret or hidden area nor in areas containing preset monsters or traps. Use a roll of one on a d6 to indicate the presence of monsters.

Wandering Monster Chart

D% Die Roll	Monster	Quantity	Armor Class	Move	Hit Dice	No. Of Attacks	Damage/ Attack	Experience
1	Scorpion	1-2	3	15"	5+5	3	1-10/1-10/1-4	650 + 6/HP
2	Shadow	2-3	7	12"	3+3	1	2-5	255 + 4/HP
3	Giant Slug	1	8	6"	12	1	1-12	2,000 + 16/HP
4	Amphisbaena Snake	1-2	3	12"	6	2	1-3/1-3	475 + 6/HP
5	Giant Spider	2-8	4	3"/12"	4+4	1	2-8	315 + 5/HP
6	Rust Monster	1-2	2	18"	5	2	Rust Armor	185 + 4/HP

Only the Giant Slugs have a limited number of times they can be met. A Giant Slug can be met only once on each trip to the Dungeon.



Notes on Running the Zienteck Dungeon

1. Locked doors are indicated on the Judge map be being solid black.
2. All traps and present monsters have their positions indicated upon the Judge dungeon map.
3. Each Gold Piece of treasure which a party actually removes from the dungeon shall equal one experience point.
4. Suggested experience points for monsters and treasure have been listed for each room at the end of the descriptions. The following abbreviations are used at the end of room descriptions and after each will be a number which is the suggested experience points.

TR= Experience for Treasure
EXP= Experience for Monsters
MGC= Experience for Magic Items
TRAP= Experience for Traps
5. If the party is alert, there are several clues about dangers in this adventure. Do not overstress them, but rather casually state the information.
6. There are no lights anywhere in this dungeon. If a party wants to see, they must provide their own light. (Maybe some of the party were Boy Scouts.)
7. A party is welcome to leave at anytime.
8. If a party is silly enough to think that it can take on the dragons that took out a Wizard, by all means let them try. Remember, though, dragons are not stupid and generally breathe if threatened.

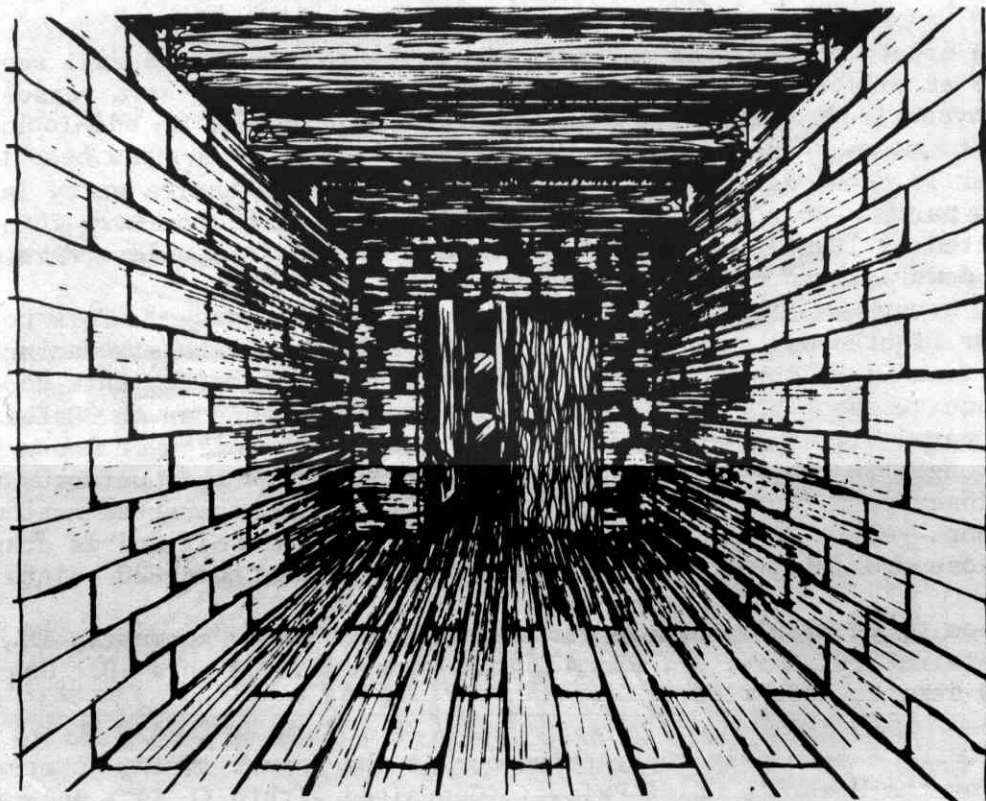
Room Descriptions

- #1. Very obviously, this is an entry room which is essentially empty but for three huge mosaics dominating the north wall. The center mosaic is an overview of the arena area (rooms 15-19). Flanking it are two mosaics of an enormous barbarian vanquishing foes. In the center mosaic, in the lower left corner of the depiction of room #17, is a deep gouge which is the only flaw in the entire wall. This gouge marks the secret exit out of room #17.
- #2. Formerly a barracks, this room is now barren of any life-forms. It contains only three bunk beds, each with a chest at its foot. The chests primarily contain clothing. The third chest however, contains a partially written letter and a Gem worth 100 GP. The letter is reproduced below:-

"Even the Wizard's Efreeti has been vanquished.
The Wizard then cursed it to stay here forever
for its failure, with only a fountain for company,
its in the Our passage now has a guard behi....."

A secret door is located in this room. Elves and Half-Elves have a 1 in 6 chance of locating the door when near it. If they search the odds are increased to 33.3%. Other races have 1 in 6 chances of finding the door and then only if they are searching.

