

Do You Dare Enter?



The Caves of Cormakir

The Conjurer



Labyrinth Lord
Compatible Product

The Caves of Cormakir the Conjurer

by FrDave • www.bloodofprokopius.blogspot.com

Introduction

This module was inspired by the re-release of the Moldvay *Basic Edition* of the world's most famous FRPG and is the culmination of a project to imagine what that *Basic Edition* would look like had the monster section only included creatures found in my favorite folio of fiends (often referred to as the FF). Since the boxed set of the Moldvay *Basic Edition* came with the second installment of the B-series of adventure modules, it follows that I should re-image that introductory module as if it would have appeared in the FF version of the Moldvay *Basic Edition*.

This adventure is written for the retro-clone *Labyrinth Lord*[™], an excellent emulation of the Moldvay *Basic Edition*. Therefore, this adventure is not only compatible with that edition, but requires almost no conversion to use with any of the older editions of the world's most famous FRPG.

How to Use this Adventure

Since this is a re-imagination project, not only is the content of the original module reinterpreted, but the classic module layout is also rethought in order to make this adventure more user-friendly. There are two primary ways that this is done.

Firstly, this adventure assumes that the person running this module is going to fiddle with small details in order to make it fit into their own campaign world. Thus, this adventure is specifically designed to be able to easily drop into any world. In addition, there are places in the adventure key left blank in order to facilitate customization.

Secondly, most of the keys and maps themselves are organized in such a way that the person running the adventure has enough information on a single spread so as to keep page turning and lengthy pauses to read room descriptions to a minimum. Thus, on the right hand page is a section of map with page numbers to indicate which pages the map connects to. On the left hand page are encounter area descriptions organized into three columns:

OVERVIEW: This is a description that is applicable to most if not all rooms described on the page.

Column 1	Column 2	Column 3
This is information that can be gained by adventurers with a cursory inspection.	This is information that can be gained with a closer inspection (such as a hidden treasure chest) Further paragraphs will detail more information if even more investigation is done (such as the contents of the hidden treasure chest).	This is for monster stats, spell and poison effects and other mechanical details.

The goal of this layout is to facilitate an improvisational style of play. There is enough information available at a glance to effectively run the encounter as is deemed necessary for the current situation. For example, there might be an encounter that states that Nockers and Ogrillons are in negotiation. The details of that negotiation are left up to the person running

the adventure — to take advantage of how the adventure has unfolded and/or fulfill player expectation.

There is also plenty of empty space for making notes, adding specifics or any other individualized information to customize the adventure for a particular campaign. Please feel free to take advantage.

Player Background

Almost two decades ago, a group of adventurers happened upon a collection of caves on the edge of the Wilderness. They explored them, rid them of all the horrors that dwelt within and returned laden with the riches that adventure sometimes brings. One of their number, Cormakir the Conjuror, decided to make the caves his own with the intention of having them be a new vanguard against the forces of Chaos that lurked in the Wilderness.

Unbeknownst to all, there was something yet undiscovered within the caves that corrupted Cormakir to his core. Rather than making the caves a vanguard, he turned them into a laboratory for creating vile creatures intent on wrecking havoc upon Civilization. Fortunately, his experiments got out of hand before he was able to mass an army of Chaos and several of his menagerie escaped. Thus warned, his former companions and a small force of soldiers descended upon the caves and put an end to Cormakir and his depraved research.

Though the survivors went thoroughly through the Conjuror's demesne, they could not find what it was that had corrupted him. Thus, they abandoned the caves for fear of being corrupted themselves.

That battle took place ten years ago. There is now growing evidence that there is a new master of the caves, who is sending out raiding parties of humanoids intent on not only wrecking havoc, but taking prisoners. A call has gone out throughout the area for a new generation of adventurers to return to the Caves of Cormakir the Conjuror and rid it of its evil once and for all.

Referee Background

The history of the caves goes back much further than any one knows. In the distant past, there was a sorcerer named Rajinar Haos who embraced Chaos and the magics it provides. Unlike most of his ilk, however, he intimately understood that to embrace Chaos is to embrace death. Thus, rather than seek to cheat it, he prepared himself a tomb through which he could continue to bring chaos and destruction into the world.

He found and enhanced a series of caves in which he placed several items of great chaotic magic. He did not want them to fall into just anyone's hands, however. Therefore, he created a test in which to ensure that only the most persistent and clever would be granted the ability to use his items of chaos. He forged an invisible key in the form of a sphere that would act as a beacon

to creatures of chaos and hid it in his tomb. This sphere opens a sealed chapel to the forces of chaos wherein a champion is granted the ability to choose one of Rajinar's items of chaos which would then allow them to wreck havoc upon the world.

There is one flaw within Rajinar's plan, however. The intricate magic that he wove would break if anyone should refuse the temptation of the items of chaos made available to them. Rajinar knew of this possibility, but in his arrogance and his disdain for human nature, he never thought that such an event could ever occur.

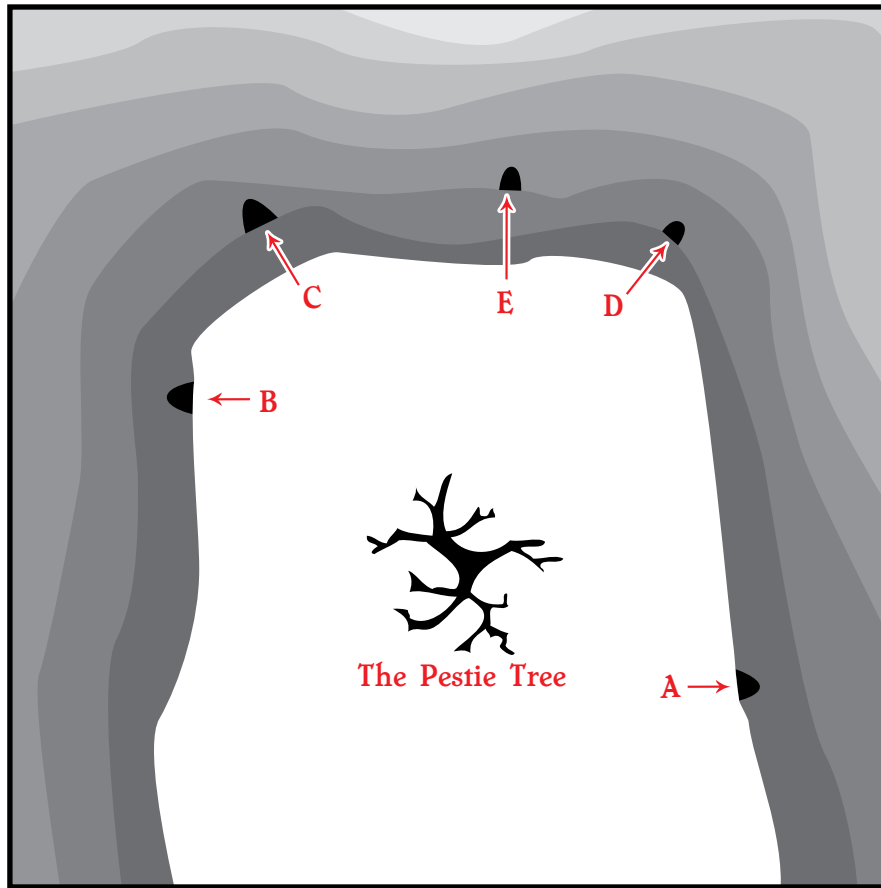
Notes for the Referee

It should be noted that there are plenty of opportunities in this adventure for players to get their characters killed. A primary motivation that will end up in these deaths is *greed*. For example, the divinerdids in Room 2 guard a cache of gems that (unless silenced) should be impossible for the party to get out without disturbing the divinerdids and sealing their own fate.

The reason for this is to prepare the players for the decision that they must make should they manage to find the Sealed Chapel and Rajinar's plan to further the cause of Chaos. If, throughout the adventure, they have seen the consequences of making decisions based upon greed, then losing their character to Chaos because of greed will seem less an unfair and arbitrary trap and more like a natural consequence derived from their actions.

One of the things necessary to make this work is a Referee that makes sure that the warning signs of the consequences of greed are front and center. In Room 2 there is a dead body that has no bodily fluids — a victim of the divinerdids. Thus, if a character dies in a similar manner, the players will know to look out for similar warning signs. In the end, it should be apparent that throughout this adventure there are treasures that are best left alone and they might even recognize this reality when faced with Rajinar's Choice.

In addition, there is *a lot* of treasure available to PCs in this adventure; however, not much of it is easy to extract. This is intentional. It forces players to plan logistically how to get the treasure back to Civilization (and therefore get XP for it). Don't downplay this aspect of the adventure, because it plays into the whole theme of *greed*. It also is a source for a lot of potential fun for both players and the Referee.



Description of the Caves and Environs

Cave A: This cave is on the ground level. A low buzzing sound can be heard coming from this cave.

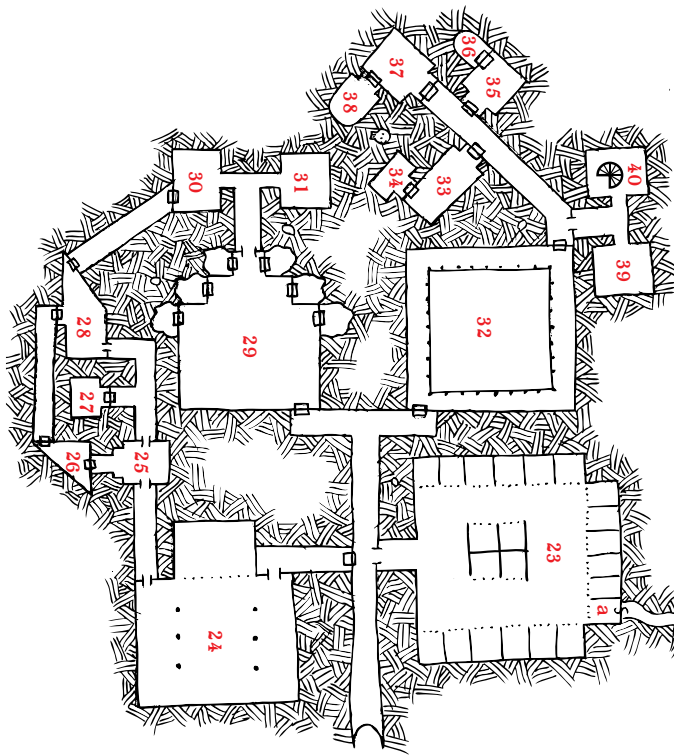
Cave B: This cave is on the ground level. Moist air can be felt coming out from this cave.

Cave C: This cave is one story up from the ground. A knocking sound can be heard coming from this cave.

Cave D: This cave is one story up from the ground. The air around this cave is dry and hot.

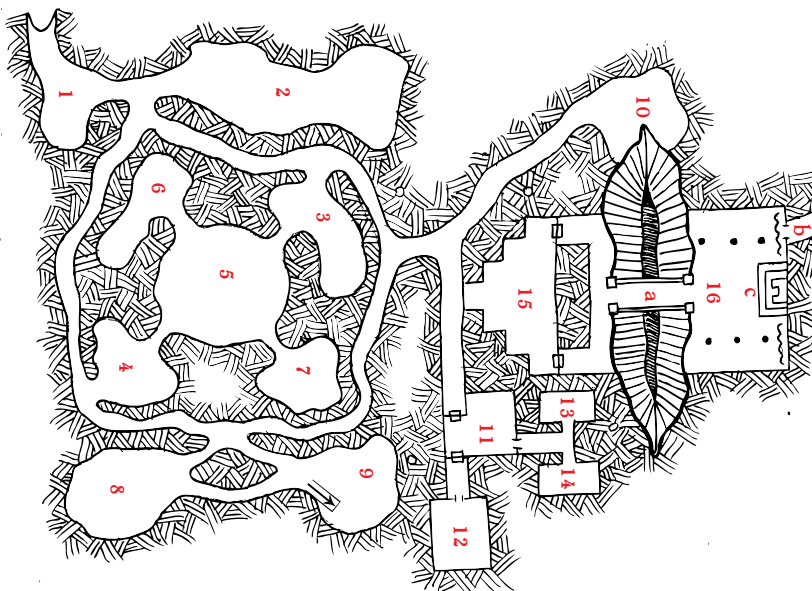
Cave E: This cave is two stories up from the ground. A low mechanical sound can be heard coming from this cave.

The Pestie Tree: A **Pestie** (AC -4; HD 1-1; Att none; MV 210'; 4 hp) has taken up residence inside this dead tree. It normally steals from the various humanoid that go on raids, but will happily steal things from PCs as they try to take home their treasure. If it is noticed, it will flee away from the tree in hopes that the PCs will not search its lair. Inside can be found 2d100gp plus any items that the Pestie has stolen from PCs.



Wandering Monster Table For Maps A&B

1. Blue-Skinned Puck (2d4) AC 7; HD 1-1; Att 1d4+1x2; MV 60' + 1d4 Slaves
2. Blue-Skinned Puck (2d4) AC 7; HD 1-1; Att 1d4+1x2; MV 60'
3. Nocker (1d6) AC 3; HD 1+2; Att 1d3 + 1d6; MV 90'
4. Gorbel (1d10) AC 3 or 9; HD 1hp (attack as 2HD); Att 1d4 or 1d6; MV 180'; 1 hp ea.; immune to blunt weapons)
5. Divinerdid (1d10) AC 3; HD 1/2; Att 1d3 + CON Drain; MV 120'
6. Craybug (1) AC 5; HD 2+2; Att 1d4 + Paralysis x6; MV 90'/60' flying



OVERVIEW: These are natural caves. The walls and floor are wet and there is a constant sound of dripping. Many rooms have mushrooms. They come in six varieties:

1. Red with white dots = Poison: save vs. poison or die
2. Purple = Delusion (roll on potion table to see delusional effect)
3. Black = Heals 1-3 hp
4. White and brown stripes = 1 day's food ration
5. Golden with red swirls = when picked, this type explodes creating a 20' cloud. Anyone inside must save vs. poison or be incapacitated with nausea. This affect ends once the area is left. The cloud remains for 1d6+6 turns
6. Bulbously white = Levitate as per the potion

With the exception of the edible and the stinking cloud mushrooms, all will loose their potency 1d6+6 turns after being picked if not consumed, shriveling into inedible goo. Picked mushrooms will regrow in 1d4 days.

1. Entrance Cave

There is a loud sound of buzzing.	On a 1-2 on a d6, a character can tell the buzzing comes from the north.	The buzzing makes hearing difficult. Any communication takes extra time & triggers a wandering monster check.
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2. Divinerdid Cave

The walls of this cave are covered in large insects. They are buzzing & the sound is deafening.	At the back of the cave are 60 gems imbedded in the wall worth 10 gp ea. as well as a dead body drained of all fluids.	The insects are 21 Divinerdids (AC 3; HD 1/2; Att 1d3 + CON Drain; MV 120'; 2 hp ea.) and will not attack unless disturbed. Talking is impossible.
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3. Mushroom Cave

Mushrooms and moss cover the floor.	There are 2d4 of one type of mushroom (roll above or choose).	If all mushrooms are picked, another type may grow (roll above or choose).
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4. Mushroom Cave

See Room 3.	See Room 3.	See Room 3.
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5. Fungus Garden

Mushrooms and moss cover the floor.	There are 1d4 of each type of mushroom (see above).
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6. Mushroom Cave

See Room 3.	See Room 3.	See Room 3.
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7. Mushroom Cave

See Room 3.	See Room 3.	See Room 3.
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8. Witherstench Lair

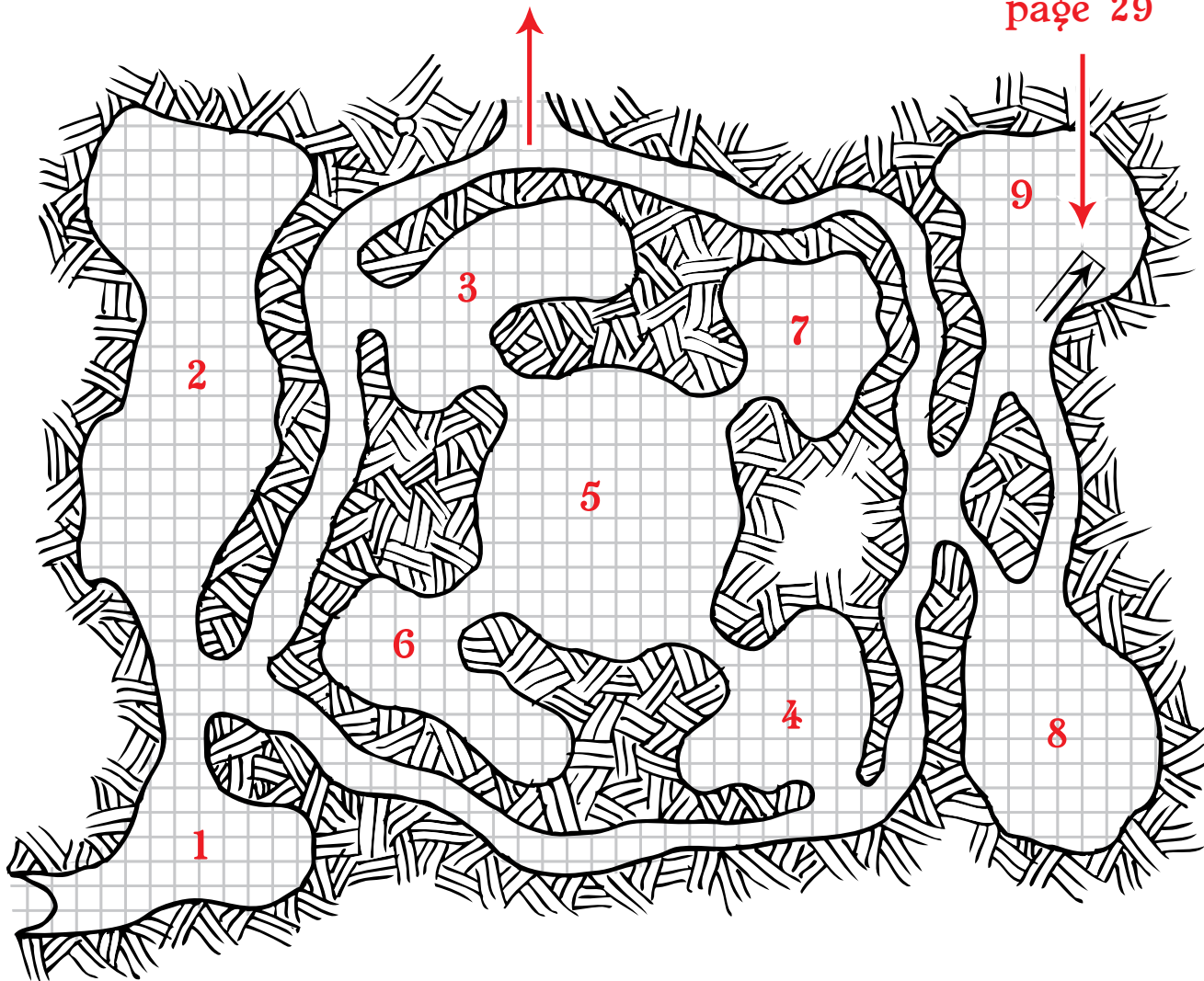
This cave has a foul stench.	A twisted yellow mammal with purple spots hisses once the cave is entered. It has a jewelled collar worth 300gp.	It is a Witherstench (AC 7; HD 2+2; Att 1d6x2 + stench; MV 60'; 14 hp) and will defend its cave.
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9. Garbage Chute

The cave is covered in trash and has a foul stench.	Feeding on the trash is a strange yellow mammal with purple spots. 2000cp can be found in the trash.	It is a Witherstench (AC 7; HD 2+2; Att 1d6x2 + stench; MV 60'; 15 hp) and will defend its food source.
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To A on
page 9

Chute up to
Room 64 on
page 29



Level A.1 The Fungal Gardens

OVERVIEW: These rooms are a mixture of natural caverns and excavated areas finished with flagstone. The natural caverns have periodic carvings with totems of chaos and the flagstones are decorated with chaos runes and the occasional image of death and destruction.

