

DM2

DUNGEON MODULE 2

THE DUNGEONS OF DIREMIRK



An Adventure for Characters 2nd to 4th Level

By J

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Labyrinth Lord
Compatible Product

The Dungeons of Diremirk

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Introduction

The Ruins of Diremirk, for centuries tales of that marshland ruin have circulated along the borders of the settled lands. Numerous bands of adventurers have set out to explore those ruins, but most have never been heard from again. Those that have returned claim to have found only a few damp halls and cobweb-shrouded rooms. Recently, though, a lone survivor of an expedition to the ruins returned with a tale of dread and darkness. Something monstrous lurks beneath the Ruins of Diremirk. Spurred by the survivor's tale, you and your companions are determined to discover what.

ABOUT

The Dungeons of Diremirk is a Dungeon Module for characters 2nd to 4th level. The adventure can be used independently or as part of the Borderlands of Adventure Campaign Module. In the Borderlands of Adventure, the ruins are located seven miles west of Area J, in the blank marsh hex south of the trail.

BACKGROUND

The Diremirk Marsh, for centuries tales of that place have been told in taverns and around campfires. Travelers describe the area as an eerie, quiet place, where mists drift from murky pools and strange ruins rise from the boggy land. Most people avoid the area. Tales of travelers who have disappeared within the vicinity of the marsh and campers who awaken in the morning to find one or more of their companions gone are enough to deter even the bravest soul.

There are other tales, though, stories of those who have set out to explore the ruins. Some of these explorers return, claiming to have found only a few damp halls and cobweb-shrouded rooms. Most of them, though, never return at all.

A few days ago, a man, haggard and feverish, came stumbling out of the night. He collapsed and before unconsciousness claimed him, he spoke one word, Diremirk. Two days later, the man regained consciousness and told a tale of terror.

A week ago, he and his companions had set out to explore the Ruins of Diremirk, having heard tales that a group of bandits were using the place as a base. While exploring the ruins, the adventurers discovered a set of stairs leading down to a great hall. They were exploring the hall when darkness enveloped them and something struck out of the

blackness. Though he could not see, he attempted to fight back until a sudden, overwhelming fear seized him and he fled. When he regained his senses, he was wounded and ill and all he could do was keep moving until he could find aid or death claimed him.

Now, spurred by the man's tale, you and your companions have set out to explore the Ruins of Diremirk and discover the fate of the adventurers and the identity of who, or what, attacked them. The expedition will not be easy, though. If there is a connection between what happened to the adventurers and the disappearance of travelers, then this evil may have existed for centuries. If not, then some new threat may be growing in the dungeons of Diremirk.

GM'S BACKGROUND

Long ago, an advanced tribe of goblinkin constructed a temple complex to a Chaotic deity known as the Devourer. The surface complex was eventually destroyed during a war, but the cult continued its foul practices in a secret temple hidden beneath the original complex. For centuries, descendants of the original goblins, along with new recruits, ambushed explorers and travelers, taking the captives back to their hidden lair for feasts and sacrifices.

A week ago, a group of adventurers entered the halls beneath the ruins and were ambushed by a band of goblins and bugbears preparing for a nighttime raid. The adventurers were surprised and eventually overwhelmed. One of their number succumbed to a *fear* spell, though, and managed to find his way back to civilization to tell his tale.

The goblins and bugbears are not all that lies beneath the ruins. A black dragon, a close ally of the bugbears, has dwelled there for years. Grular,



a bugbear cleric who has recently come to lead the goblins and bugbears who dwell in Diremirk, is no longer content with the occasional traveler or band of adventurers. With his magical powers and the might of the dragon, he hopes to attract other humanoids to his cause with promises of easy victories against neighboring human and demi-human lands. With enough victories he could bring entire tribes under his banner and the settled lands may be facing a new horde. The fate of many may lie in the hands of the adventurers.

RUMORS

1. The Ruins of Diremirk are ancient.
2. Legends claim that the Ruins of Diremirk were once a temple complex to some deity of Chaos.
3. Long ago, a great war with goblins was fought in this area.
4. A local hunter claims to have seen a great, winged creature flying over the marshes.
5. Ghouls prowl the roads near the marshes.
6. A clan of lizardmen have taken over the ruins.
7. Legend tells of a magical helm lost in the ruins.
8. An elf wielding a magic bow entered the ruins.
9. A magical shield, bearing the image of a gryphon, was lost in the ruins.
10. The halls beneath the ruins are unstable.
11. The ruins were once a castle..
12. Knights bearing the standard of a gold dragon once had a keep in the area.
13. Knights buried their dead beneath the ruins.
14. Few ever return from the ruins.
15. The bloodless body of a trapper was found near the marshes.

16. Those that die in the dungeons of Diremirk join the ranks of its undead guardians.

17. The statues in the dungeons are cursed.

18. There are magic statues in the dugeon.

19. Monstrous flies dwell in the ruins.

20. An enchanted mirror was lost in the ruins.



Ruins of Diremirk

START

Mist drifts through bowed, vine-draped trees and over crumbling, moss-covered walls. In some places, sections of the walls have collapsed into mounds of rubble overgrown with thorny weeds and tall clumps of grass. In other places, even the rubble is gone, vanished into the weeds and mud, leaving a gaping space between the walls of stone. To the east and west, large pools of water lay in the open spaces between the walls. To the south, the ruins appear to be more intact.

Much of the ground here is very soft and muddy, reducing movement to two-thirds. The exceptions are Areas C, D, and G, where the original stone floor still holds.

WANDERING MONSTERS

There is a 1 in 6 chance every three turns of encountering wandering monsters.

Marsh Encounters		
d6	Day	Night
1	Giant Rats	Giant Rats
2	Stirges	Stirges
3	Giant Flies	Skeletons
4	Giant Toads	Giant Toads
5	Skeletons	Zombies
6	Giant Draco Lizard	Ghouls

Ghouls [1d2; AL C; MV 90' (30'); AC 6; HD 2; #AT 3; DG 1d3 + paralyzation; SV F 2; ML 9; XP 47; difficulty to turn as 3HD]

Giant Draco Lizard [1; AL N; MV 120' (40'), Fly 210' (70'); AC 5; HD 4+2; #AT 1; DG 1d10; SV F 3; ML 7; XP 215].

Giant Fly [1d4; AL N; MV 90' (30') Fly 180' (60'); AC 6; HD 2; #AT 1; DG 1d8; SV F 1; ML 8; XP 29; surprise 4 in 6].

Giant Rats [2d4; AL N; MV 120' (40') Swim 60' (20'); AC 7; HD 1½; #AT 1; DG 1d3 + disease; SV F 1; ML 8; XP 6].

Giant Toads [1d3; AL N; MV 90' (30'); AC 7; HD 2+2; #AT 1; DG 1d4+1; SV F 1; ML 6; XP 71; surprise 3 in 6, tongue attack, swallow].

Skeletons [1d6; AL C; MV 60' (20'); AC 7; HD 1; #AT 1; DG 1d6; SV F 1; ML 12; XP 13].

Stirges [1d4+1; AL N; MV 30' (10'), Fly 180' (60'); AC 7; HD 1; #AT 1; DG 1d3; SV F 2; ML 9; XP 16; +2 bonus on first attack, blood drain].

Zombies [1d4; AL C; MV 120' (40'); AC 8; HD 2; #AT 1; DG 1d8; SV F 1; ML 12; XP 29].

ENCOUNTERS

A. Draco Lizard

The glint of metal comes from a tangle of weeds at the base of a large, vine-shrouded tree. A sulfurous-smelling mist rises from a murky pool to the east of the trees. To the south are crumbling stone walls.

Lurking in the tree is a giant draco lizard [AL N; MV 120' (40'), Fly 210' (70'); AC 5; HD 4+2; HP 23; #AT 1; DG 1d10; SV F 3; ML 7; XP 215].

There is 67 cp, 45 gp, a sword, and 2 +1 arrows amid bones, a broken bow and rusting armor at the base of the tree.

B. Statue's Head

Overgrown mounds of rubble lie on either side of a wide gap in this section of crumbling, weathered wall. Lying in the mud between the walls is an oddly shaped chunk of stone.

The chunk of stone is the head of a statue with horns, a monstrous face and a wide, grinning mouth full of pointy teeth. The head belongs to the statue in Area E.

C. Lair of the Toads

Vines hang down through holes in the shattered ceiling of this large, damp chamber. Rubble litters the floor and much of the west wall is gone, having been replaced by the eastern edge of a slimy pool.

Lurking along the eastern edge of the pool are three giant toads [AL N; MV 90' (30'); AC 7; HD 2+2; HP 14, 11, 10; #AT 1; DG 1d4+1; SV F 1; ML 6; XP 71; surprise 3 in 6, tongue attack, swallow].