- #3. An ornately decorated salon in which the colors in the wall seem to move at will. All characters entering this room must save versus wands or be hypnotized. Located in the center of the room is an odd-looking pillar of stone. In reality, this pillar is a roper that has been trapped here for lo these many years. It will strike if the entire party is hypnotized or if a party member touches either it or the door to room #4. This roper is unaffected by lightening and takes one half damage form cold. Fire, however, is its downfall and it saves at -4 from any fire attack.
- If struck by a torch, this roper will take 1d6 damage. This holds true for Lighted Oil does 2d6 and then 1d6. Blessed with six tentacles of a sticky rope- like substance and plenty of time to practice, this roper has become quite adept at lassoing and can entangle someone up to 30 feet away. The ensnared victim must make a saving throw versus poison or loose 50% of his strength in one to three rounds. The roper drags this unfortunate 10 feet closer each round. In order to break free, the character must make his open doors roll. If the victim is unable to free himself and is dragged into close proximity of the roper, he will be bitten for 5-20 points of damage.
- Room #3 is also memorable for the dank odor which permeates it. Roper stats are: AC: 0, Move: 3", HP: 47, Hits armor class 2 on a 10. One attack at 5-20 damage, EXP: 4202.
- #4. Exuding a scholarly aura, this room is the former living quarters and study for the Wizard's Chief Priest. Contained within it is a desk (with a fire trap placed on the uper center drawer 1d4+8 damage), a +4 (+5 versus Golems), mace hanging on the wall just above the desk and a bed with 2 scrolls lying upon it. The first scroll is useless. It has contact poison on the tube, however, which will do 2-20 damage ($\frac{1}{2}$ if save.) The second scroll has a spell is *Protection form Undead*- twelfth level. In the desk is one piece of jewelry worth 900 GP and 20 PP in a leather pouch. TRS= 1000, MGC= 1500, TRP= 250.
- #5. A nicely decorated room with four detailed tapestries hanging on the walls. Each tapestry is worth 100 GP. TRS= 400.
- #6. A barracks similiar to room #2 with three bunk beds and three chests. There is nothing of value here.
- #7. Deceptive in appearance, this hallway leads to the traps in rooms #8 and #9. On the east wall is a secret door. Elves and Half-Elves have a 1 in 6 chance of detecting this secret door as they pass. All others in the party will have a 1 in 12 chance to find the door. This door was constructed by a master craftsmen and is therefore excelently executed. The hallway is painted with murals depicting rather gory scenes of arena combat. Definitely not somewhere you'd want to lunch.
- #8. While at first glance similiar in appearance to hallway #7, this hallway differs because of false doorway which is located at the end of the hall. When this door is touched, bars slam down at the front of the hall, trapping the occupants. The false door appears to be locked. Thieves who detect this trap will not be able to figure out what it does. Failure in their roll to remove trap will result in setting off the trap. Characters who are trapped will be able to attempt to lift the bars with their normal chances. This reduction is due to the excellent craftsmanship and high quality of the materials used in the trap's construction, making it extremely difficult to escape from this trap. Two other possibilities exist. If a thief successfully resets the trigger to the trap, the bars will rise. Failing all else, the bars will automatically raise at the end of seven days. TRAP= 200

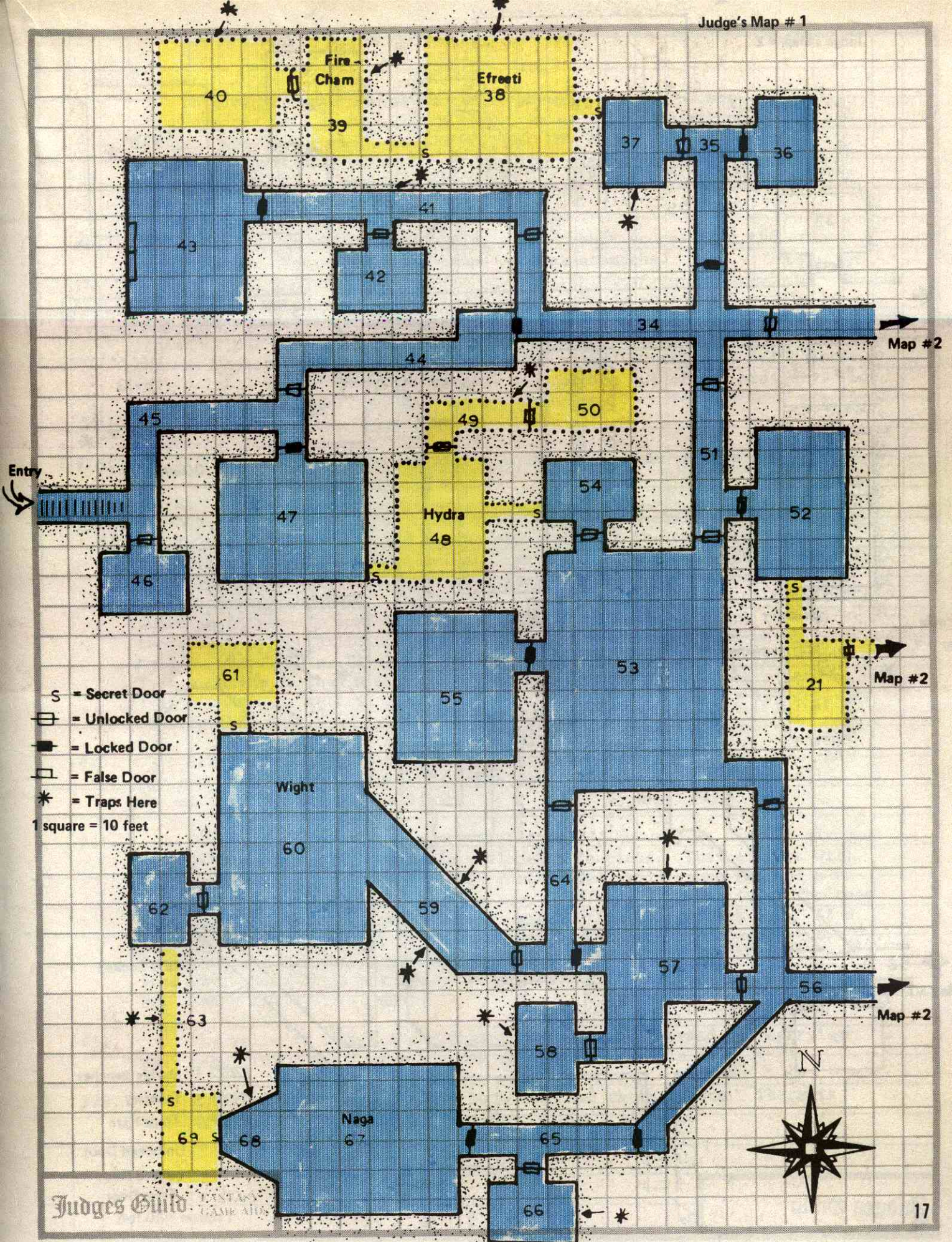


#9. A hallway, including the trap, identical to #8. TRAP= 200

#10. Wizard locked shut by an 11th level spell, entrance to this room is extremely difficult. Entrance to room #10 can also be gained by using the secret hallway which connects hallway #7 and rooms 10 and 11. Elves and Half-Elves have a 1 in 6 chance of finding the secret door in #10 if they casually pass within 10 feet of it. If actively searching, they have a 33.3 percent chance of discovering the door. Others will find it 1 in 6 times and only when searching. Once inside, a party would find that all of the walls are covered with depictions of conquests by the Wizard. Lurking in an alcove there awaits a Giant Fire Lizard who has been trapped here for some time. This Lizard has no treasure, is quite insane and definitely not a friendly fellow. Blood stained walls in the alcove attest to past carnage. Fire based attacks will not harm this fellow. In fact he can breath a fire puff that covers an area 5'x10'x15' and does 2-12 damage (1-6 if save is successful). Are you really sure you want to go through all the hassle of getting into this room? Fire Lizard Move= 9", AC: 3, HP: 53 Hits AC of 2 on a 8, 3 attacks at 1-8/1-8/2-16. EXP= 2092

#11. This room is a gas- literally. Just past the bend in the hallway is a pressure plate that will release a paralyzing gas into the entire hallway. Each member of the party that passes the bend in the hallway has a 25% chance of setting off this particular trap. Save at +4 since the gas is old. This gas incapacitates a character by attacking the nervous system, the end result being total immobility; the effects of this gas last for d6 days.