10. Overlook

This natural cavern opens into a large fissure in the rock.	In the distance a bridge can be seen crossing the fissure and connecting two other rooms.	There is a 50% chance that 2d4 Gorbels (AC 3 or 9; HD 1hp (2HD); Att 1d4 or 1d6; MV 180'; 1 hp ea.; immune to blunt weapons) will appear & attack. How deep the fissure is & whether or not it leads to other (unwritten) parts of the dungeon is up to the Referee.
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11. Anteroom

This is an empty room, but shows evidence of being burned.	A close examination will reveal signs of a battle: claw marks in the wall, etc.	There is nothing of value in the room.
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12. Bedroom

This was once a bedroom, but everything is burned.	There is a carving in one wall of a mage holding a book of great power.	There is nothing of value in the room.
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13. Servant's Quarters

All that remains in this room are some scorched bones.	A close examination will reveal that the creatures were mutated.	There is nothing of value in the room.
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14. Servant's Quarters

All that remains in this room are some scorched bones.	A close examination will reveal that the creatures were mutated.	There is nothing of value in the room.
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15. Blasphemous Carvings

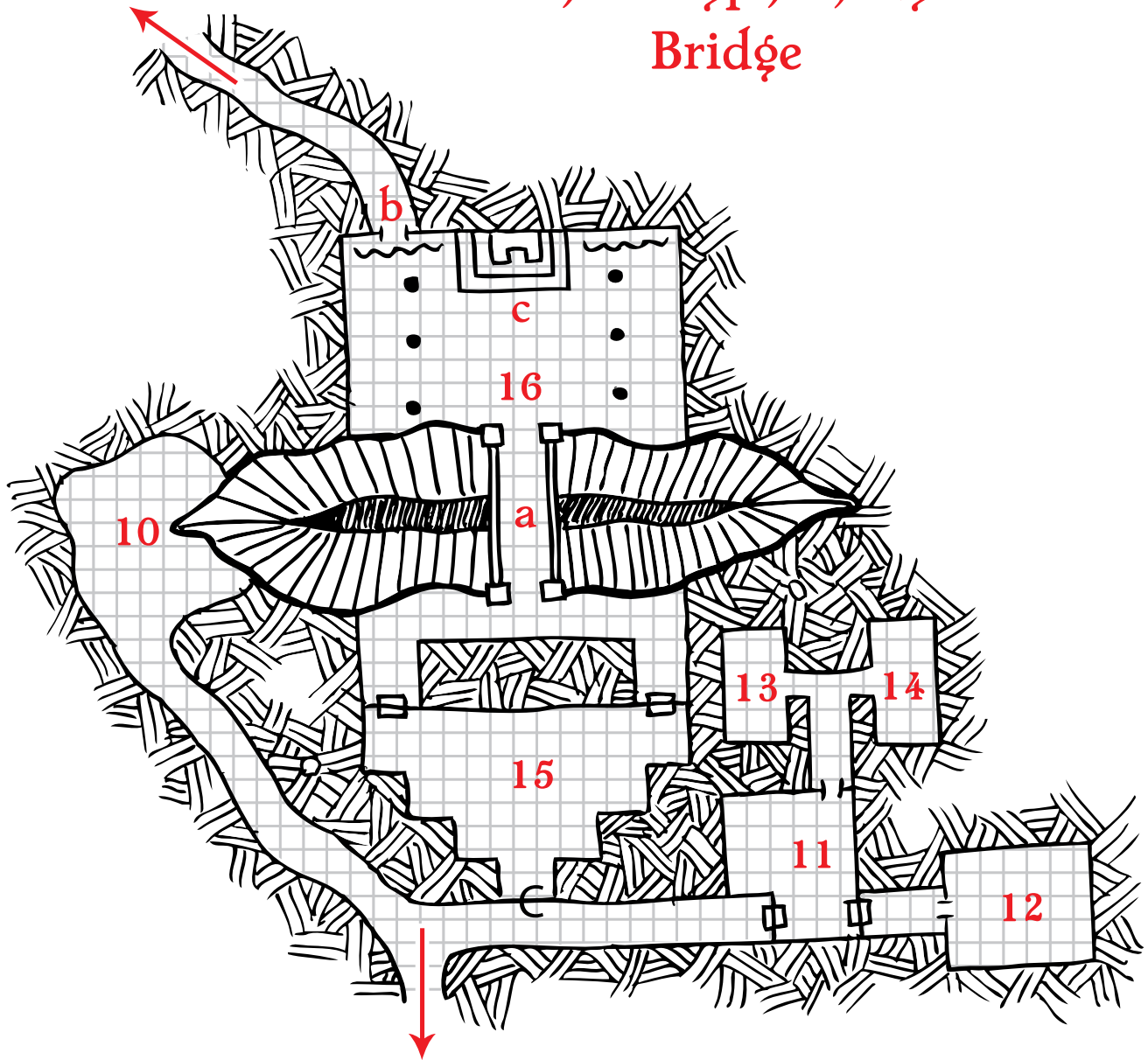
The walls of this room are covered in carved black rock.	The carvings depict a mage & his army raining destruction upon the earth .	Any close examination results in a Save vs. Spells. Failure means all Chaotic creatures are at a +1 to hit the affected character for the next 24 hours.
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16. The Blasphemous Bridge

This room is divided in two by a 70' wide fissure. There is a black bridge carved with twisted faces that connects the two. There is a cave (Room 10) that can be seen at the end of the fissure to the west.	The area marked 'a' is the bridge and radiates both magic and chaos if detected for. When anyone approaches within 10', the faces begin to chant in an ancient, unknown language. The area marked 'b' is a wall hanging that hides a passageway. It depicts a warrior armed with a magic sword killing thousands. Another wall hanging depicts a king wearing a magic crown enslaving thousands. The area marked 'c' is a throne. It is adorned w/10 Gems, worth 100 gp ea.	a: once the chanting starts, everyone who hears must make a save vs. spells or be at -2 on all rolls as long as the chanting is heard. This will also attract 6 Gorbels (AC 3 or 9; HD 1hp (2HD); Att 1d4 or 1d6; MV 180'; 1 hp ea.; immune to blunt weapons) that attack. After the chanting starts, there is a wandering monster check every turn spent in the room. b: The wall hangings are worth 500gp to the right buyer. c: It takes 1 turn to extract each gem.
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To B on
page 11

Level A.2 The Blasphemous Bridge



To A on
page 7

OVERVIEW: This is a series of natural caves. The walls are moist and flicker in torch or lantern light. The sound of scraping against rock echoes throughout this area.

17. Phosphorescent Bulbs

There are football-sized glowing bulbs of fungus growing on walls.	There will be 2d6 such bulbs. They are easily removed from the wall.	The bulbs will illumine a 10' radius for 1d6 days.
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18. Feeding Craybug

This room contains a large, strange insect feeding on a corpse.	The insect is a Craybug . The corpse is a desiccated Blue-skinned Puck. Bones of other humanoids litter the floor.	The Craybug (AC 5; HD 2+2; Att 1d4 + Paralysis x6; MV 90'/60' flying; 13 hp) will defend its kill.
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19. Strange Skull

Dominating one wall of this cave is a huge, imbedded skull.	The skull is of an unknown creature and petrified.	If the skull can be removed intact, it is worth 500-3000gp to the right buyer.
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20. Prism of Hallucination

There is a prism in the center of this cave.	When light hits the prism, it projects a reflection of its immediate surroundings into Room 21.	The prism is stuck fast. Should it be removed, it loses its illusory powers.
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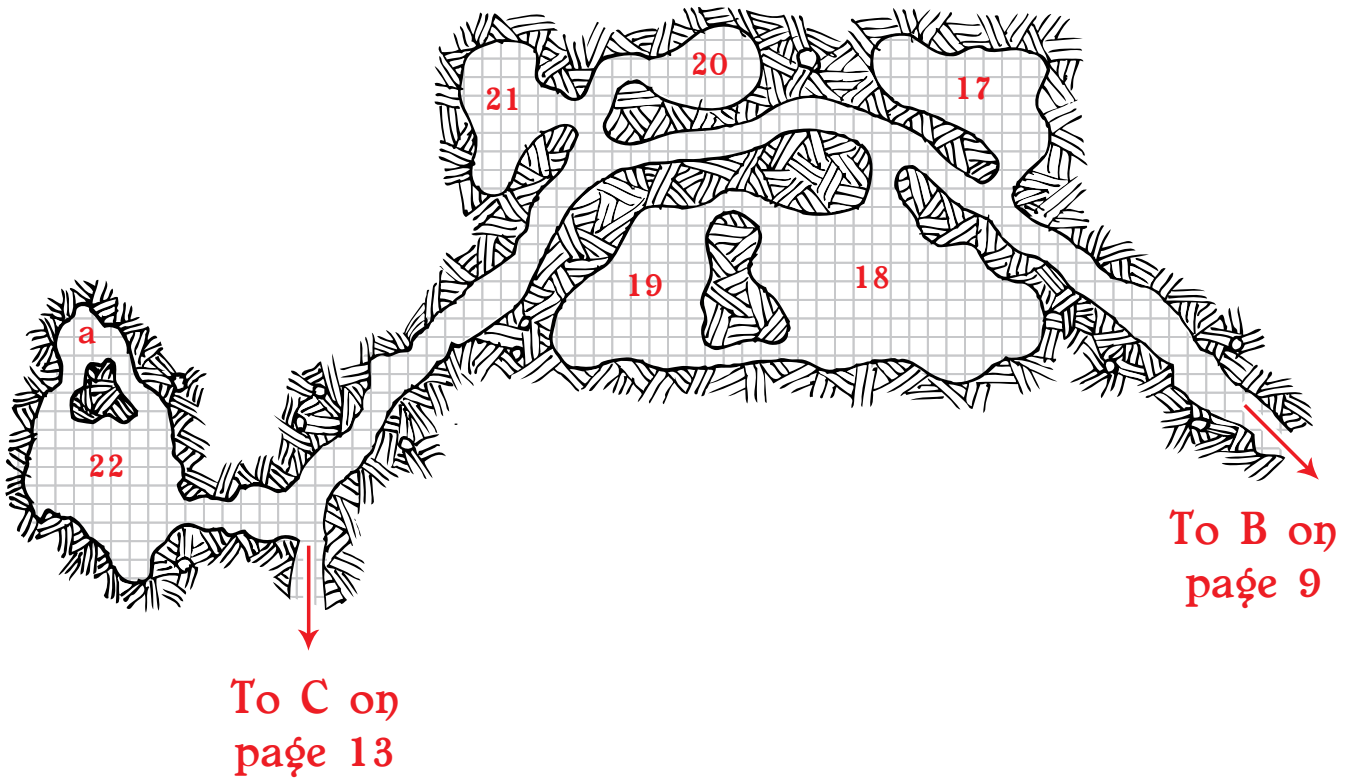
21. Illusion Room

Other than the fact that the walls flicker more than others in the area, this cave is empty.	If light is present in Room 20, this room will contain an illusion of party members in Room 20.	There is nothing of value in the room.
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22. Craybug Lair

The walls of this cave glisten silver and the ceiling is covered in white, grapefruit-sized spheres.	There are 2d6+2 spheres, which are Craybug eggs. The mother is hiding in the shadows at location 'a'. The silver in the walls is an untapped vein of silver ore.	The Craybug (AC 5; HD 2+2; Att 1d4 + Paralysis x6; MV 90'/60' flying; 15 hp) will attack if the eggs are threatened and fight to the death. The silver vein, if mined, will result in 3,500 gp worth of ore.
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Level B.2 The Craybuğ Lair



OVERVIEW: These rooms are a mixture of natural caverns and excavated areas finished with flagstone. The natural caverns have periodic carvings with totems of chaos and the flagstones are decorated with chaos runes and the occasional image of death and destruction.

23. The Broken Cages

This room looks to have once been used as some kind of prison.	Each cell is almost 30x30 feet. Claw marks dot the walls & all the bars have been broken and bent. There is a loose brick in location 'a' that hides a key.	This was where Cormakir kept his menagerie before they escaped. The secret door at 'a' may be opened using the key behind the loose brick.
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24. Make-Shift Prison

This room looks as if it once was a chapel; however it has been severely defaced. The altar area is now closed off by a make-shift wooden wall and door.	This chapel was once dedicated to Chaos. The altar area now serves as a prison for prisoners who are destined to be eaten. They are guarded by 11 Blue-Skinned Pucks . Among the prisoners are: _____ _____ _____ _____	The 11 Blue-Skinned Pucks (AC 7; HD 1-1; Att 1d4+1x2; MV 60'; 7, 6, 5, 5, 4, 4, 4, 3, 3, 2, 1 hp) guard the slaves. Ten will fight as long as they outnumber the party. The one with 1 hp will run to alert the lieutenant and his guards in Rooms 25 & 26. The 7 hp Blue-Skinned Puck has the key to open the door of the make-shift prison.
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25. Anteroom

There are four small blue-skinned humanoids playing a game with caltrops.	The humanoids are Blue-Skinned Pucks . Each has 1d6 gp.	The 4 Blue-Skinned Pucks (AC 7; HD 1-1; Att 1d4+1x2; MV 60'; 7, 7, 6, 6 hp) will retreat to Room 26 if faced with large numbers.
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26. Lieutenant's Room

This room has been turned into a make-shift bedroom with various furs thrown on the floor.	Lounging (unless alerted) is a large Blue-Skinned Puck attended by two females. He wears a silver torc worth 100gp. If cleaned, the furs are worth another 100gp.	The large Blue-Skinned Puck Lieutenant (AC 7; HD 2; Att 1d4+1x2; MV 60'; 13 hp) and the 2 female Blue-Skinned Pucks (AC 7; HD 1-1; Att 1d4+1x2; MV 60'; 3 hp ea.) will fight to the death if cornered.
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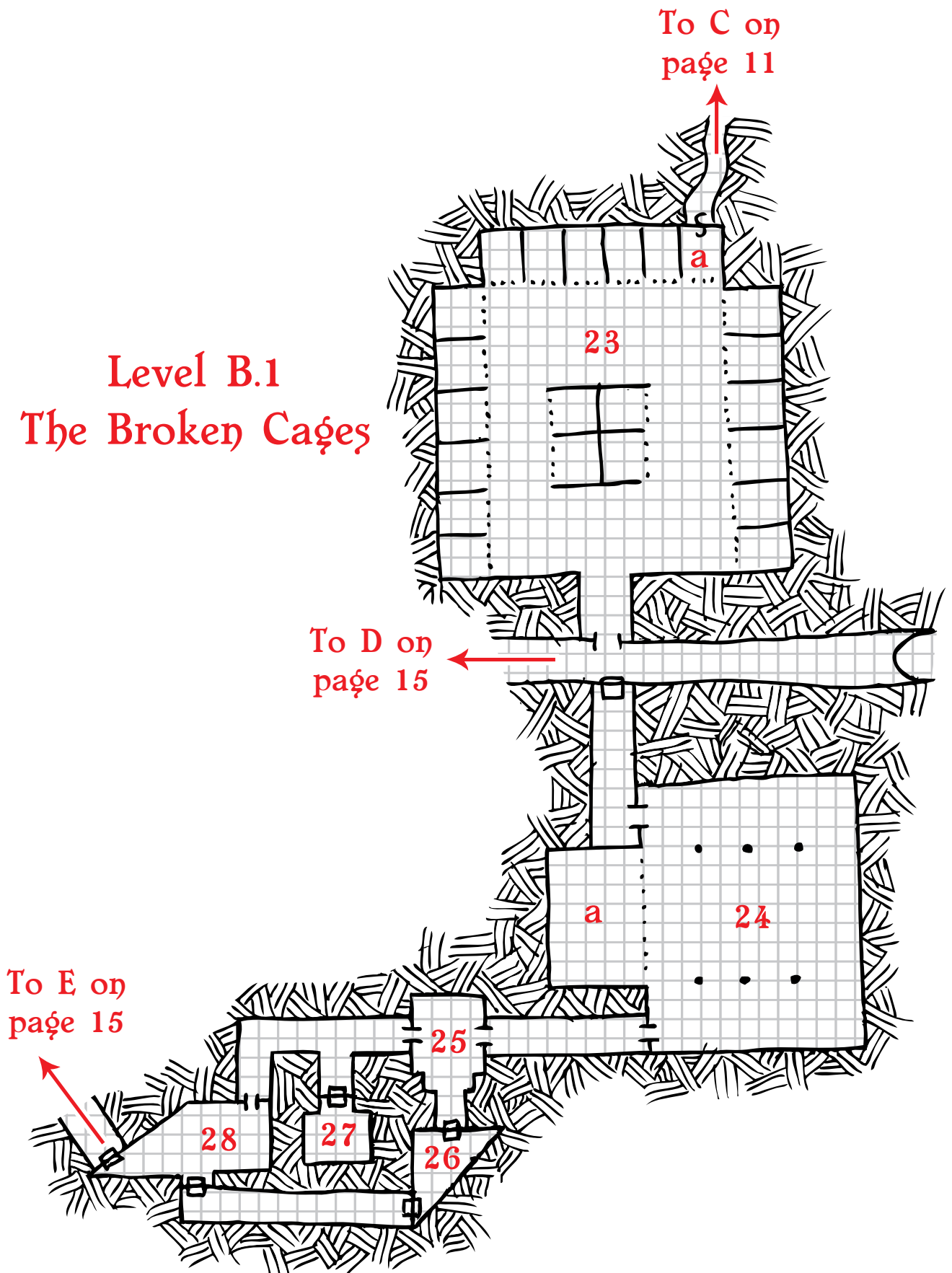
27. Kitchen

This room has been converted into a crude kitchen.	Various pots, pans, butcher knives and human body parts hang from hooks in the wall. A crude fire pit (cold) is in the middle of the room.	All of the equipment is of such poor quality as to be worthless.
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28. Common Dining Room

There is a large, low table covered in stains, bones and crude utensils.	The table is sturdy, if poorly made, and accommodates people standing 3-4' tall. The bones are human.	There is nothing of value in this room.
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Level B.1
The Broken Cages



OVERVIEW: These rooms have been excavated and finished with flagstone. The flagstones are decorated with chaos runes and the occasional image of death and destruction.

29. Make-Shift Prison Cells

In the middle of this room are several blue-skinned humanoids playing a game with knives.

There are six jerry-built doors that shoddily fit in place. They are locked and barred from the outside.

A crude cell has been carved into the rock behind each door. In each of these cells is a person of interest being held either for ransom or information. They are as follows:

- a: _____
- b: _____
- c: _____
- d: _____
- e: _____
- f: _____

The humanoids are **16 Blue-Skinned Pucks** (AC 7; HD 1-1; Att 1d4+1x2; MV 60'; 7, 6, 6, 5, 5, 4, 4, 4, 4, 3, 3, 3, 2, 2, 1, 1 hp) & guard the make-shift cells. Fourteen will fight as long as they outnumber the party. The two with 1 hp will run to alert the Blue-Skinned Pucks in Rooms 30 & 31.

The 7 hp Blue-Skinned Puck has the key to open the doors of the make-shift cells.

30. Sleeping Area

This room stinks. Its floor is covered with straw and rotting blankets.

If they have not already been alerted, there will be 2d4 Blue-Skinned Pucks sleeping here.

The **2d4 Blue-Skinned Pucks** (AC 7; HD 1-1; Att 1d4+1x2; MV 60'; 3 hp ea.) will most likely attempt to escape if caught asleep.

32. Sleeping Area

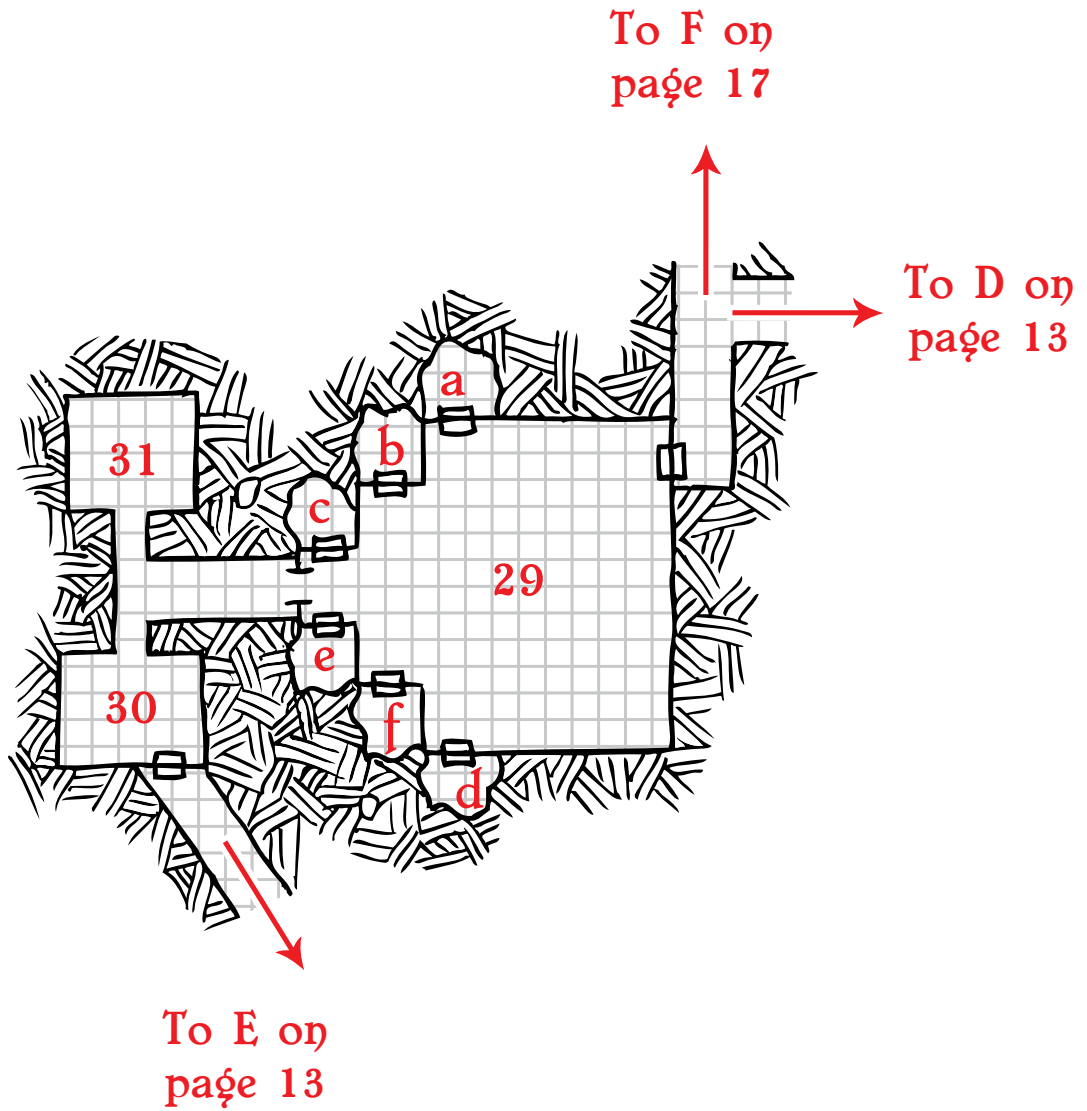
This room stinks. Its floor is covered with straw and rotting blankets.

If they have not already been alerted, there will be 2d4 Blue-Skinned Pucks sleeping here.

