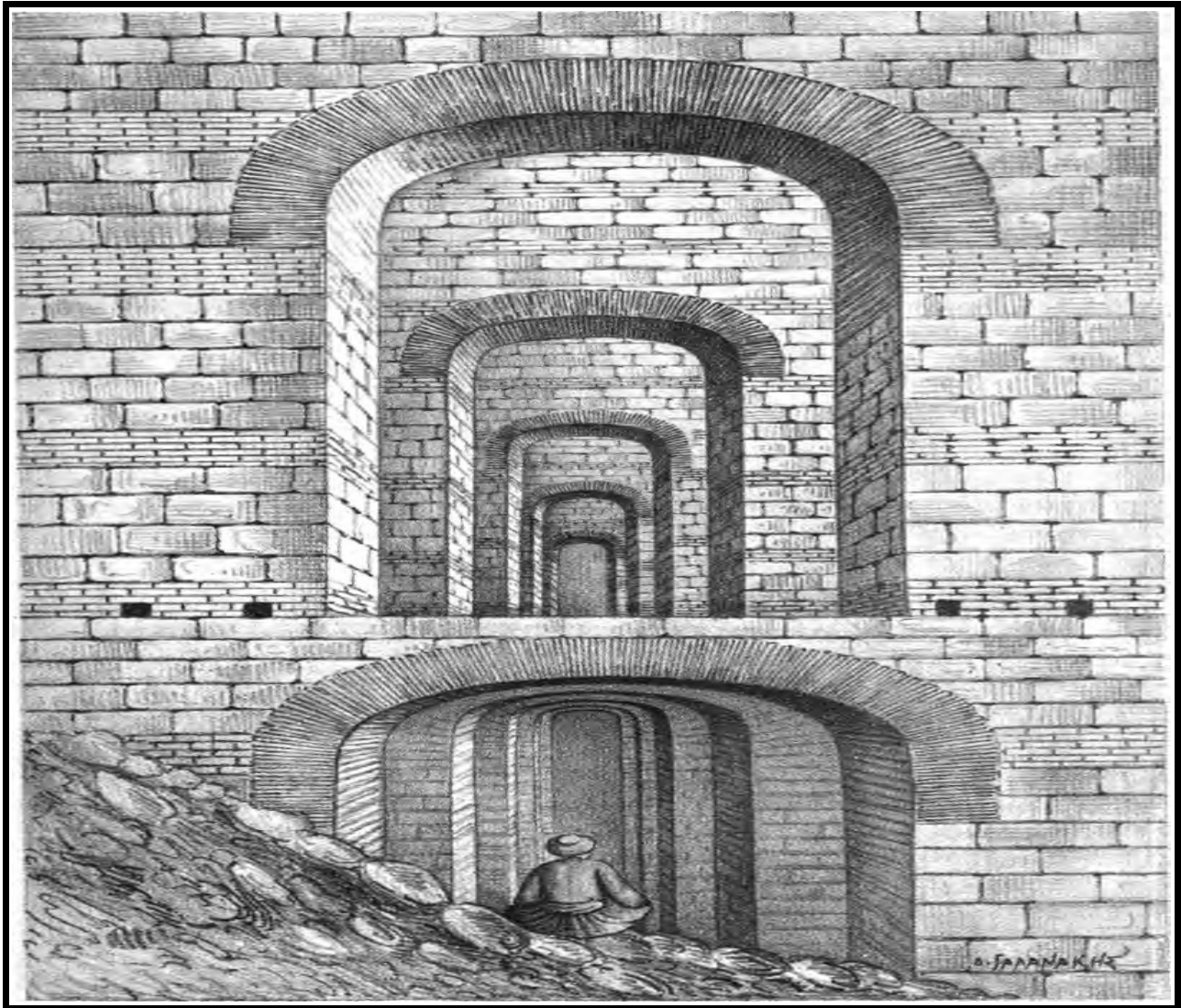


Back to the Dungeon

Volume I Issue IV



Intro and Hello!

Greeting mortals! This is the fourth issue of the Back to the Dungeon Zine for LL/AEC! Much has happened as your fair narrator and writer has finished a long excursion into a 99 nights of work give or take bad weather and fatigue days. He is tired and grouchy and is in need of bourbon of high quality!

Your Name and Title By Cantor Balor

Most of you have no idea how BORING and unimpressive your names are. Why just Jack or Malfor? Why not *Jack the Master of Blades* or *Malfor the Maestro of Illusions*? Time in and time out people name their character a boring name and this needs to STOP! The next thing to come up with is your title. A title lets other people know what you do and how you do it. Don't just be Black Tantris the Thief, be Black Tantris the Pilfer of Crypts and Jumper of Chasms! Don't just be Theodore the first level Magic User, be Theodore Caster of the Arcane and Slayer of Demons! This title of course can be added to as well as the players conquer dungeons deep and dangerous! In Old School Gaming you need to come up with a really good name and title. It just might make your dice roll better!

ANY player that comes up with a STUPID name needs to suffer the consequences of a STUPID name as well. When he announces himself and everyone laughs and he gets kicked out of the audience with the nobleman, gets into tavern brawls, has people insult him, then he might get the hint.

Name Your Party By Cantor Balor

Just like your character names many of you never even think of naming your party. How lame can you get? Come up with an AWESOME NAME to strike FEAR into your opponents! If a King ask you "So who are you all? What do you call yourselves?" and all you can answer is "We is called *Thu Partiee!*" then shame on you! What about a cool name for your party? The Brotherhood of Blade and Spell, The (Color) Dragons, The Goblins, The Warriors of Justice, The Roving Scar Brows, The Red Hand, and whatever else you can think of. Have a set of colors and/or heraldry as well.

Backgrounds By Cantor Balor

Oh why oh why do so many of you players not think of a background for your characters how ever short their lives shall be? Were you a farm boy? Did you grow up in the outskirts of the city? Were you a seasoned street thug? Who knows? Now backgrounds will allow one to do certain things as in skills without having to make a huge skill list to have to attend too.



Combat and Tactics(Because Most of You Will Die Without Them)By Red Beard Stone the Dwarf

The Bad Guys are heading your way! Why do you wait for them? Run at them and die! Bad idea eh? Stand your ground and hit them with missile weapons before they even get to you! Get behind cover! Use oil and light them up with flaming arrows before they know what hit them! Let the thief sneak around and provide him noise and distraction to make it so. Trip lines, snares, traps, heck you can even use traps against the monsters! Use natural hazards and such to your advantage! Many times in a dungeon you are outnumbered and you will die in a straight out fight. If you funnel the monsters into one place the heavily armored fighters can take them out one by one instead of fighting an entire mob of them. I just made any player's life expectancy increase by many times over that read this!

The Natural 20 and 1 and the Consequences of Luck

Oh so you think a 20 is great! Wait till you hear these ideas! There is always Weal and Woe! A 20 is Weal and a 1 is Woe!

SO we begin! You have rolled a 20! Does it simply do double or max damage? Does it allow one to get an extra action such as knocking the bad guy off the cliff? Tipping over the oil lamps and causing a fire? A 20 should be that extreme burst of luck that allow the player to be the hero more so than he already is trying to be. It could mean if he kills the first goblin his blade may keep on going till it kills the next goblin and so on. It could mean the ogre's hamstring is cut and he only moves five foot a round. It could man the wizard regains a spell or the god

of the cleric shows favor to the party.

Sadly all is not good. When one rolls a 1 it is truly bad luck. It is always a miss. It is a broken bowstring. It is a trip off the cliff. A kick in the nuts! You get knocked out. Whatever you can come up with make it bad. It may even be fatal.

On the Map From Issue I

Bloodrock Castle is another dungeon to get your teeth bloody on. Barton's Manor is a good stopping point on your way to the Border March.

The Fey Lands are a very BAD place to go uninvited! More on this in later issues!

A List of (some of) the Religions of Raven's Keep By Olaf
My god is better than your god!

