

FANTASTIC ADVENTURES

CV1 CATACOMBS OF CHAOS

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NRP 11001

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Introduction

Ravenor, last stop on the Crysamar River trade route and first stop on the road to adventure.

The trading season has begun and the town of Ravenor is filled with merchants and celebrators looking to enjoy the upcoming Spring Festival. But not all is well in the capital of Crysamar Vale. Tremors rumble through the land, damaging buildings, and fisherman complain that the fish are becoming scarce. And during quiet moments, when the fires burn low and most revelers have long since gone to bed, the rumors grow darker. Tales are whispered of bloodless bodies being found in the streets at dawn, of boats drifting down river in the morning mist, their crews gone, and of strange smells and sounds that make the blood of even the hardest soul run cold.

Something dreadful has come to Ravenor.

ABOUT

Catacombs of Chaos is a challenging fantasy adventure for 6-9 characters of 1st to 3rd level. The higher level the characters, the smaller the group need be. The group should include at least one magic-user or elf and one cleric.

The adventure begins with the group arriving in the town of Ravenor. After several hours spent searching for an inn, the characters encounter a man, Corelus, under attack by a group of giant rats. After the rats are defeated, Corelus will introduce himself and offer the characters rooms at his inn. On the way to the inn, the characters will learn that the town council is looking to hire adventurers to clean out the giant rats.

At the Council Hall, the characters will be introduced to Councilman Kaynen, who will tell the characters about the strange events which are troubling the town and about a series of ancient tunnels and chambers which

have recently been discovered. An entrance to these tunnels lies in the basement of an abandoned warehouse. The town council is offering a reward to any willing to explore the underground labyrinth, report back what they find and deal with any threats to the town that may be discovered.

After the meeting at the Council Hall, the characters will be able to visit the warehouse and begin exploring the tunnels and chambers beneath the town. Between forays into the catacombs, the characters can return to Kaynen to collect rewards and receive additional objectives and rest at the inn. As the characters explore the dungeon, they will discover the sources of many of the town's troubles, a group of cultists and adventures beyond the catacombs. The adventure continues in **CV3 Caverns of Chaos** and **CV4 Gates of Chaos**.

BACKGROUND

Ages past, the land from the Crysamar Valley hundreds of miles to the east and north was part of the Theocracy of Mercathia. The Mercathians were ruled by clerics of Ool, the Dark Goddess of Water, and they raided neighboring lands for slaves and sacrifices. In time, invading barbarians broke the power of the Mercathians. But before complete victory could be had, news of an impending cataclysm forced the barbarians to flee and the Mercathians survived.

Years later, the Mercathians returned, this time in the Gloaming Hills. Allied with goblins from the forest to the west, they quickly conquered many of the native gnomes and constructed a great fortress temple in the hills. Using the temple as a base, they expanded their domain, raiding and enslaving as they had done before. Then an alliance of humans, elves, dwarves and gnomes marched against the Mercathians and their goblin allies. After several hard fought battles, the

Mercathians were crushed, their temple torn down and the goblins driven back to the west.

Many believed that was the end of the Mercathians.

Recently, tremors have rumbled through the Gloaming Hills, damaging buildings and opening fissures and holes in the ground. In the town of Ravenor, the tremors have opened a passage that connects to an ancient dungeon beneath the town. Unbeknownst to the people of Ravenor, the tremors also changed the course of an underground river, diverting it so that it now flows into the Crysamar River. These new openings have allowed monsters access to the surface and brought new troubles to the good people of Ravenor.

At the same time, cultists of Ool discovered a magical portal that leads to passages and chambers that once were located beneath a temple of Ool. A cleric of Ool lead a group of warriors and goblin allies into the dungeons in search of lost treasure and magic. While exploring the ancient passages, the cultists encountered and defeated a group of adventurers sent by the town council to explore the dungeons. From that encounter the cultists learned that the dungeons were beneath the town of Ravenor.

Now, the town council of Ravenor is seeking another band of adventurers to explore the tunnels and discover the source of the town's troubles. The cultists are considering using the portal as part of a greater plan to conquer the region. Also, a band of lizardfolk are searching the dungeons for the means to reclaim their race's lost glory and troglodytes and strange monsters have discovered a new source of food, the people of Ravenor.

START

With a final bump the *River Queen* settles against the dock, marking an end to your journey up the Crysamar River and the beginning of your life of adventure. The moorings are cast out, the gangplank lowered and final

preparations for your disembarkment are made. Soon after, you are left standing on a rain-slicked dock, on a cold, foggy night, on the east side of the town of Ravenor. The heavy rain that delayed your journey up the river has slackened to a steady drizzle and you are left with the task of finding shelter for the night.

The two-day journey up the Crysamar River passed uneventfully, giving you a chance to get to know each other and discuss your plans for the future. A future, you hope, that will be filled with wealth, glory and adventure. The Highlands of Aloria, known to some as the Gloaming Hills, is a wild land often in need of brave men and women to guard caravans, track down bandits and battle monsters. And there are legends of lost wealth hidden in the ancient ruins that are scattered across the forested hills and valleys of that land.

Dreams of wealth and glory must be put aside for the moment, however, as the search for food and shelter takes precedence and you set off in search of an inn. A search, you soon discover, that may prove to be a difficult quest indeed.

The sudden storm that rumbled through the valley in the afternoon delayed your arrival in Ravenor and there are a large number of visitors in town for the start of the trading season and the upcoming Spring Festival. The result is a lack of rooms at every inn you inquire at. Finally, as midnight approaches, a friendly fisherman, well into his cups, suggests the Inn of the Golden Lion, on Oak Street, in the Old Quarter near the river, north of the docks.

A short while later, with soaked spirits and sodden clothing, you are walking down Oak Street, in the Old Quarter, when you hear a voice shouting from the darkness up ahead "Begone, you foul beasts. Begone!"

If the players move to investigate, they will see a middle-aged man backed into a doorway swinging a cane at four

giant rats. The man is Corelus, retired soldier and owner of the Golden Lion.

Corelus [AL L; MV 90' (30'); AC 9; F 1; HP 6; #AT 1; DG 1d3; SV F1; ML 9; XP 10]. Corelus carries 1d10 each of cp, sp and gp.

Giant Rats [AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; HP 3, 2, 2, 1; #AT 1; DG 1d3 + disease; SV F 1; ML 8; XP 6].

If the characters succeed in killing or driving off the rats, read the following:

"Thank you, strangers, thank you. I was afraid that old wounds and age had caught up with me and I'd end up a meal for rats. But for your timely intervention, I might have. But tell me, what brings you out on a night such as this?"

If the characters tell Corelus they are looking for a room for the night, Corelus will reply, "Well, this is a fortuitous encounter. I am Corelus, owner of the Golden Lion."

Corelus will go on to offer the characters rooms for the night and what food he can manage to have prepared at this hour, all at no charge. On the way back to his inn, Corelus will tell the characters that this is not the first attack by giant rats in the neighborhood. The creatures have been seen near a ruined warehouse by the river. Even though the local guard has posted a watch the creatures are still getting out.

And the rats may not be the worst of the problems. There are rumors of people disappearing, abandoned fishing boats found floating down river and bodies found in the streets at dawn, drained of blood. If the characters seem interested, Corelus will tell them the town council is looking to hire people and provide directions to the Council Hall.