#12. Formerly tastefully decorated, this room is now an unmitigated mess. The furniture, and everything else for that matter, has been completely destroyed. An extremely large, totally deranged Stone Golem is the source of this destruction. It takes a +2 weapon to hit him and he will throw a *Slow Spell* on odd numbered rounds at whoever is in front of him. The only spells which harm him are *Rock to Mud*, which slows 50% for 2-12 rounds, and *Stone to Flesh*, which makes him vulnerable to all attacks. Move= 6", AC:5 HP: 60, Hits AC of 2 on 7, 1 attack at 3-24, EXP= 8950



Judge's Map # 2

Map # 1

Map # 1

Map # 1

Judges Guild

FANTASY GAME AIDS

18

Entry

28

24

Fighter

26

33

30

29

27

25

22

13

Golem

12

19

18

15

17

16

20

9

10

Fire Lizard

Roper

4

14

3

8

7

2

1

5

70

6

/// = Marble Benches

~ = Tapestry

* -> = Traps Here

□ = Unlocked Door

■ = Locked Door

▤ = False Door

1 square = 10 feet

- 7702
EXP
1930
- 560
- #13. This vault has a locked door covered with contact poison. Should the character fail in his saving throw, he will immediately take d10 damage. Inside the vault is 100 PP/ 1000 GP/ 2000 SP/ and 1000 CP. Buried in a partially hidden chest are four pieces of jewelry; a bracelet (700 GP), a necklace (1200 GP), earrings (1000 GP) and a belt buckle (500 GP). TRS= 5005
- #14. A hallway in which, once again, great combat scenes from the arena are depicted. Not a place for those of weak stomachs.
- #15. Careful watch your step! Any wanderer who doesn't tread carefully will find themselves stumbling down a steep incline and straight into the center of the arena. Even a prudent traveller may find himself bumping into the marble benches that fill the 60 degree slope. Outside of being extremely painful to run into, the benches are nothing out of the ordinary. Located on the south wall is a stairway- an eminently safer and more practical entrance to the Arena floor below.
- #16, #18, #19. Barren cells containing straw, bones, and little else except for a peculiar odor.
- #17. Another cell- or is it? The requisite bed and chest are here, yet the bed is king-sized as opposed to the cots found in the other cells. A typically, there is also a couch and the floor is covered with lush carpeting. The usual Barbarian conquering foes murals abound yet one mural is different from the rest. The Barbarian with whom we are now so familiar is shown in a friendly pose with the Wizard. One last note about room #17- there is a secret exit in the southeastern corner of the room which leads to #21. Once again, Elves and Half-Elves can be of good use. They have a 1 in 6 chance if they are searching for it. Other party members have a 1 in 6 chance of detecting this secret door, but only if they are actively seeking this exit.
- #20. Great battle scenes in the arena are depicted in this hallway. In the center of the hall, however, is a mural of a Spear with Stars all around it. Odd, to say the least.
- #21. This hidden room is elegantly decorated. However, as a party advances halfway down the hall, the walls will begin to close. The hallways will remain closed for two hours. A *Hold Portal Spell* will cause the walls to stop and a *Knock* will cause them to reopen. Those who make it to the room have only to wait the required two hours and then charge back out. If a Dwarf checks for a trap here, he has a 66 2/3% chance of detecting it. Gnomes have a 70% chance of feeling that the hall is unsafe but will not know why. Room 21 is not the cheerful respite it originally appeared to be. TRAP= 250
- #22. The walls of this hallway depict scenes of well-armed men carrying away beautiful women from a burning castle- the party's over.
- #23. A barracks containing three bunk beds and three chests. There is nothing of value here. Looks familiar, doesn't it?

#24. This room contains three beds. Two of these cots have skeletons upon them; the third is empty. Neither of these skeletons is animated, but one may wonder what demise overcame them while they slept. If he listens very carefully, a character may hear anguished screams which are barely audible, but recognizable as filled with terror. There is no significance to these screams, unless, of course, one happens to be the screamer. Above each bed is a life-sized portrait of a Blue Male who is completely naked. The party will notice that in each painting the man is wearing Bracers and carrying a Longsword. There is nothing else of value.

#25. Harem murals adorn the walls of the vestibule. On the door to room 26 is a picture of a Blue Man with only Bracers and a Longsword. When the door to room 26 is opened, poison darts will fire into the hallway. The darts do 1 to 3 points of damage plus a save versus poison must be made or the character will *Sleep* for one to six hours. Three darts will enter each space where a person is located. The darts always hit on a 10 or up on a d20. If the forehead of the Blue Man is touched, the door will automatically open without setting off the trap. (There is a pressure plate located on his forehead and it could possibly be found, but the reason for its existence would remain a mystery.)

#26. This was once a harem room. Silk billows from the walls, caressing any movement in the room and lending it an air of unabashed luxury. The floor is covered with plush fur rugs and silken pillows of very good quality are scattered about. There are thirty of these pillows and rugs total which are worth 50 GP a piece on the open market. However, to obtain the 1500 GP that these are worth, a party would have to take them back to civilization. Against the north wall is hidden a Blue Man wearing Bracers of Defense (AC: 4) and wielding a Longsword. He has two attacks per round, 63 HP, and is cursed to defend this room until the end of time. He fights as a twelfth level fighter for his to hit chances. He also saves as a twelfth level fighter. In a small box with four necklaces in it. (1300, 2000, 2500, 1700 GP). TRS = 5500, EXP= 3084, MGC= 2000

NOTE
20000
3000/2000

#27. Surprise! You're in another hallway. Once again, someone's taste in art runs to the macabre. Depicted on the walls are scenes of sacrifice upon the altar.

#28. A large altar room which is beautifully decorated. The only item in the room is the Marble Altar. If the altar is touched, a save versus wands must be made or the person touching it will receive a disabling disease. Should a Judge desire a specific disease he should refer to the AD&D Rules which deal specifically with diseases. Under the altar and in the south wall are secret passages to room #30. Elves and Half-Elves have their 1 in 6 chance of accidentally finding the door and 2 in 6 if they are search. Mean while, Dwarves have a 66 2/3% chance of discovering the sliding altar if they search for it.

#29. This hallway ends at a door which will topple down upon one and, unless a save versus petrification is made, the people in the front of the party take 1d10 damage. A Gnome checking this door may get the feeling that it is unsafe. He will not be able to explain why he feels that the door is hazardous. Thieves who detect the trap have a 50% chance of figuring out what will happen. If a thief fails in his attempt to disarm the trap, the trap will be triggered. This is another trap which was particularly well-crafted. EXP= 200

- #30. In size and shape, this room is identical to previous barracks. However, it contains only a desk and a bed. On the desk there is a Magic Scroll and a Clerical Scroll. There are no traps here.