Goddess of Grain Keres. It is here that the grain goddess virgins are held until some become brides of the horseman. It is said that each year in order to ensure a good harvest the Grain Maiden requires a husband the Wicker Man. She on good years takes any and all such as a slaves or criminals also animals without blemish, but on desperate days she takes a person of pure blood preferably a virgin. Such as the old ways of Raven's Fort. Tis sinister as they practice many lotteries that end up in death by stoning, drowning, stabbing, and poly-morphing if not even more sinister things. Wort of all is the Wicker Man! Woe to ye who are the victim and fools of these rituals!

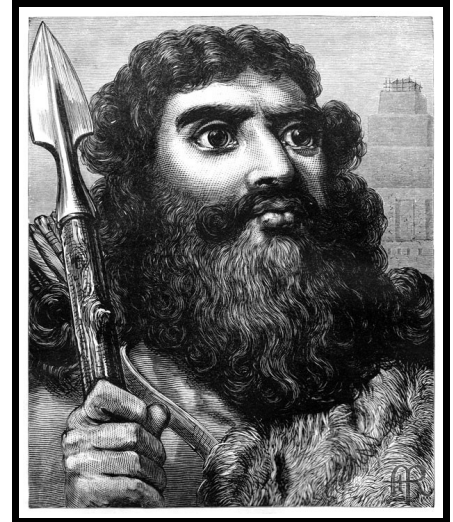


The Horseman God also know as **Kerne the Hunter, Mal the Slayer of Invaders, and Tyre God of War**. Here is housed the grain goddess brides. The Baron is considered the most holy of all, light of the horsemen. He being the Lord and Savior of the Temple of the Horseman God, know in other parts as Kerne the Hunter, Mal the Slayer of Invaders, and Tyre God of War. Only fellow nobles are allowed to be Horsemen and worship in his temple.

Old Pagan God Malick: The God of Luck and Chance and he is Chaotic Neutral in alignment. He travels with those who gamble and take chances in their life. His appearance is that of a clown dressed in fine bright clothing. His priest wear frocks of many colors as well and some of the more devoted wear clown makeup.

Mabus the Dwarven God: He is the god of the dwarves and the hammer and forge. He is Lawful Neutral accepting those whom are neutral and lawful but none chaotic. He is the god they call upon during times of trouble and war.

He is also know as the harsh judge.



Bobber the God of Fishing and Travel: A Neutral Good god that assist those who travel and fish. He is a local god having only a small following here in the western frontier with a main temple in the capital city. His religion is dying.

Ravenena the Goddess of Ravens and the Night: The goddess of thieves and darkness. She is Lawful Evil in alignment but makes sure all laws of the land are followed publicly.

Aphrothena: The Goddess of Pleasure: She is the Chaotic Neutral goddess of pleasure. One must do what they want to have pleasure and try and give pleasure to others. This goddess is a favorite of the nobility.



Many clerics will be coming from the capital city Babelyon: The City of a Thousand Gods and will have no temples established in the western frontier. It would be very cool if they did!

Any of the Petty Gods from here are good as well. The petty Gods are a work of geniuses. It is an incredible idea and the document is just wow!

<http://gorgonmilk.blogspot.com/2013/04/original-petty-gods-free-pdf.html>

I suggest buying a copy!

Cultist A new Cleric/Thief Subclass

Hidden amongst the people there are secret sinister cults that worship forgotten and lost foul forbidden gods. Their rites are lost among the temples and ruins that litter the world and are deeply sought after. These cultist though are not the toughest types and will pay the more unscrupulous dungeon delver lot's of gold to attain their sacred books. A deceitful type of person the Cultist is as they lurk our streets posing as mere thieves or clerics or even worse as normal townsfolk! Most cultist follow the orders of an evil cleric who normally serves as their leaders.

The cultist gets the skills of a thief at first level and then every other level.

At second level the cultist gets the spell casting of a first level cleric and then every other level. They are not restricted in the use of edged weapons.

All cultist also have access to an ancient secret cult language if their intelligence is high enough.

They use the cleric's XP chart and get 1d6 for HD per level.

A Few NPC Parties

Ironwolf Clan (8 gp a day)

The Ironwolf clan is made up of the four red-headed Ironwolf sisters. Their mother was a famous adventurer! All of them are lovely but deadly. Don't cross them, try flirting before they respect you, or do anything stupid or they will turn on you. Everywhere the Adventurers go with these girls there are various men crying and begging for at least one of the sisters to "take them back". Rude responses always follow from the sisters to these broken-hearted men. They are grieving the loss of their oldest sister Martene.

Morgana HuF1 12-12-13-9-10-14 HP 6; AC 4; Atk 1 Sword (1d8)

Morgana is a lovely yet stern redhead and is the oldest at 19 years of age.

Sorcha HUF1 12 16-14-9-14-18 HP 5; AC 3; Atk +2 Long Bow

1d6, 1 weapon (1d8)

Sorcha is the 18 year old fiery and angry sister who will attack first and ask questions later. She is very (Cha 18) beautiful.

Sabra HUF1 10-12-11-17-8-12 HP 4; AC 4; Atk 1 weapon (1d8)

Sabra is the 17 year old sister who is an intelligent and mouthy. She is very liberated and will try and convince all females that women are superior to men.

Kittana HUF1 16-15-16-8-5-16 HP 8; AC 4; Atk 1 Two Handed Sword 1d10+2

Kitty is the very athletic and strong (Str16) and she as beautiful as her sister Sorcha. She is the youngest at the age of 16. She love to have physical competitions in her spare time. Unlike her sisters she is kind hearted.

The Raven's Keep University a Closeup by Marion Mule

What the hell are these academics up to? It seem that there is a huge amount of studies in the arts, sciences, and literature as well as history going on but something else is happening.

It appears there are many "goings on" lead by Martinus the Sage! It appears that this Martinus has a menagerie of monsters in his department and is asking others to bring him drow and outlawed Adarian elves and such for some sinister study. Martinus appears to be stirring up things by inquiring about the history of the area! It is even said by Martinus that the world may have been through a great disaster some years ago and is far older than what common religious talk has stated!

There is also the very questionable Magic User College of Raven's keep university. It seems that the foul grip of the Mage's Guild for the Capitol city is here with their foul magic user agents. They seek to control all magic and spells and "keep us all safe from harm" by trying to have some sort of magical license to practice! I tell you it is a travesty.

Level 4 of the Black Stairs

Oh this level is not as terrible as the Drow level but it IS below the Drow level.

4A

1. Groves of Stone - This is a very large area where lawful evil Cultists are performing some sort of ritual. They are about to sacrifice a screaming maiden in fact who is a MU3. They have four level 3 fighters in their employ. The Cultists are cowards and will run at the first sign of trouble to the south into the insane Factory. There may be a few Prisoners that can replace fallen PCs or serve as NPCs. Black Stairs go up to 3A. **Fighters 3 #Enc. 4, AL C, MV 120` (40`), AC 4, HD 3, #AT 1 (weapon), THACO 19, DG 1d8 Swords, SV F3, ML 8, XP 50. Magic User 3 #Enc. 1, AL C, MV 120` (40`), AC 10, HD 3d4, #AT 1 staff, THACO 19, DG 1d4, SV M3, ML 8, XP 65** Spells 2/1 Spell Book 1: SleepX, Magic Missile, Dancing Lights, Detect Magic, Hold PortalX, Identify, Read Languages, Read Magic, Scribe. 2: Continual Light, Scare, WebX **Cultist 3 #Enc. 10, AL C, MV 120` (40`), AC 8, HD 3d6, #AT 1 short swords, THACO 19, DG 1d6** PP23 FRT17 PL27 MS27 CW88 HIS17 HN1-2. Cleric Spells 1/0 **ROOM TREASURE** (Crate [LOCKED] - HIDDEN: Secret Space under Container. - TRAPPED: Contact Poison on Container 1 rounds| save at +4 for 0hp or fail for 15hp damage}): Coins (1sp)
2. Spike Stones - Natural Cave Giant Python lurks. Crushed corpses of a few humanoids and cultists tell the tale. The stones are sharp and deadly inflicting from 1d4 damage to 1d10 for the larger ones if one falls upon them.
3. Rotten Room - This room smells like rotten dead flesh. Everyone must save or be sickened while in the room taking a -2 to all actions. There are 20 suits of animated Plate Mail in the room. What is creepy is how fast they are and the weird sound they make of gurgling and moaning! One must roll to hit to destroy these monsters. They are all armed with 2 handed swords! Aln MV120'(40') AC2 HD0 THACO19 ATT1 2HSword Damageld10 **ROOM TREASURE** (Metal Urn - TRAPPED: Spring Darts Firing up from Top of Container [1d4+4 damage/attacks as a Lvl 4 Fighter]): Gems (2125 gp total) [chrysoberyl(120gp) --- jade(110gp) --- sard quartz(30gp) --- turquoise(16gp) --- jade(160gp) --- blue sapphire(1200gp) --- coral(120gp) --- hematite(9gp) --- red spinel(160gp) --- aquamarine(200gp)]
4. Log Jam Way - Here logs form some kind of waterfall above block the way above. Water falls rapidly from above

