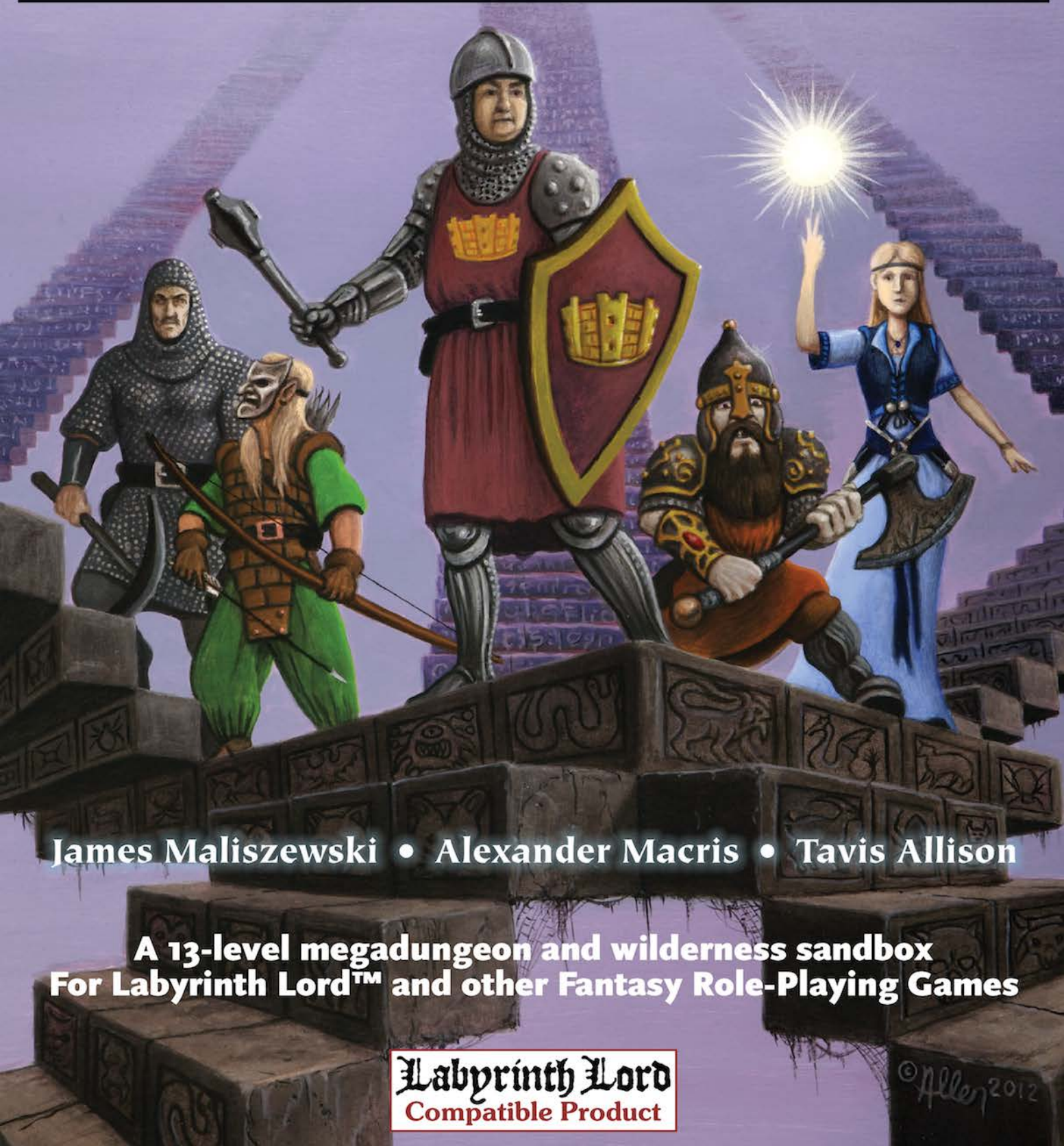
DWIMMERMOUNT



James Maliszewski • Alexander Macris • Tavis Allison

A 13-level megadungeon and wilderness sandbox
For Labyrinth Lord™ and other Fantasy Role-Playing Games

Labyrinth Lord
Compatible Product

Dwimmermount

James Maliszewski • Alexander Macris • Tavis Allison

AUTARCH

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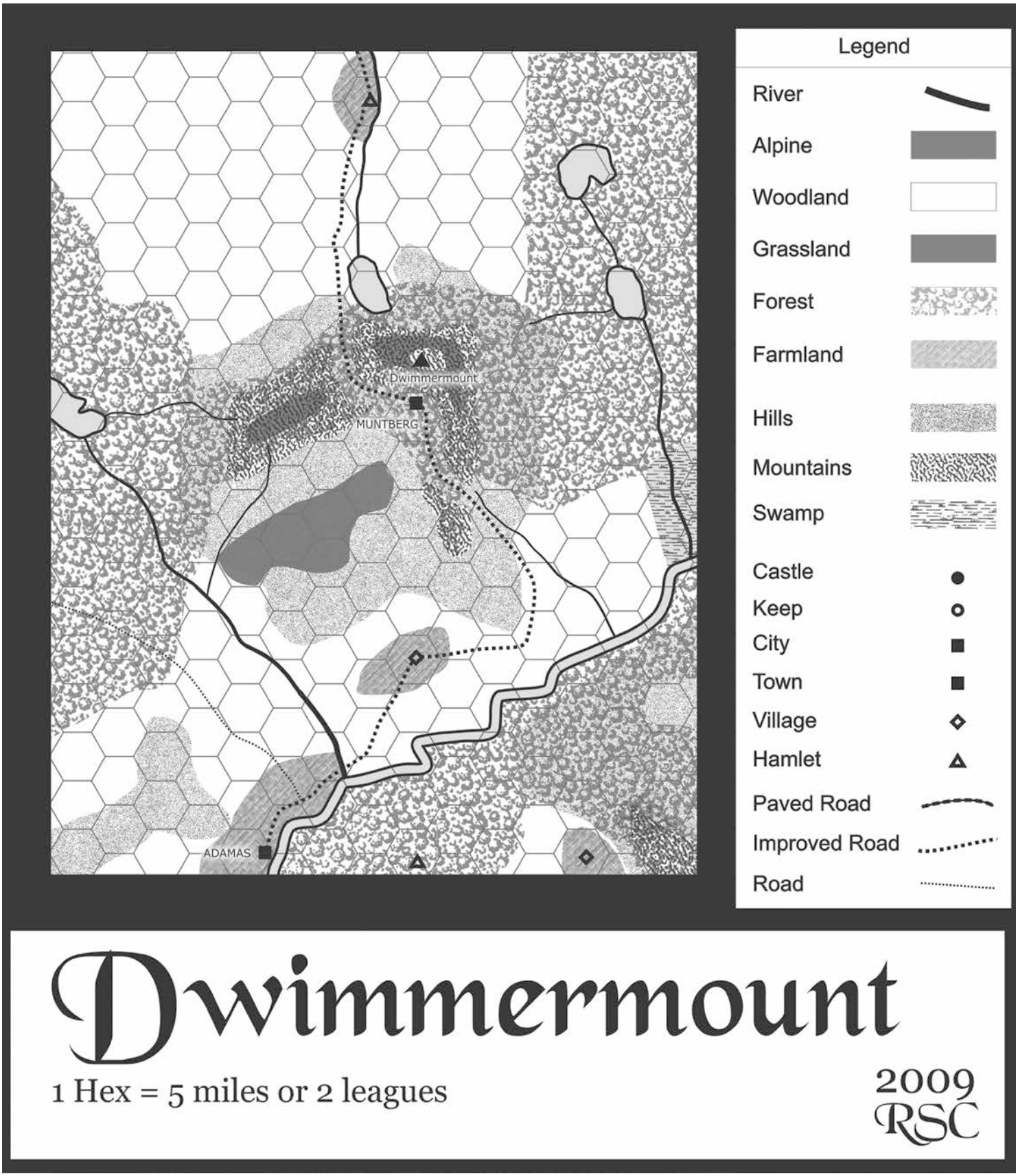
Section

Outside

1

Dwimmermount



Original campaign map done by Robert S. Conley.

Chapter 1

Introduction

THE BOOK YOU NOW HOLD takes its name from a 13-level megadungeon created for use with *Labyrinth Lord* from **Goblinoid Games**, though it is easily adapted to most other editions of the world's most popular fantasy roleplaying game and its various retro-clones. Though this dungeon began its existence in January 2009 as the adventuring site for my home campaign, it has grown over time, as new players were introduced to it at conventions and through online play. That growth convinced me that other referees were genuinely interested in seeing Dwimmermount made available to them for use in their own games, a conviction that was vindicated by a successful Kickstarter campaign that drew more than a thousand backers. Thanks to their generous support, patience, and encouragement, the secrets of Dwimmermount can now be revealed.

