

Dungeonhack



A GM Dungeon for Tunnels & Trolls by AR Holmes

Dungeonhack for Tunnels & Trolls

Written & Designed by AR Holmes

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Tired of thinking-delver's dungeons?
Sick of puzzles and riddles?
Had enough of wilderness adventures?
Maybe you just want to hack, slash, kill, main,
mutilate and collect treasure as you go?

If so, this is the dungeon for you...

Welcome to Dungeonhack!

DUNGEONHACK

An ominous portal marks the entrance to a huge dungeon. Above the portal, carved into the rock and almost obscured by moss and lichen, is the solitary word 'Dungeonhack'.

Beyond the portal, which is never locked, a dusty corridor, ten feet wide, fifteen feet high with an arched ceiling, stretches into the gloom, lit by torches, which burn low in their cressets.

At the end of the corridor, another portal stands, similar to the huge entrance door, but smaller and less weathered. A single brass handle in the centre of the sturdy oak door has the words 'Pull to Enter' above it.

Beyond this door, a bare room marks the start of the giant dungeon below the earth known only as Dungeonhack, wherein evil monsters, creatures foul and magic black and deadly abound.

But where there are monsters, there is treasure, and magic, to be plundered...

Your adventure begins here.

May your gods be with you.

DUNGEONHACK

Dungeonhack is a large underground dungeon trawl suitable for Tunnels & Trolls. It has been written to satisfy the needs of Game Masters and players that just want to get down amongst it and battle monsters for treasure!

The dungeon has eighty-four rooms connected by a labyrinth of corridors and doors. Within these rooms you will find dragons, balrogs, skeletons, zombies, orcs, goblins, serpents, evil wizards, mad magicians, golems, living statues, hellhounds, demons, ghosts, wraiths, mummies, djinni, ghouls, lizards, trolls, half-orcs, minotaurs, giant spiders, gnomes, beetles...

I'm sure you get the point.

The dungeon contains enough treasure to satisfy the greediest of delvers, with a more than generous sprinkling of magic items, weapons and armour for those who seek more than mere golden coins. (Magic items are given in **bold text** throughout)

However, the dungeon also contains a few little surprises for those just expecting to hack & slay, for there are some rooms with interesting features just to provide a break from the slaughter.

But fear not, in the main, this monstrously large dungeon is packed-full of creatures and monsters and the treasure that they guard. The players are advised to take a good, strong party of delvers, made-up of both warriors and wizards, oh, and lots of sacks for treasure! Monster Ratings range from 100 to 1200.

Unless stated in the text, the corridors are 15' high and rooms 25' high. The dungeon is composed of stone with level flagstone floors and rough walls, although some rooms mention that the walls have been plastered. Generally the dungeon corridors are unlit.

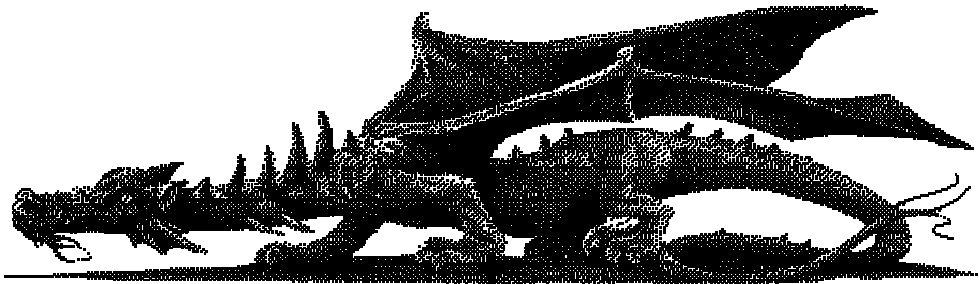
Have fun! That's what this dungeon was written for!



DURGEORHACK – into the dungeon!

1) This is the entrance room. It is totally bare. Against the east wall is a 3' diameter pentagram. Around the outside of the pentagram are runes in Dwarvish, reading, "***Touch to enter but you cannot leave!***" This is a 12th level magic pentagram, which will instantly teleport anyone who touches it to room 5, but it will not allow any passage the other way. It is strictly a one-way portal. Everyone touching the magic pentagram will instantly vanish, reappearing in room 5. The dungeon has begun...

2) This room contains a small Black Dragon, coiled upon a mound of silver coins. In total there are 375,000 SP. The Dragon will attack anyone attempting to steal from its lair, with an MR of 800. All characters fighting the Dragon must make a L3SR on CON each round to avoid taking damage from the creature's foul poison breath. Failure of the SR results in losing the difference from CON. At the rear of the room is a treasure chest containing 1D3 minor magic items and an **Enchanted Broadsword** that scores 10+20 hits. The Dragon is evil-natured and will not parley.



3) The room contains a 4' high pillar to the west of the room. Upon it rests a golden urn, 1' high, with a magic rune on the front. If touched, the delver must make a L9SR on LK or die, as the urn is enchanted to cast a *Death Spell #9* upon the first person to touch it. If the victim survives, they may claim the golden urn. It is worth 900 GP and is empty. The room is cold and uninviting.

4) This is the chamber of the Balrog. It has an MR of 690, and attacks as soon as it sees or hears anyone approaching its lair. During combat every delver must make a L3SR on DEX to avoid the flame whip, which will score 6D6 CON damage onto anyone who misses the SR, unless they are immune to fire. The Balrog also attacks with a huge sword. Imprisoned in here are a female and a male, hanging by their hands from chains on the north wall. If released, they may join the party, but they have only a ST and CON of 3 each so will need magical help or may not last long in the dungeon. The Balrog has a selection of treasure chests containing in total 6500 GP, 10,800 SP and 1D3 minor magic items.

5) This is the room that the delvers are teleported into from the entrance room. There are as many treasure chests, as there are delvers, each one containing a gift. The delvers may allocate the gifts as they see fit. Listed below are the contents of 6 treasure chests. If there are more than 6 delvers, the GM should decide what else is here for them in the extra chests.

- 1** – A **magical helmet** taking as many hits as the wearer's ST x 3.
- 2** – A **magical buckler** shield taking as many hits as the user's CON x3.
- 3** – A bottle of **Health Restoration Fluid**, 3 doses. 1 dose will restore up to 6D6 CON.
- 4** – A bottle of **Strength Potion**. 3 doses. 1 dose will instantly recover up to 6D6 ST.
- 5** – An **enchanted sword**, which scores as many dice as the users level plus 20 adds. (Treat as a broadsword)
- 6** – A **magical ring**, which allows the user to instantly teleport back to this chamber up to three times before the magic is completely used-up.

6) This chamber contains the remains of 1D6 dead adventurers. If searched, a L3SR will allow a delver to discover one of the following items on the corpse:

- 1** – 3D6 gold pieces.
- 2** – 1D6 gems (use treasure generator in rulebook)
- 3** – A weapon in fine working condition (GM to randomly determine weapon).
- 4** – 6D6 gold pieces.
- 5** – 1D3 doses of either ST or CON **restoration liquid** (see room 5) in a bottle.
- 6** – A minor magical item.

7) This room contains 6 magic guardians. They are Dragon Warriors. Each is 8' tall and dressed in black scale armour, and holds a broadsword. They are undead, and each has an MR of 100 but a CON MR of 150. They stand in two rows across the room and will jump to attention when the door is opened. They will attack anyone entering the room. A L3SR on LK will uncover the secret door in the west wall, which leads to the chamber of the Black Dragon. They have no treasure, and they will crumble to dust if slain, weapons and armour and all.



8) This is the Troll's Shop. A huge Troll called Quoghrundl, MR 1000, runs this shop. He will buy items from the delvers (he always gives 10% less than any item is really worth) and sell them any items from the rulebook at +10%. At the GM's discretion he will sell magic. If slain, all items in the shop turn to dust, as do every item the delvers who killed him are wearing or carrying.

9) The west of this room holds a large treasure chest, but standing in front of it is an Iron Golem. It has an MR of 650 and cannot be harmed by non-magic weapons, and is immune to poison and fire. If the delvers defeat it, they may open the chest. The chest contains a magic sword called **Death's Duty**, which scores 12D6 + 25 adds, but unless the foe takes damage to CON or MR in the combat round, the wielder of the sword loses 1 CON (temporarily). However, the chest is cursed, and unless the delvers detect and remove the level 10 spell, the person who opens the chest will become a replacement Iron Golem with an MR = their total attributes x 5, and attack the party.

10) The floor of this room is an illusion. If touched, it vanishes. Below is a straight shaft 130' deep with 6' long spikes at the bottom. Anyone falling down into the pit will die instantly. 4 skeletons lie shattered at the bottom.