Magic Scroll

Affect Normal Fires (x2)
Power Word Stun (x1)
Stinking Cloud (x1)

Clerical Scroll

Neutralize Poison (x1)
Cure Light Wounds (x3)
Cause Blindness (x1)

MGC= None

- #31. & #32. These hallways are undecorated. Perhaps the painter got tired, or judging from past halls, met an untimely demise.
- #33. Another barracks room. Three more bunk beds and three chest. No treasure here - how dull.
- #34. A hallway with no paintings.
- #35. Murals depicting a great Wizard in combat decorated this hall. - The Artist lives!
- #36. This is a barracks with three bunk beds, three chests, and no treasure.
- #37. An ordinary room containing a desk, a table, and a bookshelf appear to be run - of- the mill reference works but, if any are opened, a save versus spells must be made or the reader will have a deathly fear of Efreet and will totally freeze whenever one is seen. Anyone entering this room will be unaware of the curse even if they are forced to make a saving throw. The Judge should make this saving throw secretly so that the players will be unaware that anything has occurred. The books will radiate a Slight Magic Aura. The papers on the desk are routine work orders but are signed "The Wizard Zienteck". This room was his outer office. Also located here is a secret door to room #38. Elves and Half-Elves are again likely to find this secret door on a 1 in 6, or 2 in 6 if searching. The door is located in the northwest corner of the room.
- #38. A barren room except for the fountain in the center. This room also contains an Efreeti that was trapped here. His name is Recombij and he is not friendly. He takes 42 hits, his AC: 2, and he has on attack for 3d8 damage. Recombij has two spells that he can use at will: *Produce Flame*, and *Pyrotechnics*. Additionally, he can use the following spells once per day: *Invisibility*, *Turn Gaseous*, *Detect Magic*, *Enlarge*, *Polymorph Self*, *Create an Illusion* (while *Invisible* also!) and *Create Wall of Fire*.
Rocombij also has the power to grant three wishes. In granting these wishes he will seek to find some gap in their wording so that the results correspond to the request yet are not exactly what the wisher wanted.
- #39. A *Hallucinatory Terrain Spell* holds room #39 firmly in its grasp. It appears as a beautiful garden some 150 feet square. There is a Slight Magic Aura, unfocused, emanating from the entire room. The room is inhabited by a Fire Chameleon from the elemental Plane of Fire. He can turn ethereal,

perform astral travel, back to his home plane. Never too proud, he is always willing to broil his own lunch. This Chameleon, takes 65 Hits, is AC: 5, and has a Bite for 2d4 damage. He has a 10x10 foot Fire Puff which does 1d12 damage. Successful saves reduce this damage to 1d6. This Puff may be used every other round. On the ground, this Beastie moves at 9" and he can fly at 15". Although he is immune to all fire based attacks, cold attacks do double damage. The following spells may be used by him once a day: *Pyrotechnics*, *Produce Flame*, *Detect Magic*. Oddly, the party will never get a clear look at this creature because of its ability to blend into its surroundings. However, if one could skim to the Chameleon's plane, he would appear as an orange Alligator with wings. EXP= 2500

#40. Welcome to the inner sanctum. The party has arrived at the Wizard's personal study and bedroom. Shoved against the east wall are a bed and a chest. The south wall is essentially one continuous work bench and the north wall is a bookshelf. Located in the center of the room is a round marble table and on the west wall is a large desk. Sparsely decorated but tastefully arranged.

One the middle shelf of the bookshelf there is a book which stands alone. This volume is the Wizard's Spell Book. Its appearance give every indication that something apparently tried to eat it for lunch and only the following spells are legible: *Dancing Lights*, *Detect Good*, *Leomund's Tiny Hut*, *Fire Trap*, *Legend Lore*, and *Ctilukes Freezing Sphere*. At one time there were 39 spells in this book. There are no traps attached to this book.

When the desk is touched or anything is moved, six spears will come up through the floor. They encircle the desk and hit upon a 4 or up doing 1d8 damage. On the desk is a +4 Ring of Protection which also gives a +2 versus spells and wands. Also, there is a scroll on the desk with a fire trap on it. The fire trap will do 1d4+8 damage and destroy the scroll if set off. The scroll has three spells: *Write*, *Feign Death*, and *Shield*.

On the workbench are seven potion. When the speed potion is moved, a scythe will swing down from the ceiling. A save versus petrification or take 1d8 damage from it.

The chest has a poisoned lock. The poison will do 2d20 damage if a saving throw is not made. If the throw is made, then no damage is done. Inside the chest is a Wand of Illumination. MGC= 7700

#41. In this hallway are paintings of strange human-like beings. They are dead white in color, about four feet tall, have no body hair, and there is a huge ridge across their foreheads. Their eyes are no more than narrow slits. Somehow they seem illdefined; the sight of them is alien and it is virtually impossible to focus clearly upon them. Nebulous though these beings appear still the definite impression is given that you wouldn't want to meet one alone in a dark passageway. Located in the hallway just in front room #42 is a well-covered pit some six feet in diameter and fifteen feet deep. Those falling in will take 1d6 damage. This constitutes an unsafe floor and Gnomes who are being watchful have a 70% chance of perceiving this trap. EXP= 100

#42. Another barracks room. It has three bunk beds and three chests. Naturally, there is no treasure.

#43. A barren room except for the hugh Wizard-locked doors on west wall. Above the doors is this inscription: "Beyond These Portals are Locked the Pits of Shangfolk."

No known magic has ever coerced open these doors. The reason why remains a mystery to even the wisest of Wizards. Should someone manage to enter the area beyond the doors they will find an underground catacomb with seemingly no end. The Judge should determine if these intrepid souls become lost or find their way back.

#44. The walls in this hallway are painted with pictures of the great Wizard conquering foes. A more valiant Wizard never lived.

#45. Identical to #44.

#46. This is a barracks room. Three bunk beds, three chests. In the third chest is a piece of paper. Things are looking up! It says:

"Efreeti followed by fire.....
Naga keeps no followers, but the passing is death.
Barren vaults conspire to trick in swirls.....
The food is in the way.....
Pass not the corridor for the signs removed....."
Kerbick

#47. Room #47 appears to have been a combat room of some type. The south wall is covered various rotted and rusted weapons. The other three walls show depictions of an Amazon Fighter with a Hand Axe and a Longsword. Fading blood stain abound in this room. There is a secret exit in the southeast corner of the room. Non-Elven characters have only a 1 in 12 chance of locating this door. However, those of Elven blood, including Half-Elves, have a 1 in 6 chance by just walking past or a 2 in 6 chance if searching.