THE TOWN COUNCIL

The Council Hall is a long, single-story building with a pair of double doors in the front. Inside the double doors is a small room with benches along the walls, a hallway leading to the back and a desk with a secretary. When the characters enter, the secretary will ask how they can be helped. If the characters mention the rats or other strange occurrences, he will ask them to have a seat and then go down the hall, returning after a few minutes. When he returns, the secretary will inform the characters that a councilman will see them shortly.

After a twenty-minute wait, the secretary will go back down the hall, then return after a moment and inform the characters that "Councilman Kaynen will see you now." The secretary will then escort the group to the councilman's office down the hall.

A long desk, covered with books and papers, extends from the right hand wall, leaving only a small path between the end of the desk and the wall to the left. Shelves and bookcases line the edges of the room and maps and charts hang on the walls. Rising from a chair behind the desk is a bearded man of middle years wearing a red robe.

"Greetings," the man says, "I am Councilman Kaynen. How can I assist you?"

Kaynen will invite the characters to sit. If they express an interest in the strange events plaguing the town, or working for the council, Kaynen will relate the following:

About a week ago a series of strong tremors rumbled through the vale, causing minor damage to some buildings. Shortly after that, giant rats were seen in town. After several encounters, the rats were seen coming and going from an abandoned warehouse in the Old Quarter. Town guards who investigated found a hole in the basement of the warehouse. The hole

opened onto a tunnel which lead down to an ancient chamber with a passage leading out.

With the festival and so many strangers in town, we haven't the extra manpower to mount an expedition to explore these passages. So we decided keep a watch posted around the warehouse and hire a group to explore the area. Three days ago, a small group entered the tunnels beneath the warehouse. They have yet to return.

At the same time, we've received other strange reports. At least six bodies have been discovered in the streets, drained of blood. Two fishing boats have been found drifting in the river, with no sign of the fishermen. One boat and her crew have disappeared entirely.

The council is looking for adventurers who are willing to explore the tunnels beneath the town and report what they find. Currently, the council is offering a 100 gold piece reward if the rats' nest can be located and the rats destroyed. Similar rewards will be paid if the sources of any other threats to the town are located and eliminated. The council is also offering rewards for any maps and information about the tunnels and chambers beneath the town.

If the characters accept the mission, Kaynen will provide directions to the warehouse and then send word to the town guard to allow the characters entrance to the basement warehouse and the tunnels beneath.

As the characters return to Kaynen to make reports and collect rewards, the councilman will suggest new objectives and offer new rewards. These new objectives will be based on what the party has reported to Kaynen so far. For example, if the characters report on the doors in Area 13, the councilman will suggest exploring the area beyond the doors and offer a reward.

Use the Table of Objectives as a guideline for possible objectives and

suitable rewards. If the characters are having a difficult time and have been fair in their dealings with Kaynen and the town, and are making a sincere effort to aid in their troubles, Kaynen may provide aid to the party in the form of a minor magic item. Such aid would most likely be a scroll with a first or second level magic-user spell, or a minor potion.

THE WAREHOUSE

An old warehouse, gutted by a recent fire, stands in the center of this overgrown lot. The weeds have been cut down for several feet around the scorched wooden walls. In front of the warehouse, a smoky fire burns inside a ring of stones. Standing near the fire are three armored guards.

Five of the town guard have been assigned to stand watch at the warehouse and try and keep the rats from getting into the town. As the characters approach, one of the guards, Sergeant Connor, will move to greet them.

Sergeant Connor [AL L; MV 90' (30'); AC 5; F 2; HP 11; #AT by weapon; DG by weapon; SV F 2; ML 9; XP 20].

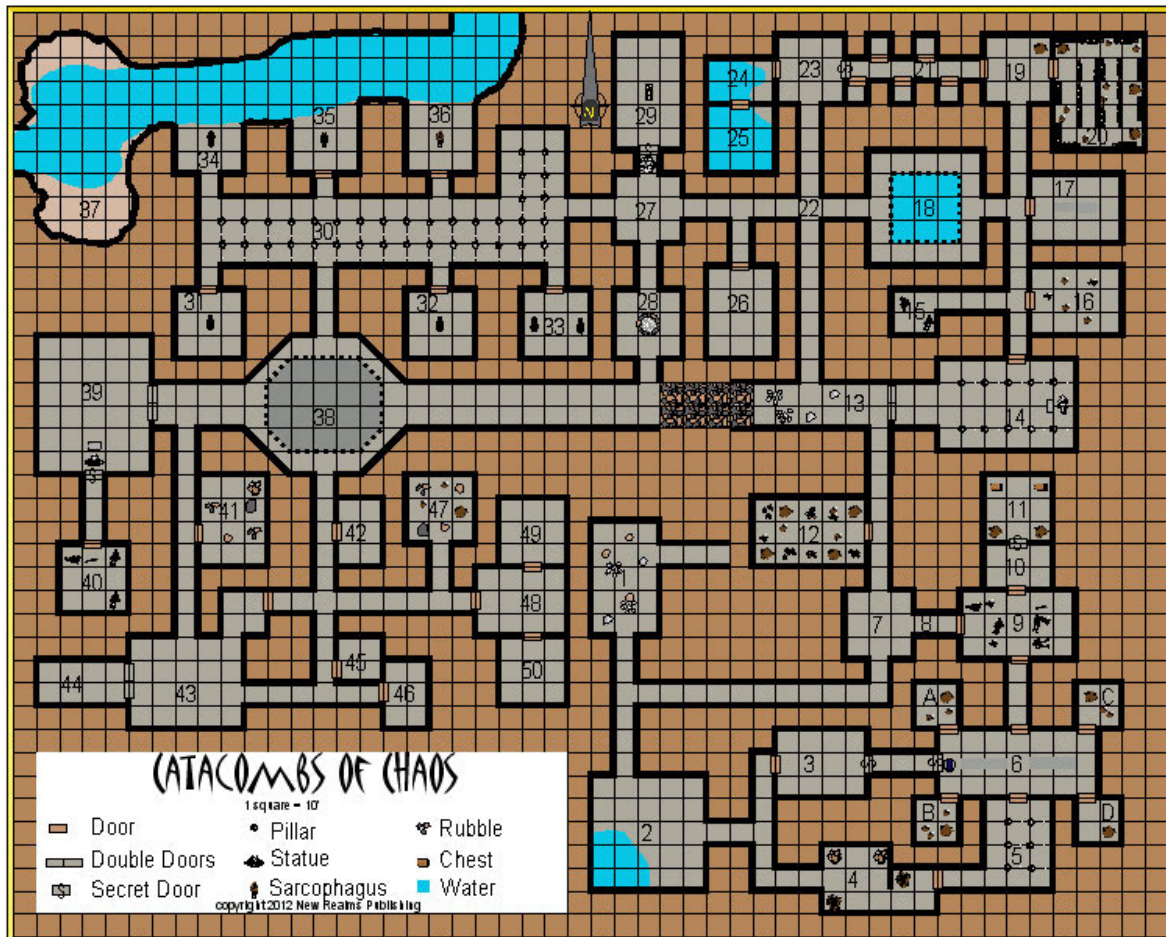
Guards [AL L; MV 90' (30'); AC 5; F 1; HP 5 each; #AT by weapon; DG by weapon; SV F 1; ML 9; XP 10].

The guards are equipped with scalemail, shields, swords, spears, daggers and shortbows. Each guard has 2d10 cp and 1d10 sp.

After greeting the characters, Connor will escort them inside the warehouse. Inside the sliding wooden doors most of the warehouse floor is gone, only a stone ledge remains overlooking the basement floor, ten feet below. A stone flight of stairs leads down to the basement. In the rear of the basement, under the ledge, a roughly ten-foot diameter hole leads down to Area 1 in the catacombs below.