The **2d4 Blue-Skinned Pucks** (AC 7; HD 1-1; Att 1d4+1x2; MV 60'; 3 hp ea.) will most likely attempt to escape if caught asleep.

Level B.3

The Makeshift Prison



OVERVIEW: These rooms have been excavated and finished with flagstone. The flagstones are decorated with chaos runes and the occasional image of death and destruction..

32. Make-Shift Slave Pit

The floor of this room has been roughly dug out and surrounded by a jerry-built fence. It is guarded by a group of blue-skinned humanoids.

The humanoids are Blue-Skinned Pucks guarding slaves inside the pit. The slaves are destined for work (see Map E).

The **10 Blue-Skinned Pucks** (AC 7; HD 1-1; Att 1d4+1x2; MV 60'; 6, 5, 5, 4, 4, 4, 3, 3, 2, 1 hp) will fight if not outnumbered.

33. Lab Room

The door of this room is locked. This is some sort of lab, with all kinds of knickknacks and ingredients.

The following are stored in sealed bottles (types TBD by Referee): eggs, horns, feathers, dust, teeth, hair, eyes, flowers and oil.

To the right buyer all the various bottles and contents are worth 1d12x50gp total.

34. Mage's Room

This room has a low table and the floor is covered in furs. Two blue-skinned humanoids are discussing something on the table.

One Blue-Skinned Puck is a Lieutenant, the other is a magic user. There is a map on the table. Each has 3d6 gp. The magic-user's spell book is hidden behind a loose brick.

Blue-Skinned Puck Lieutenant (AC 7; HD 2; Att 1d4+1x2; MV 60'; 14 hp). **Blue-Skinned Puck Magic User** (AC 7; HD 2; Att 1d4+1x2; MV 60'; 8 hp; Spells: *Magic Missile, Shield*). If cleaned, the furs are worth 100gp.

35. Food Storage

The door to this room is locked.

This room is filled with boxes & barrels of stolen food. Much of it has spoiled.

There are 1d6 bottles of wine worth 25gp ea. as well as 1d3 pots of honey worth 10gp ea.

36. Locked Storage

The door to this room is locked & obviously trapped. The trap is a cleaver poised to cut anyone opening the door and is meant as a deterrent.

Inside is the equipment taken from the prisoners in Room 29.

Any attempt to disarm the trap by fiddling with the rope that connects the cleaver to the door will trigger the trap (1d6 damage).

37. Leader's Room

Lounging on furs and rugs is a large blue-skinned humanoid surrounded by several females.

This is the leader of the **Blue-skinned Pucks**. He wears a golden torc worth 250gp.

The large **Blue-Skinned Puck Leader** (AC 7; HD 3; Att 1d4+1x2; MV 60'; 18 hp) and the 4 female **Blue-Skinned Pucks** (AC 7; HD 1-1; Att 1d4+1x2; MV 60'; 3 hp ea.) will fight to the death if cornered.

38. Treasure Room

There is a huge pile of coins.

The hoard is 330,000cp.

39. Guard Room

There is a group of tusked humanoids playing a dice game.

The dice are made from teeth. Each have 1d6+1gp.

4 Nockers (AC 3; HD 1+2; Att 1d3+1d6; MV 90'; 7 hp ea.) guard the stairs.

40. Stairs

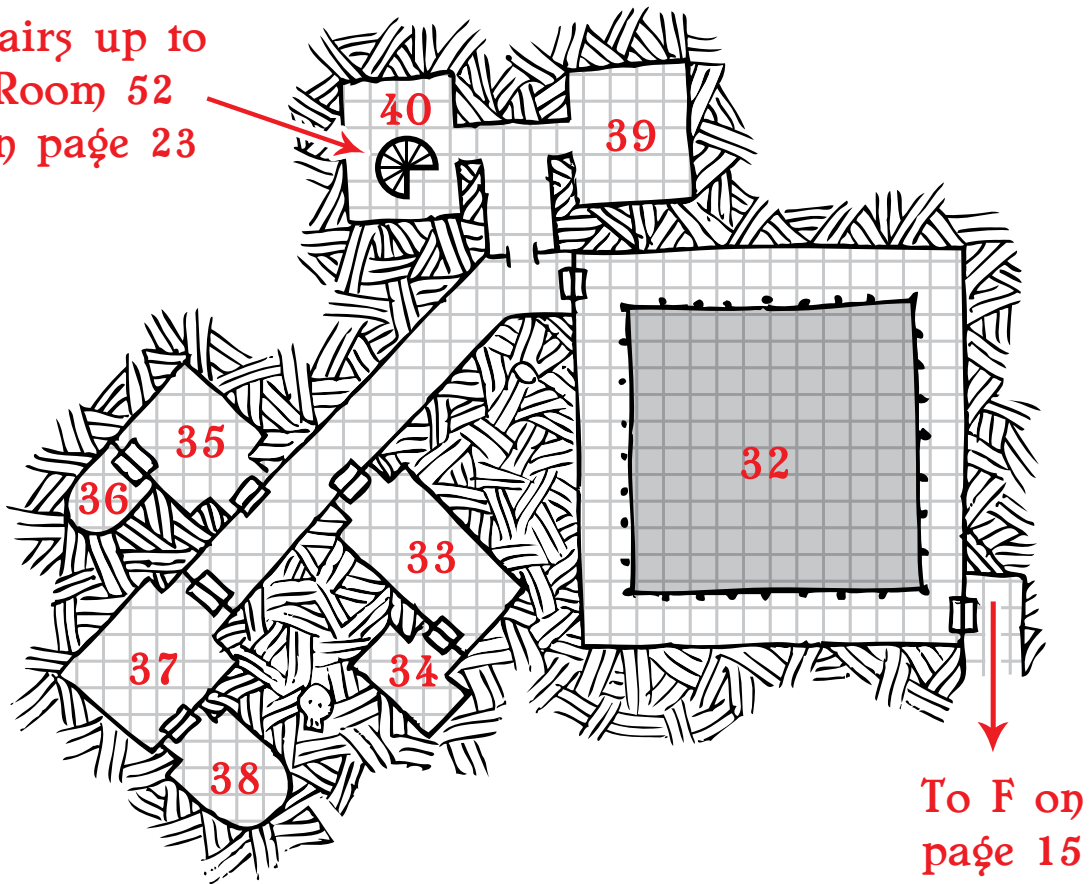
There are stairs going up.

These lead to Room 52.

The Nockers in Room 39 guard them.

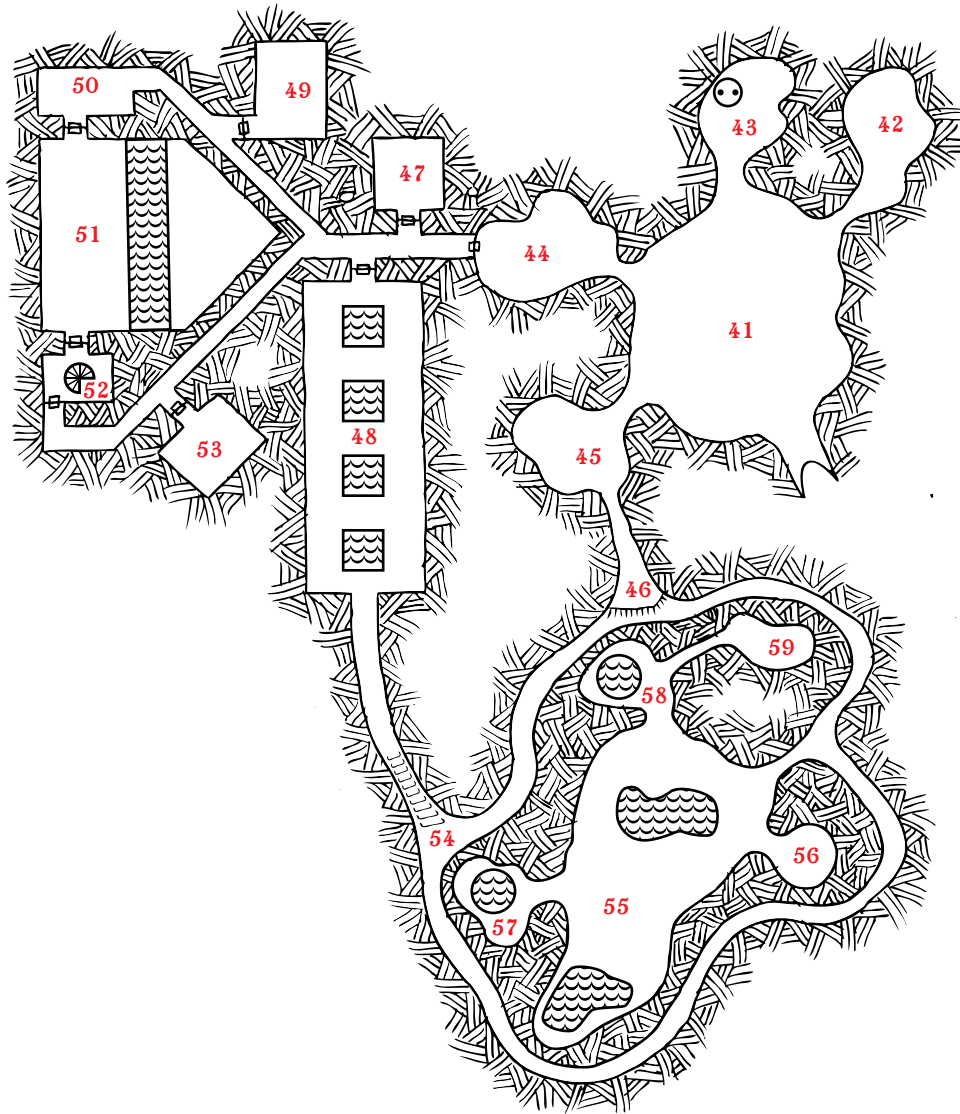
Level B.4 The Slave Pit

Stairs up to
Room 52
on page 23



Wandering Monster Table For Map C

1. **Blue-Skinned Puck (2d4)** AC 7; HD 1-1; Att 1d4+1x2; MV 60' + **1d4 Slaves**
2. **Nocker (1d6)** AC 3; HD 1+2; Att 1d3 + 1d6; MV 90'
3. **Nocker (1d3)** AC 3; HD 1+2; Att 1d3 + 1d6; MV 90' + **Gorilla Bear (1)** AC 4; HD 4; Att 1d8x2 + hug (2d6); MV 90'
4. **Gorilla Bear (1)** AC 4; HD 4; Att 1d8x2 + hug (2d6); MV 90'
5. **Divinerdid (1d10)** AC 3; HD 1/2; Att 1d3 + CON Drain; MV 120'
6. **Gorbel (1d10)** AC 3 or 9; HD 1hp (attack as 2HD); Att 1d4 or 1d6; MV 180'; 1 hp ea.; immune to blunt weapons)



OVERVIEW: This is a series of natural caverns dominated by white lithomorphs, which always seem to be in different places between visits. Their movement causes periodic cracking noises that echo through the area. As a result, it is much easier to surprise and be surprised. Chances for both monsters and parties are increased to 1-3 on a d6.

41. The Knocking Cave

This area is dominated by white lithomorphs that almost look like human faces.	In the center of the room is a large (cold) fire pit surrounded by evidence of recent meals (bones, crumbs, etc).	The lithomorphs are ancient victims of the caves. A possible adventure thread lies at the end of a <i>Stone to Flesh</i> spell.
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42. Sleeping Quarters

The floor of this cave is covered with straw and rotting blankets. There are several tusked humanoids.	The humanoids are 7 Nockers . If caught by surprise, they will be sleeping. Each as 4d12sp.	The 7 Nockers (AC 3; HD 1+2; Att 1d3 + 1d6; MV 90'; 8, 7, 6, 6, 6, 5, 4 hp) will try to alert other Nockers in Rooms 43, 44 & 45.
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43. The Ladder

There is a ladder in this room surrounded by several tusked humanoids talking with a reptilian humanoid.	The ladder leads to Room 82. The tusked humanoids are 5 Nockers . Each has 4d12sp. The reptilian is a Fyrnewt . It has 3d6gp.	The 5 Nockers (AC 3; HD 1+2; Att 1d3 + 1d6; MV 90'; 8, 7, 6, 4 hp) will defend the ladder. The Fyrnewt (AC 5; HD 2+2; Att by weapon or 1d6; MV 90'; 12 hp) will use its breath weapon to cover its retreat up the ladder where it will warn others in Room 82.
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44. The Iron Door

There are several tusked humanoids guarding an iron door.	The humanoids are 8 Nockers . The door is decorated with the figure of a half-human/half-beast. It is locked.	The 8 Nockers (AC 3; HD 1+2; Att 1d3 + 1d6; MV 90'; 7, 7, 6, 6, 5, 5, 4, 3 hp) will guard the door. The ones with 4&3 hp will try to alert other Nockers in Rooms 42, 43 & 45.
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45. Sleeping Quarters

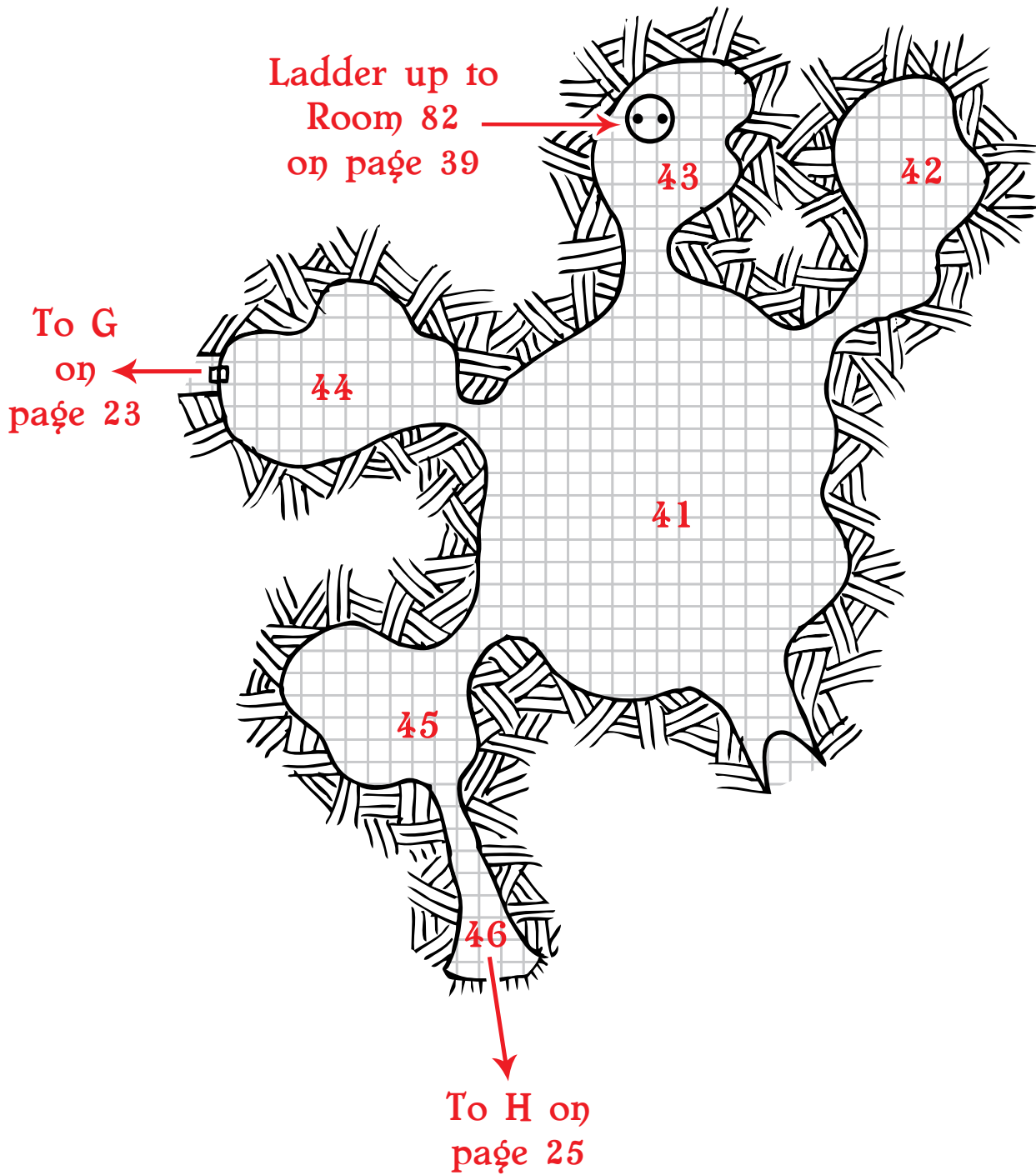
The floor of this cave is covered with straw and rotting blankets. There are several tusked humanoids.	The humanoids are 6 Nockers . If caught by surprise, they will be sleeping. Each as 4d12sp.	The 6 Nockers (AC 3; HD 1+2; Att 1d3 + 1d6; MV 90'; 8, 7, 6, 6, 5, 4 hp) will try to alert other Nockers in Rooms 42, 43 & 44.
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46. Cliff

The floor falls away here into a cliff.	Warm, moist air wafts up from below. The cliff descends about 50 feet.	The cliff itself has plenty of nooks and crannies making climbing with a rope very easy (if the rope can be secured).
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Level C.1

The Knocking Caves



OVERVIEW: These rooms are excavated areas finished with flagstone which are decorated with chaos runes of transformation and images of strange beasts made from different kinds of animals, humans and humanoids.

47. Leader's Quarters

There are three tusked humanoids talking with a reptilian humanoid.	The tusked humanoids are 3 Nockers and the reptilian is a Fyrnewt . Each has 3d6gp.	3 Nockers (AC 3; HD 1+2; Att 1d3 + 1d6; MV 90'; 10, 8, 8 hp). Fyrnewt (AC 5; HD 2+2; Att by weapon or 1d6; MV 90'; 12 hp). The 10 hp Nocker has the keys for the chests in Room 53 & the iron door in Room 44. He is armed with a <i>+1 Sword</i> , <i>+3 vs. Undead</i> and has a <i>Potion of Gaseous Form</i> . He will use the potion to escape if things go badly.
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48. Mixing Ponds

There is a large gorilla-like creature guarding four pools.	The gorilla-like creature is a Gorilla Bear . It attacks. The pools are 3' deep. One is blue, one is red, one is green and one is violet.	The Gorilla Bear (AC 4; HD 4; Att 1d8x2 + hug (2d6); MV 90'; 24 hp) serves the 10hp Nocker in Room 47 and will fight to protect the pools. The pools will transform any body part placed in them into an animal part for 1d6+1 turns: <i>Blue</i> = Avian; <i>Red</i> = Mammal; <i>Green</i> = Reptile; <i>Violet</i> = Amphibian.
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49. Lieutenant's Quarters

There is a tusked humanoid lounging with three female tusked humanoids.	The humanoids are Nockers . They are lying on furs worth 200gp.	4 Nockers (AC 3; HD 1+2; Att 1d3 + 1d6; MV 90'; 10, 7, 6, 5 hp). The 10 hp Nocker is armed with a <i>Battleaxe +1</i> . The 10hp Nocker will fight to impress the females.
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50. Lieutenant's Quarters

There is a tusked humanoid lounging with two female tusked humanoids.	The humanoids are Nockers . They are lying on furs worth 150gp.	3 Nockers (AC 3; HD 1+2; Att 1d3 + 1d6; MV 90'; 10, 5, 5 hp). The 10hp Nocker will fight to impress the females.
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51. Fixing Pond

This area is dominated by a rectangular pool the spans the width of the room.	The walls of this room are extraordinarily smooth and the liquid in the pool is almost perfectly clear.	Immersion in this pool makes any transformation caused by another pool in the dungeon <i>permanent</i> .
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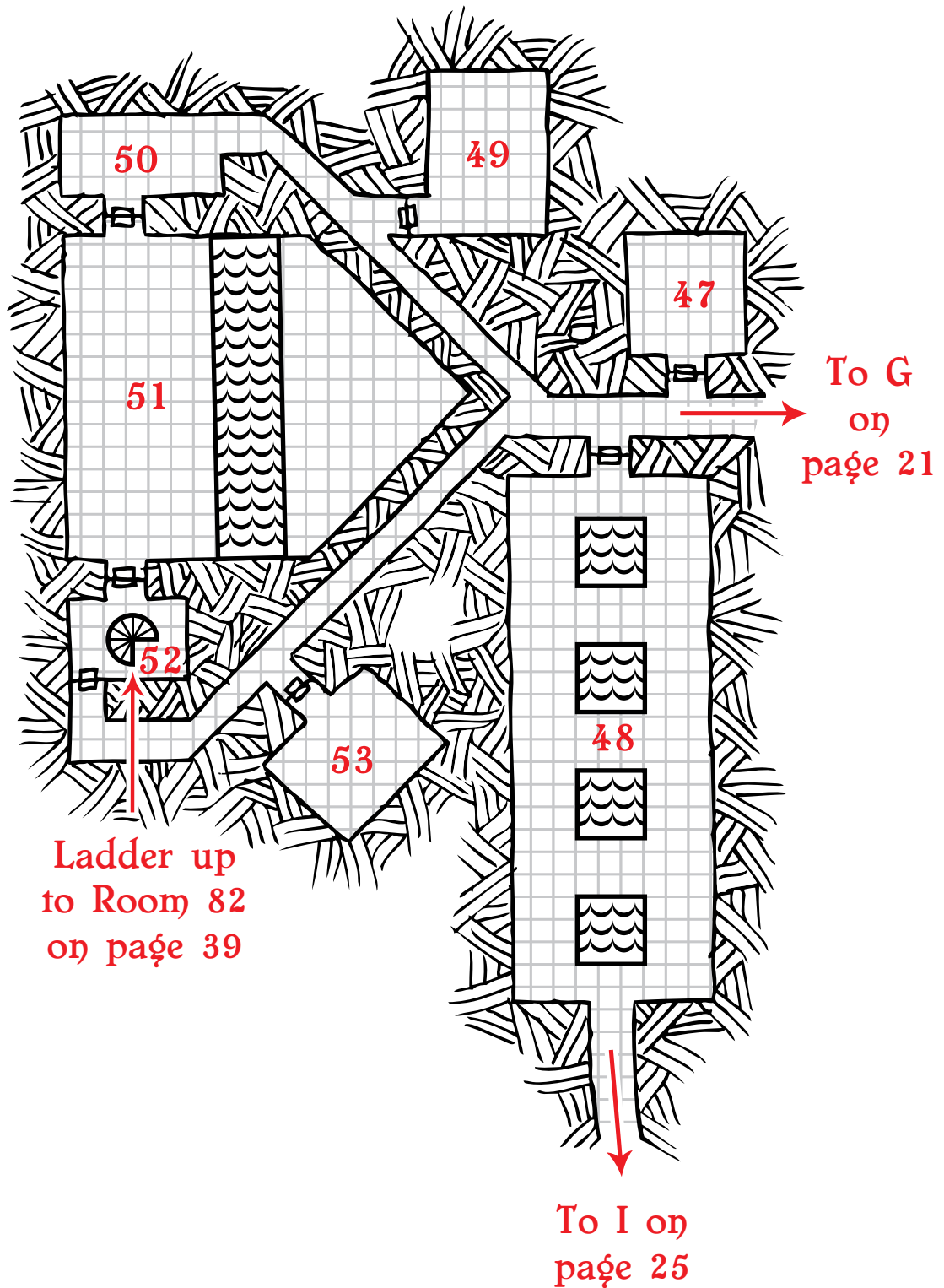
52. Stairs

There is a spiral staircase going up.	The air from above is hot and dry.	The stairs lead to Room 82 on pg. 39.
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53. Treasure Room

There are three chests in this room.	The chests are locked. One has 10,000sp, one has 4000ep and one has 1000gp & a <i>Scroll of Undead Protection</i> .	The locks are all trapped with a contact poison. Save vs. Poison or die in 1d6+1 turns.
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Level C.2 The Birthing Pools



OVERVIEW: These rooms are natural caverns. The air is moist and warm. The sound of dripping is constant.