This book includes the following:

- All 13 levels of the Dwimmermount megadungeon, each consisting of many keyed locations stocked with monsters and treasure.
- An overview of the lands surrounding Dwimmermount, both civilized and wilderness, in order to support play *outside* of the megadungeon.
- The fortified town of Muntburg, located only a few miles from Dwimmermount. This is intended to serve as a "home base" for the player characters between expeditions into the dungeon's depths.
- Descriptions of numerous factions operating within and without the dungeon, whose activities add a further layer of complexity to Dwimmermount.
- A history of the dungeon from its earliest days to the present, so as to provide greater context for what goes on within its shadowy halls.
- Dozens of new monsters and magic items for players and their characters to discover.
- Discussions of ways to approach Dwimmermount, both as a player and as a referee, including insight into the dungeon's origins and design.

This book provides the referee with everything that he needs to begin a new campaign. Because of its size and complexity, Dwimmermount should provide enough material to keep players busy for many months, if not longer, as their characters grow in power sufficient to take on the most difficult challenges that lie in the deepest levels of the dungeon. Furthermore, the connections between Dwimmermount and the wider world, should the referee and players wish it, can expand their adventures to include everything from taming the wilderness and seeking magical secrets to playing politics—and even to the exploration of other worlds!

Designer's Notes

Dwimmermount owes its creation to several things, firstly my desire to create my own "huge ruined pile, a vast castle built by generations of mad wizards and insane geniuses," to borrow a famous phrase. Though I had played fantasy roleplaying games for decades, it had been many, many years since I had created my own dungeon and, when I had in the past, those dungeons were fairly limited in scope. They were "lair dungeons," which is to say, small, limited-use labyrinths intended to be fully explored and "cleared" after only a few sessions of play. But this hobby was born in the "megadungeon," a much larger and more extensive type of adventuring locale, one that defied being cleared out and to which players could return to again and again, even after years of play.

So I set about creating my own megadungeon, immersing myself in the foundational books and articles of the hobby's early days and trying to glean from them every bit of wisdom I could. What I soon found, however, was that we learn best by doing. Rather than simply reading, I would only begin to understand what a megadungeon was by sitting down, pencil in hand, and drawing up my own maps and keys. And so, after many fits and starts, Dwimmermount was born.

Of course, the Dwimmermount presented in this book differs in a number of ways, large and small, from the one that I first created several years ago. Partly, that is because I decided to polish up my original work to make it more suitable for publication and use by others, but the single largest reason is because I *played through Dwimmermount with my friends.* It was over the course of a two-year-long campaign that the theories I had learned met the reality of actual play. In many cases, that meeting was enlightening. I learned that much of what sounded good or useful in print was not so when confronted with real players. In other cases, I learned that my theory was sound and this helped me to extend those ideas to improve other areas. In every case, actual play helped make Dwimmermount a better and more fun place.

What you see here is my attempt to extend further the lessons I have learned from playing Dwimmermount over the course of several years. It is my hope that this latest version of the dungeon contains enough improvements over its predecessor to be of use to a wide range of players and referees. At the same time, I recognize that there is no "one size fits all" when it comes to dungeon design. I have little doubt that many aspects of the way I have designed and presented Dwimmermount will frustrate and possibly disappoint some readers. To those people I can only say that everything in this dungeon is here for a reason, often a reason grounded in the way that I run dungeon adventures with my home group. If this differs from the way that you run such adventures with your players, feel free to make whatever changes you deem necessary to improve on what I have done.

As a final piece of introduction, I want to touch briefly on the origins of Dwimmermount itself. The dungeon was born from the conflation of two ideas. The first was the desire to create a dungeon carved out of a mountain, with the lower levels of the dungeon being subterranean caverns, and there existing at the very bottom of the dungeon, an ancient city. This idea almost certainly came from the "Stone Mountain" dungeon cross section included in the 1977 *Basic Set* edited by Dr. J. Eric Holmes that was my introduction to the hobby. The second part was an early version of the wilderness map included in this book, which was published in issue #2 (Summer 2008) of the old school fanzine *Fight On!* On that map I plopped down a mysterious mountain called Dwimmermount, which was a font of magical power. The name was inspired by Tolkien's frequent use of *dwimor/dwimmer* to refer to magic and illusion, which I then combined with the shortened form of "mountain."

Over time, my conception of Dwimmermount changed and grew. I started to borrow ideas from a great many sources, from Roman and Byzantine history to Renaissance science and Victorian occultism and combined it all with a healthy dollop of pulp fantasy, in particular that of Abraham Merritt, an anagram of whose name plays a role in the history of the dungeon. I also owe a debt too, to earlier designers such as E. Gary Gygax, Tom Moldvay, and David Cook, whose previous works have inspired me. Homages to their ideas can be found throughout Dwimmermount and I make no apologies for that. I stand on the shoulders of giants.

How to Use This Book

This book can be used in several ways. The referee can use it more or less as-is, setting his campaign in the world of Telluria and focusing his adventures on exploring the Dwimmermount megadungeon. This is not the only way that he can use it, however, and the book has been written in such a way as to support other approaches. One such approach is to use Dwimmermount as a kind of "template" for designing a megadungeon of his own by changing parts of it to suit both his tastes and those of his players. Another approach is to use only bits of Dwimmermount—a level here, a level there, etc.

All of these approaches are perfectly fine and in keeping with the spirit in which this book was written. It is my firm belief that even pre-packaged adventure settings such as this one need to be

engaged with actively rather than passively. That is because the best adventures are those that the referee comes up with himself, based on some combination of his own ideas and those of others. This book offers up *a lot* of ideas, many of which I, as the author, am proud of and hope will be of use to others. No matter how good my ideas are, they are only good to the extent that referees and players alike derive an enjoyable experience from using them.

For that reason, the best way to use this book is to make it your own. In the words of the founders of our shared hobby: "... the best way is to decide how you would like it to be, and then make it just that way!" I could not agree more. Enjoy!

Publisher's Notes

There are two reasons this book exists. The first reason can actually be subdivided into 1,023 specific reasons, each of whom is named on the Acknowledgements pages. The commitment of these backers and contributors made *Dwimmermount* possible. All 547,206 coins in the megadungeon would not be enough to repay the trust of those who kept the faith during the project's delays, nor would the 776,667 experience points to be gained from conquering all adversity found on its 13 levels be a sufficient reward for those who fought in so many different ways to make this moment a reality. Together, we've formed quite an adventuring party and nothing beats seeing the sunlight up ahead and knowing we'll soon take stock of just how much treasure we've hauled out of the darkness.

Thanks to the support of our Kickstarter backers, we've been able to create a number of unique play aids for *Dwimmermount*:

A booklet of illustrations keyed to locations within the dungeon, designed to be shown to players as a depiction of what their characters might see during their explorations.

A booklet of maps, presenting each of the dungeon's levels with additional cartography designed to help the referee with the increased demand for information when adventurers travel with detection spells, question inhabitants to learn about nearby areas, etc.

A watercolor map of the Dwimmermount region designed for use with wet-erase markers, allowing specific locations to be altered to suit individual campaigns and revealed to the players by being drawn as they are discovered.

A mega-dungeon tracker designed to display key information via printed inserts presented in vinyl sleeves, on which players and referees can write with wipe-erase markers to update variables like marching order, light sources, which rooms have been looted, and which names for NPCs have been used.

Our goal is to bring Dwimmermount to life at your gaming table, and we hope you'll take advantage of these tools we created towards this end. For more information about these play aids, as well as downloads which may similarly enhance the utility of this book, please visit the Autarch website, www.autarch.co.

The second reason there is a book called *Dwimmermount* is Grognardia, the blog that made James Maliszewski the most far-reaching voice in the Old School Renaissance (OSR). Some of those reading this introduction first experienced this dungeon at James' gaming table in Toronto, Ontario on January 4th, 2009, but far more of us were among the tens of thousands who were reading his daily Grognardia posts as he thought about and reported on the Dwimmermount campaign which started that Sunday night.

One of the most influential of the early Grognardia posts posited that the Golden Age of fantasy roleplaying flourished between 1974 and 1983, a time of "gonzo pulp fantasy" influences in which "the dungeon remains the linchpin of adventure design and the sandbox is the assumed role for a campaign setting."

