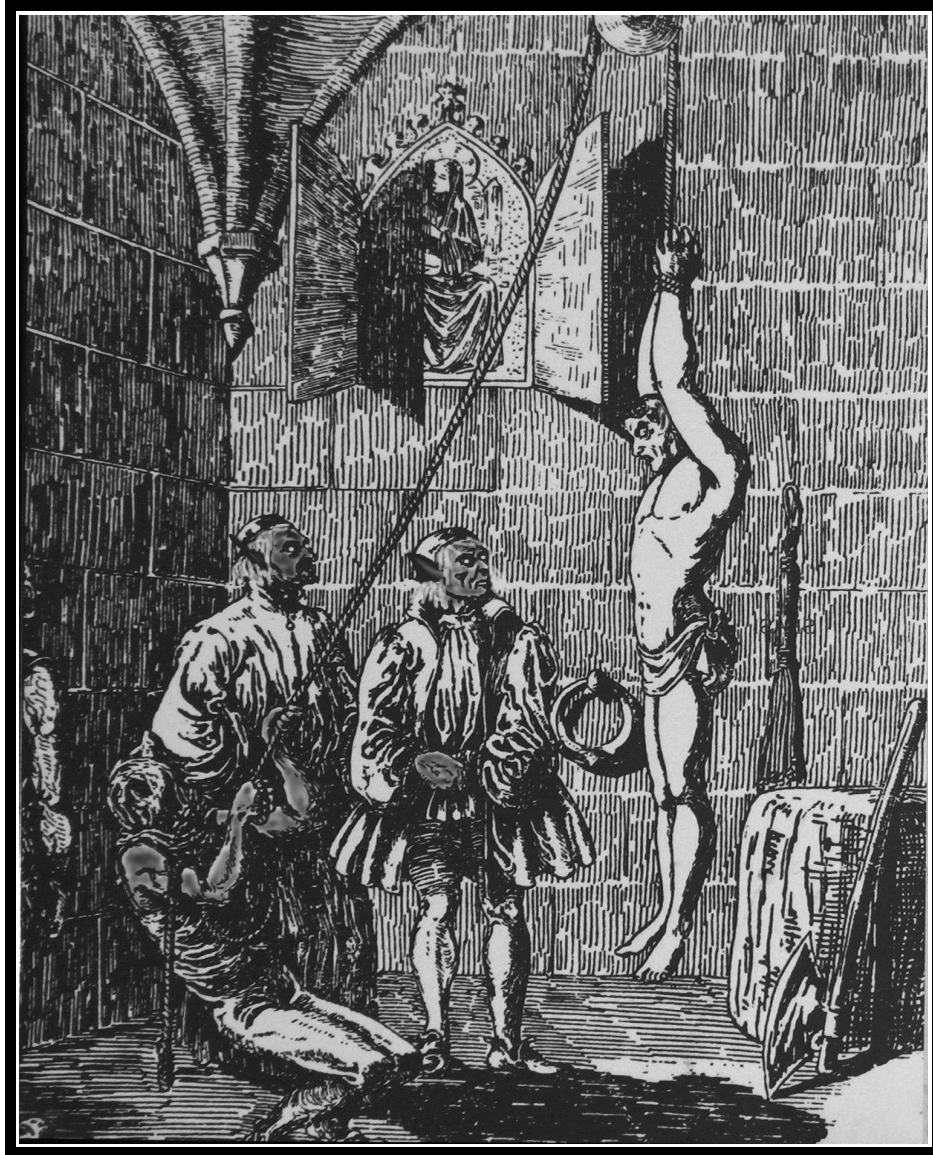


BACK to the DUNGEON ZINE

Volume I Issue III

by
Eldrad



This issue ain't for kids. It's got torture and rape in it.
Too much for some. If you get offended then don't read it.

PLAYER'S SECTION

Such a hoopla in Raven's Keep as the adventurers have really upset the balance of things IF they survived their encounter with the Raven's Keep Adventuring Society!

The entire town of Raven's Keep is all talk of these brave heroes! Women are throwing themselves at the heavily filled sacks of gold held by the characters!

Ah but so many have died inside that foul evil living place. That dungeon the Black Stairs!

Using "0" Level Characters for LL/AEC

SO one feature of a certain other RPG is called "The Funnel". It basically lets someone roll up a few weak 0 level characters to start adventuring with. If they survive they can choose to become 1st level characters.

Choose any allowable race in your LL/AEC game. What is allowable? It's up to the Gm as he/she is the final rule.

Roll 3d6 in order. 6 times in three columns making three characters for Str, Dex, Con, Int, Wis, and Cha.

Once abilities have been determined, each player must roll for a skill. You are not picking out a class yet but think of the class you WANT. Each class desired will have a prime requisite, and some classes have a requirement of a minimum ability score. If the prime requisite ability is high enough, the character will receive a bonus to experience.

Sometimes, a player will choose a certain class and the character does not have a prime requisite high enough to receive the experience bonus. In these cases, 2 ability points may be sacrificed from one ability to raise one prime requisite ability 1 point. This may be done more than once, but no ability can be lowered below 9. There are certain restrictions on how to raise or lower abilities. No ability may be lowered if it is also a prime requisite for the class, even if there are a few points to spare above the minimum required score. Dexterity can only be raised,

never lowered. Constitution and Charisma are the only abilities that may not be modified in any way.
Roll once d100 Skills.

1. Actor	34. Friar <	67. Perfumer
2. Animal Trainer	35. Furrier	68. Pimp/Whore
3. Appraiser	36. Gambler	69. Poet
4. Armorer	37. Game Keeper %	70. Porter
5. Baker	38. Gem Cutter	71. Potter
6. Banker	39. Glassblower	72. Prisoner
7. Barber	40. Glazier	73. Puppeteer
8. Bartender	41. Goldsmith	74. Rat Catcher
9. Beggar \$	42. Gravedigger	75. Reeve
10. Blacksmith	43. Hatter	76. Roper
11. Boatman	44. Herald	77. Seafarer
12. Bookbinder	45. Horse Trader	78. Servant
13. Bowyer/Fletcher	46. Huntsman %	79. Scribe
%	47. Investigator	80. Shepard
14. Brewer	48. Jailer	81. Shipwright
15. Butcher	49. Jeweler	82. Slater
16. Burglar \$	50. Juggler	83. Slave
17. Carpenter	51. Laborer	84. Silversmith
18. Chandler	52. Lapidary	85. Singer
19. Clown	53. Lens Maker	86. Stevedore
20. Cobbler	54. Lorimer	87. Tailor
21. Cooper	55. Mapmaker	88. Tanner
22. Cook	56. Mason	89. Taxman
23. Coppersmith	57. Merchant	90. Thatcher/Roofer
24. Crier	58. Mime	91. Thug
25. Cutler	59. Miner	92. Tinkerer
26. Dairyman	60. Minstrel	93. Torchbearer
27. Dancer	61. Mourner	94. Undertaker
28. Drifter \$	62. Notary	95. Vintner
29. Dyer	63. Occultist*	96. Wanderer
30. Explorer	64. Painter	97. Weapon Smith
31. Farmer	65. Pawnbroker	98. Weaver
32. Fisher	66. Peasant	99. Woodcutter +
33. Fortune Teller*		100. Roll Twice

*- Has the Spell Read Magic only and can use Magic User scrolls.

\$- Has the 0 Level Thief Skills of PL 11%, FRT 9%, PP 18%
CW 44%, HIS 8%, HN 1-2
%- Starts out with a Long Bow OR Short Bow and 12 arrows.
+- Starts out with a Hand Axe or Battle Axe.
<- Can cast Clerical scrolls.

Roll 1d4 HPs modified by the Con score.

Roll 1d6 x 10 for gold.

Start out at -500 XP

My god this looks fun as hell!

TRY NOT TO SUCK WHEN YOU GO GAME AT SOMEONE'S HOUSE.

Don't be a prick.

Always bring food. Chips, Snacks, Soda's, Ice, Disposable Utensils. Share with everyone.

Be polite to the non-gamers in the house.

Be polite to less experienced players. Help them become better players.

Unless they are stupid players try not to kill the other players.

Don't split the party.

Don't text or bring video games to the table.

Don't read at the table or do anything that is not game related.

Don't talk about non game stuff at the table while the game is going on.

Don't talk out of turn.

Don't argue with your significant other at someone's house.