Under a pile of rubble near the southwest corner are the bones of several hobgoblins and an elf. Any arms and armor are hopelessly rusted and destroyed. Among the bones and rubble, though, are 45 cp, 34 sp, 23 gp and a magic-user scroll of *mirror image*.

D. Stirge Lair

Ancient beams, fallen branches and chunks of plaster and stone form a patchwork ceiling over this chamber. Glints of metal and a few old weapons can be seen among the trash, old leaves, bones and pieces of rubble that litter the floor.

This chamber is the lair of 8 stirges [AL N; MV 30' (10'), Fly 180' (60'); AC 7; HD 1; HP 8, 2x7, 3x6, 2x5; #AT 1; DG 1d3; SV F 2; ML 9; XP 16; +2 bonus on first attack, blood drain].

Among the litter of the lair is 670 sp, 300 gp, 6 gems (3x50, 2x100, 1x250), a handaxe, a sword and a shield.

E. Headless Statue

Chunks of moss-covered stone and mounds of rubble rise out of the mud of this large, rectangular area. Near the center of the south wall is a massive, grey, stone, statue of a bloated, furred, humanoid. The statue is missing its head.

If the statue is searched, on a successful find secret doors roll, the searching character will detect a hollow space inside the statue's abdomen, but with no apparent means of opening it. A successful find traps check by a thief or dwarf will indicate that an opening mechanism exists, but the actual switch or trigger is missing.

If the head from Area B is placed on the statue, the characters will hear a "click" and the switch, which is located on the statue's head, will be available. If the compartment is opened, twelve skeletons will animate in the surrounding marsh and ruins and move toward this area, attacking all characters they encounter. Once in the chamber, they will stand guard and attack all intruders not in service to the Devourer.

Skeletons [AL C; MV 60' (20'); AC 7; HD 1; HP 5 each; #AT 1; DG 1d6; SV F 1; ML 12; XP 13].

If an attempt is made to break the statue or force open the compartment, a distant buzzing sound will be heard, growing louder over the course of a round, until eight giant flies come into view. The flies will approach this area from all directions and attack.

Giant Flies [AL N; MV 90' (30') Fly 180' (60'); AC 6; HD 2; HP 10 each; #AT 1; DG 1d8; SV F 1; ML 8; XP 29; surprise 4 in 6].

The compartment contains a silver necklace set with jade (300 gpv), a pair of silver candelabra (75 gpv each), and an ornate wooden box set with three bloodstones. The box is badly damaged from rot and mold, but the bloodstones are worth 50 gp each. Inside the box is a potion of *ESP*.

F. Magic Mirror

Several moss-covered chunks of stone stick out of the mud in this partially-walled area. Vines and patches of slimy moss cover the east wall. Sticking out of the mud near the center of the area is a rectangular piece of black metal.

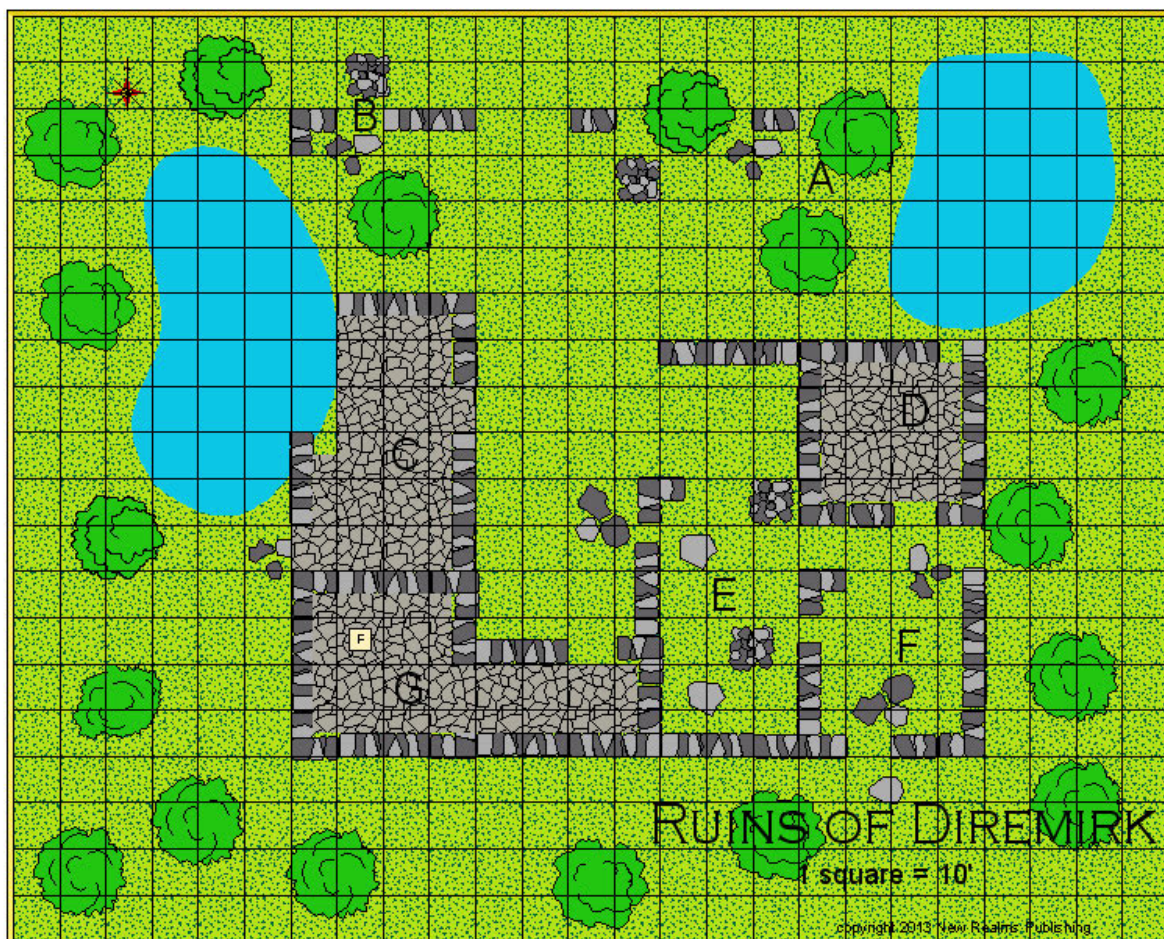
If some of the vines and moss are scraped away from the east wall, a series of deep scratches will be uncovered. The scratches form the words "Beware the Darkness".

The object sticking out of the mud is a mirror made of black metal, three-feet high and two-feet wide. If removed from the mud and the surface wiped clean, any character touching the mirror will be teleported to Area 38.

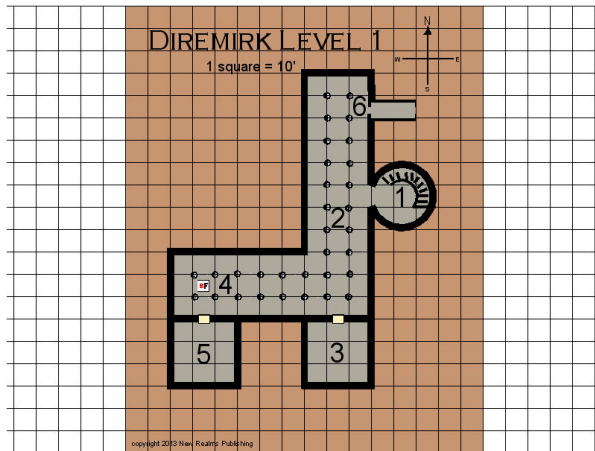
G. Stairs

Moisture glistens from the walls of this dark, damp chamber. The ceiling appears intact and the walls are free of vines and other vegetation. There is a large, square hole in the floor near the northwest corner.

The hole is five-feet square and opens onto a flight of stairs which leads down to Area 1.



Dungeon Level 1



WANDERING MONSTERS

There is a 1 in 6 chance every three turns of encountering wandering monsters. If there is an encounter, roll 1d6 on the encounter table below.

d6	Encounter
1	Giant Rats
2	Giant Centipedes
3	Goblins
4	Stirges
5	Fire Beetles
6	Ghoul

Ghoul [1d2; AL C; MV 90' (30'); AC 6; HD 2; #AT 3; DG 1d3 + paralyzation; SV F 2; ML 9; XP 47; difficulty to turn as 3HD]

Giant Centipedes [1d3; AL N; MV 60' (20'); AC 9; HD ½; #AT 1; DG Poison; SV 0; ML 7; XP 6].

Giant Fire Beetles [1d3; AL N; MV 120' (40'); AC 4; HD 1+2; #AT 1; DG 2d4; SV F 1; ML 7; XP 15].

Giant Rats [2d4; AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; #AT 1; DG 1d3 + disease; SV F 1; ML 8; XP 6].

Goblins [2d4; AL C; MV 60' (20'); AC 6; HD 1-1; #AT 1; DG 1d6; SV 0; ML 7; XP 5].