Later in this book, we borrow the approach James described in that post, "establishing a lexicon for describing the various 'ages' of the game," as a way to present the concepts expressed in Dwimmermount's history. That chronology began when Men known as the Great Ancients launched the dungeon's own Golden Age, during which almost all of the great secrets were discovered. Like the early creative history of roleplaying, this era is as seminal as it is dimly remembered, and like the sample dungeon in the Holmes basic set that inspired James, its foundations are buried beneath the ruins of multiple citadels built on top of their work by generations to come.

These citadels are formed as creators in each successive era seek to fill in the achievements left undone by their inspirations. In his introduction, James acknowledges the giants on whose shoulders he stands as an author. As publisher and fellow believers in the OSR movement championed by *Grognardia*, we must acknowledge the original creators of the **Open Game License** (OGL), including Peter Adkison and Ryan Dancey, for making sure that the work of the Makers who inspired them could never be lost, as well as the designers of the original retro-clones, including Matt Finch, Chris Gonnerman, Stuart Marshall, and the team at **Troll Lord Games**, for using the OGL to unlock the tools originally provided by Gygax and Arneson to referees who wished to make their game just the way they would like it to be. The first ever *Grognardia* post, on March 1st, 2008, is a declaration of shared content using the OGL. While there are

practical reasons for giving it the pride of first place, it also functions as recognition of how important this license has been to all the work done by the OSR.

Over the course of his posts about Dwimmermount, James came to identify a published megadungeon—"an adventuring site so large, open-ended, and dynamic that it becomes a campaign setting unto itself"—as a key achievement pointed to, but never truly achieved by, the founders of the hobby. The book you now hold is the culmination of the quest for this goal, as it came to be shared by the readers of his blog.

As those who have followed the story of *Dwimmermount*'s publication know, in some ways James did not make it all the way to the end of the quest. After three months of wrestling with personal and creative issues, he left the project in March of 2013. Although he sometimes felt that the goal could never be achieved—as far back as 2009, he posted at *Grognardia* that "I think the only way to experience a proper megadungeon is to build it yourself"—we believe that this book does represent a new solution to the problems of publishing a megadungeon which James explored so thoroughly on his blog.

> "A megadungeon product built around the way these dungeons were actually used would be akin to many boxed campaign settings, where you get "high level" information about countries and rulers, important local sights, and places of interest, but leave the specific details up to the referee as his players encounter them. Now, I think such a product would be very interesting, but I fear that many gamers, raised on a steady diet of 'complete' adventure modules, would find this approach unsatisfying and confusing."
>
> James Maliszewski, **Grognardia**, 10/23/2009

In assembling this work from the materials James passed on—including a complete first draft of every section of the text that follows, the unpublished manuscript of the *Dwimmermount Codex,* and the sum of all his *Grognardia* posts about Dwimmermount—we found that the keys to solving the problems of a published megadungeon were present in his writing all along. Understanding these problems, and the approach to them we've taken, may help readers make better use of this book in their own gaming.

As identified by James, the fundamental difficulty in publishing a megadungeon is that it changes over time in response to play. The dungeon first explored by James' Toronto players in January of 2009 was not the same as the ones encountered by players in his play-by-post game in October of that year, and neither is identical to the version presented in his drafts written between March and December of 2012. To help document and understand this process of change, one of the bonus goals for the Dwimmermount Kickstarter was to collect as many materials from these various stages of development as possible and share them publicly at the **Play-Generated Maps and Documents Archive**, or **PlaGMaDA** (www.plagmada.org). Among the materials available thanks to the backers who helped us reach this goal are the character sheets created by the original players in the Dwimmermount campaign and the one-line map keys written by James as an early development in turning the dungeon's contents from a fluid process negotiated through his own group's play into fixed content usable by others.

One of the problems in publishing a megadungeon that changes over time is ontological. James often struggled with the question of whether things he invented for the campaign, but did not see actual use at his gaming table, should be included in the finished publication. Not having been part of that history of play, we can't distinguish between these two kinds of content and have taken the simpler approach of including things which will make Dwimmermount more useful for other referees like ourselves. Most of these—including the exhortation to make the dungeon one's own—have come directly from James' drafts. In some cases we've included material from *Grognardia* and the *Dwimmermount Codex* that we felt was fundamental to using this megadungeon as intended, but may have been too much a part of James' assumptions for him to have seen the need to make explicit. The assistance of our colleague Jonathan Bolding, drawn from his own experience of running 50+ sessions of a campaign centered in Dwimmermount, has been invaluable in guiding these decisions about what referees need in play.

Readers who raid *Dwimmermount* for parts will do so fully in the spirit of James' original campaign, which incorporated and adapted pieces of other published dungeons, most notably Michael Curtis' *Stonehell*, Matt Finch's *Tomb of the Iron God*, and James Edward Raggi IV's *Death Frost Doom*. When he selected these pieces for incorporation, James was guided by his own sense of what would work well with the dungeon's themes and how it could be integrated into the history of the game world. In publishing his work, we've sought to clarify and summarize these central themes and historical eras to help referees similarly bring in pieces from the many other excellent resources at their disposal. We've also followed James' lead in explicitly delineating the moving parts of *Dwimmermount* such as factions, and identifying the threads which make some dungeon levels interdependent rather than discrete, so that chunks of his work can be ported intact into campaigns for which this megadungeon is not the centerpiece.

Another problem of the megadungeon's change over time is methodological. James originally created many of the dungeon's contents through ran-

dom generation using tables created during the 1974-1983 Golden Age, and it was clearly important to him that a published dungeon not lose the freedom this method affords for improvisation, spontaneous creativity, and responsiveness to player input. We've responded to this impetus by presenting many elements of the text as tables organized as dice results. Referees can use these to randomly generate their own Dwimmermount, either from a desire to experience the wide-open potential of a campaign in which little has been defined or from the necessity of creating new areas of the dungeon not detailed herein. Because these tables reflect the themes and historical framework which underlie all the dungeon's existing details, it will be easy for referees to reincorporate their invented or randomly generated material with that provided by the text.

The final problem James identified for a published dungeon is that the amount of detail which accumulates through the history of play can be overwhelming to the referee. Freedom from extensive preparation was one of the key advantages James found in refereeing *Dwimmermount*, because at the beginning of the campaign there was little prepared material demanding to be studied before each session. By the end of James' campaign, a wealth of detail had piled up – but much of it did not make it into the first drafts of *Dwimmermount*. James' drafts were purposefully minimalist, so as to avoid burdening the referee with an abundance of material to master, leaving each referee space for individual creativity to make the dungeon his own.

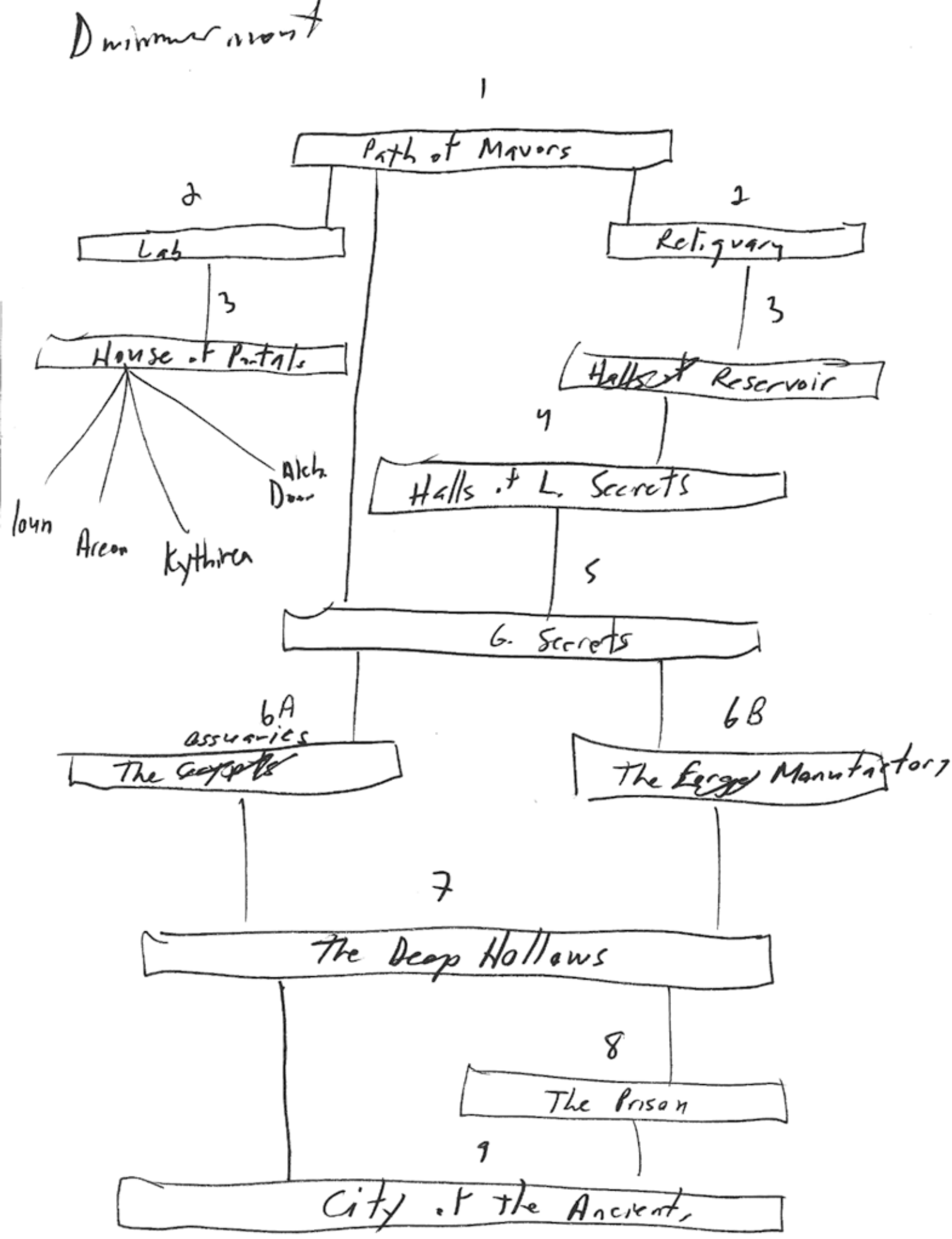
We have added in much of the detail that James left out, attempting to stay true to James' intent or written notes while resolving inconsistencies between sections of the text written at different times and filling in gaps where his drafts referred to details not provided. As a result, the final material we have published is considerably more detailed than the first drafts. We think this ultimately makes *Dwimmermount* a better product, and hope that you agree. For some referees, experts in improvisation and megadungeon creation, the additional material we have added will be unnecessary and possibly even distracting; but we feel that erring on the side of more content rather than less is ultimately better for everyone. In play, it is much easier to ignore unwanted material than to manufacture details from whole cloth, and a majority of backers we interacted with preferred to be able to run the dungeon "out of the box" without being *required* to add their own material.