#48. Featuring artwork identical to room #47, as an added attraction room #48 has a Ten-headed Hydra. If two heads really are better than one, then this guy must really be terrific! Each head takes 8 HP and can do 1d8 damage. This Hydra can attack up to three opponents at one time or one person three times, the choice being all his. He has an AC: 5, and Moves at 9", but is trapped here as the five foot hallways are too small for his immense bulk. EXP= 2620

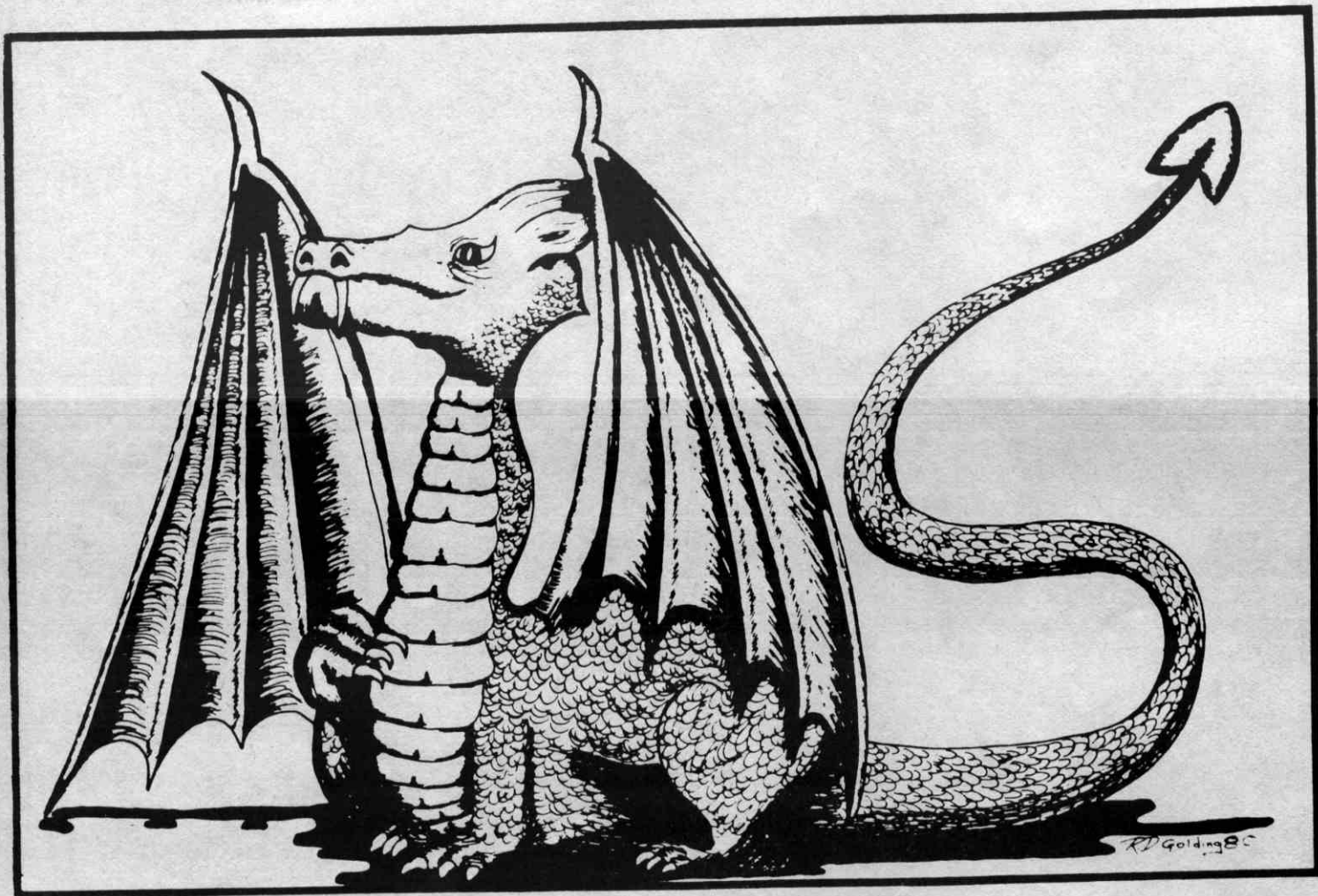
#49. Once again, a hallway with pictures of the Amazon Fighter. As the door to room #50 is opened, an enormous pit develops in front of the door. The person opening the door must save versus petrification or plunge into the pit, taking 1d6 damage as he crashes upon the stacks of bones piled below. Dwarves have a 66 2/3% chance of detecting this stone trap, while Gnomes have a 70% chance of realizing that the floor is unsafe. EXP= 250

#50. The bedroom of the Amazon Fighter in which there is a bed, a chest, and a desk. In the chest are two pieces of jewelry worth 600 GP and 800 GP respectively. Above the desk hangs a Hand Axe (+2) and a Longsword (+1, +3 versus fire using, creatures and +3 damage.) Otherwise, the room is empty as Amazon Fighters do not like clutter. The Hand Axe has no alignment, but the Longsword is Lawful Evil and will do 6 pts. of damage each round that it is held by any other alignment. It has a Ego of 6 and an Intelligence: 12; its name is Hootuck, Slayer of Good. Hootuck has one primary ability and that is to detect Good within a 1" radius of itself, when its holder requests this knowledge. EXP= 2800

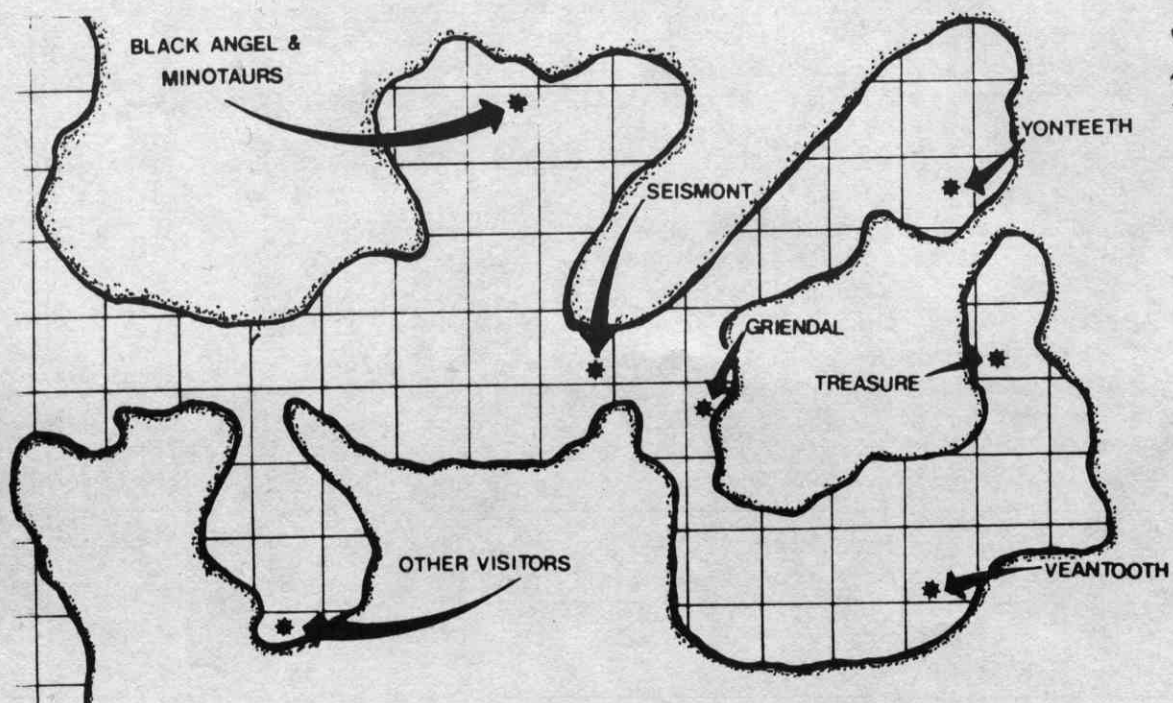
- #51. This hallway has murals which depict varying torture apparatus- best to pass quickly through here.
- #52. Bizarre in appearance, room #52 is the torture chamber. It also has a secret exit which leads to room #23. Elves and Half-Elves have their normal 1 in 6 casual chance of seeing the secret door and 2 in 6 if they are searching. All others have a 1 in 6 chance, but only when searching. Contained within this room is every imaginable torture device and quite a few unimaginable ones too. See rooms #21 & #17 for trap description of the secret hallway.
- #53. A huge banquet hall-no food, but lost of seating capacity.
- #54. Six kegs of excellent wine (200 GP each) remain in this musty cellar. Be warned, though, that the wine is double potency. If anyone in the party can still stand afterwards, they might be interested in trying to find the secret exit to room #48. Cheers! Sober Elves and Half-Elves have a 1 in 6 chance of finding the secret door when passing it and a 2 in 6 if they search. Their chances of persuading any Dwarves to go through it, though, are much smaller. TRS= 1200
- #55. This is a very large kitchen and pantry. Judging from the layers of grime, no one has eaten here for quite a while- probably had their permit yanked by the Health Department.
- #56. An empty hallway don't waste your time here.
- #57. Wall shaded in black and gray comprise this room. They seem to be constantly in motion. Save versus wands or become nauseous for 1 to 12 rounds. This procedure is repeated each time the room is entered.
- #58. When the door to room #58 opens, a gas is released into #57. This gas allows a save versus poison. Those not saving will believe they are in a vault stacked to the ceiling with Platinum and that is all they can see for 1 to 6 hours. The room, #58, itself will teleport those entering it to room #66. (The party will still find themselves entering a room, but will exit into hallway #65.) the room they have entered and will leave is a barracks room. Room #66 is a receiver only and will not send people back when it is entered. TRAP= 500
- #59. An enormous hallway which has colorful mosaics of woodland scenes. Oddly enough, the center mosaic on each wall has been stripped away. Still, this is one of the more cheerful places you've stumbled across in this dungeon.
- #60. Room #60 continues the woodland mosaic decorating theme. However, the wall directly opposite the entrance to the room has no mosaic on it. When the party begins to enter room #60, a Wight will emerge from this blank section of wall. Simultaneously, two Wights will also emerge from the blank sections of wall in room #59. Well pardner, better reach for the sky 'cause you're surrounded. These Wights have 19, 20, and 23 HP. The party will need either plus one weapons or silver weapons to harm the Wights. Since they are