and drains to some place below leaving a waist deep pool with a kind of slippery tunnel through the logs. There are a few cultist bodies floating in the water all chewed up. A despicable Insect Swarm (Water Bugs) lurk in the water and they are hungry!**Insect Swarm #Enc.** 1 swarm (3 swarms), **AL N, MV** 30` (10`) **Fly** 60` (20`), **AC** 7, **HD** 2-4, **#AT** 1, **THACO** 18/17/16, **DG** 2 hp, **SV** 0 human, **ML** 11, **THC** None, **XP** 29; 65; 135, **BOOK** LL, **PAGE** 83

5. Broken Glass Pit - Crystal Farm of some unknown origin. The crystals glow as if a Light spell has been cast on them for 1d4 days. They are worth 100GP while glowing and only 5GP when not. A strange ancient hermit sits amongst the sharp edges and speaks strange crude prophecies to any who listen. He will warn the players of a doom that approaches and then disappear. Any attempt to harm him and he simply dodges it by a short quick teleport.

The Insane Factory

6. Insane Factory - A weird factory of gears and cogs. Many Traps such as three a day Steam Blast! Save vs. Breath or take 3d6, a once a day death ray which one must save vs. Death! Factory hazards are where one must make a Dex save or be crushed by gears for 1d12 Damage. A voice is heard YOU WILL NOT DESTROY ME

7. Insane factory Boiler Room The power for the factory is a very angry Trapped Fire Elemental . When released he will attack any and all. It simply takes someone opening the four locks. A voice is heard I SHALL LIVE FOREVER AND YOU SHALL DIE **Elemental, Fire #Enc.** 1 (1), **AL N, MV** 120` (40`), **AC** 2/0/-2, **HD** 8/12/16, **#AT** special, **THACO** 13/10/8, **DG** 1d8 or 2d8 or 3d8, **SV** F8-16, **ML** 10, **THC** None, **XP** 1,570; 2,800; 3,300, **BOOK** LL, **PAGE** 73

8. Insane Factory Gears There are many such as another Death Ray as in #6. There are four spear traps that attack at +4, have four spears each, and do 1d6. They have AC7 and are disabled when hit. A voice is heard TRY AS YOU MAY YOU SHALL DIE

9. Insane factory Brain clockwork brain lives here. It is

the brain of the factory. It has an AC 2 and 20 hit points and can do 3 blast of steam as above from the mouth. The face speaks in the voice you have been hearing PLEASE DO NOT DESTROY ME face only speaks weird statements and it is obvious it is insane and damaged. All of the traps that can reset will do so overnight. The Face will try to kill the players again. The brass, silver, and gold gears and cogs are worth over 10,000 gp.

10. Lava Mine - What appears to be a mine that is mysteriously empty? There is evidence of recent work, possibly by gnomes. A couple of gray ooze lurk here which is what killed the gnomes. Many gems and such litter the ground. **Gray Ooze #Enc. 1 (1), AL N, MV 10` (3`), AC 8, HD 3, #AT 1, THAC0 17, DG 2d8, SV F2, ML 12, THC None, XP 80, BOOK LL, PAGE 79**

11. Lava Town - Here appears to be a small town. Scrawled upon the wall is Here "we shall not live under tyranny" There are 2d6 zombies in each area and these zombies are very hungry! One must fight or die! There are 20 of these Zombies that are former cultist. **Zombie (Undead) #Enc. 2d4 (4d6), AL C, MV 120` (40`), AC 8, HD 2, #AT 1, THAC0 18, DG 1d8 or weapon, SV F1, ML 12, THC None, XP 29, BOOK LL, PAGE 103**

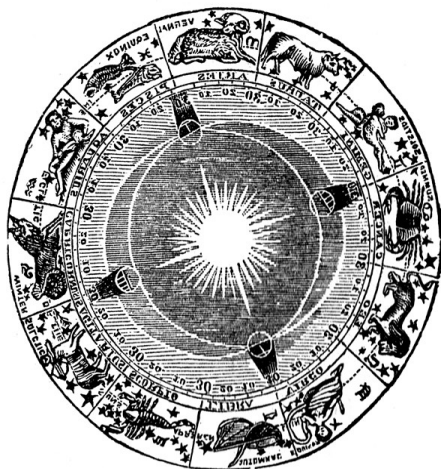
12. Lava Falls - The lava hazard does 3d6 per round. Stone Boats float on the Lava and protect the riders. Half of people in boat must roll Dex or less not to tip the boat.
LONG HALLS

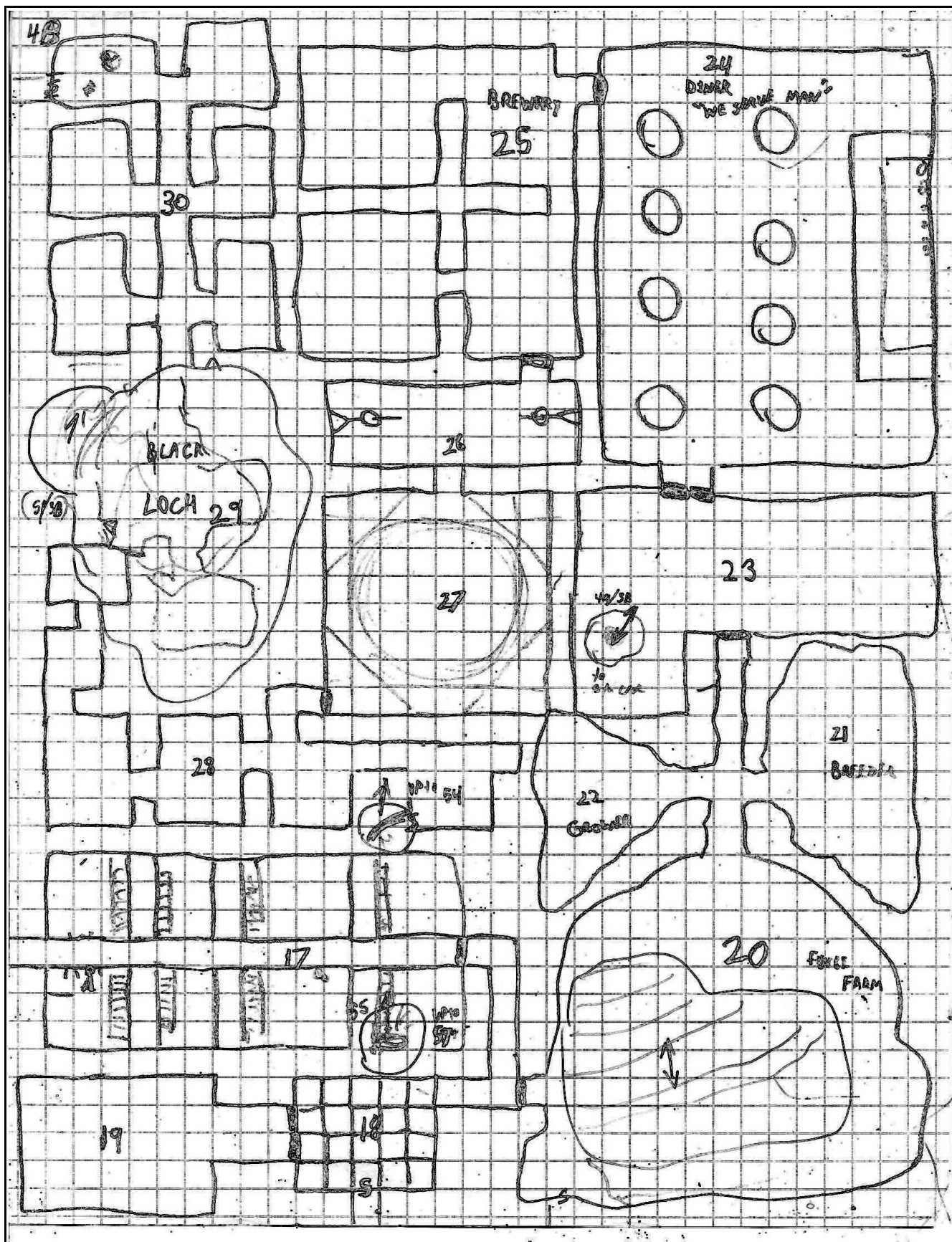
13. Long Halls - Here is a huge room that has been lived in for a very long time. It stinks of body odor and rotten food. Here are the 20- (unless they were all killed) cultist looking for the Book of Sorocho (on level 5) and they will pay Gold! They also have the Skull of Sorocho in the sacred box. If it is not in the box any dead within 300 feet become zombies. The Lava Town is full of these zombies. **Cultist 3 #Enc. 10, AL C, MV 120` (40`), AC 8, HD 3d6, #AT 1 short swords, THAC0 19, DG 1d6 PP23 FRT17 PL27 MS27 CW88 HIS17 HN1-2. Cleric Spells 1/0**