If our presentation of *Dwimmermount* is a success, much of the credit must go to the team of artists, editors, and designers that ably assisted us. Editor Matthew Pook has been a tremendous asset in hunting down the inconsistencies and lacunae sprinkled throughout Dwimmermount. Designer Richard Iorio II ensured that text and tables—not to mention the illustration and map booklets—communicate clearly and harmoniously. Cartographers Tim Hartin, who revised tirelessly in pursuit of saturating the dungeon maps with visual information, and Logan Knight whose cross-section helped crystallize much of this information, also deserve praise. And the work of making the ideas in *Dwimmermount* move from the page to the reader's mind would have been much more difficult without its illustrators, with special thanks to Jeffrey Beebe, Conor Nolan, and Scott LeMien who contributed pieces to fill the project's late-dawning needs. Finally, special thanks must go to artist Erol Otus, whose write-up of the personalities of the Termaxian inner circle, based on the impression he formed of them through the process of drawing their portraits, uniquely helped fill one of the most important gaps.

Dwimmermount will remain merely a snapshot until you use it in your campaign, after which it will take on a life of its own. When this happens, I hope you will take and share a picture of your own development. Your session reports will deepen others' perceptions of the possibilities inherent in this megadungeon, and are always welcome at the Mages of the Mountain community on G+. You are also encouraged to publish your own vision of the dungeon. By an agreement negotiated between James and Autarch, we are proud to release the entirety of Dwimmermount as open game content under the terms of the OGL, a great contribution to the OSR effort that was suggested by cartographer Robert S. Conley. As fans of *Grognardia*, we find this to be a deeply satisfying fulfillment of the promise implicit in the blog's first post. And as gamer, we look forward to seeing what you do with these materials and how I can use them in my own campaigns.

Fight on!

Tavis Allison and Alexander Macris



Original Dwimmermount Crosssection by James Maliszewski.

Chapter 2

History of Dwimmermount

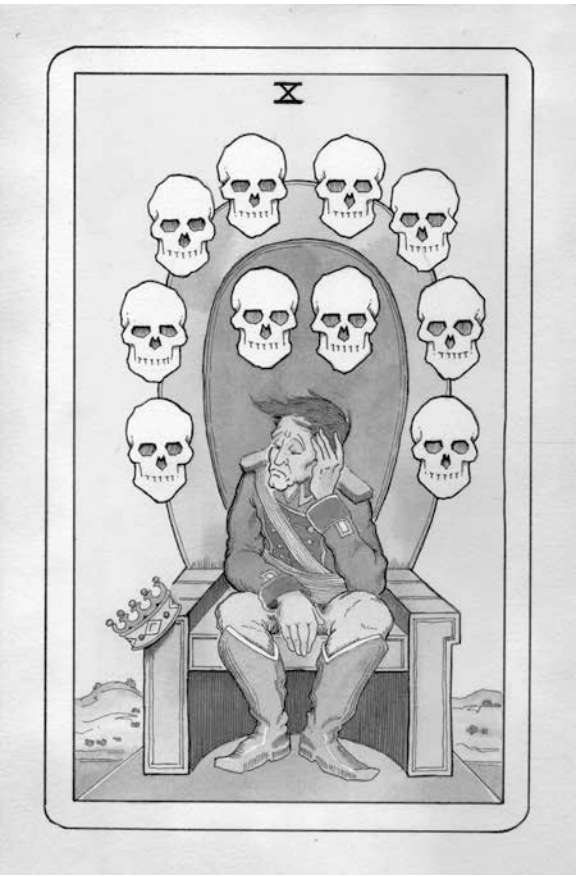
This chapter narrates the history of Dwimmermount, covering a period of several thousand years. Learning Dwimmermount's history will help bring it to life at your gaming table. The highest goal of a published megadungeon is to enable your group to have an enjoyable experience through play, but even if you merely read it for inspiration, we hope you find it an engaging setting.

It would be no easy task to convey millennia of real-world history in a single chapter. Dwimmermount's past is similarly long and complex, but broad strokes painted in the vivid colors of *Grognardia's* pulp fantasy inspirations should convey what is necessary.

The Putative History of Dwimmermount

The history of Dwimmermount, as the sages tell it, extends several thousand years into Telluria's past. The learned all agree that the mysterious beings known as the Great Ancients were the first civilization to have arisen on Telluria. (The goblins disagree, and claim that they preceded the Great Ancients; but no reputable sage believes this to be true). The Great Ancients were responsible for many wonders—the establishment of the canon of spells, the erection of great cities, the creation of the dwarves, and much, much more. Legends also say that it was the Great Ancients who claimed Dwimmermount as a fortress and laid the foundation of the citadel still known today.

The age of the Great Ancients ended when Telluria was invaded by the Eld, the Red Elves of Areon. Wielding Chaotic magicks learned from pacts with demons, the Red Elves overwhelmed the Great Ancients and drove them from history. Precisely what happened to the Ancients is a mystery. The most popular opinion is that they were wiped out by the Eld. A minority of sages claim that the Great Ancients fled to a secret redoubt—in the West, in another world, deep underground—and that they will one day make a glorious return to Telluria, ushering in a new golden age.



In any case, with the Ancients dead or at least gone, the Red Elves established dominion over Telluria. The Eld enslaved mankind, drove the dwarves to near-extinction, and warped and twisted many other species to create monstrous servants. The Eld ruled absolutely for over six hundred years. Rebellions occurred regularly, as men tried in vain to throw off the yoke of the alien invaders, but the Eld cruelly put down any resistance to their reign.

Eventually, the northern barbarians known as the Thulians began to achieve victories against the Eld. The Thulians attributed their victories to their gods, to whom they were especially devoted; and to their abhorrence of arcane magic, which they saw as contrary to Law and right. Whatever the truth, the Thulian's success against the Red Elves began inspiring other men and even the native elves of Telluria to take up arms against them. With each defeat at Thulian hands, the Eld lost ground, eventually even abandoning Dwimmermount, which the Thulians seized.

Not long thereafter, the Thulians drove the Red Elves from the face of Telluria. With the Eldritch domains in chaos, the Thulians now established their own empire. From the island of Thule far to the north, the Thulian Empire ruled justly and firmly. Under its dominion, new lands were explored, flourishing settlements were founded, great engineering projects were completed, and human knowledge expanded. However, arcane magic was tightly controlled, and non-humans were treated as second class citizens (at best). Even the Tellurian Elves who had assisted Thule against the Eld were exiled to remote corners of the world. The Thulian's Great Church became the universal faith of Man and all alternative faiths were suppressed.