undead, they will be unaffected by *Sleep, Charm, Hold, or Cold based Spells*. They all have an AC: 5 and Move: at 12". A Wight has one attack per round which does 1d4 damage. In addition, when they hit they drain one level of ability from a character. This level drain includes all benefits. If a character is killed by a Wight via the level drain technique, he will become a Wight. EXP= 1,930

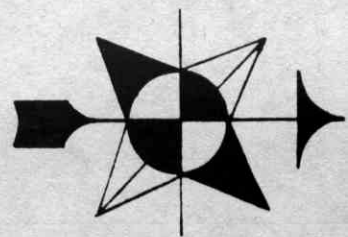
- #61. The entrance to this room is a secret door from #60. Elves and Half-Elves have a 1 in 6 or 2 in 6 chance of finding their way in. This room contains a single chest with 50 Gems in it. Other than Gems, it holds nothing of interest. The Gems are valued at: 10 @ 10 GP, 7 @ 50 GP, 6 @ 100 GP, 3 @ 500 GP, and 1 @ 1,000 GP.
- #62. Another barracks room with three bunk beds and three chests. No treasure is to be found but there is a secret hallway to room #69. (Great place if you're in a hurry to get to room #69.) Would you believe those pesky Elves are sniffing for doors again? The chances are 1 in 6 if they are casual about it but 2 in 6 if they search.
- #63. Connecting rooms #62 and #69, when the center of this hallway is reached, the floor will begin a wave motion starting at room #69. When it reaches #62, it will rebound and another wave will begin at #69. No one will be able to retain their footing after two rounds. As for retaining their lunches, well, it could get messy. TRAP= 50
- #64. A totally blank hallway.
- #65. Notable only for the artwork depicting a great feast, this is an otherwise ordinary hallway.
- #66. A barracks room which also acts as a receiver for room #58. The prerequisite three bunk beds and three chests are to be found here. Not to be found here, however, is any treasure or did you already guess that?
- #67. Apparently merely a nicely decorated room with plush carpeting, room #67 also has a Guardian Naga. Don't you just love these unexpected decorating touches? This one has 49 HP. It has three attacks; Bite for 1-6, constrict for 2-8, and spit poison 3" that can kill if save is failed. The Naga's AC: 3. It has the following Clerical spells it can use once per day: *Command, Detect Magic, Detect Lie, Hold Person, Resist Fire, and Dispel Magic*. If you really want to know it moves at 15". EXP= 4334
- #68. This room is a short marble entranceway to the treasure room located just beyond. The first person to stop upon the floor of this room will become a sudden blur to the others as he is apparently "Swallowed" by the floor. Below the floor is a tunnel which is extremely slippery and slopes steeply downward for approximately 300 feet. Due to the slickness and the extreme pitch of the tunnel, those inside will not be able to climb out. The ensuing investigation will reveal that room #68 has an animated magical floor. As such, Dwarves and Gnomes won't detect this trap; however, it does give off a magic aura. TRAP= 500
- #69. A single chest dominates this barren room. It is located in the corner and contains twenty jewelry pieces worth of the following in Gold Pieces: 1000/ 110/ 800/ 900/ 1250/ 650/ 1950/ 500/ 300/ 550/ 400. TRS= 6,300
- #70. An empty barracks- not even three chests and three bunk beds are to be found here.