Don't be the bad drunk if there is drinking.

Don't flirt with attached people.

Now if the GM and the Gaming Group sucks. GET OUT OF THERE!

Before you invite someone ask the host if he can come.

RACIAL WEAPONS

Dwarf's War Axe- The Dwarf's War Axe is a special heavy headed shortened axe of the dwarves that they can use one handed. Any other race must use it two handed.

Elvish Scimitar- This is the very expensive fine fighting blade of the elves.

WEAPON	Cost	Variable Damage	Weight
Dwarf's War Axe	15 gp	1d8	8 lb.
Elvish Scimitar	100 gp	1d10	4 lb.

Magic Users and the Gifts of the Magic User's School

SO it appears that the magic user is the LEAST played class. Well don't fret. The Schools of Magic have recognized that their art is dying and soon will be no more.

Any Starting Magic User will have at least 1-6 additional scrolls of 1st level starting out.

Even without spells the Magic User is still useful. They may roll their INT or less to recall the history of the dungeon they are in as well as various other subjects of scholarly concern.

Magic Users can operate Wizard Doors and such as only a Magic User can.

IF YOU ARE ADVENTURING INTO THE BLACK STAIRS THEN READ NO MORE! If you are a GM then read further! Treasure is rolled up from the Random Treasure Tables on Mithril and Mages Website. BTW Nothing is stopping you from using this dungeon in YOUR setting!

One of their trips back to town will certainly attract attention! HUGE amounts of GOLD and TREASURE attract attention of "The Stewart" and the Baron's Secret Police are shadowing the Players. IF they are not looking then they don't notice them. Do the secret police try and kill the players? Do they shadow them and try and waylay them when they come back to town to recuperate?

Stewart's Secret Police

Stab Thug F1; AC7; hp6; dmg1d6; Save F1; Leather, short sword, light crossbow, dagger

Slice Thug F3; AC6; hp17; dmg1d8; Save F3; Studded Leather, scimitar, shuriken, poison, dagger

Caster Thug MU3; AC8; hp9; dmg1d4; Save MU3; Spells sleep, spider climb, invisibility dagger, darts, poison

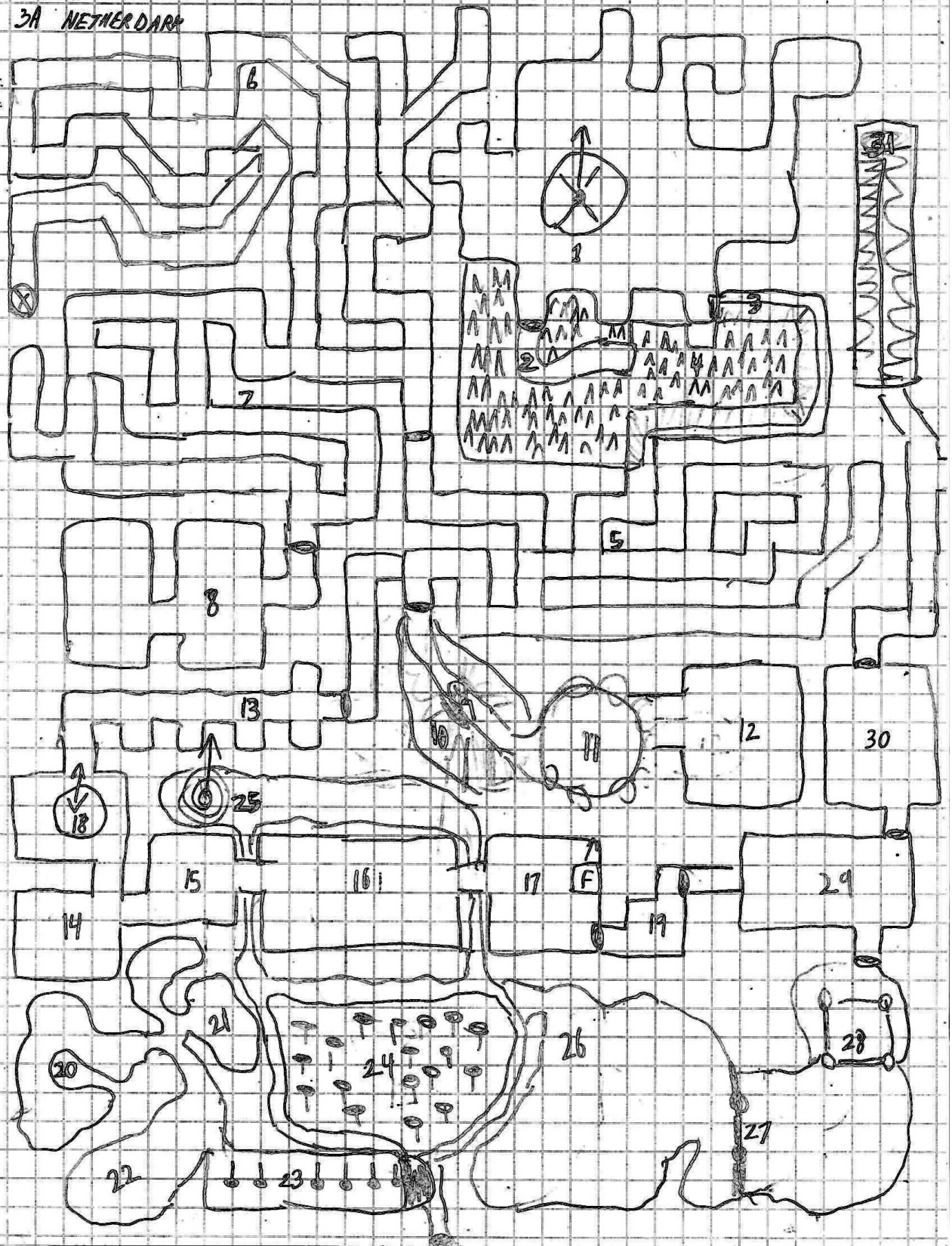
The RKAS is planing something as they still claim the dungeon. Shushima the Monk and leader of RKAS may take legal action against the characters next issue IN COURT for thievery and claim jumping!

Some of the members may also take it too the tavern and streets and challenge the characters to a duel.

The Thievery's Guild is looking heavily at the characters as well. IF any treasure is left in a mere chest in a room it will be stolen unless the characters are careful. Without further adieu, I know you are looking forward to the great and evil depths of "The Black Stairs" that you wish to grind and kill may player characters especially the ones that are too foolhardy!

You are not trying to expressly kill the players but there should be NO MERCY and LET THE DICE FALL WHERE THEY MAY!

3A NETHER DARK



Level 3 Map 3A Creepy Caves

1. Creepy Cave (P) First of all it stinks! This place is carved out of the stone itself and is very odd in it's design. Articular carvings of little demons and insects cover the walls. Something that would have taken hundreds of years just abandoned. The place seems to move in the firelight. There is a natural hole in the ceiling and floor that goes up to 2A Room 31 and down to level 4. It appears that there was a ceiling but it has rotted away and water drips from above down below. The pit continues down to level 4 and is covered by a rotten floor and tiles. Anyone walking on it has a 1-3 out of 6 of falling through and taking 2d6 damage. Also see NOTE on Level 4. A gang of 6 Troglodytes make themselves a home here and don't take kindly to strangers. In fact they eat strangers! Read the Monster Description of how bad they smell! The stink is evident right away! There may be some prisoners IF characters need replacing. **Troglodyte** #Enc. 1d8 (5d8), AL C, MV 120` (40`), AC 5, HD 2, #AT 3 (2 claws, bite), THAC0 18, DG 1d4/1d4/1d4, SV F2, ML 9, THC XXII, XP 38, BOOK LL, PAGE 100 Treasure: Gems (2): Bloodstone-75 gp, Sardonyx-250gp. Total Value: 325 gp. Jewelry: (3): Chain-30 gp, Goblet-20 gp, Headband-1000gp. Total Value: 1050 gp. Magic: Ring of Regeneration NOTE: If you don't have level 4 then there is a holy floor players will take 2d6 damage and 3 Trolls wait below below. The Trolls will not climb out of hole and are only there to stop the players from venturing and will not be there when they reach level 4 or least we hope not!

2. Slippery Slide - There is a finely polished slide made of obsidian. It curves just right to throw someone not very dexterous off. Make a Dexterity Save or fall off of the slide on the curve. If not make it to the bottom and Save vs. Breath attacks or take 2d6 from spikes.