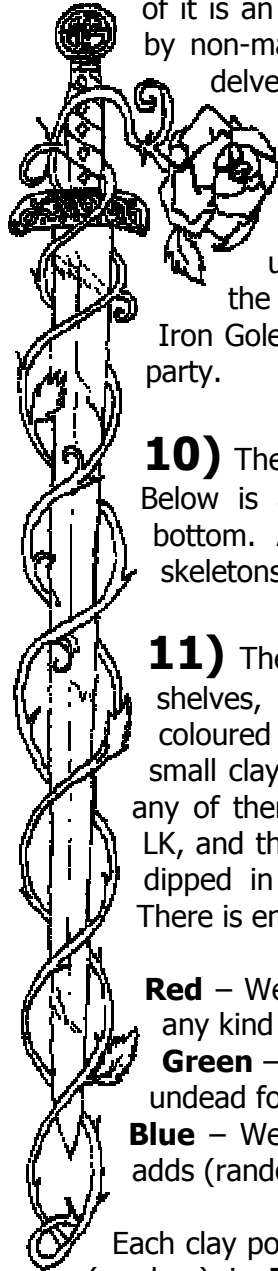
11) The room contains 3 basins, set into the west wall, and 3 shelves, built 5' high on the north wall. Each basin is filled with coloured liquid: from L-R, red, green, blue. Each shelf holds a small clay pot. The liquids are magic and affect only iron. Drinking any of them will cause instant death if the drinker fails a L1SR on LK, and then they will still lose half ST & CON. If an iron weapon is dipped in the bowls, see below for the effects on the weapon. There is enough in each basin for 2 weapons to be enchanted.

Red – Weapon doubles dice attack but will shatter if used against any kind of Dragon.

Green – Weapon doubles adds but will shatter if used against any undead foe.

Blue – Weapon will have the total of 6D6 added to either dice or adds (random).

Each clay pot contains grey powder. Two are simply ash, but the third (random) is **Resurrection Dust**, which will bring back to life any creature/person who has been dead for less than 6 full turns. They will have MR/attributes as just before death.



12) The room contains 3 Rabid Hounds, each with an MR of 270. They drip toxic pus and froth at the mouth. Every combat round all fighters must make a L3SR on average of LK and DEX to avoid infection, which results in loss of 1 ST and 2 CON per turn until death or until cured. Two crushed skeletons lie in the NE corner of the room, and beneath them an old sack contains a **Shield of Night**, which takes as many hits as the user's STx2 but only after sunset. In daylight it takes 5 hits. It weighs 120 weight units.

13) When first entered, the chamber is empty. However, as soon as any living being passes through the western arch into room 11, 3 Black Wraith appear in the room and attack anyone passing through it with an MR of 300 each. Each combat round, all characters in the same room as they (Whether they are fighting or nay) must make a L1SR on LK or die of fright (this is a 9th level magical ability attached to the creatures). A hidden panel in the eastern wall (Level 3SR on LK to find and the same on DEX to open) contains a small treasure chest containing 800 gold coins and 3 rubies worth 100 GP each.

14) The room is empty, but built into the west wall is a large stone face, its mouth wide open, 4' in diameter. It is possible to crawl into the dark shaft behind the mouth. After crawling 10' into it, a magical spell is triggered, and the GM or player should roll 1D6 and see below: Rolls 1-3 are bad, rolls 4-5 are neutral, and a roll of 6 is good.

- 1** – Death Spell #9.
- 2** – Fireball explodes, causing 12D6 instant CON fire damage.
- 3** – Hellbomb Bursts activates. Farewell adventurer!
- 4** - Instant teleportation to room 11.
- 5** – Delver vanishes. He/she will reappear in this room in 1D6 turns.
- 6** – Delver has all attributes increased by the roll of 1D6 (roll 6 times).

After 3 delvers have entered the mouth, all magic will vanish. The attribute increases above are permanent.

15) The room is full of flames. In the centre of the conflagration is a Fire Demon, MR 450. Anyone entering the room unless immune or protected from fire will take 6D6 CON damage from burns per combat round until they leave or the fire is extinguished. If the Fire Demon is slain, the fire goes out and the delvers see a bright red treasure chest in the NE corner of the room. It is trapped, and the first person to touch it will trigger a Hellbomb Bursts upon them, which will probably be fatal. The chest contains the sword **Inferno**, which inflames as soon as it is removed from the scabbard and scores 25D6 + 50 adds. Anyone fighting against it must take 2D6 CON/MR damage from burns each combat round. It is two-handed and has the same requirements as a two-handed broadsword.

16) Empty Chamber. The floor is covered with dirty straw and is bloodstained, and the ceiling is cracked and dirty water drips through.

17) This small chamber contains a fierce Zombie, chained to the west wall. It drips blood and bile from its fanged mouth and has filthy clawed hands and feet. When the door opens it howls and lunges for the doorway, but the chain stops it just in front of the door. There is a 25% chance that the chain will break. It has an MR of 120, and if anyone fighting it fails a L2SR on LK, they are infected with deadly poison that kills them in 1D6 full turns, 1 turn after which, they will rise again as a Zombie, attacking all living beings.

18) On the north wall of this room, a naked man is chained. He says that he is a wizard, and if the party can free him, he will accompany them on their adventure. He says that the key to his chains is kept in a treasure chest through the west door, at the end of the corridor. He is correct, for at the far end of the west corridor is a Demon, MR 450, which sits atop a large treasure chest, chewing on some bloody bones. The Demon will attack anyone attempting to approach it. The Demon is immune to magic cast below 3rd level and all fire attacks and non-magic weapons cannot harm him. In the chest is the key to the wizard's chains, and a sack containing 750 GP. Also in here is a **Magic Dagger** that does 5+5 damage and if thrown (range 40 yds) will always only require a L1SR on DEX to hit, no matter the size of the target. The Wizard is level 6, and knows all spells up to his level. The GM should create his statistics prior to running the game if necessary. He has no possessions, and speaks Common, Hobbit, Dragon & Trollish.

19) The chamber contains a large blue urn, standing in the SW corner of the room. The floor is littered with old bones and shredded clothing. The walls are in poor repair and the floor is cracked and darkly stained. In the urn is Drahal, and it is an evil Djinn. It can escape from the urn every time the urn is touched by a living creature with a soul. It will appear in a flash of blue light and a cloud of poison smoke (everyone make a L2SR on CON or deduct the difference). It is horrible to behold and will attack the delvers as soon as it is free. It has an MR of 660, and is immune to non-magical attacks. Fire attacks will do only half damage to the Djinn. If defeated, it is banished from this plane and the PCs may claim the treasure in the urn, which is a huge blue **Gem of Wishing**, worth 1000 GP and giving the holder 1 minor wish (at the discretion of the GM) which may be used at any time, once only. The limitations of the wish are at the judgement of the individual GM, but may not include the resurrection of a dead delver. The Djinn cannot leave the room.



20) A gathering of gruesome Ghouls inhabits this cold chamber, feeding from the remains of some dead bodies on the floor. All equipment is gone. There are 2D6 Ghouls, each with an MR of 90, and they will attack the party immediately, leaving their rotten feast for the prospect of warmer flesh. The room contains no treasure or secrets.

21) The room contains a huge amount of old furniture, piled high. Living amongst it is a Fire Lizard, MR 330. It is hiding very well so cannot be seen. If disturbed (e.g. by the delvers searching the room) it will ignite, attacking anyone it can see, and setting fire to the contents of the room. Anyone in the room when the conflagration occurs will take 2D6 CON damage immediately and must make a L1SR on LK to escape from the room without taking an additional 2D6 burn damage to CON. The Lizard will remain in the room. The room has no treasure unfortunately.



22) Wandering around in this room are 2D6 Zombies, which attack any living thing to enter the room, chasing them until they reach them or their path is blocked. They cannot open any doors, and each has an MR of 85, CON MR 150. The north wall hides a secret panel (L3SR on LK to find and DEX to open) containing a **Magic Potion** that will restore up to 30 points of lost ST or CON, 1 dose only.

23) This room is empty but contains a trap. The floor is laden with pressure plates, which when stepped upon cause poison gas to flow into the room through small vents in the walls and ceiling. When the plates are triggered, the doors slam closed and lock. For each combat round that the delvers are trapped in here, each will take 1D3 CON damage. The gas vanishes when one of the doors opens. 2 *Knock Knock* spells are required to open each door.

24) When the room is entered, a Stone Troll, MR 370, emerges from the north wall and attacks the party. Non-magic weapons do only half damage, and the Troll will not leave the room. A chest in the room contains 500 GP and a **Magic Pebble** that can be used to summon a Stone Elemental with an MR of 400 to do the user's bidding for up to 1 full turn. One use only.

25) The floor of this grim room is earthen, and a gothic-style ornate archway with a skull at the apex, can be seen to the east. The room is empty, but if anyone passes through the archway to the east, 1D6 Zombies, MR 280 each, rise from the earth and attack the delvers. All delvers in the room must make a L2SR on LK not to receive a half round of damage from surprise as the Zombies attack their feet and legs.

26) The room is empty, but as the party enter, 2 Stone Trolls, MR 150 each, emerge from the south wall and attack. They are immune to non-magic attacks, and will not leave the room. There is an iron manhole cover in the floor in the centre of the room, which requires magic to unlock and a L3SR on ST to lift open. Beneath is a hole containing a small iron box. The box contains 2D6 mithril pieces.



27) This large room is the lair of Nergarru, Demon-Warrior/Mage. He has an MR of 900, and can cast any Wizard's Guild Spell from level 1 to 10. His ST for spell casting is 90 (10% of his MR). In addition to those spells he can also cast the following:

Dark Arrow. A ghostly black arrow is cast at a single foe, requiring the caster to make a L3SR on LK to hit any target within 20' range. If it hits, the caster rolls as many D6 as his or her level (in this case it is 10) and the victim is hit with that many points of fire damage as their skin burns, despite armour protection, as the arrow passes through ALL armour. The damage comes directly from CON.