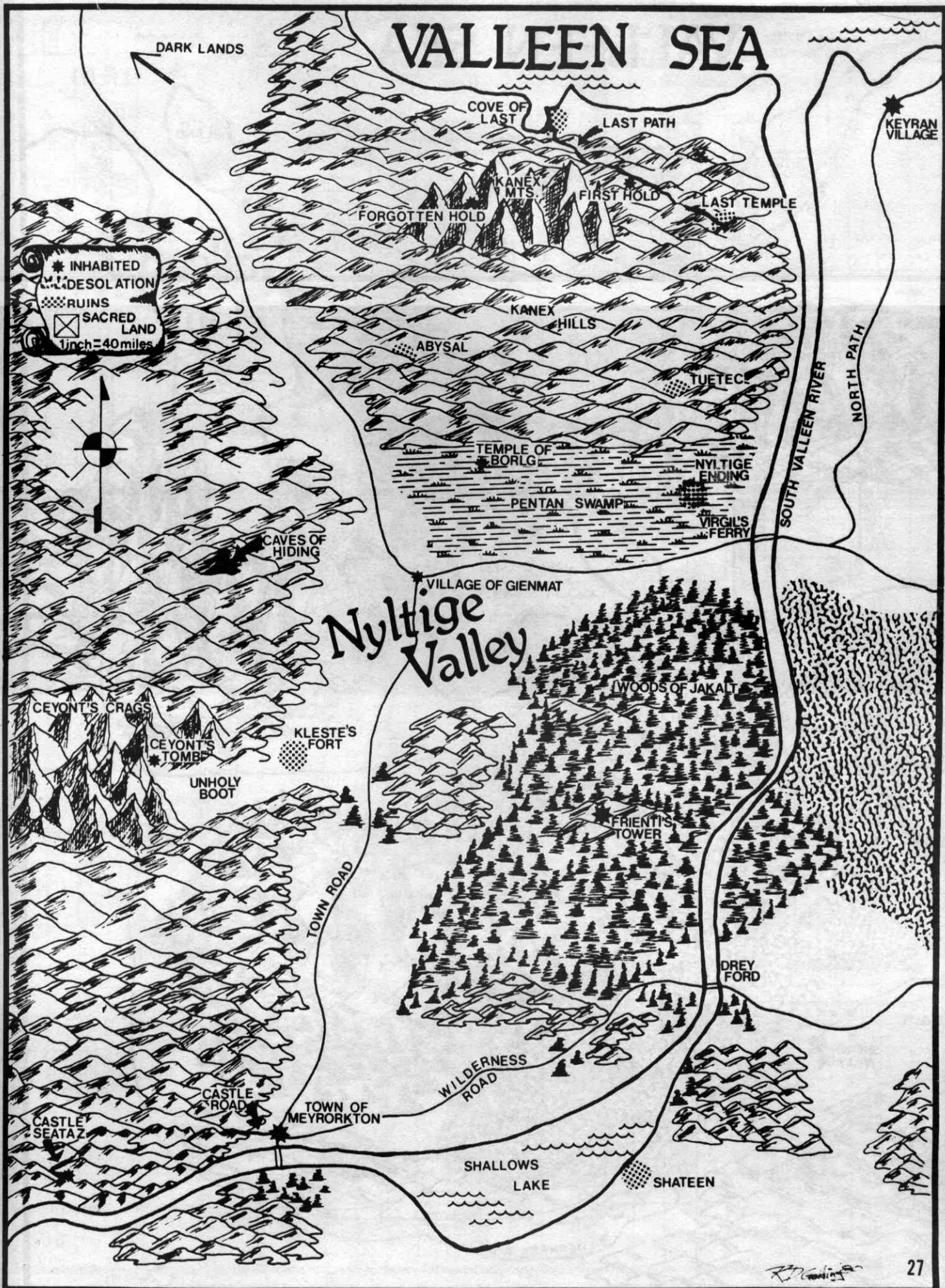
GRIENDAL



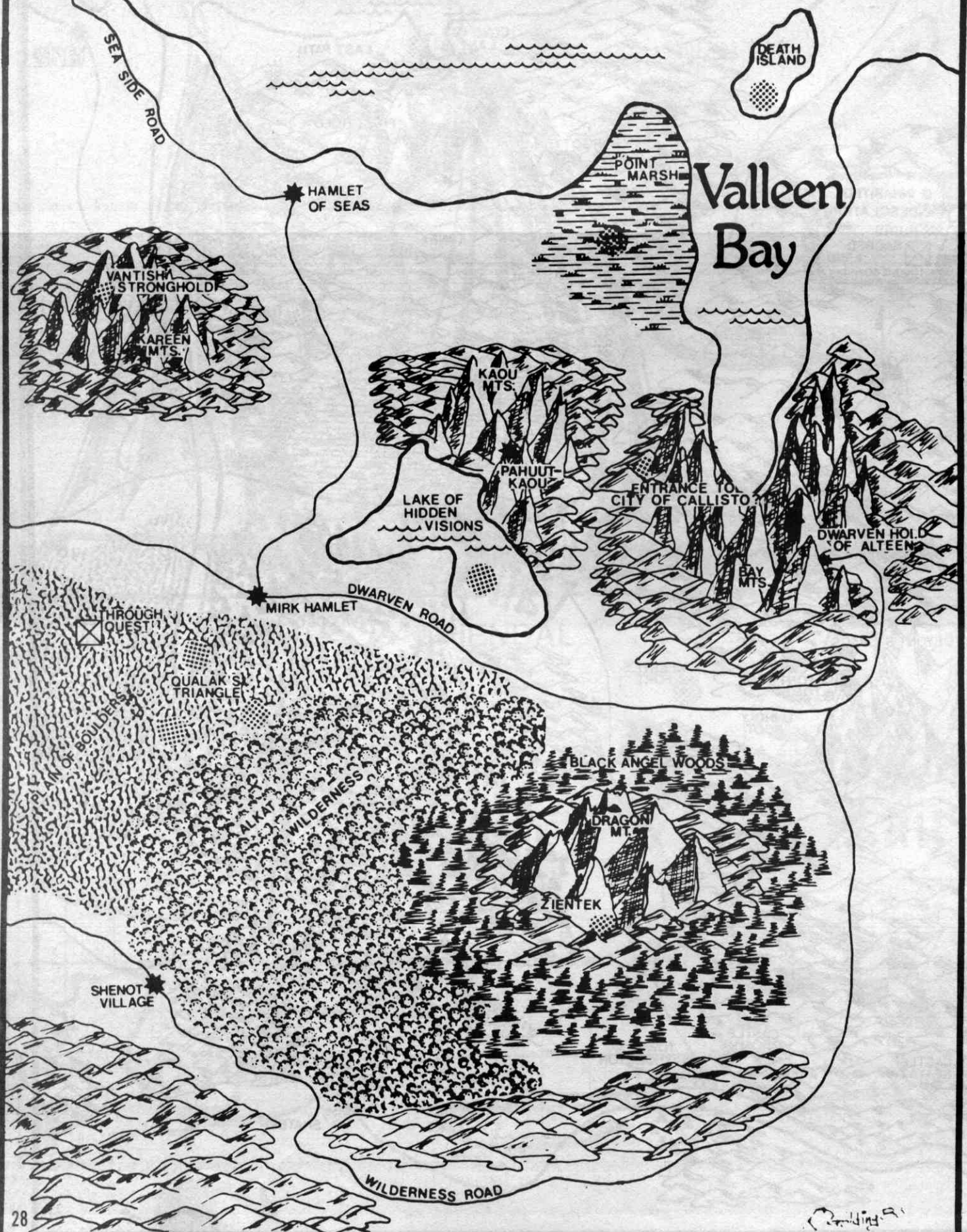
Dragon's Lair



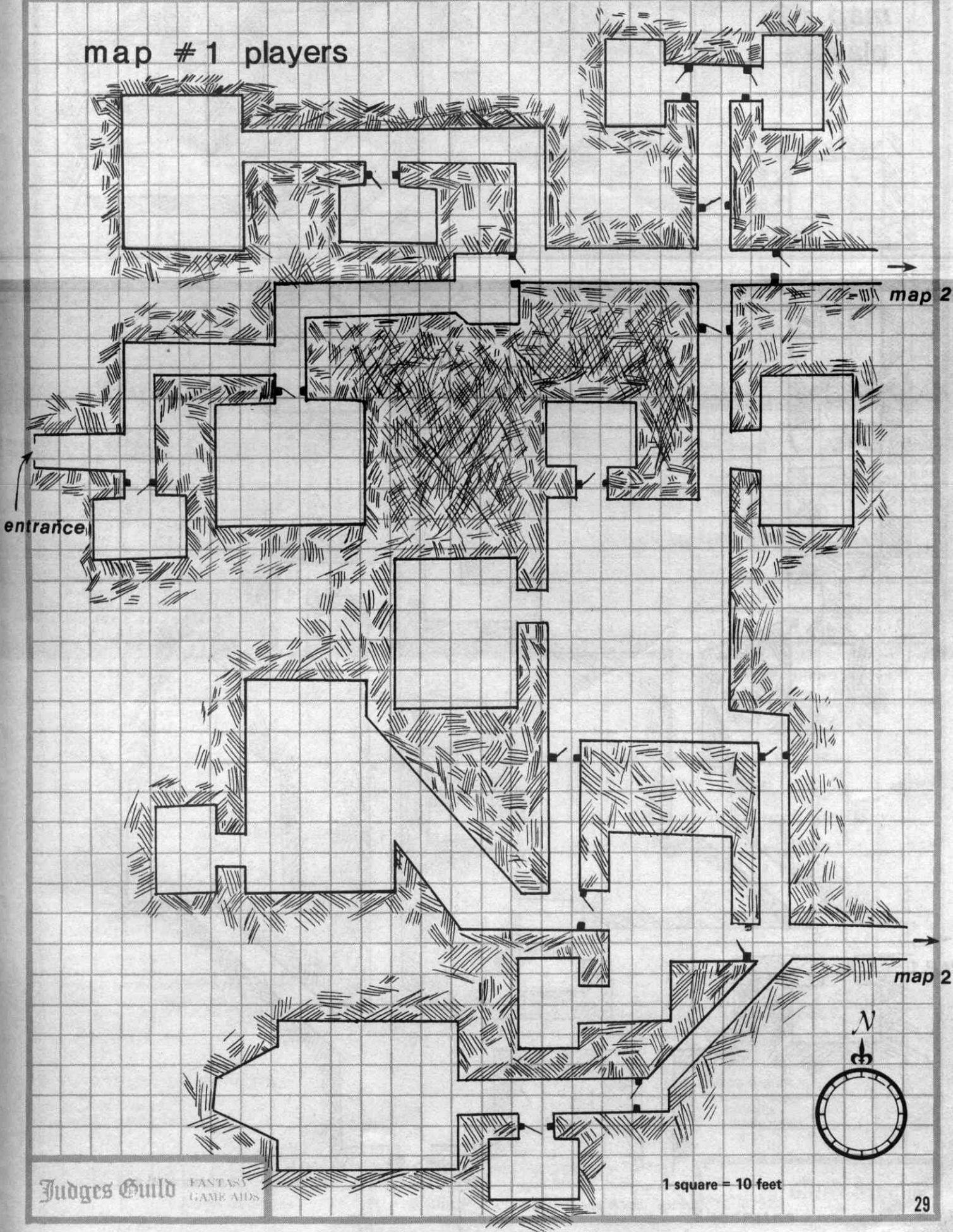
1 SQUARE = 50 FEET



VALLEEN SEA



map #1 players