Table of Objectives

Objective	Area(s)	Reward
Defeat the rats	4	100 gp
Report the description of the doors	5	50 gp
Provide a map of the southeast section	1-12	50 gp
Report the description of the doors	13	50 gp
Report the description of the temple	14	75 gp
Provide a map of the northeast section	13-29	75 gp
Report the description of the room and the stone	26	25 gp
Discover what the stone does	26	200 gp
Report the existence of the river	34-37	100 gp
Report the existence of the lizardfolk	35	25 gp
Report the existence of the troglodytes	37	25 gp
Report the existence of tentagorers	14, 18, 24 or 36	50 gp
Defeat the tentagorers	14, 18, and 36	200 gp
Report on the bats	38	50 gp
Defeat the bats	38	250 gp
Provide a map of the northwest section	30-37	75 gp
Provide a map of the west section	38-50	100 gp
Report on the cultists and goblins	42 and 48-50	100 gp
Report on the temple	39	100 gp
Report on the Crystal Gate	43-44	200 gp
Defeat the cultists	42 and 48-50	300 gp



Catacombs of Ghaos

The catacombs are an ancient site and many of the areas show their age as well as damage from recent tremors. Some sections are crumbling and other areas have collapsed altogether. Dampness and mold are common and in some places water drips from the ceiling, gathering into pools. Until the characters reach the areas recently taken over by the cultists, there are no signs of habitation. Only undead and monsters reign here.

1. Entrance

Water drips from the ceiling of this rubble-strewn chamber, gathering into tiny rivulets that criss-cross the floor and exit through a passage to the south. A section of the east wall has collapsed inward, revealing a tunnel to the east.

The eastern passage is a dirt tunnel that slopes up forty feet to a hole in the basement floor of the ruined warehouse. Other than the debris, the chamber is empty.

2. Pool

A small stream of water flows into this chamber from a passage in the north wall, feeding a large pool in the southwest corner. Light debris litters the floor and there is an opening in the east wall.

There is a 3 in 6 chance that 2-5 giant rats will be skulking about the chamber when the characters enter. Each turn thereafter there is a 2 in 6 chance of 2-5 giant rats entering the area.

The floor of the chamber is littered with a few bits of gnawed leather, cloth and bone and a few rocks. A slimy mold grows around the edges of the pool. The water in the pool is clear and reaches a depth of three feet near the center. The bottom is rocky and coated with several inches of mud. If the pool is searched there is a 2 in 6 chance per turn that the skeletal remains of an elf will be found. Among the remains is a rotting leather belt with a sheathed silver dagger, a silver ring worth 50 gp and a rotting sack that holds 100 sp.

3. Crumbling Room

The ancient stone blocks that form the walls of this room are crumbling and shifted out of place, leaving several large cracks in the north and south walls. Piles of dirt and bits of stone and garbage litter the floor and the air smells musty.

There is a 2 in 6 chance per turn that 1d4 giant rats will burst out of cracks in the south wall. The east wall is solid. A hidden catch will open the secret door, revealing the passage beyond. There is nothing of value in the room.

4. Rats' Nest

Mounds of filthy rags are piled in the corners of this filthy chamber. The air is rank and garbage litters the floor.

This chamber is the lair of a pack of 10 giant rats. The rats will attack intruders and those in the adjoining chamber (Area A) will arrive in 1 round.

Giant Rats [AL N MV 120' (40') Swim 60' (20') AC 7 HD ½ HP 4, 4, 3, 3, 3, 2, 2, 2, 1, 1 #AT 1 DG 1d3 + disease SV F1 ML 8 XP 6].

Six man-turns of careful searching will uncover the following: 340 cp, 22 sp, a tiger eye broach (20 gpv), the gnawed remains of a leather bracer with the image of a dragon's head inlaid in silver (25 gpv) and a plain

gold earring (10 gpv).

4a. Queen's Nest

A large mound of filthy rags and bits of leather and fur is piled in the northwest corner of this filthy chamber. Dirt and debris litters the floor and the air is rank.

This chamber is the lair of the leader of the giant rats, a huge matriarch, and two large males. If a battle takes place in this chamber, the pack in Area 4 will arrive in 1 round.

Giant Rats [AL N; MV 120' (40') Swim 60' (20'); AC 7; HD 1+1, 1, 1; HP 7, 6, 5; #AT 1; DG 1d3 + disease; SV F 1; ML 8; XP 21, 13, 13].

Searching through the debris will uncover an old, but still serviceable short sword in a worn leather sheath, a rotting pouch containing 12 cp and 2 ep, a silver belt buckle (10 gpv) and a blue crystal pendant (100 gpv).

The east door is cold and damp to the touch.

5. Foyer

A double row of pillars support the ceiling of this wide hallway. The air is damp and cold. Refuse lines the walls and a layer of undisturbed dust coats the floor.

This hall is the lair of a shadow [AL C; MV 90' (30'); AC 7; HD 2+2; HP 14; #AT 1; DG 1d4 + 1 point strength drain; SV F 2; ML 12; XP 83; immune to sleep, charm and non-magical weapons; surprise 5 in 6].

The ancient creature has dwelled in this area for centuries and will not pursue intruders beyond the hall. If reduced to 5 or fewer hit points, the shadow will try to flee to the north.

The ornate door to the north is engraved with the monstrous image of a creature with a desiccated female form, arms ending in large, webbed claws and a bestial head with bulbous, staring eyes.

The refuse along the walls consists of rotting tapestries of a sickly green hue and the crumbling remains of four tridents - two along the west wall and two along the east. The shafts of the weapons are rotten and worthless. The heads, however, are ornate and made of silver and could either be sold or remounted and used as weapons. The trident heads are valued at 100 gold each.

Scattered across the floor are the bones of several humans, elves and goblins, the rusted remains of weapons and armor, 300 cp, 100 gp, 6 bloodstones (50 gpv each), a scroll of *magic missile* and *detect magic*, and an *elven cloak*.

6. Misty Room

A thick mist fills this room, obscuring anything beyond five feet and limiting vision to ten. The air is cold and smells of rot and stagnant water. A large object stands near the center of the west end of the room.

Two massive, twenty-foot long, stone tables are set lengthwise down the center of the room. Bones, plates and goblets litter the floor, which the characters will discover as they move through the room. The large object near the west end of the room is a ten-foot stone arch rising up from the floor. Hanging from the apex of the arch is a massive, black bell.

One turn after characters enter this room the bell will toll four times, the doors to A, B, C and D will open and the occupants will enter the room and attack. Make a listen check for each character with the same chance as listening at doors. Any who succeed will hear the sound of a door opening. Otherwise, because of the fog, the zombies have a 4 in 6 chance of surprising the characters.

If the characters search the room there is a 1 in 6 chance per turn they will discover a crystal goblet (50 gpv).



Eight Zombies [AL C; MV 120' (40'); AC 7; HD 2; HP 10 each; #AT 1; DG 1d8; SV F 1; ML 12; XP 29].

A-D

Moisture glistens on the walls of this room and mist drifts along the floor. Rotting mounds of wood and rubble jut up through the mist and the air smells of rot and stagnant water.

Each of these rooms once housed a pair of acolytes who served in the temple. The simple beds and footlockers that once furnished the room have rotted and collapsed, forming the mounds of debris that jut out of the mist. The acolytes, however, remain to serve the temple as zombies. In each room there are two zombies, still dressed in rotting robes of mottled blue and green.