54. Natural Stairs

These are a set of naturally formed stairs.	They ascend about 50' and each step in about 5' deep.	Any movement faster than 30' will require a Save vs. Death to avoid a fall.
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55. Meffit Pools

The air of this large cavern is thick with moisture and is dominated by two steamy pools.	The water in each pool is boiling hot and about 10-15' deep. A Steam Meffit makes his lair here. He will approach the party in a friendly manner and offers knowledge about the dungeon.	The Steam Meffit (AC 7; HD 3+3; Att 1d4x2 + breath; MV 120'/240' fly; 22 hp) is not interested in fighting. He will try to corrupt the party with his knowledge of the Sealed Chapel. Both pools have been <i>Contaminated</i> . Any contact with the water will cause 1d6 damage and require a Save vs. Poison or contract a disease.
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56. Instructions

There are words carved into the walls that have been partially scratched out.	The language is ancient & requires a <i>Read Language</i> spell. They hint at how the pools in Rooms 48, 51 & 58 work.	There is nothing of value in the room.
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57. Bottomless Pool

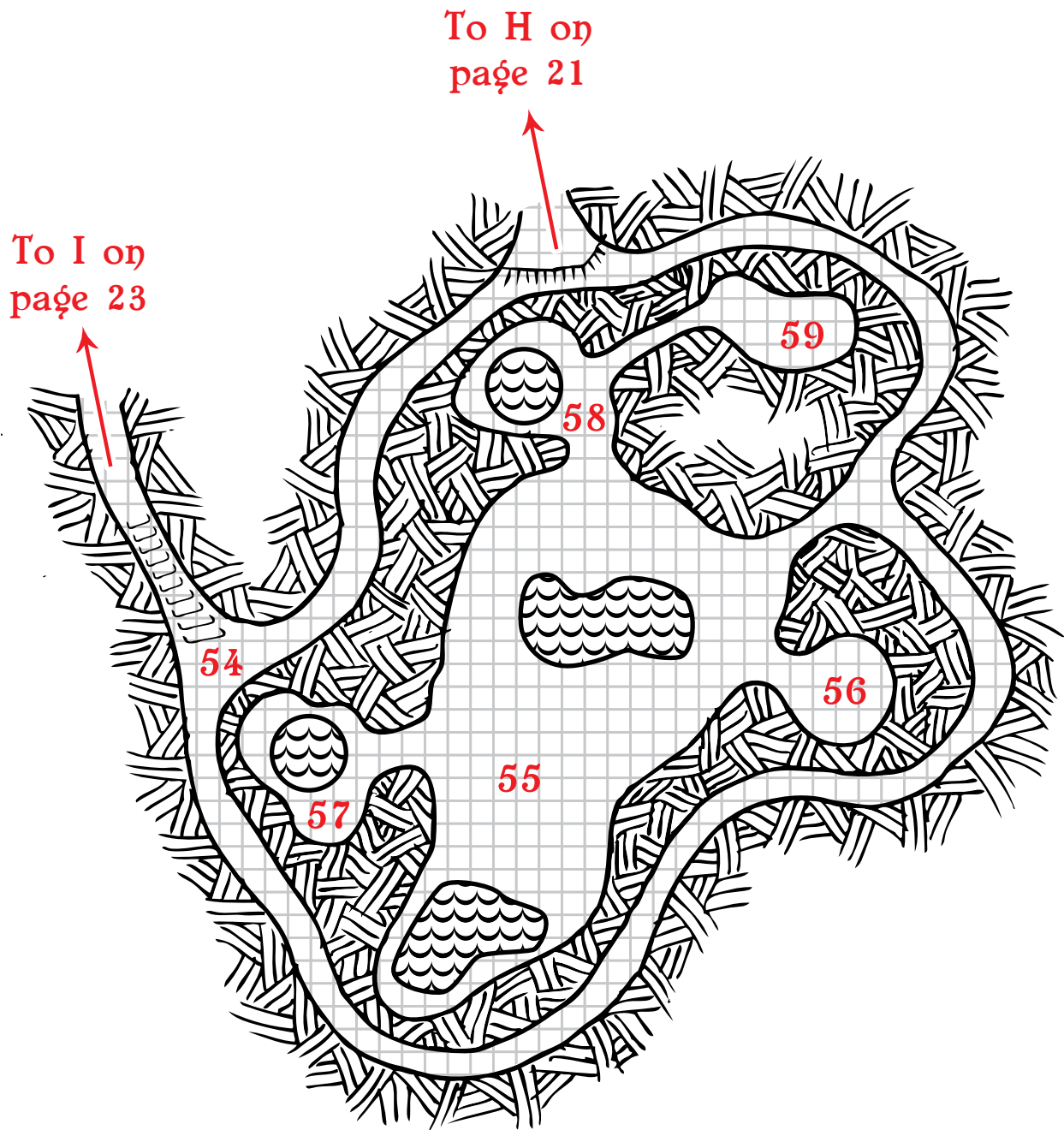
There is a dark pool in this cave.	The water smells of minerals and is cold to the touch.	The water is drinkable, but the pool has no bottom. Anyone in metal armor who enters the pool must make a Save vs. Death or sink to their doom.
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58. Transformation Pool

There is a bubbling pool in this cave.	The water is not hot and smells and tastes of rendered fat. The pool is about 6' deep.	Should someone fully immerse themselves in the pool they will be transformed into one of the following for 1d6+1 turns (roll a d12): 1. Beastman 7. Morlock 2. Crabman 8. Nocker 3. Dakon 9. Ogrillon 4. Dire Corby 10. Tabaxi 5. Flind 11. Opposite Sex 6. Ice Troll 12. Blue-Skinned Puck
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59. Magic Mirror

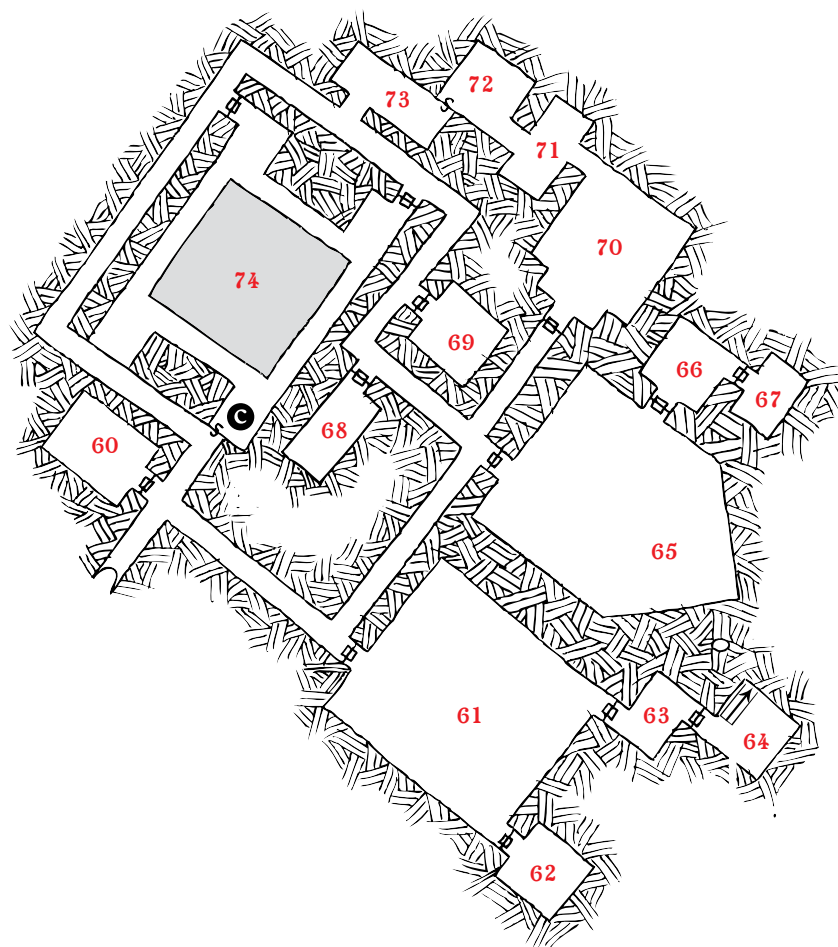
This room is empty save for a flat, polished section of wall.	The section of wall functions as a primitive mirror. Anyone getting within 5' of it will see their reflection; however, the image will be altered. Magic runes surround the mirror. They are instructions on how to use the mirror with transformation pool in Room 58. A <i>Read Magic</i> spell is required to read it.	Roll on the table in Room 58. That is what the mirror will reflect & that is what the character will be transformed into if they are immersed in that pool.
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Level C.3 The Pools of Metamorphosis

Wandering Monster Table For Map D

1. **Fire Moas (1d6)** AC 4; HD 2; Att 1d8/1d10 or 1d6; MV 150'
2. **Fyrnewts (1d4)** AC 5; HD 2+2; Att by weapon or 1d6; MV 90' + **Fire Moas (1d3)**
AC 4; HD 2; Att 1d8/1d10 or 1d6; MV 150'
3. **Fyrnewts (2d4)** AC 5; HD 2+2; Att by weapon or 1d6; MV 90'
4. **Ogrillons (1d4)** AC 6; HD 2; Att 1d6+1x2; MV 120'
5. **Divinerdids (1d10)** AC 3; HD 1/2; Att 1d3 + CON Drain; MV 120'
6. **Gorbels (1d10)** AC 3 or 9; HD 1hp (attack as 2HD); Att 1d4 or 1d6; MV 180'; 1
hp ea.; immune to blunt weapons)



OVERVIEW: These rooms have been excavated and finished with flagstone; however, they have been blackened and are warm to the touch. The air throughout is hot and dry.

60. Guard Room

This room is occupied by several large, unarmed humanoids.	The humanoids are 3 Ogrillons . Each have 1d8 gp.	The 3 Ogrillons (AC 6; HD 2; Att 1d6+1x2; MV 120'; 10, 9, 9 hp) relish in fighting.
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61. Bronze Chamber

The walls and ceiling of this are covered in bronze. At its center is a large furnace burning red hot. The temperature is sweltering.	In the room are 3 Fire Moas recovering from battle wounds. They are nuzzling up to the furnace which is made from platinum and worth 10,000gp. It weighs about 1,000 lbs. Inside the furnace is a Blaze Worm . Should the furnace door be opened it will wait for 1d6+1 rounds for metal to be thrown in; if this does not happen, it will charge.	The Fire Moas (AC 4; HD 2; Att 1d8/1d10 or 1d6; MV 150'; 11, 7, 7 hp) will squawk when PCs enter the room, attracting the Fyrnewts in Room 62 which will arrive in 1d6 rounds. They heal 1d6+1 hp every 3 rounds while in this room. While the Blaze Worm (AC 2; HD 3; Att 2d6 or 4d8 charge; MV 120' or 30' through rock; 20 hp) is in the furnace, coming into direct contact with the furnace will result in 1d12 damage & every turn spent in this room requires a Save vs. Breath or suffer 1d6 heat damage.
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62. Trainer's Room

Lounging on some heated stones are a pair of reptilian humanoids.	The reptilian humanoids are 2 Fyrnewts . Each have 4d12gp and are armed with pole arms. The stones conduct heat from the Blaze Worm in Room 61.	The 2 Fyrnewts (AC 5; HD 2+2; Att by weapon or 1d6; MV 90'; 13, 11 hp) will respond to any combat noise in room 61 in 1d6 rounds. Contact with the heated stones will cause 1d6 damage.
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63. Scrap Metal Room

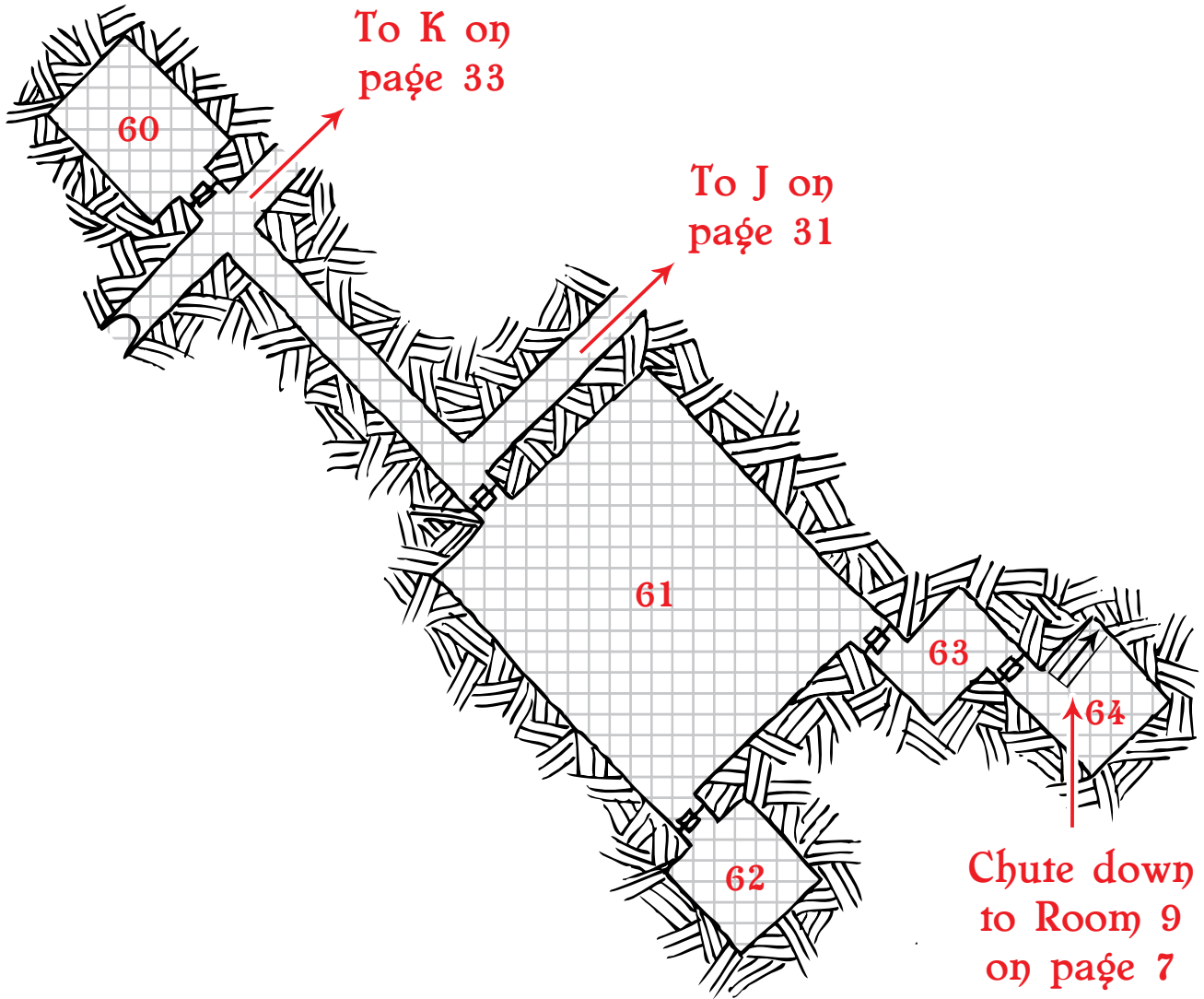
This room is covered in piles of misshapen metal scraps.	If searched, there are 5d20gp worth of bronze in the room (about 15 lbs. per gp of value).	This room is used to gather "food" for the Blaze Worm in Room 61.
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64. Garbage Chute

This room stinks of refuse and is covered in garbage.	There is a chute in the corner of the room that leads to Room 9. It is used to dispose of trash.	There is nothing of value in the room.
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Level D.1

The Bronze Chamber



OVERVIEW: These rooms have been excavated and finished with flagstone; however, they have been blackened and are warm to the touch. The air throughout is hot and dry and smells of chemicals

65. Slime-Covered Serpent Generator

<p>This room is dominated by some kind of machine.</p>	<p>The machine is covered with a thick, brown slime. At the front there is a small door, a flared tube and a lever. At the back is a larger door, though not big enough for a man-sized creature to fit through.</p> <p>If searched, there will be dust inside the smaller door and scrap metal (iron worth a few cp) inside the larger door.</p> <p>The dust is from crushed gems.</p>	<p>This machine was one of Cormakir's early experiments with automatons. It is a machine that creates Iron Cobras.</p> <p>If 2000gp worth of gems are placed into the small door, a word or phrase is spoken into the flared tube and the lever pulled, the machine will whirl and hum (necessitating an automatic wandering monster check) and 1d6+1 minutes later an Iron Cobra (AC 0; HD 1; Att 1d3 + poison; MV 120'; 7 hp) will emerge from the large door. It will be inert until its command word is spoken (the word or phrase spoken into the flared tube).</p> <p>This machine needs iron and gems to work & may be used once per week.</p>
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66. Store Room

<p>This room is lined with mostly empty shelves.</p>	<p>There are a few scrap pieces of metal on the shelves, mostly bronze.</p>	<p>What bronze is left is only worth a few copper pieces.</p>
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67. Store Room

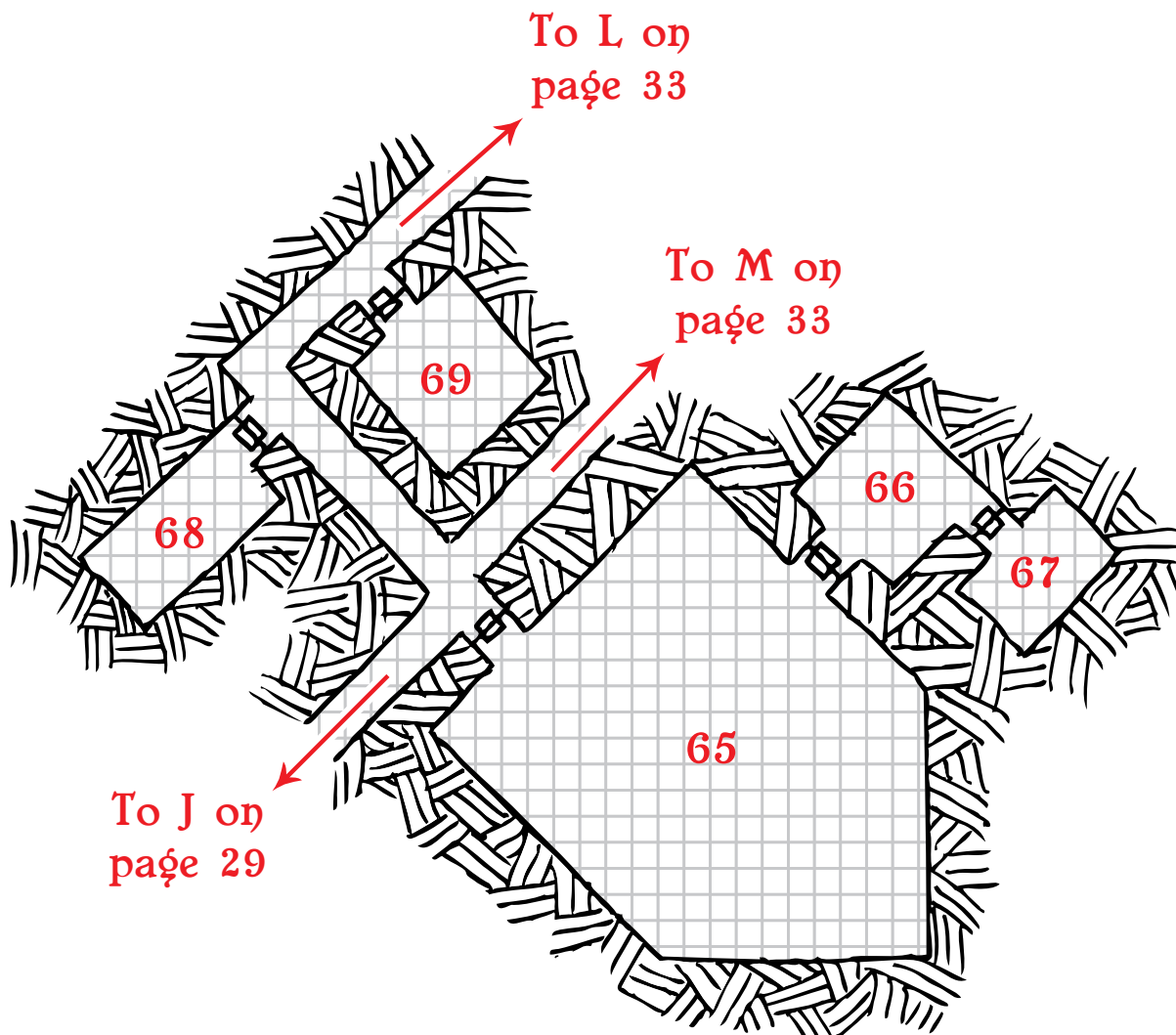
<p>The walls of this room are covered in long niches.</p>	<p>These niches are perfectly shaped to hold ingots of metal. If searched, there will be 2d6 ingots of bronze, and 1d6 of iron and 1d6 of copper.</p>	<p>Each ingot weighs 1 lb. Iron ingots are worth 2cp, bronze are worth 6cp and copper are worth 1sp.</p>
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68. Fyrnewt Sleeping Quarters

<p>This room is lined with man-sized flat stones.</p>	<p>The stones are warm to the touch.</p>	<p>They are heated by the Blaze Worm in Room 61. There is nothing of value.</p>
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69. Fyrnewt Sleeping Quarters

<p>This room is lined with man-sized flat stones.</p>	<p>The stones are warm to the touch.</p>	<p>They are heated by the Blaze Worm in Room 61. There is nothing of value.</p>
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Level D.2
The Slime-Covered Serpent Generator

OVERVIEW: These rooms have been excavated and finished with flagstone; however, they have been blackened and are warm to the touch. The air throughout is hot and dry.