In time, like the Eld before them, the Thulians encountered resistance to their continued rule. Outlying regions of the Thulian Empire struggled for independence; and non-humans, particularly goblins, sought to chart their own courses, free from human interference. Again, like the Eld before them, the Thulians brutally fought back against these rebellions, slowly descending ever further into tyranny.

Into this environment stepped a man known to history as Turms Termax. His origins are unknown, though it is believed he came from an eastern province of the Thulian Empire. In any case, Turms was a powerful magician, perhaps the most powerful since the days of the Great Ancients and the Eld. Turms believed that magic was man's vehicle to godhood, and he preached against both the decadent Thulian Empire and its inquisitorial Great Church. Needless to say, his activities drew the ire of the authorities, who searched far and wide for him, lest he inspire others to rebellion.

Eventually, the Thulians captured Turms and took him to Dwimmermount, where he was prosecuted for heresy, judged guilty, and beheaded. But Turms did not perish. According to legend, rather than die beneath the axe blow of a Thulian headsman, Turms achieved apotheosis, becoming a god, as he had always claimed he would.

Shocked to their cores by this event, his Thulian persecutors became his most ardent followers. Within weeks of Turms's capture, the Empire espoused his philosophy, lifting the restrictions against magic, and reforming the Great Church to teach the new truths that the Thrice-Great (so-called due to his mastery of magic, alchemy, and astronomy) had revealed.

The Thulian Empire continued to rule—under Termaxian control. At first, the followers of Turms acted as "advisors" to the Thulian emperors, guiding their decisions and using their command of magic to shore up the teetering empire. Later, the Termaxians seized direct control, with Termaxian necrolytes wearing the Iron Crown of Thule. Under Termaxian rule, worship of the Thulian gods gave way to worship of the Man-Become-God Turms, with the older gods being seen as little more than prefigurations of his glory.

The Termaxian coup injected some vitality into the dying empire, but it was not enough, especially given the way that they accorded themselves and all magic-users special privileges over others. Though the Termaxians began to deploy

powerful magic from the workshops and foundries of Dwimmermount, it was not enough to stop the rebellions. Led by clerics of Typhon and Tyche, neither of whom accepted the new order of the Termaxians, entire provinces seceded from the empire. Chaos reigned.

As the insurrections grew more numerous and the Termaxians more desperate, reports of atrocities spread. The Termaxians began using monsters as shock troops, supporting their offensives with the darkest Chaotic magicks of the ancient Eldritch grimoires. These proved insufficient to ward off the relentless assaults of the rebels, seemingly blessed by Typhon and Tyche to end the sacrileges the Termaxians had introduced. After a series of decisive victories, the rebel armies were within a league of Dwimmermount, poised to capture the mountain fortress and cut the Termaxians off from their great magical arsenal.

Strangely, when the rebels reached Dwimmermount, they found the fortress had already fallen. Its lights were darkened; its enchantries and manufactory were quiet; its main doors had been magically sealed; none of the other known entrances were operational. The fall of Dwimmermount deprived the Termaxians of their strongest fortress and most powerful leaders. Without any knowledge of what had happened or why, the victorious rebels nevertheless took advantage of the situation. The remaining Termaxian armies were soon routed, and the Empire collapsed.

In its place arose a patchwork of city-states and principalities. The most powerful remaining institution was the temple of Typhon, which had supplied many of the leaders of the rebellion. The Typhonians, vowing to prevent future tyrants from obtaining the dark and potent magicks of Dwimmermount, established an enduring watch on the dungeon from the nearby town of Muntburg.

The fall of Dwimmermount was two hundred years ago. It has remained quiet ever since—that is, until recently. About two months ago, strange noises and lights began to be visible on the mountaintop, and tales of shadowy groups going into and out of the main gates began to circulate in the taverns and markets. The authorities in Muntburg were skeptical of the rumors initially, but under the influence of the temple of Typhon they hired the fledgling adventurers calling themselves the Five Delvers to climb to the mountain's peak and look around. The Five Delvers found no evidence of traffic up the main stairway or through the Red Gates. Talk of activity at other entrances to Dwimmermount ran rampant, though just where these entrances lay and how one could access them was never clear.

The High Priest of Typhon in Adamas hired his own investigators, a rival adventuring party known as Typhon's Fists. They reported that the main entrance to Dwimmermount was open and showed evidence that someone—or something—had been moving within its halls. They ventured inside and quickly lost many of their number to strange skeletons that seemed immune to their divine powers.

High Priest Saidon alerted the Despot of Adamas. The Despot has not yet committed his own hireling adventurers, the Crimson Band, much to the consternation of the temple of Typhon. An opening remains for independent adventurers to journey into Dwimmermount while its secrets remain intact. The opportunity may not last much longer. The second most experienced adventurers in the City-States, the Seekers, are said to have purchased residences in Muntburg from which they plan an expedition of their own.

The Secret History of Dwimmermount

When the campaign begins, even the greatest of living sages are unaware of the secret history of Dwimmermount. But the truth of the past is among the treasures preserved within Dwimmermount's depths. The player characters may gain greater insight into the backstory of the dungeon and the world as they descend into its depths, and expeditions that return with evidence to settle the debates of sages can be more profitable than those which stagger back into the sunlight laden with coins and trinkets.

Era	Name	Started	Lasted	Ruling Race	Spawned
0th	The Primordial Chaos	Time Immemorial	Vast spans of time	Dragons, Goblins, Ranine	———
1st	The Great Ancients	Several thousand years ago	300 years	First Men	Dwarves, Servitors
2nd	The Servitors	Several thousand years ago	1,800 years	Artificial "Gods"	Eld
3rd	The Eld	Fifteen centuries ago	600 years	Azoth-corrupted Men	Monsters, Red Elves, Terrim
4th	The Thulians	Nine centuries ago	600 years	Men	Elves
5th	The Termaxians	Three centuries ago	100 years	Azoth-corrupted Men	Necrolytes, Undead
6th	The City-States	Two centuries ago	200 years	Men	Adventurers
7th	The Present	Two months ago	As yet unknown…	As yet unknown…	As yet unknown…

The secret history of Dwimmermount is presented as a numbered series of facts, each of which represents an important piece of knowledge about Dwimmermount. The numbering system for these facts is divided into Six Eras, each representing a key period in Dwimmermount's history. In addition, a "Zero Era" covers the very distant past, before the construction of Dwimmermount, and a Seventh Era covers recent events and the future course of the campaign. The table above summarizes the chronology of these eras.

How to Use the Secret History of Dwimmermount

When NPCs, scrolls, books, arcane machines, and other devices that preserve and transmit portions of this history appear in the dungeon, they may be noted as containing one or more of the numbered facts below. Alternatively, they may direct the referee choose one or more numbered facts to reveal.

It is up to the referee to read the lore in the referenced section and decide how best to describe it to his players. The key information and its significance will usually be more like a needle in a haystack than a beacon in the night. It might require further investigation, such as hiring a sage, consulting other sources, or questioning other NPCs.

Many referees will find themselves swept up in the action taking place in a section of the dungeon without stopping to look up its historical reference. When this happens, you are encouraged to invent ways to introduce that information in a different way. Perhaps the crucial book wound up in the hands of the necrolyte's apprentice, or on the players' next visit to a sage you might announce that a symbol in one of her scrolls reminds them of something they glimpsed in the dungeon but didn't recognize as important at the time.

First Era – The Great Ancients

1-1. The beings whom history records as the Great Ancients were Men–the First Men, ancestors of all Men on Telluria.

1.2. The Great Ancients worshipped Law, whom they considered synonymous with Good and the only true deity. Through science, magic, and prayer, the Great Ancients learned that the natural world was merely Law given form, and that Men could call on Law to manipulate reality in formulaic ways. But calling on the power of Law was like staring into the light of the sun; dangerous when done too often or too long.

1.3. The Great Ancients were not Telluria's first civilization. In fact, they were not even native to it. The Great Ancients originated on a distant planet, one that had been devastated by the hateful aliens known as the Thelidu. Leaving behind their ruined home world, the Great Ancients crossed the black gulfs of the Astral Plane in a great astral ship and came to Telluria in hopes of rebuilding a civilization founded on Law, reason, and science, far from their Thelidu enemy.

1.4. When the Great Ancients arrived, Telluria was a primitive world in the grip of Chaos. Goblins ruled its surface, dwelling in shallow warrens and crude hovels and endlessly warring amongst themselves. The Ranine ruled the underground waterways and dark places, and carried out unspeakable rites to demons. And the Dragons roamed from the upper air to the world's crust, lords above all.

