

DEEP WHERE THE LICHE-LORD LIES

— A DESCENT INTO HORROR —



A TUNNELS & TROLLS™ GM ADVENTURE
BY
A. R. HOLMES



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A TUNNELS AND TROLLS™ GM ADVENTURE

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GAME-MASTER'S INTRODUCTION

Are you ready, bold traveller, to descend into darkness, deep where the Liche-Lord lies?

You hold in your hands a 6-level dungeon in the classic room/corridor style. Be aware that this is a TOUGH, ARDUOUS dungeon that calls for adventurers of substance and determination! The upper levels are inhabited by standard fantasy creatures, such as Goblins, Hobgoblins, Imps and Ogres. However, the deeper the delving party penetrate into the gloomy vaults, the closer they will get to the ancient tomb of Vasarax, once a powerful sorcerer, now existing spiritually in the dark realms of the Netherworld, more powerful than ever, as an eternally undead being. Such a creature is known as a Liche, and these supremely evil beings, although rare, are feared by all mortal men. Although what remains of his physical body is now nothing more than a few bones and shroud-rags, the omnipotence of his foul sorcery lives on through his spirit, which is still connected to this world by the slenderest but strongest and most evil of spiritual threads.

The player-characters will have learned of the whereabouts of the dungeon, from tavern tales and the murmurings of shady travellers. Recently, a party of adventurers launched an expedition to the dungeon, greedily seeking out the tomb of the ancient wizard and hoping to find and loot the fabled treasure that surrounds him. However, they fell foul of the denizens of the upper levels of the dungeon, and they perished. One of their party managed to escape, and returned, telling tales of what they found beneath the old mausoleum, which marks the location of the dungeon and the tomb of Vasarax far beneath. This information can be gathered in the town from rumours, not all of which are true.

The dungeon is home to the creatures that dwell within it. Here, they live, eat, drink, party and plan raids into the surrounding lands. Goblins and Hobgoblins control the upper level, and these creatures frequently take themselves out of the dungeon, forming raiding parties to attack trading caravans, small settlements and unwary travellers. However, the Goblin and Hobgoblin kin have an uneasy arrangement, and trouble is always bubbling under the surface whenever these two kindreds are together. Still, there exists a stable but tense truce within the dungeon.

The raiding parties sent out by the Ogres, Hobgoblins and Goblins have been getting more frequent recently, and rumour has it that all is not well within the dungeon. Some say that the Ogre Chieftain is becoming restless, and is no longer satisfied with being surrounded by other kindreds. Some say the Goblins are causing trouble for everyone with whom they share the dungeon, whilst others say that the ancient Sorcerer, Vasarax, is returning to this world, to reclaim his sprawling dungeon beneath the mausoleum, and will soon appear to the world and raise armies of the dead to rule the kingdom. Whether any of these rumours are true or not is for the delvers to find out, as they venture far beneath the mausoleum of Vasarax!

ABOUT THE DUNGEON

Detailed maps of each level of the dungeon are provided for the Game Master in the **Appendix**. Permission is given to photocopy the maps for personal use. The scale is 1 square = 10 feet and North is marked on the map. (If you need to realign the dungeon to fit your setting, be mindful of compass directions in the text that would need adjusting.) The corridors and rooms are constructed from the granite of the hill within and beneath which the dungeon is built. Although the Liche-Lord obviously used some kind of sorcery to construct such a huge dungeon above his tomb, the stone itself is not magical (but see the dungeon text for **Level 6** for details about the corridors around the tomb of the Liche-Lord). Therefore, should the delvers feel the need to hack their way through walls, there is nothing to stop them if they have the appropriate tools for the job, and the time and strength to carry out their chosen excavations and interior re-decorating! Clearly, such acts will attract the attention of the denizens of that level, and the monsters will generally do everything in their power to stop the delvers taking chunks out of their home!

Generally the dungeon is unlit, but the GM maps show the exact locations where wall-torches are present. These are in the monster-inhabited sections of the dungeon, mostly on the upper levels. The deeper the adventurers delve, the darker their journey will become...

The corridors are 15 feet high, and the rooms, unless the text states otherwise, are 20 feet high. Doors are standard fare (for ogres...), 5 feet wide and 8 feet high, with hefty hinges and lever handles in the form of heavy rings. Only doors that the dungeon text states can be locked will have a keyhole. The text will always say who has the key. Secret doors vary in construction and detail, but the saving rolls to find and open the doors are always given in the text. Such doors are marked with an **S** on the maps.

Finally, as this is a living, breathing, dungeon, home to the monsters that live within it, I have omitted Wandering Monster tables from this module. Should you as GM feel the need to incorporate them into your game, go right ahead. I recommend that on each level of the dungeon, you have a rule of thumb that limits the MR of any one creature to no greater than 100-x dungeon level, with the exception of monsters such as the guardians of the exit to the next level, or level 'bosses'. **Level 6** will never have any creatures within it other than Vasarax himself.

I hope you enjoy this dungeon module and draw many fun role-playing sessions from it. Should you wish to see more original material for *Tunnels & Trolls*, please visit us at

<http://www.tavernmaster-games.co.uk>

If you have any queries about this or any other of my adventures, you can e-mail me at

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PLAYER INTRODUCTION (OPTIONAL)

North-east of the sprawling Shalimar Forest is a woodland far smaller, but far more dangerous. Once again, a caravan of travellers has been slaughtered, caught unawares as it passed close to the Forest of Maugaral. Rumours tell of Goblin bandits raiding from their dungeon lair beneath the ancient mausoleum of the wizard Vasarax, with Hobgoblin warriors waiting in ambush. Announcements of rewards have been posted throughout the land, with gold promised for every Goblin, Hobgoblin or Ogre head brought before the crown.

Beneath the mausoleum is a mighty dungeon, known to be the stronghold of Goblins, Hobgoblins, Ogres, and worse. At the very deepest point of the great dungeon, the tomb of Vasarax, ancient and malignant sorcerer, lies surrounded by earthly riches. However, the long-dead sorcerer is known to have become a Liche-Lord, still active despite being dead for centuries. It is said that whoever steps foot into his resting chamber will instantly die.

So it is with determination and excitement that you prepare for the expedition to the desolate hill atop which squat the ancient ruins of the mausoleum of Vasarax, and beneath which lie the mysterious and deadly vaults of the Liche-Lord.

STARTING THE GAME

The GM may choose to start the game in any way he or she wishes. There may be no need for a long preamble, and the GM may choose to get the delvers going inside the dungeon straight away, without a session of travelling. Or the GM may decide to run a long build-up to the dungeon, by running a session in the town where the delvers are starting, gathering rumours and maybe hiring mercenaries or buying other services before the expedition begins. Then, a session of travel along the road leading to the dungeon. If the GM and players have the luxury of many possible game sessions to devote to this module, the GM might like to incorporate a substantial build-up before the main event!

(NB. A map of the Forest of Maugaral and the surrounding area is in the **Appendix**.)

RUMOURS

If the player-characters are beginning the game in any of the nearest towns – Al-Rostarn, Taraskis or Jund – and wish to gather rumours about the dungeon prior to setting-off, have each try for a saving roll on the average of LK and INT. They may choose the level of saving roll they attempt. You could perhaps use this choice to indicate what kind of person the adventurer is pumping for information, from the blabbermouth gossip who is as happy to invent stories as to pass them on, through to the shrewd but tight-lipped observer in the corner of the tavern...

The higher the level of the roll, the better the chance that the rumour is true. The character may attempt a saving roll at level 1, 2 or 3. Given below are the available rumours, based on saving roll levels. If they make the saving roll, have the player roll randomly from the appropriate table (1, 2 or 3). *Rumour Table 1*, for a successful first level saving roll, has only 1 true rumour. *Rumour Table 2*, for successful 2nd level saving rolls, has 3 true rumours, whereas those in *Rumour Table 3*, for successful 3rd level saving rolls on the average of INT and LK, are all true apart from one. If the delver fails any roll then give them a rumour from *Rumour Table 4*. All of these are false. The GM might choose to roll the SR, so that the player does not know if it was successful...

Alternatively, the GM may decide to role-play the PC's encounters within the town and give them the information given in the tables below as and when he or she sees fit.

In these tables, rumours shown in **bold** are **TRUE**.

RUMOUR TABLE 1 (Roll 1D6)	
1	Three wizards control the dungeon
2	The Liche Lord's tomb is on Level 6
3	A Demon Prince lives on Level 1
4	Going inside turns people Undead
5	Entering during full moon is safest
6	The Liche is just a myth and is not real

RUMOUR TABLE 2 (Roll 1D6)	
1	A Wraith guards the entrance
2	There are 6 dungeon levels
3	A Manticore guards the dungeon
4	Harpies live on the second level
5	Ogres control the second level with slave Imps
6	Level 5 is home to the deadliest creatures and the darkest magic

RUMOUR TABLE 3 (Roll 1D6)	
1	Poison Gas fills the final level
2	A gateway to Hell is on Level 5
3	The Goblins hate the Hobgoblins
4	A Vampire Prince dwells on Level 3
5	Level 4 is overrun with Lizard folk
6	The Liche cannot be harmed for the first 2 combat rounds of any battle

RUMOUR TABLE 4 – False rumours for failed rolls (Roll 2D6)			
2	Vasarax walks the dungeon again	8	Black Orcs control the lower levels
3	Demons have over-run the dungeon	9	The dungeon is full of Black Hobbits
4	The Liche-Lord has been destroyed	10	All the Goblins have been slain
5	A rich vein of gold runs through the hill	11	A Dragon lives in the Mausoleum
6	The air in the dungeon is poisonous	12	Vasarax' tomb is on the third level
7	The Ogres rule the dungeon		

THE FOREST OF MAUGARAL AND THE SURROUNDING AREA

The area shown and detailed on the map provided in the **Appendix** is that in which the kidnappings and raids on travellers and caravans have most often occurred. Although the roads are well built and maintained, they are notoriously dangerous to travel upon, and no one ever goes abroad in this area after nightfall. The hunting lodges, shown on the map, are basic affairs, built from logs and stones, comprising of two or three rooms and one entrance. They are run-down and dilapidated, but still able to provide shelter from bad weather for travellers. Within these shelters is nothing useful, as they are dirty and contain the remnants of fires, blown-in leaves and some rotting timber and general detritus. Although the lodges contain stone fireplaces and chimneys, travellers tend not to light a fire or indeed have any torch or lantern light visible, lest they attract wild animals, or more importantly, attract the attention of Goblins, Hobgoblins or Ogres that might be patrolling the outskirts of the forest looking for vulnerable travellers to abduct, steal from or slay.

If the GM wishes to have the player-characters travel to the dungeon, provided here are some simple Wilderness Encounter Tables to use in the area shown on the map. They are basic and the GM is encouraged to add detail to them as appropriate, or indeed use his or her own encounter tables. No rule has been given as to how often the PCs have an encounter. The GM must decide the probability of encounter and how many times to check.

WILDERNESS ENCOUNTER TABLE 1

1	Human Encounter. Roll on Table 2.
2	Human Encounter. Roll on Table 2.
3	Wild Animal Encounter. Roll on Table 3.
4	Monstrous Encounter. Roll on Table 4.

WILDERNESS ENCOUNTER TABLE 2

1	A lone traveller/NPC. Role-play as appropriate. Delvers may learn more rumours...
2	A travelling caravan. PCs may have an opportunity to learn more rumours or info.
3	A party of adventurers on horseback. Are they on their way to the dungeon also?
4	A travelling caravan. PCs may have an opportunity to learn more rumours or info.
5	Wandering NPC. GM to detail encounters and role-play the situation as appropriate.
6	Adventurer returning from the dungeon or forest. GM to detail encounter.

WILDERNESS ENCOUNTER TABLE 3

1	Large Eagle soars overhead. MR 70. Will ignore delvers unless provoked.
2	1D3 Wild Boar charge from nearby woodland. MR 56 each. May be cooked and eaten.
3	Large Wildcat/Puma. MR 80. Will attack only if party number less than 4.
4	Giant Spider lair just off the road in the woodland. MR 200. Only attacks if provoked.
5	2D6 Large Crows attack from nearby woods. MR 25 each.
6	Giant Bear, MR 300, or roll on Table 4 for a monstrous encounter.

WILDERNESS ENCOUNTER TABLE 4	
1	2D6 Goblins, MR 30 each, with 1D6+2 Hobgoblins, MR 80 each.
2	1D6 Hobgoblins, MR 80. 50% chance of 1D6 Goblins, MR 20, ready to pounce!
3	Wandering Hill Troll, MR 340. Roll D6: 1-2: combat; 3-4: talk; 5-6: ignores the adventurers.
4	Wandering Hill Giant, MR 600. Roll D6: 1: combat; 3-5: talk; 6: ignores the adventurers.
5	Ogre patrol. 1D4 Ogres MR 120 each. May kill or capture delvers at GM discretion.
6	GM's favourite NPC or any hunting party of creatures from dungeon. GM's choice.

Finally, it was mentioned in the introduction that cash rewards have been offered for the return of Goblin, Hobgoblin or Ogre heads. It is totally up to the GM whether he or she incorporates this incentive. If so, I recommend 50GP per Goblin head, 100GP per Hobgoblin head and 150GP per Ogre head. If the delvers return to town with the severed heads of Lizardkin, well, this may earn them a hefty reward, as the presence of the Lizards is still a secret. This could lead to further adventures, with more Lizard tunnels and caverns being discovered beneath the hill, or even sprawling for miles beneath the land.

THE MAUSOLEUM OF VASARAX

Atop the hill and hidden among the gloomy trees, the mausoleum itself is a ruin, a pile of broken masonry overgrown with moss and tall weeds. If the adventurers arrive in good light or search around with torchlight, they will find many and diverse foot and boot prints in the dirt around the collapsed building, some of them clearly larger and stranger than those that a human would make; and here and there are a few discoloured half-buried bones, sometimes chipped or shattered by harsh combat long ago.

In ages past the mausoleum was a handsome and imposing crypt, some 30 feet by 20 feet, with ornate pillars of red marble rising 10 feet high at the front of the gently sloping roof. Now it has mostly fallen to rubble. One and a half pillars still stand, like petrified oaks. Two ragged walls form a dark corner, and it is here, behind heaps of broken stone, that a set of worn spiral steps can be easily discovered, boring down into the earth. The air in the stairwell is dank and stale, with a poor and bestial smell, and even with illumination the descent is suffocatingly dark.

It is an unpromising beginning for our heroes...

The adventuring party must now embark on their expedition, deep where the Liche-Lord lies. Presented hereafter is the dungeon text, level by level.

LEVEL 1



Level 1 forms the lair of the Wolf Fang Goblin Clan and the Ox Skull Hobgoblin Warriors. The two kindred live in tense harmony, hating each other but also just about managing to co-exist and organise raiding parties into the countryside.

The locations of lit torches are marked on the GM map.

As it is unlikely that all the Goblins and Hobgoblins on this level will only be in the rooms, roll 1D6 when the delvers enter a large corridor at your discretion. On a roll of a 1, they will have encountered 1 Hobgoblin, MR 90, or 1D6 Goblins, MR 25.

Rooms 1-16 represent the Goblin's Lair section of this level of the dungeon.

1

The spiral stair leads down from the deserted mausoleum into this chamber. The room is empty, and the floor has collected a fair amount of detritus over the years. In addition to the pieces of rubble and piles of dirt that cover the cracked flagstone floor, some large patches of Green Mold have begun to develop on the floor here. If left alone, the Mold will pose no threat to the party. However, if the delvers choose to touch it, it will at once release spores that clog the lungs: each character who fails an L1SR on CON must deduct from CON the amount by which he failed.

2

The east door to this room is locked. This is a Goblin watch room. 1D4 Goblins are always on lookout in here, peering through a small hole that has been made in the east door, at a height of 3 feet. Unless one of the party mentions that they are examining the door, the hole will not be noticed. Even upon close examination the hole requires a L1SR on LK to spot. Each Goblin has an MR of 25, wears no armour and carries only a small dagger. The room is dirty and contains only a barrel of water and a damaged bench. When the Goblins espy the delvers entering the dungeon, they will alert other Goblins by blowing a small horn (which the delvers will hear, giving them 1 combat turn to prepare or react). The horn alerts the inhabitants of **Rooms 3** and **5**, who will run to attack the intruders. This is almost certain to happen, but especially cautious adventurers might choose to enter the dungeon inside the protection of a *Hidey Hole*, or they might move quietly down the passage without light; so it is just possible they could go unnoticed.

3

This room is always inhabited by 1D6+1 Goblins. It contains a circular table and some stools. A treasure chest (with a broken clasp and lid) is present in the room, containing 1D6 assorted small weapons. Hanging on the wall in here are two buckler shields (3 hits; 10WU) and one tower shield (6 hits; 550WU). If the Goblins have been alerted by the sounding of the horn (see **Room 2**), they will be ready to fight in 1 combat round, and go out and attack the delvers in the corridor. If taken by surprise, they will be unprepared, and the delvers will have one combat round of surprise on them. Goblins in this room have an MR of 35 each.

4

This is a Goblin storeroom, and the east wall is lined with stacks of barrels. Most are full of ale or water, but some are dry. Anyone trying the beer in the barrels will find it bitter and foul tasting, spitting it out instantly.

If searched, an L1SR on LK will reveal that one section of the barrels seems strange. A further L1SR on INT will make clear to a sharp-witted character that this section of the barrel pile will swing outwards. An L2SR on DEX will allow a delver to do this, and the secret door in the east wall behind the barrels will be revealed. It requires an L2SR on the average of LK and DEX to open.

The revealed room contains a Trollhound, MR 75, which will attack any non-Goblin who enters. If the combat lasts for more than 3 combat rounds, the sounds of battle will bring running any Goblins in **Rooms 3, 5 and 6** that have not already been dealt with. Until the Trollhound is neutralised, it won't be possible to move past it and through the secret passage east. This passage is apparently a dead end, but an L1SR on LK will discover the secret door into **Room 25**. A further L2SR on DEX will be needed to open it.

5

This room is always inhabited by 1D6+1 Goblins. It contains a rectangular table and benches. A treasure chest (with a damaged lid) is present, containing 1D6 assorted small weapons. Hanging on the wall in here are two broadswords (3D6+4; 120WU) and one madu shield (1D6+3; 1 hit; 20WU).

If the Goblins have been alerted by the sounding of the horn (see **Room 2**), they will be ready to fight in 1 combat round, and go out and attack the delvers in the corridor. If taken by surprise, they will be unprepared, and the delvers will have one combat round of surprise on them. Goblins in this room have an MR of 35 each.

6

This is the Goblin Chieftain's chamber. It contains an old desk and a chair, behind which the Chieftain, Urghtar, organises his troops and manages the dungeon. In truth, there is little for him to do, but he is a clever and charismatic creature, and knows how to manipulate the Goblins to do his bidding, giving him an easy life. Against the north wall is a weapon rack, containing a variety of pole weapons (1D4+1 random weapons) and a tower shield (6 hits; 550WU) stands in the corner. Beneath the desk is a small treasure chest containing 85 GP and 3 rubies each worth around 50 GP. A roll of 1 on a D4 means that there are 1D3 Goblin warriors (MR 35) in here with Urghtar.

Urghtar has an MR of 110, and uses a slightly magical broadsword called 'Sharpe', which gives +6 adds in combat (i.e. 3D6+6; 120WU) that are *always* deducted from the CON or MR of the foe. If surprised in here, by a party that clearly could overpower or kill him, he will attempt to parley with the delvers in order to save his own hide, even at the expense of sacrificing some of his own warriors. If the situation looks grim, he will either flee to the exit of the dungeon (**Room 1**) or to **point A** on the map, where he will open the portcullis and alert the Hobgoblins to the intruders. If he has sufficient time, he will open the secret door in the east wall behind his desk (L1SR on LK to find, L2SR on DEX to open) and flee to **Room 25**, where he will alert the Hobgoblins. (The door at the north end of the passage requires another L1SR on LK to find, L2SR on DEX to open.) Urghtar carries three keys around his neck: one that opens the portcullis at **point A**; one that locks the door to this chamber; and one that opens the door to **Room 14**, where the treasure is hidden.

7

This room is damp and has a leaking roof. There are two damaged benches in here, but little else. A roll of 1 on a D4 means that there are 1D3 Goblins (MR 25 each) in here.