3. Cliff Path - There is a narrow cliff path with the ledges made deliberately for anyone slipping to fall off to their death. Scratched on the walls above is "GONNA STICK YOU IF YOU FALL!" IF you are careful and move very slowly you do not have to make a Dexterity Save. If you move your normal speed or faster then you must make a Dexterity Save! If you fail you fall and take damage as described in room 4

4. Spikes Below - If you fall off you get 1d4 spikes at 1d6

damage each. Scratched on the wall is "TOLD YOU SO!"

CONFUSING CAVES!

5. Confusing Caves 1 This is a natural cave system that has been partially carved and shaped. It has a door to the SW and the NW. The hallways are very smooth as a very hungry Gelatinous Cube lurks these hallways. **Gelatinous Cube** #Enc. 1 (0), AL N, MV 60` (20`), AC 8, HD 4, #AT 1, THAC0 16, DG 2d4/special, SV F2, ML 12, THC VII, XP 245, BOOK LL, PAGE 76 Treasure Floating in the Gelatinous Cube: SP: 84 GP: 13Gems (3): Moonstone-75 gp, Blue Quartz-10 gp, Bloodstone-100gp. Total Value: 185 gp.

6. Confusing Caves 2 - This is a very curvy linear hallway upon the very high ceilings lurk 4 Giant Shrews that don't take kindly to invaders in their territory. The hallway ends with a Stone Face with Huge Jasper Jeweled Eyes worth 200GP each eye with a Pit Below that falls 20ft. It opens instantly when the Face is touched or on a 1-2 on 6 if one simply walks on it. **SHREW, GIANT** #ENC 1d4 (1d8); AC 4; MV 180` (60`); HD 1; THAC0 19; #AT 2 (bite); D 1d6/1d6; SV F1; ML 10; AL N; HOARD None; XP 19. [LL 95]

7. Confusing Caves 3 Strange statues (numbering at twenty three if one cares to count) adorn these hallways of stone set in random places. All of the statues have looks of terror and fear! Who would have made such horrible carvings? At the Western most hallway a terrible Medusa has set up home. She has been quite successful in her evil ways. Her name is Thula Meltakicherisu and she hates all existence. During combat she screams and sings blasphemous tunes! Her treasure horde is GP: 9000 Magic: Rod of Striking, Shield +1, Potion of Healing, , Potion of ESP, Scroll: Spells (6) - [C] Atonement, Speak with Animal, Delay Poison, Plane Shift, Tongues, and Spiritual Weapon **Medusa** #Enc. 1d3 (1d4), AL C, MV 90` (30`), AC 8, HD 4, #AT 1 (snakebite or gaze), THAC0 16, DG 1d6, poison or petrify, SV F4, ML 8, THC XVII, XP 245, BOOK LL, PAGE 87 Treasure: SP: 8000 EP: 5000 Gems (22): Zircon-75 gp, Chrysoprase-75 gp, Tiger Eye Agate-25 gp, Citrine-75 gp, Blue Quartz-10 gp, Eye Agate-10 gp, Peridot-500 gp, Star Sapphire-1000 gp, Bloodstone-100 gp, Zircon-250 gp, Moonstone-100 gp, Citrine-100 gp, Hematite-10 gp, Citrine-250 gp, Blue Quartz-50 gp, Rock Crystal-100 gp, Turquoise-10 gp,

Bloodstone-250 gp, Malachite-10 gp, Smoky Quartz-75 gp, Rock Crystal-100 gp, Malachite-50gp. Total Value: 3225 gp. Magic: Rod of Resurrection, Potion of Invulnerability, Scroll: Spells (1) - [I] Doppelganger, , Potion of Oil of Slipperiness, Scroll: Ward against Elementa

8. Home Caves (P) - A locked steel door blocks the way. It will be at -10% to pick the lock. Once inside it can be barred and it is a safe room. Here are a set of shaped caves that have two sets of rooms. A huge gem weighing 5000 lbs is centerpiece in the western room. It glows and gives light and heat. This place is a holy temple to the gods of light. All healing is doubled here. IF anyone chips the huge gem it crumbles and the light goes out as well as the extra healing. There may be a lone stranded adventurer in this room to replace fallen characters.

The Chasm! Past a soundproof door, the howl of winds!

9. Bridge of Wind - A thin stone bridge crosses a pit of howling wind! Pieces of cloth and debris pelt the players.

10. Chasm of Churlha - Wind blows up from below! Not enough to keep you afloat but enough to knock you off the bridge!

11. Strange Plain - There is an obvious door to the east and many open ways all around that seem to open to a flat sandy plain with a red sky. Weird hums are heard at a distance! The plain goes on forever and there is no food or water. It is neither warm nor cold nor does it ever become dark. Don't get lost!

12. Lair (P) - A very unusual carved room. It is carved out of a strange orange stone. Markings on the wall are of an unknown language. This language if transcribed could make a charter 100GP at RKU if they find the proper Sage. Here a Carcass Scavenger is about to have a meal. A nearly starved NPC/character is lying on the floor paralyzed about to be a meal. If no characters need replacing the NPC/character dies. **Carcass Scavenger** #Enc. 1d3 (1d3), AL N, MV 120` (40`), AC 7, HD 3+1, #AT 8 (stingers), THAC0 16, DG paralysis, SV F2, ML 9, THC XXI, XP 135, BOOK LL, PAGE 67
Treasure: GP: 2000 Gems (2): Blue Quartz-50 gp, Jasper-250gp. Total Value: 300 gp. Jewelry: (1): Idol-20gp. Total Value: 20 gp.

Gnoll Lair!

13. Gauntlet - Light pours in from down the hallway (unless

it is night time). A hallway that looks as it it was to hold a gallery of statues lies empty. A group of 10 Gnolls lurk here if noise has been made. They will attempt to ambush the party in order to eat them. **Gnoll** #Enc. 1d6 (3d6), AL C, MV 90` (30`), AC 5, HD 2, #AT 1 (weapon), THAC0 18, DG 2d4 or weapon, SV F2, ML 8, THC XIX, XP 47, BOOK LL, PAGE 77

14. Warrior Home- This is a room that was some kind of map room. Ruined and useless maps adorn the walls. Here 15 Gnoll warriors lurk and ready themselves for action. Treasure: CP: 9000 Gems (1): Moss Agate-10gp. Total Value: 10 gp. Magic: Potion of Super-heroism, Scroll: Spells (1) - [D] Animal Companion, Potion of Healing, Potion of Philter of Love

15. Welps Home- This room sued to be an ink mixing room. A broken ink distiller lay on the ground as well as some ruined black pigment. Here are many Gnoll 1 HD young.

16. Breed Pits- This room has a broken printing press in it. Here is a huge room full of 8 pregnant Gnoll females. Being pregnant does not affect their fighting ability. The hallways to the east and west are bridges over small streams.

17. Fireplace- This room used to be some sort of lounge or reading room. This huge fireplace is a place for warmth and cooking if there are no pressing matters. (up to #24 on 2nd)

18. Drop Hole - This is a huge drop hole from the surface. Monsters avoid using this room due to the rain and the frequent adventurers that drop down.

19. Backway- It has many ruined books in here worth 10-60 gp each to the university Each book weighs as much as it's value in gold in pounds. Here is a heavily locked doorway and room of last stand.

Mineral Caves

20. Mineral Cave- A very vertical cave here. Lots of places to climb! A loathsome flock of four Harpies lurk here and in 21 and 22. They love to ambush victims! Thye have a nest near the roof some 20 ft. up. **Harpy** #Enc. 1d6 (2d4), AL C, MV 60` (20`) Fly 150` (50`), AC 7, HD 3, #AT 3 (2 claws, weapon, charm), THAC0 17, DG 1d4/1d4/1d6, SV F3, ML 7, THC XX, XP 80, BOOK LL, PAGE 81 Treasure: EP: 5000 Gems (5):

Hematite-10 gp, Chrysoprase-100 gp, Onyx-100 gp, Onyx-100 gp, Turquoise-25gp. Total Value: 335 gp.