70. Rune Room

The walls of this room are covered in runes and technical drawings.	The technical drawings require a <i>Read Language</i> spell to understand. The runes require a <i>Read Magic</i> spell to understand.	This room describes the process to create various automatons. Included are instructions for operating the machine in Room 65 as well as an indication of what the machines do in Rooms 84, 87 & 91.
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71. Metal Smith

This room has a large anvil and is littered with metal working tools.	The tools are rusted and useless. The anvil, however is made of fine steel and is in perfect condition.	The anvil weighs about 400 lbs and is worth 6,000gp. Haphazardly removing it, however, will slash its value to 600gp. Regardless, removal will create extra wandering monster checks.
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72. Former Furnace Room

This room once had a large metal object, but it has been torn out.	Within the remains of the object are coals and ashes.	There is nothing of value in the room.
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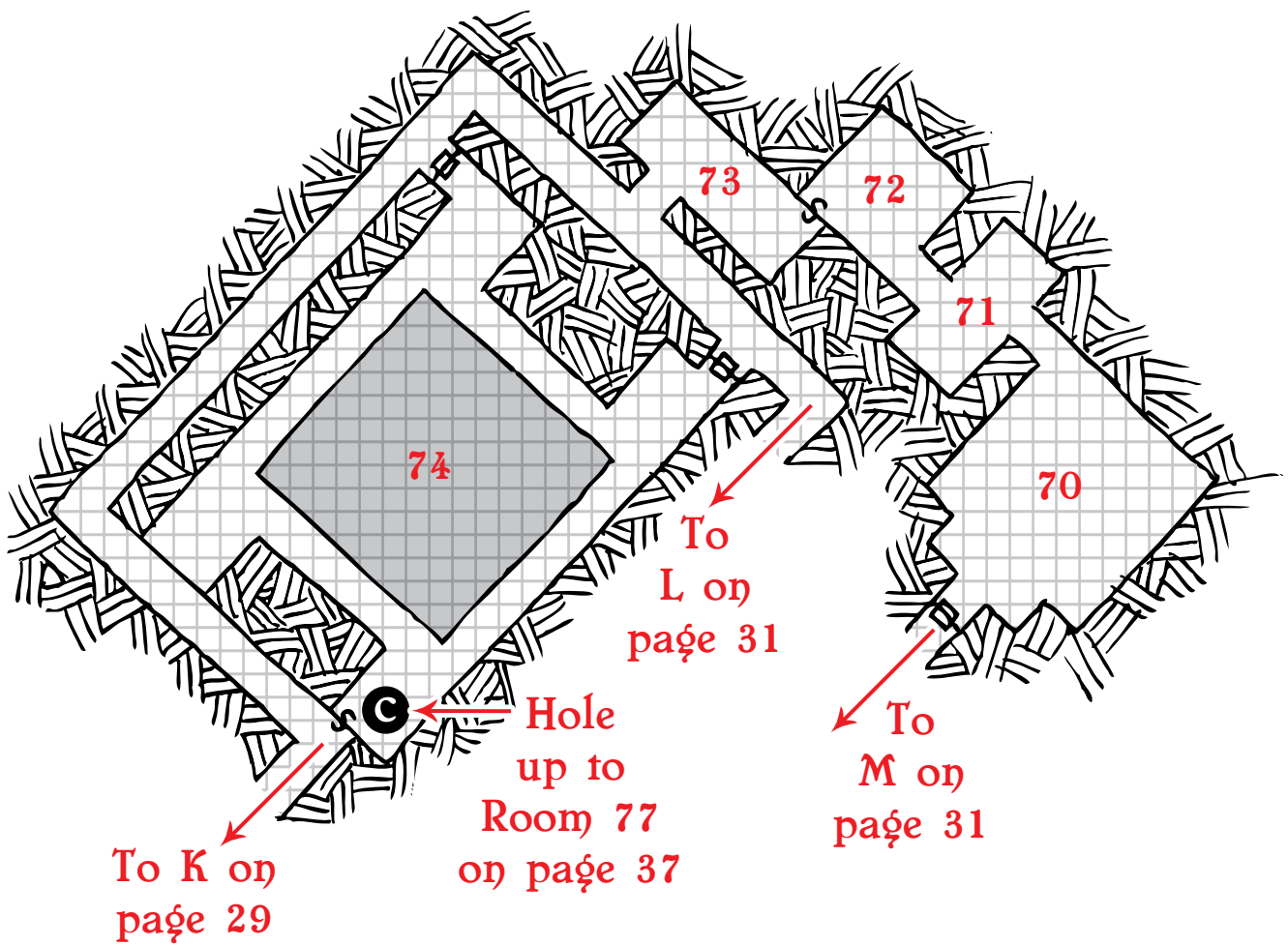
73. Sleeping Quarters

This room is lined with furs. It stinks.	The furs are filthy.	If cleaned, they are worth 175gp.
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74. Slug Pit

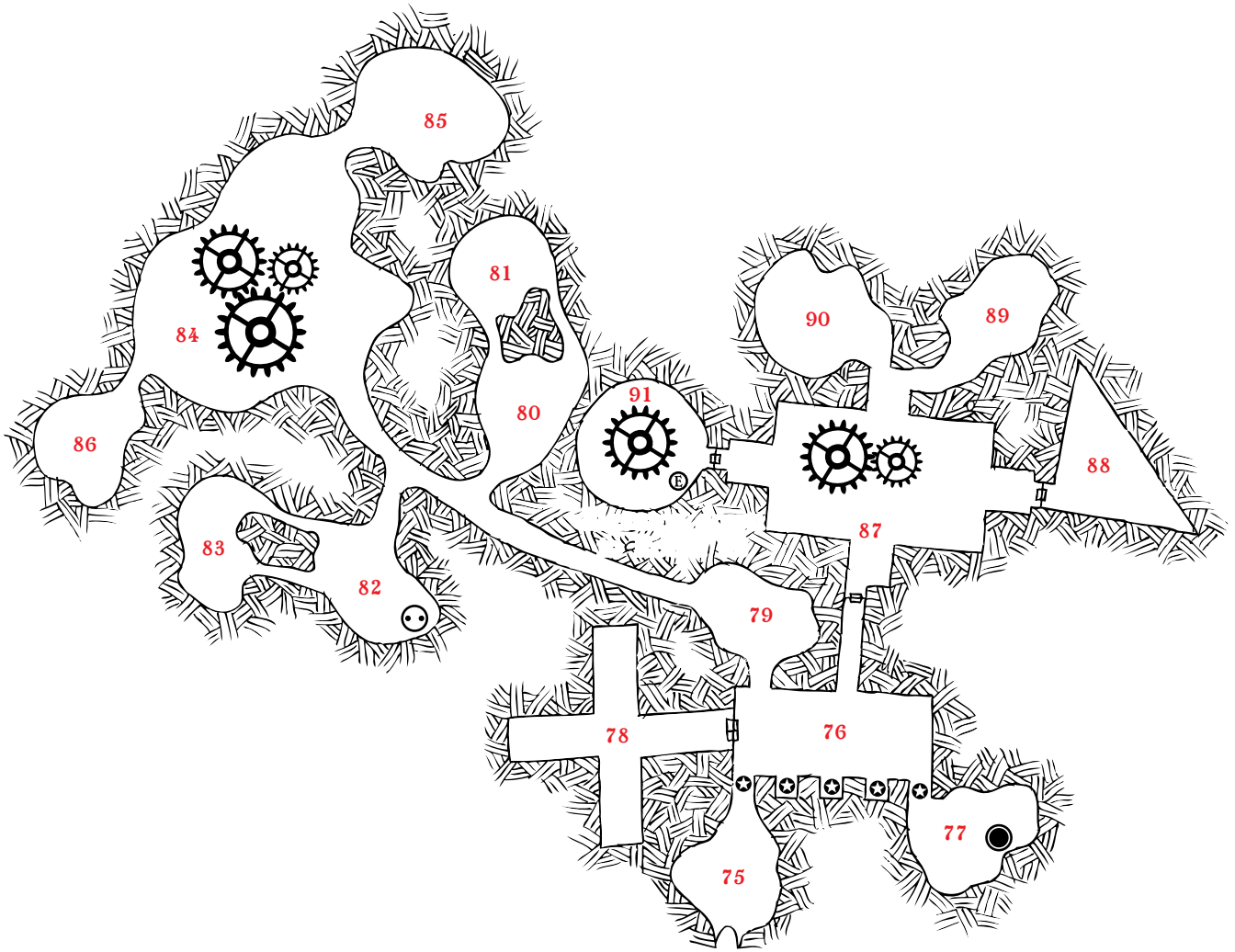
This room is dominated by a huge pit and four side rooms. The walls are covered in images of slug-like creatures of all shapes and sizes.	<p>In the southern most side room are 4 Ogrillons.</p> <p>The pit is 20' deep and the top edge is lined with downward pointing spikes.</p> <p>Inside the pit is a Flailsnail.</p> <p>Each of the side rooms has a large carving in relief of a mutant slugman.</p>	<p>The 4 Ogrillons (AC 6; HD 2; Att 1d6+1x2; MV 120'; 12, 8, 8, 6 hp) are the guards and caretakers of the Flailsnail (AC 4; HD 4; Att 1d8x4; MV 30'; 24 hp).</p> <p>The downward pointing spikes help prevent the Flailsnail from crawling out of the pit.</p> <p>The reliefs are actually buttons. If pushed, the ceiling of the main room descends & seals the pit for 1d6+1 turns. Anyone not in one of the side rooms must Save vs. Death or be stunned for 1d3 rounds and fall into the pit. Those that save will manage to jump either into the pit or one of the side rooms, whichever is closer.</p> <p>The Ogrillons know how to use the ceiling, but prefer to fight; however, they will use it if the combat isn't going well for them.</p> <p>The secret door is opened by rotating the relief of the slugman in that side room 360° clockwise.</p>
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Level D.3 The Slug Pit



Wandering Monster Table For Map E

1. **Fire Moas (1d6)** AC 4; HD 2; Att 1d8/1d10 or 1d6; MV 150'
2. **Fyrnewts (1d4)** AC 5; HD 2+2; Att by weapon or 1d6; MV 90' + **Fire Moas (1d3)**
AC 4; HD 2; Att 1d8/1d10 or 1d6; MV 150'
3. **Fyrnewts (2d4)** AC 5; HD 2+2; Att by weapon or 1d6; MV 90'
4. **Ogrillons (1d4)** AC 6; HD 2; Att 1d6+1x2; MV 120'
5. **Ogrillons (1d4)** AC 6; HD 2; Att 1d6+1x2; MV 120' + **1d4 Slaves**
6. **Gorbels (1d10)** AC 3 or 9; HD 1hp (attack as 2HD); Att 1d4 or 1d6; MV 180'; 1 hp ea.; immune to blunt weapons)



OVERVIEW: These rooms are a mixture of natural caverns and excavated areas finished with flagstone. The natural caverns have periodic carvings with totems of chaos and the flagstones are decorated with chaos runes and the occasional image of death and destruction.

75. Guardian Statue

<p>The only exit to this cave is blocked by a bronze statue.</p>	<p>The statue is of a woman warrior armed with a sword. It is actually a Caryatid Column that will animate when anyone approaches within 60’.</p>	<p>The Caryatid Column (AC 5; HD 5; Att 2d4; MV 60’; 22 hp) is tasked with preventing passage from Room 75 to Room 76. As long as PCs do not attempt this, it will not attack.</p> <p>There is a command word that will cause the Caryatid Column to stand down and allow passage. The Lizardfolk King & Fyrnewts learned it from the Steam Meffit in Room 55. He learned it from the runes in Room 70.</p>
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76. Hall of Bronze Statues

<p>The southern wall of this room is lined with alcoves. Inside each alcove is a bronze statue.</p>	<p>The statues are all of women warriors armed with swords. With the exception of the Caryatid Column (see Room 75), all the statues have some major flaw.</p>	<p>The statues all represent early failures of Cormakir at making functional automatons. Note that the Caryatid Column will not attack anyone in this room.</p>
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77. Pit Room

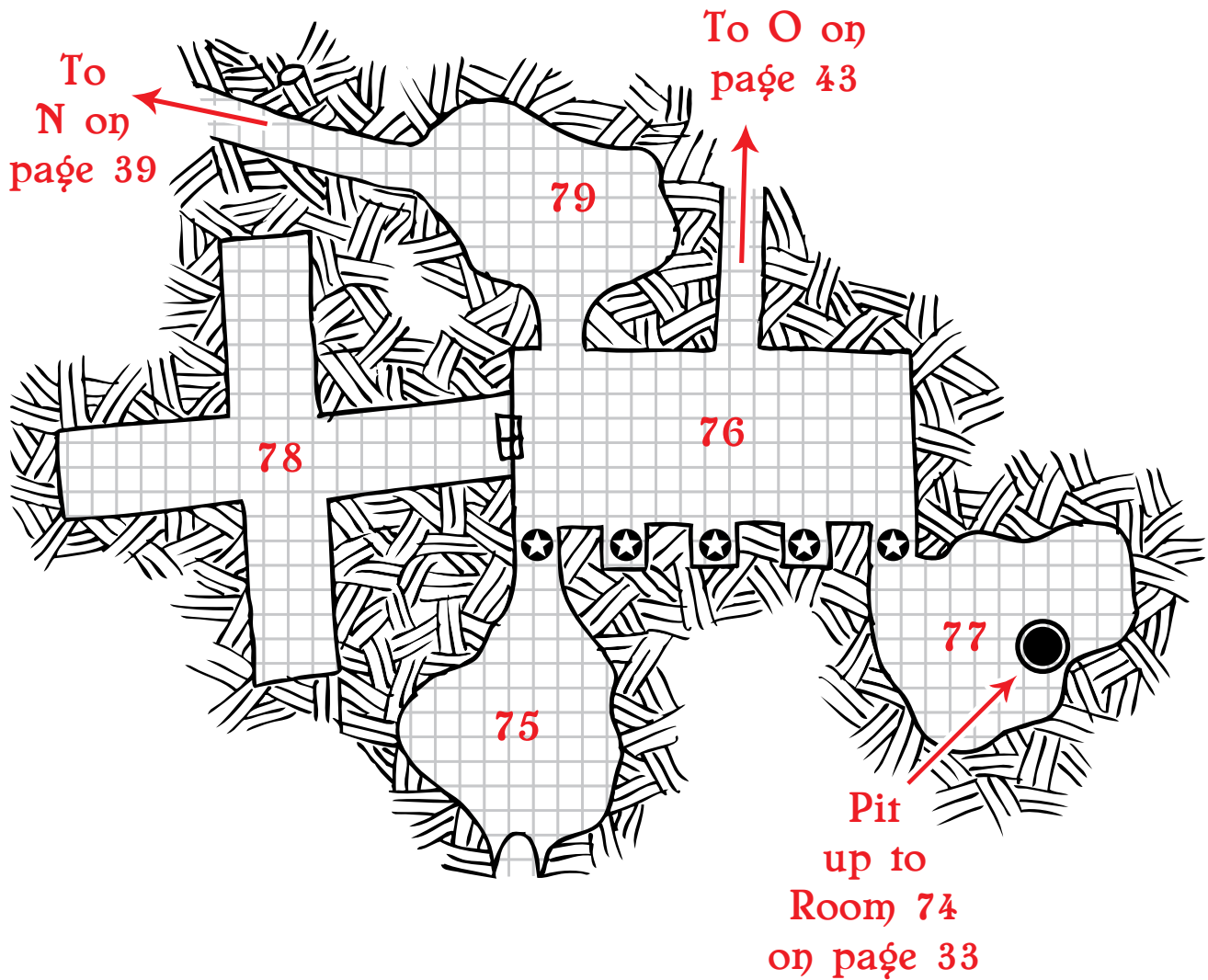
<p>This room is lined with bronze ingots and there is an open pit in the middle of the room.</p>	<p>There 5d20 ingots. Each weighs 1 lb. and is worth 6cp. There is a basket attached to 50’ rope.</p> <p>The pit leads to Room 77.</p>	<p>These are destined to be ‘food’ for the Blaze Worm in Room 61.</p>
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78. Stables

<p>The floor of this room is covered in sand and it smells of animals.</p>	<p>The footprints of large birds can be seen in the sand.</p> <p>The footprints belong to 4 Fire Moa who will squawk when PCs enter the room.</p>	<p>The 4 Fire Moas (AC 4; HD 2; Att 1d8/1d10 or 1d6; MV 150’; 13, 11, 9, 8 hp) will attack any strangers.</p> <p>Their squawking will attract the Fyrnewts from Room 79 in 1d6+1 rounds.</p>
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79. Guard Room

<p>The caves are occupied by several reptilian humanoids who are standing guard.</p>	<p>The humanoids are 4 Fyrnewts. Their primary responsibility is to prevent slaves from escaping, not from strangers, therefore they will be surprised on a 1-3 on a d6 unless already alerted (see Room 78).</p> <p>Each have 4d12 gp.</p>	<p>The 4 Fyrnewts (AC 5; HD 2+2; Att by weapon or 1d6; MV 90’; 13, 11, 10, 6 hp) are armed with pole arms. The one with 6 hp will go to Room 82 to raise the alarm.</p>
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Level E.1
The Hall of Bronze Statues

OVERVIEW: These rooms are natural caverns; however, the walls are covered in pipes of all shapes and sizes. The pipes are full of steam and hot to the touch. If a pipe is broken everyone in a 10ft area will take 2d6 damage (Save vs. Breath for half). There is a constant banging and whistling. The monsters have grown accustomed to the noise; however, PCs will be surprised more often (1-3 on a d6).

