

ODE1

For Character Levels 1 & 2

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FOR OLDSCHOOL
SWORD & SORCERY GAMES

Dungeon Supplement ODE1 **Oldskull Dungeon Encounters**

By Kent David Kelly

MONSTER ENCOUNTER MATRIX #1 FOR DUNGEON LEVEL 1

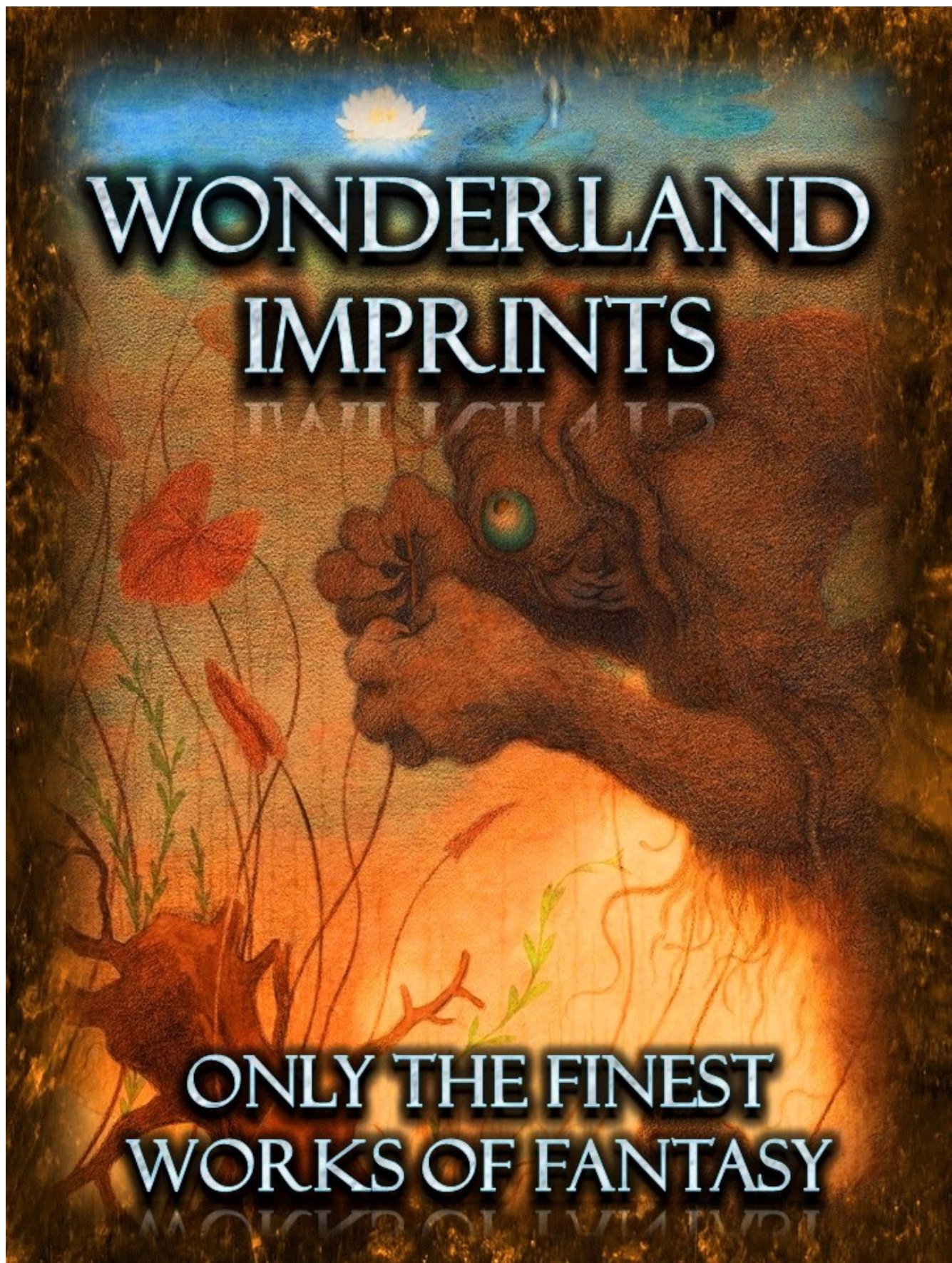


OSR Old
School
Reborn

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Special
Encounter
Sourcebook



Oldskull

Dungeon Encounters:

Book I

**An Old School Supplement
For Fantasy Role-Playing Games**

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OSR

Description

From the dungeons deep

beneath the haunted Ushirian Manor,

Castle Oldskull, the first fiends

and treasures

are now unveiled at last ...

In this mini-supplement tome you will find 25 unique dungeon encounters and 25 treasures, unearthed from the author's Castle Oldskull setting, dungeon level 1. The encounters herein are specifically suitable for adventuring parties of the first or second levels of experience. Compatible statistics are provided for Basic, Expert, and Advanced editions of the world's finest old school role-playing game.

These encounters were designed using the Gyaxian bestiary of 1977 and have been specially developed to reveal the extent to which classic monsters can be elaborated upon in order to highlight unexpected role-playing, combat, cross-encounter, and interaction opportunities. Each encounter has been created to offer a basic monster and treasure, while also offering an intriguing adventure hook leading to deeper insights into the cultures, secrets, and mysteries of the game world of Oldskull. Your players can ignore or explore these curious leads however they see fit, and in doing so their actions, inaction, questions and pursuits will likely compel you to weave a wider world around the hints, lore, and unique monster characterizations that are all provided here.

This mini-supplement can be used as a dungeon room key (to a map which you

provide), or as a random monster lair generation table perfectly suited to a campaign with beginning players.

Enjoy!

Another fine offering from Wonderland Imprints, *Only the Finest Works of Fantasy*.



Encounter I-1

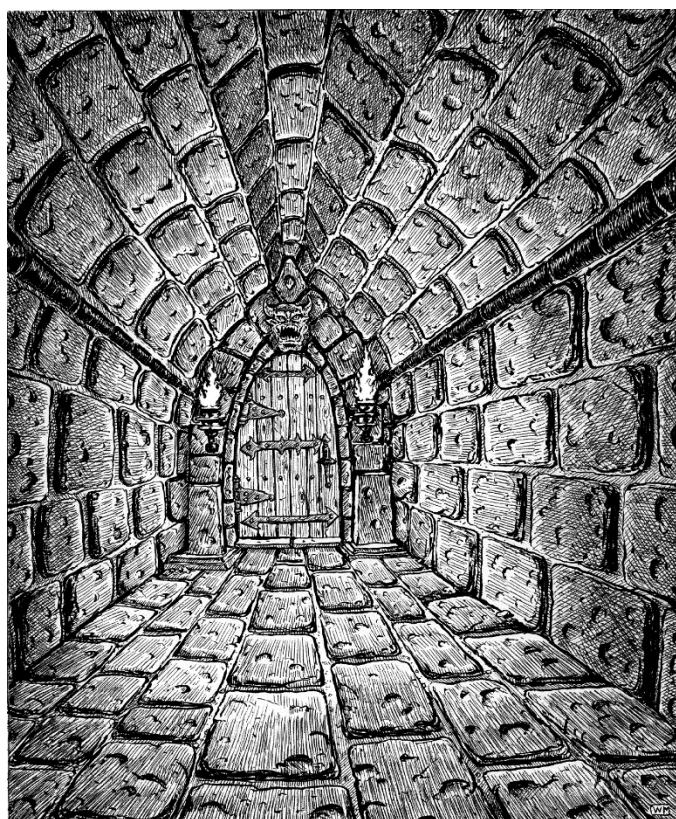
[D100 Roll 01-04]

1 Acid Mantis. This is a small, larval (HD 3) acid mantis that is badly wounded. A broken-off spear haft can still be seen, lodged between the plates of its abdominal chitin. The creature is vicious and highly territorial. It cannot easily spit acid due to its wounds and the intruding spear point; it will attempt to spit acid on the first round of combat but will not succeed in spitting acid until the end of the second melee round. (Level 1 characters are likely to die if they are in range of the acid stream.)

Players should be warned, once, that approaching into close range might well be suicidal. Don't intervene if the players ignore the warning, however. The acid mantis will not come out of its burrow while it remains alive. Behind and below it lie scatterings of half-digested bone heaps, one of which includes a damaged hollow-bone scroll case. The case contains a treasure map leading to a secret area on a lower dungeon level.

* * *

Wounded Larval Acid Mantis (Armor Class 2 back / 4 underside, Move 120' (40') ground / 60' (20') burrowing, Hit Dice 3D8*, Hit Points 18 (currently 11), Attacks 1 bite or 1 acid stream, Damage 3D6+1D4 or 4D4 (half-strength acid stream due to spear-wound and inability to fully strike), Special Abilities burrowing, Special Attacks acid stream, Special Defenses none, Special Vulnerabilities none, Save As F1, Intelligence non- (INT 0), Morale Level 9,



25 Monster Lairs

As Found Beneath

Castle Oldskull

In determining the appropriate encounter, you can either select your current favorite or roll 1D100 and consult the entries below.