Hell Cloud. The victim is enveloped in a toxic, demon-filled black cloud, from which there is no escape. Victim takes 6D6 CON damage from poison every combat round, and must fight 2D6 demons that are in the cloud, each having an MR of 130. The cloud lasts for as many combat rounds as the caster's level number. No one else may interfere with the combat and the cloud follows the victim wherever he goes, even if they teleport away.

Struck Down. Victim is hit by an invisible power bolt doing as many D6 damage as the caster's level number x2, and is cast 2D6 feet backwards. If they hit a solid surface, they are stunned, taking a further 3D6 damage and may not act for the next combat turn.

Nergarru may parley with the party at the GM's discretion. If he fights in hand-to-hand combat, he will use no weapons, relying on his massive muscular frame and fighting prowess.

28) This chamber has a floor of packed earth, and has a crude stone altar against the east wall. Atop it are a chaos symbol and a bowl of blood. If the altar is touched, a Zombie Priest rises from the earth and attacks the party with an MR of 770. Non-magic weapons will not harm him. If slain, the Priest leaves behind his headdress, which will act as an **OMS** for a wizard and as a **Cloak of Fire-Protection** for non-wizards, protecting the wearer from up to 100 points of flame damage.



29) A group of Half-Orc ruffians have set-up in here, and will be roasting a pig over a fire pit in the floor when the delvers enter. There are 5 creatures, each with an MR of 110, apart from the leader, Grolsk, who has an MR of 210. If it looks like they can win battle with the delvers, they will attack otherwise they *may* parley. They know only brief details about the dungeon at the GM's discretion. They have a total of 35 GP between them, and have no weapons larger than a 3 dice sword. They own no magic or armour.

30) At the rear (south) of this room, an antique mirror hangs on the stone wall. The floor is covered with a layer of powdered bone, and a skull lies in the SW corner of the room. The mirror cannot be damaged, and if taken from the wall, it immediately replaces itself, deducting 1D6 CON from the person moving it. It is the Mirror of Self Hate. Anyone looking into it must make a SR on IQ at his or her own level. If they fail, they see, and will always only see, their own reflection. If the SR is made, the person sees his or her reflection, but it is their soul that they see. They are tormented with haunting visions of their evil life (even if they have led a pious or goodly life up until now!).

They must then make a L3SR on IQ to resist the mirror's evil. If the roll is missed, they hate themselves, and turn to dust, their skull falling to the floor to lie forever in the remains of their own bones. If the SR is made, the mirror cracks (it will heal for the next game) and the delver receives a bonus of 2D6 permanent points to add to each attribute (roll each separately) excluding SP.

31) This chamber contains a Minotaur, MR 760, which has been ensorcelled to remain in here and guard the treasure in room 32. It holds a huge double-headed axe and wears ornate back and breast plate armour and sandals. It challenges anyone who tries to pass through the room, but will never speak. The creature has been further enchanted so that non-magic attacks will not harm it, and it *always* scores 2D6 CON damage onto any foe it fights, regardless of any armour or magical protection they may have.



32) This chamber contains **The Girdle of Hippolyte**. This large warrior's girdle/belt can be used/worn by true warriors only, and will take 100 hits in combat, and allow the wearer to double personal adds in hand to hand combat. Saving rolls however will be at one level higher than required for the wearer of this fabulous item. Scattered on the floor in here are 1000 GP and 4000 SP.

33) The room is empty, but there is an iron grille set into the floor. It requires a total ST of 60 to lift. Beneath is an opening into a tunnel, which runs between this room and room 65.

34) This is the Titan's Weapon Room. Creaphon is a 12' tall Greek warrior made from bronze. He runs this small dungeon store for delvers who require extra weapons. He stocks 1 of every weapon in the T&T rulebook, and will sell them at +50% to the rulebook cost. He will enchant any item for an additional fee of 1000GP per extra dice of damage that the weapon is enchanted with, and this fee includes a bonus of +1D6 adds to the weapon. Creaphon does not sell many weapons because of his high prices, but it does not bother him. He speaks all High Tongues, and if attacked, will teleport every delver to room 5, but their weapons, ALL of them, will remain here, and will be added to his stock. They are of course free to buy them back...



35) The north wall of this room is dominated by a stone circle, which has an arrow pointer in the centre, made of iron, which can be moved around the circle. Around the outside of the circle are 12 symbols, namely: Skull, Star, Fire, Water, Ice, Rock, Sword, Shield, Parchment, Hourglass, Wand and Question Mark. On the west wall is a large red button. Pressing the button will activate the magic in the circle, and depending on which symbol the arrow points towards, a magical effect takes place. The GM may use his own ideas or consult the table below for the effects. The circle, pointer and button cannot be damaged, and no magic lower than level 12 will function in here.

Skull – Roll 1D6. 1-3, the next monster they meet will have double MR. 4-5 the next monster they meet will have an MR +50%. On a roll of 6 the next monster they meet will surrender immediately.

Star – Roll 1D6. 1-3 the next spell cast by the party will fail. 4-6 the next spell cast by the party will have double damage/effect.

Fire – All delvers become immune to fire damage for the next 1D6 turns.

Water – Delvers and all their equipment teleported to room 36.

Ice – Delvers and all their equipment teleported to room 40.

Rock – A Rock Troll, MR 550, emerges from the east wall and attacks!

Sword – The largest/most powerful weapon that the person who pressed the button holds is either (roll 1D6) 1-3 halved in damage or 1-5 +50% to damage or 6 doubled in damage. Rounding down. E.G. A broadsword, 3+4, would get only 1+1 on a roll of 1-3, 4+6 on a roll of 4-5 and 6+8 on a roll of a 6 on 1D6 after the button is pressed.

Shield – As above but works on largest shield carried. If the person pressing the button has no shield, choose a random shield held by the party. If no one has any shields, choose armour at GM's discretion. Magic works on total hits taken.

Parchment – Party given a partial roughly drawn map to part of the dungeon at GM's discretion. (Provided as a player handout)

Hourglass – Roll 2D6. In this number of turns, a Wandering Monster will attack the party.

Wand – Either person pressing the button, or the whole party, are affected by a random spell. GM to randomise and apply accordingly.

? – GM to decide the outcome of this enchantment, which is different each time!

36) This room has walls of blue and a ceiling of white. The floor is sunken 3' below the corridor level, and a sloping tunnel to the west of the room is the entrance to an under-dungeon stream. This is an ideal location for the GM to develop new areas or a deeper level or sub-level. Living in here at the moment is a fierce Mer-Creature, MR 440. It has green, oily skin and gills, and carries a spear. It will attack the party if they number only 1 or 2, but will swim down the western tunnel if the party numbers 3 or more.

37) Nergarru, Demon-Warrior/Mage (room 27), keeps his pet in here. It is a Shoggoth, MR 860. It is quite old and not very bright, and totally insane. It will be asleep when the delvers enter if the GM rolls a 2-5 on 1D6. The party may creep through the room to their desired exit by making a L2SR on LK each. Failure, or if the GM rolls 1 or 6 on 1D6, results in the creature being awake, in which case it will attack anyone who enters the room.



38) The only feature of this room is a disused water fountain on the east wall, and a ruined mosaic on the south wall, which has been defaced and covered in Orcish graffiti. The room is otherwise empty.

39) The room contains an old sarcophagus, which has been smashed-in. Large pieces of rubble litter the floor, which is cracked and filthy. The tomb is now inhabited by a Vampire, MR 540, which moves at twice the speed of the delvers, and it will attack anyone entering the room. There is no treasure in here.

40) This chamber is a Common Room, and has been made into a 'tavern', with odd-shaped tables and mismatched chairs, benches and stools. The bar is in the NW corner of the room and extends for 20' along the west wall. The Tavern Master is Halan, and he is an Ogre. He wears a shirt and trousers and a large apron. He runs the tavern with an iron hand, and tolerates no fighting, spitting, brawling, lewd behaviour or speaking in Elvish...

The GM may compile a list of wares for this tavern if he so desires. The room is a haven for wounded delvers, who may rest for up to 3 hours in here without attack. Any creatures that begin a fight in here will be teleported to room 83 before the first blow is dealt. Magic spells with the exception of healing and other non-aggressive forms of magic are not allowed, and the casting of them will result in instant teleportation to room 83.

The north door leads to room 45, which is Halan's storeroom. The door is always locked, with Halan holding the only key. Halan is also assisted in here by Omma, an invisible Imp mage, who will keep an eye on the tavern when Halan is busy. The Imp knows levels 1-12 spells, and has a **Magic Signet Ring**, which allows him to always know the level and magic abilities of the patrons of the tavern. He also wears a **Magical Headband**, which protects him from any spell at or below L12 cast at him whilst in this room.

Omma has an MR of 200, and owns a **Deluxe Magic Staff** called *Guttergall*, which takes the form of a black wand. It holds 200 points of ST for casting spells, and is loyal only to Omma.

Halan has an MR of 650, but only fights to protect himself, his friend Omma, his tavern and his patrons (if necessary). He fights with an **Enchanted Cudgel**, which will *always* knock unconscious, a foe if the victim fails a L6SR on LK, despite the outcome of the combat round. He may also own other magic items at the discretion of the GM.