21. Gem Cave- A cave full of gems encrusted in the walls. Gems (5): Carnelian-100 gp, Onyx-250 gp, Hematite-25 gp, Rhodochrosite-25 gp, Jet-500gp. Total Gems (32): Emerald-1000 gp, Bloodstone-100 gp, Moss Agate-50 gp, Tiger Eye Agate-50 gp, Hematite-25 gp, Blue Quartz-25 gp, Obsidian-10 gp, Sardonyx-75 gp, Rhodochrosite-50 gp, Eye Agate-25 gp, Eye Agate-25 gp, Jade-750 gp, Hematite-10 gp, Lapis Lazuli-10 gp, Jasper-75 gp, Tourmaline-500 gp, Amethyst-1000 gp, Jasper-250 gp, Onyx-100 gp, Lapis Lazuli-25 gp, Sardonyx-250 gp, Carnelian-75 gp, Onyx-250 gp, Smoky Quartz-100 gp, Jade-750 gp, Turquoise-50 gp, Tiger Eye Agate-50 gp, Rock Crystal-100 gp, Lapis Lazuli-10 gp, Garnet-750 gp, Obsidian-50 gp, Tourmaline-500gp. Total Value: 7990 gp.

22. Ice Cave- A strange cave full of ice and snow. A player will begin to freeze to death after his Con in rounds taking 1d6 of cold damage every round.

23. Swings of Death- One must swing and jump to the next swing six times. Around 30 feet below is a pit of filthy stagnate water. A starving Otyugh is trapped below. It right away starts leaping up as the players start swinging, making terrible noises but cannot jump high enough. **Otyugh** #Enc. 1 (2), AL N, MV 60` (20`), AC 3, HD 6, #AT 3 (2 tentacles, bite), THAC0 14, DG 1d8/1d8/1d4+1, SV F6, ML 10, THC None, XP 820; 1,140; 1,560 , BOOK AEC, PAGE 133

24. Mushroom Forest- A weird giant mushroom forest is here. Luminescent moss lines the ceiling giving the place an eerie glow. A pack of 6 Giant Frogs lurk here and they are hungry. The place is littered with human bones, clothing, broken armor, and one backpack full of adventurer's stuff.

Frog, Giant #Enc. 5d8 (5d8), AL N, MV 30` (`10) Swim 90` (30`), AC 7, HD 2, #AT 1 (bite), THAC0 18, DG 1d3, 1d6, 2d4, SV F1-3, ML 7, THC None, XP 13; 29; 65, BOOK AEC, PAGE 126

25. Blindfish River- Here is a strange river underground full of blind white fish. It also has many blind white crayfish. It is fed by a waterfall that drains down to (to other places) 4th level.

26. Statue Fields- A weird field of statues in a cave. Glowing lichens on the ceiling above give a dim eerie light. They are none alike and some look of terror in their

faces. There are literally thousands of statues, If one can haul out a 500 lbs. Statue they will be worth 100 GP. There are various pieces of bodies laying around and without warning a single foul Owlbear attacks! **Owl Bear** #Enc. 1d4 (1d4), AL N, MV 120` (40`), AC 5, HD 5, #AT 3 (2 claws, bite), THAC0 15, DG 1d8/1d8/1d8, SV F3, ML 9, THC XX, XP 350, BOOK LL, PAGE 91 Treasure: CP: 5000 SP: 2000 EP: 2000 Magic: Sword +1, +2 versus spell casters (LL), Sword +1, Wounding

27. Ruined Gate- A gigantic ruined gate blocks off the other side of the cavern. Glowing lichens on the ceiling above give a dim eerie light. It's architecture and style is unknown and it is VERY OLD. If the players close the gates and bar them they have effectively locked themselves safely in as there is nothing that can assault these walls. AT least on this level! The towers in the walls have a problem! Giant Rat packs fill each tower at a number of 28 total and they are very hungry! **Rat, Giant** #Enc. 3d6 (3d10), AL N, MV 120` (40`) Swim 60` (20`), AC 7, HD 1d4 hp, #AT 1 (bite), THAC0 19, DG 1d3 + disease, SV F1, ML 8, THC XX, XP 6, BOOK LL, PAGE 92 Treasure: CP: 7000 Gems (2): Smoky Quartz-100 gp, Banded Agate-10gp. Total Value: 110 gp. Jewelry: (6): Anklet-800 gp, Box (small)-700 gp, Medallion-20 gp, Locket-1800 gp, Ring-400 gp, Pin-200gp. Total Value: 3920 gp

28. Old Post - An old small fortress sits underground in the same ancient architecture as the gate. Glowing lichens on the ceiling above give a dim eerie light. It has a large door to the south and is still a very formidable fortress.

29. Wrecked Supply Room- Here is a wrecked supply room. It is ransacked but there is some bottles of wine worth 200 GP each. It appears that someone has been ransacking the place and they have went north. Not just a few people LOTS of people. There is a body of an elf maiden with her hands tied and her throat cut. Loud sounds of talking come from the door to the north.

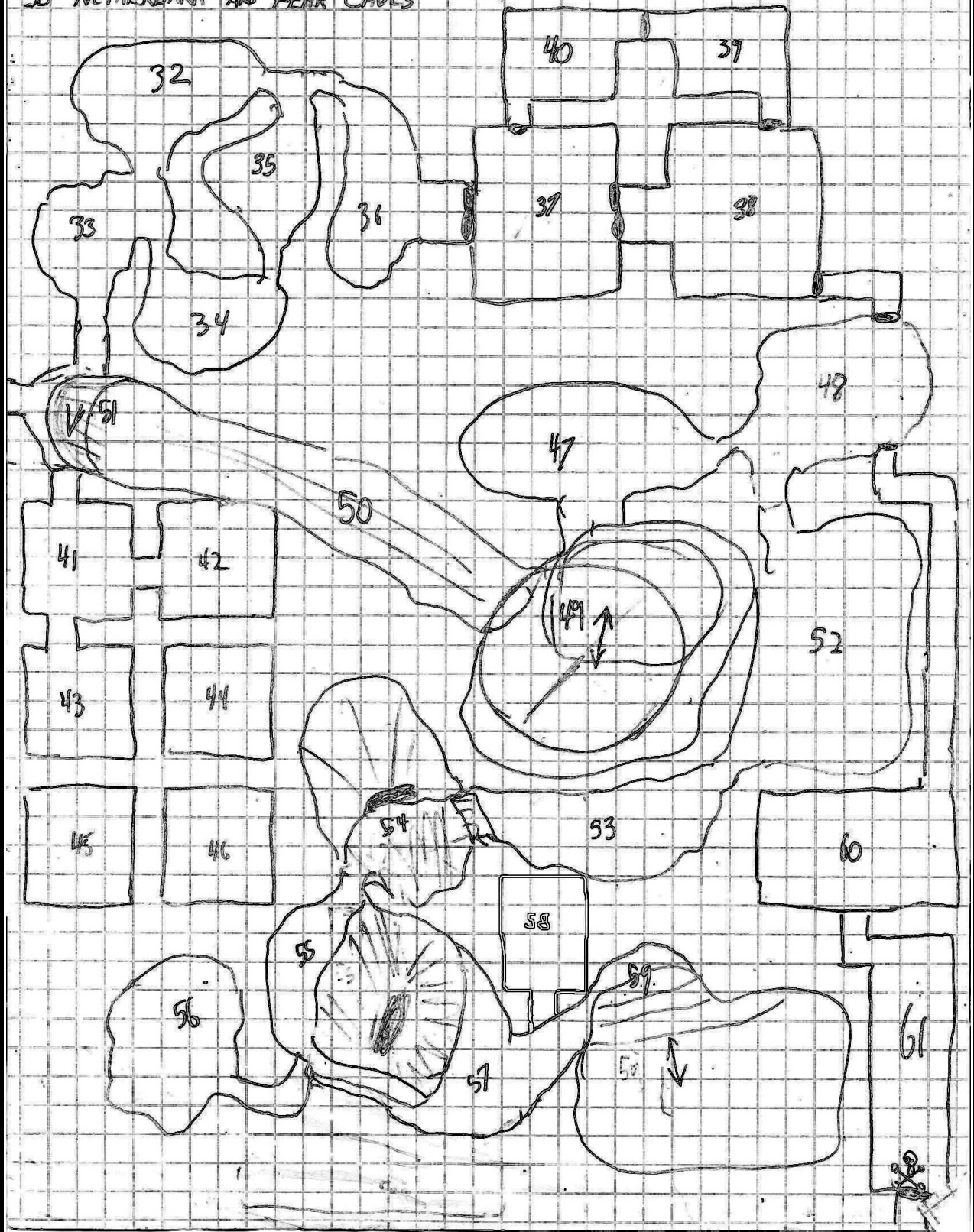
30. Armory- A group of 15 Berserkers have made a base here. They are loud, foul, and evil foreigners bent on taking over this land. They are the expeditionary force. They have a barrel of 10 swords, 5 short swords, 6 spears, 75 arrows, 20 torches, 5 sets of leather armor, 3 sets of chain, and 1 set of plate mail armor. There is the sound of rushing

water to the north. **Men, Berserker** #Enc. 1d6 (3d10), AL N, MV 120` (40`), AC 7, HD 1+1, #AT 1, THAC0 18, DG 1d6 or weapon, SV F1, ML N/A, THC I (XXI), XP 21, BOOK LL, PAGE 87
Treasure: SP: 3000 Gems (4): Pearl-750 gp, Star Rose Quartz-250 gp, Tiger Eye Agate-25 gp, Turquoise-10gp. Total Value: 1035 gp. Magic: Shield +1