Alignment Neutral (unaligned), Size L (10' long))



Encounter I-2

[D100 Roll 05-08]

5 Berserkers and 2 Guard Dogs. These wild skull-masked warrior-men hail from the Houndskull Clan. The Houndskulls are a bloodthirsty netherworld tribe, who have lived in a lost underground city for centuries. (The nearest entrance is a secret great hall which leads off of dungeon level 6.) They are Neutral Evil and hold to twisted druidic beliefs, but no druid-warriors are present with this far-wandering outlander group.

The wisest warrior is the Speaker; he is nude, elderly, spice-smeared and thinly-muscled, and most of his body is covered by a fantastically long white beard. He knows (archaic) Common, (ancient, broken) Dwarvish and the Goblin Tongue. The rest of the warriors are silent. Indeed, their tongues have been ritually cut out. The Speaker will only parley if the group is completely outnumbered; otherwise, his

warriors will attack in accordance with their nihilistic and xenophobic religion.

One-on-one duels to the death will be offered, but denial of combat will not be tolerated. The albino cave hounds who are with them are sacred battle creatures. The warriors will flee if they are hard-pressed, but if either hound is slain they will cry out in muted anguish and battle to the death.

* * *

5 Berserkers (Armor Class 10 (Speaker) or 7 (hides and furs), Move 120' (40') ground, Hit Dice 1D6+1*, Hit Points 7, 6, 6, 5, 3, Attacks 1 broad sword (+2 to hit) and 1 hand axe (secondary weapon at -3 to hit in addition to +2 bonus, cumulative effect -1), Damage 2D4 / 1D6, Special Abilities battle lust, Special Attacks none, Special Defenses none, Special Vulnerabilities none, Save As F1, Intelligence Average (INT 10), Morale Level 11, Alignment Neutral Evil, Size M (5'-6' tall))

2 Guard Dogs (Armor Class 7, Move 150' (50') ground, Hit Dice 1D8+1, Hit Points 6, 5, Attacks 1 bite, Damage 1D4, Special Abilities none, Special Attacks none, Special Defenses none, Special Vulnerabilities none, Save As F1, Intelligence semi- (INT 4), Morale Level 8, Alignment Neutral (unaligned), Size S (3' tall))



Encounter I-3

[D100 Roll 09-12]

1 Bugbear Exile and 1 Goblin Slave.

These two scoundrels, constantly squabbling with one another in broken Common, are inseparable. The bugbear is Drudblik, an exile who was blinded and cast out of the Fangdrum Tribe after a failed challenge against a sub-chieftain. The she-goblin is Canker, a willing slave who is exceedingly clever for her kind. Canker knew that Drudblik would die alone, and so she followed Drudblik into exile.

The two are Chaotic Neutral and might even befriend adventurers who want to hire some truly odd and unconventional scouts. But in combat, they will craftily fight in unison to the death if necessary. Canker rides in a wicker contraption built upon Drudblik's back. With Canker's commands and prodding, Drudblik can "see" and attack at only a -1 penalty to hit.

The two know a great deal about the Fangdrum tribe and their treasures, and they might agree to lead an ambush-heist against the tribe on the conditions that (1) as many bugbears are spared as possible, and (2) the sub-chieftain is delivered alive (badly wounded is perfectly fine) into Drudblik's vengeful hands.

* * *

Bugbear Exile, Drudblik (Armor Class 6 (ramshackle armor, blindness penalty), Move 90' (30') ground, Hit Dice 3D8+1*, Hit Points 19, Attacks 1 battle axe (-1 to hit) or 1 throwing axe (-2 to hit), Damage 1D8+1 or 1D4 (STR 15), Special Abilities blind sense, surprise on 1-3 on 1D6, Special Attacks none, Special Defenses none, Special Vulnerabilities blindness, Save As

F3, Intelligence low average (INT 8), Morale Level 9, Alignment Chaotic Neutral, Size L (7' tall))

Goblin Slave, Canker (Armor Class 7 (stationary upon Drudblik's back), Move 60' (20') ground or 90' (30') when riding, Hit Dice 1D8-1*, Hit Points 6, Attacks 2 arrows (-1 to hit due to unstable "firing surface"), Damage 1D6 / 1D6, Special Abilities higher intelligence, infravision, mining ability, Special Attacks short bow, Special Defenses none, Special Vulnerabilities -1 to hit in sunlight, Save As NM, Intelligence high average (INT 12), Morale Level 8, Alignment Chaotic Neutral, Size S (4' tall))



Encounter I-4

[D100 Roll 13-16]

3 Cave Mandrills. These savage white-furred creatures are found in a two-level cave, or a high-ceilinged chamber with rough-hewn walls. The floors are wet, and a distant roaring sound can be heard. Unless adventurers possess infravision and are not using light sources, the mandrills have a 75% chance to remain hidden until they engage.

The mandrills are situated on ledges, 10' to 16' off the ground level. They will posture and threaten for 1 round (perhaps achieving surprise) and will then pelt intruders with rocks. They will not descend and will climb out of the room if necessary. On the uppermost ledge, 30' off the ground, is a narrow winding tunnel which leads to a waterfall cave and a wondrous surprise (GM's decision).

* * *

3 Cave Mandrills, equivalent to Baboons (Armor Class 7 (DEX 13), Move 120' (40') ground or 30' (10') climbing, Hit Dice 1D8+1*, Hit Points 8, 6, 5, Attacks 2 rocks or 1 bite, Damage 1D3 / 1D3 or 1D4, Special Abilities climbing, Special Attacks thrown rocks, Special Defenses none, Special Vulnerabilities none, Save As F1, Intelligence low (INT 6), Morale Level 7, Alignment True Neutral, Size S (4' tall))



Encounter I-5

[D100 Roll 17-20]

1 Centauress, Glyce. The chthonic maiden Glyce is a netherworld centauress. The netherworld centaurs, as inspired by *The Inferno* of Dante Alighieri, are a capricious and unpredictable race who are blood-cursed and thereby find themselves fully capable of cruel actions against the weak. They possess infravision, and occasionally wear armor. Clans range from Chaotic Evil, to Chaotic Neutral, to Neutral Evil.

Glyce is a young adventuress who has risen up from the netherworld because she longs to "see the sights" of the surface world. While tough and curt and sometimes vicious to a fault, she has a soft streak for outsiders and their occasionally kind words. Her secret goal is to join a rumored surface centaur tribe that dwells in the nearby forest. She wouldn't mind a guide and some helping hands, although she would never admit to such.

She is equipped for a long expedition, carrying a backpack, saddle bags, and much standard adventuring gear (rope, spikes, a tinder box, flaming oil, provisions, etc.).

She speaks gracefully stilted Common, as well as a bit of Dwarvish and the Goblin Tongue. She will not initiate combat but will fight back if attacked.

* * *

Netherworld Centauress, Glyce (Armor Class 6 (leather armor and DEX 14), Move 180' (60') ground, Hit Dice 3D8*, Hit Points 16, Attacks 1 glaive or 1 javelin, Damage 2D4 or 1D6, Special Abilities carrying adventuring gear, Special Attacks flaming oil (with pre-combat preparation time only), javelins, Special Defenses none, Special Vulnerabilities -1 to hit in sunlight, Save As F3, Intelligence average (INT 11), Morale Level 8, Alignment True Neutral (with Evil tendencies), Size L (6' 3" tall))



Encounter I-6

[D100 Roll 21-24]

1 Changeling, Tyriana. This impish character appears as a brown, withered crone about 18" tall. She was once a wizard (level 12 magic-user, Neutral Good), but she was afflicted with a curse after reading a cursed scroll many years ago. She has since forgotten who she is. However, if the party manages to communicate with her (in Brownie, Elvish, Halfling, or Common) she

will likely remember who she was during questioning.

If that occurs, she will beg to be taken to her brother wizard — who is now 70 years old — in the city, and a teary-eyed reunion will occur before the curse is magically lifted. Adventurers who make this happen should receive a 500 XP award each. If the adventurers are hostile, she will use her magic to trick, foil, and perhaps even kill if need be. She will flee at the first opportunity but will follow the PCs and pester them for many days to come.

If she is slain she will revert to her human form, a mystery forever unanswered.



Changeling, Tyriana Vulspicia, equivalent to a Chaotic Neutral Brownie (Armor Class 3 (small size, quickness, and DEX 18), Move 120' (40') ground, Hit Dice 1D4***, Hit Points 4 (31 in non-cursed human form), Attacks 1 dart or throwing knife, Damage 1D3, Special Abilities dancing lights, mending, ventriloquism, Special Attacks confusion, thrown weapons, Special Defenses camouflage, continual darkness, dimension door, mirror image, protection from good, Special Vulnerabilities remembrance of past self, Save As E1,

Intelligence high+ (INT 14 in changeling form, 17 in human form), Morale Level 7, Alignment Chaotic Neutral, Size S (18" tall))



Encounter I-7

[D100 Roll 25-28]

3 Cultists and 2 Di Manes Demonlings.

The cultists are quasi-human Chaotic Evil witch-prentices, who have not yet acquired magical ability, although they all have some aptitude. (Soon they will learn to cast cantrips on their own.) Their mentor was slain a month ago during a terrible summoning ritual gone wrong. The summoned batrachian demon has escaped into the deeper dungeons, but it has left two Di Manes demonlings in its stead while it decides whether to devour the cultists, or to enslave them as its guards.