Stirges [1d4; AL N; MV 30' (10'), Fly 180' (60'); AC 7; HD 1; #AT 1; DG 1d3; SV F 2; ML 9; XP 16; +2 bonus on first attack, blood drain].

ENCOUNTERS

1. Stairwell

Ancient worn stone stairs wind down along the round walls of this chamber, ending at a debris-littered flagstone floor. An archway is set in the center of the west wall.

The litter includes small stones and twigs, a few tattered bits of cloth, small animal bones and the like. Relief carvings forming the border of the archway have mostly worn away leaving only a grinning, hideous horned head at the top.

2. Great Hall

Sound reverberates through this large pillared hall, echoing from cobweb-shrouded corners to the shadowy vaulted ceiling and back from the dark depths beyond. The floor is dusty and the air chill and dry.

Characters who investigate the floor before moving too far into the hall will note that the dust has been recently disturbed by the passage of several booted-feet that created a trail that leads south and west. The trail was made by five adventurers who entered the hall a week ago and were ambushed by goblins from Area 5 and reinforcements from below. The goblins and their allies carried the dead and prisoners below.

3. Dusty Room

The smell of old blood and rot hangs in the air of this dusty chamber. On the floor near the center of the south wall lies a human body. A dark stain is smeared across the wall near the body.

The body is that of Landon, a thief, who, after being mortally wounded in the battle with the goblins, crawled to this room. The body has leather armor,

an empty sword sheath, a dagger, a belt pouch containing a tinderbox, flask of oil, thieves tools and a pouch containing 15 cp and 12 sp. In an inner breast pocket beneath the armor is a crude map drawn on old, worn parchment. The map shows the surrounding terrain and an "X" marks the location of the ruins. A burnt out torch stub lies near the body.

Before dying, Landon smeared the word "Below" in blood on the wall.

4. Secret Trapdoor

The secret trapdoor is a five-foot diameter stone disc with a relief carving of a grinning, hideous horned head on top. The trapdoor is set flush with the floor and there are no handles on this side. Pushing the right horn of the engraving down causes the stone disc to sink a few inches and then spin into a hollow niche in the floor. On the opposite side of the trapdoor is a lever which allows the same operation to be made. The trapdoor leads to a set of stairs that descends forty feet to Area 7.

Characters investigating the 30'x30' area around the secret trapdoor will notice the dust has been greatly disturbed and there are numerous drops of dried blood on the floor and even a few spots on the walls. Lying on the floor in the corner northwest from the trapdoor is a wooden scroll tube containing a scroll of *magic missile*.

5. Empty Room

A few ragged scraps of cloth, sticks and other refuse litter the floor of this dirty room.

This room had housed the goblins who ambushed the adventurers. The survivors have joined their kin below and the room is currently occupied by 3 giant rats [AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; HP 4, 3, 2; #AT 1; DG 1d3 + disease; SV F 1; ML 8; XP 6].

There is nothing else of interest in the room.

6. Tunnel

A section of the eastern wall has collapsed into the hall revealing a rough, five-foot diameter tunnel. The tunnel is damp and the sound of dripping water can be heard from its depths. The occasional draft carries a foul stench from below.

The tunnel is ninety-feet long and slopes down to Area 24 below. The ghouls use this passage to access the outside world.

Dungeon Level 2

WANDERING MONSTERS

There is a 1 in 6 chance every two turns of encountering wandering monsters.

d6	Encounter
1	Giant Rats
2	Goblins
3	Skeletons
4	Giant Flies
5	Zombies
6	Ghouls

Ghouls [1d2; AL C; MV 90' (30'); AC 6; HD 2; #AT 3; DG 1d3 + paralyzation; SV F 2; ML 9; XP 47; difficulty to turn as 3HD].

Giant Fly [1d4; AL N; MV 90' (30') Fly 180' (60'); AC 6; HD 2; #AT 1; DG 1d8; SV F 1; ML 8; XP 29; surprise 4 in 6].

Giant Rats [2d4; AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; #AT 1; DG 1d3 + disease; SV F 1; ML 8; XP 6].

Goblins [2d4; AL C; MV 60' (20'); AC 6; HD 1-1; #AT 1; DG 1d6; SV 0; ML 7; XP 5].

Skeletons [1d6; AL C; MV 60' (20'); AC 7; HD 1; #AT 1; DG 1d6; SV F 1; ML 12; XP 13].

Zombies [1d4; AL C; MV 120' (40'); AC 8; HD 2; #AT 1; DG 1d8; SV F 1; ML 12; XP 29].

ENCOUNTERS

7. Entrance

A thick layer of dust covers the floor and cobwebs shroud the corners of this square chamber. There are archways in the center of the north, east and west walls. The air is chill and smells of mold.

Observant characters may notice that the dust is disturbed down the center of the chamber, creating a path from the north archway to the south wall. There are numerous drops of dried blood along the trail. In the center of the south wall is a secret door.

8. Pressure Plates

Each character passing each of these areas has a 2 in 6 chance of stepping on a pressure plate which activates a trap. The trap causes a stone wall to slide across the northern entrance to Area 7 effectively sealing up the dungeon. To escape the dungeon, characters must either reset the trap at Area 44 or escape through the tunnel at Area 24.

The sound of heavy stone grating on stone echoes through the corridors.

9. Prison

The stench of mold, filth and rot fills the air of this large room. Cells line the east and west walls and there are three doors to the north and two to the south. A corridor extends from the center of the east wall.

This room is guarded by four zombies [AL C; MV 120' (40'); AC 8; HD 2; HP 14, 13, 11, 10, 8; #AT 1; DG 1d8; SV F 1; ML 12; XP 29].

This room is a prison. Prisoners of the goblins, hobgoblins and bugbears are stripped of their belongings and placed in one of the cells. Prisoner belongings, minus any obvious treasure, are piled in one of the adjoining rooms.

The cells are filthy, foul smelling places littered with rags and bones, both humanoid and animal. The cell doors are made of heavy, ancient pitted iron. Each is set with a small barred window at eye-level

(about six feet from the bottom of the door) and a flat iron bar on the outside that can be raised or lowered to secure the door.

The doors and bars have grown weak with age, use and lack of maintenance. A strong character could break open the door if the result of a d6 roll, modified for strength, was 7 or higher. Characters may come up with other means of escaping their cells, such as tearing strips of cloth and binding them together to form a rope which could then be lowered through the barred window in an attempt to lift the bar. The zombies will not interfere with escape attempts until someone leaves their cell at which point they attack. A group of hobgoblins will arrive every 2-4 days to check on the prisoners for their sacrifices and ghoulish feasts in Area 44. No food or water is brought to the prisoners. Once placed in a cell a character is left there until removed.

Captured characters can be assigned to cells randomly by rolling a d8 with the possibility of more than one character per cell. One of the cells (GM's choice) is already occupied by a human fighter, Derrick, a survivor of the doomed expedition.

Derrick Clairmont [AL L; MV 120' (40'); AC 9; HD 2; HP 13; #AT 1; DG by weapon; SV F 2; ML -; XP 20; STR 13 DEX 11 CON 14 INT 9 WIS 12 CHR 14.]

A. Storerooms

A large jumbled mound of weapons, armor and clothing covers the floor of this room to a depth of several feet. Some of the objects are covered in dust and others are not. The air smells of rot and mold.

Each of these rooms contain centuries of possessions taken from prisoners. Every 5-10 days 1d4 goblins will arrive to rummage through one of the rooms, looking for anything of use. Equipment belonging to recent captives will be on top of the mound and can be found and collected without searching in one turn. Each turn a character searches a room, roll 1d20 and consult the following tables.

Search Table	
d20	Result
1-4	Nothing. The character finds only rusted and rotten junk.
5-8	1d3 Giant Rats crawl out of the mound and attack.
9-10	The character's searching disturbs a giant centipede which attacks.
11-13	Weapon. The character finds a weapon in good condition. Go to Weapon Table
14-15	Armor. The character finds armor in good condition. Go to Armor Table
16-18	Miscellaneous. The character finds a miscellaneous item. Go to Miscellaneous Table
19-20	Special. Go to Special Table

Each result on the Weapon, Armor, Miscellaneous or Special table can only be rolled once.