8

The door to this room is locked, and the room contains the almost skeletal body of a human warrior. It lies in rotting adventurer's garb, and has been stripped of all possessions, apart from a silver necklace, which is still around the skeleton's neck. This is 'Goblin's Bane', a minor magical trinket, which will allow the wearer to score an extra +10 adds in any combat with Goblins. It is cursed so that no Goblin may touch it willingly. If touched to Goblin flesh, it will cause 1 CON burn-damage. The adventurer was outnumbered by the Goblins and was thrown in here. Disliking the necklace, the Goblins left it hanging around the poor man's neck.

9

There will be 1D3 Goblins in here (MR 25) the first time the delvers enter. A small water fountain is present in the centre of the room. It is in working order but sporadic. There is a small iron lever on the fountain that brings the water up for drinking. However, each time it is used, an L1SR on LK must be made or the fountain does not work, it just produces a series of gurgling noises and splutters a few drops of dirty water into the bowl. It will not work for the next turn, when the SR must be attempted again.

10

This room is usually kept empty, for it is damp and the ceiling constantly drips water. The floor is always wet and Green Mold (see **Room 1** for details) is left to grow peacefully on the flagstone floor.

11

This room contains two wooden benches. The room is damp and not generally used, but occasionally some Goblins will play dice or cards in here. A roll of 1-3 on a D6 means that there are 1D6 Goblins (MR 25) in here the first time it is visited. If searched, an L2SR will reveal a set of damp and well-thumbed cards, lying beneath one of the benches.

12

The door is kept locked. Through the door is a portcullis, behind which is the chamber where the Trollhounds are kept (also see **Room 4**). There are 2 Trollhounds in here when the delvers enter the room, each with an MR of 75. Unless the Trollhounds see either a Goblin or Hobgoblin when the door opens, they will snarl and howl, and attack if set free, until death. The Keeper of the Trollhounds is Kezwar, and he lives in **Room 13**. Kezwar feeds and grooms the Trollhounds twice a day, at dawn and at dusk. Occasionally he takes them out of the dungeon for exercise and training. All the other Goblins (and some of the lesser Hobgoblins) fear the Trollhounds and give this room a wide berth.

13

Steps lead down to this room, which is Kezwar's chamber. He is a strange Goblin, a bit of a misfit amongst the ranks, but he is a natural with the hounds. He takes good care of them, and they have total respect for him (partly because of a *kremm*-driven rapport he is barely conscious of using). He is not a fighter, and never wears weapons or armour unless he is going outside of the dungeon with the hounds. He is however very strong, and speaks Canine and Lupine as well as Goblin and Common Tongue. He is actually a wizard, but is out of practice. He once knew all spells from level 1 to 3, but hasn't cast any magic for a while. If attacked, he will remember any spell from level 1-3 if he makes a L2SR on INT.

Name: KEZWAR, L2 Male Goblin Warrior; **Age:** 56

Height: 4 feet 4 inches; **Weight:** 100 pounds; **Hair:** Brown; **Eyes:** Brown; **Demeanour:** Odd.

STR: 24 **CON:** 16 **DEX:** 14 **SPD:** 12

INT: 17 **WIZ:** 16 **LK:** 10 **CHR:** 2 **Combat Adds:** +14

Weapons: None; **Armor:** None.

Magic: Levels 1-3.

Talents: Dog Charming WIZ+6.

Languages: Common, Goblin, Canine, Lupine.

The chamber contains his personal effects, a chest full of whips, chains and collars for the hounds, other effects related to the hounds (e.g. feeding and grooming equipment) and a barrel of water. If he discovers that any harm has come to any of the Trollhounds, he will be livid, and seek out those who harmed his pets, and attempt to kill them.

14

This is a storeroom, containing barrels of food and water, and some boxes of food for the Trollhounds. It is always kept locked. This room also holds the secret treasure hoard accumulated from the Goblin raids into the surrounding lands. Hidden beneath a secret trapdoor in the floor (itself hidden beneath a large pile of crates) are: a large heavy sack, containing 1500 SP; a small treasure chest holding 1D6x100 GP; a sack containing 2D20 various stolen trinkets (e.g. bracelets, rings, etc.) each worth 1D6x10 GP; and a small iron box containing three rings, all magical. The Goblins have not yet managed to figure out what the rings do, and are keeping them hidden from the Hobgoblin Chieftain, who has demanded that all magic treasure is passed over to him. The GM may allocate whatever magical powers to these rings as he or she sees fit. Any good search of the room will locate the trapdoor, no saving roll is needed. Urghtar always keeps the key to this room on a chain around his neck.

15

This is the main sleeping room for the Goblins in this part of the dungeon. Various sleeping pallets are arranged messily in here, and a few worthless personal effects. There will be 2D6 Goblins (MR 25) in here at any time. An odd roll on a D6 means that all are asleep; but if *any* are awake they will instantly rouse the others and all will attack violently, with some Goblins possibly fleeing to alert the warriors and the Chieftain to the north of the level.

16

This is the communal eating and meeting chamber for the Goblins. It is packed with tables, stools and benches, and there will be 3D6 Goblins (MR 25) in here when the delvers first enter. The place is a mess, with discarded food, dirty plates and upturned goblets of wine everywhere. There is generally a lot of singing and shouting in here. If the delvers disturb the Goblins whilst they are carousing in here, they will have a lot of angry and aggressive Goblins to deal with!

This marks the end of the Goblin's Lair section of this level of the dungeon. Although Goblins are also encountered in **Rooms 17-28**, the area is predominantly inhabited by more powerful Hobgoblins. The Hobgoblins consider themselves to be superior to the Goblins, and treat them like servants most of the time, which causes unrest from time to time.

Rooms 17-28 represent the Hobgoblin's Lair section of this level of the dungeon.

17

This small chamber contains a torture rack, and a large and ugly Hobgoblin guard. He is Wugnash, and he has an MR of 90. He also carries a frightening spiked mace, which gives him an extra +12 adds in combat. (In the hands of a player-character, this Hobgoblin's Mace scores 6+2: STR Req 17, DEX Req 4, 210WU, two-handed, worth 80GP (it's much knocked and worn...)). If any intruders are caught alive, they are sometimes held in the dungeon (**Room 22**) then brought here when the Hobgoblins have finished with them. Wugnash will have his fun and eventually kill them. At the moment there is an extinct elf on the rack, in a very messy state of death!

18

This chamber contains the exit from the level down to **Level 2** of the dungeon. An Iron Golem, MR 200, always guards it, and will attack any creature that enters the room that is not a Goblin or Hobgoblin. Its iron flesh takes only half damage in any round that it loses. It cannot however leave the room, nor can it make any sound. The party cannot leave the room via the spiral stair until they have slain the Golem. The stair leads down 200 feet to **Room 1** of **Level 2** of this dungeon.

19

This is a Hobgoblin common room. It contains tables, chairs and some random items in a large

chest (weapons, armour pieces, lanterns, matches, etc.). The room contains 1D6+1 Hobgoblins, MR 60 each. If surprised, the creatures will only do half damage in the first combat round as they will be unprepared. The delvers must have stated that they rush into the room prepared for battle for this to be the case. If not, both parties will be equally surprised and combat will proceed as normal.

20

This is the Hobgoblin Chieftain's chamber. He is Korm Fleshcutter, a large brutal creature with an MR of 150. An odd roll on a D6 means that there are 1D3 Hobgoblins (MR 60) in here with him when the delvers enter the room. His room contains a large cupboard full of weapons and a chest of personal effects: 300GP, 6 diamonds worth 80GP each, and a gold bracelet set with emeralds, worth 120GP. He sees himself as overall master of the level, and should any delvers manage to reach the second level of the dungeon, he will be furious, possibly sending a raiding party of his best warriors down to **Level 2** to find and kill them. He has little regard for Urghtar (**Room 6**) and even less for the Goblins that scamper around the eastern side of the dungeon level. It is his ambition to rid the dungeon of the pesky Goblins and claim the entire level for himself and his band of Hobgoblin followers. He hates humans and elves more than any other race, and will take great pleasure in their death should he or his band catch any within his lair.

The looted treasure from raiding parties is kept hidden in here, beneath a secret trapdoor in the floor (visible only by magic and requiring a L3SR on LK to find if searching the floor very carefully). It is opened by uttering a magic word (GM to decide), which only Korm knows.

The GM may allow the party to open it with the use of suitable magic spells. The spell on the trapdoor is level 5. Beneath the trapdoor is a large cellar (not shown on map), in which are: 3 large treasure chests, containing 1D10x100 GP, SP and CP respectively; 4 large sacks containing looted trinkets and treasures of assorted description and value (3D20 items per sack, each worth 1D6x5 GP); and a large metal treasure chest (locked with level 4 magic word to open) containing 1D6+1 minor magic items. The GM is encouraged to insert his or her own magic items here to suit the style of their game.

21

This is a storeroom, and contains barrels and boxes stacked high. The room is unoccupied.

22

This is the dungeon room. There are 6 cells, 10' x 10', against the east wall. The bars of the doors are very strong and require a L4SR on ST to be bent with bare hands. Each cell can be locked, and the Dungeon Keeper, a hunchback Hobgoblin named Urk Skullsplitter, keeps the full set of keys around his fat waist. His MR is 38, and he is very ugly. He has been known to torture his prisoners from time to time, and has a perverted lust for females, especially humans, whom he will attempt to have his way with. He sports a very large scar on his left cheek, caused by such an attempt, when he was slashed by the female prisoner who had managed to conceal a knife. The prisoner subsequently escaped, alerting others to the presence of the dungeon. Korm (**Room 20**) was furious, and had Urk tortured and made him promise never to attempt such an act again. Urk promised, but still has a strong lust for any female who is held in here. Any delvers that are captured on this level, will be brought here and imprisoned. The GM should role-play any such situations if they arise.

23

&

24

These are general Hobgoblin eating and meeting rooms. 1D6+1 Hobgoblins, MR 42, will be present in each room the first time the delvers enter. If delvers interrupt the creatures in either of these rooms, the Hobgoblins will be very angry and aggressive and attack the intruders at once. The noise of the battle will attract the attention of any Hobgoblins that are present nearby.

25

This room is linked to the Goblin's lair section of the dungeon, by the presence of two secret passages. The doors are obvious to spot from this side, but still require a L2SR on DEX to open. The room is always attended by 1D3+1 tough Hobgoblins, MR 60, that will begrudgingly allow Goblins to enter the room, but will attack on sight anyone else. If possible, one of the creatures will escape through the east door to alert more of their kin.

26
&
27

These are general Hobgoblin sleeping quarters, and contain 1D4+1 Hobgoblins (MR 42) each. Various sleeping pallets are arranged in here, and a few worthless personal effects. An odd roll on a D6 means that all are asleep; but if *any* are awake they will instantly rouse the others and all will attack violently, with some of the creatures possibly fleeing to alert others nearby.

28

This gloomy chamber contains a large iron grille, beneath which is a deep, dark pit. The bottom of the pit is 70' below the surface of the room, and is in turn breached by a well of murky water, which is a further 40' deep. The well is fed by an underground stream and it is from here that the creatures of this level get their fresh water supply. The Goblins have to come here every few days to replenish their water supplies, and this annoys the Hobgoblins. There are always 1D2 Hobgoblins in here, MR 40.

NOTES

LEVEL 2



Level 2 is the lair of the Bleeding Heart Ogre Clan, and many Ogres dwell here. The delvers must beware that they take care whilst on this level, as they could soon find themselves heavily outnumbered unless they are a very powerful party.

The Ogres have Imps as slaves, and these small meddlesome creatures run around everywhere, and they will make life very hard for the delvers should they discover them. The Imps hero-worship the Ogres, and also have a hatred for the Hobgoblins dwelling on the level above, although the Imps share many similarities with the Goblin clan. Imps never leave the dungeon complex. Once again, torch locations are marked on the GM map.

As it is unlikely that all the Ogres and Imps on this level will only be in the rooms, roll 1D6 when the delvers enter a large corridor at your discretion. On a roll of a 1, they will have encountered 1D2 Ogres, MR 90, or 1D6 Imps, MR 20.

There are four secret doors marked **S** on the map for this level. Each can be discovered with an L2SR on LK *if that part of the wall is searched* (from either side). Each then requires an L1SR on DEX to open. Note that it will be necessary to find at least one in order to reach **Level 3**.

1

The spiral stairway from **Room 28** of **Level 1** leads down to this chamber far below. The room is messy and rubble and dirt litter the floor. The Hobgoblin Chieftain has set a trap in here to catch any intruders who happen to have escaped from **Level 1** to **Level 2**, which always angers him greatly. With the help of the Ogre-Magi, Huuk (**Room 13**), Korm has placed a magical trap on a small pile of treasure, which he has left on the floor (as shown on the map). The first person to touch the treasure will trigger a magical explosion, which causes 1D20 points of instant CON damage to everyone in the room (people still on the stairs will be safe from the blast). The delvers may allocate the damage as they choose, but the person who triggered the trap must take more damage than anyone else (even if it is just by 1 point). The treasure, a pile of 100 gold coins, will be destroyed by the blast. When the explosion has occurred, a magical message will appear on the south wall reading "A parting gift from Korm".

2

This is the Ogre common room. It contains tables, chairs, benches and stools, some of which are damaged (Ogres do not generally respect furniture). The floor is stained with the blood of previous fights and meals, and the room smells foul. There will be 1D4 Ogres (MR 80) in here when the delvers first enter, accompanied by 1D6 Imps (MR 25) and they will be outraged that intruders have been allowed to enter the second level and will attack immediately, fighting till the death. They will be too angered to think of seeking extra aid from their comrades, but the noise of battle may attract some Ogres nearby at the GM's discretion. Delvers killed in here will be devoured at the next meal. If the Ogres win the battle and some of the delvers survive, the Ogres will strip them of all belongings (apart from the bare minimum of clothing) and march them up to Korm's chamber, where they will howl in rage at the Hobgoblin Chieftain and order him not to allow this to happen again. Korm fears the Ogres as much as he hates them, mainly because of their Chieftain, the powerful and cruel Grusknak (**Room 10**). There is nothing of value to be found in here.

3

This is an Ogre guardroom, and always contains 2 heavily armed and armoured Ogre warriors, each with an MR of 120. They attack the delvers on sight. Their weapons allow them to have +20 adds in combat, and their armour takes 10 damage per combat round. Once again, there is nothing of value in this chamber.

4

This is an Ogre storeroom. Barrels of water, beer and unsavoury substances (use your imagination, these are Ogres after all...) are piled high, and cupboards house Ogre-sized weapons. Some treasure chests contain joints of salted meat and other delights to the Ogre palate. On the whole this is an unpleasant chamber, and it is unusually cold.

This is because of a spell cast on the room by Huuk, the Ogre-Magi (**Room 13**), which keeps the room very cold, to help the preservation of the food stored here. The room is occupied by 1D6 Imps (MR 10).

5

This is the torture chamber. It contains two torture tables, currently empty, and a few pieces of damaged furniture. A tall cupboard contains instruments of torture, and iron racks that hang from the ceiling also hold frightening-looking devices for tearing, branding, cutting and slicing flesh. In here is the resident Ogre Torture Master. He is a bald Ogre by the name of Ogrush, and he is surprisingly well mannered and tidy in appearance. He is however very cruel, and his calm and almost refined posture and demeanour makes his cruelty all the more terrifying. His MR is 88. Captured intruders may well find themselves in here. If they do, they would be better-off dead... (N.B. The corridor connecting rooms 5 & 8 has blood trails on the floor) Ogrush has 1D4 Imps in here with him to help (MR 10).

6

This chamber contains a large iron grille, beneath which is a deep, dark pit. The bottom of the pit is 30' below the surface of the room, and holds a well of murky water, which is a further 40' deep. A bucket on a rope allows water to be drawn-up. It is from here that the Ogres of this level get their fresh water supply. There will be 1D2 Ogres (MR 80) present, drawing water from the well, or sitting chatting. 1D4 Imps (MR 20) will also be scampering around in here, messing with the water.

7

This is the Ogre sleeping room. It contains many wooden sleeping pallets, arranged haphazardly in this large chamber. In the room will be 2D6 Ogres, MR 80 each, with x% of them asleep (GM to roll). Any intruders will be attacked immediately and any sleeping Ogres will be roused and able to fight by the third combat round. (For instance, if there are 10 Ogres and you roll 36%, then assume 6 are awake and ready to fight, while the remaining 4 (approx. 36%) will join in groggily on the third round.) The delvers had better stay clear of this chamber, as they may find that they have bitten off more than they can chew here! Imps (MR 15) sleep under the beds in here, and 1D6+2 will be present in the room at any time.

8

This is the Ogre kitchen. The finer details are best left up to the individual GM, but it shouldn't have to be stated that this room is a nightmare. The floor is splattered with bloody stains, some of them quite fresh, and from the ceiling hang all manner of utensils for preparing 'meat'. Some benches have been placed in here for sitting, and there is a trough of water and some garbage disposal pits covered by heavy iron grilles, in the separate part of the room. In here also are barrels of salted 'meat' and barrels of ale and crude wine. In here when the delvers enter will be 1D4 Ogres, MR 90, preparing food. Intruders will be dealt with harshly, and may not escape from the room, finding themselves part of the Ogres' next meal if they are not careful! 1D8 Imps (MR 15) will be in here performing general kitchen and cleaning duties (very messily).

9

This chamber is divided by a thick, dark red drape, which hangs from ceiling to floor. Wooden benches have been placed in here, and there is a 25% chance that the room contains 1D2 Ogres, MR 90, who will be sitting chatting on the north side of the curtain, on relaxed guard duty.

If the delvers surprise them, they are allowed the first combat round free, as the Ogres, far too busy chatting about their latest slaughter or foray into the wilderness outside the dungeon, will be taken completely by surprise as non-Ogre kin come through the curtain.

10

This is the chamber of the Ogre Chieftain, the powerful and cruel Grusknak. He has an MR of 180, and uses a magic double-headed axe called 'Crackker', that generates an additional 8D6 in combat, the damage from which will always count against CON or MR despite armour protection. However, it will not affect magical armour, which will protect the wearer as usual. (In the hands of a player-character, Crackker's details are as follows: double-bladed broadaxe, 8+0 (hits always effective against non-magic armour), STR Req 23, DEX Req 12, 230WU, two-handed, worth 150GP.)

Grusknak's chamber has thick red (and very worn) tapestries hanging on the east and west walls, which serve to hide the door in the east wall that leads to another part of the dungeon level. Four huge stone pillars support the room, and the Ogre sits in a large throne (very old and worn) against the south wall. He is always accompanied by 1D4 Ogres, MR 80 each, who do his bidding, and 1D4 Imps, MR 15, that serve the chieftain with ale and wine and food. If the delvers enter here, Grusknak will let his Ogre guards and Imps fight for the first combat round, whilst he coolly watches the battle from his throne. If he sees that the delvers are powerful, he will flee through the curtain and escape via the east door, alerting the rest of the Clan that intruders are in their lair. He will then attempt to flush them out using as many Ogres as he can muster. If the delvers are caught, he will kill them, serving them at the next meal. If they carry any magical items, he will claim any that he likes for himself before handing the rest over to the Ogre-Magi (**Room 13**).

N.B. Grusknak has his treasure stored in the corridor through the door behind the curtain (**Area C**). Although this door is not 'hidden' as such, it is always kept locked, and Grusknak has the only key, which he keeps in a pouch worn around his right wrist. The door at the other end of the same corridor is also always locked, and uses the same key.

There are two treasure chests. One is filled with a mixture of coins, totalling 1600 GP, 1900 SP and 3000 CP (they would take a long time to separate and count!), and the other chest is filled with jewelled items and miscellaneous treasure items looted from travellers and delvers. Grusknak has handpicked the nicer items for himself and has stored them here. There are 3D20 such items, each worth 10-100 GP.

11

This is the Ogre eating room, and arranged in here are some very large circular, bloodstained tables and benches. When the delvers enter here there will be 1D4+2 Ogres (MR 80) eating unsavoury meals. They will attack intruders on sight. 2D6 Imps (MR 15) will be in here, gathering scraps from beneath the tables.

12

This chamber contains an ancient spiral stair. It actually leads all the way up to the surface, 250 feet above, and emerges amongst some large rocks, about 100 yards from the ruined mausoleum. The exit is used by the Ogres to leave their lair and hunt in the surrounding countryside. It also provides an ideal escape for the delvers should they find themselves in dire peril on this level! The room is guarded by 1 Ogre, MR 110, who will attack any intruders that enter the room. The room is also guarded by the Ogre at **point A** – see later.