The demonlings reside in a summoning circle, which they are not quite strong enough to break out of. The demonlings' names (they were named by the demon after two dwarven heroes, which they once were) are Shame of Sigrin and Fall of Arvaldur. The cultists regard Shame and Fall as metamorphosed godlings and worship them while awaiting the demon's return. Adventurers who attempt to parley with the cultists will be appeased and deceived but no worthwhile information will be offered.

If combat occurs, the cultists will release Shame and Fall; Shame and Fall will attack and fight until destroyed, while the cultists will flee to the nearby secret stairway which leads down to the dungeon level where the

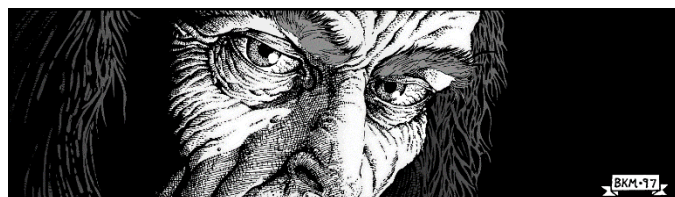
demon Grol-thu'ur lies in wait. Please note the demonlings' immunity to non-magical weapons, which might cause some serious problems. The bloodstained stairs down are very deep and long (666 steps) and adventurers will find six landings which lead to less-dangerous dungeon levels along the way. If they go all the way down, of course, they will almost certainly be annihilated by Grol-thu'ur or the other foul denizens which lurk below.



3 Cultist Degenerates, twisted mortal humanoids who were formerly Normal Humans (Armor Class 10, Move 120' (40') ground, Hit Dice 1D6, Hit Points 3, 2, 2, Attacks 1 bite or claw, Damage 1D2, Special Abilities none, Special Attacks none, Special Defenses none, Special Vulnerabilities -1 to hit in sunlight), Save As NM, Intelligence high (INT 13), Morale Level 6, Alignment Chaotic Evil, Size M (5' tall, hunched))

2 Di Manes Demonlings (Armor Class 7 (small size and unholy protection), Move 30' (10') ground, Hit Dice 1D8**, Hit Points 8 (Shame), 6 (Fall), Attacks 2 claws / 1 bite,

Damage 1D2 / 1D2 / 1D4, Special Abilities infravision, primordial telepathy, turn into stinking vapor when slain, Special Attacks none, Special Defenses +1 or better magic weapon to hit, half damage from cold, fire, gas, or electricity, immune to sleep and charm and similar mind-controlling spells, Special Vulnerabilities holy symbols, holy water, Save As F1, Intelligence semi- (INT 4), Morale Level 9, Alignment Chaotic Evil, Size S (3' tall))



Encounter I-8

[D100 Roll 29-32]

2 Di Lemures (Devil Kith). (This chamber is likely quite difficult to find, perhaps being situated behind a secret door or a magically-warded obelisk.) These two horrible, dripping, and regenerating slime-things are caged in iron gibbets which dangle in chains from the gore-dotted ceiling.

These creatures were used as implements of torture by a cult of devil worshippers, being allowed to feast upon any victims that were thrown in a pit to them. But some months ago, this devil cult (Dialabri Cadavra) was assailed by a party of horrified gray elven warriors, and the cult's survivors were forced to flee into the deeper dungeons. This chamber was not discovered, but it was abandoned.

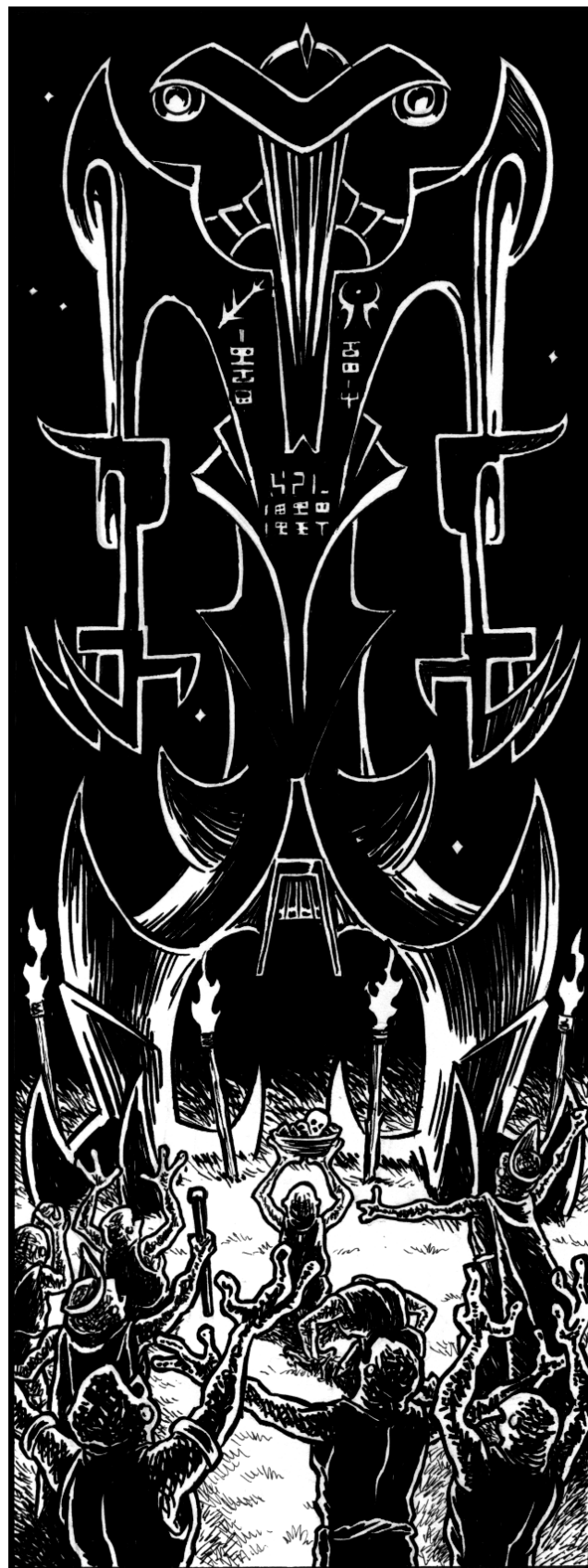
Furnishings scattered throughout the grisly chamber include bookshelves,

anatomical charts and dolls, an iron maiden (with rotted victim still inside), a rack, three cells, two torture pits, and the hanging gibbets. The Lemures have not been fed in quite some time, but they are near enough to gnaw upon one another. This, coupled with their regenerative power, has created the ghastly scene which the adventurers will behold when the door is first opened: two twisted and broken blood-beslimed humanoids hanging in cages, gnawing one another's faces, dripping gore down onto a pile of bloodstained prods and cleavers.

There may well be some treasure here (likely in a chest in one of the maggot-infested pits), and at least one blasphemous scroll with lurid information about the devil cult and many of its victims.

* * *

2 Di Lemures (Armor Class 7 (10 while nearly immobilized), Move 30' (10') ground when freed, currently 0' (0'), Hit Dice 3D8**, Hit Points 14 (currently 10), 13 (currently 9), Attacks 1 bite, Damage 1D3, Special Abilities infravision, primordial telepathy, Special Attacks none, Special Defenses half damage from cold, immune to fire, immune to sleep and charm and similar mind-controlling spells, regeneration, Special Vulnerabilities holy symbols, holy water, Save As F3, Intelligence semi- (INT 3), Morale Level 12, Alignment Lawful Evil, Size M (5' tall))



Encounter I-9

[D100 Roll 33-36]

4 Dwarf Miners and 1 Fire Beetle. (The hammering here will be heard up to 120' distant, depending on walls and doorways. It is recommended that the noise and a cloud of dust will lead to the adventurers' discovery of a secret door, leading here.)

The filthy and sweaty dwarves are currently spoiling their infravision, using the caged fire beetle's radiance to see by. This is because they are focused on their current labor of quarrying through old masonry with picks and hammers. They know that there is a secret chamber nearby, perhaps 30' distant; they are following the course of a bricked-up entry tunnel.

They have diverted their work from a silver seam (nearby) to toil away at this suddenly-intriguing side project. They are grizzled members of the White Mattock Clan. Despite their good alignment, greed has gotten the best of them and they will be quite shifty, paranoid, and sour when the adventurers intrude upon their work. They might even set the fire beetle loose to attack if angry words are exchanged.

* * *

4 Dwarf Miners (Armor Class 8 (leather armor), Move 90' (30') ground, Hit Dice 1D8*, Hit Points 8, 7, 5, 4, Attacks 1 pick or 1 throwing axe, Damage 1D4+1 or 1D4, Special Abilities infravision, mining skills, Special Attacks battle rage vs. some humanoids, Special Defenses fighting skill vs. giants, improved saving throws, Special Vulnerabilities none, Save As D1, Intelligence very (INT 12), Morale Level 8, Alignment Lawful Good (but currently equivalent to True Neutral due to greed), Size S (4' tall)

1 Fire Beetle (Armor Class 4 (carapace and small size), Move 120' (40') ground when uncaged, currently 0' (0'), Hit Dice 1D8+2, Hit Points 6, Attacks 1 bite, Damage 2D4, Special Abilities glowing glands, Special Attacks none, Special Defenses none, Special Vulnerabilities none, Save As F1, Intelligence non- (INT 0), Morale Level 7, Alignment Neutral (unaligned), Size S (2 1/2' long))



Encounter I-10

[D100 Roll 37-40]

2 Fanged Fish. There is a pool in this chamber, and water drips in several streams off of "cave straw" mineral formations upon the ceiling. A dead half-eaten rotted fish lies upon the ground. The non-magical waters in the pool are underlit by a bluish-green continual light spell.