14. A pit with a captured Troll inside of it. The cultists throw victims to the troll for fun. The troll is very angry about being held captive and will try and strike a deal with the party to let him out. He will of course betray the party because he is a troll. Fireplace goes
XXXXXX **Troll #Enc.** 1d8 (1d8), **AL** C, **MV** 120` (40`), **AC** 4, **HD** 6+3, **#AT** 3 (2 claws, bite), **THAC0** 13, **DG** 1d6/1d6/1d10, **SV** F6, **ML** 10, **THC** XIX, **XP** 600, **BOOK** LL, **PAGE** 100 **LAIR TREASURE** (Crate [LOCKED] - HIDDEN: Invisibility.): Coins (4546sp)

15. A picture that one can enter that is a small village of 30 people It is nothing but happiness A player may enter and exit during the day but at night they are trapped when it turns dark the 30 people become zombies. When morning comes they all awaken alive remembering the horrible painful ordeal. As long as they are in the picture they never age but can be killed. If they are killed in human form they are dead forever and in Zombie form they will reawaken the next morning. They are a village that was cursed 1000 years ago and never can be freed except by a wish. **Zombie (Undead) #Enc.** 30, **AL** C, **MV** 120` (40`), **AC** 8, **HD** 2, **#AT** 1, **THAC0** 18, **DG** 1d8 or weapon, **SV** F1, **ML** 12, **THC** None, **XP** 29, **BOOK** LL, **PAGE** 103

16. Temple Cave - This is a natural cave with the engraving "with carved walls of inhuman things carved by inhuman hands" that ordain the walls. One must save versus spells or feel dreadful which is a -1 to all actions for 1d6 hours. It exits to the East.





17. Undead Pit There is a side spiked center bridge walkway with three tee intersections. A blonde girl is struggling on the sharp spikes on the side of the walkway. She is actually a zombie who attacks if rescued. Once any player crosses the first tee intersection to the west the stairs begin to hum and raise up by some infernal device or magic allowing the undead in the pits to get to the characters. Each pit has starting from the top left six skeletons, four zombies, four ghouls, two wights. Each of the four pits. The door to the east is locked and only opens on a 1. Pit in roof up to 57 on

map 3B XXXXXX

Skeleton (Undead)#Enc. 3d4 (3d10), **AL** C, **MV** 60` (20`), **AC** 7, **HD** 1, **#AT** 1, **THACO** 19, **DG** 1d6 or weapon, **SV** F1, **ML** 12, **THC** None, **XP** 13, **BOOK** LL, **PAGE** 95

Zombie (Undead)#Enc. 2d4 (4d6), **AL** C, **MV** 120` (40`), **AC** 8, **HD** 2, **#AT** 1, **THACO** 18, **DG** 1d8 or weapon, **SV** F1, **ML** 12, **THC** None, **XP** 29, **BOOK** LL, **PAGE** 103

Ghoul (Undead)#Enc. 1d6 (2d8), **AL** C, **MV** 90` (30`), **AC** 6, **HD** 2 (turn as 3 HD), **#AT** 3, **THACO** 18, **DG** 1d3/1d3/1d3 + paralysis, **SV** F2, **ML** 9, **THC** XXI, **XP** 47, **BOOK** LL, **PAGE** 76

Wight (Undead)#Enc. 1d6 (1d8), **AL** C, **MV** 90` (30`), **AC** 5, **HD** 3, **#AT** 1, **THACO** 17, **DG** drain life energy, **SV** F3, **ML** 12, **THC** XXI, **XP** 110, **BOOK** LL, **PAGE** 102 **LAIR TREASURE** (*Metal Chest [LOCKED]*): Coins (4072cp --- 3038gp)

18. When party walks in the ceiling begins to crumble and fall. Roll Dex to jump out of the room or take 3d6 damage or if they are not paying attention make a save versus Dragon's Breath.

19. Grave Danger - "Here lays the Old Witch King of Dannor" the inscription says. The king who is Wraith lurks inside in a coffin of onyx worth 5000 GP. He has a He is a wraith with max hit points and is very deadly. He will flee if he gets to 5 or less hit points and plan revenge. He will track down all of his treasure that is tainted slightly with evil. **Wraith (Undead)#Enc.** 1d4 (1d6), **AL** C, **MV** 120` (40`) Fly 240` (80`), **AC** 3, **HD** 4, **#AT** 1 (touch), **THACO** 16, **DG** 1d6 + drain life energy, **SV** F4, **ML** 12, **THC** XVIII, **XP**

300, **BOOK LL, PAGE 102 LAIR TREASURE** (*Small Coffre*
[*LOCKED*]): Long Sword +4, Defending, (*Barrel - TRAPPED:*
Contact Poison on Container 1 rounds|save at +4 for 0hp or
fail for 15hp damage).): Coins (2952ep --- 8259gp)

Ogre Scum Slums

20. Fungi Farm - Here is the great fungi farm tended by three ogres. The UP and DOWN Cliff is here that goes DOWN to 1/5A. The ogre fungi farmers are rejects and very low brow even for ogres. They will try and knock players off of the cliff. **Ogre #Enc.** 1d6 (2d6), **AL C, MV** 90` (30`), **AC 5, HD 4+1, #AT 1** (club), **THACO 15, DG 1d10, SV F4, ML 10, THC XX + 1,000 gp, XP 215, BOOK LL, PAGE 90**

21. The Breeder Pits - Ogres force beings to breed and multiply by force. Of course there are only pregnant females left as the ogres got hungry and ate the fat males. There are three pregnant goblins, four pregnant orcs, four pregnant hobgoblins, and eight pregnant humans. The humans are from a merchant caravan that was ransacked some three months ago and each female returned to the city will gain 100 to 1000 gold pieces each **Ogre #Enc.** 1d6 (2d6), **AL C, MV** 90` (30`), **AC 5, HD 4+1, #AT 1** (club), **THACO 15, DG 1d10, SV F4, ML 10, THC XX + 1,000 gp, XP 215, BOOK LL, PAGE 90**

22. The Eater Hole - This is the place where beings are gorged with food and become extremely fat before slaughter. There are 1d10 of any kind of race here at any given time weighing 1d6 times their weight as well as replacement characters. They are forced to gorge on food stolen from above or they are beaten.