As a rule of thumb, a tankard of ale costs 1 SP, a goblet of wine costs 5 SP, and a basic meal costs 1 GP.

41) The room has been trashed recently; smashed furniture lies everywhere, upturned and shattered clay pots lie in their own dust, and the walls have been hacked in many places. Only one object remains undamaged, and that is a black clay urn, which sits in the middle of the mess. It is covered in red runic markings that no one can understand, and is sealed with red wax. Inside is an evil Djinn that likes nothing more than causing damage and fighting humans. Anyone touching the urn must make a L3SR on LK. If the roll is made, the PC receives a mental message saying something like "Let me out you miserable mortal!" or "*Free me, you slithering worm of a human!*" This should be warning enough! If the roll is missed, the PC receives a 3D6 magical shock from the urn, which is deducted directly from CON, and they are thrown backwards for 5'. If the urn is opened (it cannot be damaged), the evil Djinn, known as Ghuanzarr, emerges, casts an immediate Smog spell, which halves the ST and CON of all members of the party, and then attacks wildly, with an MR of 500. If the party slay the Djinn, the urn splits in two and a black gem is revealed. It is the **Ghuanzarr's Wrath**, a one-use magic gem, which allows the user to summon a swirling black cloud, which causes all living things within a 25' radius of it, to lose 3D6 ST & CON. The cloud will not move from where it was summoned and lasts for as many combat rounds as the user's level number. The person using the gem is immune to the effects of the cloud, but his or her companions are not, so this rare and dangerous item must be used with caution.

42) This room contains a large four-poster bed, upon which, lies a beautiful maiden, wearing a pale blue robe and clutching a rose to her chest. She is cold to touch and deathly pale. She appears dead. On the floor lie two human skeletons, still dressed in arms and armour (which can be salvaged at the GM's discretion). The room is subject to a powerful 11th level spell of sleep. Anyone in here for more than 1 full turn must make a L4SR on the average of IQ and ST each *combat round*. Failure results in the victim falling asleep for 1D6 hours. They cannot be awoken. If any of the PCs fall asleep in here, the Vampire maiden will feast on their blood whilst they sleep, like she did with the two unfortunate delvers that lie on the floor. The Vampire's MR is only 190, but she cannot be harmed by *anything* apart from silver.

All magic attacks fail, all weapons cause no damage, and no magic weapons or items will have any effect either. The Vampire's main attack is the power of hypnosis. Anyone in combat with her (or in fact just looking at her) must make a L5SR on IQ every combat round, or become totally under her spell. She will feast on anyone so ensorcelled and he or she will never recover. Anyone drained of blood by the Vampire will turn into a skeleton within one hour of death.

GM Note: The room is full of old furniture, with lost of drawers to open and look through, cupboards to open, chests to open etc. Although the room is full of odd items, old books, parchments etc., there is *nothing of value whatsoever* in the room or in the various items of furniture. Hopefully the PCs will spend time looking through everything and fall under the sleep spell. The Vampire will not react unless any of the PCs that have fallen asleep have been left alone, and then she will rise, as from death, and drain them of blood and life.

If the bed is moved away from the wall, the secret door will be found. It requires a L2SR on DEX to open. Beyond is a short corridor in which are three treasure chests. One if filled with gold (2500 GP), one with silver (6000 SP) and one contains a magic item at the discretion of the GM.



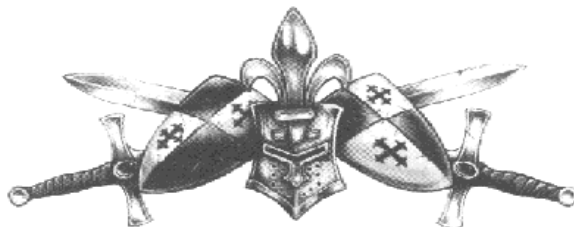
43) In the NW corner of the room an old man sits in a wicker chair, covered in cobwebs and reading a book. Closer inspection shows him to be dead. The room is lined with bookshelves containing many old tomes. None are useful or of interest to the PCs but the GM could consider placing a magic book or two of his own devising in here to add extra interest. Living in the old man's clothing is a Black Widow Spider. Anyone searching the old man must make a L3SR on LK or be bitten. Death will follow in 1D3 turns unless the victim is magically healed or an antidote is administered. In one of the old man's pockets are a silver mirror and a silver dagger (2+3). In the other pocket is an **OMS**.

44) The room has a partially collapsed ceiling and filthy puddles of water cover the floor. The room is home to 2 Giant Beetles, each with an MR of 245. During combat, everyone fighting them must make a L2SR on DEX or be trapped in the creature's huge mandibles, which prevent them from fighting at full power (all combat totals will be halved) until they are free. To break free, the PC must make a L2SR on ST, and may try once per combat round. Each combat round they are trapped they take 2D6 CON damage. The room contains no treasure.

45) This is the storeroom for the tavern in chamber 40. It contains many barrels, all of different sizes, and boxes of supplies. The GM may elaborate on this room if desired but it contains no secrets.

46) Here, Gnome brothers Farzi and Kholeet run a snack stand. They sell all manner of edible (and inedible!) goods, at reasonable prices. There are some tables and chairs set out in here that may be used by paying customers only. Each brother is a L7 wizard. They may own various magic trinkets at the discretion of the GM. Acting as 'bouncer' in here is Jithatha, a Were-Bear. He will transform into a creature with an MR of 680 within 1 combat round of any trouble beginning. He can only be harmed by silver weapons, with all other physical attacks doing only minimum damage (e.g. a broadsword would score only 7 points of damage. 1 for each of the 3 dice and 4 adds), and personal adds do not count. The brothers are good friends with Halan in the tavern at 40. The GM should role-play this room as he sees fit. As long as the delvers are resting in here, and spending money (at least 10 GP per hour!), they will be safe from all denizens of the dungeon.

The secret door on the east wall is invisible, and cannot be opened by any means apart from with the magic key in room 51.



47) The room has a mosaic floor, which sadly has been heavily damaged. The south wall contains a still working water fountain, but the room is empty. The secret door on the east wall is invisible, and cannot be opened by any means apart from with the magic key in room 51. When the room is entered, there is a flash of purple light and 30 Goblins appear, attacking the delvers wildly, each with an MR of 25. Anyone taking damage to CON will be infected with a toxin that lowers ST and DEX by half until a cure is administered. The Goblins are insane and will chase the delvers until slain.

48) This small chamber contains three shattered skeletons lying amongst a pile of filthy rags. Scattered amongst the bones and dirt are many small rubies. If any of the rubies (there are 12D6 gems, each worth 50GP) are removed from the room, the Ghosts of the skeletons appear and attack the party, each having an MR of 100. Non-magic attacks will not work upon them. Searching the room also reveals a **Magic Dirk** dagger that scores 8D6 in combat in the hands of a hobbit.

49) A Skeleton Warlord stands in here, suspended in time until the door is opened, whereupon it attacks whoever opened the door. It has an MR of 750, and wears **Magical Armour** (chainmail) that protects against non-magic attacks, and wears a **Magical Ring** that protects against TTYF spells and non-magic fire damage, both of which can be taken and used by the party if the Skeleton is destroyed.

50) This room is home to a group of 2D6 Hobgoblins, each having an MR of 185. One of them will be a wizard (shaman) with the capability to cast 1 spell (Level 1 – 6) per round for three combat rounds then becoming tired and retiring from battle (probably escaping from the room if the fight is going badly for the monsters). A treasure chest in here holds 800 GP, 1400 SP and 2D6 assorted treasures (goblets, crowns, statues etc.) worth between 20 and 120 GP each.



51) This room contains 6 statues, each representing a different warrior. They are all around 7' high and made of iron. They will only animate and attack (MR 200 each) if there is an undead presence in the room (e.g. ghost, zombie, living skeleton, vampire etc.). If animated they will fight until destroyed. A search of the room will reveal, with a L2SR on LK, a hidden panel in the north wall, which contains a clay urn. Inside (it is sealed with wax) is a poison gas spell that attacks the central nervous system of anyone breathing it, thus reducing DEX by half for 1D6 *hours*. Also in the urn the **Enchanted Key** required to open the secret doors in rooms 46 and 47.

52) In the centre of this room is a magical statue. It transforms into an exact replica of the first person to enter the room, complete with items, weapons, powers and armour. If the character is a magic-user, the statue will inherit all of the character's spells. The only difference is that each Prime Attribute will be multiplied by 2, 5 or 10 (GM to randomly determine)! The statue will attempt to slay all the party, but is unable to leave the room by any means.

53) This room contains the tomb of Atek-Netta, a mage from centuries past. His mummified body lies within a simple stone sarcophagus, which stands in the centre of the room. A single Eye of Horus has been painted onto the lid of the tomb, and strong magic can be felt in here. Atek-Netta lies within, accompanied by his **DMS** (called Abis), which knows spells level 1 to 12 inclusive. The staff will never be totally loyal to any new master, although will serve him or her well for the first few months. The tomb is cursed...