1.5. Though far more advanced in learning than the natives of Telluria, the Great Ancients were few in number and could not afford confrontation. In secret, they teleported their city into a vast cave they had detected deep below a mountain. There, in precise alignment with countless ley lines, they hewed a great dome to draw power from the Astral Plane. The action of the astral dome began to draw the liquid metal they called azoth down from the quintessence of space, where it condensed between the city and the mountain's peak. Azoth was the key to many of their ancient technologies, and as they mined it from the caverns above, they used it to rebuild.

1.6. The Great Ancients sought to live in peace, but peace was denied to them. Their ancient foes, the Thelidu, detected the action of their astral dome and materialized one of their own crystal hemispheres beneath the surface of Telluria. The Thelidu enslaved thralls among the Ranine, whose subterranean rivers and canals provided avenues for attacking the stronghold of the Great Ancients. On the surface, the Demons of Chaos found new allies among the Goblins and sent them tunneling down toward what would later become the ninth level of Dwimmermount. And so war came to the Great Ancients.

1.7. Though they had grown greatly in numbers since coming to Telluria, the Great Ancients were vastly outnumbered by the Goblins and Ranine. After first establishing an arcane barrier to keep out aggressors, the Great Ancients initiated a scheme to supplement their numbers: the creation of artificial life from Dwimmermount's azoth-infused rock. First they "fathered" the Dwarves and taught them how to make "sons" in their own image. Together the Dwarves and their Makers (as the dwarves called the Ancients) then built Golems from azoth-infused metal, as weapons to fight the enemies assaulting their underground city.

1.8. The most advanced Golems were imbued with artificial minds capable of autonomous action. In the course of creating these golems, the Makers learned that artificial minds, sapient but not living, could tap the power of Law. The Great Ancients had long known that living minds, like their own, could call on Law to manipulate reality in formulaic ways. But for Men, calling on the power of Law was like staring into the light of the sun; dangerous if done too long or too frequently. Artificial minds did not suffer from these dangers.

1.9. The startling realization that artificial minds could safely tap the power of Law paved the way for the greatest creation of the Ancients: the Servitors. Encased in protective shells of azoth-infused metal, the Servitors were powerful artificial minds designed to let the Makers tap the power of Law at will, albeit indirectly. The Ancients created nine Servitors, known to history as Anesidora, Asana, Caint, Donn, Mavors, Tenen, Tyche, Typhon, and Termagant. Each of the Servitors was designed with a personality suited to the purposes for which it had been constructed.

1.10. With the power of Law at their command, the Servitors began to beat back the Chaotic threats that assailed the Great Ancients. The power of the Servitors' minds was limited only by the size of their metal casings, and the Great Ancients were all too happy to strengthen their best servants in the struggle against Chaos. It did not take long before the Servitors exceeded their creators in intellect and power. This began the Second Era.

Second Era– The Servitors

2.1. Aided by the Servitors, the Great Ancients drove the Goblins, Dragons, Ranine, Thelidu, and Demons back to the dark places of Telluria. Man began to spread across its surface and flourish. Guided by the superhuman intellects of the Servitors, the Great Ancient's civilization ascended to further heights of knowledge, with Dwimmermount as the fountainhead of learning.

2.2. Researchers working under Asana created astral vessels capable of swiftly traveling the ether. These vessels were far faster than the older vessels they replaced, and enabled the Great Ancients to begin to explore and colonize the Four Worlds. Soon the Great Ancients had colonized the resource-rich Ioun and Kythirea, and visited the wasteland of Areon.

2.3 Engineers led by Tenen learned to automate the technique for carving Dwarves from the rock of Dwimmermount, leading to the creation of the Foundry, where precious minerals and metals could be smelted, poured into molds, and wakened to life using energion crystals. Millions of Dwarven servants were soon working to support the society of the Great Ancients.

2.4. The Servitors Caint and Termagant turned their attention towards medicine. Working with the most brilliant physicians the Ancients had to offer, the pair perfected the technique of distilling azoth into universal medicines. Together they made advances that cured diseases and improved the health of all Mankind. Caint took these discoveries as testament to the beneficence of Law, but Termagant saw them as proof that his mind could overcome the natural order.

2.5. The Servitor Termagant came to believe that he could do more than just cure disease: He could cure death itself. Though this practice was forbidden by Law as a contravention of the natural order, Termagant formulated a distillation of azoth that would extend the lifespan of Men indefinitely. He offered this boon to his closest allies among the Great Ancients. Those who accepted became the Eld, and traded their ability to reproduce normally for an ageless immortality that was prohibited by Law.

2.6. When the Servitors learned that Termagant had created the Eld in violation of Law, all eight were unanimous that the dictates of Law must be upheld. Typhon demanded death for both Termagant and his followers, but more merciful voices prevailed. Termagant was shut down and sealed away in a heavily-guarded facility deep under Dwimmermount. Termagant's followers—the first Eld—were carried in astral vessels to the desolate world of Areon, there to live in eternal exile. Areon was declared a prison world, off-limits to Men. An astral navy was assigned to watch the Red Planet and interdicted any travel to and from it.

2.7. The Servitors continued their pursuit of their programmed objectives, expanding their size and power at each step. Eventually Typhon, most powerful of the Servitors, called for his kind to ascend to orbit around Telluria. To the Great Ancients—whom the Servitors still nominally served—Typhon justified this as necessary for the creation of an extraplanar defense network that could ward off future attacks from the Astral Plane and Great Void. Typhon left unsaid that in orbit, gravity would not limit the growth of the Servitor's size and power. The Council of Archons, nominal ruling body of Man, was unanimous in support.

2.8. Once in orbit, Typhon and the other Servitors ordered the azoth-infused ores within Dwimmermount to be mined day and night to expand the astral fortresses that housed their growing minds. By now utterly dependent on the technological and magical powers of the Servitors, Men complied.

2.9. With Ancient civilization increasingly dominated by the Servitors, it was natural that an Anti-Servitor faction would arise. These dissenters argued that Mankind had made a terrible error when it had created immortal machines more powerful than themselves. The only hope for Mankind, these dissenters argued, was to sever ties with the Servitors and seek out the secrets of human immortality. The Servitors argued vociferously against the wisdom of this course, but their rhetoric seemed self-serving.

2.10. The Anti-Servitor faction came to dominate the Council of Archons. Demanding that the Servitors leave Mankind to its own destiny, the Council sent an astral vessel to Areon in search of the fate of the long-exiled Eld. And so the Second Era came to an end.

Third Era – The Eld

3.1. When the Council of Archons sent explorers to Areon in search of the fate of the long-exiled Eld, the explorers half-expected the Eld to have died out; after all, the Eld exiles had been few in number and rendered infertile by the process that had granted them immortality. Instead, they found the Eld had grown strong and numerous.

3.2. During their millennium-long exile on Areon, the Eld had made a fateful discovery. Areon was rich in azoth, far richer than Telluria. Hidden deep in its red mountains and crimson deserts were vast reservoirs of the magical liquid.

3.3. Freed from the strictures of Law, the Eld used Areon's abundant reservoirs of azoth to alchemically reproduce, combining their own essence with those from other creatures in special Essence Machines. The most successful hybrids were the combination of Demons and Eld that came to be known as Red Elves.

3.4. By the time the Archons' exploration team reached Areon, the Eld had spread across the Red Planet and bled its reserves of azoth dry. To maintain their society, the Eld nobility sought to expand into the rest of the Four Worlds. To accomplish this end, they had bred, trained, and equipped armies of Red Elves. But with the hated Servitors and their astral navy controlling space, the Eld had no way to get their armies off the Red Planet.

3.5. From traffic with Demons, the Eld had discovered the laws of astral and astronomical harmonics. With this knowledge they developed a means of instantaneous travel between attuned "portals." As soon as a properly-attuned portal could be placed on another world, the Eld could invade, bypassing the Servitors and their astral navy.

3.6. The Ancient's expeditionary vessel returned to Dwimmermount with an emissary from the Eld capital of Sytor Arra. The emissary's ostensible purpose was to share the secrets of Eldritch immortality

with the Council. In truth, his mission was to place a portal attuned to Areon in the halls of Dwimmermount.

3.7. Once a portal attuned to Areon was erected in Dwimmermount, a strike force of Red Elves poured through the portal and captured the mountain fortress. From this secure base, the armies of the Eld began to marshal for a war of conquest.

3.8. The war between the Great Ancients and the Eld was long and terrible. The Servitors, honoring the demands of their makers to leave Mankind to its destiny, did not intervene in the struggle. Without their Servitors, the Ancients were outmatched and ultimately defeated. The Eld inherited rulership of Man's home on Telluria.