23. Slaughterhouse - Six ogres guard here in the Slaughterhouse! Here is the nightmare come true where the ogres slaughter their victims. There are usually 1d12 victims in cages to be slaughtered. It has three ogre butchers with max hit points that also do all the cooking. There is a bloody pit that goes DOWN to 4/5A. **Ogre #Enc.** 1d6 (2d6), **AL C, MV** 90` (30`), **AC 5, HD 4+1, #AT 1** (club), **THACO 15, DG 1d10, SV F4, ML 10, THC XX + 1,000 gp, XP 215, BOOK LL, PAGE 90 LAIR TREASURE** (*Huge Chest [LOCKED]*): Gems (468 gp total) [chrysoberyl(96gp) --- aquamarine(372gp)]

=== Coins (1540gp)

24. Diner - We serve Man is the motto and the name on the entrance ! There are five ogre waiters and a huge stinking clientele of 3d6 ogres sit around and eat here. Most of the diners are traveling ogres not interested in the party unless attacked.

On the nightmarish menu...

Lil and Big - A still pregnant mother with baby inside roasted to perfection. 100 GP

Tot - Kid or baby baked or fried. 50 GP

Long Pork - Human male barbeque medium rare. 100GP

Poop Soup - Various throw away parts with spices and salt.

20 GP **Ogre #Enc.** 1d6 (2d6), **AL** C, **MV** 90` (30`), **AC** 5, **HD** 4+1, **#AT** 1 (club), **THACO** 15, **DG** 1d10, **SV** F4, **ML** 10, **THC** XX + 1,000 gp, **XP** 215, **BOOK** LL, **PAGE** 90 **LAIR TREASURE** (*Sack - TRAPPED: Contact Poison on Container 1 rounds|save at +4 for 0hp or fail for 15hp damage*).): Coins (1285sp --- 5003gp)

25. Brewery - In here is a very much functioning brewery made by slaves that are kin to the original inhabitants. These strange people speak an unknown tongue and would be a curiosity at the University as there are only five of them left. There is about 500 barrels of fine liquors worth 100-600 gp each only if the players lug these rare brutes upstairs. There are three 10,000 gp barrels of healing spirits (Gold Seal on barrel) that heal 1d10 damage per pint.

26. Electron Room - Lighting arcs between the electrodes to anyone walking in between! You take 5d6 damage or Save vs. dragon's breath for half damage!

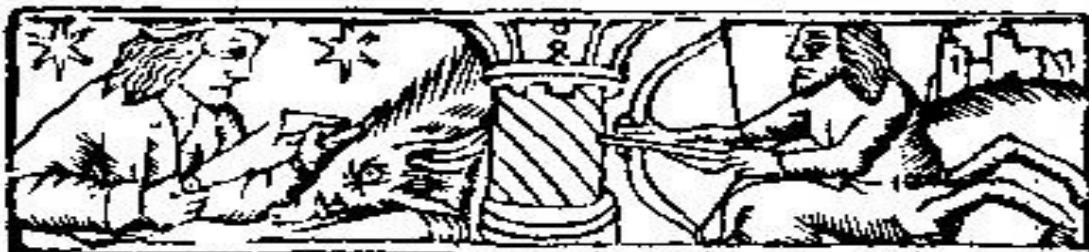
27. Planetarium - In here is a great planetarium of great to the university if anyone is clever enough. The projector in the middle will start a show if level is pulled. Anyone in the gears of the projector takes 3d6 damage. A very decayed and rusted automaton comes out of the floor and explains the stars and heavens as well as astrology from a time long ago. It goes for about 15 minutes and then warns

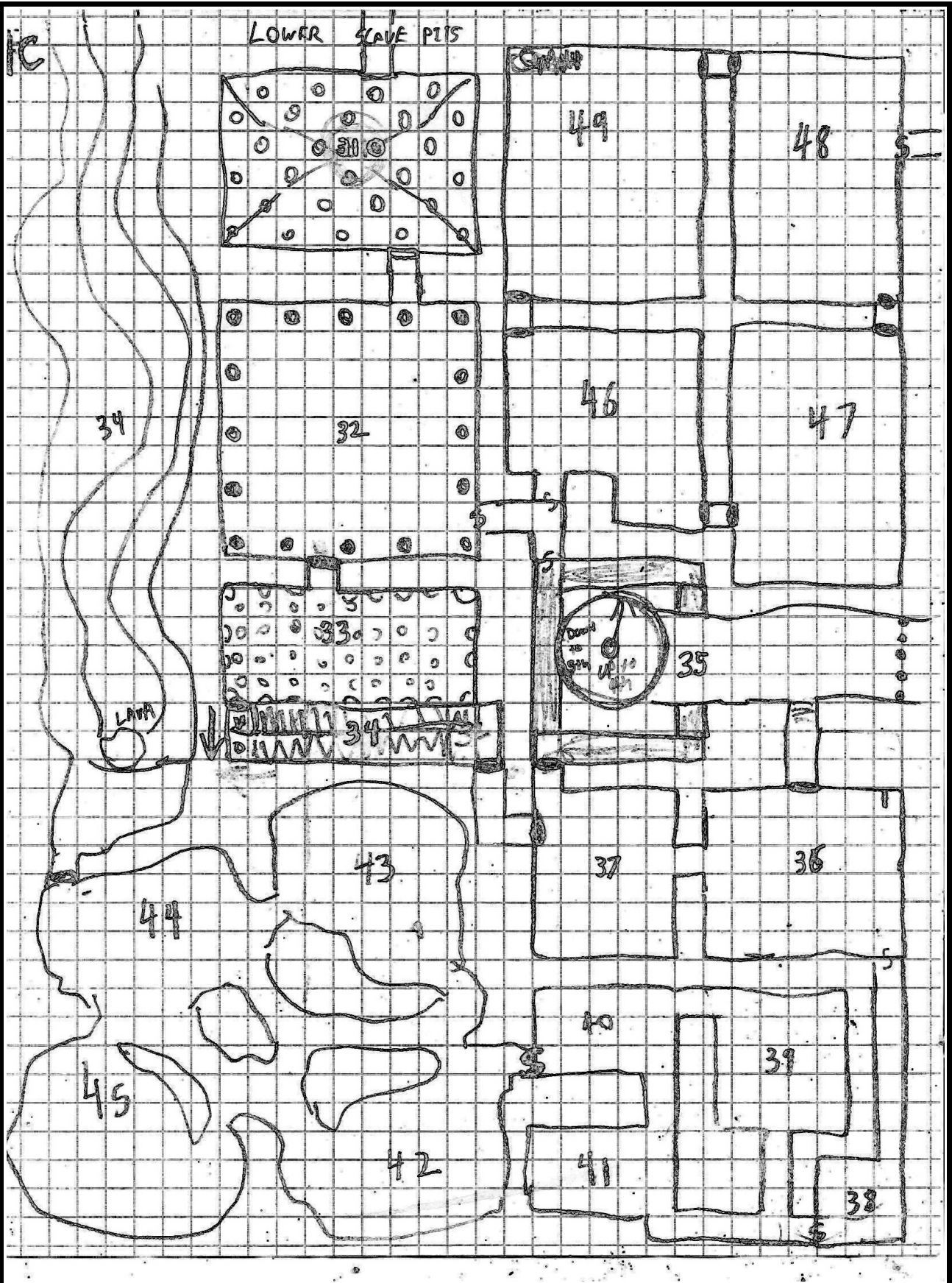
of the Comet that will foretell a great Doom!

28. Dread University - Various books on many subjects. Many are worth 1d6 x 100 gold. Hole in roof goes up to 54 in ceiling. Signs of a battle that went terrible are here. There is writing on the wall. "Those who follow the Skull are coming!" and another "They have taken the lower levels!" and yet another "Everyone that is dead becomes one of them!"