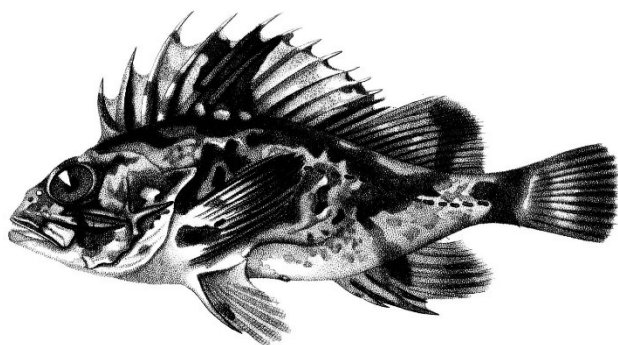
At the bottom of the pool is a gold ring (GM's decision on value and whether it is magical, or refer to the treasure section). The water appears to be only about 2' deep, but this is a trick of the eye which is caused by the light, the ripples, and the absolute clarity of the water. The water is actually 6' deep and the rim of the pool is quite slippery.

There is a hidden under-ledge around the pool; the top of the pool is only 10' in diameter, but at the bottom the pool is 20' in diameter, meaning there is a 5' submerged area around the entire circumference. Deep in the pool's shadows and out of sight await two fanged fish. They

are aggressive, tasty, and their population is depleted (there were once 12 of them, but something nearby has been eating them on a weekly basis). They will attack anyone who reaches for the gold ring, or who falls into the pool. They might even lunge at a 10' pole or similar prodding implement.

* * *

2 Fanged Fish, equivalent to Barracuda (Armor Class 6 (swiftness), Move 300' (75') swimming but irrelevant in current circumstances, Hit Dice 2D8, Hit Points 14, 7, Attacks 1 bite, Damage 2D4, Special Abilities none, Special Attacks lunging strike, Special Defenses none, Special Vulnerabilities none, Save As F1, Intelligence non- (INT 0), Morale Level 12 (under current circumstances), Alignment Neutral (unaligned), Size M (5' long))



Encounter I-11

[D100 Roll 41-44]

3 Fire Beetles. These insects are currently inert, having just laid their eggs. They will move on once the eggs hatch in 1D4+1 days' time. There are 1D100+100 eggs in all, each glowing with a dim crimson radiance which sparkles from within.

The beetles will become alert when intruders enter the area, but they will lose the first round of initiative. The adult beetles will attack and fight to the death ... an unusual behavior for fire beetles. The eggs are fairly valuable (1 gold piece each) because miners, spelunkers, and adventurers covet them. But they are exceedingly fragile and must be properly incubated or the beetles inside will perish before hatching.

Any adventuring dwarf, gnome, or subterranean-dwelling halfling has a WIS x 5% chance to know what to do with the eggs (and possibly who to sell them to).

* * *

3 Fire Beetles (Armor Class 4 (carapace and small size), Move 120' (40') ground due to lethargy, Hit Dice 1D8+2, hp 7, 7, 6, Attacks 1 bite, Damage 2D4, Special Abilities glowing glands, Special Attacks none, Special Defenses none, Special Vulnerabilities -1 to hit due to lethargy, Save As F1, Intelligence non- (INT 0), Morale Level 7, Alignment Neutral (unaligned), Size S (2 1/2' long))



Encounter I-12

[D100 Roll 45-48]

3 Giant Worker Ants. Two of these insects are currently carrying clumps of moss and lichen in their mandibles. The third is carrying a ripped leather backpack filled with iron rations and a crumpled and

frantically-scrawled note (contents are up to the GM).

If the ants are attacked and any of them are wounded, they will flee down their escape tunnel — which is only 60' away — toward the main giant ant nest. The near-vertical spiral tunnel descends for 10 dungeon levels, with multiple stops along the way.

Along the phantasmagoric tunnel are strange phosphorescent mushrooms, which emit clouds of spores if they are touched or disturbed. The mushrooms are highly hallucinatory and not in a good way.

* * *

3 Giant Worker Ants (Armor Class 3 (chitin, small size, swiftness, DEX 16), Move 180' (60') ground, Hit Dice 2D8, Hit Points 13, 11, 10, Attacks 1 bite, Damage 1D6, Special Abilities none, Special Attacks none, Special Defenses none, Special Vulnerabilities none, Save as F1, Intelligence animal (INT 1), Morale Level 6, Alignment Neutral (unaligned), Size S (2' long))



Encounter I-13

[D100 Roll 49-52]

2 Gnome Scouts and 1 Badger. These scouts are from a nearby clan, the Blueschist Wardens. They are young, tricks, and a bit reckless. With them is Spindlenose, a tamed war badger. They are looking for a treasure-filled burial vault which they believe is hidden somewhere

nearby. (It's actually one dungeon level down.)

Last week, Spindlenose's sister came home covered in mud and with an ancient silver necklace tangled around her paw. The gnomes, Bidlin and Midlin, will agree to join other good-aligned treasure hunters if they are treated fairly ... but their ambitions for deeper dungeon exploration are limited.

If anyone truly befriends them, the friend and accomplices will be invited home to meet Laird Gwairlin (who will be less than happy that these two young fools led outsiders directly to their stronghold).

* * *

2 Gnome Scouts, Bidlin and Midlin (Armor Class 5 (studded leather armor, shield, DEX 13), Move 60' (20') ground, Hit Dice 1D8*, Hit Points 6 (Bidlin), 4 (Midlin), Attacks 1 sling stone or 1 short sword, Damage 1D4 or 1D6, Special Abilities infravision, mining skills, Special Attacks battle rage vs. some humanoids, sling, Special Defenses fighting skill vs. giants, improved saving throws, Special Vulnerabilities none, Save As G1, Intelligent very (INT 13), Morale Level 8, Alignment Lawful Good (with Neutral tendencies), Size S (3' tall))

Badger, Spindlenose (Armor Class 3 (leather "barding" and speed), Move 60' (20') ground or 30' (10') burrowing, Hit Dice 1D8+2, Hit Points 7, Attacks 2 claws / 1 bite, Damage 1D2 / 1D2 / 1D3, Special Abilities burrowing, Special Attacks none, Special Defenses none, Special Vulnerabilities none, Save As F1, Intelligence semi- (INT 4), Morale Level 10, Alignment Neutral (unaligned), Size S (3' long))



Encounter I-14

[D100 Roll 53-56]

3 Halfling Bounders and 3 War Dogs. The bounders (Miss Ember, Brock, and Corbel) are stout-hearted borderland guards who are patrolling from the nearby Pellbryn Shireholt of the surface. Emboldened by observed expeditions conducted by the White Mattock dwarves, Mithranvil dwarves, and the Tyrrthranian elves, the Pellbryners are scouting the upper dungeon and are busy numbering the various humanoid clans while avoiding most confrontations.

They are currently encamped in the room and the door(s) is/are trapped with rope snares which are likely to entangle adventurers before any communication can take place. One or more of the PCs might well find themselves negotiating from an upside-down position with war dogs snapping and growling nearby. The halflings will be very amenable to conversing and sharing their (excellent) food and honey mead, providing the PCs are not immediately hostile.

They may adventure with the party for a bit, yet they will surely retreat to the Shireholt (with regrets) as soon as any of their number are wounded and not healed. In combat the halflings ride their huge war dogs (Snarer, Goblin-Grip, and Holdfast) and serve as surprisingly effective dungeon cavalry, darting in and out of melee. Adventurers who prove themselves as brave-hearted allies of the Bounders might well be introduced to Shireholt life, gaining

access to mercenary halflings-at-arms over time.

* * *

3 Halfling Bounders, Miss Ember, Brock, and Corbel (Armor Class 7 (leather armor and DEX 13), Move 90' (30') ground or 120' (40') when riding, Hit Dice 1D6*, Hit Points 6 (Miss Ember), 5 (Brock), 4 (Corbel), Attacks 1 sling stone or 1 short sword, Damage 1D4 or 1D6, Special Abilities surprise on 1-4 on 1D6 in wilderness (1-3 in dungeon), Special Attacks +3 to hit with sling or bow (+2 while mounted), Special Defenses camouflage in wilderness, improved saving throws, Special Vulnerabilities none, Save As H1, Intelligence very (INT 12), Morale Level 8, Alignment Lawful Good, Size S (3' 6" tall))

3 War Dogs, Snarer, Goblin-Grip, and Holdfast (Armor Class 5 (leather barding and speed), Move 120' (40') ground, Hit Dice 2D8+2, Hit Points 16 (Snarer), 15 (Goblin-Grip), 13 (Holdfast), Attacks 1 bite, Damage 2D4, Special Abilities none, Special Attacks none, Special Defenses none, Special Vulnerabilities none, Save As F1, Intelligent semi- (INT 4), Morale Level 10, Alignment Neutral (unaligned), Size M (4' tall))



Encounter I-15

[D100 Roll 57-60]

1 Hatchet Beak and 1 Goblin. The hatchet beak is an albino cave-born creature, nearly featherless, with pale-pink

flesh and enormous bloodshot eyes. Astride it sits a goblin, wearing deer antlers and a painted wooden mask. The goblin is a scout-champion for his nearby tribe, the Pale Talons.