There is treasure to be found in each room. In room A there is a pouch containing 120 sp. In B there is a total of 33 cp, 13 sp, 10 gp and a scroll of *bless*. On a shelf in C there is a silver candelabra (100 gpv). In the floor of D there is a loose flagstone with a hollow space beneath. In the hollow is a small, locked chest. The chest contains 400 sp and a scroll of *cure light wounds* and *light*.

7. Dusty Chamber

Dust coats the floor of this chamber and cobwebs fill the corners. The air smells moldy and the sound of dripping water echoes from the north.

The chamber is empty.

8. Webbed Hall

This dusty corridor is completely filled with a mass of webbing. Numerous bones and weapons are stuck in the webs or lie in the dust on the floor.

The web has the same effect as the magic-user spell. If the web is set on fire, however, it will vanish in a cloud of noxious fumes that will fill Areas 7, 8 and 9 for three rounds. Any breathing creature within the cloud must save vs poison or fall to the ground and be rendered helpless by a fit of coughing and choking.

Choking characters may save each round. Those who succeed at the saving throw are unaffected by the cloud.

At the same time the web vanishes, six skeletons animate and attack. The skeletons will ignore choking and helpless characters.

Six Skeletons [AL C; MV 60' (20'); AC 7; HD 1; HP 5 each; #AT 1 sword; DG 1d8; SV F 1; ML 12; XP 13].

Most of the weapons are rusted and worthless. One of the weapons lying in the corridor, however, is a +1 handaxe.

9. Scorched Room

Scorch marks blacken the walls of this rectangular room. Skeletons, rusted weapons and armor, charred chunks of wood and twisted scraps of metal litter the floor. Hanging by a spear from the center of the west wall is a skeleton in tattered red robes.

The skeletons are of humans, elves and goblins. Among the refuse on the floor is 240 cp and 170 sp. On the skeleton in tattered robes is a belt pouch containing 59 gp, a scroll of *magic missile*, *shield* and *knock*, and a *wand of detecting magic* with 5 charges remaining.

The north door is locked.

10. Study

The door to this room is locked. When opened, a sudden draft will gust out of the room beyond. There is a 4 in 6 chance the rush of air will extinguish torches and a 3 in 6 chance it will extinguish lanterns. The rush of air lessens after one round.

A three-foot high lumpy mound stretches all along the north wall. The contents obscured by a thick layer of dust and sheets of cobwebs that cover the room. Several smaller, oddly shaped mounds can be seen in the southern corners and near the center of the room.

This room is the lair of a giant black widow spider [AL N; MV 60' (20') Web 120' (40'); AC 6; HD 3; HP 14; #AT 1; DG 2d6 + poison; SV F 2; ML 8; XP 80].

The creature is able to come and go through a large crack in the ceiling, which is the source of the strong draft when the door is opened.

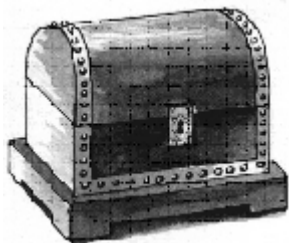
This room was once a study. The bookshelves which once covered the northern wall long ago collapsed under the weight of a large number of books and scrolls which now lie in a moldering, crumbling heap on the floor. None of the writing can be salvaged, and touching any will cause it to crumble to dust. However, a search will uncover a clerical scroll with the spells *cure light wounds*, *striking* and *neutralize poison* x2 and a magic-user scroll of *invisibility*.

The small mounds were once tables and chairs, now collapsed and rotting. Searching will uncover a trio of candelabra, made of silver, shaped like tridents and decorated with the relief images of tentacled monsters wrapped around the branches of the candlestick. Each could fetch as much as 100 gp if a buyer could be found.

11. Secret Room

Sitting near the north wall, under a thick layer of dust and cobwebs that cover this room, are two chests. In the southern corners are mounds of collapsed furniture.

The mounds of furniture are actually Wood Golems that have collapsed due to inactivity. If either chest is disturbed, the golems will take one round to animate before attacking. There is one golem in each of the southern corners.



Wood Golems [AL N; MV 120' (40'); AC 7; HD 2+2; HP 12, 9; #AT 1 fist; DG 1d8; SV F 1; ML 12; XP 59; immune to hold, sleep, charm, and non-magical weapons].

Both chests are locked. The first chest contains 3,000 cp. The second chest is trapped with a poison needle, however, the poison has weakened over time and is now harmless. The chest contains 1,000 sp, 12 blocks of a rare incense (25 gpv each), an ivory handled dagger (150 gpv) and a pair of silver bracers set with turquoise (75 gpv each).

12. Ruined Barracks

Sheets of cobwebs are draped across mounds of muddy rubble and rotting wood that are piled at regular intervals on the floor of this room. Water drips from the ceiling and sections of the west wall have shifted inward, spilling earth and pieces of stone on the floor.

This room was once a barracks for temple troops. The rusted and rotting remains of armor, weapons and clothing can be found amid the rubble along with numerous bones belonging to humans, goblins, giant rats and other monsters and animals.

Hiding in the rubble is a monstrous three-foot long centipede that will attack if the room is searched, but will otherwise remain hidden as long as it is not disturbed.

Monstrous Centipede [AL N; MV 90' (30'); AC 7; HD 2; HP 12; #AT 1; DG 1d3 + poison; SV F 1; ML 8; XP 29; the venom is deadly, victims must save at +2 or perish after 12 hours of incapacitating illness].

Searching the room uncovers a total of 650 sp, a still serviceable sword, a silver flask with the image of a squid in relief on both sides (25 gpv), 3 plain silver earrings (5 gpv each), and a knife with a broken blade and a pearl set in the pommel (100 gpv).

13. Fallen Hall

The sound of dripping water echoes through this wide, shadowy corridor. The air is damp and smells of rot and mold. Several large chunks of mold-encrusted rubble are scattered across the muddy floor along with smaller, less identifiable debris. Two bodies are sprawled out in the mud near the center of the corridor.

This area is the hunting ground of a giant crab spider [AL N; MV 120' (40'); AC 7; HD 2; HP 10; #AT 1 bite; DG 1d8 + poison; SV F 1; ML 7; XP 38; surprise 4 in 6].

The bodies, which lay about thirty-feet west of the double doors, are the desiccated remains of two members of the first expedition, a human man and woman. The woman fell victim to the giant spider, the man was slain by two crossbow bolts. The man was a fighter with chainmail, shield, sword, dagger, a pouch with 12 sp and 3 gp and a backpack containing 5 torches, a tinderbox, 3 wooden stakes and a mallet. The woman has only a dagger in a sheath at her waist. Searching through the mud will uncover bones, the desiccated remains of several giant rats and a silver ring set with turquoise (25 gpv).

To the west the corridor ends in a wall of rubble. To the east are a set of stone double doors. In the center of each door is a relief image of a skull-like head with large, bulbous eyes and a sucker-like mouth surrounded by tentacles. Leaning against the door is a staff and nearby on the floor is a backpack and a lantern. The lantern is empty, but otherwise useable. The pack contains one week of iron rations, an empty large sack, 6 iron spikes, 3 flasks of oil and a tinder box.



14. Chapel of Chaos

A double row of pillars rise up to support the ceiling of this large, misty room. The air is damp and chill and smells like rotten eggs. Near the east end of the room, a ten-foot tall statue looms over a large block of stone.