Weapon Table				
d8	A1	A2	A3	A4
1	Dagger	Short sword	Dagger	Handaxe
2	Staff	Dagger	Spear	Warhammer
3	Handaxe	Staff	Handaxe	Mace
4	Mace	Warhammer	Shortbow	Sword
5	Light Crossbow	Shortbow	d10 Arrows	Polearm
6	d10 Lt. Quarrels	d10 Arrows	Sword	Battleaxe
7	Sword	Battleaxe	d6 Hvy. Quarrels	d10 Arrows
8	Silver Dagger	Longbow	Heavy Crossbow	Sword, 2Handed

Armor Table				
d6	A1	A2	A3	A4
1	Leather Armor	Shield	Studded Leather	Shield
2	Shield	Leather Armor	Shield	Leather Armor
3	Shield	Studded Leather	Leather Armor	Shield
4	Scalemail	Shield	Leather Armor	Shield
5	Studded Leather	Scalemail	Shield	Studded Leather
6	Chainmail	Scalemail	Chainmail	Studded Leather

Miscellaneous Table				
d6	A1	A2	A3	A4
1	d6 Iron Spikes	Hammer	Flint and Steel	Torch
2	Lg. Sack	Backpack	Sm. Sack	Backpack
3	Lantern	Torch	Torch	Crowbar
4	Backpack	Flint and Steel	50' of Rope	Hammer
5	Thieves' Tools	Lg. Sack	Backpack	Flask of Oil
6	Holy Water	Holy Water	Flask of Oil	Holy Water

Special Table				
d4	A1	A2	A3	A4
1	Pouch d10 cp	Pouch d12 sp	Pouch 3d6 cp	Pouch 5d6 cp
2	Sm. Sack d100 cp	Pouch 3d6 sp	Pouch d12 sp	Pouch d12 sp
3	Pouch 3d6 sp	Pouch d6 gp	Pouch 3d6 sp	Pouch d6 gp
4	+1 Battleaxe	Potion of <i>Healing</i>	Potion of <i>Invisibility</i>	Scroll of <i>web</i>

10. Rats' Nest

The stench of garbage and filth permeates the air of this room. Rotting wood, strips of tattered cloth and leather, bones, sticks and less identifiable refuse forms a large pile in the center of the room. In the northeast corner is an ironbound chest.

The room was once the lair of a bugbear torturer, but now serves as the lair of 8 giant rats [AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; HP 4, 2x3, 3x2, 2x1; #AT 1; DG 1d3 + disease; SV F 1; ML 8; XP 6].

The chest is locked and contains a large sack with 400 cp and another with 250 sp. A secret compartment in the bottom of the chest contains a pouch of 5 gems (3x10 gpv, 2x50 gpv) and a potion of *healing*.

The only item of value in the rats' nest is a *wand of magic detection* (5 charges), which can be found if 3 turns are spent searching through the filthy debris.

11. Torture Chamber

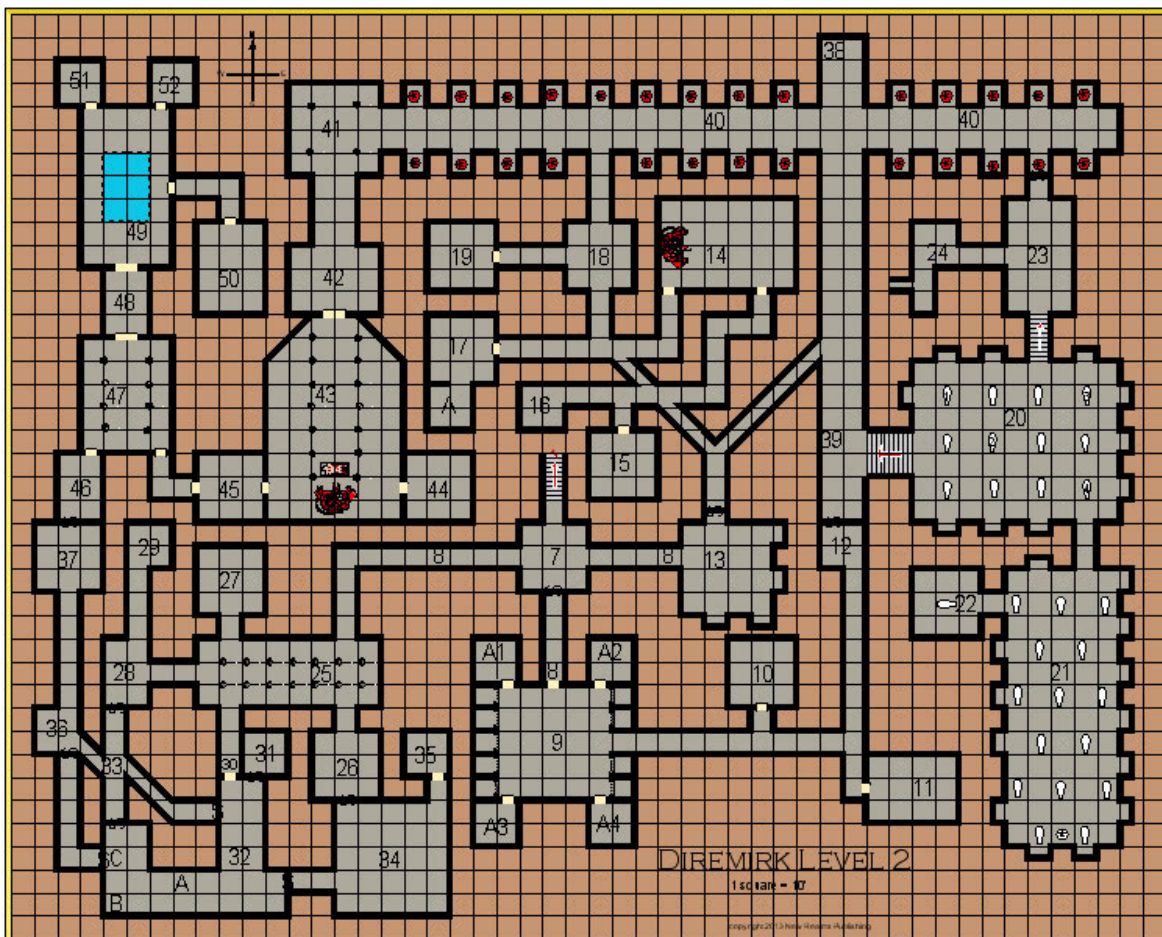
Dust and cobwebs cover this room and the implements of torture spread about it. On the south wall is a rack that holds an array of whips, chains and hooks, in the northeast corner is an iron maiden and a cage holding old bones hangs from the ceiling. Along the north wall is a stone shelf with an array of blades, hooks and branding irons set upon it. Near the center of the room is a rack.

The implements have not been used for some time. There is nothing of value in the room.

12. Bone Chamber

Hundreds of dark-stained bones and scraps of cloth and leather are piled on the floor of this small, dirty chamber. Patches of mold grow on the walls and the air smells foul.

The remains of past victims from Area 11 are piled here. Crawling through the bones are 4 giant rats [AL N; MV 120' (40') Swim 60' (20'); AC 7; HD ½; HP 4, 2x3, 2; #AT 1; DG 1d3 + disease; SV F 1; ML 8; XP 6].



The secret door is opened by pushing on a small stone block. The catch is trapped and if not disarmed poison gas will spray out of small holes in the wall, filling a ten-foot cube in front of the secret door. All those in the space must save vs poison or be rendered unconscious for 3 turns.

13. Niche Chamber

Dust covers the floor of this large chamber. Masses of thick cobwebs cover the walls and hang from the shadowy ceiling.

There are five cobweb-covered niches set in the walls of this chamber. In each niche to the east and south is a skeleton armed with a rusty sword and shield. As soon as a character moves twenty feet' or more into the chamber the skeletons attack.

Skeletons [AL C; MV 60' (20'); AC 7; HD 1; HP 7, 2x6, 5; #AT 1; DG 1d6; SV F 1; ML 12; XP 13].

The northern niche is empty and full of cobwebs. In the back of the niche is a secret door that is opened by pushing a small stone block.

14. Dinning Hall

Two rows of long tables and benches stretch down the center of this large rectangular room. Garbage litters the tables and floor and the air smells of old blood and rot. Near the center of the west wall, sitting cross-legged on the floor, is a massive statue of a bloated, reddish-furred humanoid with horns, a bestial face and a large, gaping mouth.

The room is the dungeon's dinning hall and, at times, is still used. The recognizable pieces of garbage are chunks of rotting flesh, gnawed bones – both animal and humanoid – filthy plates and eating utensils, and ragged, dirty pieces of cloth. Six of the plates are made of gold (50 gpv each), but will take three turns (2 plates per turn) of searching to uncover.

If the party stays in the room longer than one turn, at the beginning of the second turn a deep droning sound will emanate from the statue. The following round five giant flies will fly out of the statue's mouth and attack.

Giant Flies [AL N; MV 90' (30') Fly 180' (60'); AC 6; HD 2; HP 15, 13, 12, 2x10; #AT 1; DG 1d8; SV F 1; ML 8; XP 29; surprise 4 in 6].

The statue is 15' tall and the upper half of the torso and head are hollow. The upper portion of the statue can be smashed with a total of 12 hit points of damage. Breaking the statue will uncover a small locked coffer that sits in the statue's chest. The coffer contains a gold necklace set with six bloodstones (1,000 gpv) and a cleric scroll of *cure disease*.

15. Execution Room

Characters listening at the door will hear a buzzing sound coming from the area beyond the door. Characters quietly standing outside the door, but not actively listening, have normal listening chances to hear the buzzing.