13

This is the chamber of the Ogre-Magi, Huuk. He is a 7th level wizard with the following details:

Name: Huuk, L7 Male Ogre Wizard; **Age:** 49

Height: 8 feet 7 inches; **Weight:** 260 pounds; **Hair:** Black; **Eyes:** Red; **Demeanour:** Sharp.

STR: 32 **CON:** 28 **DEX:** 38 **SPD:** 16

INT: 39 **WIZ:** 71 **LK:** 14 **CHR:** 4 **Combat Adds:** +52

Weapons: 2 x Sax (2+5); **Armor:** Soft leather (5, painted(?) blood-red).

Magic: Levels 1-7. Also see **Magical Items** below.

Talents: Imp-herding WIZ+6, Geometric art DEX+5, Pounding STR+4.

Languages: Common, Ogrish.

Magical Items:

a) **Cloak of No-Flame-Me.** Protects the wearer from all fire-based attacks, e.g. magic spells & dragon breath. Also effective on **Level 6** in the final chamber of the dungeon: see text later.

b) **Ring of Stunning Magic.** Allows the wearer to cast any two spells in one combat round, but the spells must be cast at the same level. Usual WIZ cost applies.

c) **Bracelet of Blindsight.** Allows the wearer to vanish at will, 3 times a day. He and his accoutrements become irrevocably invisible for the duration. Effect lasts for 1D6 full turns.

Huuk's chamber is full of wizardly paraphernalia and junk. Any wizards searching this room may attempt an L2SR on LK per turn of searching to find 1 item of use to them. The GM should decide what it is that the wizard finds, or may use the basic table below, adding specific details if needed. There are a maximum of 10 such items to be found in total. If the delvers slay Huuk, they may claim his three magic items as described above.

When Huuk is discovered (he is always in here) he will quickly judge whether he can successfully defeat the delvers. If he cannot, he will attempt to escape to warn the Chieftain of the delvers' presence, using available magic or magic items. Huuk has 2 Imps working in here all the time with him. These Imps have no MR and will not fight, as they are training to become magic users.

Random Discoveries within chamber 13:

- 1 – **Spell Scroll** – Contains 1 spell from level 1-6, which a wizard can learn with time.
- 2 – **Jar of Magic Dust** – Will cause all invisible items to appear, as per *Oh There It Is* spell.
- 3 – **Magic Leather Gloves** – Protects the wearer's hands from all poisons, fire and acid.
- 4 – **Ordinaire magic staff** (basic wand).
- 5 – **Familiar Demon** – Tiny demon that will do the bidding of the present owner. MR 80.
- 6 – **Spell Bombs** – A random offensive spell in the form of a small bomb. 1D4 found.
- 7 – **Special Poison** – Phial of liquid, 3 doses, whose effect is x10 damage on an edged weapon.
- 8 – **Guttural Ring** – Wearer will be able to speak a Low Tongue of his or her choice.
- 9 – **Amulet of Darkness** – Allows the wearer to see perfectly in the dark.
- 10 – **Flash Dust** – 3 servings of dust that when lit explode after 5 seconds doing 4D20 damage in a 10-foot radius, and temporarily blinding all who see the flash for 1D6 combat rounds.

GM Note: An odd roll on a D6 means that Huuk is summoning a Demon within his pentagram when the delvers enter. In that case, the Magi will send the Demon to fight and slay the party, with an MR of 3D6x10. Use this scenario to make this room even more lively if you feel the need.

14

This is a storage room, full of all manner of junk and plundered goods of little material value. The room is hardly ever used, and there is a 75% chance that the delvers may find something that they are looking for in here, e.g. torches, candles, rope, chalk, sacks, empty chests, bottles etc. There is no treasure.

15

This chamber is in a poor state of repair, and is filthy and empty apart from a few broken benches, old broken treasure chests and general detritus. It may contain 1D6 Imps (MR 15) at the GM's discretion.

16

This is the Ogre's Treasure Room! It is stacked high with chests, boxes, sacks and piles of loose coins. The individual GM should decide exactly how much treasure is actually here to fit-in with his or her game. Or the GM may use the list below, which details roughly what can be found in here:

Treasure chests x 1D10, each containing 1D10x100 pieces of gold, silver or bronze coins.

Sacks of loot x 1D6, each containing 2D20 miscellaneous items worth 10-60 GP.

Boxes of fine clothing taken from ambushed travellers.

Boxes containing jars of herbs and spices, stolen from ambushed caravans.

Small treasure chests of jewels. There are 1D6 such chests containing 2D20 assorted gems.

2 Treasure chests of miscellaneous jewelled ornaments and items.

Assorted treasure chests (x1D8) of large loot, e.g. tapestries, mirrors, goblets, fine items etc.

1D6 cases of fine wines plundered from travelling caravans.

The Treasure Room is not guarded directly, but is always kept locked, the key being held by the Ogre guard at **point B** – see later.

17

This chamber is dark and damp, and contains a Large Spider, MR 90. It is kept as a pet by the Ogres, who occasionally throw prisoners or captured delvers in with the monster for sport. The ceiling of the room is partially caved-in, and the floor is full of rubble and dirt. The spider lives in the dark recesses above the room where the ceiling has given-way, and the room, especially the corner where the spider lives and has the opening to the hole in the roof, is covered in thick webbing. If the spider scores damage against a player-character, the usual rules for Spider Venom apply – see the *Tunnels & Trolls* Rule Book.

18

This room has been recently repaired with new flooring slabs, and work is being carried-out on the cracked ceiling. The room is used as a weapon & armour store, and there are two racks containing Ogre-sized weapons, and a large box of assorted armour pieces, also Ogre-sized. A roll of 1 or 2 on a D6 means there are 1D2 Ogres (MR 80) in here.

19

This is a guardroom, containing 2 Ogres (MR 90). They pass the time by playing cards. 1D6 Imps (MR 20) will also be present in here.

20

This chamber contains a huge iron cage, attached at the apex to a chain that goes through a wooden wheel-arrangement in the ceiling and then comes down to a wheel 4 feet from floor level. The cage is lifted by turning the wheel, which requires an L5SR on STR. Up to 2 delvers may combine their ST and each try to make an L3SR on STR to life the cage. This grim prison is used to hold anyone captured in the dungeon, or carried away from caravan raids. It is currently empty. The room is not guarded unless the cage holds a captive, in which case an Ogre MR 110 will guard it constantly.

21

This is another prison room, with the chamber being separated by a wall of iron bars that reach all the way up to the roof of the room. There is a single door in the bars, that is locked by a huge

padlock, the key being kept by the Ogre guard (MR 100) who is always on duty in here. The padlock is old and can be picked with an L2SR on the average of DEX, LK and INT. The prison is home to the Baroness Emily, who was taken from her mount (later eaten by Ogres) whilst out riding in the wilderness. The Chieftain has not yet decided what to do with her. If she is rescued and successfully returned to her home, the delvers responsible will be rewarded with 1000 GP between them.

22

This chamber contains the exit from this level down to **Level 3** of the dungeon. It is always guarded by a Demon, MR 350 that was conjured by Huuk using a magic powder given him by the Chieftain after a raid on a travelling magician. It will attack any creature that enters the room that is not of Ogre kin. It responds to its name only and if this is spoken aloud, the Demon will do the bidding of the speaker. If more than one person utters its name, it will serve the person with the highest CHR. The party cannot leave the room via the spiral stair until they have slain the Demon. The stair leads down 270 feet to **Room 1** of **Level 3** of this dungeon, where the delvers will discover that things may not be quite as easy for them as they were when they raided the lairs of the Ogres and Hobgoblins...

A

This is a guardroom, where the Ogre Chieftain's second in command, Pigor, MR 150, is always located. He patrols the corridor between here and **Room 12**. If he sees any Ogres apart from Grusknak using the secret corridor leading to **Room 10**, or attempting to enter **Area A** from the door to the east, he will challenge them and send them back, telling Grusknak later of their presence. **Rooms 12, 13** and **A** are strictly out of bounds for the Ogres of the lair with the exception of the Ogre-Magi, the Chieftain and Pigor. Pigor uses an enchanted trident that Grusknak awarded to him after a particularly successful raid. The trident scores an additional 6D6 when used in Ogre hands, on top of the MR score. In non-Ogrish hands it is a perfectly ordinary trident.

B

This is the guard post where a large and brutal (but not very intelligent) Ogre sits and guards the Treasure Room. His name is Uggabugga and he has an MR of 180 (but is very stupid, and has to have very clear orders before he can do anything). He has been ordered to challenge everyone who enters this corridor, allowing only Grusknak into the Treasure Room. If the delvers are clever, and realise his stupidity, they may try and outwit him with clever talk (and an L2SR on INT). The situation should be role-played by the GM.

C

See **Room 10** for details. This is the Ogre Chieftain's personal treasure.

NOTES

LEVEL 3



Level 3 is the Domain of the Vampire Prince. Believed by many to contain the actual tomb of the Liche-Lord, **Level 3** is a dark and dangerous place, inhabited by the Undead and controlled by the Vampire Prince Vulok. None of the creatures that abide in the upper levels dare to venture down here or below. Ogres that have explored this level have soon met with death as they encountered the terrible walking dead that wander these cold and desolate halls.

It is on this level that the fabled Netherworld Sword can be found, resting near to the crypt of Vulok, in the hidden southern half of the dungeon. It is here also that the way down to **Level 4** is hidden. This level is totally **dark**.

There are six secret doors marked **S** on the map for this level. Each can be discovered with an L2SR on LK *if that part of the wall is searched* (from either side). Each then requires an L2SR on DEX to open.

1

This is the entrance chamber, and is full of detritus, cobwebs and dust. On the floor is a large chaos evil symbol, set into the stone floor. Everyone, especially wizards, will get a bad feeling from this. An open trapdoor can be seen, with a deep dark shaft below. There is no way to get down without the aid of rope or magic, and at the bottom, 40' below, is the old skeleton of a large creature. This was the first Ogre to investigate the level, that clumsily tripped the trap and perished instantly. The skeleton wears a pouch in which is a silver Holy Symbol (stolen from a raid but not declared to the general treasure hoard); it has no definite magical effect but may be off-putting to some Undead creatures (at GM's discretion). The Ogre's club lies shattered beneath the skeleton.

2

This chamber contains 5 large stone coffins. They are all full of dust and spider webs, and the lids have mostly been removed and lie broken around the room. In one corner of the room is the pale, rotting corpse of a large Ogre, his club lying broken nearby. The floor, particularly around the Ogre, is heavily stained with blood. The room is otherwise empty, but should provide a grim warning to the delvers of what is to come...

3

This large chamber contains wooden tables, chairs and some benches, but much of the furniture has suffered fire damage, and the walls, floor and ceiling are scorched. Amongst the furniture is a dead adventurer, also severely burnt. The delvers estimate the corpse to have been dead for maybe a few months. It wears ruined chainmail, scorched clothing and pack, and a broken sword and shield lie nearby. This poor chap was Theodric, a lone-warrior knight who managed to escape the clutches of the creatures in the level above, and descended into this level in search of the tomb and treasure of the Liche-Lord. He mistakenly believed it to lie on this level, but fell foul of the Fire Vampire, which now dwells within its lair in the tomb in **Room 4**.

4

This chamber contains a large tomb, which is the lair of the Fire Vampire. The crypt is sealed, with no obvious way to open it. The stone tomb seems to resist all attacks, and will not even chip or scratch if weapons are used against it. In fact, nothing the delvers will have or any powers that their magic-users may have will be sufficient to open the tomb.

Actually they do not need to open it, as the occupant will have smelled their mortal blood through the tomb as soon as they entered the room, so it will emerge to greet them, and of course, attempt to devour each and every one of them. Exactly 1 full turn after the delvers enter the room, whether they have left it since or not, the Fire Vampire within the crypt will emerge, in

gaseous form, through the cracks between the stone. It will quickly find the delvers and materialise into a frightening being, a 10' tall pillar of flame, with a hideous fanged mouth in the centre, and two bright yellow pupil-less eyes above. It has an MR of 550, and each combat round that the delvers fight against it, they will each suffer 1D6 CON loss caused by proximity to intense flame.

Non-magic attacks will not harm the creature, and fire and poison attacks cause no damage. However, weapons that do damage to Undead foes will function normally, and water/ice/cold based attacks will cause double damage. If any of the delvers die here, the Fire Vampire will consume them at the first opportunity, taking exactly 1 combat round to drain their bodies of fluid and turn their flesh to ash, leaving only charred bones and burnt clothing/items.

If the Fire Vampire is slain, its tomb cracks open and the treasure vault, containing 10,000 gold pieces and 50 mithril pieces, is revealed. The GM may wish to add a magic item here.

5

The door to this room is locked and barred from the inside. The door on the corridor side shows signs of being bashed and forced, but it has refused to yield. It is actually held by level 6 magic and unless the delvers have the capability to dispel the magic, they will not be able to enter. Within are 12 ancient stone coffins, and if the door is opened, each one begins to leak green mist. Within 2 full turns, 12 Vampires will emerge and find the delvers, wherever they are, with the sole intention of devouring them and draining them of all their blood. Each Vampire has an MR of 50, as they are weak and very old, not having fed for ages. If a Vampire manages to slay a delver, its MR is doubled. If the same Vampire kills again, the MR is doubled again, and so on. The maximum MR for a Vampire from this room is 1000. The delvers had better make sure that they kill these creatures quickly, before it is too late!

6

This room contains 4 stone slabs, on which lie dry, withered, husks of corpses. The room is dirty and an ancient table holds a motley array of old cutting tools, pliers and saws. There is nothing else to be found here. Exactly one turn after the delvers leave the room, the 4 old corpses rise from the slabs and stagger down the corridor after the delvers. These Zombies each have an MR of 150, but they are tough and difficult to kill, being bound together by ancient magical arts. Therefore any damage they take is halved! Every combat round, the delvers fighting the Zombies must make an L2SR on the average of LK and DEX. Failure results in 1D4 CON loss as the Zombie managed to scratch or bite the delver. If this occurs, the delver is infected with *Corpse Rot*, a disease which causes a further 1D6 CON and STR loss every combat round until death, when the delver will rise as a Zombie and attack any living creature it sees, including its former comrades!

7

This chamber contains a motley collection of skeletons, which lie in a haphazard fashion on the dungeon floor. If the delvers enter here, the Skeletons will animate and attack, each having an MR of 75. There will be 2D6 Living Skeletons rising from the bones on the floor. The Skeletons will chase the delvers until they or the Skeletons are dead (again)...

8

This bleak chamber contains some old and damaged stone coffins, all empty. The only interesting feature of the room being a large iron grille in the floor as shown on the map. There does not appear to be any way of opening it (though a fairy could fit through the squares). A combined ST of 80 is required to force the grille open. Magic will have no effect. Beneath is a 10' wide shaft, with cold, slimy, uneven walls. A strange odour drifts up from the darkness below. The shaft is 300' deep, and leads to **point A** on **Level 4**, the domain of the Lizard People. If the

delvers have the means to descend this shaft, they may enter the next level without having to locate the secret area of this level, and without having to battle Vulok.

9

A plain stone coffin is in here. It is easily opened, but appears empty. The Vampire detected the living flesh of the delvers approaching, became invisible, and now clings to the ceiling of the room. It will leap upon the delvers if it thinks that it can kill them easily, otherwise it will drop to the floor after the delvers have left, and follow them silently as they continue in the dungeon. It will then attempt to capture the delver at the rear of the party, gaining a free round of damage from surprise attack. It has an MR of 165, and unless the delvers can force it to become visible again by magical means, it will remain invisible until slain, whereupon it can be seen as a pale grey naked vampire with green eyes, quite horrible.

10

The room is charred and burnt, with some remains of furniture lying amongst the ruin. A shattered skeleton lies on the floor, but the room holds no secrets.

11

This chamber contains a simple sarcophagus in the centre of the room. Unless the delvers open it, nothing will happen. If opened, a Wraith appears from the filthy interior of the old tomb and attacks. It has an MR of 250, and cannot be harmed by non-magical attacks. If it is slain, the inside of the tomb may be searched, and with an L3SR on LK, a small antique iron box may be found amongst the bones, shrouds and detritus inside. Within the box is the Death Jewel, a jet-black opal with a streak of red. It can be used to wish any creature dead, despite its MR, attributes or powers. It will function on all creatures in this level and the levels above, with the sole exception of Vulok, and will also work on creatures outside the dungeon. To use the gem, the delver must make a saving roll on LK at his or her own level. If the SR is successful, the chosen creature dies. If not, the delver loses CON points equal to his or her level (which will gradually return). However, if the roll is fumbled by failing the minimum dice roll, the delver dies... The gem has 3 uses. It will *not* work on any creature on lower levels.

12

Floating in this room is a cloud of inky blackness. It radiates evil, and everyone gets a bad feeling about it. The delvers may quickly leave the room by the door they entered by, but if they wish to pass through the room to another exit, they must enter the cloud of blackness. Anyone doing this must make L3SRs on STR, CON *and* LK. If any roll is missed, the delver deducts the amount by which he failed from the attribute, permanently! (Of course, the delvers do not really need to pass through this chamber at all, as they will be able to reach the other areas of the dungeon, including the secret area, by other means.)

13

This chamber contains a very large crypt, which, as the delvers enter, begins to send forth a putrid green mist. The delvers have 1 full turn to act before the creature in the crypt manifests itself in the room. It will not leave the room, but will remain until it is slain or the delvers move down into the next level. The green mist is a Demon Vampire, MR 600. It is completely immune to non-magic attacks and all magic cast at level 1. It is also immune to all poisons and fire attacks.

If it is killed, the delvers may enter the crypt, which contains the fabled Netherworld Sword. The sword is two-handed, and can only be wielded by the first *warrior* to touch it. It will weigh 50 weight units to him, but 500 to everyone else. For the wielder alone it will score his STR rating (current) in D6 and DEX rating (current) in combat adds. It scores double damage versus all undead foes, and will protect the wielder from Death just once: the next time the wielder dies he

is immediately reincarnated with the same attributes, powers and abilities as just before he or she was killed. The sword however will vanish.

14

This room is divided in two by a wall of very thick iron bars, which are set deeply into the floor and roof of the room. It would require an L10SR on STR to bend them, otherwise they cannot be moved unless by magical means. In each side of the room is a pile of dust. As soon as the delvers enter, the dust on their side transforms into a Vampire, MR 300, which immediately attacks the party. Should they reach the other side of the room, that pile of dust will animate and attack in the same way.

15

This room is a trap. In the centre of the chamber is a single sarcophagus. If opened, a volley of poison-tipped arrows will shoot out from behind cleverly disguised holes in all the walls, causing the speeding arrows to criss-cross every section of the room, catching all the party as they assemble in here. Every person in the room must make L3SRs on LK *and* DEX, making a note of how much they miss them by. If they succeed both rolls, they avoid all the flying arrows. If they fail any or both of the rolls, they are hit by as many arrows as they missed the rolls by, taking 6D6 hits per arrow! If damage to CON is done, they are infected with a deadly poison that will deduct 1 point of STR and CON per turn (10 minutes) until cured or death occurs. The sarcophagus contains bones and dust and nothing else.

16

Lying in this room are 4 dead hounds. If the door is opened, the hounds howl and rise up, attacking the delvers wildly. Each Zombie Hound has an MR of 120. If the delvers take any hits to CON during battle, they are infected with deadly poison as detailed in **Room 15** above.

17

This room contains an ancient desk and chair, covered with a thick layer of dust and cobweb. On the desk is a piece of stiff parchment, an ancient bottle of vintage wine, corked, an empty bottle with the same label and a quill. Sitting at the desk is a skeleton, still dressed in robes. Unfortunately, the skull has fallen from the body and lies on the floor, a large section of the bone cracked and broken. Also in the room is a lectern, upon which rests a large open book, again covered with cobwebs and dust.

Clinging to the ceiling is a Vampire. When the delvers are looking around the room, the Vampire will choose the weakest and drop onto them. It has an MR of 110 and will score half a round of damage onto the victim before anyone can react.

When the nasty Vampire has been slain, the delvers may search the mysterious room. The desk contains 2 drawers. One holds a Magic Silver Chain, with a Holy Symbol on it, whilst the other contains a silver dagger with runes along the blade. The chain will protect the wearer from attacks from undead creatures with an MR of less than 100, whereas the Silver Dagger will score 3+4 in normal combat but 9+12 if used to fight against undead foes. The large tome on the lectern is entitled *The Adventurer's Guide of Undead Lore by Mira Aldren Daric*. It is very rare and worth about 1000 GP, but it would take the delvers days to absorb its contents. In the pockets of the skeleton's robe are two interesting objects. One is a Magic Medallion, in the shape of the sun. This trinket will allow any wizard user to deduct *twice* their level number from the cost for spell casting if standing in sunlight. The second item is a rolled-up scroll in a silver tube. It reads:

"All is lost. Our Hope is gone. The upper levels are overrun and we have been plagued with Vampires. Everyone is either dead or has fled. I will remain here until the wine has taken effect. My Time has come..."