Lurking in this room is a tentagorer [AL N; MV 60' (20') Swim 90' (30'); AC 7; HD 3; HP 13; #AT 3; DG 1/1/1d4 + knockdown and constriction; SV F 2; ML 9; XP 65].

This room was used for certain religious services, primarily those involving funeral rites before interring the dead in one of the burials rooms to the west. The walls and floor are slick with moisture. The mist obscures vision beyond thirty feet so that only the rough outline of objects can be seen.

Relief images of massive tentacles, some wrapped about struggling humans, rising out of a violent sea, adorn the pillars. In the mist-shrouded light, the tentacles may appear to move and a character may hear a faint moan off in the distance.

At the east end of the room is the altar, a stone block, three-feet high, four-feet wide and six-feet long, made out of a mottled green and blue stone. Crouching over the stone is a ten-foot tall statue. The statue is humanoid, with a skull-like head set with large, bulbous black eyes, a sucker-like mouth surrounded by tentacles and two massive tentacles growing out of each shoulder.

Anyone approaching within twenty-feet of the altar will cause the stone to pulse with a sickly green light. A character may hear a hissing sound come from the statue, the tentacles around the pillars may seem to move, or a distant scream accompanied by the sound of crashing waves my echo through the room.

15. Chamber of Bones

Bones and rusted weapons and armor are scattered across the floor of this chamber. Splotches of faded green paint are on the walls and thick cobwebs shroud the corners.

Close inspection of the walls will reveal that the upper two-thirds of the walls were once painted a light green and the lower third a grey-blue. Painted tentacles, now little more than faint grey lines, extend from the top of the blue third into the green.

The skeletons are the remains of humans, goblins and elves. Searching through the debris will uncover a still useable heavy crossbow, a case of 11 bolts, a shield, sword and dagger. An old backpack holds the moldering remains of rations, 3 iron spikes, a hammer and tinderbox. A total of 62 cp, 74 sp and 38 gp can be found among the bones.

16. Rectory

Black scorch marks stain the walls and floor of this room. Charred chunks of woods, blackened bones and twisted pieces of metal litter the floor.

This room once housed the residing Priest of Chrysoleth, the Gatherer of the Dead. There is nothing of apparent value in the room. However, there is a secret compartment in the southern section of the east wall. The door to the compartment is not locked, but is trapped. If not disarmed, poison gas will fill the ten-foot space in front of the compartment. The gas has lost much of its potency. A failure to save vs. poison results in the character becoming violently ill and helpless for 1d4 hours. Inside the compartment is a locked coffer which contains two bags of 100 sp each, a pouch of 12 gems (8x10 gpv, 4x50 gpv) and a potion of *growth* and a potion of *healing*.



17. Preparation Room

Two long stone tables are set in the center of this dusty room. Broken chunks of glass and pottery and pieces of rotting wood litter the floor along the walls.

This room was once used to prepare bodies for funeral services. Shelves once lined the walls, but these have collapsed and whatever was on them now lies broken on the floor. The room is empty.

18. Chamber of the Pool

A warm, clammy mist hangs in the air of this large chamber. Patches of green and black slime coat the strip of floor that surrounds the large pool that dominates the center of the chamber.

Five tentagorers are in this chamber [AL N; MV 60' (20') Swim 90' (30'); AC 7; HD 1; HP 8, 8, 6, 5, 3; #AT 3; DG 1/1/1d4 + knockdown and constriction; SV F 1; ML 9; XP 13].

Roll 1d6 to determine the number of tentagorers in the pool. The other tentagorers will be crawling around the chamber. Characters knocked down by tentagorers in the pool will be dragged into the water. The pool is a ten-foot deep, thirty-foot square pit filled with warm water that seeps through cracks in the bottom of the pit. The water is foul and slimy and frogoes often lay eggs here. Many bones and the rotting, rusting remains of clothing, armor and weapons can be found among the muck at the bottom of the pool. There is also treasure at the bottom of the pool. Characters will need to dive to the bottom of the pool, however, and search through the muck in hopes of finding something of value. Each turn a character dives and searches the pool, roll 3d6 on the following table.

3-5	Nothing
6-9	3d6 cp (Max total 800 cp)
10-12	3d6 sp (Max total 500 sp)
13-15	3d6 gp (Max total 300 gp)
16	Silver ring (100 gpv) (Max 1)

17 Gold ring set with jade(350 gpv) (Max 1)

18 Red Lion Shield +1 shield, +2 Saves vs Breath Attacks (Max 1)

19. Damp Chamber

Water glistens from the walls and floor of this damp chamber. The air smells of mold and stagnant water. In the northeast corner is a large, three-foot high mound covered with green mold.

The mold is harmless. The mound is made of rotting furniture, garbage and bones. Searching the mound will uncover 12 ornate gold fittings that once decorated the chairs in this room. Each could be sold for 25 gp.

20. Library

A permanent spell placed on this room prohibits fire from burning in the room. Fire taken into the room, such as torches and lanterns, will be extinguished upon entering. Spells and magical items that produce fire will not function in the room. Charges, memorized spells, etc... that produce fire will not be lost in attempts to use them in this room.

The crumbling remains of bookcases line the walls and form a triple-row down the center of this large room. Much of the contents of the shelves has spilled onto the floor, forming rotting piles of parchment and paper. The air smells of mold and dust.

Standing between the bookcases are 6 zombies who will move to attack intruders. Zombies in Area 21 will also become active and move to attack intruders in Areas 19-21.

Six Zombies [AL C; MV 120' (40'); AC 7; HD 2; HP 10 each; #AT 1; DG 1d8; SV F 1; ML 12; XP 29]

Little remains of the library's contents. Searching through the moldering piles will uncover a clerical scroll of *detect magic* and *silence 15' radius* and a scroll of *ward against undead*.

21. Cells

Lumpy masses of crumbling furniture bulge beneath the blanket of dust and cobwebs that cover this small room. The air is stale and cold.

Each of these rooms contains a zombie, the animated remains of an acolyte that studied here. If one of the doors is opened, all five will open and the zombies will move to attack intruders in areas 19-21. There is nothing of value in any of the cells.

Five Zombies [AL C; MV 120' (40'); AC 7; HD 2; HP 10 each; #AT 1; DG 1d8; SV F 1; ML 12; XP 29]

22. Misty Intersection

The corridor branches into a four-way intersection. The air feels warmer here and moisture glistens off the walls and floor. A mist hangs in the air, thicker to the west, thinner to the north and east. There is no mist in the southern corridor.

The air grows warmer the further west the characters move, as does the density of the mist. By the time the characters have advanced thirty feet down the western corridor, vision will be limited to ten feet.

23. Muddy Chamber

Water drips from the ceiling of this muddy chamber, gathering into tiny rivulets that wind their way around numerous small piles of rubble before flowing out beneath the door to the west. Bones and rusted weapons stick out of the rubble and are scattered across the floor. Several of the stone blocks of the west wall are shifted and cracked and the door hangs at an angle.

Subsidence caused Area 24 to sink a few feet and slope to the west and caused the damage to this chamber as well. An inspection of the floor will reveal numerous bones, both humanoid and animal of various sizes, a few broken and rusted swords and spears, the carapace of a large beetle, a few

bits of cloth and leather and a well worn, but still useable shield. Searching through a pile of rubble in the northwest corner will uncover a crystal goblet (50 gpv).

24. Flooded Room

Water from the east gathers into a pool that occupies the western half of this room. Chunks of rubble, mud and the remains of rotting furniture litter the floor. The air is damp and smells of mud and decay.