29. Class Rooms - (Now Black Loch) - This area is flooded from water from above! All of the books are ruined. Water flows slowly down in cracks in the floor so the place floods but does not fill up. The water is about five foot deep in most places and the floor is showing signs of giving way though it will not for another few hundred years. A Giant Crayfish lurks here and is very hungry. Graffiti on the wall "They have even killed the children!"
Crayfish, Giant #Enc. 1d4 (1d4), **AL** N, **MV** 60` (`20) Swim 120` (40`), **AC** 4, **HD** 4+4, **#AT** 2 (claws), **THACO** 15, **DG** 2d6/2d6, **SV** F4, **ML** 9, **THC** None, **XP** 140, **BOOK** AEC, **PAGE** 108

30. Sleeper Rooms - Some kind of massacre occurred here. Piles of bones and clothing litter the floors. In many of the beds are strange statues of various people with horror on their face. Two cockatrice lurk here. Graffiti on the wall "The servants of the skull are dead and they are coming for us. This is our last stand!" **Cockatrice #Enc.** 1d4 (1d8), **AL** N, **MV** 90` (30`) Fly 180` (60`), **AC** 6, **HD** 5, **#AT** 2 (beak, petrify), **THACO** 15, **DG** 1d6/petrify, **SV** F5, **ML** 7, **THC** XIX, **XP** 350, **BOOK** LL, **PAGE** 68 **ROOM TREASURE** (Metal Urn - *TRAPPED: Spring Darts Firing up from Top of Container [1d4+4 damage/attacks as a Lvl 4 Fighter].*): Gems (2125 gp total) [chrysoberyl(120gp) --- jade(110gp) --- sard quartz(30gp) --- turquoise(16gp) --- jade(160gp) --- blue sapphire(1200gp) --- coral(120gp) --- hematite(9gp) --- red





spinel(160gp) --- aquamarine(200gp)]

4C

31. Hanging Spheres - Many metal caged spheres around 2 feet in diameter hang from chains fastened to the ceiling above. There are five to six jumps that one must make by rolling Dexterity or less. If one fails he misses and falls taking 4d6 to the next level below in room 54/5C. There is a 1 in 8 chance that the mounting or chain will break meaning that one should make an immediate Dexterity check to jump to the next sphere or fall! Another player may reach out and try and grab a falling character if close enough by making a Dexterity check THEN a Strength Check to hold them. There is a door on the south side that must be opened in order to continue.

32. Dark Columns - There are rotating and grinding stone columns on the outer perimeter. Each round they fire darts as a 4th level fighter doing paralysis for 1d6 rounds. A horn goes off every round they are in the room there is a 1 in 6 chance of attracting wandering monsters. The columns also shoot at the monsters as well.

33. Temple of the Unknown - Weird spheres float and there seems to be no end to this room. To the southwest corner on the south wall is a door. The players may float over to the door. If they wander off into the void they have a 1 in 8 chance of being lost each round for every 100 feet out. They may use a Strength or less to push off one of the floating spheres to redirect themselves. The door is unfortunately locked and there is a golden skull on the lock. Past the door is More Black Stairs DOWN to 66/5C!

34. River of Lava - To the north is room 12. There is a Lava whirlpool at the south end of the river. Players must jump off with no roll before (roll anyway behind the screen) or make a Dexterity or less roll to leap out at the last moment or begin taking 3d6 a round. The boats sink and pop back up at the start in room 12.

Evil MU and Crew

35. Dropping Pit - Drop Pit from above and down to 5th level in room 61/5C. Water flows from the sewers down below. The place is full of bones and rotten corpses.

36. Evil Magic User's Lair - A human MU4 lurks here seeking Drow treasure and other secrets of these ruins. **Magic User 4 #Enc. 1, AL C, MV 120` (40`), AC 10, HD 4d4, #AT 1 staff, THACO 19, DG 1d4, SV M4, ML 8, XP 65** Spells 2/2 Spell Book 1: Sleep**X**, Magic Missile, Dancing Lights, Detect Magic, Hold Portal**X**, Identify, Read Languages, Read Magic, Scribe. 2: Continual Light, Scare, Web**X** ROOM TREASURE (*Sack - TRAPPED: Trapdoor Opening in Front of Container [pit 40 ft deep/4d6 damage].*): Scrolls [2 Spells] [(Lvl 2-MU) Knock --- (Lvl 4-MU) Polymorph Others]

37. Evil Fighter's Lair - Four human F4 lurk here. They will come to the aid of their master. **Fighters 3 #Enc. 4, AL C, MV 120` (40`), AC 4, HD 4, #AT 1 (weapon), THACO 19, DG 1d8 Swords, SV F4, ML 8, XP 50.**

Gnome Lair

38. Gnome Secret Treasure Room - The room is full of the treasure the once great gnomes managed to carry away many years ago. **LAIR TREASURE** (*Pottery Jar*): Gems (1153 gp total) [sard quartz(48gp) --- turquoise(6gp) --- smoky quartz(70gp) --- lapis lazuli(10gp) --- aquamarine(428gp) --- deep blue spinel(280gp) --- hematite(18gp) --- deep blue spinel(290gp) --- blue quartz(2gp) --- malachite(1gp)] == Jewelry (1091 gp total) [silvery gold belt(29gp) --- silvery gold amulet(39gp) --- golden gemmed bracelet(1023gp)] == Coins (342pp)

39. Gnome Home - The Gnomes once ruled much of these caves here many centuries ago before the Drow came. Now here is their last bastion of very little hope. They are at an uneasy truce with the other races under the noses of the Drow. **Gnome #Enc. 1d8 (5d8), AL L or N, MV 60` (20`), AC 5, HD 1, #AT 1 (weapon), THACO 19, DG 1d6 or weapon, SV D1, ML 8, THC XX, XP 10, BOOK LL, PAGE 78**

40. Gnome Illusionist - The adviser of the gnomes is a high

level illusionist. Here is where he makes his comfortable home. He says many gnomes have went missing in the caves beyond and reveals a secret door and offers 1000 GP to find out what is happening. **Gnome #Enc.** 1d8 (5d8), **AL** L or N, **MV** 60` (20`), **AC** 5, **HD** 1, **#AT** 1 (weapon), **THACO** 19, **DG** 1d6 or weapon, **SV** D1, **ML** 8, **THC** XX, **XP** 10, **BOOK** LL, **PAGE** 78

41. Gnome Leader - The gnome leader and the remnants of the royal family live in this room. He and his family are the last in the line of a great gnomish kingdom destroyed by the Drow. **Gnome #Enc.** 1d8 (5d8), **AL** L or N, **MV** 60` (20`), **AC** 5, **HD** 1, **#AT** 1 (weapon), **THACO** 19, **DG** 1d6 or weapon, **SV** D1, **ML** 8, **THC** XX, **XP** 10, **BOOK** LL, **PAGE** 78

Hot Fungi Caves

42. Fungi Farm One - Here is a very hot cave full of fungi. Volcanic vents hisses and bubble out steam below. The visibility is terrible. This appears to be a very organized fungi farm. A rattle is heard in the distance.

43. Fungi Farm Two - Here seems to be an empty steamy cave with rows of fungi. There are large long tracks that cross the rows and signs of combat.

44. Fungi Farm Three - Here seems to be an empty steamy cave with rows of fungi. A dead gnome farmer lays rotting with huge double fang marks. A rattle sound is heard in the distance.