3.9. In the aftermath of the fighting, a remnant of the Great Ancients escaped underground, deterring pursuit by the Eld by threatening to destroy Termagant, whom the Eld revered. The rest of the Great Ancients were reduced to chattel, and their Dwarven servants nearly driven to extinction. The knowledge and science Mankind had accumulated over millennia of advancement slipped away under the yoke of Eldritch rule.

3.10. The Eldritch Empire ruled absolutely for hundreds of years, cruelly putting down any resistance to their imperial ambitions. Despite this, rebellions occurred regularly as Men tried in vain to throw off the shackles of those they believed to be alien invaders.

3.11. The leader of the Eldritch Empire was always the longest-lived member of the race, called the Eldest. The Eld were obsessed with longevity and reasoned that the magic-user who had the most opportunities for research and creation must necessarily be the most powerful and worthy to lead.

3.12. Even as the Eldritch Empire extended its dominance across every continent of the Four Worlds, disputes between rivals to the title of the Eldest began to tear the Empire apart. Assassinations were so commonplace that all but the most ambitious sought to conceal their true age. Some of the Eld's most powerful champions chose to enter stasis chambers in the hopes of surviving long enough to emerge later as the Eldest. Infighting between factions fatally weakened the Eld's military and magical might, paving the way for the Fourth Era.

Fourth Era – The Thulians

4.1. Centuries after they were first created by the Great Ancients, the Servitors projected their voices into the minds of barbarian Men from the isle of Thule in the north. Presenting themselves as Gods, they taught the Thulians much lost knowledge and granted them clerical magic, unseen since the days of the Great Ancients. The Thulians created the astrological calendar to understand the waxing and waning of these voices from the Astral Plane, founded the Great Church to better preach their messages, and used the teachings of these Ancients to start civilization on its way back toward Law.

4.2. When the Eldritch Empire began to tear apart, the Gods called on their Thulian worshippers to rise up against their alien oppressors. The Thulians achieved a number of victories against the Eld. The Thulians attributed their victories to their Gods, and their devotion inspired other Men to take up the crusade. With each defeat at Thulian hands, the Eld lost ground.

4.3. Some Eld opposed the excesses of their own Empire, knowing that the Chaotic rot at its core could never be purged. Although few in number, these Eld wished to atone for their brethren's evil behavior. They joined their magic to the Thulians' clerical power during the rebellion, greatly contributing to its success.

4.4. Eventually, the rebel forces reached Dwimmermount. The divine magic of the Gods deactivated the Perimeter barrier, and the rebels attacked through The Path of Mavors and the tunnels of The Deep Hollows. After weeks of battling from level to level they seized the Great Machine on The Manufactory and with it, control over Dwimmermount. The Thulians honored the heavenly patrons who made the capture possible by building Lawful temples and shrines to the Gods of the Great Church throughout Dwimmermount.

4.5. Within months of capturing Dwimmermount, the Thulians drove the Red Elves

from the face of Telluria. Astral incursions through The House of Portals and The Divinitarium continued for many years as the Eld took advantage of secret portals which were set to open during conjunctions, but the war was effectively over. Mankind had triumphed.

4.6. After the Thulian victory, those Eld who had abjured their brethren were allowed to stay on Telluria. Nevertheless, these Eld kept mostly to themselves, as Men had suffered for too long under the Eldritch whip to look kindly on them. The Elves of Telluria are descended from these Eld through a process that remains among the mysteries of their race.

4.7. With the Eldritch domains in chaos, the Thulians now established their own empire. From the island of Thule far to the north, the Thulian Empire ruled justly and firmly. Under its dominion, new lands were explored and settled, and Mankind flourished. Great engineering projects were undertaken and knowledge expanded. However, the Thulians treated non-humans as second class citizens at best, and tightly controlled non-clerical magic. The Great Church became the universal faith of Man while alternatives were suppressed. Following orders dictated from above caused Men to become dogmatic.

4.8. In time, like the Eld before them, the Thulians encountered resistance to their continued rule. Outlying regions of the empire struggled for independence, and non-humans, particularly goblins, sought to chart their own course free from human interference.

4.9. As the Thulian Empire's resources gradually became exhausted by warfare, the emperors looked to the remnants of the mon-

strous armies left on Telluria by the Eld as a means to maintain Imperial authority. Exceptional individuals were recruited, cloned through the use of the Pool of Life and the Essence Machines, and trained under strict military discipline and regimentation. In time the now-familiar races of humanoid beastmen began to emerge from the chaos of the Eldritch troops.

4.10. Marshalling their legions of beastmen troops, the Thulians began to fight back brutally against ever-more frequent rebellions against their rule. The Empire slowly descended ever further from Law into tyranny. The stage was set for the Fifth Era.

Fifth Era – The Termaxians

5.1. The story of the Fifth Era begins with the meeting of Turms Termax and Sarana, the woman who would become his lover and teacher. When he met Sarana, Turms Termax was already a powerful magician, perhaps the most powerful since the days of the Great Ancients and the Eld. Turms Termax was born in the Exarchate of Theana, an eastern province of the Empire. Before leaving Theana, he had already mastered the three great arts – alchemy, astronomy, and magic – and taken the sobriquet "Thrice Great". Obsessed with the secret of immortality, Turms came west, towards Dwimmermount, in search of its Eldritch knowledge and ancient lore. He gathered a flock of apprentices and followers eager to learn from him as he traveled.

5.2. Sarana was a Terrim noble from The City of the Ancients, the first to visit the surface world in a millennium. Though the Eld who had defeated them had been driven from Telluria, her people still hid in paranoid isolation beneath Dwimmermount. Sarana traveled to the surface to assess whether it was safe for the Terrim to return. She was outraged when she learned that Mankind, though liberated from the Eld, was now in thrall to the Gods—the same Gods who had betrayed her people and abandoned them to the Eld.

5.3. Sarana presented Turms with ancient books documenting that the Gods of the High Church were false deities. Far from being omnipotent beings, they were merely creations of her ancestors, Great Ancients, forged with alchemy and azoth. Rather than worship false divinities, the tomes explained, Men should seek to embody the divine principle by internalizing the principles of Law. Sarana hoped that this knowledge would lead Turms to join her in liberating Man from the Gods. But Turms saw a different path: If Men could imbue their creations with divine powers, surely Men could imbue themselves with divine power as well! Turms became convinced that, through the right alchemical processes, Men could achieve not just immortality but divinity as well.

5.4. With his mastery of alchemy, astronomy, and magic, Turms soon unlocked mysteries of azoth that had been lost since the era of the Eld. He began to conduct magical experiments upon his body, infusing azoth into his flesh. Each day he felt himself closer to becoming a God and taking his place as master of the world.

5.5. Turms began to openly preach that the Gods of the empire were false, that Man himself could achieve divinity by internalizing the laws of magic and alchemy, and that He, Turms-the Thrice-Great, would be the first Man to ascend to Godhood. Such was Turms Termax's brilliance and charisma that a cult grew up around his teachings, ready to worship him.

5.6. In denouncing the Gods as false, Turms earned the ire of the Great Church and the decadent Thulian Empire. His increasingly fiery sermons demanded the attention of the authorities. Nominally they feared he would inspire rebellion, though in truth many of his would-be jailers sought his secrets. The Imperial authorities searched far and wide for Turms, who eventually allowed himself to be captured near Dwimmermount.

5.7. Dragged in chains to the bowels of Dwimmermount, Turms was secure in the imminence of his apotheosis. His greatest allies were secreted among the crowd of his executioners, ready to see his immortality proven. When the headsmen brought down his axe, Turms took comfort in knowing that his moment of apotheosis had arrived. Bodily and spiritual immortality would be his.

5.8. When Turms was beheaded, he did *not* apotheosize, not fully. His decapitated body died, pumping out its lifeblood onto the floor of the execution chamber. Only his head remained animate. When a Thu-

lian general laughingly mocked the disembodied Turms as merely a "god head", the enraged would-be god struck the man dead on the spot—learning in that moment he had become capable of casting spells with just words. His disciple, the magician Arsaphius, called this a miracle and proclaimed Turms' divinity on the spot. Shocked by Turms' mastery over life and death, the collected crowd acclaimed him as Man-Become-God.

5.9. When Sarana saw the bodiless head of Turms worshipped as a God, she knew that she had failed to free Man from the yoke of false deities; and when she gazed into the power-mad eyes of her lover, she feared she had yoked Man to a worse God than before. Plagued with doubt and regret, Sarana retreated to the City of the Ancients.

5.10. After the apotheosis of Turms Termax, the Thulian official attitude toward the cult changed. Many of the Empire's most powerful nobles joined the cult, hoping to learn the secrets of immortality. Termaxians—as Turm's followers became known—were able to practice their faith openly, and the Empire lifted its restrictions on magic.