The vintage wine is fatal poison, which will slowly cause sleep, coma and death over a period of 2 hours. If the delvers drink from the unopened bottle, they will die within 12 turns unless they have the capability to cure themselves. After 3 turns their STR, CON, DEX & INT will halve, and in another 3 turns they will fall into a deep sleep from which they will never awaken...

18

This is the lair of Vulok, Vampire Prince. The room has the same evil symbol etched into the floor as in **Room 1** of this level. Two small dust-covered treasure chests sit in a corner of the room, and a simple stone coffin lies against the south wall. The room is icy cold, and the delvers can see their breath condensing in the air as they exhale. Very soon after the delvers enter the room, the coffin lid will quickly burst open, and a hideous Vampire will leap out of the stinking dark crypt. Vulok may take on any form that the GM desires. He can be bald, naked and white, with hideous red pupil-less eyes and a red-rimmed fanged mouth, or a tall, handsome, debonair gentleman, dressed in shirt and cloak, or a monstrous demon-like blood-sucker, it really is up to you. Vulok has the following attributes:

Name: VULOK, L8 Male Vampire Warrior; **Age:** 164
Height: Variable; **Weight:** Variable; **Hair:** Variable; **Eyes:** Variable; **Demeanour:** Intimidating.
STR: 84 **CON:** 200 **DEX:** 48 **SPD:** 27
INT: 36 **WIZ:** 80 **LK:** 39 **CHR:** 72 **Combat Adds:** +150
Weapons: *Blackblood's Bane*, see below; **Armor:** None.
Talents: Creep up walls DEX+6, Command undead CHR+5, Survive extremes CON+4.
Languages: Common, Elven, Dwarfish, Dragon, Ogrish, Trollish.
Magical Abilities:

- a)** May cause any creature to enter a **trance-like state**. The Vampire must spend 1 combat round to achieve this, and unless the victim resists by making an L4SR on INT they are enslaved to do his bidding (simple commands) until either they or the Vampire dies, or until they are taken out of the dungeon. This ability costs the Vampire only time and concentration. However, if he attempts this trick during combat, he must succeed at an SR on INT at the level of the number of assailants he is fending off: otherwise the intended victim is unaffected.
 - b)** May **transform** into a Wolf, Huge Bat or Mist, once per day. To do so costs half of his current STR and takes 1 combat round, during which he cannot attack or defend. The MR of the Wolf or Bat is the total of his current attributes at the time of changing (i.e. after halving STR). As the Mist, Vulok cannot attack or be harmed, and may pass through the slightest gap in any solid substance, such as a crack beneath a door or in a window pane.
 - c)** May cause **total darkness** in any room that he is in, lasting for as many combat turns as his current STR rating. This costs Vulok nothing, but he may only do it once per day.
-

In hand-to-hand combat, Vulok will fight at twice the speed of his opponents, even if they are fighting or moving quicker than normal by magical means. In addition to this lightning quick fighting prowess, Vulok will always score 1D6 CON damage *against every opponent he fights*, as he uses an ancient black rapier called *Blackblood's Bane*. This sword, although incredibly valuable, cannot be wielded by a living being. In the hands of Vulok (or any other Undead creature that is weapon-proficient) the sword will score an additional 40D6 in combat, as well as the above twist. Thus, he will score 40D6, plus his combat adds, with an extra 1D6 direct from the CON of each opponent.

Vulok prefers to fight with *Blackblood's Bane*, but if he loses the sword, his tooth & claw attack scores 20D6 each combat round. In this case, each combat round, all opponents fighting him must make an L4SR on the average of LK and DEX to avoid his razor-sharp teeth and talons. Failure results in 3D6 instant CON damage, and infection with venom. They will continue to lose 1D6 STR and CON per combat round until they die. 1D6 combat rounds *after* death they will rise again as a Vampire. The player then has a choice of role-playing the new Vampire, with changes to attributes according to kindred modifiers in the *Tunnels & Trolls* Rule Book; or the player can surrender the character to the GM, whereupon the character will be allocated an MR equal to his or her attributes before infection (or death if they were killed in combat by normal means) and played henceforth by the GM.

If Holy Symbols of any kind (this includes 'Holy water') are used against Vulok, he will feign damage, then laugh, as no Holy Symbol can affect him in any way. If silver weapons are used against him, they will do half-again as much damage, but will break if the player fails an L3SR on LK in any combat round that the weapon is used. All other magic spells and magic weapons will work as normal against Vulok.

If Vulok is slain, he will vanish, returning to his coffin immediately, with the stone lid magically flying back on top and slamming with a final thud. Within, Vulok will regain his lost CON and STR (or severed limbs or whatever!) at the rate of 2 points per full turn. He can only be reached if the coffin is destroyed, as the lid will not open or yield to any magic. To destroy the coffin, a *Hellbomb Bursts* (or equivalent) spell must be used, or 200+ points of damage in a single blow, using a heavy weapon like an axe or mace. Edged weapons do no harm. If the delvers succeed in doing this, Vulok will be forced to fight, using all the reserve evil power he can muster. In this case he has an MR of 400, but will have none of his other special abilities. He may however still use the magic sword if it is within his reach (but it will not return magically to the coffin with him). The delvers must think on their feet and dispose of the weapon by throwing it out of the room if they get the chance.

If Vulok is slain *again*, he dies forever, his corpse quickly turning to slime and oozing through the cracks in the floor. He will then be destroyed forever, and all delvers concerned with his demise will gain 200 AP each.

The first treasure chest contains 5000 GP and 20 mithril pieces.

The second chest contains the following magic items:

a) **Hell's Dagger** – An enchanted dagger that scores 4+4, but the wielder may choose to score more, sacrificing 1 temporary point of CON per 2D6 extra damage for one combat turn. The CON will return by normal means (i.e. long rest outside of the dungeon).

b) **The Poison Brooch** – This is an evil-looking brooch in the form of a leering dragon's head. Whilst wearing it, every edged weapon the delver wields will always be coated in Dragon's Venom poison. However, there is a price for such magic. The wearer of the evil trinket will have a negative CHR whilst it is worn, taking-on a dark, evil-looking appearance that others find frightening and repulsive.

c) **Vampire Dust** – A small jar of grey dust. If fresh human(oid) blood to the value of 6 points of CON is poured into it, a Vampire-like creature with bat-wings and a Demon's head will erupt from the smoking concoction. It has an MR of 666 and will do the bidding of the person who spilt their blood onto the dust, for as many turns as their level number plus one.

Of course, the GM may substitute or add-to the above items to suit his or her game.

19

This is the spiral stair that leads 200 feet down and round to **Room 1** on **Level 4**. It is completely unguarded.

A

At this point in the corridor, a series of thick iron bars block the way. However, the inner bars have been bent aside, so that there is enough space for a single person to pass through. (The Ogres bent these when they decided to investigate this level. Soon after all but 1 Ogre was slain by Vampires, they abandoned the idea. The surviving Ogre later developed a fatal illness and died, only to rise as a Vampire Ogre! It was destroyed, and the Ogres have never descended the stair to this level since.)

B

The corridor is wide here, and an ornate crypt sits in the centre. The heavy stone lid has been thrown half-off, and pieces of rubble and dirt are strewn all around. The inside of the tomb is empty. The original inhabitant of this tomb, a Vampire, was released by the Ogres and slew all but one of them. The Vampire now wanders the level in black rags, moaning and mumbling. It has an MR of 350, and is particularly nasty. If hits to CON are taken during combat with this foul creature, the victim is infected with a toxin that will cause 1D4 STR and CON loss every turn until death. The GM may place this Vampire anywhere he or she desires within the tomb, or have it encountered wandering the corridors, or not use it at all.

Should the delvers spend time examining the empty crypt, an L3SR on LK may reveal to them the edge of a hole beneath the sarcophagus, barely noticeable among the debris. To shove the sarcophagus requires 1 person to make an L6SR on STR, or 2 to make L5, or 3 to make L4. If the adventurers succeed, they will uncover a roughly-hewn narrow stair spiralling down into the stone, up which rises a vile and inhuman stench. If they choose to descend this dark, 200-foot stair, they will ultimately reach **point D** on **Level 4** – perhaps encountering some unpleasantness on the way...

E

Rooms marked as **E** are empty, and contain nothing more than broken or burnt furniture, stains on the floor, damaged walls and floors etc. The doors to these areas may be broken or damaged or even hanging-off the hinges or missing entirely. The GM may choose to occupy these rooms or leave them as they are.

LEVEL 4



GM Note: This dungeon level does not have any torches, and is mostly **dark**, but the Lizard People have placed eerie green 'lights' at certain points in the complex (as shown by small squares ■ on the GM map). These light points seem to be composed of glowing gems, set into the wall. They project a sinister green glow for about 10 feet. If the delvers light torches whilst on this level, the Lizard People will immediately detect the smell of burning and will hunt for the intruders. With the bright flare of torchlight to illuminate them, the delvers should not prove too difficult for the Lizard folk to find! Oh the fun that can be had! Bring it on!

Level 4 is home to the Lizard People, or 'Lizardkin' as they are also known. They have existed down here for ages, arriving shortly after the tomb was constructed. It is rumoured that the great sorcerer, now Vasarax the Liche-Lord, actually had the aid of the Lizard People when he was constructing the great dungeon and tomb beneath the mausoleum. None of the creatures in the upper levels know of the existence of the Lizard People, and they live out the years in peace.

However, they worship a terrible Lizard God, known in the Common Tongue as Mochlos (Mosh-Loss). The Lizard people built a great idol to their god, and offer live sacrifices to it whenever they can. Some of the strange disappearances in surrounding settlements are caused by the Lizard People, who sneak out by night (by dark passages – see **Room 4**) to capture anyone they can as an offering to their deity.

Over time, the peaceful Lizard People have become evil and cruel. This is because of the evil influence of Vasarax, who still holds power over the Lizards to this day, from his Netherworld Realm. If he senses a disturbance within the community of Lizards, he will begin to prepare to return to his Earthly tomb once more, to exact revenge over those who have defiled his crypt and slain his people...

1

This is the chamber in which the spiral stair from **Room 19** of **Level 3** above emerges. (Of course, the delvers could have entered this level from the shaft leading down from **Room 8** on **Level 3** above. If so, they will emerge at **point A** on this level. They might also arrive at **point D**, descending from **point B** on **Level 3**.)

This room is damp and messy, with rubble and dirt and cobwebs covering the floor. It appears that no one has set foot in this room for centuries. Like much of this dank level, the room has fungi and moss growing on the walls and ceiling, and water drips from numerous cracks in the roof. The door to the east that provides exit from the room has been totally blocked by a heavy fall of rubble from the roof. (This was caused by the Lizard People to prevent access through the door. It has been so long since anyone was down here that they have probably forgotten about this entrance). This will take the delvers 12 full turns to clear if they have no pickaxe, or 6 full turns if they have one.

2

Once again, the room is damp and dank, and slime and fungus cover large areas of the walls, floor and ceiling (the GM may safely assume that all the areas of this level are the same, so the text will not mention it at every location, unless the room is somehow different, for example chambers **B** and **C**).

A huge pile of old bones forms the centre of this grim chamber. It reaches almost to the roof of the room, and it is surrounded by a great deal of rubble, which totally blocks the exit corridor to the north and the corridor to the east, although it does not go all the way to the east door, which is old and stiff but still functional. There is nothing to be found from searching through the bones,

for they are truly horrible, and they have obviously been here for a very long time. Anyone investigating them may try an L2SR on IQ. If successful, they will realise that there are no skulls...

The delvers must clear an exit from the room if they intend to continue their adventure. The rubble is so dense and heavy, and there is so much of it, that it will take the delvers 2 hours to clear a 10 foot cube of space (i.e. one square on the GM map). If they have a pickaxe, or other appropriate tools, clearing the rubble takes half this time. (GM - do NOT allow them to use swords! If they try, you are perfectly within your rights to have them break!) This rock fall was deliberate, and was done by the Lizards many years ago, when creatures began moving into the upper levels.

3

No doubt to the delvers' dismay, this chamber once again features a heavy rock fall, this time, stretching across the chamber as shown on the GM map. It shouldn't take them long to clear a way through this time however. The other side of the chamber is empty, but the delvers will now see standard dungeon doors, and they are now able to travel through the level unhindered by rubble. They must be careful though, as the level is home to many Lizard People, who will react violently to the presence of intruders. They will fight to defend themselves and their home and possessions, but if they can possibly capture the delvers alive, this is better, as they will have more blood sacrifices for their god.

4

This room stinks and is very damp indeed. The room is empty, but in the floor are set 6 heavy iron grilles. Each may be lifted with an L4SR on STR. Alternatively, a maximum of two people may try and lift one grille and they each need an L2SR on STR to succeed. Beneath the grille is a slime-ridden river, which flows through a stinking cave tunnel that runs beneath the level. The murky water is only 4 feet deep, and there is just about enough room for the delvers to walk through the water, as long as they crouch down. The tunnel is on average 5 feet high at most. This river is ideal for the PCs to lurk around beneath the level without disturbing the community of Lizard People. Of course, there is still a chance, but at least they will be hidden whilst they are down here.

The river runs roughly north - south, turning gradually to the west. If the delvers travel south from **Room 4**, they will likely wander forever, as the underground river travels deeper into the rock. The GM may decide that the tunnel becomes too narrow for them to follow, or may expand this adventure from this point. For the purposes of this adventure, they need only go north. (The Lizardkin know these waterways and have a southern route out through the caves to dark woods in the side of a valley. It is from there that they conduct their occasional night-raids on nearby villages, abducting victims for sacrifice to their god without troubling the upper levels of the dungeon. The GM may wish to give sodden floundering delvers a chance to find this exit, in the short time before they die of hypothermia...)

The river flows beneath the level and there are grilles in the centre of the dungeon at the crossroads, within **Room 14** and **Room 11**. The delvers may exit the river tunnel at any of these points, with the same STR saving roll(s) as above, but the GM must roll to see if any Lizard People are present when they emerge! (A 1 in 3 chance of reptilian presence is recommended.) The delvers may stay in the tunnel as long as they wish, until they are sure that the point they wish to exit by is clear. However, should the Lizards discover that there are intruders in the river tunnel, they will guard all the exit points until the delvers are forced to emerge, with warrior Lizards going down into the tunnel to 'flush' them out!

5

This room is used by the Lizard Priest. It contains an ancient wooden table and chair, some

shelves containing various bits and pieces (not valuable or useful), the priest's robes hanging on hooks in the wall, and a small treasure chest. This holds 3D20 assorted gems (use the *Treasure Generator* in the *Tunnels & Trolls* Rule Book). If the delvers have not already encountered the priest, he will be present in here, and hostile. His MR is 320. He wears 1D6+1 golden items, such as ceremonial chains and rings etc, which are worth 2D6x10 GP each.

6

This room is bare, and contains 1D4+2 Lizard People, MR 220 each. The purpose of the room is unclear, but the rugs and rags on the floor suggest that it may be used as a sleeping area. There is nothing else to be found in here whatsoever.

7

This room is used to store food and provisions. Nothing in here will be of use to the delvers. A roll of 1 or 2 on a D6 means that there are 1D2 Lizard People in here, each having an MR of 200.

8

This is a communal living area for Lizard People. There will be 1D6 creatures in here when the delvers first enter. They will be a mixed bunch, with half of them being warriors with an MR of 220, and the others having MRs of only 150. There is nothing of value in here.

9

As **Room 8**.

10

The Lizard People do not have any use for treasure, so they store it here in this room, unguarded. Piles of coins litter the floor, and some treasure chests have been haphazardly piled around the chamber. In total there are 35,000 gold coins in here, mixed in with approximately 75,000 silver coins. Note that separating the coinage would take considerable time. Scattered around the room are 6D20 mixed gems (it's *Treasure Generator* time again!) and the chests contain random treasure objects, like goblets, silver platters, ornate mirrors, jewellery, silk garments etc. (GM to detail as needed.)

11

This room is used to store food and provisions. Nothing in here will be of use to the delvers. A roll of 1 or 2 on a D6 means that there are 1D2 Lizard People in here, each having an MR of 230.

12

This is a communal living area for Lizard People. There will be 1D6 creatures in here when the delvers first enter. They will be a mixed bunch, with half of them being warriors with an MR of 300, and the others having MRs of only 150. There is nothing of value in here.

13

This chamber is used as an armoury, but it does not see much use. A roll of 1 or 2 on a D6 means that there are 1D3 Lizard People in here, each with an MR of 280. They will be repairing armour and weapons, in preparation for a foray into the wilderness to replenish food supplies and provisions, and maybe to hunt for sacrifices. There are a variety of swords in here that the delvers may take. There is a 30% chance of having any type of sword the delvers want (from the lists in the Rule Book). There are 12 swords in total, tending towards scimitars and broadswords. None of the armour in here will fit the delvers, being shaped for a lizardly frame.

14

This is a communal living area for Lizard People. There will be 1D8 creatures in here when the

delvers first enter. They will be a mixed bunch, with half of them being warriors with an MR of 320, and the others having MRs of only 200. There is nothing of value in here.

15

This chamber is kept free of lichen and mossy growth, and is used as a preparation room for the pool in **Main Hall C**. Along the east wall is a very old tapestry, which hides the door in the east wall. Also in here are barrels of fresh water, and many urns containing special salves and liquids that are used by the Lizard People in the pool, found in **Chamber C**.

When the delvers first enter this room, there will be 1D4 Lizard People in here, engaged in general duties and either preparing to bathe or having just spent time in the pool in **Chamber C**. They will not have weapons or armour and will be totally surprised (unless the level is on a general state of alertness, caused by the adventurers' noisy or over-zealous exploration of the level!). Any creatures encountered in here will have a base MR of 180, and, if surprised, will score only half damage on the first round.

16

This chamber is also kept free of lichen and mossy growth, and is kept clean at all times. It is a library of ancient scrolls and tomes, which are stored upon stone shelves built into the north and west wall. The east wall contains many holes in the stone, in which can be seen bronze and silver scroll tubes. Reaching in a few inches and pulling can easily remove them. There are 40 such scroll receptacles and all are identical.

In attendance here is the Lizard Scribe. He is old and wise, and has no interest in fighting. If the delvers encounter him, he will be shocked but will act in a calm manner. His main priority is the library, and he will only resort to violence if the books or scrolls are threatened. He has not seen trouble in many a long year, and will be no danger to the party. If attacked, he will fight with an MR of only 80. Unless he is likely to win the fight, he will retire from battle as soon as he takes any hits to his MR.

The tomes are all in ancient tongues and the delvers will not be able to understand any of them. They are however very valuable, and if returned to the city or to a collector, or maybe to a Guild, such as the Wizards Guild, Scribes Guild etc., they will fetch a great deal of gold. They are very delicate, and if the delvers remove any, they must make an L2SR on DEX when they handle them. Failure results in the book falling apart and becoming useless, although in this instance a few pages may fetch a small amount of gold to a collector. There are 60 books in total, but many are heavy and cumbersome and will be difficult for the party to carry safely, especially if they are still intent on exploring deeper into the dungeon. One delver may only carry 1 tome in his pack safely.

The scrolls are all once again written in ancient languages, and are valuable only to scribes and collectors and maybe wizards, as some (although the delvers will not know of it at this time) contain ancient spells, long forgotten in this world. There is a 10% chance that a scroll will be such an item. The others are just ancient rites, rituals and historical accounts, worthless to the delvers unless they sell them on to the proper parties. The bronze scroll tubes are however excellent quality and intricately fashioned, and worth 100 GP each, while the silver ones are worth 250 GP each. There is a 30% chance that a scroll will disintegrate if handled by the delvers, 60% if they wear metal gauntlets!

The Lizard Scribe is a very well respected member of this Lizard community, and if any harm comes to him or his library, the Lizard People will kill the perpetrators of the crime if they find them, without hesitation, maybe executing them in front of the gathered clan in **Chamber B**.