80. Fyrnewt Sleeping Quarters

This room is lined with man-sized flat stones.	The stones are warm to the touch. There is a 2 in 6 chance that there will be 1d4+1 Fyrnewts here. They each will have 4d12gp.	Any 4 Fyrnewts (AC 5; HD 2+2; Att by weapon or 1d6; MV 90'; 11 hp ea.) will be sleeping. The stones are heated by the Blaze Worm in Room 61.
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81. Fyrnewt Sleeping Quarters

This room is lined with man-sized flat stones.	The stones are warm to the touch. There is a 2 in 6 chance that there will be 1d4+1 Fyrnewts here. They each will have 4d12gp.	Any Fyrnewts (AC 5; HD 2+2; Att by weapon or 1d6; MV 90'; 11 hp ea.) will be sleeping. The stones are heated by the Blaze Worm in Room 61.
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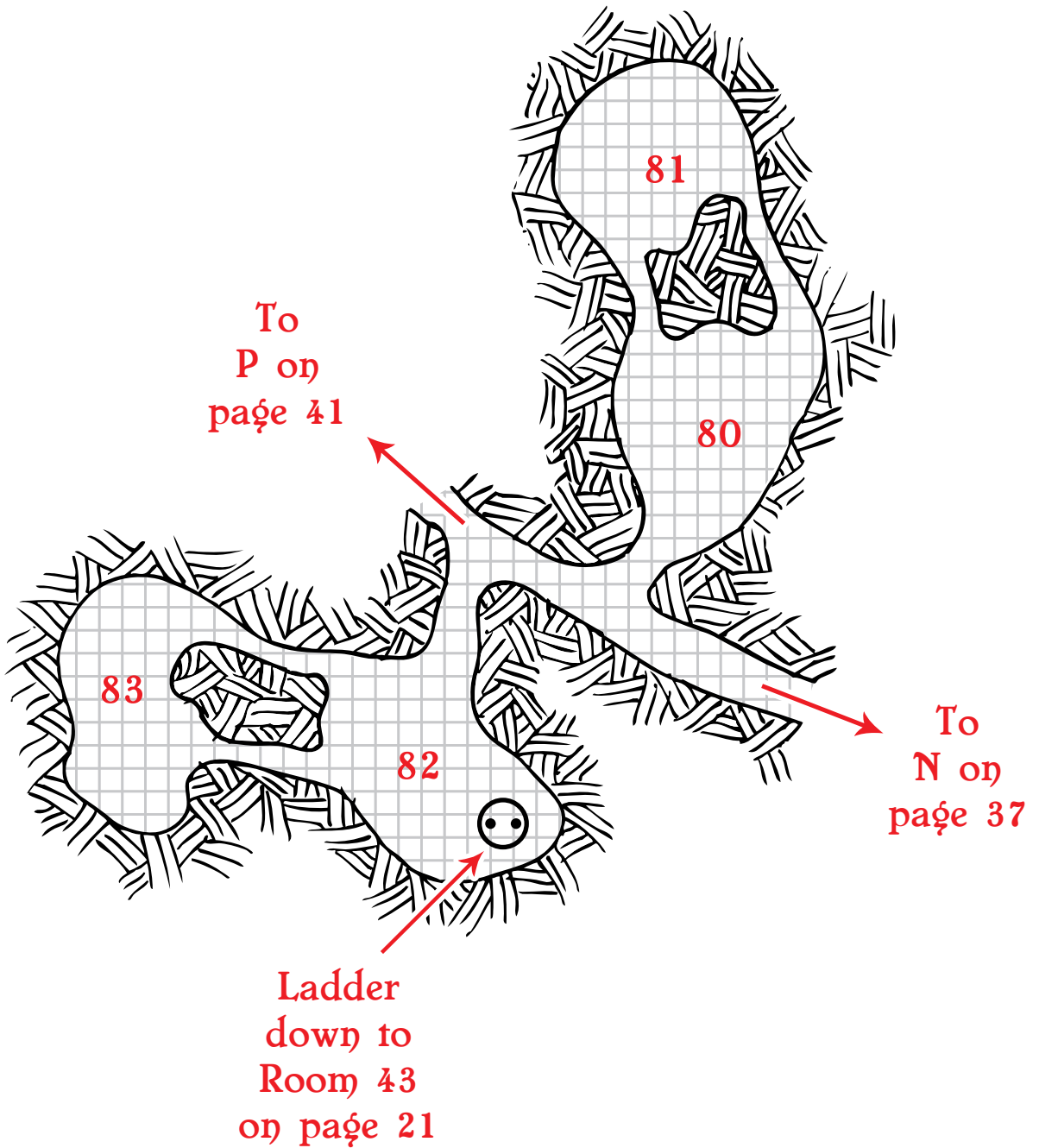
82. Guard Room

There is a group of reptilian humanoids standing guard in this room.	The guards are 4 Fyrnewts . They are on extra alert and are only surprised on a '1.' Each have 4d12gp. They are armed with pole arms. There is a ladder that goes down.	The 4 Fyrnewts (AC 5; HD 2+2; Att by weapon or 1d6; MV 90'; 11 hp ea.) will fight to the death. The ladder leads to Room 43.
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83. Fire Pit

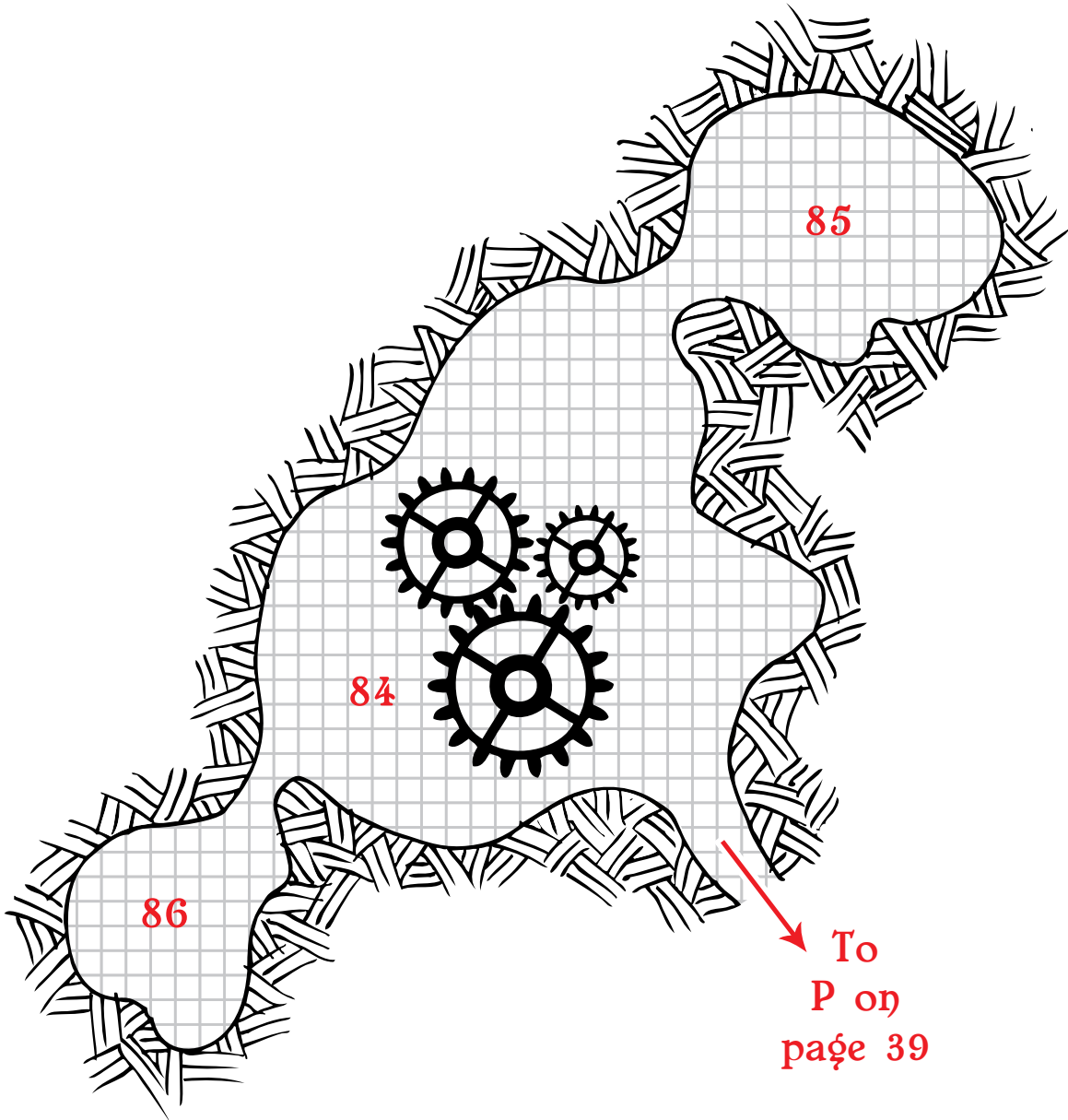
At the center of this room is an active fire pit.	The fire pit is a lair for a pair of 2 Firesnakes . They will attack anyone approaching the fire and will surprise on a 1-5 on a d6 due to noise and camouflage. Within the fire are 4 gems worth 100gp each.	2 Firesnakes (AC 6; HD 2; Att 1d4 + paralysis; MV 40'; 9, 6 hp). The gems are actually Fire Moa eggs. If expose to constant heat for 1d6+1 days they will hatch. Otherwise, they will lie dormant until properly heated.
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Level E.2 The Fire Pit



Level E.3

The Slave Machine



OVERVIEW: These rooms are a mix of natural caverns and excavation finished with flagstone; however, the walls are covered in pipes of all shapes and sizes. The pipes are full of steam and hot to the touch. If a pipe is broken everyone in a 10ft area will take 2d6 damage (Save vs. Breath for half). There is a constant banging and whistling. The monsters have grown accustomed to the noise; however, PCs will be surprised more often (1-3 on a d6).

87. The Mysterious Machine

This room is dominated by gears and the moving parts of a huge machine. Milling about are large humanoids and humans.

The large humanoids are **4 Ogrillons** who serve as guards and slave drivers of the humans, who were captured and put to work on the machine.

The **4 Ogrillons** (AC 6; HD 2; Att 1d6+1x2; MV 120'; 11, 9, 8, 7 hp) will happily engage the PCs in combat; however, if the combat does not go well they retreat to Rooms 88 & 89.

There are two large piles of material. One is a mixture of worthless stones, scrap metal and glass. The other is a pile of 1000 bronze ingots weighing 1 lb. ea and worth 6cp ea.

The machine is an alchemical wonder. It transforms other earthen material (like stones, metals and glass) into bronze.

88. Key Room

This triangular room is dominated by a large table. On it are bones and scraps of meat.

The table itself is carved from ivory, weighs about 100 lbs. and is worth at least 500gp.

The pedestal is the key hole for the entrance to the Sealed Chapel on pg. 47. If the *Sorcerer's Invisible Sphere* is placed into the indentation, part of the ceiling (the shaded area) swiftly descends. Anyone in the shaded area are knocked prone & must Save vs. Death or take 3d6 damage (save for half). Once the *Sphere* is removed from the pedestal, the ceiling will ascend 1d3 rounds later.

The bones and the scraps are human.

There is also a pedestal in one corner that has a spherical indentation in its top.

89. Ogrillon Sleeping Quarters

The floor of this room is covered in furs. It stinks.

There is a 2 in 6 chance that there will be **1d4+1 Ogrillons** here. The furs, if cleaned, are worth 100 gp.

Any **Ogrillons** (AC 6; HD 2; Att 1d6+1x2; MV 120'; 9 hp ea.) will be asleep.

90. Ogrillon Sleeping Quarters

The floor of this room is covered in furs. It stinks.

There is a 2 in 6 chance that there will be **1d4+1 Ogrillons** here. The furs, if cleaned, are worth 100 gp.

Any **Ogrillons** (AC 6; HD 2; Att 1d6+1x2; MV 120'; 9 hp ea.) will be asleep.

91. Control Room

This room is dominated by pipes and levers. At the center of the room is a large stone platform. In the middle of it all is a large reptilian humanoid.

The reptilian humanoid is a **Lizardfolk King**. He is busily trying to figure out how to use the machine.

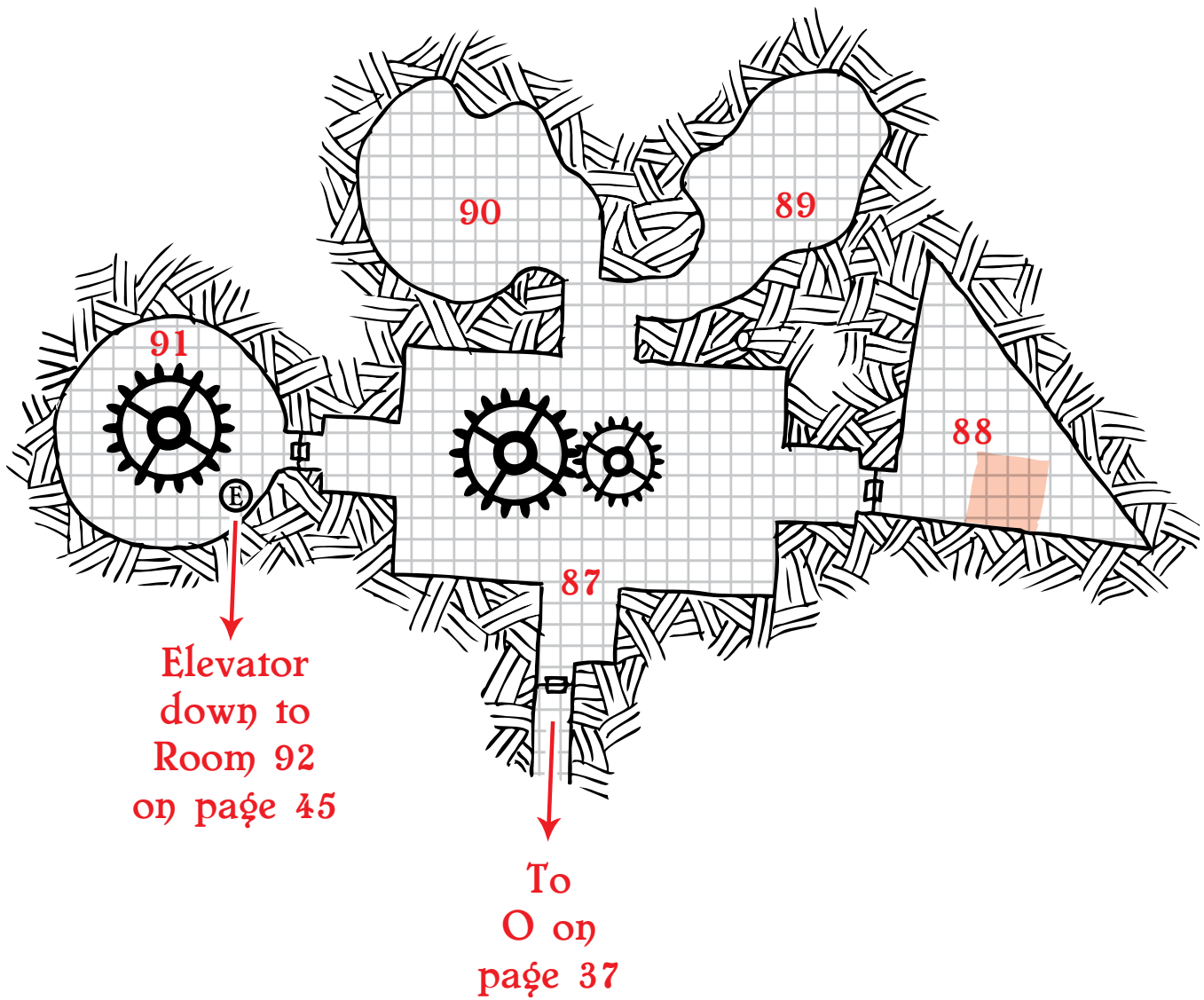
The **Lizardfolk King** (AC 3; HD 8; Att 5d4; MV 150'; 40 hp) is quite distracted. He is surprised on a 1-3 on a d6, but will fight ferociously anyone who interrupts his experiments.

On top of the platform are various body parts of a woman made of brass.

The machine is designed to create brass automaton soldiers. The process, however, requires the spells and expertise of a magic user. Thus, its use is beyond the ability of the Lizardfolk King. He is too stubborn to admit this.

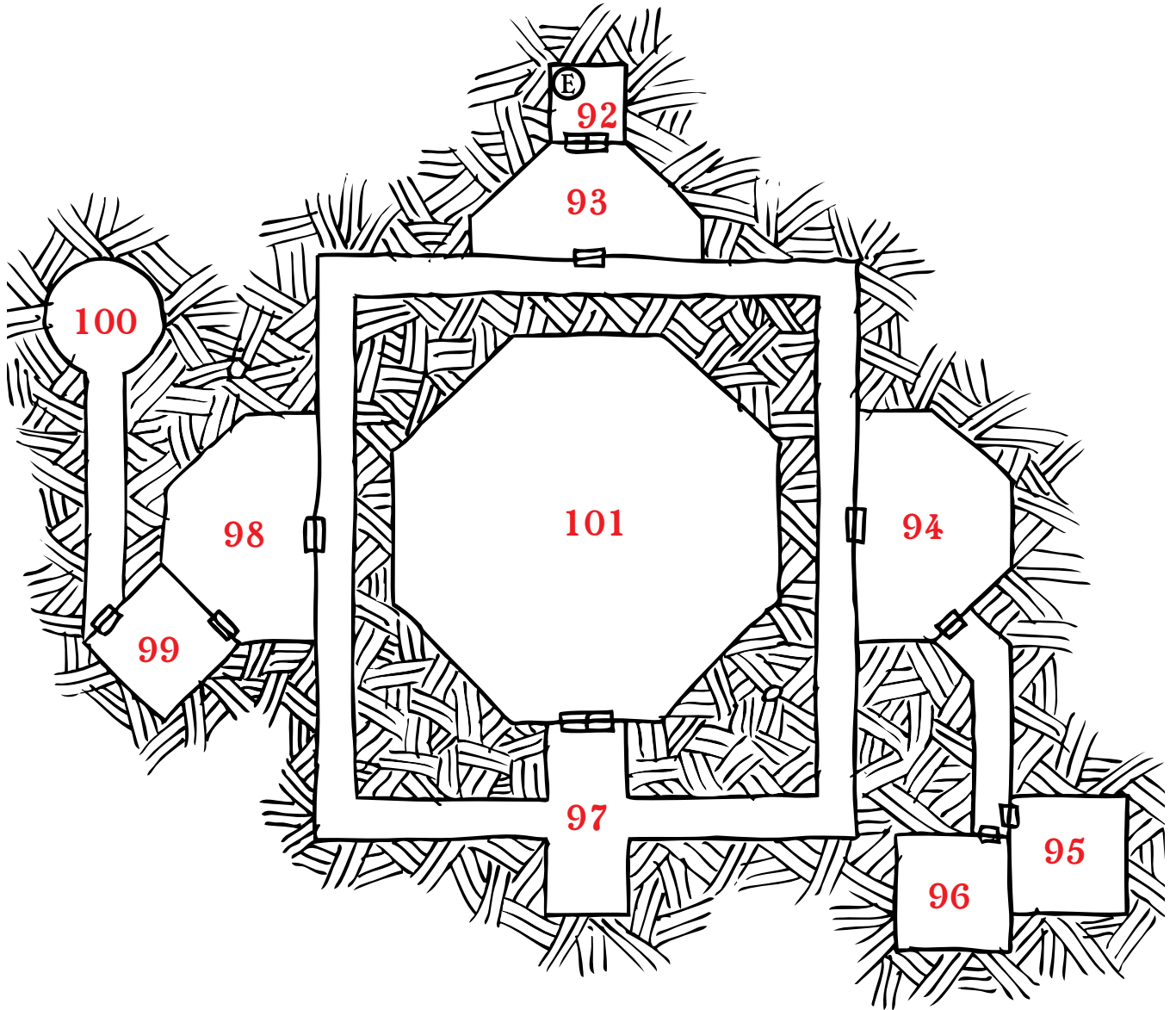
Where the elevator is marked on the map, there is a button with a rune over it. A *Read Languages* spell will reveal that it says *Down*. It activates the elevator.

Level E.4 The Mysterious Machine



Wandering Monster Table For Map F

- 1-2. **Yellow Musk Zombie (1d2)** AC 3; HD 2; Att 1d8; MV 120'
- 3-4. **Yellow Musk Zombie (1d2)** AC 3; HD 2; Att 1d8; MV 120' + **Fyrnewts (1d4)** AC 5; HD 2+2; Att by weapon or 1d6; MV 90' fighting
- 5-6. **Yellow Musk Zombie (1d2)** AC 3; HD 2; Att 1d8; MV 120' + 1d4 unconscious humanoids being taken to Room 101.



OVERVIEW: Though these rooms have been excavated and finished with flagstone, there are signs of serious deterioration. Roots have pushed their way through the walls, cracks appear in the flagstone and the floor is mostly now soil instead of stone. The walls and ceiling are damp to the touch, the air is humid and various footprints are clearly visible in the moist soil of the floor.

92. Elevator Room

There is a button on the wall near the elevator with a rune over it. A *Read Languages* spell will reveal that the rune says *Up*. The sound of the elevator causes a wandering monster check.

93. Anteroom

The walls of this odd-shaped room are covered in roots. Should the roots be cleared, they will reveal murals of a wizard wielding immense destructive power. Should the roots be cleared, wandering monster checks are increased to 1-2 on a d6.

94. Anteroom

There are a pair of rotting corpses lying in the middle of this oddly-shaped room. The corpses are actually **Yellow Musk Zombies**. They will attack as soon as any PC gets in melee range. **Yellow Musk Zombies** (AC 3; HD 2; Att 1d8; MV 120'; 10, 6 hp). The walls are decorated with images of magical destruction.

95. Treasure Room

At the center of this room is a large stone container with a thick stone lid. The lid of the container is fixed shut with iron spikes and the crack between the lid and container was once sealed with wax. One of the spikes has been removed and the lid is cracked. Previous explorers triggered a gas trap when the seal was broken. Their corpses were subsequently used as zombies by the Yellow Musk Creeper in Room 101. Inside the container is 40,000sp.