A buzzing sound and the stench of rotting flesh fills the room. In the center of the room is a darkly stained block of wood with a U-shape carved down into the top. A pair of boots are sticking out from behind the block.

The boots are on the feet of a headless corpse that is lying behind the block. The corpse is covered by a small swarm of bloated, green flies. If the characters leave and shut the door without entering, the flies will continue with their feast. If the characters enter the room, there is a cumulative 1 in 6 chance per round that the flies will become enraged and swarm a character who is not carrying a torch. If the body is disturbed, the flies will automatically swarm.

Swarm of Flies [AL N; MV 30' (10') Fly 60' (20'); AC 7; HD 3; HP 18; #AT 1; DG 2; SV F 0; ML 11; XP 65; double damage to unarmored characters].

The corpse is that of an elf that was recently captured. There is nothing of value in the room.

16. Skull Mound

Bones and rubbish litter the floor of this chamber. Piled in the center of the chamber is a five-foot tall mound of skulls.

Lurking in the chamber is a carcass scavenger [AL C; MV 120' (40'); AC 7; HD 3+1; HP 20; #AT 8; DG Paralysis; SV F 2; ML 9; XP 135].

On the floor is the mostly intact skeletal remains of an elf in leather armor. A broken longbow lies nearby. A sword, dagger and a large belt pouch still hang from the skeleton's belt. The weapons are in good condition and the pouch contains a flask of oil, tinderbox, 2 vials of holy water, 3 candles and a purse containing 12 cp and 16 sp. On the skeleton's back is a quiver that holds 12 arrows, four with silver heads.

17. Kitchen

A large cauldron bubbles over a fire in the center of this room, releasing a foul stench that fills the air. A filthy, gore-encrusted counter sits along the north wall. Fat maggots crawl over chunks of meat that hang from hooks set in the west wall.

This area is the dungeon's kitchen, tended to by an ogre that lives in Area A.

The ogre [AL C; MV 90' (30'); AC 5; HD 4+1; HP 30; #AT 1; DG 1d10+2; SV F 4; ML 10; XP 215]. The ogre wields a massive, two-handed axe.

A. Ogre's Chamber

A large mound of filthy rags and furs sits in the southwest corner of this chamber. Along the south wall is a large wooden trunk. Hanging on the east wall is a tattered, rotting tapestry. In the northwest corner are two spears and a battleaxe.

Among the bedding is an *elven cloak*. One of the spears is a +1 *spear*. The trunk is full of junk, such as old clothing, a bent brass candlestick, an old bracer, etc... Under the junk is a sack of 400 cp and 300 sp. Another sack contains 400 gp. There is also a small wooden box that contains a gold ring, fashioned to resemble a gold dragon in flight (300 gpv), and a pouch of six gems (3x50, 2x100, 1x250 gpv).

18. Empty Chamber

A filthy black rat scurries into the shadows from atop its perch on a small pile of bones in this otherwise empty chamber.

The bones are a mix of human and animal. There is nothing else of interest.

19. Battle of Bones

The door to this room hangs open on a single hinge. Bones and the blackened remains of arms and armor are scattered about the floor. Scorch marks stain the walls and ceiling.

One round after any character enters the room, seven skeletons will animate and attack [AL C; MV 60' (20"); AC 7; HD 1; HP 5 each; #AT 1; DG 1d6; SV F 1; ML 12; XP 13].

Searching the room will uncover 2 swords, a warhammer, a battleaxe, a +1 *shield*, a suit of chainmail, 83 cp, 25 sp, 13 gp, and 12 pp.

20. Crypt

The sound of dripping water echoes through this large chamber. Shadowy niches line the walls and two-feet of murky, foul-smelling water covers the floor. The tops of rectangular stone boxes rise above the surface of the water in several places. The ceiling is lost in shadow.

This chamber is the crypt for the dungeon's original inhabitants, but has not been used in many years. The vaulted ceiling is thirty-five feet high. Long ago, tremors damaged this section of the dungeon, dislodging chunks of stone from the ceiling, causing cracks in the floor, and resulting in the current flooding. The niches once held coffins, which have been reduced to broken chunks of rotting wood, the contents scattered about the floor underwater.

Movement through the flooded crypts is at 2/3 speed and is noisier than normal due to the water and the amount of debris on the floor. The debris consists of bones, rags, chunks of stone, rusted weapons and armor, etc... Most of the bones are human, hobgoblin and animal and many have been gnawed upon. There is nothing of value in the underwater debris.



The rectangular boxes are sarcophagi. Each is three-feet high, three-feet wide and six-feet long. There are twelve sarcophagi, four of which are still closed. They can be opened by sliding the lids off.

1. The first sarcophagus contains the skeletal remains of a hobgoblin, clad in rotting chainmail with a rusted and rotten halberd at its side. On one bony finger is a gold ring (75 gpv).

2. The second sarcophagus is trapped. If not disarmed, when the lid is moved the sarcophagus will release a poison gas. All those within ten feet of the sarcophagus must save vs. Poison or take 1d4 points of damage. Lying atop the skeletal remains of a hobgoblin is a sheathed *+1 shortsword*. If the sword is removed from the sarcophagus, the skeleton will animate and attack (HP 7).

3. The third sarcophagus is trapped. If this lid is disturbed, an ancient spell, similar to a magic mouth, is triggered resulting in a loud, deep growl that echoes through the chamber and beyond. Roll for a wandering monster. The sarcophagus appears empty. However a secret compartment contains a leather pouch which holds a silver necklace (250 gpv).

4. Partially covering the top of the fourth sarcophagus and floating on the water nearby is a green slime [AL N; MV 3' (1'); AC -; HD 2; HP 13; #AT 1; DG turn to slime; SV F 1; ML 12; XP 38].

Inside the sarcophagus are the remains of a hobgoblin. On one bony finger is a gold ring engraved with a bull's head (200 gpv).

21. Crypt

The air is damp and cold. Foul, murky water covers the floor and shadowy niches line the walls of this large chamber. The tops of rectangular stone boxes rise above the surface of the water in rows across the chamber. The ceiling is lost in shadow.

This chamber is very similar to Area 20, except the crypt was used for the fifteen original clerics of the temple. Like Area 20, the water reduces movement to 2/3.

The rectangular boxes are sarcophagi. There are fifteen sarcophagi in orderly rows throughout the

chamber. All are closed. Near the center of the south wall is a ten-foot tall statue of a bloated, reddish-furred humanoid with horns and fangs sitting cross-legged on the floor. The statue is set with two ruby eyes (500 gpv).

If the statue or the sarcophagi are disturbed all the sarcophagi open and a skeleton climbs out of each one and attacks. At the same time, the mummy in Area 22 will become active.

Skeletons [AL C; MV 60' (20'); AC 7; HD 1; HP 6 each; #AT 1; DG 1d6; SV F 1; ML 12; XP 13].

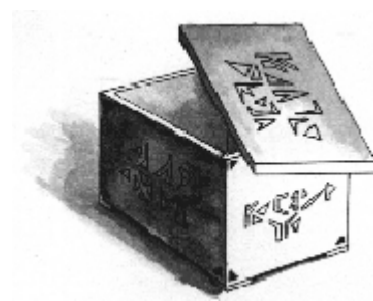
22. High Priest's Crypt

The air is even colder here and a mist rises from the surface of the water. In the center of the chamber is a rectangular stone box.

The box is another sarcophagus, however, unlike the other sarcophagi in the crypts, this one has hinges on the lid allowing it to swing open. The sarcophagus contains the remains of the temple's chief cleric, now a mummy. The creature can sense the presence of the living and one round after the character's enter the crypt, or if the skeletons in Area 21 animate, the lid to the sarcophagus will swing open and the undead cleric will rise to attack.

Mummy [AL C; MV 60' (20'); AC 3; HD 5+1; HP 29; #AT 1; DG 1d12+disease; SV F 5; ML 12; XP 860; undead, only harmed by magic, spells and fire].

The sarcophagus contains a pair of bracers inlaid with silver in the shape of a horned-beast's head (150 gpv each), a matching pendant set with two bloodstones suspended from a gold necklace (700 gpv), a black leather belt, trimmed with gold, and set with six bloodstones (500 gpv), a *+2 warhammer* and a pair of *gauntlets of ogre power*.



23. Chamber of the Broken Statue

Moisture glistens from the walls and bones and rags litter the floor of this rectangular chamber. In an alcove to the north are several large chunks of stone..

The chunks of stone are the broken remains of a statue. If assembled, the statue will form a seven-foot tall, hairy humanoid dressed in robes and leaning on a skull-topped staff. A hidden catch in the wall opens the secret door to the north.

24. Ghoul Lair

Bones and rags litter the floor of this filthy, foul smelling chamber. In the northwest corner is a large wooden box.