This area is the lair of a tentagorer [AL N; MV 60' (20') Swim 90' (30'); AC 7; HD 2; HP 12; #AT 3; DG 1/1/1d4 + knockdown and constriction; SV F 1; ML 9; XP 29].

The mud and water at the east end reaches a depth of one foot while the pool at the west end has a depth of three feet. In the murky pool is a large, rotting, leather sack which contains 300 cp and 200 sp.

25. Flooded Room

Muddy, slime-covered water covers the floor of this room. Chunks of mold-covered wood and slimy rubble stick out of the murky pool. A moldy, ragged tapestry hangs on the north wall. The air smells of rot and decay.

The pool reaches a depth of three feet. In the murky water is a rusted iron chest that contains a sack of 200 gp. The tapestry depicts a stormy seascape, but is too faded and damaged to be of any value.

26. Blue Room

The door to this room is locked.

The walls and floor of this room are made of dark blue stone. A pattern of curving, silver lines flows across the floor, radiating out from a block of luminous, mottled green stone that sets in the center of the room. The ceiling is lost in shadows.

The stone block is five feet per side,

roughhewn and porous. Anyone touching the block is teleported to Area 40. There is nothing else of interest in the room.

27. Statue Chamber

The air is warm and a heavy mist limits vision to ten feet.

There is a 3 in 6 chance of a ghoul being in this area. Due to the mist, the chance of the characters being surprised is increased by 2.

In an alcove in the northern wall is a eight-foot tall statue of a vulture-headed humanoid leaning on a gnarled staff. The top of the staff is a disguised lever that opens the secret door in the back of the alcove.

28. Misty Chamber

The air is warm and a heavy mist limits vision to ten feet.

There is a 3 in 6 chance of a ghoul being in this area. Due to the mist, the chance of the characters being surprised is increased by 2.

In the center of the chamber is a ten-foot deep pool of warm, slimy water.

29. Secret Tomb

A five-foot wide ledge extends from the walls ten feet above the floor of this dusty room. Six-foot tall statues of vulture-headed humanoids line the ledge, overlooking a cobweb-shrouded sarcophagus that sits in the center of the room.

This room is the lair of a wight [AL C; MV 90' (30'); AC 5; HD 3; HP 14; #AT 1; DG drain 1 level; SV F 3; ML 12; XP 110; only hit by silver or magical weapons].

In the sarcophagus is a +1 mace, a jade figure of a seaside nymph (250 gpv) and a pair of silver bracers set with an aquamarine (500 gpv each).

30. Great Hall

Statues of tentacled monsters look down from ledges fifteen feet above the dusty, debris-littered floor of this wide hallway. Mottled green-colored flagstones form a path down the center of the hall, flanked by pillars and flat black flagstones. The air is cold and the sound of flowing water echoes through the hall.

The sound comes from a river to the north. The river enters the dungeon through the west wall of Area 37 and flows east and north, eventually flowing into the Crysamar. The river reaches a depth of ten feet in the center.

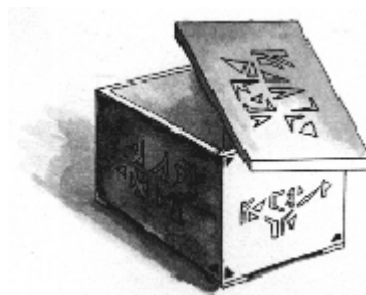
Other than a few gnawed bones and ragged scraps of cloth, the hall is empty.

31. Lizard Lair

A crumbling sarcophagus sets in the center of this dirty, drafty chamber. Bones, rags, and pieces of rusted metal litter the floor. A glow comes from the southwest corner.

This room is the lair of a giant horned chameleon [AL N; MV 120' (40'); AC 2; HD 5; HP 25; #AT 2 (bite, horn); DG 2d4/1d6; SV F 3; ML 7; XP 800; surprise 5 in 6, tongue and tail attacks].

The creature is able to come and go through a hole in the ceiling. On the floor is 240 cp, 180 sp, 60 ep, 40 gp and 20 pp. The glow comes from a +1 sword, +2 vs reptiles, that is able to shed light in a 30' radius on command.



32. Ghoul Lair

Bones, rags and other debris litter the floor of this filthy, foul-smelling chamber. Near the center of the room is a sarcophagus.

This chamber is the lair of 3 ghouls [AL C; MV 90' (30'); AC 6; HD 2; HP 13, 11, 6; #AT 3; DG 1d3 + paralyzation; SV F 2; ML 9; XP 47; difficulty to turn as 3HD].

Inside the sarcophagus is 3,000 cp, 800 sp, a belt inlaid with silver studs (75 gpv), a golden helm with a crouching lion on top (350 gpv), three silver rings (30 gpv each), a crystal chalice (250 gpv) and an ornate bronze dagger set with gems (200 gpv). Lying along the north wall, amid some bones is a broken bow and a quiver holding 6 +1 arrows.

33. Plundered Tomb

Two sarcophagi are set on the floor of this dusty room. Large chunks of flat stone lie on the floor amid bones and tattered rags. The walls are damp and the air smells of mold.

The chunks of stone are the broken lids of the sarcophagi. This chamber was long ago plundered by ghouls and nothing of value remains.

34. Plundered Tomb

A river flows across the north end of this room. Whatever wall may have been there is gone, presumably washed away along with a section of the floor. A sarcophagus sits near the center of what remains of the room. The great stone lid lies on the floor next to it.

This room was recently plundered by lizardfolk. Bones, rags and dust are all recently disturbed. Wet and muddy reptilian footprints can be seen coming from and returning to the river. There is nothing of value in the room.

35. Lizardfolk Raiders

The north wall of this room is gone and a river flows across that end of the room. Near the center of the room, standing around a sarcophagus, are five lizardfolk. One of the lizardfolk grabs something out of the sarcophagus, points toward your party and says something. The other four turn to attack.

The lizardfolk party consists of a lizardfolk magic-user, Grazmul, and four warriors. They are searching for clues to the location of lost relics from the ancient lizardfolk empire and Grazmul has just discovered a piece of a stone tablet that, once deciphered, will eventually lead him to the site of the upcoming adventure, **The Forgotten Temple of the Reptile God**. Grazmul will order the warriors to attack while he escapes by swimming up the river to Area 37 and beyond. If the party may have too easy a time with the lizardfolk, Grazmul may cast a spell first.

Grazmul [AL N; MV 60' (20') Swim 120' (40'); AC 4; MU 4; HD 2+1 +3d4 HP 21; #AT 1; DG 1d4+1; SV MU 4; ML 12; XP 460; Spells: magic missile, web.] Note: Grazmul is a 4th level magic-user, but has only 2 spells remaining. He wears a +1 ring of protection and a gold necklace (400 gpv). He carries a dagger and a wand of detecting enemies with 2 charges remaining.

Lizardfolk [AL N; MV 60' (20') Swim 120' (40'); AC 5; HD 2+1 HP 15, 13, 13, 10; #AT 1 trident; DG 1d6+1; SV F 2; ML 12; XP 47.]

In the sarcophagus are human remains in black chainmail holding a warhammer. The armor is +1 chainmail and on one finger is a gold ring in the shape of a dragon with ruby eyes (800 gpv).



36. Tomb

The crumbling remains of a sarcophagus are set in the center of this room. Crawling out of the river that flows across the north end of this room are two giant, slug-like monsters.

The monsters are tentagores [AL N; MV 60' (20') Swim 90' (30'); AC 7; HD 3; HP 21, 19; #AT 3; DG 1/1/1d4 + knockdown and constriction; SV F 2; ML 9; XP 65].