If the goblin has not returned safe and sound within 12 hours to report to his chieftain, 3D6 members of his tribe will come out on the hunt looking for him. They are quite good trackers in dungeon environments, equivalent to level 3 rangers. They are sworn enemies of the Blueschist Wardens, a nearby gnomish clan.

* * *

Goblin Scout-Champion, the Dread-Most Scuttler Blidthrix (Armor Class 4 (hides and chain armor, beaked war helm), Move 60' (20') ground or 120' (40') while mounted, Hit Dice 1D8-1, Hit Points 6, Attacks 1 javelin, Damage 1D6, Special Abilities mining skills, Special Attacks javelins, Special Defenses none, Special Vulnerabilities -1 to hit in sunlight, Save As NM, Intelligence low average (INT 9), Morale Level 8, Alignment Lawful Evil, Size S (4' tall))

Hatchet Beak (Armor Class 6 (leathery hide and DEX 13), Move 180' (60') ground or 120' (40') while ridden, Hit Dice 3D8, Hit Points 11, Attacks 2 claws and 1 bite (-1 to hit while ridden), Damage 1D3 / 1D3 / 2D4, Special Abilities infravision, Special Attacks none, Special Defenses none, Special Vulnerabilities none, Save As F1, Intelligence animal (INT 1), Morale Level 8, Alignment Neutral (unaligned), Size L (8' tall))



Encounter I-16

[D100 Roll 61-64]

5 Hill Dwarves with 1 Guardian Wolf.

These proud woman warriors (they all have finely-woven beards!) are the Wulfen-Mathars, ancestral semi-nomadic allies of the White Mattock Clan. Storvargr, a pampered and silver-adorned gregarious beast, is their totem-wolf and mascot. They are the last survivors of a bold expedition that was wiped out by devil-worshipping cultists on dungeon level 3.

Their honor will not allow them to return to the surface until they have slain at least one more blood-sworn enemy of standing, either a humanoid champion or chieftain, a devil worshipper, or a dark elf. They will welcome alliance with the adventurers if they are not mocked and are allowed a stern voice in treasure-sharing and tactical decisions. They have reliable information

concerning some traps and lairs found on dungeon levels 2 and 3.

A rather strange situation might develop if they encounter the Houndskulls, due to a centuries-old honor debt that the dwarves bear toward the degenerate humans (which the dwarf lore masters remember, but most Houndskulls do not ... with the present exception of the Speaker). This will result in an audience with the Skull-Crowned King and rediscovery of the lost city, with potentially campaign-altering results.

* * *

5 Hill Dwarves (Armor Class 4 (chain mail and shield), Move 60' (20') ground, Hit Dice 1D8*, Hit Points 7, 7, 6, 5, 4, Attacks 1 dwarven mattock or 1 throwing hammer, Damage 1D6+1 or 1D4, Special Abilities infravision, mining skills, Special Attacks battle rage vs. some humanoids, throwing hammer, Special Defenses fighting skill vs. giants, improved saving throws, Special Vulnerabilities none, Save As D1, Intelligence very (INT 11), Morale Level 9, Alignment Lawful Good, Size S (4' tall))

1 Wolf, Storvargr (Armor Class 7 (thick fur and DEX 14), Move 180' (60') ground, Hit Dice 2D8+2, Hit Points 14, Attacks 1 bite, Damage 1D4+1, Special Abilities howl can panic beasts, Special Attacks none, Special Defenses none, Special Vulnerabilities none, Save As F2, Intelligence semi- (INT 4), Morale Level 9, Alignment Neutral (unaligned), Size S (3' tall))



Encounter I-17

[D100 Roll 65-68]

1 Huge Mud Eel. This black eyeless creature is like a smaller moray, but it is more vicious, territorial, and capable of breathing either wet mud or water. The floor here has several inches of mud on the floors, with water streaming down the walls; there are grates in the floor and several are clogged. The one open grate is where the eel resides.

It can strike at an incredible 12' distance from the grate, without leaving its protection. It will attack anything that gets too close, favoring small targets (a dog, a halfling, a gnome, etc.) before large ones, and unarmored targets (a mage?) before armored ones. Its bite is deadly and could surely kill someone in one or two strikes if the thing is not quickly avoided or dealt with.

The grating weighs 80 lbs.; it would require crowbars or brute strength to lift it out. Under the muddy water there is a hidden trapdoor, which leads down into two half-flooded tunnels. One leads to a plundered tomb, while the other leads down into a submerged secret region of dungeon level 2.

* * *

Huge Mud Eel (Armor Class 6 (narrow and lithe), Move 90' (30') swimming / 30' (10') ground, Hit Dice 3D8, Hit Points 13, Attacks 1 bite, Damage 2D6, Special Abilities none, Special Attacks lunging strike, Special Defenses none, Special Vulnerabilities will die if not submerged at least once a day, Save As F1, Intelligence non- (INT 0), Morale Level 12 (will not leave lair), Alignment Neutral (unaligned), Size M (14' long))



Encounter I-18

[D100 Roll 68-72]

5 Jinx Midges (Gremlins). These creatures might well be found lairing along a corridor, in a small room, or even in the burrow-riddled rim of a pit trap somewhere within the dungeon. The adventurers will not see the midges during the first encounter, but they will find a few curious traces of intelligent life. Examples include a tiny mud-stained red cap, a collapsed burrow with a dried blood stain surrounding it, a broken spear no more than 12" long, or a fanged skull no larger than a sling stone.

Once these items are investigated and the PCs are moving on, the adventurer with the highest Wisdom score will experience an omnipresent feeling of being watched. The attack will begin soon thereafter — perhaps 10 or 15 minutes later — when the adventurers in the front rank run into a shin-high tripwire (95% invisible to most, 70% invisible to a gnome, thief, or halfling) that will cause a nearby gong to sound and resonate. Immediately thereafter the party will be pelted with tiny darts and arrows. The midges have riddled this region of the dungeon with tiny tunnels; they cannot be properly attacked for more than 1D2 melee rounds before they escape and seek to strike again.

The dwarves, elves, gnomes, and halflings who are patrolling the dungeon are all quite willing to smite these pests alongside the

adventurers, which might result in a sudden encounter with potential allies (as demi-humans come running into the area 1D6 rounds later, knowing the sound of that gong all too well).



3 Jinx Midge Dart-Throwers (Armor Class 7 (small and DEX 16), Move 150' (50' ground, Hit Dice 1D4**, Hit Points 4, 3, 2, Attacks 2 darts, Damage 1D2 / 1D2, Special Abilities camouflage, detect invisibility, hide in shadows, infravision, set traps, stealth, surprise enemies 1-5 on 1D6, Special Attacks darts, Special Defenses improved saving throws, Special Vulnerabilities none, Save As NM, Intelligence average and cunning (INT 12), Morale Level 6, Alignment Neutral Evil (with Lawful tendencies), Size S (15" tall))

2 Jinx Midge Archers (Armor Class 7 (small and DEX 16), Move 150' (50') ground, Hit Dice 1D4**, Hit Points 3, 2, Attacks 2 arrows, Damage 1D3 / 1D3, Special Abilities camouflage, detect invisibility, hide in shadows, infravision, set traps, stealth, surprise enemies 1-5 on 1D6, Special Attacks darts, Special Defenses improved saving throws, Special Vulnerabilities none, Save As NM, Intelligence average and cunning (INT 12), Morale Level 6, Alignment Neutral Evil (with Lawful tendencies), Size S (15" tall))

Encounter I-19

[D100 Roll 73-76]

1 Kobold Elder and 3 Giant Centipedes.

The elder is Lyzrek, a former shaman who lost his god-granted powers when he spoke against his own chieftain during a blood sacrifice. He was allowed to leave the Twistblade Tribe with his life. He is weak, but cunning. While evil, he values knowledge (and his own survival) and will parley with adventurers while offering to provide interesting tidbits of dungeon lore.

His attempted Common is badly broken and monosyllabic, but he speaks a bit of Dwarvish or Gnomish when he must. He knows quite a bit about the dungeon's traps, tricks, monsters, and a few secret doors too. If badly treated he will slip away in the dark or during combat, stealing what he can.

In battle, he carries a sturdy basket with a clever flip-lid contraption at its top. When properly thrown the basket will release his pets, three angry giant centipedes. The centipedes are very well-fed and are cared for by Lyzrek and will not attack him; they will even allow themselves to be recaptured

after a battle. Lyzrek cannot handle more than three centipedes at a time, but if any are slain he will make new acquisitions of such a top priority ... and he knows of at least three nearby nests where such creatures can be found. He also knows of a migratory chasm several dungeon levels down, where over a thousand centipedes can be found at any one time.

As a companion, he favors information, knowledge of safe places, fresh water, and food much more than gold.