17

This large room is the chamber of Esth'ain, the Lizard Sorcerer. Like the Scribe, he is old and wizened. His room contains many shelves and tables filled with powders, potions, ancient tomes and parchments, relics and bizarre devices. The sorcerer keeps the room free of moss, as it can interfere with his experiments. The sorcerer spends almost all his time in this room, sleeping and eating here all the time. He only leaves to visit the pool in **Chamber C**, and to attend gatherings in **Chamber B**. If disturbed, he will be shocked, but show no emotion, continuing with whatever he was doing, and paying the adventurers little heed. He was once a great wizard, but long periods of inactivity and old age have left him with little of his former powers. However, he still has a few tricks up his sleeve should the need arise.

His main attacks will comprise of a variant of the *Blasting Power* spell (WIZ cost to him only 4), but with green flame that scorches flesh permanently (only 50% of any CON lost to this flame will eventually recover...); and a *Lightning Bolt* spell, which strikes to the heart of any creature, causing death of the victim unless an L4SR is made on CON. (WIZ cost to him is 30). If the SR is made, the victim loses 50% of current CON and is stunned for 1D6 combat rounds, wherein he or she may neither attack nor defend, or take any other action beyond crawling across the floor out of the way of battle. In defence, the sorcerer can cast a *Invisible Wall* or *Blow Me To...* (he will teleport to another area of the level at the GM's discretion), and can still remember the following spells: *Invisible Fiend*, *Glue You*, *Little Feets*, *Smog* and *Hellbomb Bursts*. The sorcerer has the following attributes:

Name: ESTH'AIN, L11 Male Lizardkin Wizard; **Age:** 91
Height: 5'11"; **Weight:** 1300WU; **Hair:** None; **Eyes:** Yellow; **Demeanour:** Reptilian.
STR: 44 **CON:** 42 **DEX:** 60 **SPD:** 15
INT: 118 **WIZ:** 90 **LK:** 38 **CHR:** 24 **Combat Adds:** 109
Weapons: None (2D6 tooth & claw); **Armor:** None (skin takes 5 hits).
Talents: Speed read INT+6, Concoct concoctions WIZ+5, Hoard stuff DEX+4.
Languages: Common, Lizardkin, Reptilian, Amphibian.
Magical Abilities: See above.

The GM is free to add as much extra detail to this room as he or she wishes, but the most important item is to be found hidden behind a secret panel in the north wall, which lies behind an old and dusty mirror. This mirror is 3 feet in diameter, with an ornate gold edge that is wrought into the form of Lizardkin limbs. (This could be the **Mirror of Ice** detailed below, or a normal or differently magical mirror at the GM's discretion) An L2SR on LK, or a revealing spell, is required to find the secret panel in the wall if the mirror is removed. The panel is opened by pressing a Lizardkin hand onto the wall. No other method, including magic, will open this panel! Behind the panel is an emerald cane, 6 inches long. If touched it will glow. This is the **Rod of Cancellation**, and it is required to dis-spell the magic vortex in **Room 18**, which prevents the delvers from descending the spiral stair to the next level. The Rod may have other magic properties at the discretion of the GM, and such details have been left for him or her to decide upon.

Amongst the various arrays of weird items in the room, which the delvers may plunder, are the following magic items. Individual Game Masters are encouraged to litter their own magic items or interesting trinkets around the room, and to decide for themselves how far the adventurers will be able to discover the magical properties of such items before use...

a) **Lizard Blood Ointment.** One application. Will restore 1D20 lost CON if applied to wounds.

b) **Wand of Fire.** Contains 1D10 charges of fireball attack, each causing 2D10 damage.

c) **Mirror of Ice.** Shows all things as they really are and turns anyone breaking it to ice, permanently. It will see through all illusions and mirages etc.

d) **Shatterhead Helm.** A full helm in the style of a Lizard's head, with a regal crest of gold on top. It will absorb all non-magic damage for the wearer, but if he or she ever kills or takes part in the killing or harming of a Lizardkin, the helm explodes, killing the wearer instantly and preventing all re-incarnations etc. Dead forever. (50WU.)

e) **Bones of Justice.** A box of dirty old animal bones and a jar containing green powder. If the powder is poured over the bones and they are scattered, they will spell out up to 6 words to truthfully answer any question the player asks of the GM. There is enough powder to use the bones 5 times.

18

This room contains the spiral stair leading down to **Level 5** of this dungeon, to **point A** on the map of that level. The room is always empty, and all Lizards apart from the Priest, the Scribe and the Sorcerer, will shun this room and refuse to enter it. Blocking the way down is a magical blue vortex. This has been in place for ages, created many years ago by the Lizard Sorcerer. The only way to disable the force field is to use the **Rod of Cancellation**, found hidden in **Room 17**. Touching the vortex causes 1D20 CON damage, and nothing may pass through it in either direction until it is dispelled. Wizards Guild spells are all useless here. The GM may wish to allow suitable spells invented by magicians in the party.

A

This is the bottom of the shaft, which connects with **Room 8** up on **Level 3** of the dungeon. The shaft is blocked by an old iron grille, which is 20' from the floor of the corridor below. The grille is locked with a huge padlock, but it is old and if the delvers are quiet, and have descended down the shaft successfully (that is, have not fallen down it!), they may, with an L2SR on LK (not to make a noise and thus be spotted by wandering Lizards) and an L3SR on DEX (to unlock the padlock with suitable tools, which the GM must clarify would be suitable to pick a lock), open the grille and drop down to the corridor. This isn't without serious risk, as the shaft opens near to the centre of the level and the crossroads in the corridors, which is a busy area for Lizards. The party will have to be quiet, clever, stealthy and lucky if they are to successfully enter the level from this point without detection. A 20-foot drop is also not without its own risks...

B

This is the Great Gathering Hall. It is a wonderful chamber of marble, 160 feet long, 60 feet wide and 100 feet high. The ceiling is a magnificent arched affair, with many high galleries, shrouded in darkness. The purpose of these galleries remains a mystery, and they can only be reached by flight or levitation/teleportation. Ten massive pillars of marble support this incredible chamber, but the chamber's most awe-inspiring feature is a colossal 60-foot high statue of a hideous lizard-like deity, Mochlos, which stands to the south of the hall, as shown on the GM map. No lights are present in here, and only when grand ceremonies are taking place do the Lizardkin bother to fill the chamber with glowing green lanterns.

When the delvers enter this grand chamber, roll on the table below to discover what activities, if any, are taking place here, and how many Lizard People are actually present.

ENCOUNTERS IN THE GREAT GATHERING CHAMBER		
Roll 2D6	# Lizardkin	Event taking place
2	None	The hall is completely empty. Roll again in 1 hour.
3	1D3	Lizards are cleaning the Hall and may not notice delvers in the dark.
4	1D3	As above.
5	2D4	Lizards are praying to the statue of their deity, some walking around.
6	3D4	As above.
7	2D6	Lizardkin walk, talk and practice weapon skills.
8	2D6	As above.
9	2D6	As above.
10	1D3	Lizard Chieftain is talking with 1D3 Lizard Warriors.
11	1D8	As above but more warriors are present.
12	4D6	A ceremony is taking place. Roll on table below.

Obviously, the GM should use his or her discretion when deciding what is actually happening in the Great Hall. The results shown above serve only as a guide, and the GM should role-play the events adding his or her own style and ideas. Give the delvers appropriate saving rolls to avoid detection as they creep around in the shadows of the Great Hall. If they enter the hall shouting and screaming and carrying lanterns or torches, then they will be spotted instantly, and any Lizardkin in here will try and flee to raise the alarm. If the delvers state that they are hiding quietly in the shadows and creeping around muffling all weapons and armour as best they can, then they deserve to progress in the dungeon. The table below offers some alternative ceremonies that may be going on if a 12 is rolled on the table above, or if the GM decides that the time is right for such an encounter.

CEREMONIES IN THE GREAT GATHERING CHAMBER		
Roll 1D6	# Lizardkin	Ceremony details
1	6D6	The Chieftain addresses the Lizard Clan.
2	4D6	The Lizard Priest addresses the Lizard Clan.
3	4D6+4	New Lizard Warriors are being sworn-in to the Clan.
4	4D6+6	A grand ceremony of prayer and sacrifice is in session.
5	4D6+6	A general gathering of the Clan is led by Lizard Priest and Chieftain.
6	6D6+6	A complex ritual of contacting their deity is in progress.

Again, the GM should use discretion with the above, changing the actual details to fit the game. With the major ceremonies, all the main Lizard personalities will be present, with the exception of the Scribe, and maybe the Sorcerer, although this is again up to the GM. The Gathering Chamber maybe fully or partially lit, or not lit at all, depending on how the GM wishes to play the scenario. Remember, Lizardkin can all see in the dark if necessary, but during the important ceremonies, the hall will be well lit, and even naked flame may be used.

C

This is another magnificent pillared hall on the same scale as the Great Gathering Chamber (**B**). It is the same size, but this one contains a large pool of water, which gives-off a slight mist and a strange aroma. This pool is used constantly by the Lizard People to keep their skin supple and

moist. Over the years, the Lizard People have developed a harder skin, and need not spend as much time in water as their predecessors. However, they still need to immerse themselves in water regularly, and so use this pool, avoiding the inconvenience of accessing the river caves beneath the level.

The Lizards have developed various oils and potions to add to the water, to achieve a variety of effects, from soothing lotions to help heal wounds, to mysterious potions that, in water, create misty clouds of dream-inducing drug smoke. Some of these potions are kept in **Room 15**, but many are kept in here, in barrels stored along the walls, or in delicate glass vials and bottles inside the chests near the corners of the chamber. The delvers, if they are careful and lucky, may each steal up to 6 of the bottles and vials. If they manage to get them safely to civilisation and find the proper people to buy them, they will fetch 1D6x2000 GP each!

However, this room is always inhabited by 3D6+6 Lizard People, with 1D6 of them being Warriors with an MR of 300, the rest being normal Lizard People with an MR of 140 each.

The Keeper of the Pool is a fat, oily Lizard, who never leaves the chamber except to attend gatherings in **Chamber B**. He dresses in leather straps and has tiny, piggy eyes. He has an MR of 270 and is very strong.

The GM could enrich his game session by creating scenarios for this chamber, especially involving the Pool Keeper, who is a lecherous, creepy, scheming Lizard who will always put his own safety first, and will not fight unless he has to. He may well make a deal with the delvers if there is something in it for himself. His name in Common Tongue is Lasseeth.

D

A roughly-hewn spiral stair descends to here from **point B** on **Level 3**. The Lizardkin long ago found it solidly blocked at the top and took no further action. Not sharing the same social niceties as human kindreds, they took to using the space as a privy. The stair is thus polluted with Lizard droppings around the central column for much of the way up, leaving free only a narrow path that winds round the outer edge. Having simply started at the bottom, the Lizards have effectively arranged their business 'by vintage', as it were, with the freshest droppings furthest up, providing a rich aroma to anyone descending from the level above. A roll of 1 on a D6 indicates that there is a Lizard warrior in here, MR 220, though he or she will score half damage in the first round of ensuing combat, being presently 'indisposed'...

E Rooms

Chambers marked with a letter **E** contain nothing of interest to the delvers, but may be useful for hiding in! They contain nothing more than general detritus, for example rubble, rotting timber, broken barrels, old discarded clothing (from captured sacrifices) etc. Some were once used as dungeons and contain chains, and these may still be used for holding prisoners if the delvers manage to get captured. The GM is free to make any use of these old chambers he or she wishes to enhance the game or expand the level with more detailed rooms.

NOTES

LEVEL 5



Now the dungeon begins to get seriously unpleasant, with the Liche-Lord's evil magic seeping forth from his tomb down in the bowels of the dungeon, **Level 6**.

This level sees the introduction of many foetid evil spirits, and creatures the like of which should never see the light of day.

The adventurers must be on their toes here, for without care, teamwork and careful planning as to how they deal with this level, they will surely perish.

The level is totally **dark**. Torches, lanterns and other light sources will only illuminate half the area that they would normally light. This phenomenon remains unexplained to the delvers, but it is the influence of the Liche-Lord's evil that causes this intense darkness, darker than night, as dark as Death itself...

1

This cracked and partially collapsed pillared chamber is deathly cold and silent. It stinks of death. All characters must make a L1SR on CON or be violently sick at the charnel stench that fills this room, and indeed the rest of this level, although after making this saving throw the characters will be acclimatised to the effects of the stink for the rest of the level.

After a few minutes in the room, during which the characters will either be gagging or holding their breath against the foul stench, one of the party, it matters not who, will hear a faint humming sound from the darkness of the pillared chamber, and a slight rhythmic tap-tap-tapping.

Soon, when the GM is ready, a shadow-like figure appears in the chamber from amidst the gloom, a shape whose darkness is yet more intense than that of the stagnant air. The adventurers' illumination, assuming they have some, will slowly reveal that the figure wears the tattered uniform of a soldier, with faded blue and yellow banding across the chest, dark trousers and various ornate medals adorning his apparel.

As the shade becomes clearer, it can be seen that his face is somewhat skull-like and his body skeletal in places, with yellowed bones showing through holes in the tattered uniform. He carries a silver-topped cane, with which he taps the floor, and as he walks towards the group, he hums an old, old martial tune. His eyes are black. This is The Trooper, and he is here to claim the souls of the adventurers...

Name: THE TROOPER – SHADE OF DEATH, L14 Male Undead Warrior; **Age:** Weary centuries.

Height: 6'; **Weight:** 1000WU; **Hair:** Straggly; **Eyes:** Black; **Demeanour:** Immovable.

STR: 140 **CON:** 300 **DEX:** 80 **SPD:** 18

INT: 33 **WIZ:** 60 **LK:** 55 **CHR:** 88 **Combat Adds:** 245

Weapons: Enchanted sword-cane – see below; **Armor:** None, but see below.

Talents: Relentless march DEX+8, Hide in shadows LK+7.

Languages: Common.

The Trooper is immune to all poisons of all types, attacks from non-magical weapons, magic spells cast at level 8 or below, and any form of mind control.

His attack consists of lightning-quick, almost invisible swipes of his enchanted sword-cane, which cannot be defended against. In each round, all characters in hand-to-hand combat with him must make an L3SR on the average of SPD & DEX to avoid the attack, which, if successful, drains 1D20 CON, 1D10 STR and 1 permanent point of LK.

The Trooper's weakness is fire. All fire-based attacks do twice the normal damage.

If slain, he collapses into a pile of charred bones, his rotting uniform, braiding and medals lying amongst the skeletal remains.

The delvers may take 1D6 medals each as treasure. Each antique medal is worth 1500 GP, but is also cursed, forcing all saving rolls for this level to be 1 level higher for anyone carrying any of these medals – though the adventurers will not know this, of course.

2

Eight strong pillars support this chamber, and in the centre of the room a polished blue skull sits atop a smooth block of black stone. The room is dark and silent, but shortly after the adventurers enter, magical energy begins to crackle around the stone and skull, taking the form of glowing purple, blue and green chains of coloured fire that dance and spark. The black stone is solid meteoric iron and consequently normal magic detection is impossible here. It is not possible to touch either the stone block or the skull without encountering the chains of crackling light.

This is the **Skull of Downfall**. The real treasure in this chamber lies beneath the block of black stone, which can be moved with a combined ST of 60+. Beneath is a hole in the floor containing: an emerald-set bracelet worth 5000GP that increases the STR of the wearer by 20 points; and a Crystal Spider Amulet that allows the wearer to transform into a spider, any size and type (no bigger than a tarantula) for up to his or her level number in turns, once each day. The player retains all knowledge, powers and magical ability, as well as having all the abilities of the spider he or she has become.

But back to the skull. The magic chains that bind it are Death Spell Chains. If they are touched, they have the effect of a *Death Spell #9* upon whoever touches them: a 9th level SR on LK is required or the delver falls dead on the spot. If this happens, the chains vanish. To remove them safely a 10th level or above *Dis-Spell* is required. If a delver makes the L9 saving roll on touching the chains, the level of *Dis-Spell* required to remove them falls by one level. For example, if 3 delvers each touch the chains, and all make the saving throw to evade death, the level of *Dis-Spell* required to remove the chains is lowered by 3 levels to level 7 or below.

Assuming that the party remove the glowing magic chains that surround the skull, they may now claim the item as their own. It can be lifted freely from the block upon which it rests. However, 3 curses await the delvers who claims this grim prize.

First, a *Mind Pox* is cast upon the delver holding the skull, just after it is lifted. Next, a magical wall of fire bursts into being across each of the 4 exits from this room: unless a delver is immune to fire, passing through such a wall will incur a CON loss of 5 times the delver's INT. Finally, Living Skeletons, MR 500 each, emerge like ghosts from each of the 8 pillars and attack. Their eyes are red fiery coals and they all carry flaming spears and shields. The delvers must survive the attack and defeat them all before they can continue. It ought to be obvious to the delvers that these creatures are immune to all fire-based attacks (but they will take twice normal damage from ice or cold-based attacks). They are also immune to all forms of poison. Remember that the delver who picked up the skull may be *Mind Poxed* and unable to take part in the combat!

When the combat is over, the walls of fire extinguish and the Skull of Downfall can be claimed. It glows with a cool blue light when handled, which vanishes slowly when it is put down. No magic spells will have any effect whatsoever on the skull, and wizards cannot work out what it actually does. It is cursed, and anyone who has it in his or her possession will have 1D3 points deducted (secretly) from all saving rolls for as long as the skull is with them. Apart from having a lovely glowing effect, the skull is useless as a magic item. However, an L3SR on LK will allow anyone who

inspects it closely to discover a small series of cracks on the top of the skull. An L3SR on DEX will allow anyone trying to find a way to open the skull using the cracks to release the flap of a secret compartment in the top. This contains a much smaller skull carved from Fire Diamond. It is worth 2,500 gold pieces.

3

This large pillared hall is home to a terrible creature – the Flesh Golem. The Golem stands in the shadows, anywhere within the chamber, or just out of it, wherever the GM wishes it to be lurking. The beast stands 13 feet tall and is a gruesome mass of pieced-together sections of corpses, held taut by enchanted sinews of green ectoplasm and high magic. Its face is a travesty of human form, with offset eyes, a permanently grinning mouth and misshapen teeth jutting out everywhere. Two ghastly tongues hang out of the mouth, each having tiny barbs covering its blood-red surface. The creature has odd eyes, tiny mouths, fangs and barbs covering the whole surface of its skin, and cruel stitches trace randomly across it, barely holding together the unholy innards of the horror, that spill out here and there as the monster moves and breathes. Its hands and feet are huge clawed weapons, built crudely to rip, tear and mutilate, and the creature's body bulges with over-sized muscles. This really is a frightening thing to behold, especially by the light of a few flickering torches! It attacks at once.

The Golem is bound by high magic, and is compelled to slay. Any creatures that it kills it will devour, adding the creature's level number x 100 to its MR, which at the moment stands at 900. Since it is built from ravaged flesh already, damage scored against it is halved: the creature barely notices the harm done to it. The GM must keep track of its falling MR (assuming the delvers are winning!), but such is the power of the enchantment that animates the Golem that its effective *fighting* MR is never reduced: even when only a few points of 'CON' remain to it, the Golem will still score as if its MR stands at 900 (at least...).

If the Golem is slain, it collapses into a putrid, stinking, foetid mass of rotting flesh and bones, the stench from which will cause all characters present to be immediately sick and lose 1D6 CON. Also, if an L2SR on CON (after the effect of sickness has been deducted) is missed, the character will be poisoned by the fumes from the charnel remains and will have STR & CON reduced to 2 points until magically cured. This is a tough call, especially this deep in the dungeon, but the awful foulness that this Hell-spawned monster leaves behind when it dies is indescribably foul.

4

This is a gloomy corridor featuring a single line of pillars, each one carved with intertwined serpents, skulls and grinning faces. There is nothing in this area apart from madness. As the delvers travel through here, each one must be secretly asked to make a L1, 2 or 3 SR on INT. The level is determined by the GM, who should roll 1D6 secretly for each player-character. On a 1 or 2, the IQ saving roll is level 1, on a roll of 3 or 4, it is level 2, and the INT roll is level 3 if the secret D6 roll is 5 or 6.

If the INT saving throw is missed, the player character should be passed a note or taken aside from the game, and told that he or she experiences one of the following effects: (GM to change as appropriate)

Roll 1D6	Experience
1	They hear insane laughing inside their head, as if someone else was trapped inside their skull.
2	They see a huge, slimy horror just about to attack one of the other members of the party from behind them.
3	They hear soft giggling just behind their ear, but when they turn they see nothing.