31. Black Stairs- These foul obsidian stairs make a sickening humming noise. Ornate carvings of demons, drow, and anything evil that one can do is on these stairs. The images seem to move slowly. The stars go down to Level 4



38 NETHERDARK AND FEAR CAVES



3B Netherdark and Fear Caves

32. NW Far Caves- A huge cave system. It smells like a sewer. A foul group of 10 2HD Piercers have made their home here. They drop on any unsuspecting players. **Piercer** #Enc. 3d6 (3d6), AL N, MV 10` (3`), AC 3, HD 1-4, #AT 1, THAC0 19/18/17/16, DG 1d6 per HD, SV F1-4, ML 10, THC None, XP 10; 20; 50; 80, BOOK AEC, PAGE 133

33. NW Far Caves- A group of 4 Shriekers are here amongst a grove of 20 giant mushrooms. A couple of dead goblins lie here rotting. They have no treasure. **Shrieker** #Enc. 1d8 (0), AL N, MV 9` (3`), AC 7, HD 3, #AT special, THAC0 17, DG special, SV F1, ML 12, THC None, XP 65, BOOK LL, PAGE 95

34. NW Far Caves- This cave is empty except for remnants of a spear and a couple of skeletons broken into many pieces.

35. NW Far Caves- Another seemingly empty cave except for the strange rock formations above that turn out to be 6 (2HD) Giant Ticks! **Ticks, Giant** #Enc. 3d4 (3d4), AL N, MV 30` (10`), AC 3, HD 2-4, #AT 1, THAC0 18/17/16, DG 1d4, SV F2-4, ML 8, THC None, XP 29, BOOK AEC, PAGE 138

36. NW Far Caves- Here is a room with a Temple door to the east. A crying spirit is here that is harmless and very scary looking.

37. Nether Temple- The door is ornate and evil looking. Once again weird architecture. This room has a brazier that is lit and robed statues that sing a constant note like friars singing. Paintings on the wall depict demons and worshipers torturing all ages of people. It also shows them digging deep and worshiping demons and devils. There is a door to the west that begins to sound like a few beast trying to get through.

38. Hell Kennels- A foul pack of 3 3HD Hell Hounds lurk here! They try and get through the door to the west if they hear noises. **Hell Hound** #Enc. 2d4 (2d4), AL C, MV 120` (40`), AC 4, HD 3, #AT 1 (bite or breath), THAC0 17, DG 1d6 or 1d6 per HD, SV F3, ML 9, THC XX, XP 80; 190; 500; 820; 1,140, BOOK LL, PAGE 81 Treasure: SP: 3000 EP: 5000 Magic: Scroll: Ward against Lycanthropes, Scroll: Spells (7) - [M] Project Image, Stone Shape, Clairaudience, Jarring Hand, Irresistible Dance, Feign Death, and Confusion

39. Male Slave Room- There are around 200 skeletons in here. They are not animated of course. They appeared to have been locked in here and died a slow death. The room

still stinks of rot. Moaning and weeping is heard in here.

40. Female Slave Room- Around 400 skeletons are in here as in room 39. Moaning and weeping is heard in here.

EBON ROOMS

41. Ebon Room- Here are shiny black rooms completely empty of all furnishing.

42. Another Ebon Room- This room is identical to room 41 except has two places to put your hands. It does nothing for any class other than a magic user. A magic user will notice this as a magical device. When both hands are placed on the device the party is teleported to room 44 full of Hobgoblins.

43. Yet Another Ebon Room- This room is identical to room 41 except has two places to put your hands. It does nothing for any class other than a magic user. A magic user will notice this as a magical device. When both hands are placed on the device the party is teleported to room 45.

44. Once again an Ebon Room- But 6 Hobgoblins are in this one! They think that they are totally secure and safe! A surprise round is in order! Another set of hand plates teleports the party to room 46. **Hobgoblin** #Enc. 1d6 (4d6), AL C, MV 90` (30`), AC 6, HD 1+1, #AT 1 (weapon), THAC0 18, DG 1d8 or weapon, SV F1, ML 8, THC XIX, XP 15, BOOK LL, PAGE 82 One of the Hobgoblins is a female magic user level 2! She has Charm and Sleep! She will sleep the party and then the hobgoblins will attempt to sell the party to the Drow! They strangely have NO treasure! See 46!

45. Guess what? An Ebon Room- This room is empty and dark except a set of hand plates! These try and telport and fail. IF the Magic User pushes it, claims to use extra effort, or anything like that THEN everyone must save vs. spell or take 1d10 from trying to teleport into a collapsed room.

46. Well What Do You Know? A Freaking Ebon Room- This room is full of the Hobgoblins horde. Treasure: GP: 3000
Jewelry: (5): Comb-80 gp, Medal-30 gp, Ring-70 gp, Chain-30 gp, Earring-400gp. Total Value: 610 gp.

MIDDLE FEAR CAVES

47. Middle Fear Caves- Here is a beautiful cavern. Water roars from above from the room to the south. Here a group of three skeletons of what looks like adventurers sit

facing southward. It appears that they died long ago as all of their armor and equipment is rusted and corroded. On the wall is a scrawling. *"We came here looking for treasure twenty adventurers strong. We did not find much. We were ambushed by foul creatures and many of us died except for us three. Sara the Scholar and Caster of Magic, Tuul the Master of the Blade, and Sister Tela of the Most Holy Order of the Sovereign Goddess of Kelena. We will sit here for now. As the doors are all locked, we have no ropes or grappling hooks, we are too weak to make it back to the surface. Maybe someone will come and rescue us. So here we shall wait!"*

48. The Grey Cave- This cave is foul and stinking of some kind of acidic smell. With good reason because a fell creature called a Grey Ooze lurks here looking for prey. The sound of a waterfall to the west. **Gray Ooze** #Enc. 1 (1), AL N, MV 10` (3`), AC 8, HD 3, #AT 1, THACO 17, DG 2d8, SV F2, ML 12, THC None, XP 80, BOOK LL, PAGE 79

49. Bottom Waterfall- The great roar of this waterfall is deafening. Daylight comes from above.

50. Rapids or Razors- A very rough river of rapids flow to the northwest. Sharp rocks cut at THACO 18 vs AC and if successful you take 1d6 damage. They end in Dark Falls to somewhere below.

51. Dark Falls- One falls to level 4 below. If no level 4 then death. There is a hallway to the West.

52. Cave of the Insect Swarm- This cave has the sweet smell of decaying insects. A few bloody skeletons of various rats and such lay on the ground. A few unknown types of beetles fly at the face of the players. The walls seem to be moving. As the players walk in an Insect Swarm envelopes them. **Insect Swarm** #Enc. 1 swarm, AL N, MV 30` (10`) Fly 60` (20`), AC 7, HD 3, #AT 1, THACO 17, DG 2 hp, SV 0 human, ML 11, THC None, XP 29; 65; 135, BOOK LL, PAGE 83

53. Empty Cave- This cave is empty and quite except for the sound of the wind coming from the west. Wait no there are giggles of something in the dark but there is no source. Scrawled on the wall *"WHERE ARE MY EYES?"*

54. Cliff Caves- A 20 ft. drop then a room that has a chasm to the north. Two crafty Gargoyle lurk here ready for ambush. They appear as statues on the left and the right of the drop off. **Gargoyle** #Enc. 1d6 (2d4), AL C, MV 90` (30`)

Fly 150` (50`), AC 5, HD 4, #AT 4 (2 claws, bite, horn), THAC0 16, DG 1d3/1d3/1d6/1d4, SV F8, ML 11, THC XX, XP 500, BOOK LL, PAGE 75 Treasure: Magic: Wand of Illusion (LL), Scroll: Spells (4) - [M] Clairvoyance, Death Spell, Identify, and Massmorph

55. Empty Cave- This cave is empty and has a scary ledge that drops off to nowhere! Sounds of someone in pain come from below. The sounds of breathing come from above occasionally.