- ❖ Anyone entering the room will be subjected to a mental assault from spittits from beyond the grave, and must make a L3SR on IQ or will flee the chamber in utter fear, running beyond rooms 52, 58, 59 & 62. They will not return to this chamber unless persuaded by a L6CHR SR of a PC of higher level.
- ❖ The first person to touch the tomb will be struck by a lightning bolt that causes 6D6 CON damage.
- ❖ Anyone attempting to open the tomb will be struck by a L4 Death Spell, requiring a 4th level SR on LK to avoid instant death.
- ❖ When the tomb is opened, everyone present in the room must make a L5SR on CON as poison gas escapes. If the saving throw is missed, the difference is taken directly from CON.

If all of these traps and curses are avoided, the party may claim the staff Abis, however, if any character other than a true wizard touches it first, they will be turned to ash without a saving throw. Kindly Game Masters may wish to give the PCs a L6SR on LK before this occurs. Atek-Netta is nothing but a mummified husk, and will cause the party no harm. His soul is far, far away in another realm, and he cares not what happens in this room, not does he care what becomes of his staff.

54) The room is filthy and littered with broken bones, damaged armour, shattered weapons and rotted matter. Three corpses lie to the west of the room. They are Zombies and will rise if disturbed attacking and attempting to devour anyone they can see and smell! Each Zombie has an MR of 320, and once they have been alerted to the delvers' presence, they will follow them until slain or they kill and eat the delvers. If the room is searched, a L3SR on LK will discover a magic sword called **Hawk** that weighs 20, requires a ST & DEX of only 9 to use, and scores 8+6 in battle. It glows red when it detects the presence of undead within 30'.



55) The room contains a large circular wooden table, some chairs, mainly broken, a ragged rug and a lot of mess. It is otherwise empty.

56) This chamber is home to a slumbering undead Hellhound, which is alerted when anyone approaches the room. It has an MR of 700 and a CON MR of 1000, as it is incredibly tough and hard to damage. It has glowing red eyes and a huge slavering mouth of razor teeth. It will not leave the chamber but will attempt to pull to pieces anyone that tries to pass through the room. It is immune to both poison and fire.

57) The room has a mosaic floor and three basins of water built into the west wall. Buttons underneath the basins will cause them to fill up with water when pressed. The room is home to 3 Serpentmen that attack anyone who tries to enter the room. Each fights with a pole weapon and has an MR of 350 each. They are very fierce and will not listen to parley or bargain. In amongst the creatures' belongings is a large treasure chest that contains 3 jewelled crowns, each worth 350 GP, a bag of 100 rubies, worth 2D6 GP each, and a **Magic Buckler** shield that takes up to 50 points of damage from any non-magical weapon. If the Serpentmen are losing the fight, they will flee, one through each of the doors in the room, and may attempt to ambush the party later.

58) In here stand two magical statues, each one taking the form of a jackal-headed warrior. They animate if anyone passes through the archway to the south leading into room 59, attacking with an MR of 450 each. They cannot be harmed by fire or spells below level 3.

59) The room is empty but there are three levers on the west wall, all in the 'UP' position. In the east wall is a 3' diameter hole surrounded by the likeness of what appears to be a demon. Through the hole utter blackness can be seen. If anyone puts any part of their body into the hole, they will be teleported naked to room 5, and all their belongings will be teleported to room 71. Any un-living matter thrown into the hole will emerge in room 71. The levers are all trapped; will the delvers *never learn?* Pulling the first lever (closest to room 58) will cause the entire floor to open.

A L2SR on the average of SP & DEX is required to leap out of the room in time to avoid a fatal fall 500' into a pit of lava. The floor will re-set itself after 1 full turn. Pulling the centre lever causes a 100D6 fireball to explode through the demon's mouth on the east wall. All characters present in the room must share the 100D6 fire damage total. Pulling the lever closest to the south will cause the room to fill with poison gas. All characters must make a L5SR on CON or die.

60) This room contains a huge statue of a serpent god, and it stands against the north wall. It is 30' high and is hideous. Fires burn in its eyes and mouth and incense burns from large bowls placed at the bottom of the statue. Three fierce Serpentmen are in here, each with an MR of 350. They will attack anyone entering the room that is not of their race. If the statue is climbed (L2SR on DEX to avoid a fall causing 2D6 CON damage) the hollow depression in the statue's head is revealed. It contains 2000 GP worth of treasure; gems, gold, jewelled items etc. The total haul weighs 200 weight units.

61) This room contains The Death-Machine. It is a bizarre contraption of metal, springs and cogs, with a huge brass skull at the front and an array of cannons and knives displayed everywhere. It rolls along on huge spiked wheels and as soon as the door to the room is opened it begins to spew forth steam and clanks into action, rolling heavily towards the door. Huge hammers at the front of the machine are capable of smashing stone walls, so even if the delvers close the door quickly, the Death-Machine will smash its way through the door and wall and roll after them! It can fit into any corridor and will chase them until it runs out of steam (in 20 turns) or is destroyed or disabled. Anyone caught in the path of this horror will take 100D6 damage per combat round as they are pummelled with hammers, stabbed with spikes, slashed with swords and blown-up by fire cannons! The machine is immune to all attacks from non-magical weapons and can only be damaged by fire attacks or other powerful magic spells at the discretion of the GM. It has a CON of 1000. It will take the Death-Machine 1 full turn to smash through a wall. It cannot fit through any doors in the dungeon so must smash through the wall, destroying the door if it must.

The Death-Machine is piloted by a nasty Goblin called Spike. He cannot be seen as he sits inside an enclosed compartment within the machine. He will abandon the device if he thinks the delvers are able to destroy it, escaping through a secret hatch and running away into the dungeon. His MR is 50 only.

62) This dusty chamber is empty apart from some dry bones scattered on the floor. A large evil-looking black skull made of stone, with glowing green eyes, can be seen high up on the north wall (at a height of 25'). This is the Skull of Doom. Anyone touching the skull will be struck with a Death Spell #9, and must therefore make a L9SR on LK to avoid sudden death.

Anyone walking through the room will be struck with a 50D6 Blasting Power from the skull, and anyone flying in the room will be hit by a lightning bolt from the skull, causing 12D6 instant CON damage, and causing them to fall to the floor, where they will be hit by the Blasting Power! Anyone turning invisible in the room will be hit by a Smog spell from the skull, which will halve their ST & CON, and anyone casting magic at the skull will have the spell rebounded back at them with double damage! The skull cannot be destroyed and the delvers must teleport through the room to avoid the evil Skull of Doom!

63) This room is dusty, has a cracked mosaic floor and a black roof, although large sections of 'plaster' are missing from the roof and walls. A shattered skeleton of what looks like an Orc lies in the southeast corner, wrapped in rags (it is irrelevant). Against the west wall is a statue of a warrior, sword held high, shield ready to deflect blows. The statue is covered in cobwebs and dust. High magic vibes can be felt from the statue, but no magic spells are successful in ascertaining the nature of the enchantment. This is a simple room. The statue will grant a magical boon upon whoever touches it. The first person will gain a bonus of 1 point to ST; the second will gain 2 points, and the third 4 points. However, the fourth person to touch the warrior will have his or her sex reversed, with hilarious consequences no doubt! The next person to touch the statue will receive nothing, and then the cycle begins again, but I doubt by this time that anyone will dare to touch the statue again!

64) Standing in this small alcove is a statue of a grim-faced being. It looks like some kind of deity, but the delvers cannot be sure. It looks straight ahead and has his right hand risen pointing through the archway into room 55, whilst his left hand is by his side. The statue radiated neutral magic but no magic spells are successful in ascertaining the nature of the enchantment. Anyone touching the statue must make a saving throw *at his or her own level* on LK. Failure results in the unfortunate character being teleported to room 5, along with everything they wear and carry.

If the saving throw is successful, the PC is granted a *Dear God* spell, which they must use there and then. After granting this magic, the statue will do nothing for the rest of the adventure.

65) This room is elaborately decorated with mosaic on the wall and floor and fine tapestries hanging on the walls. It is lit by a pulsating globe, which floats in the air, glowing softly in yellow (it vanishes if touched or if magic is cast upon it). The only other feature of the room is a glowing archway of swirling, multicoloured mist in the north wall. Above the archway are the words '**EMERGENCY EXIT**' written in glowing green letters in the tongue recognised by most of the party. Anyone passing through the archway will indeed be teleported home, but for every item of treasure they carry they must make a SR on LK at his or her own level. Failure means the item was teleported to room 84...

66) This is the Teleport Room. An archway of glowing, swirling mist, as in the room above, stands in the west, south and east walls. The archways glow different colours at the discretion of the GM. The west archway teleports anyone entering it to room 5, the south archway teleports anyone entering it to room 40, and the east archway teleports anyone entering it into room 38. Teleported individuals take everything they carry and wear with them.

67) Chains hang from the ceiling in here and the cracked floor is filthy and wet. Water drips constantly from cracks and holes in the roof, and the room appears empty, but is in fact inhabited by an Invisible Demon, which will attack the party as they turn to leave. Unless they detect it, the Demon will attack the delver at the rear of the party as they walk down the corridor and score a full combat round of damage, probably killing the delver. It will remain invisible and terrorize the party for as long as it can, perhaps attempting to pick-off the delvers one by one... The Demon has an MR of 500 and is immune to fire and poison attacks.

68) This large area is empty, but the floor is cracked and scorched in places. Some bones and smashed armour pieces lie around.