Kobold Elder, Lyzrek (Armor Class 7 (leather and wicker armor), Move 60' (20') ground, Hit Dice 2D4* (former shaman, disempowered), Hit Points 7, Attacks 1 thorn staff, Damage 1D4, Special Abilities dungeon lore mastery, infravision, Special Attacks throw centipede basket (range S 5-10' / M 11-20' / L 21-30'), Special Defenses none, Special Vulnerabilities -1 to hit in sunlight, Save As C1, Intelligence high (INT 14), Morale Level 7, Alignment Lawful Evil (with Neutral tendencies), Size S (3' tall))

3 Giant Centipedes (Armor Class 9 (carapace and small size), Move 150' (50') ground / 60' (20') climbing, 0' (0') while in basket, Hit Dice 1D2*, Hit Points 2, 2, 1, Attacks 1 bite, Damage 0, Special Abilities none, Special Attacks debilitating venom, Special Defenses none, Special

Vulnerabilities none, Save As NM, Intelligence animal (INT 1, trained by Lyzrek), Morale Level 8, Alignment Neutral (unaligned), Size S (15" long)



Encounter I-20

[D100 Roll 77-80]

1 Large Crayfish. The floor of this room or cavern has collapsed, revealing a deep rubble-filled pool of murky gray water. The water is 2' to 20' deep in various uneven spots and actually has an undertow toward the bottom (where a 3'-wide shaft leads down to an underground river; but the shaft frequently silts up and flows in the opposite direction).

The walls are covered with dried and cracked mud to a height of 5', showing the "maximum tide" mark when the room floods from time to time. In the pool is a large mottled crayfish, the young spawn of one of the giant crayfish who lair in the deeper dungeons. The crayfish is technically guarding a rubble islet (actually, it equates the islet with a food opportunity) in the center of the room. The islet is only about 3' high and 10' wide and can only be reached by swimming. The islet harbors a clearly visible treasure chest, with one of its sides partly sundered; something is gleaming within. (It's probably an adventurer's stone with a white-hued continual light spell cast upon it, but the GM's opinion might differ.)

The chest has some treasure in it, and some shattered potion bottles. One of the

remaining vials — containing a remaining half-dose of a Potion of Invisibility — has cracked and is leaking liquid into the water. The ingested liquid has made the crayfish somewhat translucent, and this combined with the water's murk virtually guarantees that the crayfish will attack with surprise (surprise on a 1-5 on 1D6). The crayfish will not leave the water to attack, but it will certainly strike a swimming adventurer.

* * *

Large Crayfish (Armor Class 4 (carapace), Move 120' (40') swimming / 60' (20') ground, Hit Dice 2+2*, Hit Points 15, Attacks 2 claws, Damage 2D4 / 2D4, Special Abilities surprise 1-5 on 1D6, Special Attacks none, Special Defenses partial invisibility, Special Vulnerabilities none, Save As F1, Intelligence non- (INT 0), Morale Level 8, Alignment Neutral (unaligned), Size M (5' long))



Encounter I-21

[D100 Roll 81-84]

4 Mountain Dwarves and 2 Gray Elves. These angered adventurers have defied their elders (masters of the Mithranvil Clan and the Tyrnthranian Enclave, respectively) as they are hoping to avenge fallen comrades. They are seeking to extinguish a devil worshipping cult that is rumored to abduct surface-dwelling dwarves and elves, and to sacrifice them in terrible ways. At this time, they are using a fragment of an ancient dwarven rune-map as they search for a secret door which leads to an endless

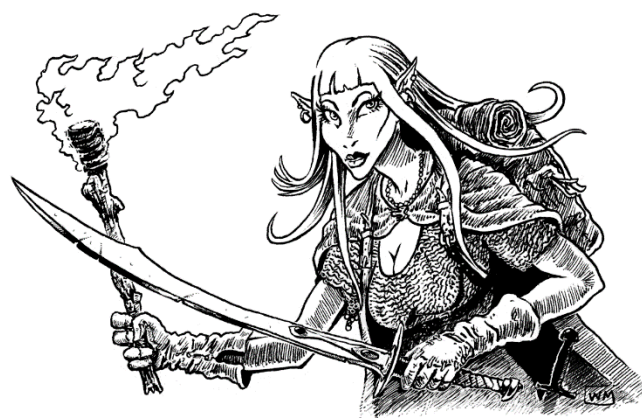
stair. (This hidden path is probably hidden somewhere beyond the Di Lemures encounter.)

The riddle-coded map is in ancient Dwarvish, and they have not yet fully deciphered the very oblique wording of the final couplet. Adventurer help would be greatly appreciated, although these fearless warriors are likely to willingly go in over their heads against terrible odds. PCs who convince them to return to their elders, triumphant or otherwise, would likely deserve a 150 XP bonus each ... and they would themselves with few-numbered yet powerful allies.

* * *

4 Mountain Dwarves (Armor Class 4 (chain mail and shield), Move 60' (20') ground, Hit Dice 1D8+1*, Hit Points 9, 7, 6, 5, Attacks 1 dwarven spear, Damage 1D6, Special Abilities infravision, mining skills, Special Attacks battle rage vs. some humanoids, spear, Special Defenses fighting skill vs. giants, improved saving throws, Special Vulnerabilities none, Save As D1, Intelligence very (INT 12), Morale Level 10, Alignment Lawful Good (with Neutral tendencies), Size S (4' 6" tall))

2 Gray Elves (Armor Class 4 (chain mail and DEX 13), Move 120' (40') ground, Hit Dice 1D8+1**, Hit Points 8, 6, Attacks 1 long sword, Damage 1D8, Special Abilities find secret doors, infravision, surprise on 1-4 on 1D6 in wilderness, Special Attacks +1 to hit with sword or bow, Special Defenses camouflage in wilderness, immune to ghoulish paralysis, resistant to sleep and charm, Special Vulnerabilities none, Save As E1, Intelligence high (INT 14), Morale Level 9, Alignment Chaotic Good, Size M (5' 6" tall))



Encounter I-22

[D100 Roll 85-88]

1 Oread (Cave Dryad), Orthne. Orthne is a beautiful faun-like maiden, with goat legs, a furred body up to the waist, long brown hair, enormous eyes and spiral horns. She is friendly with intelligent characters of good alignment, but she is also feral, eccentric, a loner, and quite dangerous when provoked. If adventurers earn her trust — which is actually quite easy, as she lately has few surviving companions to talk to — they will find her an odd yet amenable host. To assuage her loneliness

Orthne has befriended an imaginary invisible weasel, named Gyre-Gyre. Sadly, Gyre-Gyre does not really exist; however, Orthne will be profoundly upset if the adventurers do not “see” Gyre-Gyre, watch where they are sitting, and play with him from time to time.

Evil creatures find Orthne disturbing and elusive. She tends to make secret lairs and changes her environs frequently. Wounded PCs will be allowed to stay in her sanctuary for the night, partaking of her healing mead (heals 1D3 hit points of damage per night, limited to one batch a week).

Orthne can identify magic items 25% of the time if she is allowed to sleep beside them, undisturbed, for a night. She receives no “feeling” from such inanimate objects 75% of the time, but when she identifies an item — cursed or otherwise — she is never wrong.

Orthne will not adventure or leave the dungeon, and will only fight when absolutely necessary, but she will serve as a “mother-mentor” to PCs who are sympathetic with her quirks. If not befriended, she will return to the deep heart of the mountain in one month’s time and then not return for another 1D12 years.

* * *

Oread, Orthne, equivalent to Dryad (Armor Class 9 (DEX 14), Move 120’ (40’), Hit Dice 2D8**, Hit Points 15, Attacks 1 dagger, Damage 1D4, Special Abilities brew healing mead, charm person, identify magic items, infravision, Special Attacks none, Special Defenses dimension door through solid stone, Special Vulnerabilities sacred secret cave hides her heart-crystal which harbors her life spirit, slightly mad, Save As E2, Intelligence high (INT 12), Morale Level 8, Alignment True Neutral (with Good tendencies), Size M (5’ tall))



Encounter I-23

[D100 Roll 89-92]

2 Rot Grubs. This small room or cave reeks of the elusive scent of some kind of burnt spices. A strange emerald-hued

powder has coated every exposed surface, including the ceiling and any furnishings. In the middle of the room lies a coated goblin skeleton, partially covered by a burgundy leather sack. A bit of inspection will reveal that the “sack” is actually the desiccated remnant of an exploded gas spore.



Several days ago, a goblin scout attacked the spore with a javelin and subsequently died in the creature’s abhorrent explosion. The spore’s rhizomes are dead and inert, and there is no risk of disease to any investigating adventurers. But shifting or touching the remains will quickly reveal a larger problem: the spore and goblin are being feasted upon by two rot grubs.

Anyone who touches the remains is at immediate risk of attack. Touching the

mess will certainly cause the grubs to crawl up a person's hand; prodding with a pole will not reveal them, but kicking or pushing the rot with a foot will result in the grubs crawling up the offending person's legs. Of course, the grubs will begin burrowing as soon as they reach exposed flesh of any kind.