56. Throghrins Lair- A few Throghrin make their home here, trying to get away from it all. It has not worked as they are bothered by the party! **Throghrin** #Enc. 1d6 (1d10), AL C, MV 120` (40`), AC 6, HD 3, #AT 2 or 1 (2 claws or weapon), THAC0 17, DG 1d3/1d3 or weapon, SV F3, ML 10, THC XX, XP 80, BOOK LL, PAGE 98 Treasure: CP: 11000 Magic: Sword +1, +3 vs. regenerating monsters (LL), Scroll: Spells (1) - [M] Flame Arrow

57. Another Empty Ledge Cave- This cave is 20 ft below.

58. Old Temple- A very well sealed door and a warning in old elvish, dwarvish, and common. It says "*Disturb Not these foul devil worshipers!*". The walls outside are carvings of devils and demons killing and torturing people of all ages. Inside a family of three Wights rest in torment dreaming ready to be awakened by their door being torn open. **Wight (Undead)** #Enc. 1d6 (1d8), AL C, MV 90` (30`), AC 5, HD 3, #AT 1, THAC0 17, DG drain life energy, SV F3, ML 12, THC XXI, XP 110, BOOK LL, PAGE 102 Treasure: CP: 9000 GP: 3000 Gems (4): Banded Agate-10 gp, Diamond-1000 gp, Carnelian-250 gp, Obsidian-25gp. Total Value: 1285 gp. Jewelry: (4): Brooch-1000 gp, Collar-900 gp, Sceptre-800 gp, Chain-200gp. Total Value: 2900 gp.

59. Cliff to Level 4- A dangerous climb some 50 ft. below.

60. Guardian Room- An empty room except for a Statue, Animated Crystal, standing in the middle of the room. On the south wall above an ornate door. "*Disturb not the King of Old, for he rest in torment!*" **Statue, Animate Crystal** #Enc. 1d6 (1d6), AL L, MV 90` (30`), AC 4, HD 3, #AT 2 (fists), THAC0 17, DG 1d6/1d6, SV F3, ML 11, THC None, XP 65, BOOK LL, PAGE 98

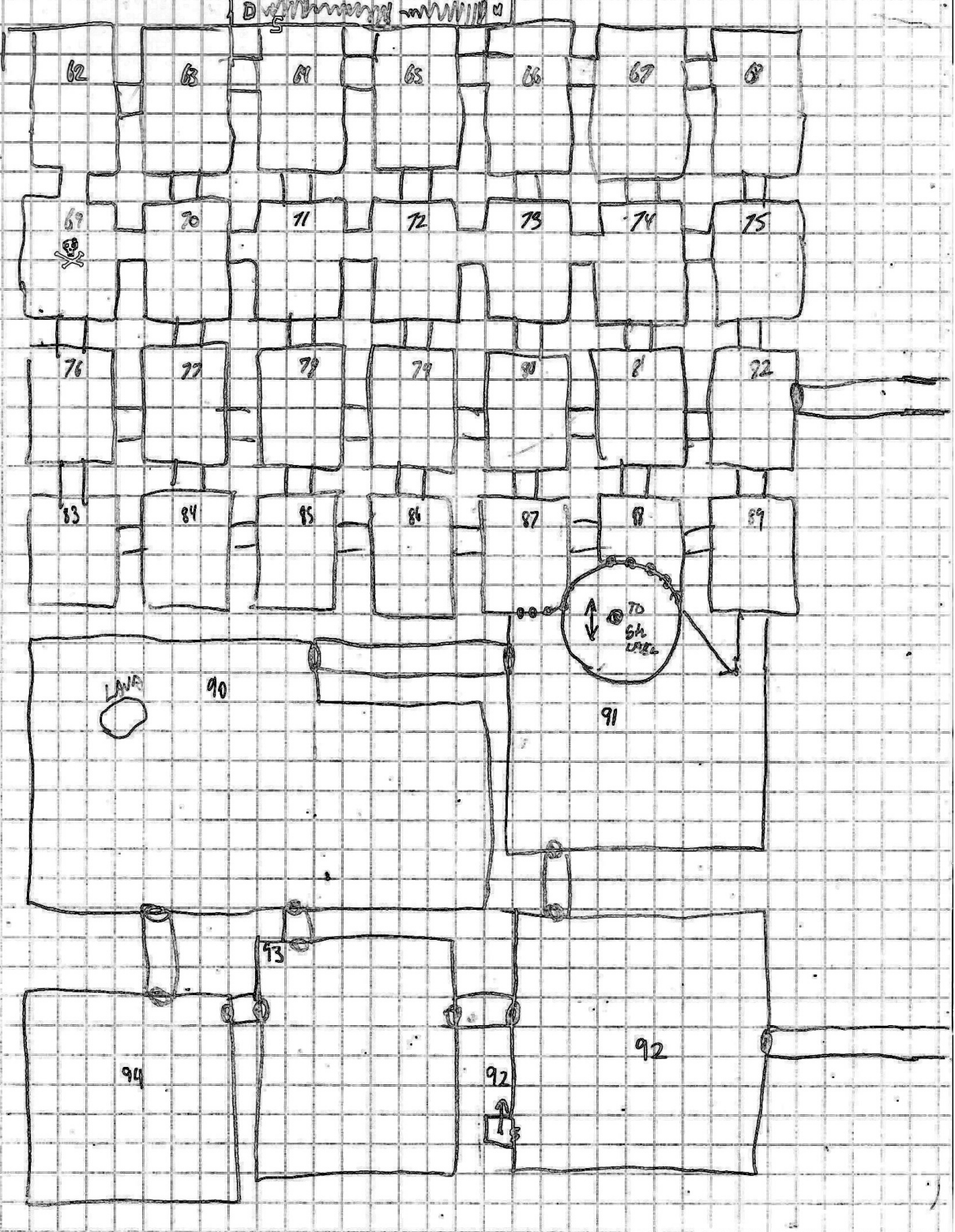
61. Tomb Room- If the crystal Guardian was not a warning enough you had to come here and meet The King of Old a Wraith of terrible power. Luckily it is only one! **Wraith**

(Undead) #Enc. 1d4 (1d6), AL C, MV 120` (40`) Fly 240` (80`), AC 3, HD 4, #AT 1 (touch), THAC0 16, DG 1d6 + drain life energy, SV F4, ML 12, THC XVIII, XP 300, BOOK LL, PAGE 102 Treasure: SP: 9000 GP: 1000 Jewelry: (5): Earring-10 gp, Arm band-300 gp, Fob-20 gp, Ring-400 gp, Decanter-500gp. Total Value: 1230 gp. Magic: Crossbow Bolts +1 (quantity 3d10, Sword +2, Scroll: Ward against Lycanthropes, Scroll: Spells (1) - [C] Light



3C DROW SLAVE PITS

UP to 2C



3C Drow Slave Pits Screams and smells!

The sounds of screams and torment echo from everywhere. In fact it is so much noise that **any Move Silently chances of success are DOUBLED!** It smells unlike any stench of death you have ever smelt. All through this area are potential heroes if given a chance in the slaves as well as replacement characters. Most of the prisoners are humanoids and deep elves but there are a few player races mixed in as needed. NPCs will be killed or tortured first. IF the players get captured make this a truly harrowing experience but give them chances to escape. The Drow believe themselves to be superior in all ways and will always underestimate any opponent. On a simple surprise and then initiative roll a player may take a weapon and start killing. There are three groups of 2d4 Drow of different Houses always moving between the rooms at all times.