45. Giant Rattler Lair - This garden area appears to have been ransacked by some large being. What appears to be snake tracks litter the area if anyone makes an Int or Wis roll. A group of 3 Giant Rattlers lurk here awaiting victims. **Snake, Giant Rattler #Enc.** 1d4 (1d4), **AL** N, **MV** 120` (40`), **AC** 5, **HD** 4, **#AT** 2 (bite), **THACO** 16, **DG** 1d4 + poison, **SV** F2, **ML** 8, **THC** VI, **XP** 135, **BOOK** LL, **PAGE** 96

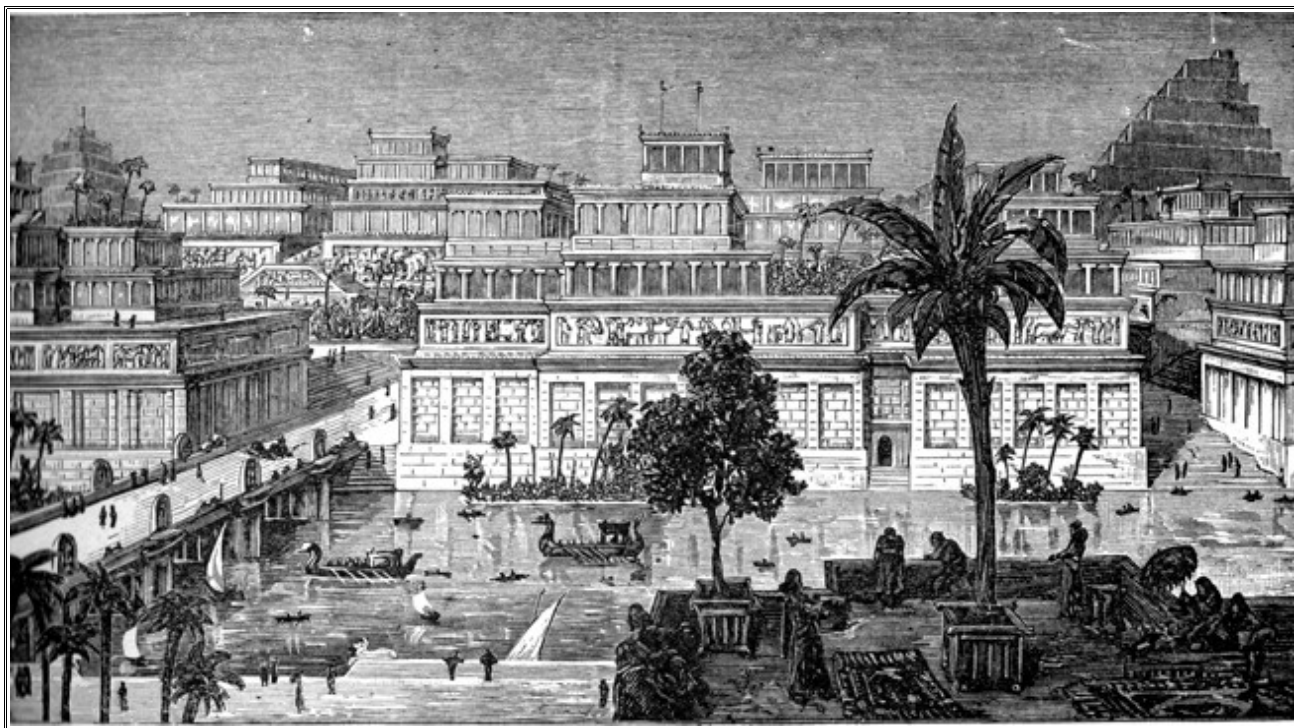
Lost Vaults

46. Inhuman Vault - Here a very strange room of odd inhuman carvings that seem to be moving at all times. Ten Treasure Chest sit in here. All of them are trapped or tricked!

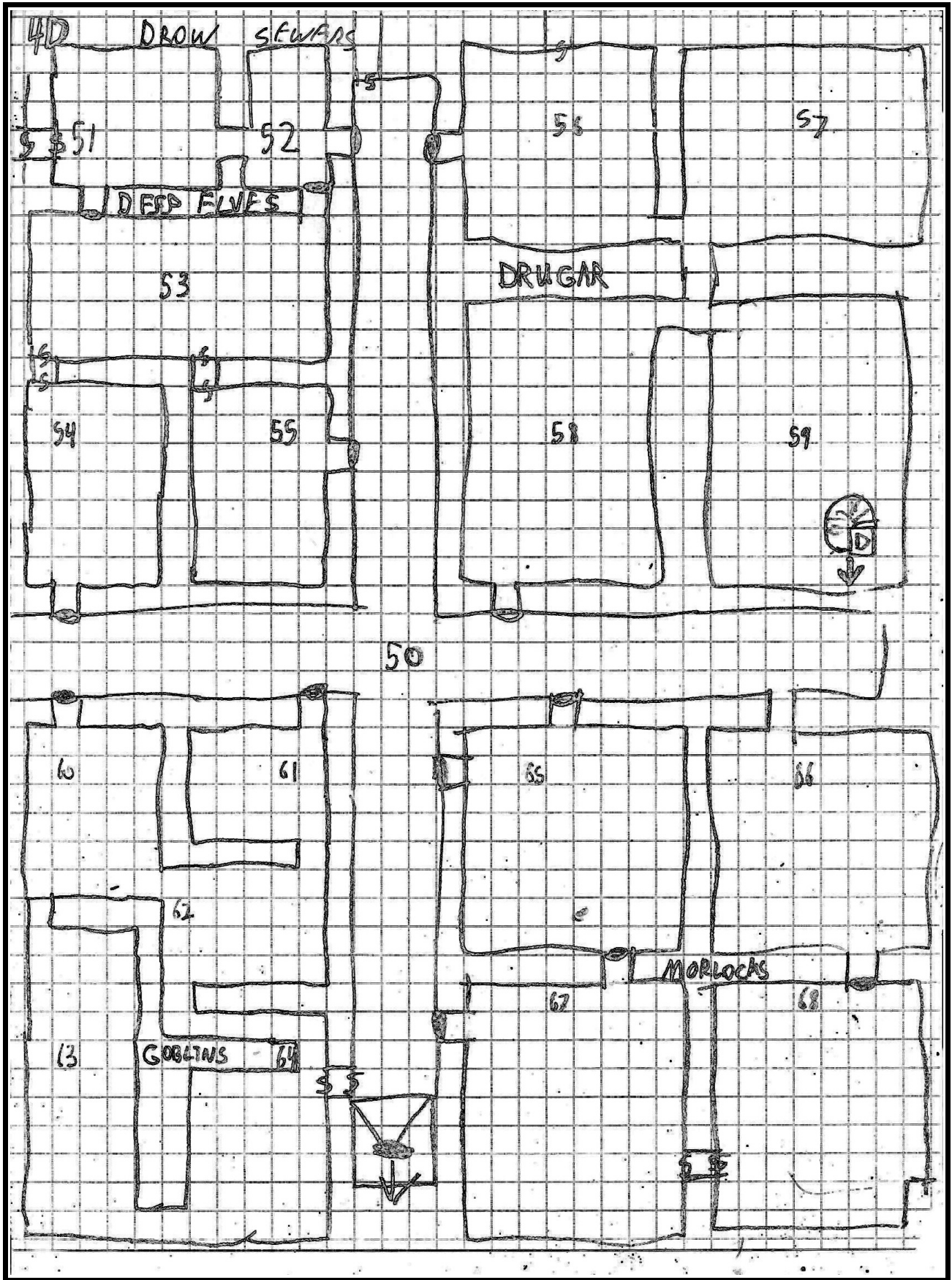
47. Gold Skull Vault - Here the Gold Skull Key sits upon a pedestal. A foul trap guards it!

48. Arachnid Vault - A group of four Giant Rhargodesha lurk between this vault and the Eye Vault. There is a secret door to the west. Cracks in the ceiling provide a way out to the surface if one takes off all armor and squeezes all the way through to the surface. **Rhagodessa, Giant #Enc. 1d4 (1d6), AL N, MV 150` (50`), AC 5, HD 4+2, #AT 1 (leg or bite), THAC0 15, DG 0 or 2d8, SV F2, ML 9, THC VI, XP 215, BOOK LL, PAGE 92**

49. Eye Vault - Images of eyes that follow adorn every surface of the stonework. The Giant Rhargodesha travel between here and the Arachnid Vault. A set of Stairs goes up to XXXXX.