map #2
players

MAP 1

MAP 1

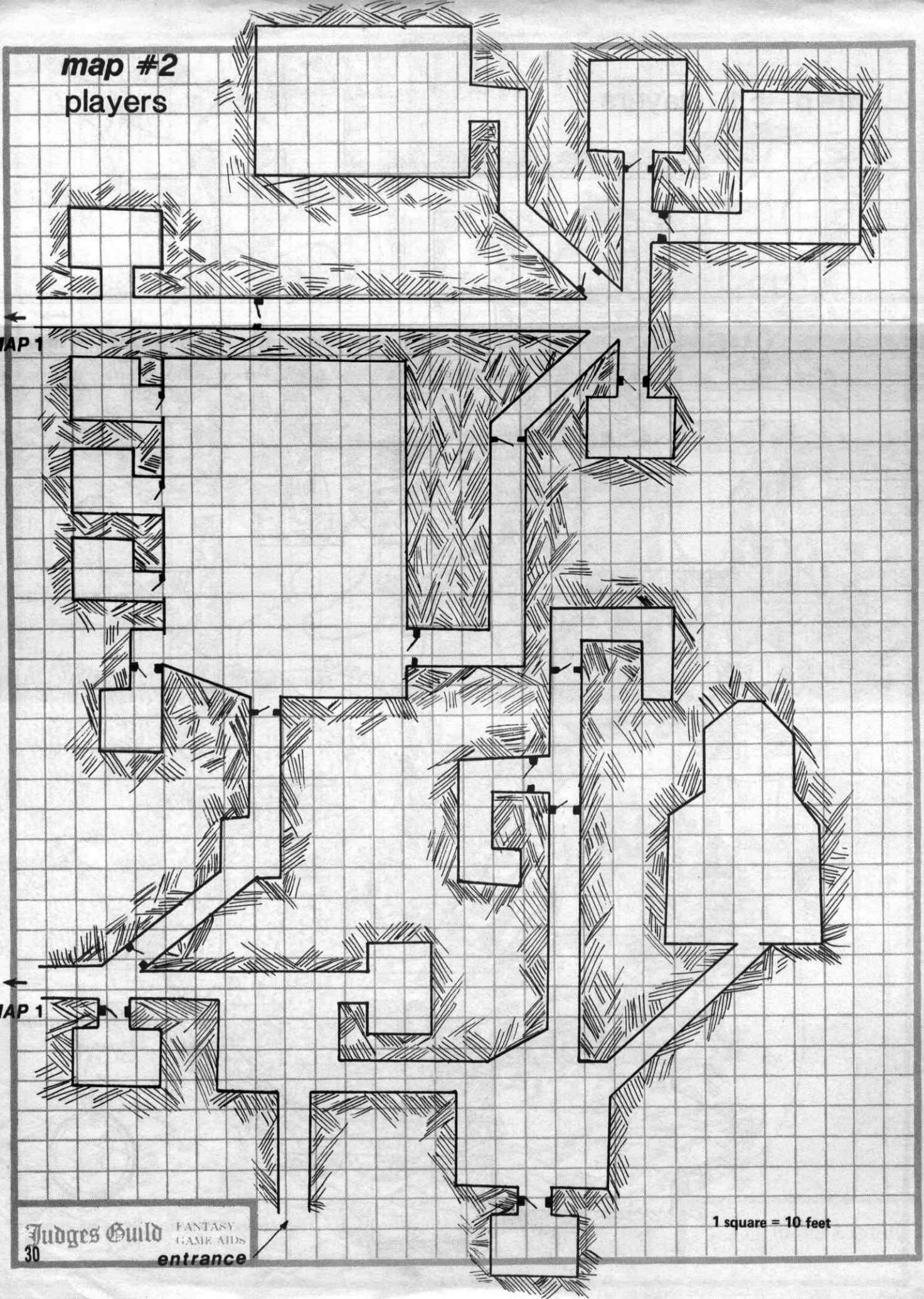
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30

entrance

1 square = 10 feet



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