Elf, Drow #Enc. 2d4 (5d10), AL CE, MV 120` (40`), AC 4, HD 2, #AT 1 or 2 (weapon), THAC0 18, DG As weapon, SV F2, ML 10, THC Vx5, XIx2, XP 38, BOOK AEC, PAGE 123

(62. to 68.) and (76. to 81.) AND (83. to 86.) Slave Rooms-

Each Slave Room is full of 1-20 slaves per room chained to the walls. Most of the time your equipment is piled up in the middle of the floor to be searched over by the Drow. You are chained to the wall naked. Every few hours you (NPCs FIRST) are moved to another room or taken to room 69. There are 2d4 Drow always moving between the rooms at all times. In Room 65 there is a beautiful Merchant's Daughter Selena Antares. Her father is a foreign traveling merchant and he will pay 2000 GP for her safe return to Raven's Keep. She will be taken to the Dark Corner very soon. In room 68 is where 1-10 children are kept. The Drow have no limits.

69. Gauntlet - The culling of the weak. Drow come here just to torture and kill slaves. NPCs first. The players will mostly hear screams and sometimes the victims will be brought back severely mutilated but still alive but dying in 1d10 rounds. They just don't kill them they have taken torture and debasement to a demonic level. If a player is brought there it is time to fight or die!

70. to 75. Hopeless Halls- An empty room with a door that is locked 1-3 of d6. These rooms provide an effective

barrier to escape as they have to break the doors down or pick the locks.

82. Way In- Here is the way in to the dark and evil city.

87. Observation Room- One can look out and observe the rituals of the Grande Torturer.

88. The Pit of Air- m(Up to 80 2C and down to Level 5) This is a way out. Unnoticed by the Drow is a rope going up to 80 2C. The Drow will follow if they notice a slave has escaped.

89. Way Out- One may Kill themselves here.

90. Grande Torture- Here for cheering audiences of Drow one is tortured to death by a high level Priestess. A Cleric/Fighter of Level 6. She has taken pain to another level! She has a chest that contains Treasure: PP: 20 Gems (5): Rhodochrosite-10 gp, Moonstone-75 gp, Bloodstone-250 gp, Sardonyx-100 gp, Jade-750gp. Total Value: 1185 gp.

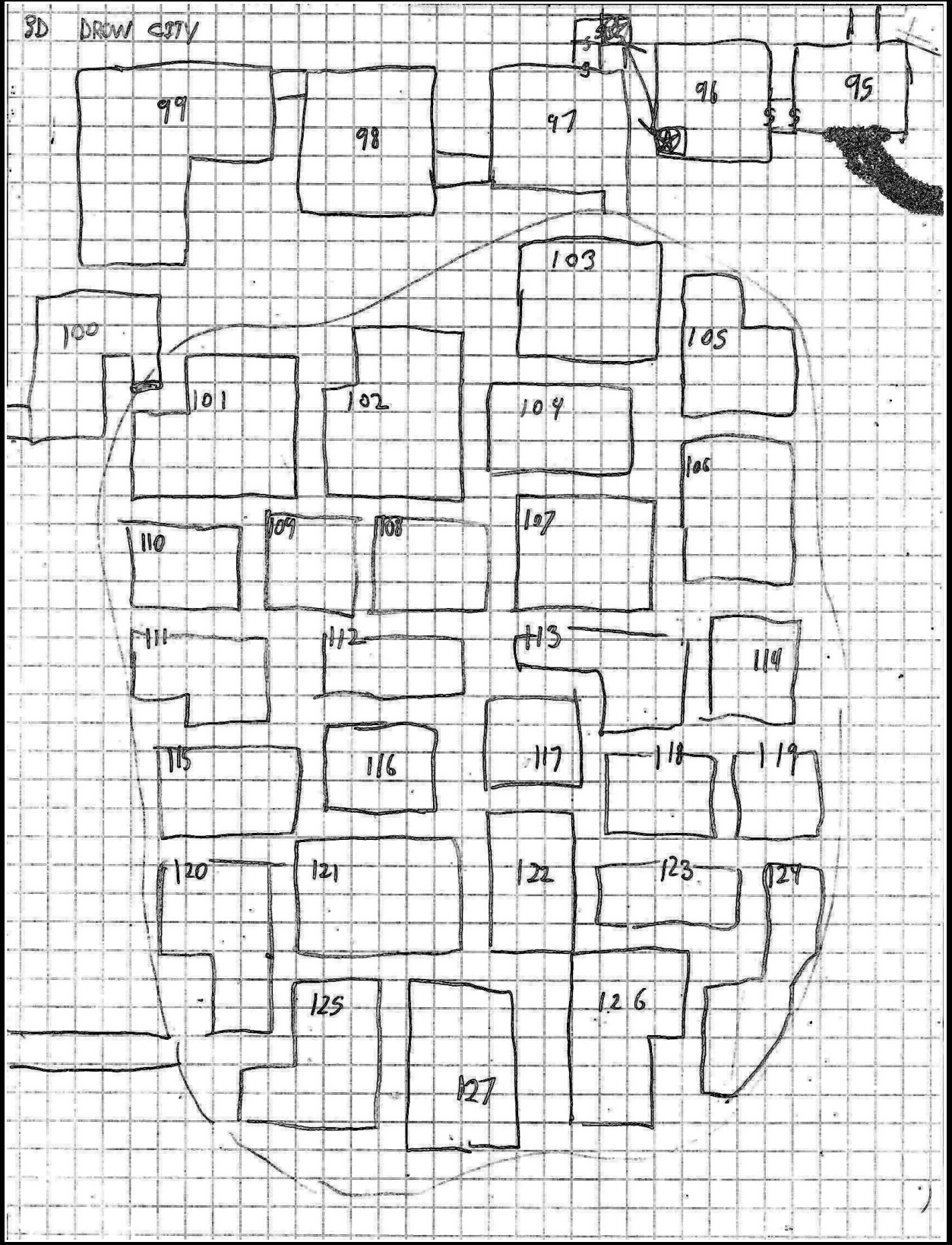
91. Pit View- Here is the Grande Torturer's room and temple. She loves to throw children into the pit in front of their mothers. A huge pit is in the floor that falls to Level 5 far below. The fall does 6d6 damage. One may save vs death and land on the piles of corpses for half damage.

92. Processing to City- Here if one is broken they are allowed to be a slave in the city.

93. Hobble Room- Here is where the Drow hobble victims so they they may never run again. Special slaves are not hobbled such as arena slaves.

94. The Dark Corner (Rape)- Here is where the attractive slaves are taken to be raped and tortured. For some this is the only chance of survival as favored pets can possibly be allowed to wander and have a chance for escape.

8D DROW CITY



3D The Drow City

First of all there is the sound of the place. Sounds of moaning, screams, and torture permeate the air.

Elf, Drow #Enc. 2d4 (5d10), AL CE, MV 120` (40`), AC 4, HD 2, #AT 1 or 2 (weapon), THAC0 18, DG As weapon, SV F2, ML 10, THC Vx5, XIx2, XP 38, BOOK AEC, PAGE 123

95. Forbidden Room- "Beware the Old King's Tomb" it says above the door and a Crystal Statue stands guard. If the door to the north is touched it attacks. If it is attacked it attacks. To the south is a collapsed tunnel. To the southwest is a secret door to a secret closet that has another secret door to a Strange Empty Room. **Statue, Animate Crystal** #Enc. 1d6 (1d6), AL L, MV 90` (30`), AC 4, HD 3, #AT 2 (fists), THAC0 17, DG 1d6/1d6, SV F3, ML 11, THC None, XP 65, BOOK LL, PAGE 98

96. Secret Store Room - In the southwest corner a teleporter sits humming. One has no idea they are in the secret hiding place of the Drow Queen. Treasure of the Drow queen sits here ripe for the taking as long as the players don't make any noise. They have finally hit the big time. Will the Drow send in spies to the city to find out who stole their treasure? You bet they will. Unless the players kill them all. Treasure:GP: 4000 Gems (21): Moss Agate-50 gp, Blue Quartz-50 gp, Banded Agate-50 gp, Azurite-50 gp, Eye Agate-50 gp, Topaz-750 gp, Eye Agate-50 gp, Rock Crystal-75 gp, Rhodochrosite-10 gp, Zircon-75 gp, Zircon-100 gp, Tiger Eye Agate-25 gp, Rock Crystal-75 gp, Star Rose Quartz-75 gp, Turquoise-10 gp, Tiger Eye Agate-10 gp, Citrine-100 gp, Moonstone-75 gp, Turquoise-25 gp, Rhodochrosite-25 gp, Lapis Lazuli-50gp. Total Value: 1780 gp. Magic: Tome of Stealth, Potion of ESP, Potion of Growth, , Potion of Fire Resistance, Scroll: Treasure Map (Value 5d6x1000 gp, 5d6 gems)

97. Throne Room- She is their queen. A Cleric/Fighter of levels 7/7 each and her royal guard a Fighter/Magic User of levels 4/4 each. Only foolish players would face her! It is a 30% chance they she will be in her "lair"

98. Royal Bedroom- Here is the bedroom of the queen. It too is full of treasures. Treasures: Gems (24): Sardonyx-75 gp, Lapis Lazuli-10 gp, Topaz-1000 gp, Star Rose Quartz-75 gp,

Sardonyx-250 gp, Amber-750 gp, Moonstone-75 gp, Lapis Lazuli-50 gp, Sardonyx-100 gp, Spinel-500 gp, Citrine-75 gp, Obsidian-10 gp, Smoky Quartz-100 gp, Obsidian-10 gp, Lapis Lazuli-25 gp, Tiger Eye Agate-25 gp, Malachite-25 gp, Zircon-100 gp, Sardonyx-250 gp, Star Rose Quartz-75 gp, Bloodstone-100 gp, Malachite-10 gp, Azurite-10 gp, Onyx-100gp. Total Value: 3800 gp.