Here is what the world looked like before the cataclysm happened so many years ago. Before we had to dig deep into the stone to get away what had happened on the surface. Unfortunately when we dug too deep we found others were there and many of them were creatures of darkness.



Drow Sewers

50. Drow Sewers: All agree to truce and live like rats. They will not defend each other but will be alert after others have been attacked. Except for the morlocks, they are awaiting a chance to take out the deep elves. The water is five foot deep and is foul and smelly. To the south is a drain to level 5 going to 31/5B. A Giant Leech lurks here in the sewers and keeps the tribes at bay.

51. Deep Elf Meeting Chamber - The deep elf council meet here. there are four wise men. The deep elves dislike morlocks and will not take their sides. If the deep elves are attacked the morlocks will come to the aid of the party to help kill any and all deep elves. **Elf, Deep #Enc. 1d10 (4d12), AL NE, MV 120` (40`), AC 5, HD 1, #AT 1 (weapon), THACO 19, DG As weapon, SV F1, ML 7, THC XX, XP 10, BOOK AEC, PAGE 123**

52. Deep Elf Chieftain - A very powerful deep elf chief lives here with his XX warrior maidens. **Elf, Deep #Enc. 1d10 (4d12), AL NE, MV 120` (40`), AC 5, HD 1, #AT 1 (weapon), THACO 19, DG As weapon, SV F1, ML 7, THC XX, XP 10, BOOK AEC, PAGE 123**

53. Deep Elf Common Room - A group of 40 deep elves live here. **Elf, Deep #Enc. 1d10 (4d12), AL NE, MV 120` (40`), AC 5, HD 1, #AT 1 (weapon), THACO 19, DG As weapon, SV F1, ML 7, THC XX, XP 10, BOOK AEC, PAGE 123**

54. Deep Elf Barracks - A group of 20 deep elf warriors lurk here. **Elf, Deep #Enc. 1d10 (4d12), AL NE, MV 120` (40`), AC 5, HD 1, #AT 1 (weapon), THACO 19, DG As weapon, SV F1, ML 7, THC XX, XP 10, BOOK AEC, PAGE 123**

55. Deep Elf Storage - The storage area with their food and treasure. Jewelry: (5): Goblet-50 gp, Earring-200 gp, Chain-400 gp, Tiara-1100 gp, Ring-1600gp. Total Value: 3350 gp. Magic: Axe +2, Sword +1, locate objects

56. Drugeur Meeting Chamber - In here the Drugeur hate all but must cooperate in being quiet against the Drow's notice. The Drugeur council of 10 warriors meet here.

Dwarf, Duergar #Enc. 2d4 (1d00+100), **AL** CE, **MV** 60` (20`), **AC** 4, **HD** 1+2, **#AT** 1 (weapon), **THAC0** 18, **DG** As weapon, **SV** F1, **ML** 8, **THC** VI, **XX**, **XP** 21, **BOOK** AEC, **PAGE** 122

57. Drugeur Captain - The captain plots his plans to take out the Drow AFTER he takes their treasure. **Dwarf, Duergar #Enc.** 2d4 (1d00+100), **AL** CE, **MV** 60` (20`), **AC** 4, **HD** 1+2, **#AT** 1 (weapon), **THAC0** 18, **DG** As weapon, **SV** F1, **ML** 8, **THC** VI, **XX**, **XP** 21, **BOOK** AEC, **PAGE** 122

58. Drugeur Storage - here is where much of the stolen Drow treasure lies. SP: 1000

Gems (6): Jasper-100 gp, Carnelian-100 gp, Star Rose Quartz-75 gp, Turquoise-10 gp, Azurite-25 gp, Eye Agate-25gp. Total Value: 335 gp.

Jewelry: (4): Arm band-300 gp, Earring-20 gp, Bracelet-700 gp, Coffers-700gp. Total Value: 1720 gp.

59. Drugeur Common Room - At least 30 Drgeur live here. Secret stairs going down to 29/5B **Dwarf, Duergar #Enc.** 2d4 (1d00+100), **AL** CE, **MV** 60` (20`), **AC** 4, **HD** 1+2, **#AT** 1 (weapon), **THAC0** 18, **DG** As weapon, **SV** F1, **ML** 8, **THC** VI, **XX**, **XP** 21, **BOOK** AEC, **PAGE** 122

60. Goblin Meeting Room - The goblins plot against their enemies and goblins dislike everybody and everybody hates goblins. In here the council of 10 sneakiest meet. **Goblin #Enc.** 2d4 (6d10), **AL** C, **MV** 60` (20`), **AC** 6, **HD** 1 -1, **#AT** 1 (weapon), **THAC0** 19, **DG** 1d6 or weapon, **SV** 0 human, **ML** 7, **THC** III (XX), **XP** 5, **BOOK** LL, **PAGE** 78

61. Goblin Common Room - A common room of 40 goblins live in filth here. **Goblin #Enc.** 2d4 (6d10), **AL** C, **MV** 60` (20`), **AC** 6, **HD** 1 -1, **#AT** 1 (weapon), **THAC0** 19, **DG** 1d6 or weapon, **SV** 0 human, **ML** 7, **THC** III (XX), **XP** 5, **BOOK** LL, **PAGE** 78

62. Goblin Trash Storage - The more smelly trash is stored here along with their treasure. Gems (3): Banded Agate-10 gp, Blue Quartz-25 gp, Malachite-25gp. Total Value: 60 gp.

63. Goblin Royal Chambers - The goblin king lurks in these filthy chambers and his entourage of 20 guards. **Goblin**

#Enc. 2d4 (6d10), **AL** C, **MV** 60` (20`), **AC** 6, **HD** 1 -1, **#AT** 1 (weapon), **THAC0** 19, **DG** 1d6 or weapon, **SV** 0 human, **ML** 7, **THC** III (XX), **XP** 5, **BOOK** LL, **PAGE** 78

64. Goblin Secret Treasure Room - A room full of stolen gold. Jewelry: (6): Belt-30 gp, Collar-10 gp, Ring-1300 gp, Orb-30 gp, Necklace-1000 gp, Clasp-300gp. Total Value: 2670 gp. Magic: Potion of Poison, Dagger +1

65. Morlocks Storage - In here is their food, supplies and treasure. Sadly some of the food is human. Jewelry: (3): Pendant-10 gp, Ring-1500 gp, Necklace-900gp. Total Value: 2410 gp. Magic: Sword +1, +3 vs. regenerating monsters (LL), Scroll: Cursed

66. Morlocks Common Room One - In here the XX number of morlocks plot against others and the surface world. They dislike the deep elves. **Morlock #Enc.** 1d12 (5d10), **AL** C, **MV** 120` (40`), **AC** 8, **HD** 1, **#AT** 1, **THAC0** 19, **DG** 1d6 or weapon, **SV** F1, **ML** 9, **THC** XX, **XP** 5, **BOOK** LL, **PAGE** 88

67. Morlocks Common Room Two - In here XX warriors ready themselves to possibly attack the deep elves shattering the peace. **Morlock #Enc.** 1d12 (5d10), **AL** C, **MV** 120` (40`), **AC** 8, **HD** 1, **#AT** 1, **THAC0** 19, **DG** 1d6 or weapon, **SV** F1, **ML** 9, **THC** XX, **XP** 5, **BOOK** LL, **PAGE** 88

68. Morlocks Royal Chamber - The morlock king and his XX advisers have decided to take out the deep elves. This will shatter the peace. If the players decide to attack the deep elves the morlocks will come and help THEN turn against the players when they have the advantage. **Morlock #Enc.** 1d12 (5d10), **AL** C, **MV** 120` (40`), **AC** 8, **HD** 1, **#AT** 1, **THAC0** 19, **DG** 1d6 or weapon, **SV** F1, **ML** 9, **THC** XX, **XP** 5, **BOOK** LL, **PAGE** 88

Here it is the Fourth issue of back to the Dungeon Zine for LL/AEC!