69) This room has been painted black, and glowing green runes cover the walls, ceiling and floor. A simple black throne carved from basalt stone can be seen in the gloom against the east wall. Sitting in the throne is a skeletal being, holding a sceptre and wearing a crown and royal robes. If the room is entered, the Skeleton Wizard animates and demands that he is left alone, threatening to destroy every member of the party.



If they do not comply, the party will face the wrath of this evil being. The undead mage will blast them with a Death Spell #9 cast upon the highest level PC or the PC with the highest number of personal adds. The next round the skeleton will cast a Smog spell that is of sufficient power to halve the ST & CON of all the party. If the party still insist on challenging the undead horror, it will cast a Hellbomb Bursts upon the highest-level PC or the PC it deems to be most powerful or the leader of the group.

SKELETON WIZARD

ST: 168 **CON:** 350 **IQ:** 88 **DEX:** 46 **LK:** 90 **CHR:** -57 **ADDS:** +268

The skeleton's sceptre is a DMS, which has the ability to cast a Dis-Spell once per combat round for ST points equal to the level of spell being nullified. The staff can cast it up to level 12.

If the skeleton is defeated it explodes, and the DMS vanishes. The party may search the room in this case, and there are 3 secrets to uncover:

1. The secret door leading to room 77, which requires a L5SR on LK to find and a L3SR on the average of IQ & DEX to open.
2. A secret panel in the south wall that contains a golden, jewelled crown worth 2500 GP, an emerald studded sceptre worth 1500 GP and a silk pouch containing 30 mithril pieces.
3. A secret panel in the north wall that contains a magic sword called **Stinging Steel** that weighs 30, requires a ST & DEX of 14 to use and delivers 12D6 to all creatures except undead, which it cannot harm. Also in the hidden niche with the sword is a **Magic Ring** that increases the wearer's ST by 10 when worn but decreases CHR by the same amount. It is a skull ring set with two small diamonds, and is a particularly ugly ring.

70) In the centre of this room is a 5' diameter pit, surrounded by stones that are covered with tiny runes. The whole area is scorched and black, and the walls and floor, especially the ceiling directly above the pit, are blackened. If the room is approached by any of the entrances, a Fire Demon, MR 950, appears from the depths of the pit and challenges all who try to cross, attacking anyone brave/stupid enough to try. If slain, the Demon returns to the bottom of the pit (666 feet deep) where it will remain for 12 full turns, after which time it will have regained all of its MR and will once again challenge anyone entering the room.

At the foot of the pit is a pair of magic daggers called **Fire & Brimstone**. Each weighs 15 weight units and requires a DEX of 10 and ST of 3 to use. If used together they score 12D6+12 hits each, but if used separately they score only 6+6 each. For each combat round they are used however, the user loses 2 CON per combat round as the daggers burn into the wielder's hands, despite any armour used for protection.

71) In the east wall of this room is a glowing archway, through which only black, swirling mist can be seen. Each time the room is entered, a Wandering Monster appears through the archway and attacks. 3 full turns must have passed before another monster will emerge through the archway if the room is entered again.

72) A simple trap. The floor is actually very thin, although looks like thick, solid stone. When 2 or more delvers reach the centre, the floor collapses, sending all characters in the room down into a 100' deep pit of lava. Unless wizards can save themselves and others with magic (and a L1SR on SP to cast the spell quickly enough...) all will perish here. The room is totally empty and if the floor is checked first (e.g. by tapping the stone with a staff), a L1SR on IQ will inform the delver that the floor sounds a little hollow, although it does seem to be solid stone and not an illusion.

73) The chamber is black, with four glowing gems shining in the gloom, all set into the west wall at a height of 6' from the floor and spaced equally along the 40' wall, one every 10'. From the south they glow White, Green, Red and Blue. Against the north wall is a large and ornate treasure chest. When the room is entered, the first of four Elementals emerges from the gems. It is an Air Elemental, and it emerges from the white gem. It has an MR of 500. When defeated, an Earth Elemental emerges from the green gem, and attacks with an MR of 650. If defeated, a Fire Elemental emerges from the red gem, attacking with an MR of 800. Finally, when the Fire Elemental is defeated, a Water Elemental flows out of the blue gem, filling the room with water. At the same time, an iron wall falls, blocking the exit door (treat as 'Wall of Iron' spell). Unless the characters defeat the Water Elemental, which can be harmed by fire attacks and magic only and has an MR of 1000, they will drown.



74) This is the Common Room of the Orcs of the Flaming Skull. They are a rough bunch of evil-minded creatures, with a burning skull painted onto their shields, armour and skin. All are ugly and mean. The room contains several large wooden tables and many stools and chairs (some broken). The room is a mess, with the remains of gruesome meals all over the tables. Two large beer kegs stand in the room, and a particularly large Orc stands nearby, pouring tankards of ale. In an iron cage is a chained human female. She has been tortured and abused, and she is terrified out of her wits. She is a 2nd level warrior, who became detached from her party and was captured by the Orcs. If released she will gladly accompany the party. She is naked and has no items. There will be 2D6+2 Orcs in here when the delvers enter, each having an MR of 135 with two Orcs (the one serving the ale and another rough-looking brute standing nearby) have an MR of 190 each. For each Orc slain, a 3-dice weapon and up to 2D6-worth of armour pieces can be claimed, along with 2D6 GP per Orc.



75) This room forms part of the Lair of the Orcs of the Flaming Skull. A battered iron candleholder hangs from the cracked ceiling, and torches burn on the walls. The leader sits in an old battered throne, watching the movements of two naked human girls that are dancing in the torchlight. The leader has an MR of 360, and is accompanied by two large Orcs that stand at either side of the throne. These Orcs have an MR of 250 each. 1D6+2 Orcs (MR 110) stand or sit around the edges of the room watching the dancers and sniggering foully. An Ogre guard (MR 248) stands in the corridor leading to room 70 and room 80.

76) This chamber contains a large treasure chest against the east wall. The rest of the room is empty. The chest has been placed there by the Orcs of the Flaming Skull (rooms 82, 74 & 75) and acts as an alarm. When opened, a magical device inside emits a piercing shriek, which lasts for 1 combat round and can be heard as far away as room 55. The device takes the form of a bronze statuette of a Siren, which in itself is worth 50 GP. When the chest is opened the Ogre guards and Orcs of the Flaming Skull are alerted and prepare for battle. The GM should role-play their actions in this case.

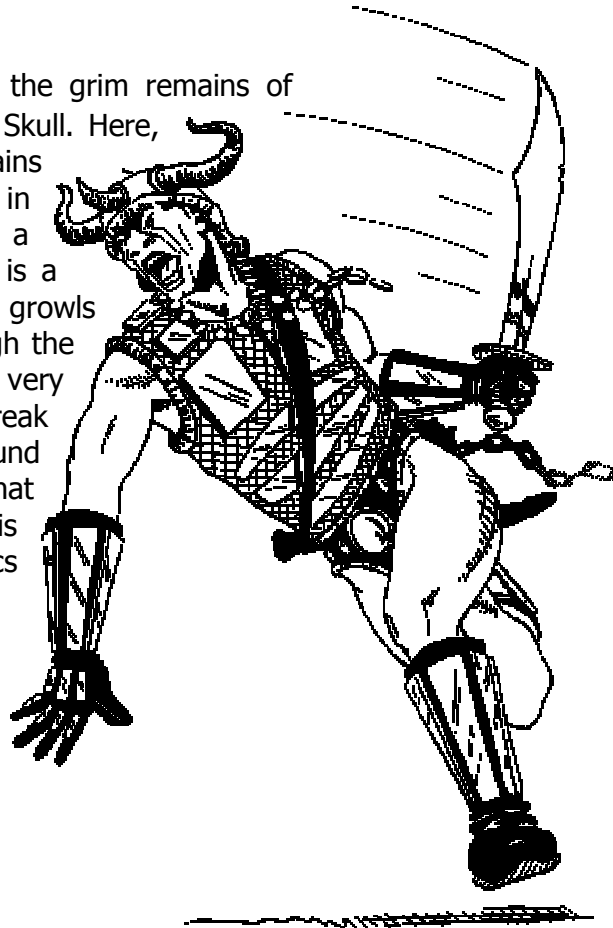
77) This is a treasure room. It contains 12 treasure chests, of all shapes, sizes, design and colour, which contain all manner of treasures. Each chest will yield 1D6x1000 GP of assorted treasure, in the form of coins, jewels, statuary, ornaments, trinkets etc. Lying amongst the cobwebs of ages are 1D6 magic weapons and 1D4 magic pieces of armour. In addition, a search of this room lasting at least 2 full turns will yield 1 magic item for every player-character searching and making a L4SR on LK. The room is not guarded but the door in the east wall is a One-Way Door that will permit the characters to leave the room but will not allow anyone to enter from the corridor beyond. No magic that the party has will allow them to defeat this magic door.