The tomb was plundered by ghouls long ago. However, in the bottom of the sarcophagus is a secret compartment. Inside the compartment is a small, locked coffer that contains a magic-user scroll of *light*, *magic missile* and *locate object* and a pouch of 6 bloodstones (50 gpv each).

37. Guard Post

Several great stalactites hang from the ceiling of this oval-shaped cavern and numerous stalagmites stick up from the floor. A river flows through the area, entering from a tunnel in the west side of the cave, forming a large pool in the middle and exiting through a similar tunnel to the east. A foul stench hangs in the air.

This cavern is a guard post for the troglodytes who occupy the caverns down river (see **CV3 Caverns of Chaos** for details). There are 3 troglodytes on watch. Each is armed with a javelin which it will hurl before engaging in melee.

Troglodytes [AL C; MV 120' (40'); AC 5; HD 2; HP 14, 11, 5; #AT 3; DG 1d4 each; SV F 2; ML 9; XP 38; surprise 4 in 6, stench.]

In the southwest corner is a mound of tattered clothes, bones, sacks and weapons. The weapons include two spears, a dagger, handaxe, shortbow and 12 arrows. In one of the sacks is 220 cp, 50 sp and 12 gp. The items were taken from captives brought to them by the lizardfolk.

38. Gallery

A foul stench hangs in the air of this octagonal chamber. Wisps of noxious vapor drift up from an immense pit that occupies much of the floor leaving a ten-foot wide walkway between the walls and the edges of the pit. Bones and scraps of cloth litter the walkway.

This room is the lair of 3 giant vampire bats [AL N; MV 30' (10') Fly 180' (60'); AC 6; HD 2; HP 12, 8, 8; #AT 1; DG 1d4 + paralysis; SV F 1; ML 8; XP 29]

The vapor rises from a pool of hot, sulfurous water thirty feet below. In the center of the ceiling, thirty feet above, is a six-foot diameter hole. The hole leads to a twenty-foot long tunnel that connects to the surface.

If the walkway is searched, the characters will find 33 cp, 27 sp and a cleric scroll of *cure light wounds* and *protection from evil*.

39. Temple of Ool

The great stone doors of this room are engraved with the monstrous image of a creature with a desiccated female form, arms ending in large, webbed claws and a bestial head with bulbous, staring eyes.

Trailers of mist drift through this large room, diffusing the pale green light that emanates from a crystalline dome overhead. Mottled blue stone forms the walls and floor. To the south, a large object looms in the mist.

This room is the lair of two mist wights [AL C; MV 90' (30'); AC 6; HD 3; HP 18, 13; #AT 1; DG 1d4 + CON drain; SV F 3; ML 12; XP 110; surprise 4 in 6; hit only be silver and magic weapons.]

Numerous bones of humans, humanoids and animals are scattered across the floor, along with the rusting remains of weapons and armor. Searching will uncover 300 sp and 120 gp.

The large object to the south is a fifteen-foot tall statue, similar to the image engraved on the outside of the stone doors, except the eyes which are made of crystal. In front of the statue is an altar, a block of mottled green stone, four-feet high, three-feet wide and six-feet long.

On the south side of the altar is a door to a secret compartment. The door is not locked, but is trapped. If the trap is not disarmed and the compartment opened, green light will flash from the statue's eyes, striking the ten-foot space in front of the statue where the altar is located. Any living thing in that space must make a saving throw against spells or be struck blind. The blindness can only be removed with a remove curse or similar magic.

Inside the compartment is a long, shallow bowl made of crystal with crimson motes floating through it. The bowl is an evil artifact, a vessel dedicated to Ool, the Dark Goddess of Water. Once removed from this temple, cultists of Ool will seek to gain the artifact. If returned to the surface and reported to Kaynen, he will find a place to hide and protect the artifact, for a time. Removing this item of evil and taking steps to see that it does not fall into evil hands is worth 200 xp per character. Destroying the artifact would require a quest.

40. Green Room

The walls and floor of this room are made of mottled green stone set with gold veins that form an angular pattern across the room. In the center of the room, a dark blue pillar rises from the floor, disappearing into the darkness above. Several skeletons and the remains of weapons and armor lie about the room.

Those teleported from Area 26 will arrive in this room. The skeletons to the north and west are goblins and humans in rotting robes of blue and green. Among them is a total of 300

cp, 120 sp and 60 ep. To the south is a human skeleton in rotting chainmail, wearing a silver holy symbol and holding a *staff of healing*.

41. Muddy Room

Mud and chunks of rubble cover the floor of this rectangular room. In the northeast corner is a lumpy mound of muddy sacks. Moisture glistens from the walls and the air is damp and smells of mold.

The chunks of rubble are pieces of stone that fell from the ceiling after a recent tremor. Nesting in the sacks are 3 giant centipedes [AL N; MV 60' (20'); AC 9; HD ½; HP 4, 3, 2; #AT 1; DG Poison; SV 0; ML 7; XP 6].

There are a dozen sacks in the pile. Whatever the sacks once contained has become twenty-pounds worth of mold and mud per sack. Stuck in the middle of the pile are the bony remains of a right forearm, hand still attached. On one bony finger is a gold ring set with a topaz (80 gpv).

42. Goblin Lair

A small fire burns in the center of this room, the smoke disappearing through numerous small cracks in the ceiling. A carcass of a small animal roasts over the fire on a spit. On the floor near the walls are a dozen mounds of dirty blankets and furs.

There are eight goblins in this room. They are armed with spears, short swords and shortbows.

Goblins [AL C; MV 60' (20'); AC 6; HD 1-1; HP 4 each; #AT 1; DG 1d6; SV 0; ML 7; XP 5].

The goblins are part of the force that arrived with the cleric through the Crystal Gate. Each of the goblins has 6 ep. The batwing symbol of their tribe is emblazoned on their shields.

The animal on the spit is a giant rat.

43. Crystal Gate

This chamber appears to have been carved from dark green crystal. A crossing pattern of lines is engraved on the floor. The walls and ceiling are smooth and unadorned. All the surfaces are clean. In the center of the west wall are a pair of gates composed of a latticework of dark green crystal bars.

The crystal gates are part of a magical portal. Where the gates meet is a large keyhole. The gates are as solid as stone and cannot be moved, broken or opened by any means which the characters possess, unless they have a blue crystal key. If a blue crystal key is placed in the lock and turned to the right, the gates will slowly swing open and a luminous green mist will fill Area 44. Should the gates in Area 2 of CV4 be opened, Area 44 will fill with the same luminous green mist and the gates in this chamber will swing open.

44. Crystal Hall

This hall is roughly hewn from a translucent white crystal. If this hall is filled with a luminous green mist, anyone entering the mist will be transported to Area 1 in **CV4 Gates of Chaos**. Anyone entering the mist in Area 1, CV4, will be transported here.

45. Storage Room

The door to this room is locked.

Several sacks are piled along the north wall of this room. In the northeast corner is a stack of crates. Along the east wall are several barrels and a bundle of spears.

This room contains supplies which the humans and their goblin allies are stockpiling. The supplies include 48 weeks of rations, 2 kegs of beer, a cask of wine, 5 gallons of oil, 36 torches, 12 bedrolls, 2 lanterns, 12 spears and 120 arrows. Destroying whatever supplies the characters do not take is worth 200 xp.