96. Treasure Room

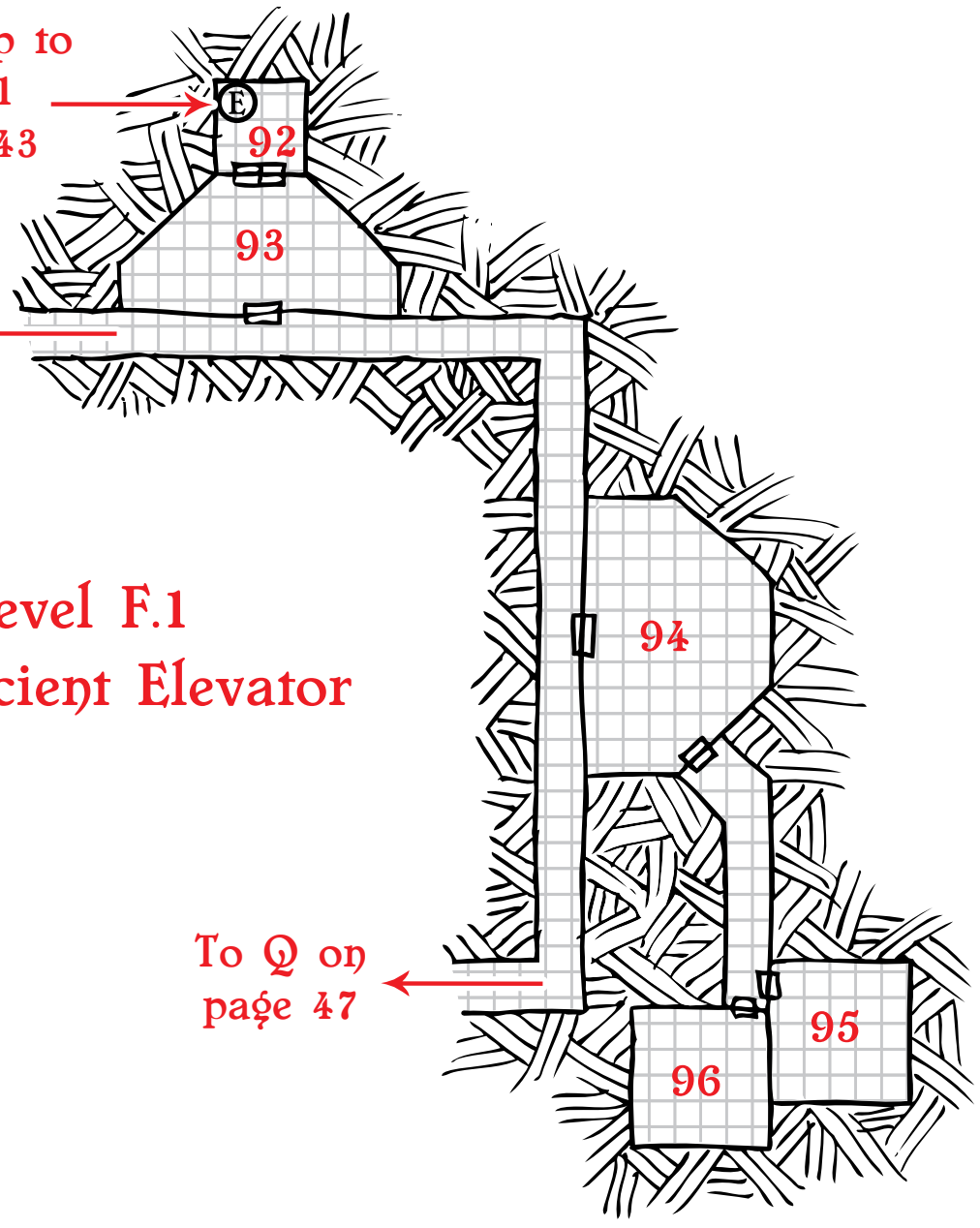
At the center of this room is a large stone container with a thick stone lid. The lid of the container is fixed shut with iron spikes and there is a wax seal in the crack between the lid and the container. If the seal is broken, poisonous gas will fill the room. Save vs. Poison or die. The gas will dissipate in 1d6+1 turns. Inside the container is 700 gems worth 10gp each as well as a *Shield +1*, a *Potion of Levitation* and a *Ring of Invisibility*.

Elevator up to
Room 91
on page 43

To P on
page 47

Level F.1 The Ancient Elevator

To Q on
page 47



OVERVIEW: Though these rooms have been excavated and finished with flagstone, there are signs of serious deterioration. Roots have pushed their way through the walls, cracks appear in the flagstone and the floor is mostly now soil instead of stone. The walls and ceiling are damp to the touch, the air is humid and various footprints are clearly visible in the moist soil of the floor.

97. The Room of Warning

There are runes carved into a pair of metal doors. A *Read Languages* spell will reveal that the runes say: *Be warned, the tomb of Rajinar Haos lays behind these doors. To enter means Power.* Removing the roots on the opposite wall will trigger a wandering monster check.

On the wall opposite, covered by roots is another set of runes. A *Read Languages* spell will reveal that they read: *And Death.*

98. Anteroom

The walls of this room have been decimated by plant growth, yet somehow seem to hold up the ceiling. Two corpses lie in the middle of the room. The corpses are actually **2 Yellow Musk Zombies** (AC 3; HD 2; Att 1d8; MV 120'; 10, 6 hp). They will attack as soon as any PC gets in melee range. The ceiling of the room is being held up by the magics that created this place. Should a *Dispel Magic* spell or other kind of dispelling power be used while in this room, the ceiling will collapse. Save vs. Death or be crushed. Those that save manage to get out the nearest entrance.

The whole room radiates of magic if a *Detect Magic* spell is used.

99. Room of the Witnesses

Untouched by roots are four robed figures in bas-relief, one on each wall of the room. When anyone walks within 5' of one of the figures, it begins to speak (and scream) in an ancient language and in multiple voices. Each figure has magically recorded each one of the people that Rajinar Haos has killed in the moments before their demise.

100. Room of the Crimes

This room is domed and lined with metal, and thus root-free. Runes cover the entire dome top to bottom. A *Read Languages* spell will reveal the names of all the victims of Rajinar Haos and how they died. There is at least one name in this list that according to history did not die in the way described here.

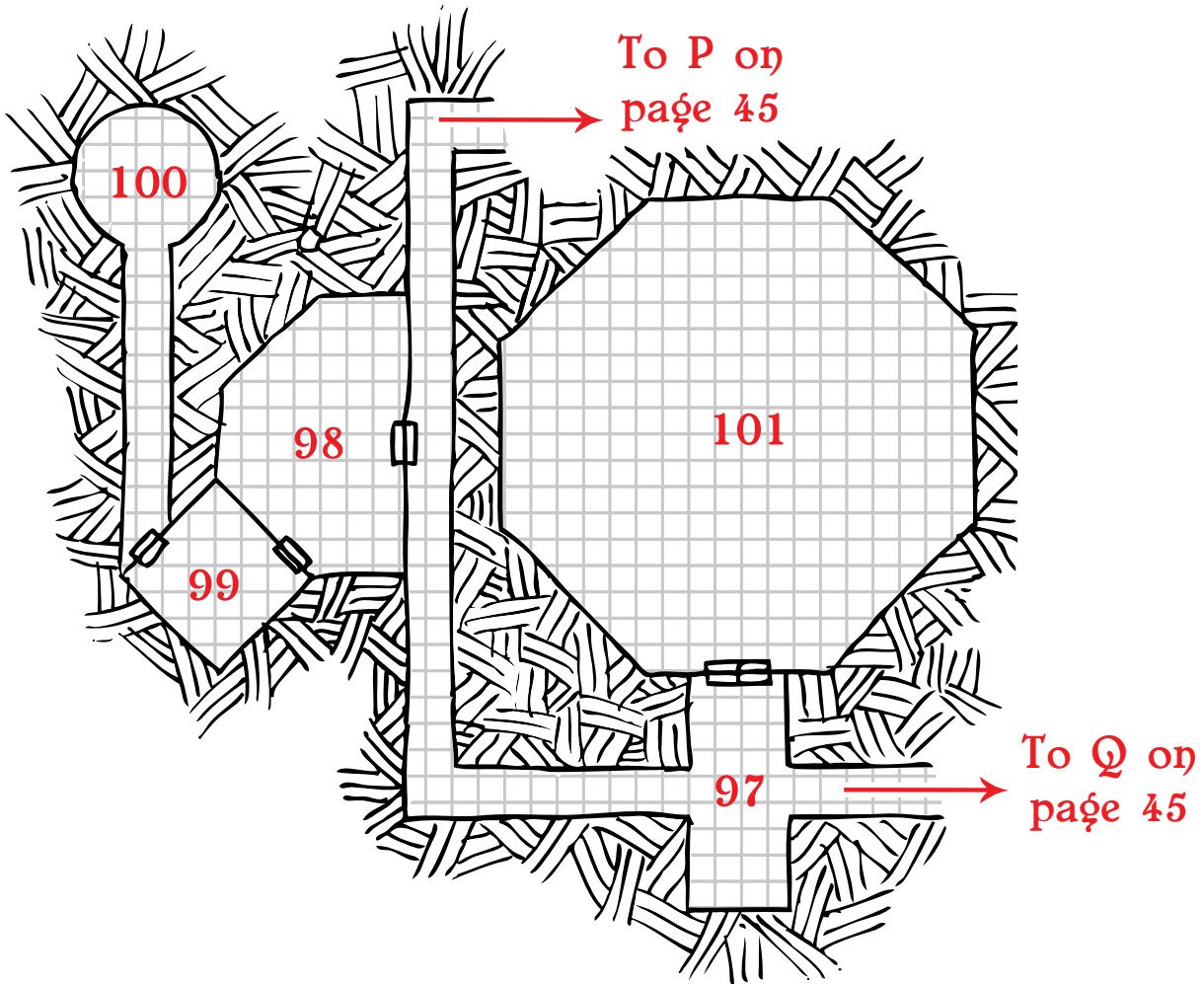
101. Tomb (Yellow Musk Creeper)

This room is covered by a huge plant which has several yellow flowers. The plant is a **Yellow Musk Creeper** (AC 7; HD 3; Att Hypnosis; MV 30'; 18 hp) which will attack as soon as anyone comes within 10' of a flower. The *Invisible Sorcerer's Sphere* is a beacon to Chaotic creatures, which are unconsciously compelled to be in its vicinity. Any PC that possesses it will double their chance at encountering wandering monsters.

Within its roots is a spherical void. If investigated, the void is actually the *Invisible Sorcerer's Sphere* which is the key to the Sealed Chapel (see Room 88).

Beneath the plant is a tomb. Inside is a normal human skeleton.

Level F.2 The Diseased Tomb



OVERVIEW: These rooms are excavated finished with flagstone. The rune meaning Chaos have been carved into each flagstone, floor, wall and ceiling. This area is covered in dust (no footprints) and the air is stale. *There are no wandering monster checks in this area.*

102. The Sinking Floor

There is a pedestal with a spherical indentation in its top.	Once the <i>Invisible Sorcerer's Sphere</i> is placed in the indentation, the floor will drop into Room 88 after a delay of 1d3 rounds. As long as the <i>Sphere</i> remains in the pedestal, the floor will stay lowered in Room 88.	There is nothing of value in this room.
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103. Vestry

Hanging on the walls are vestments.	The vestments are dedicated to Chaos and are of exceptional quality.	To the right buyer, the vestments are worth 500gp as is, 100gp if defaced.
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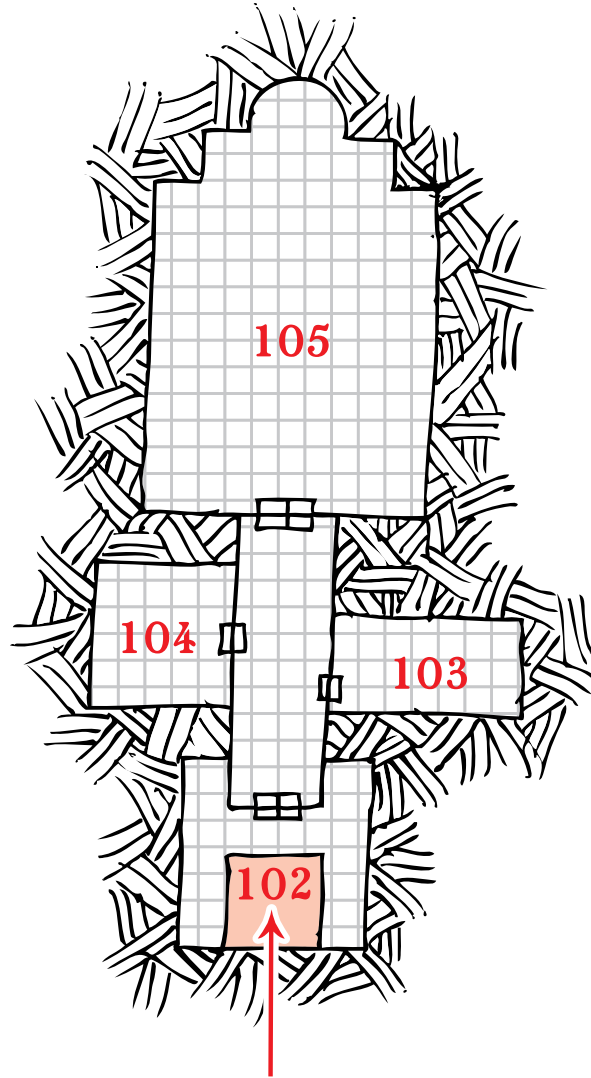
104. Offertory Bowl

There is a bowl at the center of this room.	The bowl is covered in dry blood. There is a rusty blade inside the bowl.	If one cuts themselves and places the blood in the bowl, they will be immune to the anti-gravity field in Room 105.
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105. Rajinar's Choice

This appears to be a chapel dedicated to Chaos. At the far end of the room is an altar.	<p>Once any PC enters the room, an anti-gravity field is activated. Characters will be suspended in mid-air with no normal means of movement. If they can find a way to make contact with the wall, floor or ceiling, they can push-off and move that way.</p> <p>Once the first PC comes within 10' of the altar, the anti-gravity field will shut off for that PC alone. A holographic face will appear above the altar along with a book, a crown and a sword. Though the voice speaks in an ancient tongue, it will be obvious to the character that it intones a single word: <i>CHOOSE</i>.</p>	<p>Should the PC pick up the book, crown or sword they will immediately change alignment to Chaotic and become an NPC villain. What powers they gain from the item chosen are up to the Referee. The anti-gravity is cancelled once the choice is made, giving the other PCs a chance to act.</p> <p>Should a PC step away from the altar — make the choice <i>not</i> to take one of the items, the magics that created the items and the dungeon are broken asunder. The three items on the altar turn to dust. The elevator in Room 91, the machines in Rooms 84, 91 & 97 and the Pools in Rooms 48, 51 & 58 all cease to function. The sinking floor in Room 102 collapses into Room 88. The Referee may freely add other consequences. A light will then shine upon the PC who has made this choice and a vision of an angel will appear saying <i>You have chosen well</i>. That PC immediately gains one level of experience and may advance an additional level if they have enough XP at the end of the session.</p>
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Level G The Sealed Chapel



Sinking Floor
down to
Room 88
on page 43

A Note About Monster Descriptions

One of the difficulties with writing an adventure that only uses monsters from the FF is that very few exist within the SRD and thus have to be re-imagined and, in many cases, renamed. To facilitate this, the following are written as if they are from an alternate version of the Moldvay *Basic Edition* that only has monsters from the FF. As such, any reference to creatures like ogres, orcs, hobgoblins, etc. do not exist. In addition, many descriptions assume a far-future sci-fi perspective rather than a fantasy one.

For those who wish to use these creatures in context of a more traditional fantasy campaign and for those of you who own the FF and want to use them as originally presented, here is a list of page references and some of the relationships with traditional SRD monsters:

- Beastman (pg. 74)
- Blaze Worm (pg. 87): Fire Elemental
- Blue-Skinned Puck (pg. 96): Kobolds & Goblins as well as associations with Wererats & Giant Rats
- Caryatid Column (pg. 18): Golem
- Crabmen (pg. 21)
- Craybug (pg. 41)
- Dakon (pg. 22)
- Dire Corby (pg. 26)
- Divinerdid (pg. 72)
- Fire Moa (pg. 42)
- Firesnake (pg. 38)
- Flailsnail (pg. 38)
- Flind (pg. 39): Gnolls
- Fyrnewt (pg. 36)
- Gorbel (pg. 46)
- Gorilla Bear (pg. 46)
- Ice Troll (pg. 90): Troll

- Iron Cobra (pg. 52): Golem/Construct
- Lizardfolk King (pg. 61): Lizardfolk
- Meffit, Steam (pg. 64)
- Morlock (pg. 48)
- Nocker (pg. 68): Hobgoblin
- Ogrillon (pg. 70): Orc and Ogre
- Pestie (pg. 83)
- Tabaxi (pg. 86)
- Witherstench (pg. 95)
- Yellow Musk Creeper (pg. 97)
- Zombie, Yellow Musk (pg. 97)

Beastman

No. Enc.: 2d12

Alignment: Neutral

Movement: 120'

Armor Class: 6

Hit Dice: 1+2

Attacks: 2 (claws) or 1 (weapon)

Damage: 1d4 x 2 or by weapon

Save: F2

Morale: 8

Hoard Class: XXII

XP: 27; 80 (Leader)

Beastmen are fur-covered, mutant humanoids that are a cross between humans and some other type of mammalian creature. Bears are the most common. They are generally of low intelligence, so there is only a 30% chance that they carry primitive weapons. They do, however, speak common.

They are completely immune to poison and once per day they may go into a berserk rage. When in a rage, a beastman gains +2 to hit and damage as well as 5 temporary hit points. These hit points disappear after combat. If the loss of these hit points reduces the beastman to 0 or less hp, it dies.

For every 12 beastmen, there will be a 3HD leader-type armed with either a battle-axe or two-handed sword.

Blaze Worm

No. Enc.: 1

Alignment: Neutral

Movement: 120' (30' through rock)

Armor Class: 2

Hit Dice: 3

Attacks: 1

Damage: 2d6 (4d8 when charging)

Save: F3

Morale: 10

Hoard Class: XI

XP: 95

This silicon-based creature appears as a worm 2' in diameter and 4 to 5' in length. It produces extremely high temperatures in order to expel the sodium dioxide that is a by-product of its breathing oxygen. As a result, it can burrow through rock at a rate of 30'. Any contact made with a hole made by a blaze worm within a turn of its creation or with the blaze worm itself will result in 2d6 damage. For another turn, contact with the hole will result in 1d6 damage. No saving throw is allowed in either case.

In melee, the blaze worm will attempt to charge the first round, inflicting 4d8 points of damage (which includes both heat and impact damage). In subsequent rounds, it merely flails around trying to come into contact with its assailants. When a victim is struck in melee by either a normal melee attack or a charge, prominent items worn by that victim must make a saving throw against normal fire or be rendered useless. This save is made at a -4 if the attack is a charge.

Blue-skinned Puck (Vart)

No. Enc.: 2d4 (6d10)

Alignment: Chaotic

Movement: 60'

Armor Class: 7

Hit Dice: 1-1

Attacks: 2

Damage: 2-5 x 2

Save: F1

Morale: 6

Hoard Class: II

XP: 6, 29 (Lieutenant), 45 (Leader)

Scholars disagree as to whether these small (3-4' high) blue-skinned humanoids are mutants or some kind of fey. The name *puck* derives from the belief that they are fey; however, they seem to refer to themselves as *varts*. They are cowardly unless in large numbers but delight in

taking prisoners for torture and slavery. They fight with two knife-like swords and slings.

For every 20 varts there will be one spell caster (1st or 2nd level magic-user). Within a lair, there will always be a 3HD leader and two 2HD lieutenants.

Caryatid Column

No. Enc.: 1-12

Alignment: Neutral

Movement: 60'

Armor Class: 5

Hit Dice: 5

Attacks: 1

Damage: 2d4

Save: F9

Morale: 12

Hoard Class: none

XP: 650

These are a type of stone or metal automaton powered either by magic or an ancient science. They normally take the form of a column carved or forged in the likeness of a female soldier, usually armed with a sword. Capable of taking on simple programming, they are normally used to guard a specific place or thing, barring access by any means necessary (even simple intimidation will do). Thus, they are never encountered as a wandering monster.

They are immune to magic and take half damage from normal weapons. Every time they are hit by melee weapons, there is a 25% chance that the weapon will break. This is reduced by 5% for every +1 of magic that the weapon has (a sword +2 will have a 15% chance to break).

Crabmen

No. Enc.: 2d6

Alignment: Neutral

Movement: 90' (60' swimming)

Armor Class: 3

Hit Dice: 3

Attacks: 2

Damage: 1d4x2

Save: F3

Morale: 8

Hoard Class: II

XP: 50

These mutants are 9' tall shelled humanoids that have claws for hands. They speak their own language, and about 1 in 10 can speak common.

Craybug

No. Enc.: 1d3
Alignment: Neutral
Movement: 90' (60' flying)
Armor Class: 5
Hit Dice: 2+2
Attacks: 7
Damage: 1d4 (1 proboscis) + paralyzation (6 tentacles)
Save: F3
Morale: 8
Hoard Class: XX
XP: 71

These strange creatures look like cross between a mosquito and a crayfish and get as big as 9' long. They normally get around by crawling but are capable of a clumsy and awkward flight. In combat, they attack with a sharp proboscis in conjunction with six tentacles that surround it. The proboscis does 1d4 damage and the tentacles are coated in a mild paralyzing poison. If the save vs. paralysis fails, the victim is paralyzed for 1d4 rounds per hit (these effects are cumulative).

Dakon

No. Enc.: 2d6 (6d10)
Alignment: Lawful
Movement: 60'
Armor Class: 5
Hit Dice: 1+1
Attacks: 2
Damage: 1d10 x 2
Save: F2
Morale: 9
Hoard Class: XVIII
XP: 21

These ape-like mutants are a reclusive and highly intelligent people that spent most of their time working on an ancient magic they call "science." They are normally peaceful, but should some of their science be stolen, they are single minded in trying to get it back. They can be found in almost any climate, except for near large bodies of water, which they fear. They speak common.

Dire Corby

No. Enc.: 1d12
Alignment: Neutral to Chaotic
Movement: 120'
Armor Class: 6
Hit Dice: 2
Attacks: 1
Damage: by weapon
Save: M2
Morale: 7
Hoard Class: XIV
XP: 20; 29 (spell casters)

These avian fey are a subterranean humanoid that have infravision of 60' and speak common in addition to their own language. Exceptional individuals can cast spells as a second-level magic-user. They have a particular enmity with giant bats and find bat meat to be a delicacy.

Divinerdid

No. Enc.: 4d10
Alignment: Neutral
Movement: 120'
Armor Class: 3
Hit Dice: 1d4 hp
Attacks: 1
Damage: 1-3 + CON Drain
Save: F1
Morale: 7
Hoard Class: XI
XP: 7

These creatures look like large (2' long) brightly colored katydids. They are docile creatures who only attack when disturbed. In combat, any hit indicates that they have successfully latched on with their mandibles and in subsequent rounds, they will hit automatically. In addition to doing 1d3 points of damage, the divinerdid drains fluids from its victim, inflicting 1 point of CON loss. If a victim is reduced to zero CON, they die. Anyone killed in this way requires a *Restoration* spell before a *Raise Dead* spell can be successful. CON may be recovered at a rate of 1 per full day of rest. Removing a divinerdid, even after it is killed, causes 1d4 points of damage.