78) This room contains a 15' stone statue of a Winged Gargoyle, which stands upon a pillar of stone 4' cubed. As soon as anyone steps into the room the Gargoyle animates and attacks wildly with an MR of 800, casting a TTYF of 6D6 onto the strongest member of the party each combat round. This fearsome creature is immune to non-magical attacks, fire and poison, but ice/cold attacks will cause triple damage (although the delvers will not know this without the use of magic to determine the creature's weakness). If it is slain, the pillar of stone upon which it stood cracks exactly in half and reveals a hidden compartment within. It contains three items, namely an amulet in the form of a pair of wings, a bottle of thick green glass, and a small green gem. The amulet is **Gargoyle's Grief**. The wearer may fly (as per the *Fly Me* spell) for up to 1 full hour in any period of 24, but whilst in flight, CON is reduced to 10. If the character's CON is 10 or less anyway there is no penalty. CON returns to normal 24 hours after the amulet was first used. The bottle contains a **Magical Potion** that heals all lost CON when drunk, but it causes temporary blindness for 1D4 full turns after first drunk. There are 6 doses in the bottle. The gem is the **Gargoyle's Eye**. It is blessed with 17th level magic, and when removed from the dungeon, will instantly transform into gold coins equal to the delver's LK x 1000. However, a Gargoyle will instantly appear in the sky and demand half of the gold. If the delvers do not wish to relinquish half of the stash, the Gargoyle will attack with an MR equal to the ST of the delver who carried the gem out of the dungeon multiplied by 100.



79) An ornate stone sarcophagus lies against the west wall of this cold, bare chamber. Unless the delvers open the tomb nothing will happen. Inside is an evil Djinn, which, when released, threatens to destroy the entire party unless they give him half of all treasure and magic they own (each PC must hand-over half of their loot and magic items). Assuming the delvers refuse to comply with this ridiculous demand, the Djinn attacks with all the force he can muster. His MR is 1000, and he knows up to level 12 spells. He cannot be harmed by non-magical attacks. If slain, he will howl with rage and be therefore banished to another realm, and the delvers may search the tomb. It contains an old moth-eaten green cloak, a small battered dagger and a ring of dull bronze with the stone missing. Magic vibes can be felt from all the items despite their appearance, and all that the PCs can gather if they use magic to reveal the items' use is that they are useless unless removed from the dungeon. When outside, the old cloak becomes a **Cloak of Shadows**, allowing the wearer to blend-in with his or her surroundings, indoors or outdoors, with a 90% chance of remaining completely hidden. The small battered dagger changes into a shiny new dagger and is called **Barb**, scoring 12D6 against all foes and glowing red when poisonous creatures are near (30'). The ring is cursed, and does not appear to change when removed from the dungeon. If worn, it teleports the delver into the tomb in this room, where he or she will remain until rescued, neither living nor dead...

80) This room is piled-high with the grim remains of victims of the Orcs of the Flaming Skull. Here, broken skeletons, half-rotted remains and severed heads have been piled in the centre of the room, to act as a warning. Chained to the west wall is a Trollhound, MR 550, that snarls and growls at anyone entering the room through the north door. Its chain is actually very weak, and if it is attacked it will break the chain and fight with fury. Around the hound's neck is a spiked collar that has a large bell attached to it. This acts as another alarm for the Orcs and Ogres in rooms 82, 74 & 75.



81) This room contains a 7-headed Hydra that attacks anyone entering. The floor is littered with the bones and remains of slain adventurers. The east wall contains a door that has a 7-eyed skull in the centre, but no apparent way to open it. It is protected from all magic and cannot be opened unless the creature is slain. Each head, when slain, leaves behind a glowing green gem. All seven gems must be inserted into the door to open it. The Hydra has an MR of 1200, but each combat round each head will have a separate attack, detailed below:

Head #1 – Casts a TTYF of 4D6 onto a random member of the party.

Head #2 – Breathes fire causing 3D6 fire damage each combat round, that must be deducted from CON of anyone fighting it unless they are a) immune to fire or b) make a L4SR on LK.

Head #3 – Spits venom. All characters fighting the beast must make a L2SR on LK to avoid taking 1D6 CON damage from the spat poison.

Head #4 – Casts a Blasting Power every combat round, causing 20D6 damage that must be divided by all characters involved in combat.

Head #5 – Breathes poison gas a la *Smog*, that will deduct 1D20 points from the ST & CON of anyone missing a L5SR on LK each combat round.

Head #6 – Shouts obscenities in every language the delvers can understand!

Head #7 – Casts a spell that causes blindness in anyone missing a L1SR on LK. Any delvers affected will remain blind until the Hydra is slain.



82) The Orcs of the Flaming Skull command this room, as well as rooms 74 & 75, where they base their lair. In here are several large tables, many wooden stools and benches; two large racks of weapons and some large treasure chests. Guarding the western archway entrance is an Ogre, MR 200. It will alert the Orcs if any delvers are in sight, but will not attack unless the delvers approach the room. In the room at any one time are 2D6 Orcs, each with an MR of 250.

83) This is the EXIT room. It has powerful magic upon it that will not allow any denizen of the dungeon into it. The word **EXIT** can be seen in glowing green runes above a totally black archway on the south wall, and the word appears in the native tongue of anyone looking at it. On a low oak table that lies along the east wall are as many goblets of liquid as there are delvers. Drinking the contents of the goblets restores all lost ST & CON and adds a bonus of 1D6 permanent points to LK, DEX & IQ. (roll each one separately). Anyone walking into the archway on the south wall is instantly teleported to the location where they first entered the dungeon, and may re-enter room 1 if they wish to go around again!

84) This room contains the Hydra's Treasure. It is a full suit of armour that will magically fit the first person to try it on, and will never fit anyone else unless the owner of the armour dies. It is very tough but light to wear, taking the form of glistening lizard skin. It comes complete with a head and facemask depicting a serpent-like creature. The wearer is totally immune to all non-magical combat damage, and may deflect spells back at the caster with a SR on LK at the level of the caster. If the roll is failed there is still a 50% chance that the spell will fail. The wearer of the armour is also immune to fire. If attacked with magical damage, the armour protects up to 100 points before the wearer must lose CON. The armour is called **Hydraulicus**.

In addition to this armour, there is one treasure chest for each member of the party, containing a sack of 5000 GP and 1 magic item (from the list provided with this module or of the GM's own making).

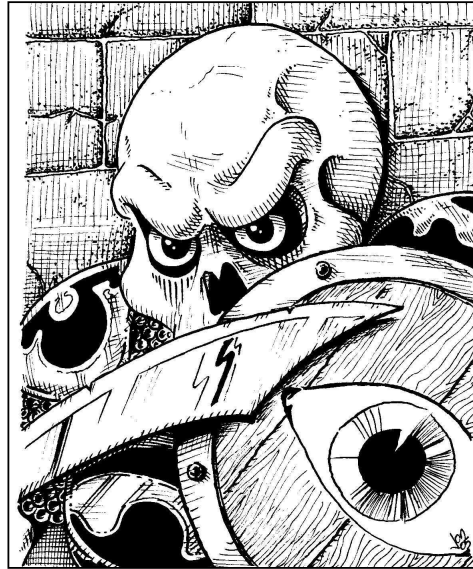
**This ends Dungeonhack,
for Tunnels & Trolls.**



WARDENING MONSTERS!

Roll 2D6.

2) Living Skeletons. 2D6 Living Skeletons, brandishing a motley assortment of shields, swords and axes, attacks the party with fierce and furious intent to slay all. Each Skeleton has an MR of 90. ♦



3) Lizard Wizard (try saying ten times fast...). This evil-minded Lizardman sorcerer knows all spells up to and including his level, which will be 2 levels above the number of delvers in the party. It will attempt to disable the party and steal any treasure, especially magical items, that they have. It will not kill unless absolutely necessary. The GM may allocate any magic items to this creature that he or she feels appropriate. The creature should be role-played as devious and sneaky. ♦

4) Demon. A typical winged, horned Demon attacks the party with all the power it can muster. The Demon's MR should be $2D6 \times 100$, and it may have 1D6 levels of spells available at the GM's discretion. If the Demon feels that the party is too strong for it to attack, it will double-deal them and attack when they have either split-up or have been weakened. This evil creature will do what it can to slay the party and steal whatever they carry. ♦

5) Hobgoblin Patrol. 2D6 nasty Hobgoblins wander the corridors looking for delvers. When they find any, they will attack, attempting to slay as many of the player-characters as they can. The Hobgoblin crew will consist of 1 magic-user that will have knowledge of as many levels of spells as the best wizard in the delving party. Each Hobgoblin has an MR of 100. ♦

6) Ogres. 1D6 large and cruel Ogres wander the corridors, in search of delvers to kill and devour. They have little interest in treasure. Each Ogre will have an MR of 180.

7) Chaos Warriors. $1D6+1$ huge warriors in spiked plate mail, wielding greatswords, double-bladed axes and war hammers attack the party, however many delvers there are, with the sole aim of slaying everyone. They have no interest in treasure. Each warrior has an MR of 300. Delvers beware...

8) Troll Freebooter. This fierce Troll warrior is wandering the dungeon in search of delvers. It will attack any party numbering 4 or less, and has an MR of 150 per delver in the party it meets. The Troll uses a 6-dice weapon of the GM's choosing, but generally wears no armour. The Troll is crafty and may attempt to parley with the party and ambush them later. ♦

9) Goblins! 4D6 nasty little Goblins charge the party, attacking with knives, small axes and spears. Each Goblin has an MR of 50. One of the Goblins will be a magic-user, with 1D6+1 levels of spells available to him. ♦

10) Wraith Lord. An evil Wraith Lord drifts down the corridor towards the party. Non-magic attacks will cause it no harm whatsoever, and spells cast upon it have a 10% chance of failure. The Wraith has an MR of 900 and each combat round, all delvers involved in combat with it must make a L3SR on LK or lose 1D6 ST & CON points caused by the Wraith's putrid presence. This is a terrible foe that should cause the delvers a great deal of worry whenever it appears.