Roll 1D6	Experience
4	They spy a crazy little man hopping around in the gloom ahead. The man looks at them directly, winks cheekily, licks his lips, and then is gone.
5	A huge demon face opens up in the floor just in front of them, with a stinking pit of worms as the open mouth, and a charnel stench of rotting flesh coming out from it carried by a warm breeze.
6	A voice inside their head says something like <i>"Hey, maggot-food, you're next to DIE! Ha ha ha!"</i>

Following one of these 6 events (the GM may add more and make them far crazier if he or she wishes!), the PC will lose 1 permanent point of INT and must make a further INT saving roll, this time at level 1. If this is made, the character can continue. If it is missed, the character goes insane for 1 full turn, with one of the following consequences:

Roll 1D6	Consequence
1	The Player-Character (PC) sees all other party members as monsters and attacks the nearest delver to him, with intent to kill.
2	The PC curls up on the floor in a tight ball and will not move or communicate with anyone else for 1D6 full turns, after which he will have no memory of what just occurred.
3	The PC runs screaming from the chamber in a random direction, not stopping until he or she exits this level or cannot run any further.
4	The PC suddenly tries to kill himself with his own weapons, and the other delvers must hurry to stop him! Give them appropriate saving rolls to do this based on SPD, LK, DEX or even STR/CHR, depending on their methods.
5	he delver is struck dumb for 1D6 full turns.
6	The PC sits down on the stone floor and will not move or be moved for 1D6 full turns, during which they threaten to kill anyone who comes near.

If the INT saving roll is made, they hear soft laughing in the gloom, and the occasional scream or a child's voice crying for Daddy, but see nothing. This is a very spooky area of the dungeon and the GM is invited to make it much worse if he desires. The above details serve as a guide to the lurking madness that dwells here.

Game Master's Note: The following few room descriptions assume that the delvers are travelling anticlockwise around the dungeon. If instead the delvers approach **Chamber 10** from the north, the GM is advised to swap the contents of **Rooms 5 – 9** around so that the Death Jester's appearance is used to maximum effect.

5

This is yet another pillared hallway. This one is empty, but not for long! As soon as the delvers begin to approach it, a glowing figure appears, roughly in the centre of the room. It is the Death Jester. A bizarre dwarf with all the full regalia of a prancing jester as seen in the hallways of many a King or Queen. However this chap is decorated with skulls, bones, chains and hooks. His black leather costume is like a bondage suit from Hell and he sports a jesting stick with a living skull on top of it, eyes shifting insanely within yellowed sockets. The teeth constantly chitter yet make no human sound. Upon his head is a three-horned hat and each horn impales a small demon foetus, which yelps and whines horribly. When the Death Jester sees the delvers, he bows low and

mockingly, greeting them by speaking in a language all can understand and a voice like the screech of a burning rat:

"Greetings my friends! Long have I waited for you, and such a sweet pleasure it is! Come to me, I have tricks and gags to share with you all..."

Before the delvers can attempt to harm him in any way, he pulls out a bunch of dead flowers from within his sleeve, from which issue a myriad of crawling insects, spiders and maggots, which tumble onto the dungeon floor. He then disappears (to return at other times on this level), leaving the insects to multiply rapidly until the dungeon floor is thick with crawling, biting, stinging horror! The delvers are soon overwhelmed and must escape or fight the crawling army of death!

Unless the GM has his or her own rules for dealing with hordes of insects, apply the following: Delvers running away must take a full round of damage from bites and stings, resulting in 10% CON loss.

Delvers remaining to fight will kill many insects but soon find the battle futile, as yet more crawling critters take the place of those slain, and each round, 10% CON is lost. So I'm afraid it does not matter what the delvers do here, they are losing 10% CON either way, such is the ferocity of the swarm! Fire, of course, is the best way to tackle these miniature horrors, and if fire-based attacks are employed, the delver utilizing this attack will take no damage, as the fire, be it generated by sword, wand, spell or magic item, will keep him free from harm. However, the insects keep coming and coming and the only way to escape them is to run away. The insects will not venture into areas 4 or 7, but will completely cover the floor of chambers 5 and 6 until the end of the game.

6

This chamber is empty until the appearance of the Death Jester and the swarm of insects in **Room 5**: see above.

7

The Death Jester makes another appearance in this chamber as the delvers enter it (escaping from the swarm of insects no doubt!). At first the chamber appears totally empty; but then the delvers hear a voice calling "*Peek-a-boo!*" from behind one of the pillars, and then the Jester appears, this time juggling apples whilst he whistles a merry tune. Again, all attacks upon him are futile and before anyone can try and harm him, the apples set aflame and the Jester hurls them at the delvers. Have them make SRs but the fireballs will miss, then reform into a Fire Demon, MR 1,100, which attacks immediately. The Death Jester watches the battle from behind the pillars, offering unhelpful comments and insulting the delvers as they fight. He may also tell jokes in poor taste to put them off! If the delvers appear to be getting the upper hand in battle with the monstrous demon, the Jester will choose a PC to attack and fight with an MR of 500, using a sharp stick with bells on it to prod and stab at the delver as he or she desperately tries to combat the demon too! If the Jester is killed here, he will not appear again in this adventure.

8

This chamber is empty and if the Jester has been slain in **Room 7**, he will not appear and the room will remain empty. However if the Jester still lives, he will once again appear in here and taunt the delvers with threats and foul-mouthed jokes and insults. He runs around between the pillars and no one is able to catch him. Magic seems to just bounce away from him!

After a few minutes of this teasing, he will leap into the air and vanish in a huge cloud of sparks and floating tinsel. Showers of sparks also fall across the exits from the room, continuing to fall for 2 combat rounds. (Delvers trying to pass through these spark curtains will find that they bounce

back, struck by an electric shock that delivers D6 x D6 hits direct from CON.) The delvers will then see, in the centre of the room, a large, gaily-coloured box, painted with jolly pictures of children at play, ribbons, bows and balloons. There is a large key on the side that is slowly turning as a sickly-sweet tune plays.

Before the delvers have a chance to do anything, the music-box stops playing and the key begins to turn at an unnatural speed, then the lid of the box is thrown open and a monstrous Jack-In-The-Box leaps out, hissing and spitting venom, eyes burning green flame and wicked claws flailing around like spinning daggers.

Each combat round the delvers are present in the room they must fight the demon, with its MR of 1,000, and in addition all delvers must make each of the following saving throws to avoid taking damage from this horrific and demonic creature. The ONLY way to damage the monster is by magical attacks and spells. Non-magic weapons shatter upon impact with this very unusual and dangerous demon.

Required Saving Rolls each combat round
L3SR on CON: failure means taking 1D10 CON damage from venom attack.
L2SR on DEX: failure means taking 10D6 CON damage from the creature's claws, which will penetrate any armour.
L1SR on IQ to avoid the hypnotic glare from the monster's green glowing eyes. If the SR is missed the delver is struck and unable to move or act for 1D6 combat rounds, during which the Jack will probably try to cut them to ribbons.

Bizarre creature that it is, the Jack-In-The-Box has a CON which is affected by damage, whilst its MR remains constant. Its CON is equal to the combined level of the party multiplied by twenty. For example, if the party consists of 6 delvers, all level 5, the combined level total would be 30, therefore the monster's CON would be $20 \times 30 = 600$. The creature will continue to attack at full strength until the CON is reduced to zero, upon which it will return to the box, howling with rage, and the box will disappear. There is no treasure to be found here.

9 & 10

These areas are empty, dusty and contain fallen stones from the ceiling, large sections of pillar stone that has crumbled away, and the floor is cracked and covered with fungus. The GM may use these areas for monster encounters or leave them empty.

11

This is a trap, plain and simple. Nothing clever about it, no frills, just old-school danger! The double doors to the west open inwards towards **Chamber 12**. When the left-hand door is swung open, the trap activates. Area **11** contains a powerful magic trap that projects a *Hellbomb Bursts* spell directly at the left-hand door leading into **Chamber 12**. Anyone caught in this area when the door opens will be obliterated by the spell. If the GM is feeling kindly, he or she may wish to place a warning on the wall behind which the trap lurks. If only the right-hand door is opened, the trap will remain in place. Behind the doors, in the annexe leading through to **Chamber 12** is a cloud of *Smog* that cannot be moved. It can however be *Dis-Spelled*. Anyone walking through it will lose half STR & CON immediately.

12 & 13

The chamber is supported by four stout pillars, and is empty. The floor is cracked and dusty and the ceiling also shows signs of damage. The walls have been covered in carved relief showing large man-like creatures standing over and watching a group of smaller people. It is very

disturbing to look upon and wizards will get a very bad feeling here but not be able to work out exactly why.

The magic in this room is triggered when the delvers enter **Room 13**. There are 6 Stone Golems hidden in the walls of this room (**12**) behind the relief. When the delvers step into **Room 13**, they will see that the floor is also very cracked and dusty and the ceiling damaged too. The walls have also been covered in carved relief showing large man-like creatures but now they are depicted chasing, crushing and devouring the smaller people that now appear to be adventurers! As the delvers look at these disturbing carvings they will hear the Golems emerge from the walls in **Room 12** and see them approaching **Room 13** to destroy the delvers! The Golems are cruel and menacing looking and will not stop until slain or all of the delvers are dead.

The delvers must fight or run, but their flight will be blocked by the iron gate leading into **Room 14** through **Corridor D**. This gate will only open with the key found by killing all of the Golems: there are 6 pieces of iron hidden within the Golems, 1 piece in each, which will be found amongst the rubble after they are slain. When slotted together they form a disc that must be inserted into the gate to open it.

The form of the key is left up to the individual GM, who may also wish to provide an actual prop for the players to assemble or drawings or diagrams of the key, disc or symbol. An actual puzzle to solve may also be a good idea and give the actual players something to toy with for a while.

As with the Jack-In-The-Box, each Golem has a fixed MR of 300 and a separate CON of 500, so this encounter could signal the end of the party unless they are very clever, powerful or ingenious. The Golems are immune to fire and poison, and non-magic weapons will shatter upon impact with them.

If the party are depleted or seriously weakened so much that this encounter will undoubtedly slay them, the GM is free to lower the MRs or number of Golems in order to give the adventurers a fighting chance.

D

The areas of the floor marked with inner squares on the GM map are traps in the form of cleverly disguised pressure plates that cover the whole width of the corridor at that point, 40' from the doors leading from **Room 13**. Delvers will have to be actively looking carefully for traps to have any chance of finding these pressure plates and even then an L3SR on LK is required.

If the plates are discovered, the delvers may easily leap over them. However, stepping on the pressure plates will cause **Room 13** to totally collapse, bringing down hundreds of tons of rock upon anything still remaining in there. This effectively blocks the way back for the delvers and will result in immediate death for any living creatures in the room when the ceiling collapses. This of course includes the Golems. There is no SR to escape.

14

This chamber can be accessed only by using the key to unlock the iron portcullis at the east entrance (see **Room 13** for details).

The room is totally free of damage, corruption or dirt, and features a rather grand throne. Upon this a cloaked skeleton sits upright, holding a sword in one hand and a mace in the other, both made of silver (and totally useless in battle!). Each item is decorative only and worth 500 GP. Around the Skeleton's neck is the key that opens the gate to the north of the chamber. The rest of the room is filled with treasure chests, urns and sacks, all of which contain nothing of use and no treasure.

The decorative weapons and the key can be taken freely, but the instant the key is used to open the north gate, the Skeleton glows red and animates, becoming a fearsome warrior with an MR of 900. It attacks the party with a two-handed sword that appears in its bony hands and fights until either it is slain or all the delvers are dead.

Of course, if the delvers destroy the skeleton before using the key, they avoid the battle!

E

The areas of the floor marked with squares on the GM map are traps in the form of cleverly disguised pressure plates that cover the whole width of the corridor at that point, 30' from the doors leading from **Room 14**. Delvers will have to be actively looking carefully for traps to have any chance of finding these pressure plates and even then an L3SR on LK is required.

If the plates are discovered, the delvers may easily leap over them. Stepping on the pressure plates will cause **Room 14** to totally collapse, bringing down hundreds of tons of rock upon anything still remaining in there. This effectively blocks the way back for the delvers and will result in immediate death for any living creatures in the room when the ceiling collapses. There is no SR to escape.

F

There is a dense mass of cobwebs in the north-west corner of this section of corridor. The delvers can entertain themselves with it as long as they like, but there is nothing to be found within.

The areas of the floor marked with squares on the GM map are traps in the form of cleverly disguised pressure plates that cover the whole width of the corridor at that point. Delvers will have to be actively looking carefully for traps to have any chance of finding these pressure plates and even then an L3SR on LK is required.

If the plates are discovered, the delvers may easily leap over them. Stepping on the pressure plates will cause the iron portcullis in **Corridor E** to fall and the gate leading into **Room 15** to open. The pressure plates have no further function and the gate into **Room 15** cannot be opened any other way.

15

This chamber is horrible. The floor is scarred, burned and cracked, and covered with grim stains and fungus. Old rotted and web-covered skeletons lie broken on the flagstone floor. The walls are equally decayed and the black ceiling 25 feet above is festooned with spider webs. Poisonous Tarantulas live in abundance in the ceiling webbing but will not disturb the delvers unless the delvers disturb them, perhaps by poking or igniting the webs. In that event, 3D6 Tarantulas will drop into the room and attack. These spiders are about the size of a human head and are very nasty critters! Each has an MR of 50 and a 1 in 6 chance of biting someone in each combat round as it scoots around in all directions. A bite from one of them causes instant paralysis, followed by death in 1D6 combat rounds if an L4SR on CON is not made. If the SR is made the delver recovers gradually, but will not be able to do anything apart from walk very slowly for the next 1D6 hours. Fighting is out of the question until the effect of the venom passes.

In the centre of the room is a 20-foot cube of black marble, with a glowing purple pentacle etched into the top face (though this will not be evident from floor level). Moving or damaging the marble cube is impossible. Around the outside faces of the cube are words in glowing gold letters. The message is magical and can be read and understood by any living creature. It reads as follows:

"Beyond this chamber lieth Vasarax. Enter his realm and shudder. Your last chance to escape lies upon this stone..."

Anything placed on top of the black marble cube will disappear, to reappear outside the mausoleum. Delvers lying atop the cube will also be teleported outside and will never be able to return within, for powerful magic stops them doing so. This is a last-gasp escape for delvers that are far too weak to continue down to the final level of this monstrous dungeon, and an easy way for Vasarax to avoid dealing with nuisances.

In the south-east corner of the room is an archway that leads to the long and twisting stone stairway down to **Level 6 – The Tomb of Vasarax**. The stairs emerge into the most north-westerly chamber of **Level 6** as shown on the GM's map.

G

At this point in the stairway, the party will be attacked by a Wraith, MR 950, which is only harmed by magical attacks and surprises the party by attacking from the rear. The delver at the back of the group needs to make an L4SR on LK to avoid the initial attack of the Wraith, which results in 20D6 CON damage! The GM may choose to leave out this attack if suffering from a fit of charity, and allow the party free passage down to the Tomb level, depending on their strength.

16

This is a horrible chamber, a real dungeon! The ceiling drips foul-smelling liquid and ooze onto a filthy flagstone floor beneath, and walls dripping with slime and covered with cobwebs hold huge iron chains, from which ancient skeletons hang. The chamber contains a hideous monster, a huge foetid jumble of arms, legs, heads, eyes and random formations of flesh, bone and sinew, joined together in a disturbingly obnoxious form and bound by magic. It stinks of death, oozes pus and slime and its myriad mouths snarl and snap with razor teeth. The creature has an MR of 1,800, if the delvers are foolish enough to attack it. If slain, the creature soon begins to rot. If the chamber is then searched the following items can be found beneath the horrible remains of the creature, hidden in secret compartments below the floor of the dungeon that require an L4SR on LK each to find. After the delvers have between them attempted 10 rolls in total, they will be convinced there is nothing more to find. There are in fact 6 secret compartments in the floor: roll a D6 at each discovery to see which the delvers have found, rolling again on repeats.

Roll 1D6	Contents
1	The Mystical Shoes of Croth. These soft cloth shoes bear runes and glyphs from an unknown age. Wearing them will protect the user from magic attacks up to and including level 10, will allow the wearer to walk unharmed through fire, and will add 20 to CON.
2	The Righteous Hammer of Protection. This two-handed hammer can be used by warriors only (STR and DEX of 16 required) and generates 30D6 in combat. When used against undead it scores an additional 50 adds.
3	Ultimate Urn of Life Protection. This small urn contains 1 dose of reincarnation salve that can restore life to any creature deceased for not more than a day.
4	Stellar Vestments of Chaos. These very garish magical robes are only for wizards, and protect against ALL offensive magic for 1 full hour per day (6 full turns, 30 combat rounds). The wearer will lose 1 permanent point of WIZ each time the robes are used.

Roll 1D6	Contents
5	The Universal Incense of Graaleb. This is a small jar of 12 incense cubes. Each cube, when ignited, will after 1 combat round fill a chamber with dreamy aromatic incense. This will cause all living creatures in that room apart from the user to fall asleep for 1D6 full turns. This will not affect the Undead and wizards may try an L3SR on INT to avoid falling asleep. (Each cube fills 10,000 cubic feet: larger rooms need extra doses.)
6	Ruby Helm of Spyre. This dazzling full helm is highly magical and offers 50 points of protection. If sold it will fetch 1,000GP.

17

This chamber is filled with a cloud of total blackness. Any delver entering it will be transported to another plane of existence and subjected to all manner of unspeakable tortures and strange experiences. They will re-appear out of the cloud within seconds of entering but will feel like they have been away for weeks. The delver must then make an SR on *each* attribute at his or her own level. Failure of the roll results in permanent loss from the attribute of the amount the saving roll was missed by, whereas success doubles the attribute permanently.

Additional Letter references not already covered by the text.

A

This is the entrance to this level.

B

This is a secret door requiring an L4SR on LK to find if the corridor is searched, and an L3SR on DEX to open.

C

There is an illusion of dungeon wall at the bottom of the stair marked by the dotted line across the corridor leading to **Room 17**. It is easily discovered by *Detect Magic* and passing through is disconcerting but harmless.

NOTES

LEVEL 6



This is the final level of the dungeon. Here is the Tomb of Vasarax, once a powerful sorcerer, now existing spiritually in the dark realms of the Netherworld, more powerful than ever, as an eternally undead being known as a Liche.

The Liche's tomb is at the very centre of the level – the Heart of the Dungeon! There are no other creatures upon this level, and the delvers are free to wander around as much as they like and for as long as they care to do so. Until the Liche awakens, they may collect treasure from his hoard and fill themselves with the delights that Vasarax has prepared for visitors.

However, their joy will be short-lived, as Vasarax has immense power at his fingertips, and once he awakens their very souls are in danger of utter destruction...

The Entrance

The delvers enter the final level of the dungeon by the grand and ornate archway to the northwest, having descended the long and twisting stairway from **Chamber 15** on the previous level.

They emerge into the first of 4 square chambers, each with a very ornately carved pentagram in the centre of the floor. This entire level is constructed from blue marble that glitters with magical light as if encrusted with diamonds. It is of course quite indestructible. The delvers are free to wander around at will.

Set into the marble walls all around the outer rim of the tomb, in the long stretches of corridor connecting the pentagram chambers, are recesses in the outer wall. There are as many recesses as the GM wants there to be; their location is up to the GM also. They may be in random positions or very organised and regular, as desired. Each recess contains one of the following, free for the taking: Some GM creativity is required for the finer details.

#	Item
1	Onyx urn containing an amount of D6 x 100 gold crowns.
2	Small wooden box containing D6 x 10 mithril pieces.
3	Crystal jar containing D6 x 10 small gems.
4	Crystal jar containing D6 x 10 medium gems.
5	Crystal jar containing D6 x 10 large gems.
6	Crystal jar containing D6 huge gems.
7	Magic weapon – Roll D6 x 10: weapon scores that number of D6 in damage.
8	Magic piece of armour – D6 x 10 hits taken.
9	Magic potion – GM's discretion.
10	Magic salve – GM's discretion.

The dotted lines across entrances to corridors are magic gates requiring magic of level 6 or above to dispel them. There is no other way to pass through. These are simply examples of liche-humour: there is nothing to be gained by passing through them, as all places of interest can be reached while bypassing them entirely. However, the delvers may waste a good deal of time and WIZ in trying to deal with these decoys.

There are no monsters or traps in the outer corridors, but occasionally a Ghost will float past on an unfelt breeze, softly passing through the wall or ceiling. These spirits are silent and are either

green, purple, blue or red, with unusual forms and faces left to the imagination of the GM. Fallen adventurers may be recognised amongst them...