The antennae are highly valued by desert nomads, because they vibrate and buzz when they are within 120' of large quantities of water.

Fire Moa

No. Enc.: 1d6
Alignment: Chaotic
Movement: 150'
Armor Class: 4
Hit Dice: 2
Attacks: 1 or fireball
Damage: 1d8 (beak)/1d10(kick) or 1d6 (fireball)
Save: F5
Morale: 12
Hoard Class: none
XP: 47

These large, flightless birds are featherless and imbued with Chaotic magic. Their eyes glow red, they radiate of heat and have two ducts that can project one 1d6 fireball per hour up to 50' in a 10' burst with a +4 to hit. In combat they may attack with their beak for 1d8 in their front flank or attack the rear flank with a kick for 1d10 damage.

Not only are these birds immune to normal fire, but magical fire and intense heat (such as produced by a blaze worm) acts as the equivalent of a *Cure Light Wounds Spell* every three rounds. As a result, cold spells do an extra 1d6+1 damage and water (if consumed) is poison to them.

Fyrnewts often employ these creatures as mounts because of their affinity to fire and the fact that they have no fear.

Firesnake

No. Enc.: 1d6
Alignment: Neutral
Movement: 40'
Armor Class: 6
Hit Dice: 2
Attacks: 1
Damage: 1-4 + Paralysis
Save: F2
Morale: 8
Hoard Class: XI
XP: 38

These 2-6' long serpents make their lairs in fires, where their red, orange and yellow scales give them the ability to surprise their victims on a 1-4 on a d6. Their bite is poisonous, with those who fail their saving throw being paralyzed for 2d4 turns. It seems as if these creatures actually create gems, which is why they are often found within the flames that they use as their lair.

Flailsnail

No. Enc.: 1
Alignment: Neutral
Movement: 30'
Armor Class: 4
Hit Dice: 4
Attacks: 4 (tentacles)
Damage: 1d8
Save: F4
Morale: 10
Hoard Class: none
XP: 190

These giant snails are the size of war horses with four mace-like tentacles and a multicolored shell. They are immune to both fire and poison and the shell affords partial protection against magic. When a spell directly targets the snail roll a d20:

1-2: The spell backfires and affects the caster.

3-6: The spell malfunctions (roll randomly for a different spell effect of the same level)

7-10: The spell misfires and affects another target (determined randomly)

11-14: The spell fails (nothing happens and the spell is lost)

15-20: The spell functions normally

The shell weighs 250 lbs. and is worth 2500-5000 gp.

Flind

No. Enc.: 2d6
Alignment: Chaotic
Movement: 120'
Armor Class: 5
Hit Dice: 2+3
Attacks: 2
Damage: 1d4 x 2 + disarm
Save: F3
Morale: 9
Hoard Class: XXII
XP: 47; 100 (Leaders)

These are a chaotic and more intelligent form of beastmen (see above). They most often appear as a cross with hyenas. There are very strong and receive a +1 to hit.

They attack with a special weapon called the flind-bar. It allows two attacks per round and if either hits, the target must Save vs. Wands or be disarmed. Anyone with a 13 STR and 13 DEX can learn to use one.

They can often be found dominating and leading groups of beastmen, who instinctively follow them. Large bands of flinds will be led by a leader with 3+3 HD.

Fyrnewt

No. Enc.: 2d4 (6d6)
Alignment: Chaotic
Movement: 90'
Armor Class: 5
Hit Dice: 2+2
Attacks: 1 weapon or Breath Weapon (5' cone)
Damage: By weapon type or 1d6
Save: F3
Morale: 9
Hoard Class: IV, V Individuals; XVII in lair
XP: 47, 100 (Elite), 215 (Overlord)

The name Fyrnewt is a bit of a misnomer, as these are reptilian humanoids whose color ranges from red to black. Scholars will most commonly refer to them as lizardfolk; however, the name fyrnewt persists due to their smooth skin and limited ability to breath fire. Once per turn, Fyrnewts can produce a 5' cone of fire that does 1d6 damage. In addition, all Fyrnewts have *Resist Fire* as a natural ability; however, they take an extra hit point of damage per die versus cold attacks.

In combat, they prefer to use swords and pikes. Larger groups of Fyrnewts will have 3+3 HD Elites and will be led by a 4+4 HD Overlord. Occasionally, this Overlord will actually be a lizardfolk king. Fyrnewts are vicious and cruel creatures with a predilection towards slavery.

Gorbel

No. Enc.: 1d20
Alignment: Chaotic
Movement: 180'
Armor Class: 3 or 9
Hit Dice: 1 hp (Attacks as 2HD)
Attacks: 1
Damage: 1d4 or 1d6
Save: F3
Morale: 12
Hoard Class: none
XP: 47

These strange creatures of chaotic magic look like bags of air with claws and three eye stocks. They are able to fly and attack by attaching themselves to their victims. They initially attack as a 2HD creature for 1d4 damage, but a successful attack indicates that the gorbel has attached itself and subsequent attacks automatically hit for 1d6 damage.

While flying, a gorbel has an AC 3. While attached to a victim, this drops to an AC 9. They are immune to blunt attacks; however, any hit by a slashing or piercing weapon will kill them. When a gorbel dies, it explodes causing 1d4 damage to everyone within a 5' radius.

Gorilla Bear

No. Enc.: 1d6+1
Alignment: Chaotic
Movement: 90'
Armor Class: 4
Hit Dice: 4
Attacks: 2
Damage: 1d8x2 + hug (2d6)
Save: F4
Morale: 9
Hoard Class: none
XP: 190

These creatures have the body and head of a gorilla but the front limbs and claws of a bear. If they successfully hit a single target with both claws, the gorilla bear has snared its victim in a hug which does an additional 2d6 damage. They have keen senses and are only surprised on a 1 in 6. Gorilla bears are surprisingly intelligent and even have a rudimentary language.

Ice Troll

No. Enc.: 1d6
Alignment: Chaotic
Movement: 90'
Armor Class: 8
Hit Dice: 2
Attacks: 2
Damage: 1d8 x 2
Save: F3
Morale: 10
Hoard Class: XX
XP: 38

These creatures are chaos-infused mutants made of ice-like flesh. Semi-transparent, it radiates cold and is immune to cold and can only be hit with magic weapons, though they are vulnerable to fire and take double damage from such attacks. As long as they are in contact with either water or ice, they regenerate 2 hp per round and severed limbs can be re-attached and even move 30' independently. They have infravision of 90'.

Iron Cobra

No. Enc.: 1
Alignment: Neutral
Movement: 120'
Armor Class: 0
Hit Dice: 1
Attacks: 1
Damage: 1-3 + Poison
Save: M12
Morale: 12
Hoard Class: none
XP: 19

These metal automatons can be activated and deactivated with a command word and are programmed to follow the simple directives of whoever speaks the command word to activate them. It has poison sacs which can be filled with whatever kind of poison the user wishes. These sacs hold enough venom for three doses.

An iron cobra is immune to mind-affecting spells and *Web*. Non-magical weapons inflict half-damage and it surprises on a 1-3 on a d6.

Lizardfolk King

No. Enc.: 1
Alignment: Chaotic
Movement: 150'
Armor Class: 3
Hit Dice: 8
Attacks: 1
Damage: 5-20
Save: F8
Morale: 10
Hoard Class: XVIII
XP: 1560

These are a taller, more intelligent and human-like type of lizardfolk (aka fyrnewts) with 20% magic resistance; however, they do not have a breath weapon. Rather, they are experts at HTH combat. Regardless of which weapon they use (normally a trident or pole arm) they will do 5d4 damage and if they hit by 5 or more over the target number, they have skewered their victim and do double damage. These weapons function as normal, non-magical weapons for any other creature.

Meffit, Steam

No. Enc.: 1
Alignment: Chaotic
Movement: 120'/240' fly
Armor Class: 7
Hit Dice: 3+3
Attacks: 2 + breath weapon
Damage: 1d4x2
Save: F5
Morale: 8
Hoard Class: Vx3
XP: 170

These infernal creatures are grey in color and constantly ooze hot water. Touching one with bare flesh will cause 1 hit point damage and requires a save vs. death to avoid being stunned for a round. Steam meffits have a breath weapon of a jet of steaming water that automatically hits any one target within 20'. It inflicts 1d3 damage and the victim must make a save vs. death or be stunned for one round. A steam meffit can use its breath weapon once every two rounds.

Once per day it can *Contaminate Water* (the reverse of *Purify Water*). Once per hour it can attempt to summon 1d2 other steam meffits with a 30% chance of success.

Morlock

No. Enc.: 3d4 (20d10)

Alignment: Chaotic

Movement: 120'

Armor Class: 5

Hit Dice: 2

Attacks: 1

Damage: 1d6 or weapon type

Save: F6

Morale: 8

Hoard Class: II, III, IV (individuals); XXI (in lair)

XP: 29; 65 (Leaders); 135 (Champions)

These are fierce subterranean mutant humanoids that have lost their sense of sight (and are thus immune to all special abilities and spell effects that require vision). They hunt with their superior senses of smell and hearing, allowing them to have an effective 'vision' of 20'.

For every 10 morlocks there will be a 3HD leader. For every 40 morlocks there will be a 4HD champion. They hunt other humanoids in order to eat them.

Nocker

No. Enc.: 1d6 (3d10)

Alignment: Chaotic

Movement: 90'

Armor Class: 3

Hit Dice: 1+2

Attacks: 2

Damage: 1d3 (bite) + 1d6 or weapon type

Save: F2

Morale: 8

Hoard Class: XVIII

XP: 15

These small humanoids stand 4-5' tall, have elongated jaws with a nasty pair of tusks and have the ability to fuse rocks into their skin (thus the AC 3). Thought to be the result of chaotic magic, they typically attack with spiked clubs or morning stars in addition to a bite attack, although 1 in 3 will also be armed with a crossbow. They can speak the rudimentary language of gorilla bears and are often found cooperating with them.

Ogrillon

No. Enc.: 1d4 (5d6)

Alignment: Chaotic

Movement: 120'

Armor Class: 6

Hit Dice: 2

Attacks: 2

Damage: 1d6+1 x 2

Save: F2

Morale: 9

Hoard Class: IV Individuals; XXI in lair

XP: 29

These nasty humanoids are thought to be some kind of mutant, most likely as a result of chaotic magic. They are large (7' tall) brutish and strong, preferring to attack merely with their fists to demonstrate their prowess in combat.

Pestie

No. Enc.: 1d8

Alignment: Chaotic

Movement: 210'

Armor Class: -4

Hit Dice: 1-1

Attacks: none

Damage: none

Save: T5

Morale: 5

Hoard Class: I-V

XP: 7

These fey creatures are greed incarnate and exist only to steal. They never attack and avoid combat. They surprise on a 1-4 on d6 and if they succeed, each pestie automatically steals one item from the party, after which they hide. In such cases, there is only a 1 in 6 chance that the pesties will have been seen.

Tabaxi

No. Enc.: 2d4
Alignment: Neutral
Movement: 150'
Armor Class: 6
Hit Dice: 2
Attacks: 2 or 1
Damage: 1d3 x 2 (claws) or by weapon
Save: T2
Morale: 8
Hoard Class: VI
XP: 29

These mutant catmen are skilled fighters and hunters. They have all the skills of a second-level thief. They tend to be reclusive and rarely engage in trade. They speak common in addition to their own language.

Witherstench

No. Enc.: 3d4
Alignment: Chaotic
Movement: 60'
Armor Class: 7
Hit Dice: 2+2
Attacks: 2 + stench
Damage: 1d6x2
Save: F3
Morale: 8
Hoard Class: XXI
XP: 47

These creatures are large (up to 4' long) mutated skunks infused with chaos. They are hairless carrion eaters whose sickly yellow hide is covered in purple, puss-filled spots which emit a putrid, vomit-inducing smell. Anyone within 30' must save vs. poison or begin retching uncontrollably, unable to do anything else. This effect only persists as long as the victim is within 30'.

Yellow Musk Creeper

No. Enc.: 1
Alignment: Chaotic
Movement: 30'
Armor Class: 7
Hit Dice: 3
Attacks: 1
Damage: special
Save: F3
Morale: 12
Hoard Class: any
XP: 80

The yellow musk creeper is a chaos infused, slow-moving, carnivorous plant. It appears as a thorny bush with a number of tendrils and several yellow flowers. When a victim approaches within 30', it sprays a cloud of mind-controlling pollen. If the victim fails their save vs. poison, they can do nothing but approach the plant. Once the victim is within 5' of the bush, it inserts tendrils into the victim's brain, doing 1d4 INT damage per round. If the victim is reduced to 0 INT, they come under complete control of the plant and will be transformed into a yellow musk zombie in 1d6 turns. This process can be stopped with a *Neutralize Poison* spell. Lost INT can be healed at a rate of 1 per full day of rest. A yellow musk creeper is always guarded by at least one yellow musk zombie.

Zombie, Yellow Musk

No. Enc.: 1d2
Alignment: Chaotic
Movement: 120'
Armor Class: 3
Hit Dice: 2
Attacks: 1
Damage: 1d8
Save: F2
Morale: 12
Hoard Class: none
XP: 29

Despite their appearance and their name, yellow musk zombies are *not* undead. Rather, they are corpses controlled by a plant — the yellow musk creeper. Whenever a yellow musk zombie dies (whether through combat or after about 2 months of service to a yellow musk creeper) a new yellow musk creeper will sprout from the remains within 1d6 days if they are not thoroughly burned to ashes.

New Magic Items

The Invisible Sorcerer's Sphere

This invisible sphere is about the size of a volley ball. It is a semi-intelligent magical item made from pure chaos. It was designed by Rajinar Haos to attract beings of chaos to his tomb in order to test them to see if they are worthy of his gifts.

Anyone who is in possession of the *Sphere* will double their chances of having wandering monster encounters. If the normal chance is 1 in 6, the *Sphere* increases that chance to 2 in 6 and any roll of '2' guarantees a chaotic creature will be encountered.

If the *Sphere* is removed from the caves it will seek to return as soon as it is able. Unless it is physically constrained (such as in a locked chest) it will manage to return to Room 101 within 1d6+1 days after leaving the caves.

The *Sphere* is visible to anyone who is invisible (such as someone who is wearing a *Ring of Invisibility*). In such cases, the sphere appears to be made of black stone covered in symbols of chaos that glow red.

How one would go about destroying the *Sphere* is up to the Referee; however, it is suggested that such an endeavor be a feature of the campaign where one or more quests are required to complete the task.

Final Thoughts

The original module upon which this adventure is based explicitly says that caves cleared of monsters are not re-occupied by other monsters. While this is a legitimate choice (especially with novice players) the existence of the *Invisible Sorcerer's Sphere* implies that the caves will eventually be re-occupied as long as the *Sphere* exists within the caves. It is suggested that when PCs return to civilization that a d6 be rolled for each section of the adventure that has been cleared of monsters. On a 1 it is suggested that monsters from the Wandering Monster Tables be used to restock that section and on a '2' new Chaotic creatures have shown up from elsewhere. The Referee is free to use whatever monsters they choose.

Possible follow-up adventures include potential deeper levels within the caves, the destruction of the *Sphere* and a map (found in Room 34) indicating a slave-trade network that includes an island called Hucwind.

Appendix

For those who wish to use this module in the spirit of its inspiration, I offer these Race-as-Class options from the pages of the FF. Since the Dwarf, Elf and Halfling do not appear in the FF, a Moldvay *Basic Edition* would likely have one or more of the following in their place:

Beastman

Beastmen PCs represent the more intelligent members of the race. They most often resemble a cross between a human and a bear. Their fur can be golden, white, brown or black.

The prime requisite for a beastman is Strength. If a beastman has a score of 13 or greater in Strength the character will gain a 5% bonus on earned experience points. If the beastman's Strength is 16 or greater, that character will earn a 10% bonus on earned experience.

RESTRICTIONS: Beastmen roll 1d8 to determine their hit points. They may advance to a maximum of 8th level of experience. Beastmen may use any weapon and any armor or shield; however, they tend to favor larger weapons such as battleaxes and two-handed swords. A character must have a Strength of 9 or greater to be a beastman.

SPECIAL ABILITIES: Beastmen are immune to poison, though they still must make Saves vs. Death if it is called for. They may also go into a berserk rage once per day for every level of experience they gain (a third level beastman may rage 3 times per day). While in a rage, the beastman gains 5 temporary hp per level and a +2 to hit and damage. Once the rage ends (at the end of combat) the temporary hit points are lost. Should this reduce the beastman to 0 hp or less, the beastman dies. Beastmen use the fighter tables in combat. They speak common.

<i>Level</i>	<i>Title</i>	<i>XP</i>	<i>HD</i>	<i>Rages</i>
1	Veteran	0	1d8	1 per day
2	Warrior	3000	2d8	2 per day
3	Swordmaster	6000	3d8	3 per day

Dakon

Dakons are a highly intelligent race of gorilla-like apes. Their fur and skin is from brown to black and they usually have blue or green eyes. They are the keepers of an ancient magic they call *science*. Normally they are a peaceful people who prefer to be left alone; however, they guard their science and the devices it creates with great jealousy and ferocity. When doing so, they function as fighters that have the ability to use a limited number of spell-like devices that emulate spells from the cleric spell list. They do not like to be near lakes or oceans.

The prime requisites for a dakon are Strength and Wisdom. If a dakon has a score of 13 or greater in *both* Strength and Wisdom, the character will gain a 5% bonus on earned experience points. If the dakon's Wisdom is also 16 or greater, that character will earn a 10% bonus on earned experience.

RESTRICTIONS: Dakons roll 1d6+1 to determine their hit points. They may advance to a maximum of 8th level of experience. Unlike clerics, Dakons only have access to one device the same way a magic-user have access to spells. These devices may only be used once before they require time to prepare in a similar way clerics and magic users do so with their spells. Dakons may use any weapon and any armor or shield; however, they cannot Turn undead. A character must have a Wisdom of 9 or greater to be a dakon.

SPECIAL ABILITIES: Dakon have extensive knowledge of medicine. They are able to identify a disease simply by looking at a victim on a 1-2 on a d6. In addition, if they forfeit all other action during a combat round, they can tell how injured someone is (as a rough percentage of total hit points). They speak common.

<i>Level</i>	<i>Title</i>	<i>XP</i>	<i>HD</i>	<i>Spell-like Devices</i>
1	Veteran-Acolyte	0	1d6+1	1 first level
2	Warrior-Adept	3000	2d6+2	2 first level
3	Swordmaster-Scientist	6000	3d6+1	2 first level + 1 second level

Dire Corby

Dire Corbies are a fey-touched race of avian humanoids. They are covered with small feathers colored dark blue to black and have eyes that are brown, black or red. Many believe that they are touched by chaos and this is reinforced by a tendency for mischief. They are fascinated by all things magical and shiny and they love the taste of bat meat.

The prime requisites for a dire corby are Strength and Intelligence. If a dire corby has a score of 13 or greater in *both* Strength and Intelligence, the character will gain a 5% bonus on earned experience points. If the dire corby's Intelligence is also 16 or greater, that character will earn a 10% bonus on earned experience.

RESTRICTIONS: Dire Corby roll 1d6 to determine their hit points. They may advance to a maximum of 8th level of experience. Though dire corbies have rudimentary wings, they can neither fly nor glide.

SPECIAL ABILITIES: Dire corbies have infravision and can see 60 feet in the dark. They often live underground and are able to detect slanting passages, traps, shifting walls and new construction on a 1-2 on a d6 when looking for them. They speak their own fey language in addition to common.

<i>Level</i>	<i>Title</i>	<i>XP</i>	<i>HD</i>	<i>Spells</i>
1	Veteran-Medium	0	1d6	1 first level
2	Warrior-Seer	4000	2d6	2 first level
3	Swordmaster-Conjurer	8000	3d6	2 first level + 1 second level

Tabaxi

Tabaxi are a cat-like race of mutant humanoids. Their fur and eye color come in a wide variety of shades and colors. They are forest and jungle dwellers and excellent hunters. They tend to be reclusive and rarely engage in trade.

The prime requisites for a tabaxi are Strength and Dexterity. If a tabaxi has a score of 13 or greater in *both* Strength and Dexterity, the character will gain a 5% bonus on earned experience points. If the tabaxi's Dexterity is also 16 or greater, that character will earn a 10% bonus on earned experience.

RESTRICTIONS: Tabaxi roll 1d6 to determine their hit points. They may advance to a maximum of 8th level of experience. Tabaxi may use any weapon and any armor or shield; however, they cannot use their thief abilities if they wear armor heavier than leather armor or magical chain mail. A character must have a Dexterity of 9 or greater to be a tabaxi.

SPECIAL ABILITIES: Tabaxi have all the abilities of both a fighter and a thief. In addition, they have infravision and can see 60 feet in the dark. They are excellent hunters and are difficult to surprise. While being able to surprise on a 1-3 on a d6, a tabaxi is only surprised on a 1.

<i>Level</i>	<i>Title</i>	<i>XP</i>	<i>HD</i>	<i>Spells</i>
1	Veteran-Apprentice	0	1d6	none
2	Warrior-Footpad	3000	2d6	none
3	Swordmaster- Robber	6000	3d6	none

Saving Throws

Dakon, Dire Corby and Tabaxi characters function as a fighter plus either a cleric, magic user or thief. In terms of saving throws, they use which ever save is best. For example, a Dakon would use the better of a fighter or cleric save.

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