11) Two-Headed Hellhound. This ferocious beast is a creature of nightmare! It has an MR of 1000 and during combat one of the heads will cause 2D6 CON damage to each member of the party fighting it at close range, due to toxic fire & brimstone breath. Anyone losing CON as a result of fighting the creature's MR must make a L4SR on LK. Failure indicates that the PC has been poisoned by the beast and will continue to lose 1D6+1 CON & ST per combat round until cured or death occurs.

12) Terminator. This is a giant of a man (?) completely covered in full plate armour, although it is unlike any armour the delvers will have seen. The creature launches a pair of 20D6 fireballs from what appear to be gunnes attached to the warrior's hands. It can, and will, do this every combat round. The fireballs have a 100' range. This is of course a futuristic warrior in power-armour, sporting a pair of nifty shooters! It cannot be harmed by non-magical attacks and is also immune to fire, poison and 'mind' magic. It has a CON of 1000 and will function perfectly well until this CON is reduced to zero, whereupon it will burst into flames, issuing toxic smoke, which has the effect of a Smog spell upon all who have the misfortune to breathe it in. After 1 full turn it will explode, causing 50D6 damage to all living things in a 30' radius of itself. The Terminator, once it has seen the delvers, will follow them wherever they go, and absolutely will not stop until it has been destroyed or has slain every one of the delvers in the party. The GM may choose to allocate different weapons to the Terminator as appropriate, and may of course choose to give a totally different appearance to the machine depending on his or her personal taste.

GM's Note: Monsters marked with a ♦ will carry 1D6 pieces of Minor Treasure items at the GM's discretion. No WMs carry magical items.

MIRROR MAGIC ITEMS

1) Potion in a dusty bottle. Roll 1D6. If even is rolled, the potion is a CON restoration potion that will restore 3x as many CON points as the actual number rolled on the dice, when drunk. If odd is rolled, the potion is poison, deducting the number rolled on the dice directly from ST, DEX & CON. The affected attributes will not return until an antitoxin has been administered.

2) Magic ring set with a small (3D6 GP) gem. The ring will increase a random attribute (roll 1D6 to determine which attribute) by the result of 1D6. The effect lasts for 1D6 full turns after putting the ring on. After the duration the ring loses all power and becomes just another minor treasure.

3) Magic scabbard. The first sword to be put into it will have the result of 3D6 added to the weapon's adds permanently. The next 2 swords to be placed into it will receive +2 extra adds, after which the scabbard loses all magic power.

4) Helmet of Might. This is a full helm taking 30 hits in combat. It may be incorporated with armour already worn.

5) Shield of Spell-Stopping. This is any type of shield that the GM chooses, with the ability to stop any offensive spells cast at the user. It takes the normal amount of hits in combat but the user may attempt a SR on LK at the level of offensive spell being cast, up to 6 times per full day. If the SR is successful, the spell is nullified. If the SR is missed the spell takes full effect.

6) Cloak of Levitation. This cloak will allow the wearer to levitate his or herself up to four times his or her own height. The effect costs the user 2 points of ST (temporary) and may be used up to 3 times each day. The levitation lasts for as many combat rounds as the user's level number.

7) Magic Sword Mk I. This is any type of sword that the GM decides is found, only it will have twice the usual dice & adds. All other details regarding the weapon (i.e. weight, ST & DEX requirements) are normal.

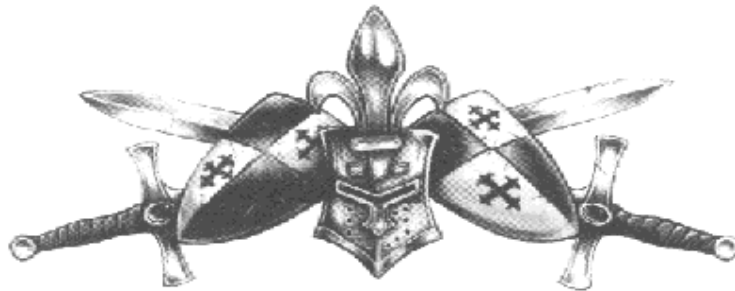
8) Staff of Amazing Power. Actually this is a small wand that only wizards may use. Any spells cast through it will be slightly more powerful. The GM should rule every time a spell is cast using it. For example, a Blasting Power might get a few more dice, a TTYF might get the caster's IQ +2, or +3, when this item is used, etc. Unlimited use and acts as an OMS.

9) Wizard's Brew. This is a potion that allows a magic-user to cast two spells in the combat round immediately following the round in which the potion was drunk. One dose. One use only.

10) Swift-Shot-Arrows. These are arrows or crossbow bolts that score an extra 4D6 damage if they hit their target, and will lower the DEX SR required to hit the target by 1 level. The target must still be in range for the type of projectile weapon used. 2D6 items will be found.

11) Antitoxin. This is a bottle containing 1D6 doses of antitoxin that will completely nullify the effects of any poison found in this dungeon. It will only stop further damage however and will not heal damage already done.

12) Amulet of Speed. This amulet allows the person wearing it to move at twice speed for as many combat rounds as his or her level number. It may be used up to 3 times per day.



MAJOR MAGIC ITEMS

1) Demon Skull. This horrific skull, complete with horns and fangs, can be used to summon a Demon with an MR equal to the level of the user (who must be a magic-user) multiplied by 2. The Demon will do the bidding of the summoner for 1D6 full turns, after which it will depart, taking the skull with it, and cursing the summoner to fail his or her next 3 saving rolls, although the person will be unaware of this curse.

2) Ring of Vanishing. When worn, this simple band of iron, carved with strange symbols, will cause the wearer to vanish. The wearer then has the choice of either wandering around invisible for up to his or her level number in full turns, or teleporting anywhere that he or she is familiar with within a 100' radius of where they are when the ring is put on. The ring has 2D6 charges when found, and after the ring has been used this many times, it vanishes itself!

3) Charm of Fortune. This amulet or brooch can take any form. When worn, the user may choose to automatically make any LK-based saving roll, up to 2D6 times, after which, the charm turns to dust.

4) Trueshot. This is any projectile weapon that the GM wishes to allow the party to find. For the first 1D6 times it is used, it will automatically hit the target with double the usual dice & adds, after which it reverts to normal.

5) Staff of Undead-Turning. This quarterstaff may be used as a weapon exactly as listed in the rulebook, but it has the extra feature of being able to 'turn' any Zombie, Ghoul or Vampire if the user makes a SR on LK at the same level as the level of dungeon the creature is encountered on. If the SR is made the undead creature falls down and turns to dust. If the roll is missed, the user is blasted by negative forces from the staff, causing 1D6 CON damage.

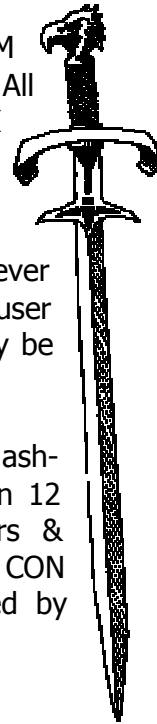
6) Rod of Change. This DMS will allow a free 'Mutatum Mutandis' for the user once per day. Weight 30. It comes in any form the GM decides upon and when discovered will know 1D6+1 levels of spells and will always know 'Mutatum Mutandis'. It will only allow itself to be taken by a true wizard with a CHR of 9 or above. It will cast a TTYF of 50 upon anyone whom it dislikes if they try and claim it.

7) Ring of Soul-Storing. If the wearer dies, his soul automatically (overrides all other re-incarnations the player-character may have lined-up!) enters the ring. Here it stays until the ring is worn by another living being. The stored soul then transfers into the new body, the soul from there going into the ring. The original character keeps all Prime Attributes but the GM may wish to alter them depending on the type of body the soul enters.

8) Potion of Reanimation. This potion must be poured down the throat of a dead person in the very next combat round following death. The corpse will be restored to life with full attributes and any physical damage restored completely. Any dismembered body parts will not restore and the GM should impose restrictions on the character's attributes depending on the limb severed. 1 dose per bottle.

9) Enchanted Demonskin. Full armour, which absorbs offensive spells cast at the wearer and sends them back in the next combat round, at the original caster. It takes 60 hits and completely protects the wearer from poison and all fire damage. Weight 350.

10) Magic Sword Mk II. This is any type of sword that the GM decides is found, only it will have twice the usual dice & adds. All other details regarding the weapon (i.e. weight, ST & DEX requirements) are normal. Only warriors and rogues may wield this weapon.



11) Icemaster. This is a long, slender sword with a hilt of never melting ice. It can be used to cast a "**Wall of Ice**" spell by any user once per day. ST 9 DEX 9 Weight 50. 10+10 in combat. It may be used by all character types.

12) Born Again Dust. A jar containing 1 application of a grey ash-like substance. Sprinkle over a corpse dead for not more than 12 hours and the creature/character will live again. All powers & attributes will be as normal (i.e. immediately before death) but CON will be at 10 permanently, which can then only be increased by changing levels.



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