The Inner Sanctum

Once the delvers have had enough of gathering treasure from the outer corridors, they will need to proceed into the Inner Sanctum, which involves first passing through the magic barriers marked on the GM map by wavy lines. There are four of these at the compass points that lead into the Central Tomb.

The delvers may pass through these gates without harm, although a terrible feeling of dread combined with a depressing emptiness will fill them as they pass through the crackling magic barriers that fill the air with purple shimmers.

The problem is that any attempts to pass *back* through the barriers will result in a powerful magic blast of energy that causes 1D20 immediate CON damage. Also an L3SR on LK must be made when trying to pass through. If the roll is missed, the delver is thrown back into the Inner Sanctum, will still suffer the 1D20 CON loss and will have achieved nothing.

Once the delvers have passed through into the short corridors beyond, they are faced with more barriers, these ones crackling with blue flashes and clearly very powerful. Their power seems to originate from golden skulls that are set into the wall at either side of the corridor. The pulsing, sparking power that forms each magic gate emerges from the open jaws of the skulls.

These inner barriers cause 1D100 CON damage if touched and will turn to ash any item that comes into contact with them, including magical items, magic weapons and enchanted armour.

Through these blue barriers the delvers can see the magnificent tomb in the centre of the pillared crypt beyond, glowing a ghastly shade of green. However, the whole room appears hazy and further details cannot be seen. The blue magic gates seem to distort the air around them, making the room beyond very difficult to see properly. To pass through these inner magic gates, the delvers must perform one of the following actions:

1. *Dis-Spell* the magic at Level 16.
2. Destroy one of the golden skulls on the wall through which the blue magic gates flow. This can only be achieved by generating 500 points of damage in a single combat round with an enchanted weapon. For every attempt there is a chance that the weapon, however powerful, will shatter. Have the PC attempt an L6SR on LK to avoid this. Failure means the weapon is utterly destroyed and the gate remains in place.
3. Pass through using the power of their minds against the evil magic. This can only be achieved by true wizards and requires an L6SR on INT. Failure results in 1D100 CON damage, although the wizard will still pass through (alive or dead...) if an L4SR on LK is achieved.
4. **The Cloak of No-Flame-Me** from the Ogre's treasure room (13) on **Level Two** of the dungeon will allow one person wearing it to pass through these gates unharmed, after which the cloak turns to ash.
5. Teleportation magic may work but is risky. Any teleport spell is possible but the caster must attempt an additional L6SR on LK when casting. Success means the target is transported through the gate unharmed, while failure inflicts 1D100 immediate CON damage to both caster and teleporteel! (If they are the same person, that's 2D100...) In addition, the spell will fail to teleport the person through into the chamber beyond.
6. The effects of other magic items in the party's possession may suffice, at the GM's discretion.

The Crypt of Vasarax

The delvers have battled through 5 levels of terror, danger and enchantment to reach this room. The pillared hall that they now stand within is the central tomb of Vasarax, and he lies within the glowing green sarcophagus in the middle of this ornate chamber.

Once all of the players are present in this room, the magic gates on this level disappear, and they are free to wander around the level or leave if they wish (although they will soon discover that leaving is not that simple...).

There are eight pillars supporting this room, but upon closer examination the delvers will realise that they are not made of stone, but are actually Giants, frozen in life, muscles bulging to support the roof above. Each Giant has a hideous face, contorted in pain and effort. (As well they might be: the complex is so structured that they are supporting not only the weight of the stone ceiling immediately above, but of the five levels of dungeon higher up and the hundreds of feet of rock layers that separate them. Bear this in mind if anything should happen to remove them from their duties...) The Giants feel like stone to the touch, but they are clearly living beings. They cannot be damaged in any way. At the base of each pillar the name of the Giant is displayed. This is not relevant to the game but if the delvers are curious the names are below. If the GM wishes to make more of these names in this or future adventures he or she is encouraged to do so.

Pillar	Giant
North-east	Aleanath of The Sump
Upper east	Baenani of Khazan
Lower east	Claddrae the Mighty
South-east	Elisep Bonecruncher

Pillar	Giant
South-west	Hun'arn of Garr
Lower west	Kilar the Great
Upper west	Maeett Blooddrinker
North-west	Rin'ovarn the Fearless

The walls of the chamber are of black marble and the floor composed of the same blue marble as seen in the rest of this level. The room contains nothing apart from the very ornate and grand sarcophagus. (The exact form is left for the GM to decide, perhaps based on floor plans or miniature dioramas used in the game.) This rests upon a huge block of white marble, flecked with black and gold, in the centre of the room. Vasarax lies within and the tomb may be easily opened. However, as the tomb (which cannot be damaged in any way) is opened, three things happen:

1. The entrance to this level (see map) is sealed by a huge block of marble that drops from above, totally imprisoning the delvers on this level of the dungeon.
2. Livid green poison gas begins to seep into the corridors from unseen holes in the ceiling throughout the level. This gas will fill the level in 1 hour (6 turns), killing every living being (but not Undead creatures). After half an hour all living creatures will suffer 50% current STR and CON loss unless somehow protected from the gas by magical means. It is left up to the discretion of the GM whether *Too-Bad Toxin* magic (and similar spells that the delvers may have access to) are effective or not.
3. Vasarax begins his return to this realm. He does this by slowly materialising his physical form and appearing somewhere on the level when complete. This takes one full turn and it is left up to the GM to decide where he appears! In the meantime the delvers see nothing out of the ordinary and may well be perplexed by the empty tomb, which contains only the Liche's ragged robes and loose bones.

After one full turn, the delvers may have realised that their escape from the dungeon is blocked and that they are doomed to remain here as the green gas slowly fills the level. The gas does not

appear as dramatic billowing clouds, but rather seeps and spreads quietly; but after one turn the green tinge in the air will be beyond doubt and the delvers will find themselves beginning to cough...

The Final Fight with Vasarax

When the delvers realise that Vasarax is present with them on the level, they will no doubt be shocked as the powerful and malevolent undead sorcerer stands before them in all his glory. He is clad in ethereal robes that mirror those found in his tomb, but these are whole and rich and vivid, and they glow with an eerie yellow-green light. His body is skeletal, yet his clothes are shaped as if covering flesh and the form of his limbs and face can sometimes be glimpsed as overlying shadows. He grins bonily at the delvers' puny attempts to attack him: whatever they do, for the first two combat rounds all attacks, be they magical or physical, cause him no harm whatsoever. During this time he will cast any spell the GM wishes at the party: perhaps a *Hellbomb Bursts* or a massively powerful *Take That You Fiend*. It is likely that at least one of the party will die here at the hands of the Liche, or at least be damaged seriously.

The player-characters will no doubt begin to panic, and more than likely flee out of range of the Liche's spells, once they realise that all of their efforts are useless. However, the Liche can only fend-off attacks during the first two combat rounds. After this, in the third round, spells and magic items (other than weapons) have their full effect upon him, and in the fourth round enchanted weapons also take full effect. In the 5th combat round and beyond, all attacks harm him normally, even tooth & claw!

The GM should keep this information to himself as the delvers frantically decide how to either escape or defeat the Liche. Help them however to realise that the Liche is susceptible to magic damage in the third combat round if they are really floundering and lost. Use discretion to make this an interesting and exciting climax to the dungeon. Vasarax will toy with them as much as he can, and will fight with all the strength and power he can muster once the delvers realise that he is able to be hurt by their attacks once again. His statistics are presented below and serve as a guide to his powers. The GM is of course welcome to change Vasarax as appropriate to his or her game.

Name: VASARAX, LICHE-LORD SUPREME, L92 Male Liche Wizard; **Age:** 2,719

Height: 6'4"; **Weight:** 1200WU; **Hair:** None; **Eyes:** None; **Demeanour:** Imperious.

STR: 850

CON: 3,000

DEX: 170

SPD: 18

INT: 180

WIZ: 920

LK: 70

CHR: 500

Combat Adds: 1,060

Weapons: None; **Armor:** None, but see Magical Abilities.

Spells: All levels known. Also, Vasarax can cast blue *Lightning Bolts* from his fingertips that take 1D100 from the target's CON. This ability is in addition to any spells he casts in the round, but costs him WIZ equal to half the damage inflicted and can only target one person per round.

Talents: Concentration INT+16, Intimidation CHR+12.

Languages: Common and all other humanoid kindred.

Magical Abilities: Vasarax is immune to all damage in the first 2 combat rounds of the battle.

Magic attacks are effective from the 3rd combat round, enchanted weapons from the 4th and all attacks harm him in the 5th combat round.

In addition he cannot be harmed by mind-control magic and no magic is capable of changing his form. Fire and ice-based attacks do only half damage.

If slain, Vasarax returns to his sarcophagus, wrapped in his robes, and the lid seals. Inside here he cannot be harmed, nor can the tomb be opened. Contrarily, he cannot leave the tomb for 6D6 years.

The GM is free to create additional powers, attacks and abilities for Vasarax as befits the game style or the power of the delving party that face him.

There is no escape from the dungeon until Vasarax is slain. If the delvers are truly lost and certain death is approaching, the GM may allow them to teleport home if they have the ability, if he or she feels that it is unfair for them to die.

FINAL REWARDS – ENDING THE DUNGEON

If Vasarax is slain, his remaining *kremm* (that is, his current WIZ score) bursts forth and is sucked into the nearest living vessels. Every player-character that took part in the final battle and thus contributed to the Liche's demise will receive an equal share of these points, to be distributed among their attributes as desired, adjusting levels accordingly. Talents can be added and increased, but only after leaving the dungeon.

Another curious effect of this swirling *kremm* is that each delver may choose to have any one of his or her weapons doubled in power (x2 dice & adds), and any remaining armour worn will be doubled in strength (x2 hits taken).

Finally, leftover *kremm* may be focussed by all surviving members of the group to grant each of them one wish, again at the discretion of the GM. Failing an L2SR on SPD means that this opportunity is lost, as the stray *kremm* in the level pours away into the tomb of Vasarax as if down a plughole; and the players themselves should be given only a few seconds to phrase their wishes. A guide limit for the power of such wishes might be the resurrection of a player-character slain in this adventure. If they wish for wealth, give them no more than 50,000 GP.

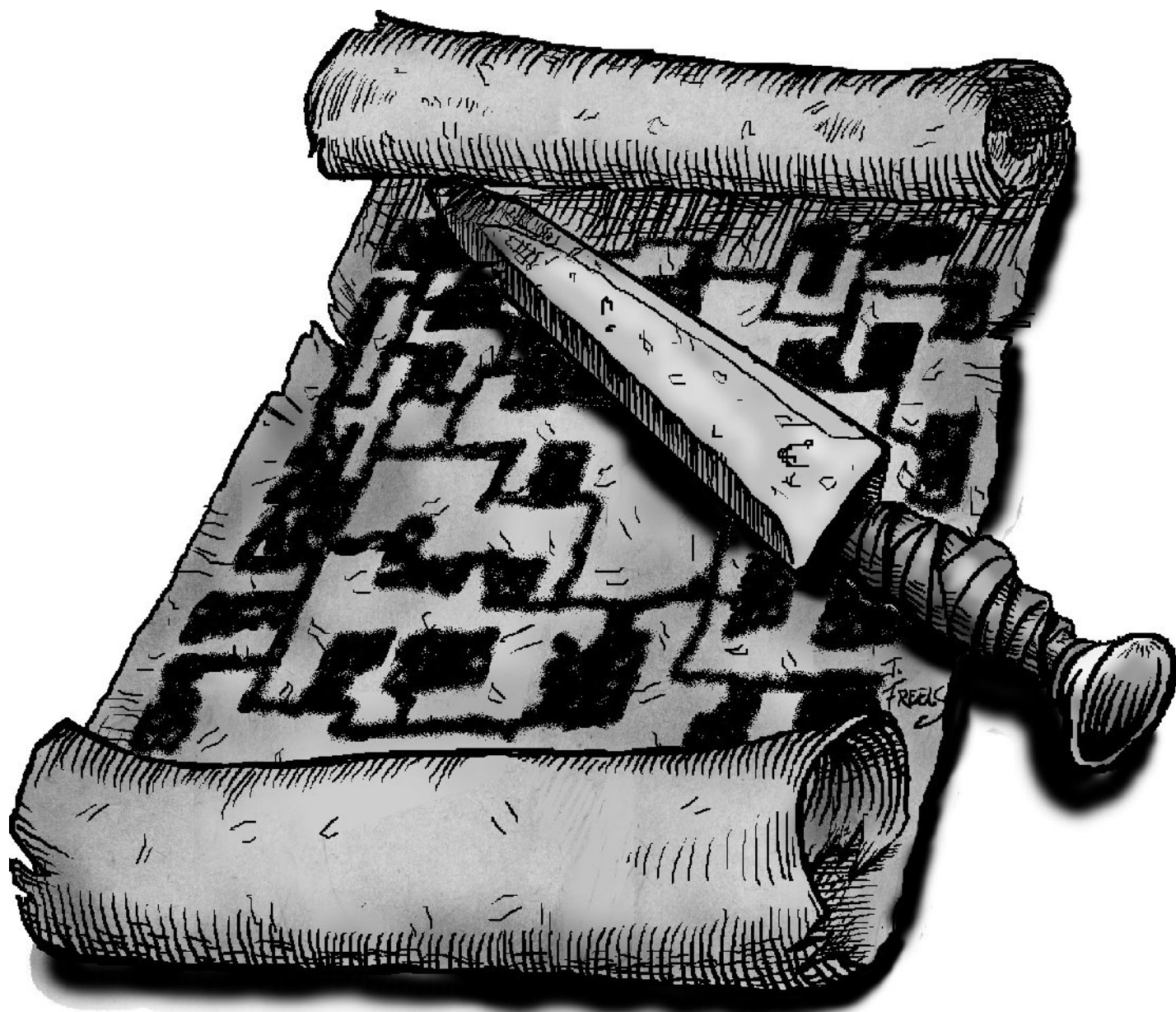
If these rewards are inappropriate to your game style, game world or method of play, give them whatever you feel is best to reflect the magnitude of their adventure and the hugely satisfying slaughter of a creature of pure evil.

Vasarax has had a long time to plan for eventualities. It is in his interest to ensure that powerful threats to his existence are removed from the dungeon, and in the event of his death a circular portal opens in his chamber, through which the delvers can see the mausoleum atop the hill far above them. It is quite safe to step through this to freedom, and the portal will remain open until the delvers have departed.

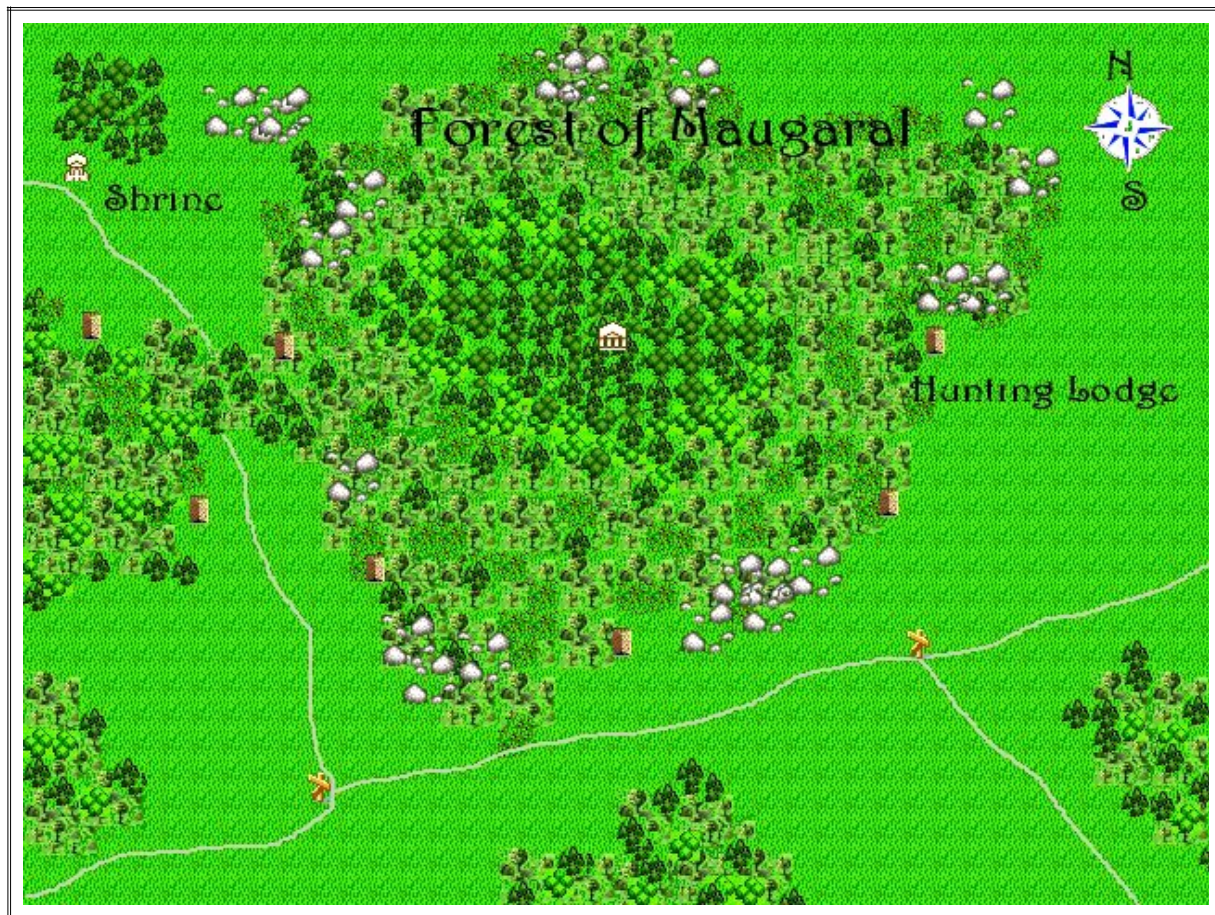
The GM may continue this adventure following the death of Vasarax, perhaps further exploring the many sidetracks that may have arisen; but that is another story...

THE END

APPENDIX: GAME-MASTER'S MAPS



The Forest of Maugaral and the surrounding area



Width of map is about 25 miles.

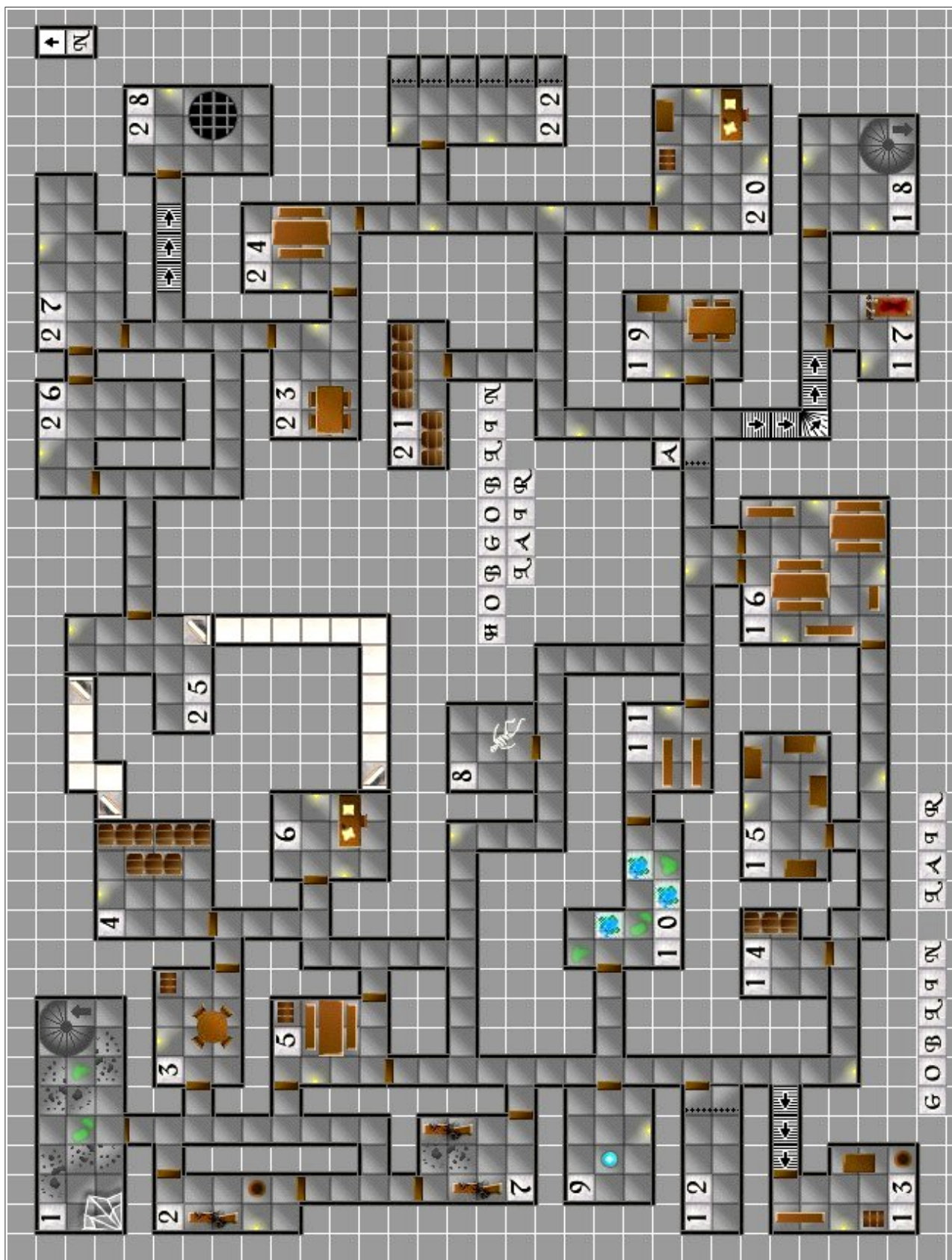
This map could be copied and given out to the players at the start of the game: the GM may wish to play through the journey in detail as the players pick out their route. Alternatively, they could be forced to encounter the land without a map, like so many doomed travellers before them...The map shows the Forest of Maugaral, with the Mausoleum of Vasarax in the centre, amongst the deepest forest. The forest covers a high hill, with the Mausoleum set upon the highest point, surrounded by tall trees. It is not visible from the bottom of the hill. In fact, even if the hill were seen from above, the Mausoleum would still be very difficult to see amongst the dense tall trees.