* * *

2 Rot Grubs (Armor Class 9 (very small), Move 10' (3'), Hit Dice 1/8***, Hit Points 1, 1, Attacks 1 burrow into flesh, Damage 1D3 per round, Special Abilities 95% undetectable until attacking, Special Attacks burrow into exposed flesh with successful hit vs. AC 10, fatal in 10 to 30 rounds, Special Defenses cannot be attacked after first round of burrowing into a victim, Special Vulnerabilities susceptible to cure disease or fire, Save As NM, Intelligence non- (INT 0), Morale Level 12, Alignment Neutral (unaligned), Size S (3" long)



Encounter I-24

[D100 Roll 93-96]

1 Very Young White Dragon, Her Foretold Majesty Skrimthraxa. This large, dripping room is icy and mist-enshrouded. She was abandoned by her mother a year ago, for the great and notorious mountain wyrm Tethragosa was disturbed by her hatchling's intelligence and attempts at speech. She crawled down into the dungeon to escape enthusiastic

dragon hunters who pursued her from the walls of the nearby city.

The room is large enough that she can leap-soar along the upper walls to avoid melee for a time. Skrimthraxa is evil, but in a strangely naïve and instinctive way. She will attempt to communicate and will only attack if tribute (treasure) is not left in her lair. Skrimthraxa has a small hoard-heap — she is just getting started, after all — and a fair collection of ice-laced skulls.

She speaks a very few words from over twenty different languages (of the many creatures she has already encountered), ranging from Common to Orcish to the Svartalfar chaunt.

If Skrimthraxa is not slain within the next month, she will likely be subdued by one of the intelligent monster groups nearby. Adventurers might want to subdue her for themselves, but whether she is already “too far gone” along the path of instinctual evil remains an open question.

* * *

Very Young White Dragon, Skrimthraxa (Armor Class 3 (natural armor plating), Move 120' (40') ground, 300' (100') flying (but not in current circumstances, 90' (30') scuttle-leaping from walls, Hit Dice 7** by species (currently very young, age 5 years), Hit Points 7 (huge), Attacks 2 claws / 1 bite or breath weapon, Damage 1D2 / 1D2 / 1D6+1 or 7 points, Special Abilities capable of speech, detect invisibility, infravision, Special Attacks attack as HD 7 monster, frost breath weapon, Special Defenses improved saving throws, resistant to cold, earth, and water magic, Special Vulnerabilities can be subdued, sleeping 60% of the time, subject to flattery, vulnerable to electricity and fire, Save As F2, Intelligence average (INT 11), Morale

Level 9, Alignment Chaotic Evil (with Neutral tendencies), Size M (5' long))



Encounter I-25

[D100 Roll 97-00]

1 Yellow Mold Patchlet. This room is filled with junk and refuse, some of it quite interesting. Amidst the wreckage of hacked-apart chests and furniture can be found a decayed painted silk tapestry (which instantly crumbles into ruin when touched), a water-swollen book that once featured paintings of various birds, and a ceremonial goblin sistrum made out of wicker and a rat's skull.

But the most compelling piece of all is a dwarf's bare skull, with a small ruby (fractured, gold piece value 250) lodged in one of the eye sockets. This gem will wink and sparkle if any light falls upon it. Picking up the skull will unfortunately reveal that a natal yellow mold culture (only a few inches across) has been developing in the gore within the skull's shattered brain pan. When the skull is disturbed, the mold will emit a golden cloud of deadly spores.

Due to the mold's small size the spore cloud will only erupt in a 3' or 4' diameter sphere, which likely means that only the person touching the skull will be at risk. A failed save vs. poison will inflict 1D6 damage (rather than outright death). A successful saving will result in a jolting scare but no further risk.

The mold can easily be destroyed (likely with fire) after the spore attack, as it will be unable to emit another spore cloud for at least 24 hours.

* * *

Yellow Mold Patchlet (Armor Class 9 (small but immobile), Move 0' (0') ground, Hit Dice 1D2*, Hit Points 2, Attacks 1 spore cloud, Damage 0 (on successful save) or 1D6 (on failed save), Special Abilities grow rapidly to enshroud light sources, Special Attacks spore cloud, Special Defenses only affected by fire or special attacks, Special Vulnerabilities can only emit spore cloud once every 24 hours, immobile, rendered dormant by magical light or sunlight, Save As NM, Intelligence non- (INT 0), Morale Level 12 (cannot flee), Alignment Neutral (unaligned), Size S (4" diameter))



25 Treasures Entries

Corresponding to the

Aforementioned

Monster Lairs

The following treasure entries correspond to the monster lairs provided above; e.g., treasure entry 1 corresponds to monster encounter 1, treasure entry 2 corresponds to monster encounter 2, and so forth.

In true Gygaxian manner, some intelligent monsters possess hoarded treasure, some unintelligent monsters have incidental treasure in the room (either previously hidden by someone else or formerly owned by a victim), and some monsters have no treasure at all.

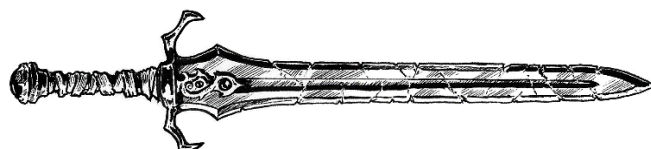
If you prefer, instead of directly corresponding these entries you can instead roll 1D100 to give each monster a random treasure type instead. Please note too that — intentionally — the generated treasure values do not always equate to the lethality or danger level posed by the monster.



Treasure I-1

[D100 Roll 01-04]

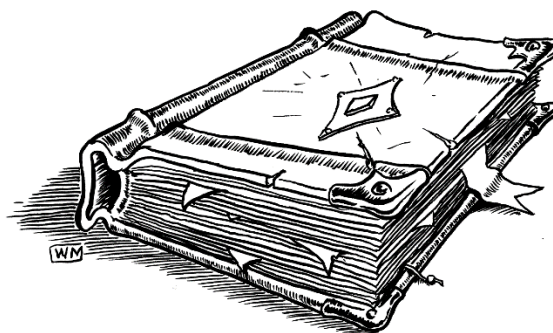
- ❖ **Bone Case with Treasure Map** (to a lower dungeon level, showing the way to a magical treasure guarded by a monster)
- ❖ **Short Sword +1**, engraved with glowing runes which read “Ormr-Tonn” (which means “Serpent-Tooth” in Old Norse) (buried to the hilt)



Treasure I-2

[D100 Roll 05-08]

- ❖ **5,113 Bronze Pieces** (Empyrean Semes, worth 1 copper piece each)
- ❖ **4 Bloodstones** (matched cut set, gold piece value 50 each, 250 as a set)
- ❖ **Forbidden Folio of History** (teaches the reader the general lore of one defining past century in the campaign world’s saga; the Dark Ages, the Golden Age, the Deluge, etc.) (gold piece value 200)



Treasure I-3

[D100 Roll 09-12]

- ❖ **229 Gold Pieces** (primarily Tyrrhenian Florins)
- ❖ **Electrum Bracelet** (dwarven-crafted, links in a geometric design, gold piece value 100)



Treasure I-4

[D100 Roll 13-16]

- ❖ **No Treasure**



Treasure I-5

[D100 Roll 17-20]

- ❖ **Phial of Miscellaneous Powdered Gems** (used for Write spells, and to create ink for the inscription of scrolls; this is one of several

necessary ingredients) (gold piece value 200)

- ❖ Wooden coffer holding tied bundle, **16 Sheets of Vellum** (gold piece value 8 each)



Treasure I-6

[D100 Roll 21-24]

- ❖ **1,342 Silver Pieces** (of very mixed denominations)
- ❖ **Phial of Jasmine Oil Perfume** (or Unguent) (gold piece value 25 per ounce) (1 ounce)
- ❖ **Potion of Levitation**
- ❖ **Scroll of Protection from Magic** in an **Ornate Bone Case** (gold piece value 50)



Treasure I-7

[D100 Roll 25-28]

- ❖ **5,832 Aes Signatum Ingots** (small stamped bronze ingots, worth 2 copper pieces each)
- ❖ **Gold Unholy Symbol, Beslimed Eye Sigil**, symbol of Shoggoth'lex, demon lord of slimes in the Oldskull Mythos (bloodstained, gold piece value 100; a good character can earn 100 XP by destroying it)



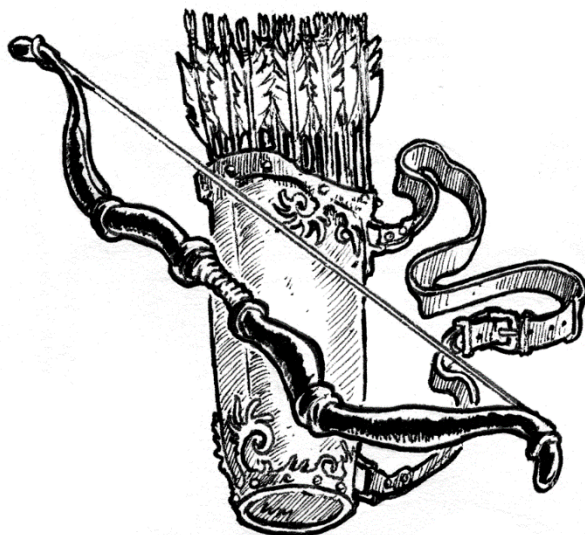
Treasure I-8

[D100 Roll 29-32]

- ❖ **981 Silver Pieces** (primarily Byzantine Doukatons)
- ❖ Iron box with wax-protected seams, waterproof, enclosing a **Very Large**

(12' x 12', 16 square yards)
Antique Woven Cotton Tapestry
(gold piece value 144)