The chamber is the lair of four ghouls [AL C; MV 90' (30'); AC 6; HD 2; HP 14, 13, 2x10; #AT 3; DG 1d3 + paralyzation; SV F 2; ML 9; XP 47; difficulty to turn as 3HD]

The box is a coffin and contains 2000 cp, 1000 sp, 4 gems (50 gpv each), a +3 *arrow*, and a cleric scroll of *cure light wounds* and *remove curse*.

There is a rough, five-foot diameter passage in the west wall that slopes up to Area 6, Level 1.

25. Pillared Hall

A double-row of ornate pillars rise to meet the shadowy ceiling of this wide, dusty hall. The pillars are engraved with relief carvings of monstrous, winged creatures. At the eastern end of the hall is a small mound covered by slimy green mold.

The mold is harmless and covers the skeletal remains of a cleric, 12 sp and a ivory scroll tube (50 gpv) containing a cleric scroll of *cure light wounds* and *cure disease*.

26. Dusty Chamber

Bones and the remains of weapons and armor litter the floor of this dusty chamber. A relief carving emblazons the east wall and lying on the floor near the southwest corner is a black tripod.

The bones are from six human skeletons and many appear to have been gnawed upon. The weapons and armor are rusted, broken and worthless. The three-foot tall tripod is made of iron, painted black and has a bowl shaped depression on the top.



The carving in the center of the east wall is of a bloated, red-furred humanoid with horns, claws, and a grinning mouth full of pointed teeth. The secret door in the south wall can only be opened by pushing the right horn. However, the opening mechanism is trapped and if not disarmed, when the horn is pressed the mouth of the engraving will open and poison gas will spray into the chamber. All those in the chamber must save against poison or take 1d6 points of damage.

27. Filthy Chamber

Mold and filth encrusts the walls of this foul smelling chamber. Bones and trash litter the floor and a mail-clad body lies in the northwest corner.

Lurking in the chamber are three giant flies [AL N; MV 90' (30') Fly 180' (60'); AC 6; HD 2; HP 15, 13, 10; #AT 1; DG 1d8; SV F 1; ML 8; XP 29; surprise 4 in 6].

The body is the remains of a human, a fighter that perished here days ago. The fighter is clad in chainmail and has a sword, shield, dagger and backpack. In the backpack is a wineskin, 4 torches, tinderbox, a flask of oil, and a small sack containing 120 cp, 50 sp and 35 gp.

28. Moldy Chamber

A luminous fuzzy green mold covers a small mound of refuse near the center of the west wall, illuminating the chamber with a sickly green glow. Cobwebs hang in the corners and from the ceiling and small bones and bits of trash litter the floor.

The mound is the skeletal remains of a magic-user. One of the potions the explorer carried broke, giving the mold its glow which provides enough light to see in a ten-foot radius. The mold is harmless and will continue to glow for 1 day after being removed. If the mound is searched, a silver dagger and a pouch containing 4 gems (3x10, 1x50 gpv) will be found among the skeletal remains.



29. Chamber of the Mirror

The passage ends in a small, dusty chamber. The air is cold and damp. Skeletons, clad in cobweb-covered armor, bony hands draped over dusty weapons, lie near the center of the chamber. A glint of metal can be seen on the east wall.

The skeletons are the remains of three goblins and two hobgoblins, victims of a pit viper [AL N; MV 90' (30'); AC 6; HD 2; HP 15; #AT 1; DG 1d4+poison; SV F 1; ML 7; XP 38; sense heat 60', always wins initiative] that dwells in the chamber. Among the bones are two swords, two spears, a shortsword, a shield, 130 cp, 40 sp, 24 gp and a 50 gp gem.

The glint on the east wall is from an ornate black metal frame built into the wall. The frame is six-feet high, three-feet wide and holds what appears to be a mirror, although the surface casts no reflection. Anything touching the mirror will cause it to ripple like water. An item can be placed into the mirror and withdrawn. Anyone or anything passing completely through the mirror will be teleported to Area 38.

30. Pit Trap

Each character passing through this space has a 3 in 6 chance of stepping on the cover of a pit trap and falling into a ten-foot deep pit for 1d6 damage.

31. Guard Post

Five goblins stand guard from this room, being able to watch the hallway to the west and south through a peephole in each wall. If intruders are spotted, one of the goblins will move south to alert those in 34 and 35 and another will move to alert those at 36.. The other three will remain in this room and wait to either slow a party attempting to move north to Area 25 or join a battle in Area 32.

Goblins [AL C; MV 60' (20'); AC 6; HD 1-1; HP 6, 2x5, 2x4; #AT 1; DG 1d6; SV 0; ML 7; XP 5]. Each of the goblins is armed with a shortsword. Three also carry spears and two shortbows. Each goblin has a pouch of 2d6 cp and 1d6 sp.

The room contains five filthy pallets, a small table with bits of food and a few filthy mugs on it, and two stools. On this side, the secret door can be opened by pulling on a lever jutting out of the south wall.

32. Hall of Secrets

Small bones and bits of trash litter the floor of this wide corridor. Cobwebs hang from the walls in places and the air smells of mold.

This corridor is where the goblins, if alerted, will attempt to ambush the party. The goblins will use the secret doors and the size and shape of this corridor to attack from multiple directions, surround and overwhelm the characters.

There are five secret doors and three murals in this corridor. Unless otherwise noted, the secret doors can be opened by depressing hidden catches in the walls beside them. The murals are very old and faded, but still discernable. Each is described below.

A. Painted on the wall is the image of a large mound of treasure with a ruby-tipped scepter sticking out of the top.

If the stone behind the ruby-tip is pushed a trapdoor opens in the space in front of the painting. Anyone standing in the ten-foot' space has a 3 in 6 chance of falling into a ten-foot' deep pit for 1d6 damage.

B. Painted on the south wall is a scene depicting tall goblins in heavy armor in a victorious battle against primitive looking humans.

C. Painted on the west wall is the image of a tall goblin dressed in rich, crimson robes and wearing a crown. The goblin is seated on a jeweled throne. There are three jewels on the throne – ruby, emerald and sapphire.

With a successful search, or by experimentation, characters can determine that all three are painted on small sections of stone that can be pushed. If the ruby is pushed, the secret door swings open. If the other two are pushed a trap is activated and gas sprays out of the wall. Anyone in the ten-foot space in front of the painting must save vs poison or fall unconscious for 3 turns.

33. Pit Trap

Each character passing through this space has a 3 in 6 chance of stepping on the cover of a pit trap and falling into a ten-foot deep pit for 1d6 damage.



34. Goblin Lair

A small, smoky fire burns in the center of this large room. Scattered across the floor are a score of filthy pallets, weapons and an assortment of odd personal items. The air is warm and foul.

In this room are twelve goblins [AL C; MV 60' (20'); AC 6; HD 1-1; HP 7, 2x6, 4x5, 3x4, 2x3; #AT 1; DG 1d6; SV 0; ML 7; XP 5]. Each of the goblins is armed with a shortsword. Six also carry spears and six shortbows. Each goblin has a pouch of 2d6 cp and 1d6 sp. Among them are 7 pieces of minor jewelry (4x10, 2x20, 1x40 gpv).

35. Hobgoblin's Room

This small room is simply furnished with a crude table, three stools, three pallets and a large chest. A bow, quiver and a tapestry hang along the north wall. A lantern, bowls, and other items are scattered across the tabletop.

This room is the lair of three hobgoblins [AL C; MV 90' (30'); AC 6; HD 1+1; HP 8, 7, 5; #AT 1; DG 1d8; SV F 1; ML 8; XP 15]. The hobgoblins are armed with spears and swords. The largest hobgoblin has a +1 sword. Each carries 2d6 sp and 1d4 gp.

On the table is a half-empty bottle of wine, a lantern, crusty bowls, spoons, mugs, a moldering chunk of bread and a dagger. The bow is a normal shortbow, the quiver holds 10 arrows and 3 +1 arrows, and the tapestry is faded, but intact, and shows a twilight forest scene (50 gpv, 200 enc). The chest is locked, the largest hobgoblin has the key, and contains 1,200 gp, a pouch of three gems (100 gpv each) and a potion of *speed*.

36. Guard Post

An iron tripod in the southwest corner of the chamber holds a smoking brazier that sheds a dim, ruddy light. Four pallets and two wooden boxes are on the floor along the west wall.

Standing guard in this chamber are four goblins [AL C; MV 60' (20'); AC 6; HD 1-1; HP 1x6, 3x4; #AT 1; DG 1d6; SV 0; ML 7; XP 5]. Each of the goblins is armed with a shortsword and has a pouch of 2d6 cp and 1d6 sp.

If these goblins are the first to detect intruders, one

of their number will move through the secret door to the south to alert the goblins to the east. If alerted by goblins from the east, they will move to join in the attack on intruders.

A hot poker is kept in the brazier at all times. One of the boxes contains a sack of coal, four flasks of oil and three torches. The other contains some food, a wineskin and a cask of water.