99. Slave Room- Here is the Drow Queen's room of slaves that she loves to torture. There are over 100 slaves in this room.

100. The Gate to Pain- Here is the gate into the city. There are 2 Drow that guard here.

101. Slave Sell- Here is a giant building that sells slaves. There are 10 drow guarding here on this three story building.

102. House Web- The Web is a house in decline since their Matron was killed. A group of 15 Drow and their level 3 Male Fighter. Treasure: PP: 1300 Gems (10): Moonstone-100 gp, Rhodochrosite-10 gp, Sardonyx-100 gp, Lapis Lazuli-50 gp, Eye Agate-50 gp, Banded Agate-25 gp, Moss Agate-25 gp, Chrysoprase-100 gp, Hematite-10 gp, Moonstone-250gp. Total Value: 720 gp.

103. House Widow- Here is an all female house that believes in using males and then castrating torturing and then killing them .Here 20 Female Drow and their Female Cleric/Fighter Level 6/6 Leader have their intrigues. Treasure: Magic: Scroll: Treasure Map (Value 5d6x1000 gp), Scroll: Spells (1) - [M] Wall of Ice, Scroll: Treasure Map (Value 5d6 gems, 2 magic items), Scroll: Ward against Undead, Scroll: Ward against Undead

104. Guard Royal- Here are a group of 20 male Drow that act as Guard for the queen.

105. Tavern- A foul Drow tavern. Ran by a couple.

106. Armor- Here the Drow sells armor.

107. House Demon- A devious house of 10 Male Drow and 13 Female Drow ran by a Female Cleric/Fighter Level 6/6. Treasure: Magic: Scroll: Ward against Magic, Scroll: Treasure Map (Value 5d6 gems, 2 magic items), Scroll: Spells (4) - [M] Magic Aura, False Trap, Invisibility, and Dispel Magic, Scroll: Ward against Lycanthropes, Scroll: Treasure Map (Value 6d6x1000 gp), Scroll: Treasure Map (Value 1d6 gems, 2d10 jewelry), Scroll: Ward against

Lycanthropes

108. House Venom- A declining house of 10 male drow and one Level 3 Fighter. Treasure: Magic: Scroll: Ward against Elementals, Scroll: Ward against Elementals, Scroll: Ward against Lycanthropes, Scroll: Treasure Map (Value 6d6x1000 gp), Scroll: Spells (7) - [M] Mass Charm, Distort Distance, False Gold, Strength, Mending, Scare, and Magic Jar

109. Weapons- Here is a weapons Forge that makes fine Drow Blades and Darts.

110. Food- Food made from slaves and the foul fungi of the underworld.

111. Brew- Fine and wonderful Drow Brews and wines. Very expensive and rare. A bottle of Drow Ale goes for 100 gp a bottle and Drow Wine is 1000 gp a bottle.

112. Poisons- Here is where the Drow sleeping Poisons

113. to 116. AND 119. to 120. ALSO 123. to 125. Lower Home- A home of a lower class Drow with possibly up to 20 Drow inside. They care not what happens to the Nobles as everyone is against everyone else held down by the fear of the Queen. Only if attacked in force would these Drow respond. They will defend their homes though.

117. Bell Tower- This is the huge bell that rings warning. As long as that does not ring the entire Drow population will not notice a ruckus.

118. Mage School- Where Magic is taught by a Drow Fighter/Magic-user of Level 5/5. Treasure: Magic: Scroll: Spells (1) - [M] Flame Charm, Scroll: Ward against Lycanthropes, Scroll: Cursed, Scroll: Spells (1) - [C] Reveal Charm, Scroll: Spells (2) - [M] Scribe, and Detect Evil, Scroll: Spells (5) - [I] Doppelganger, Continual Light (reversible), Phantasmal Force - Greater, Dancing Lights, and Ventriloquism, Scroll: Spells (1) - [M] Polymorph Others, Scroll: Ward against Elementals

121. Barracks- Here some 30 Drow serve as patrol as soldiers. They patrol in small groups of 2d4

122. Temple- Here the foul Demon Spider Queen is worshiped and the Drow Queen is the main cleric of that religion. There are 10 Level 2 Drow clerics in attendance here. Treasure: CP: 8000 SP: 98000 Jewelry: (70): Clasp-40 gp, Pendant-10 gp, Brooch-300 gp, Medallion-800 gp, Pin-800 gp, Idol-1200 gp, Clasp-10 gp, Ring-1300 gp, Chalice-600 gp, Coffin-100 gp, Statuette-1000 gp, Seal-300 gp, Belt-70 gp,

Statuette-10 gp, Necklace-300 gp, Anklet-50 gp, Ring-200 gp, Orb-1800 gp, Bracelet-40 gp, Brooch-900 gp, Chain-300 gp, Buckle-1100 gp, Seal-600 gp, Locket-40 gp, Coronet-700 gp, Coronet-900 gp, Goblet-300 gp, Ring-10 gp, Chain-40 gp, Decanter-1400 gp, Tiara-70 gp, Belt-80 gp, Chain-1000 gp, Necklace-300 gp, Seal-10 gp, Box (small)-1400 gp, Box (small)-30 gp, Idol-1100 gp, Chain-1100 gp, Pendant-300 gp, Arm band-40 gp, Pin-800 gp, Brooch-700 gp, Goblet-1200 gp, Orb-30 gp, Necklace-900 gp, Comb-600 gp, Medallion-1800 gp, Medallion-100 gp, Arm band-900 gp, Statuette-1000 gp, Medallion-800 gp, Ring-10 gp, Ring-20 gp, Orb-40 gp, Headband-10 gp, Crown-100 gp, Medal-800 gp, Ring-700 gp, Box (small)-300 gp, Pin-100 gp, Pendant-300 gp, Pin-200 gp, Buckle-10 gp, Idol-20 gp, Statuette-60 gp, Sceptre-200 gp, Necklace-100 gp, Chain-200 gp, Belt-30gp. Total Value: 32680 gp.

126. House Darkness- Here is a house of Five Drow and they are leaderless until one becomes powerful enough. Treasure: Magic: Scroll: Ward against Elementals, Scroll: Spells (2) - [M] Clenched Fist, and Summon Monster II, Scroll: Spells (1) - [M] Invisibility 10ft. Radius, Scroll: Ward against Magic, Scroll: Spells (5) - [M] Continual Light, Burning Hands, Protection from Evil, Dispel Magic, and Levitate, Scroll: Treasure Map (Value 1 magic item), Scroll: Treasure Map (Value 2 magic items)

127. House Vider- Here is a powerful house ran by a Cleric/Fighter Level 6/6 and her 25 Drow soldiers. Treasure: Magic: Scroll: Spells (2) - [I] Auditory Illusion, and Auditory Illusion, Scroll: Spells (2) - [D] Call Lightning, and Stumble, Scroll: Ward against Elementals, Scroll: Treasure Map (Value 2 magic items)

128. Opera House (Torture Songs)- Here victims are convinced to sing by drugs and total hopelessness as they are mutilated and disemboweled on stage. There are some fantastic Drow singers here as well that preform the torture.

Back to the Dungeon Zine V1 I3



"Noble's games are afoot!"

It is finally here!
The long awaited 3rd level of
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