- ❖ **Quiver of 18 Silver Arrows** (gold piece value 1 each)



Treasure I-9

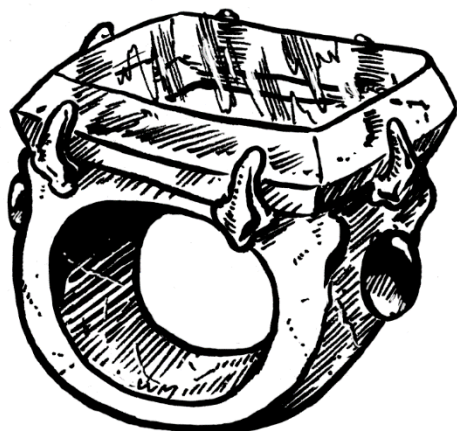
[D100 Roll 33-36]

- ❖ **2,319 Silver Pieces** (primarily Tyrrenian Grossos)
- ❖ **Half-Full Rundlet** (a medium-sized barrel type with a 18-gallon capacity) **of Aged Shire-Kith Cider** (gold piece value 1 per gallon); 9 gallons



Treasure I-10**[D100 Roll 37-40]**

- ❖ Ring of Feather Falling

**Treasure I-13****[D100 Roll 49-52]**

- ❖ 34 Platinum Pieces (primarily Empyrean Imperators)
- ❖ Blank (?) Vellum Scroll (actually a very faded map)

**Treasure I-11****[D100 Roll 41-44]**

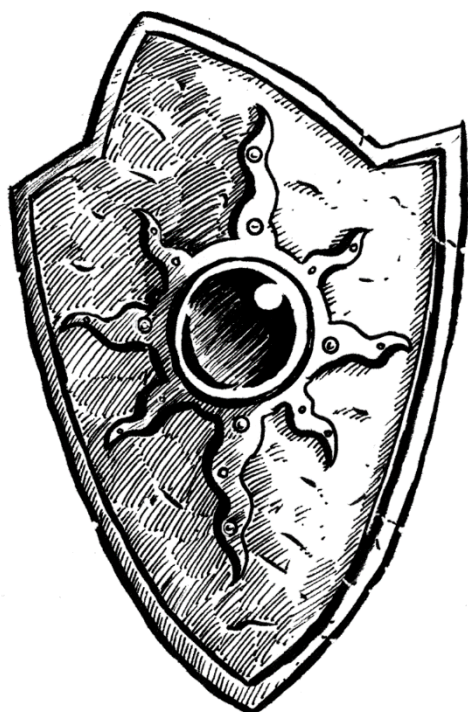
- ❖ No Treasure

**Treasure I-12****[D100 Roll 45-48]**

- ❖ No Treasure

Treasure I-14**[D100 Roll 53-56]**

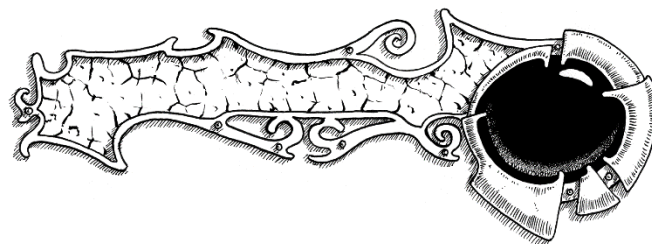
- ❖ 91 Electrum Pieces (primarily Lydian Hektes and Trites)
- ❖ 3 Large Moss Agates (gold piece value 25 each)
- ❖ Silver Holy Symbol, Hill and Shield Talisman, symbol of Rosamunda, greater goddess of all halfling kind in the Oldskull Mythos (gold piece value 50)



Treasure I-16

[D100 Roll 61-64]

- ❖ 21 Platinum Pieces (all Britannian Imperials)
- ❖ Ornate Silver Wolf Mask (gold piece value 100)
- ❖ Silver Collar (gold piece value 40)



Treasure I-17

[D100 Roll 65-68]

- ❖ No Treasure



Treasure I-18

[D100 Roll 69-72]

- ❖ **113 Electrum Pieces** (primarily Achaean Tetradrachmae)
- ❖ **Silk Heraldic Banner**, slightly muddy, to the glory of the Order of the Scarlet Tabard (the "Redshirts") who hail from the Free City State of Grimrook (gold piece value 20)

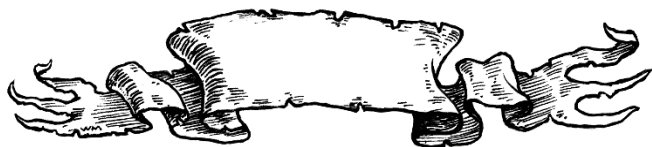
Treasure I-15

[D100 Roll 57-60]

- ❖ Pouch of Spagnum Moss (healing herbs, each dose has a 25% chance to double normal healing rate for one full day's rest, 1 use per day) (2 doses) (gold piece value 2 per dose)
- ❖ Stash of Barrels and Various Sundries (salted provisions, counterfeit copper pieces, flasks of water, grain, etc.)



- ❖ **15 Sticks of Cassia Incense** (gold piece value 20 each)



Treasure I-19

[D100 Roll 73-76]

- ❖ **No Treasure**



Treasure I-20

[D100 Roll 77-80]

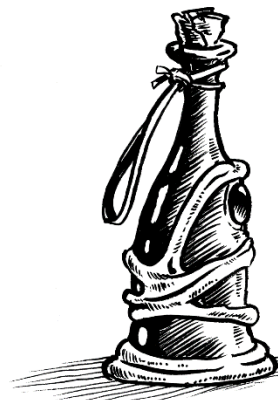
- ❖ **317 Gold Pieces** (primarily Iberian Escudos)
- ❖ **Light Stone** (sheds continual light, violet radiance, otherwise non-magical)
- ❖ **Potion of Invisibility** (a half-dose remains)
- ❖ **2 Vials of Ingestive Poison** (Type A, onset time 2D4 rounds, damage 10 hp if successful save, 20 hp if failed save, gold piece value 5 each)



Treasure I-21

[D100 Roll 81-84]

- ❖ **111 Gold Pieces** (primarily Teutonian Guilders)
- ❖ **Small Iron-Rimmed and Spiked Wooden Shield** (+1 Armor Class, saves vs. damage as wood; can block 2 attacks per melee round, or attack for 1D4+1 piercing damage) (gold piece value 10)
- ❖ **3 Vials of Holy Water** (gold piece value 25 each)



Treasure I-22

[D100 Roll 85-88]

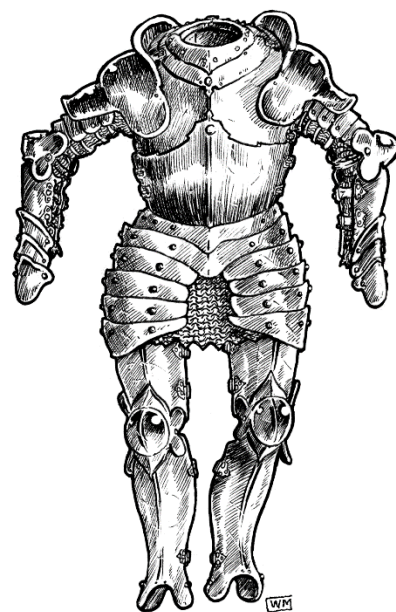
- ❖ **11 Flasks of Yellow Dye** (common, made from ochre, pomegranate rind, safflower, and similar plants) (gold piece value 5 per flask)
- ❖ **Ivory Flute** (gnome-crafted, gold piece value 200)



Treasure I-23

[D100 Roll 89-92]

- ❖ **1,268 Copper Pieces** (primarily Magnus Pennigs)
- ❖ **Elf-Sized Suit of Plate Mail** (gold piece value 200 in current condition, 400 once cleaned and refitted)
- ❖ **Elven Broad Sword** (broken, but a skilled blacksmith could be paid to restore (for 100 gold pieces) to its original non-magical state of inflicting +1 damage per hit)



Treasure I-24

[D100 Roll 93-96]

- ❖ **940 Silver Pieces** (primarily Aquitanian Tournesols)
- ❖ **2 Acid Flasks of Black Willow Sap** (alchemically preserved; 8 ounces, can be thrown as a grenade-like missile, damage 1D6-1 (minimum 1 point per flask) for a direct hit and 1 point of splash damage to any targets within 3' of impact; direct ingestion, with an onset time of 2D4 rounds, requires save vs. poison at +3, resulting in 3D6 damage if save is failed, or 1D4+1 damage if successful per flask) (gold piece value 40 per flask)
- ❖ **Cured Manticore Pelt** (gold piece value 150)
- ❖ **Javelin of Piercing**, wrapped in **Crimson Silk** (gold piece value 10)
- ❖ **Masterwork Fauchard of Oldskull** (non-magical, +1 damage) (gold piece value 150)

About the Author

Treasure I-25

[D100 Roll 97-00]

- ❖ **Small Fractured Ruby** (gold piece value 250)



If you wish to have traps assigned to various traps, please refer to the Book of Dungeon Traps for level 1-2 appropriate ideas.

Until next time, happy old school gaming!



Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Gygax, Carr,

Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.

Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for *Dungeon Magazine* #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles, selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grogard, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.

There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.

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