37. Statue Chamber

A faded tapestry hangs on the west wall of this dusty chamber. In the center of this chamber is the statue of a tall, armored goblin wearing a cape and wielding a sword in each hand.

The tapestry depicts a scene of tall, armored goblins leading a ragged column of humans in chains. If the left arm on the statue is pushed down, the secret door to the north will swing open. Unless the characters are quiet, there is a 2 in 6 chance per turn the bugbears in Area 46 will hear them and move to investigate.

38. Teleport Entry

Creatures and objects passing through the mirror at 29 will be teleported to this area. In the northeast corner lies a black helmet adorned with bulls horns. The Black Helm causes the wearer's eyes to glow red in the dark, provides infravision up to sixty feet and makes the character immune to the effects of *darkness*, *blindness* and similar magic. In addition, the wearer is protected from acid, receiving a +2 bonus on saves against acid attacks and reducing the damage from acid by 1 point per die.

39. Mirror

The glint of metal or the reflection of the party's lights may draw the characters' attention to the west wall of this hall. The glint comes from a black metal frame, six-feet high and three-feet wide, that holds what appears to be a mirror. The first character to look in the mirror will see his or her reflection for a few seconds and then the character's reflection will start to decay. At the end of the round a zombie will step out of the mirror followed by five more zombies.

Zombies [AL C; MV 120' (40'); AC 8; HD 2; HP 12 each; #AT 1; DG 1d8; SV F 1; ML 12; XP 29].

Anyone touching the mirror will feel some resistance and ripples will move across the surface. Anyone passing through the mirror will find themselves on the east side of a twenty-foot square room (not on map). There are three objects in the room: a mirror on the north wall, a pedestal in the center of the room and a chest along the west wall. The room is dusty and the pedestal and chest are covered with cobwebs.

On the pedestal is a silver helm. If the helm is removed from the pedestal, the room will grow darker and from out of the shadows along the walls will drift three shadows [AL C; MV 90' (30'); AC 7; HD 2+2; HP 16, 13, 12; #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 Silver Helm provides the wearer with the benefits of a *bless* spell and makes the wearer immune to *curse* spells.

The chest is ironbound wood and locked, but not trapped. Inside the chest are two sacks of 500 gp each, a small wooden box containing 6 gems (3x50, 3x100 gpv), a magic-user scroll of *lightning bolt*, a cleric scroll of *striking*, and a second small wooden box, locked, which contains a potion of *healing* and a potion of *invisibility*.

Characters can exit the room by walking through the mirror on the north wall. This mirror will teleport the characters to the east end of Area 40. There are no wandering monsters in this room and, except for the threat of the shadows, the characters can safely rest here.

40. Hall of Statues

Deep, shadowy alcoves line the walls of this wide corridor. In each of the alcoves is a statue of a humanoid figure in hooded robes, head bowed and hands up sleeves. The statues are seven-feet tall and stand atop one-foot tall bases.

If characters take a closer look at the statues they will notice that the statues have bestial, hairy faces carved under the hoods. If characters investigate further roll 3d10 or choose a result from the list below. Each result can only be obtained once.

3 - 20. There is nothing else of interest.

21. Coiled in the corner of the alcove is a spitting cobra [AL N; MV 90' (30'); AC 7; HD 1; HP 7; #AT 1 bite or spit; DG 1d3+poison; SV F 1; ML 7; XP 13; spit causes blindness.]

Lying behind the statue is a skeletal arm and hand with a ring on one finger (150 gpv).

22. A secret compartment in the statue's base holds a small coffer. The coffer is locked and contains a magic-user scroll of *light, protection from evil* and *phantasmal force*.

23. If touched the statue will let out a loud moan. Make an immediate wandering monster check.

24. The head of the statue is loose and can be removed to uncover a hole which gives access to a hollow space in the statue's chest. Inside the hollow space is a small coffer covered with yellow mold [AL N; MV 0; AC -; HD 2; HP 12; #AT acid, spores; DG 1d6/suffocation; SV F 2; ML -; XP 38; acidic damage on contact, spores cause suffocation].

Because of the confined space, the mold's spores will be contained inside the statue except for a small puff of spores that will come up through the hole only affecting the character looking or prodding down the hole. The coffer is locked and contains a gold necklace set with a jade (600 gpv).

25. There is a secret compartment in the statue's torso. The door to the compartment is trapped, however, and if not first disarmed the character opening the compartment will be struck by a poison needed and must save vs Poison or be paralyzed for 6 turns. The compartment contains a potion of *clairvoyance*.

26. There is a secret compartment in the statue's base. The door to the compartment is trapped, however, and if not disarmed it will cause a trapdoor in front of the statue to open, uncovering an eight-foot square, ten-foot deep pit. Anyone standing in front of the statue has a 4 in 6 chance of falling in the pit. The compartment contains a *wand of magic missiles* with 7 charges.

27. Lurking in the shadows of the alcove is a crab spider [AL N; MV 120' (40'); AC 7; HD 2; HP 14; #AT 1 bite; DG 1d8 + poison; SV F 1; ML 7; XP 38; surprise 4 in 6].

Behind the statue is a +1 *shield* with an image of a griffon emblazoned on it.

28. The statue's head can be removed uncovering a hollow space in the statue's chest. Removing the head, however, releases a cloud of sleeping gas which quickly fills a twenty-foot area in front of the statue. Anyone in the cloud must save vs poison or fall asleep for 3 turns. The hollow space contains a sack which holds 300 gp and 200 gp.

29. Lurking near the statue is a gray ooze [AL N; MV 10' (3'); AC 8; HD 3; HP 20; #AT 1; DG 2d8; SV F 2; ML 12; XP 80; dissolve armor, immune to fire and cold].

30. The head of the statue can be removed revealing a hole that gives access to a hollow in the statue's chest area. Unless a light is put inside the hole it is very difficult to see what is inside. Inside is a pouch of six gems (100 gpv each).

41. Pillared Chamber

Cobwebs hang from the base of four thick pillars that support the shadowy ceiling of this large chamber. The pillars are engraved with images of gigantic, horned humanoids wielding pitchforks. The air is chill and smells foul.

Standing behind each pillar is a bugbear zombie [AL C; MV 120' (40'); AC 6; HD 4; HP 28, 25, 23, 21; #AT 1; DG 1d8+1; SV F 2; ML 12; XP 135].

42. Shadowy Chamber

Flames flicker from two smoky braziers that sit near the southern corners of this wide chamber. Sulfurous fumes drift across the chamber and shadows creep along the walls. Ornate double doors are set in the southern wall.

Each door is engraved with the image of a massive, red-furred humanoid with horns and a wide, grinning mouth full of pointy teeth. The bowls of the braziers are engraved with images of tall, horned humanoids with pitchforks tormenting writhing humans.

As the characters explore this chamber they may hear distant screams, chains rattling or moans, as if someone was in pain. Only one character will hear the sound at a time and that character will be

uncertain as to distance and direction. Likewise, characters may see movement at the edge of their vision, an unexplained shadow or the shadow of a humanoid writhing on the wall or suddenly reaching out.

The double doors cannot be opened by a non-Chaotic character. Should a non-Chaotic character attempt to open the doors, the braziers will dim for one round and two shadows, one from the east wall and one from the west, will emerge and attack.

Shadows [AL C; MV 90' (30'); AC 7; HD 2+2; HP 13 each; #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 strange sights and sounds, being unable to open the doors and the appearance of the shadows, are the result of the braziers and the sulfurous material that is burning in them. Should the braziers be extinguished, the odd effects would end and the characters could open the doors. The braziers radiate magic and evil if detected for. A character touching a brazier will be burned for 1d3 points of fire damage. The bases of the braziers are very heavy and they would be difficult to topple, requiring the combined efforts of three characters with average strength or a single character with an 18 strength. A toppled brazier would create a wall of fire five-feet wide and thirty-feet long, burning all in its path for 1d6 fire damage, save against breath attacks for half. Toppling a brazier extinguishes it.

Should a vial of holy water be poured into a brazier the brazier would be extinguished, however, a stinking cloud of gas would billow out of the brazier, quickly filling the chamber. All those in the chamber must save vs poison. Those failing the save will fall to the ground helpless, overcome by the foul gas, for as long as they remain within the cloud. Those that make the save will be at -2 on attack rolls for as long as they are within the cloud. The cloud will remain for 3 turns.



43. Temple

Veins of red crystal run through the black stone that forms the walls and floor of this vast room. Towering crimson columns rise into the darkness. At the southern end of the room, a twenty-foot tall statue of a bloated, red-furred humanoid with horns and a wide mouth full of pointy teeth, sits cross-legged on the floor. An immense bowl full of fire sits in the statue's lap. In front of the statue is a large block of black stone.

The room is occupied by the bugbear cleric, his two acolytes and four hobgoblin guards.