There are 7 Hunting Lodges surrounding the forest, and many rocky areas on its skirts, which are treacherous to travel through and notorious as ambush locations. Cart roads pass near to the forest, and lead away to the south-east, south-west, east and north-west: this last road actually passes through the Western edge of the forest. Other areas of woodland surround the forest, but none are so hazardous. Where the road leaves the area shown to the north-west, there is a Shrine, built long ago of ancient creamy marble, set just off the road. It is deserted, though often there are piles of flowers or other offerings, left in honour of fallen travellers, or to propitiate the gods for those seeking divine protection as they traverse this dangerous region.

Although villages, hamlets and farms dot the surrounding lands, the nearest towns are Al-Rostarn, 20 miles to the south-west, Jund, 32 miles to the south-east, and Taraskis, 20 miles to the north-west. Alternatively, the GM is free to slot this map into his own game world or campaign setting, renaming the towns as appropriate.

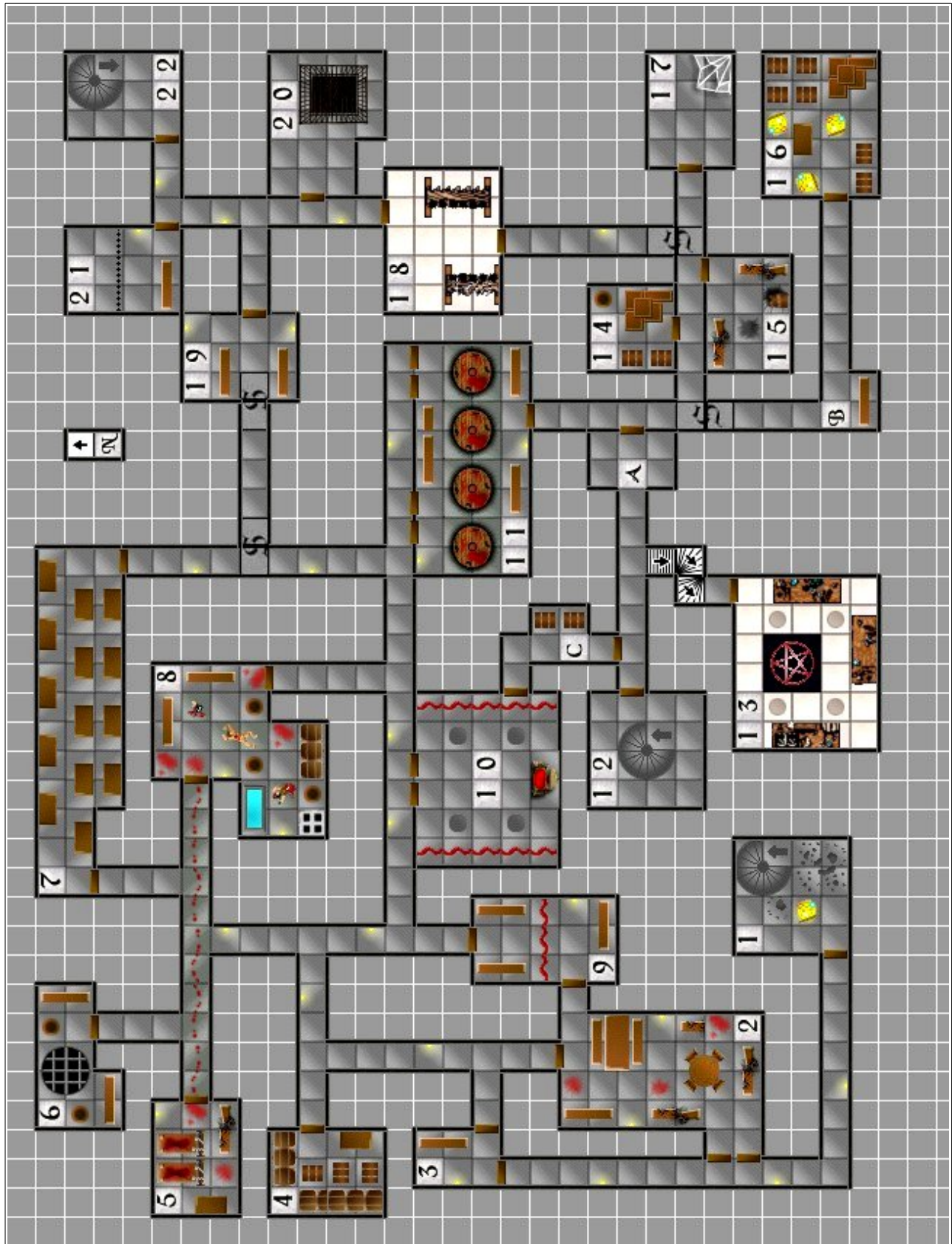
Level 1

Scale is 10 feet to each square.



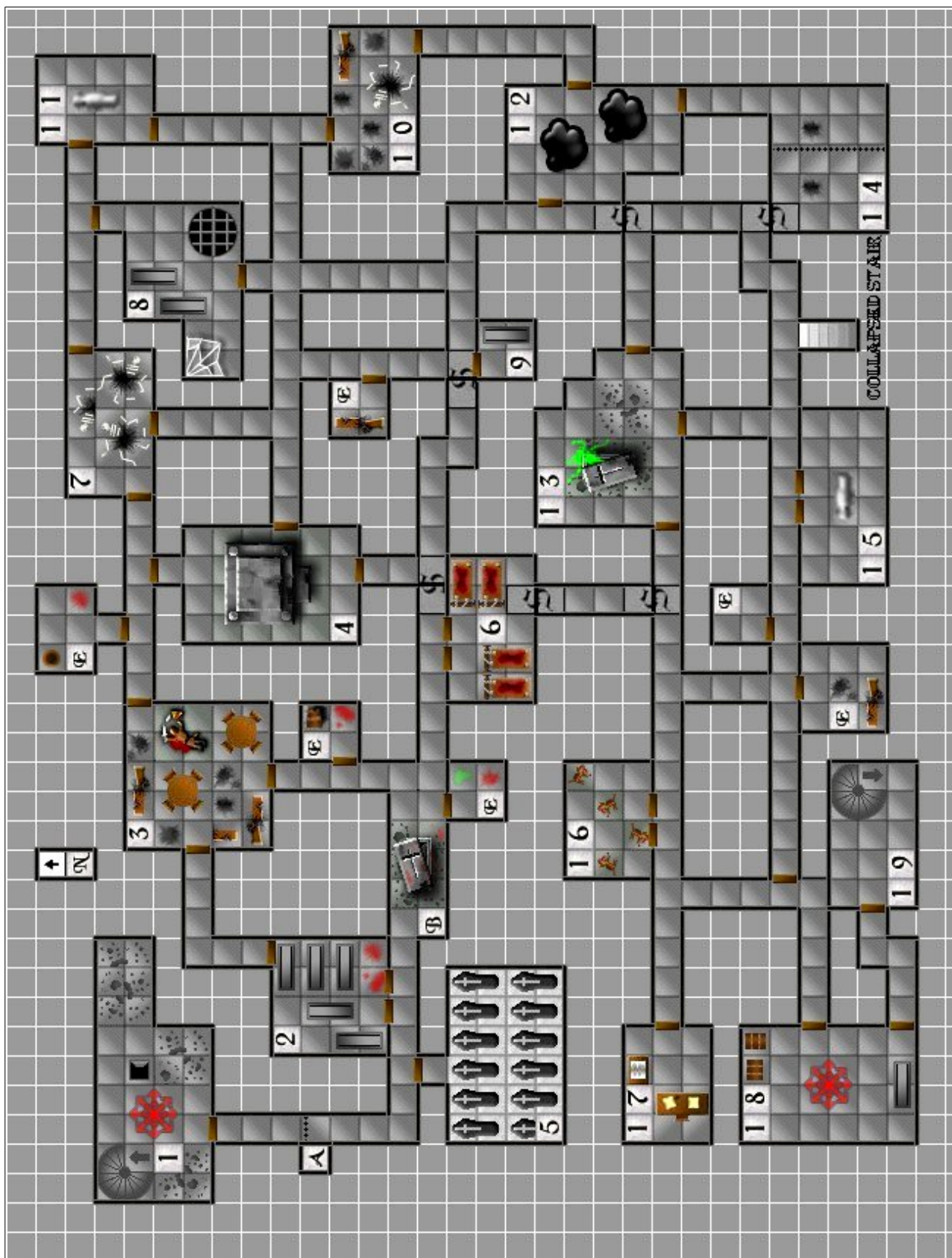
Level 2

Scale is 10 feet to each square.



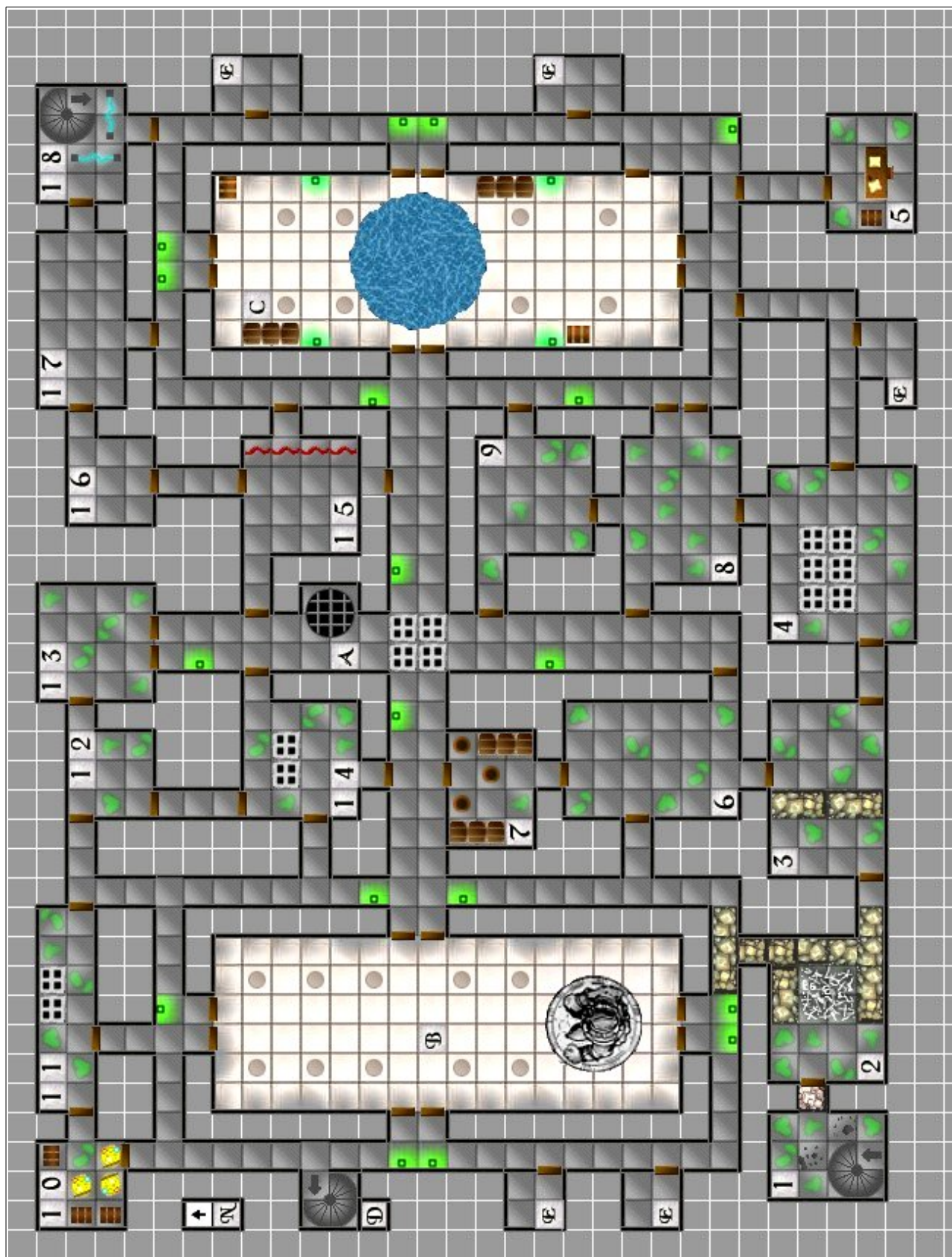
Level 3

Scale is 10 feet to each square.



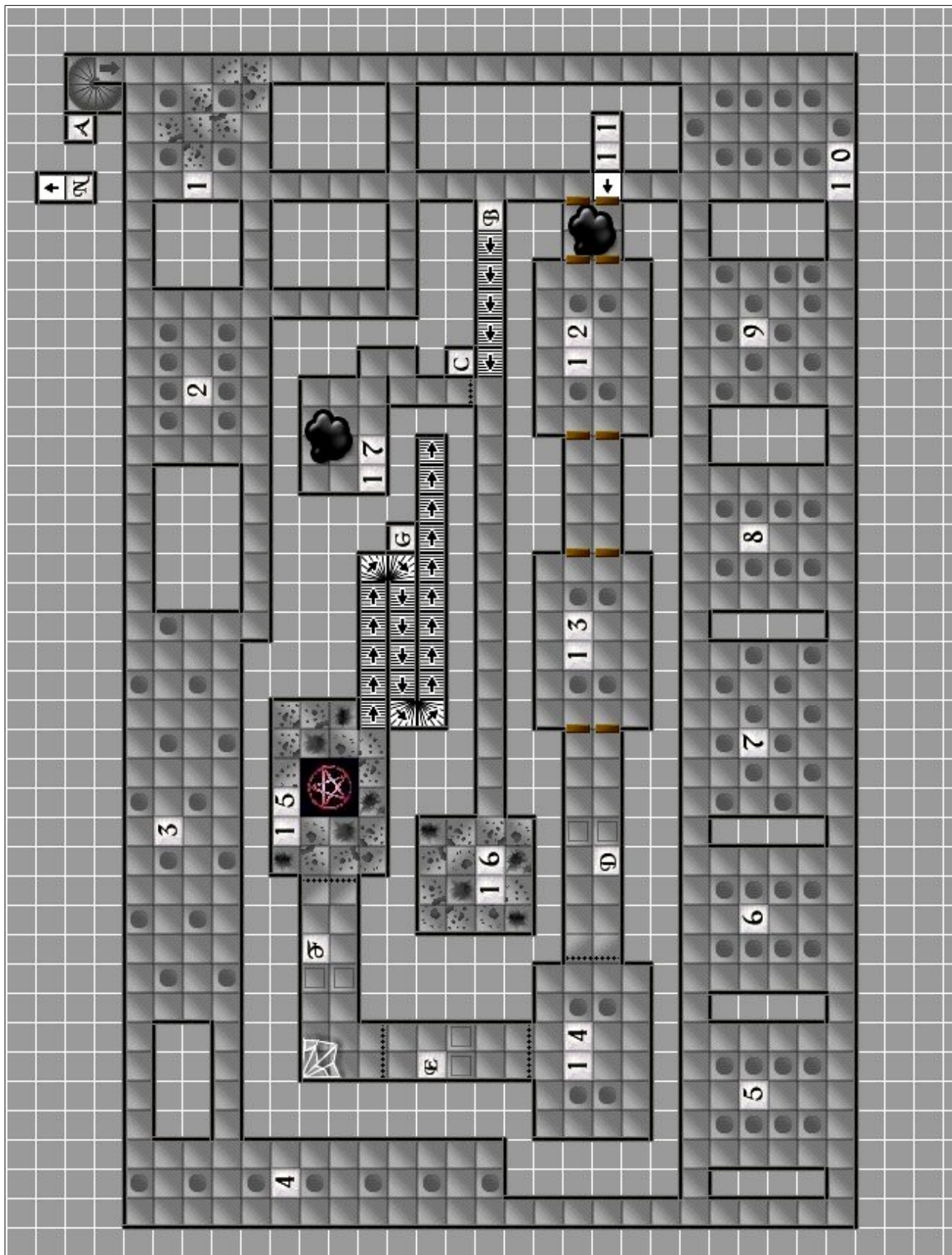
Level 4

Scale is 10 feet to each square. Glowing green gemstones are shown by ▣.



Level 5

Scale is 10 feet to each square.



Scale is 10 feet to each square.



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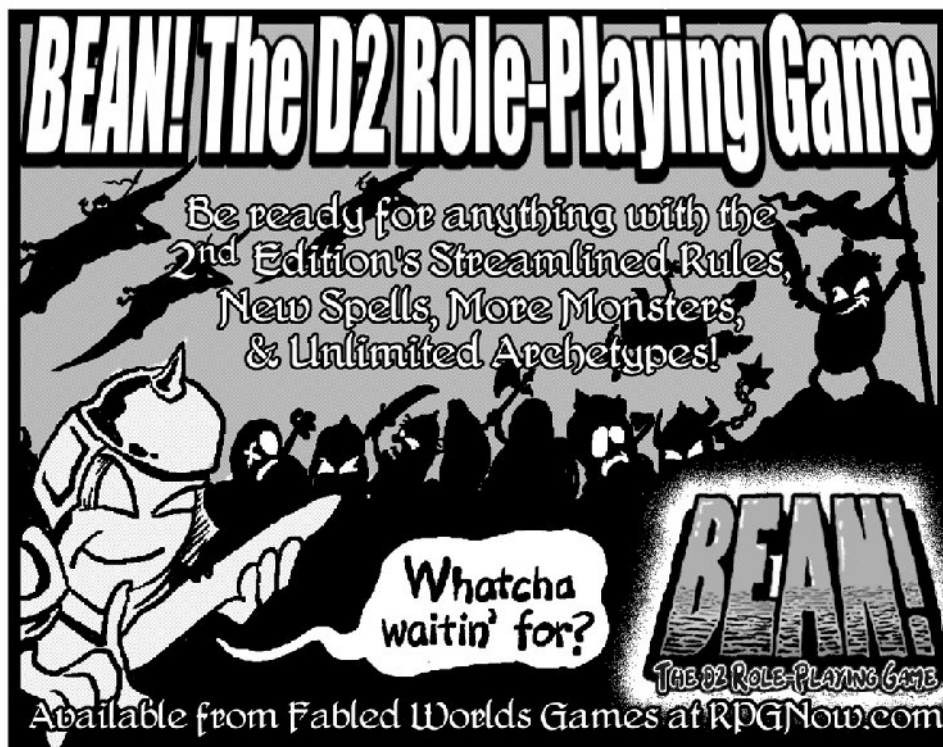
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