46. Prison

The door to this room is locked. Inside, a human and a dwarf are manacled and chained to an iron ring which is set in the floor in the center of the room. They were ambushed by the cleric and his allies and succumbed to a hold person spell while they battled the spider in Area 13. Their comrades were slain. Their equipment is in Area 49.

Gillian [AL L; MV 120' (40'); AC 9; C 1; HP 5; #AT 1; DG by weapon; SV C 1; ML -; XP 13; STR 13; DEX 10; CON 14; INT 9; WIS 16; CHA 10].

Dorn [AL L; MV 120' (40'); AC 8; D 1; HP 6; #AT 1; DG by weapon; SV D 1; ML -; XP 13; STR 16; DEX 13; CON 14; INT 9; WIS 14; CHA 8].

47. Refuse Chamber

Chunks of rubble, pieces of rotting wood and bits of less identifiable debris are piled in this room. In the southwest corner are two muddy shovels and a pair of filthy buckets.

Under direction of the cleric, rubble and debris cleared from elsewhere in the dungeon has been dumped here. There is nothing of value in the chamber.

48. Common Room

Two smoky torches illuminate this room. A makeshift table composed of a door and two barrels sits in the center of the room. Cups, plates and papers are scattered across the tabletop and several crates and barrels sit near the table. In the center of the east wall is a relief carving of a squid.

Three humans and four goblins are sitting around the table. If a battle begins the guards in Area 49 will arrive in two rounds, but without armor. One of the humans is Varek, a cleric of Ool, and leader of the human guards and the goblin allies.

Varek [AL C; MV 90' (30'); AC 4; C 4; HP 22; #AT 1; DG 1d6+1; SV C 4; ML -; XP 135; STR 13; DEX 9; CON 13; INT 9; WIS 14; CHA 13; Spells cure light wounds, detect magic, light, bless, hold person]. Varek is equipped with chainmail, shield, mace, holy symbol, a *treasure map*, *potion water breathing* and a *potion of gaseous form*. The cleric has the keys to 45, 46, the chest in 50 and a blue crystal key.

Cultist Guards [AL C; MV 90' (30'); AC 5; F 1; HP 5 each; #AT by weapon; DG by weapon; SV F 1; ML 9; XP 10]. The guards are equipped with scalemail, shields, swords, spears, daggers and light crossbows. Each guard has 2d10 sp and 1d10 gp.

Goblins [AL C; MV 60' (20'); AC 6; HD 1-1; HP 4 each; #AT 1; DG 1d6; SV 0; ML 7; XP 5]. The goblins have batwing symbols on their shields and are armed with spears, short swords and shortbows. Each goblin has 6 ep.

The treasure map was recently discovered by Varek while exploring this dungeon. The map is centuries old, with numerous archaic and strange markings. Deciphering the meaning of many of the symbols will take time and research. Once the characters are able to read the map, it will lead them to the upcoming adventure, **The Forgotten Temple of the Reptile God**.

The cups and plates are made of tin and of no value. The pieces of paper are a rough map of the town, with the location of military buildings marked, and notes on numbers of guards and frequency of patrols.



49. Guards' Quarters

A lantern sitting atop a barrel in the northeast corner illuminates this room. Six bedrolls are spread out on the floor and two crates sit along the east wall.

Four guards occupy this room [AL C; MV 90' (30'); AC 8; F 1; HP 5 each; #AT by weapon; DG by weapon; SV F 1; ML 9; XP 10].

They are currently resting in the room and unless given prior warning, the guards will not be prepared for battle and will have only swords, shields, spears and daggers. Their scalemail armor and light crossbows will be piled near their bedrolls. Each guard has 2d10 sp and 1d10 gp.

In one crate is a suit of studded leather, dwarf-sized chainmail, two shields, a warhammer, mace, handaxe, holy symbol, a coil of rope. 12 iron spikes and 2 large sacks. These items belonged to the prisoners in Area 46.

In the second crate are 6 flasks of oil, a tinder box, a weeks worth of iron rations, 4 torches, 2 gallon jugs of water and a skin of wine.

50. Cleric's Room

A bedroll lays in the southwest corner of this room. Nearby is a crate with a lantern on it. A second crate sits along the south wall.

This room is the cleric's quarters. On top of the second crate is a skin of wine, a tinderbox, a flask of oil and some cheese and dried beef wrapped in cloth. Under the crate is a small, locked chest. Inside the chest is a sack of 500 sp, a sack of 350 gp, a pouch with 14 gems (8x10 gpv, 6x50 gpv), 2 crystal goblets (50 gpv each) and an ornate silver candelabra engraved with relief images of tentacled monsters (100 gpv).

The Ongoing Campaign

Every adventure in the Fantastic Adventures product line can be played independently or linked together to form an ongoing campaign. Two different elements, setting and storyline, in each adventure can be used to link adventures together.

The setting is identified by a letter/number code in the lower left corner of the cover. The letters identify the setting and the number is the number in the series. For example, Catacombs of Chaos is the first in the Crysamar Vale series of adventures and is identified by a CV1.

The storyline is identified by the color of the skull in the center of the cover. To keep the players from knowing the storyline before the adventure begins, the color codes of the skull are provided in the Module Codes section of each adventure.

MODULE CODES



Dark Water Campaign. The storyline focuses on the Cult of Ool and their efforts to rise to power.

New Monsters

Mist Wight

No. Enc.: 1d4
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 6
Hit Dice: 3
Attacks: 1 claw
Damage: 1d4 + special
Save: F3
Morale: 12
Hoard Class: XXI
XP: 110

Mist Wights are undead creatures that spend much of their time in a gaseous state. While gaseous, these creatures are indistinguishable from normal fog, unless detectable by magical means. They must assume corporeal form in order to attack, at which point their appearance changes to that of a twisted human or demi-human.

A hit by a mist wight inflicts 1d4 damage and drains 1 point of Constitution from the target as the creature absorbs water from the victim's body. A character whose Constitution is reduced to 0 dies and will rise as a mist wight with the next rise of the moon. Constitution returns at a rate of 1 point per turn provided the target is able to drink water or other liquids.

Mist Wights surprise 1-4 on 1d6 and can only be struck by silver or magic weapons.

Tentagorer

No. Enc.: 1d4 (2d4)
Alignment: Neutral
Movement: 60' (20')
Swim: 90' (30')
Armor Class: 7
Hit Dice: 1-3
Attacks: 2 tentacles, 1 bite
Damage: 1/1/1d4 + special
Save: F1 or 2
Morale: 9
Hoard Class: VI (XXI)
XP: 13/29/65

Tentagorers are large, slug-like monsters with a tentacle growing out of either side of their body, shortly below the head. The creatures range from 1 to 3 Hit Die with a body length equal to two feet plus one foot per Hit Die. The tentacles have the same length as the creature's body.

Tentagorers use their tentacles to aid in movement, manipulate objects and drag prey down or into water. Any creature struck by a tentacle must save vs paralyze, modified for Strength, or be knocked down. Creatures ogre-sized or larger automatically save. Man-sized or small targets attacked by the 1 Hit Die monster save a +2. Once a creature is struck by a tentacle it will automatically constrict for 1 hit point of damage per round.

Tentagorers are the immature form of frogores. They are amphibious, and will move on land, leaving a slimy trail, when hunger forces them to search for food, but prefer to lurk in pools of water and wait for prey to pass by. When a tentagorer grows to 3 Hit Die, the creature will begin stockpiling food in its pool, which it will feed on when it begins to change into a frogore. A frogore is a giant, frog-like monster that will be detailed in the upcoming **CV3 Caverns of Chaos**.

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