Grular, Bugbear Cleric [AL C; MV 90' (30'); AC 3; HD 3+1 +5d6; HP 36; #AT 1; DG by weapon +1; SV C 5; ML 9; XP 3,020; surprise 3 in 6, spells, turn undead]. The bugbears wear +2 *chainmail* and wields a *staff of striking* (15 ch). He wears a necklace with a pendant in the shape of the horned head set with ruby eyes (1,500 gpv), a pair of silver bracers (250 gpv each) the key to Area 51, and a plain iron ring which allows the wearer to telepathically command up to 120' the statue in Area 45. He has the following spells memorized:

1st *Cure Light Wounds, Darkness, Fear*

2nd *Curse, Hold Person*

3rd *Animate Dead*

Bugbear Acolytes [AL C; MV 90' (30'); AC 4; HD 3+1 +1d6; HP 20, 18; #AT 1; DG by weapon +1; SV C 1; ML 9; XP 290; surprise 3 in 6, spells, turn undead]. The acolytes are equipped with chainmail, shields and maces. One acolytes has prepared a *cure light wounds* spells, the other *fear*. Each of the acolytes wears a silver necklace with a pendant in the shape of a horned head (300 gpv) and has a pouch containing 3d6 cp, 3d6 sp and 3d6 gp.

Bugbear Guards [AL C; MV 90' (30'); AC 4; HD 3+1; HP 20, 19, 17; #AT 1; DG by weapon +1; SV F 3; ML 9; XP 100; surprise 3 in 6]. The bugbears wear chainmail and carry shields, swords, hammers and spears. Each has a pouch containing 3d6 cp, 3d6 sp and 3d6 gp.

When the characters enter the room, the cleric and the acolytes will be near the altar and the guards near the center of the room. When combat begins,



the cleric will summon the statue from Area 45 and use spells to hamper the party, beginning with a *darkness* spell at the entrance and using *animate dead* when most advantageous. The bugbears will throw their spears and hammers, if able, before engaging the characters in melee. The bugbear acolytes will move to support the bugbears. If the battle goes badly the cleric will flee.

44. Lever Room

Dust covers the floor of this bare, stone room. Along the north wall is a long, wooden trunk. Sticking out of the center of the east wall is a iron lever.

The trunk is unlocked and contains a dozen torches, six flasks of oil, a tinderbox, flint and steel, a backpack, a wineskin, two maces, and ten days of trail rations.

If the trap at Area 8 has been triggered, pulling the lever down will cause the stone wall blocking the exit to slide back and reset the trap.

45. Statue Room

A faded crimson and brown tapestry hangs along the south wall of this room. Cobweb-covered stands in the west corners hold gold candelabra. In the northeast corner is a seven-foot tall statue of a horned humanoid.

The statue is an animate iron statue [AL N; MV 30' (10'); AC 4; HD 4; HP 24; #AT 2; DG 1d8 each; SV F 4; ML 11; XP 190; non-magical weapons may stick in statue].

The statue guards this chamber against enemy intruders, but will not leave the room unless directed to by the wearer of the iron ring. The two candelabrum are worth 300 gpv each.

46. Guard Room

A skewer of meat slowly roasts over a brazier of hot coals in the southeast corner of this room. Three stools sit around a small table in the center of the room. Three spears, a shield and a heavy mace lean against the east wall.

This room is occupied by three bugbear guards [AL C; MV 90' (30'); AC 4; HD 3+1; HP 19, 17, 16; #AT

1; DG by weapon +1; SV F 3; ML 9; XP 100; surprise 3 in 6]. The bugbears wear chainmail and carry shields, swords, and hammers. Each has a pouch containing 3d6 cp, 3d6 sp and 3d6 gp.

The bugbears are relaxed, but alert, and unless the characters are quiet, there is a 2 in 6 chance per turn the bugbears will hear them in Areas 37 and 47 and move to investigate.

47. Pillared Room

Ornate pillars support the high ceiling of this large, shadowy room. On the center of the west wall a large shield hangs over a pair of crossed spears. In the center of the north wall is a pair of large double doors. Engraved on each of the doors is the image of a large, hairy goblin wielding a big hammer.

The spears are trapped so that if an attempt to remove the shield is made, the spears will fall to the ground. The sudden noise has a 4 in 6 chance of alerting the bugbears in Area 46. The spears and shield are normal.

Whenever anyone approaches within ten-feet of the double doors, a deep, guttural voice will say "Death awaits all those who dare to trespass within these halls." This will alert the bugbears in Area 46 who will open the door one round later to investigate.

48. Pitted Hall

Pockmarks and deep gouges score the walls and floor of this crumbling hall. In places the stone is bulged and rippled. In other places, the stone is cracked and crumbling. Double doors are set at both ends of the hall. The inner sides of the doors are scorched and pitted.

This hall was damaged in battles with the dragon. Close examination of some of the walls and floors will uncover deep grooves in the stone that appear to have been made by massive claws.

49. Dragon's Lair

The floor of this room is rough and cracked. Pockmarks and deep grooves mar the walls and a foul smell hangs in the air. In the center of the room is a slowly swirling pool of murky water. Thin trailers of mist rise from the surface of the pool, carrying a foul stench.

At the north end of the room, among its treasure, is Slygore, a black dragon, [AL C; MV 90' (30') Fly 240' (80'); AC 2; HD 7; HP 36; #AT 3 DG 1d4+1/1d4+1/2d10; SV F 7; ML 8; XP 1,490; spells, breath weapon]. Slygore knows the following spells: *charm person*, *darkness*, *hold portal*, *sleep* and *ventriloquism*.

Slygore is a close ally of the bugbears and will do his best to defend this area and his treasure. However if the battle goes against the dragon, he will dive into the pool, which is forty-feet deep. In the bottom of the pool is a tunnel which leads out into the surrounding marsh, which the dragon will use to escape.

The east door to this room is kept propped open with a ten-pound chunk of stone. If he has the opportunity before a battle begins, the dragon will use his ventriloquism spell to alert the bugbears in Area 50. If a battle begins before the dragon has a chance to cast the spell, the bugbears have a 3 in 6 chance per round of hearing the dragon's roars during a battle. In either instance, once alerted the bugbears will move to join the battle, attacking with surprise if possible

Slygore is intelligent and has defended this room on several occasions. He will cast *darkness* on the southern end of the room and *hold portal* to prevent escape. The dragon will wait for attackers to move along either side of the pool before breathing, hoping to catch as many enemies in the stream of acid as he can.

The dragon's treasure includes 6,000 sp, 2,500 ep, 2,000 gp, 15 gems (6x10, 4x50, 3x100, 2x250 gpv), 8 pieces of jewelry (2x50, 2x100, 1x400, 1x500, 1x800, 1x1,000 gpv), potion of *extra healing*, magic-user scroll of *water breathing*, cleric scroll of *dispel magic*, +1 longbow and *Bracers of Armor* AC 6.

The door to Area 51 is locked.

50. Bugbear Lair

A fire burns in a pit dug near the center of this room, the smoke disappearing through several cracks in the ceiling above. A dozen mounds of furs are piled near the walls along with weapons, sacks and armor.

This room is the bugbear lair. There are currently three bugbears in the room [AL C; MV 90' (30'); AC 4; HD 3+1; HP 21, 18, 16; #AT 1; DG by weapon +1; SV F 3; ML 9; XP 100; surprise 3 in 6]. The bugbears wear chainmail and carry shields, swords, and hammers. Each has a pouch containing 3d6 cp, 3d6 sp and 3d6 gp. The largest wears a gold necklace (400 gpv).

Leaning against the walls are 3 spears, 2 swords, 2 shields, 3 maces, and a battleaxe. Among the sacks is a total of 1,200 cp, 1,000 sp, 800 ep, and 600 gp.

51. Grular's Room

The door to this room is locked.

A large bed piled with furs and pillows stands in the northwest corner of this small room. At the foot of the bed is a large trunk. A small statue, a bowl and a box sit on a table along the east wall.

This room belongs to Grular, the bugbear cleric. The small statue on the stand is of a large, red-furred humanoid with horns and a wide mouth full of pointy teeth (100 gpv, 300 enc), a bowl containing a foul-smelling incense (50 gpv) and a box of incense (250 gpv). The trunk contains an assortment of clothing and a sack of coins (300 sp, 100 gp). In a secret compartment in the bottom of the trunk is a bag of holding, which contains 2,000 gp, 6 gems (100 gpv each), and a cleric scroll of *create food and water*, *cure serious wounds* and *neutralize poison*.

52. Acolytes' Room

A simple bed stands in each of the corners to the north. Along the wall, between the beds, is a stand holding a silver candelabrum and a small wooden box. At the foot of each bed is a trunk.

This room is used by the bugbear acolytes. The candelabrum is worth 150 gp. The box contains a flint and steel and 6 wax candles. The trunks contain only ragged clothing and worthless junk. Under the bed in the northeast corner is a loose stone which covers a hole in the floor. In the hole is a sack containing 300 ep and a cleric scroll of *detect magic* and *remove fear*.

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