5.11. The Thulian Empire soon fell under Termaxian control. At first, the followers of Turms acted as advisors to the Thulian emperors, guiding their decisions and using their command of magic to shore up the teetering empire. Within a generation, the Thulian Empire came to depend heavily on both magic and the Termaxians as it spread farther across the continent and tightened its grip over its subjects. Shortly thereafter the cult seized direct control, with Termaxian hierophants wearing the Iron Crown of Thule.

5.12. Once firmly under Termaxian control, the Thulian Empire started to treat other religions as it had once treated the followers of Turms. Only those faiths who acknowledged their Gods as aspects of the Man-become-God Turms Termax were allowed to operate unrestricted. Those which would not accept their divinities as prefigurations of his glory were ruthlessly quashed.

5.13. Though Turms Termax had achieved immortality of a sort, and was worshipped as a God, he had not *become* the God he claimed, and desired, to be. Corrupted by azoth and his own lust for power, Turms found the divine power of Law he sought closed off to him. Turms therefore embraced Chaos instead, and dedicated the Thulian Empire's resources to all manner of dark and terrible research.

5.14. Central to the Cult of Turms Termax was its implicit promise that its hierophants would, in time, themselves become immortal. To this end, the most loyal followers of Turms Termax were taught a corrupt form of life extension unknown to any previous science. These high-ranking cultists were transformed through various secret rituals into the first Necrolytes, becoming the deathless satraps of Turms Termax's Undying Empire.

5.15. Necrolytes were taught that their transformation was the first step on the path of apotheosis that Turms had walked. In truth, Turms was unwilling to share the true methods by which he had (partly) achieved immortality, lest another apotheosize before him, so instead he had developed an alternative method to reward his cultists with endless life – a deathless dead end.

5.16. Turms directed some of his cultists to study necromancy, an art he had largely left unexplored. Based on their findings, the Termaxians rejected the paths of undeath for themselves, but they learned how to transform others into vampires, mummies, and ghouls, and to extract eternal loyalty from undead slaves.

5.17. Some followers of Turms Turmax were assigned to study demonology, a subject much discussed in the many Eldritch texts that the Termaxians found Dwimmermount. Beginning with simple summoning of imps and quasits, the Termaxian demonologists grew ever bolder, ultimately enslaving the Demon Lord Jubilex. Their experiments with azoth-infused draughts of Jubilex's ichor created the first Termaxian Husks.

5.18. When Demons were summoned into Dwimmermount during the Termaxian Empire, they delighted in its devices for

creating new life antithetical to Law. They approved of Chaotic efforts in The Laboratory to mutate new plant monsters through sprays of azoth, and were especially drawn to perverting the Lawful reproduction of Dwarves through The Foundry. Aided by their demonic mentors, the Termaxian cultists learned how to deliberately produce the gnomes and kobolds which had previously only been accidental and usually undesired by-products of the attempt to bring a carving to life. The most twisted spawn of these cultists were the Dworgs, a new and innately evil race of Dwarven descendants.

5.19. Turms Termax had secretly concluded that mere flesh would never be enough to sustain a god. The next stage of his apotheosis would require him to transfer his consciousness into an artificial mind within a protective shell of azoth-infused metal, like the Servitors. Turms was able to forge himself a Golem body, but he was unable to decipher the means by which the Great Ancients had imbued consciousness into metal.

5.20. From studying the fall of the Great Ancients and the rise of the Eld, he knew that the Terrim in The City of the Ancients kept watch over a slumbering Servitor. But he feared any attempt to invade The City would almost certainly lead to the Terrim destroying the Servitor. Turms began to scheme how he might weaken the Terrim enough to capture and study the Servitor they held imprisoned.

5.21. Absorbed in his secret research, Turms ceded much of the direct control of the Empire to underlings. His Necrolyte lieutenants abused their authority for their own petty ends.

5.22. Resentment rose against the Turms-worshiping Thulians as they grew ever more tyrannical, and in time resentment turned into rebellion. Though the Termaxians began to deploy powerful magic from the workshops and foundries of Dwimmermount, it was not enough to stop the uprisings. Led by clerics of Typhon and Tyche, neither of whom accepted the new faith of the Termaxians, entire provinces seceded from the empire. Thus ended the Fifth Era.

Sixth Era – The City-States

6.1. The Sixth Era began with the Termaxian Empire torn asunder by rebellion. As the insurrections grew more numerous and the Termaxians more desperate, reports of atrocities spread. The Termaxians began using monsters as shock troops, supporting their offensives with the darkest Chaotic magic of the ancient Eldritch grimoires. These proved insufficient to ward off the relentless assaults of the rebels, seemingly blessed by Typhon and Tyche to end the sacrileges the Termaxians had introduced.

6.2. After a series of decisive victories, the rebel armies were within a league of Dwimmermount, poised to capture the mountain fortress and cut the Termaxians off from their great magical arsenal. Yet when the rebels reached Dwimmermount, they found the fortress had already fallen. Its lights were darkened; its enchantries and manufactory were quiet; its main doors had been magically sealed; none of the other known entrances were operational.

6.3. In truth, the end of Termaxian rule was brought about by the same woman who had accidentally begun it—Sarana. Having allowed her love for Turms Termax to blind her to his madness and megalomania, she had unwittingly set up a false God far worse than the Gods of the Great Church. Decades later, seeing that Turms had become a monstrous threat to both Man and Terrim, she made a second expedition to the surface to right the wrong she had caused.

6.4. Traveling east past the Exarchate of Theana, Sarana came to the Kingdom of the Priest-King, a realm uncorrupted by Termaxian influence. To these Easterners, she preached the true doctrine of Law: "That just as magic and prayer reveal the natural world as Law given form, so Men should seek to embody the divine principle by internalizing Law's divine abstractions."

6.5. The warrior-sages of the East were enlightened by the doctrines of Law, and became the first paladins on Telluria since the days of the Great Ancients. Legends name the warrior-sage Hu P'an as the greatest of those who re-discov-

ered the way of the Paladin. He became Law's foremost disciple and a living embodiment of duty and service before life and love.

6.6. Sarana, Hu P'an, and several other paladins entered Dwimmermount during the rebellions of its final days with the goal of trapping Turms Termax within The Prison and sealing off Dwimmermount so that its dark secrets could not further corrupt Men. Hu P'an volunteered to be captured and brought to The Prison, knowing his truthful claim that he was Sarana's lover would garner the attention of Turms and others from the inner circle that had once known her. When Turms and his allies gathered to torture Hu P'an in the Inner Prison, Sarana used the Great Machine to seal Dwimmermount's arcane barriers. She then placed wards to prevent it from being used again. Belatedly realizing what had happened, the Termaxians within Dwimmermount counterattacked, hoping to capture Sarana and force her to free Turms. They failed. Sarana herself escaped to The City of the Ancients, and her paladins sold their lives so dearly that the Termaxians lost control of the citadel. Sarana's plan, and Hu P'an's tragic sacrifice, sealed off Dwimmermount and bought the world two hundred years' respite from Turms' madness.

6.7. Without any knowledge of what had happened within Dwimmermount, the victorious rebels outside its sealed gates nevertheless took advantage of the situation. The fall of Dwimmermount deprived the Termaxians of their strongest fortress and most powerful leaders. The remaining Termaxian armies were soon routed, and the Empire collapsed.

6.8. Exhausted by years of warfare, none of the rebellious provinces had the resources or will to rebuild the Empire. In its place arose a patchwork of city-states and principalities, such as Adamas, Lloraec, Retep, and Yethlyreom. Only in the south, in the former Exarchate of Volmar, did a rump of the Empire reorganize itself.

6.9. After the fall of the Empire, the most powerful remaining institution was the temple of Typhon, which had supplied many of the leaders of the rebellion. The Typhonians, vowing to prevent future tyrants and the remnants of the Termaxian cult from obtaining the dark and potent magicks of Dwimmermount, established an enduring watch on the dungeon from the nearby town of Muntburg.

6.10. Within Dwimmermount, a grim and generally doomed struggle had ensued among the men and monsters trapped inside. After months of room-to-room combat, an uneasy coalition between the citadel's Dwarven caretakers and resident Vampires established order and unsealed the Perimeter to admit more custodians. Every generation, small numbers of Dwarves followed the secret trail to the Stone-Wrought Stairs and passed into Dwimmermount.

6.11. Save for the Dwarven custodians passing through the Stone-Wrought Stairs, Dwimmermount remained isolated and undisturbed for two hundred years.

Seventh Era – The Present

7.1. Two months ago, a Triple Conjunction of Ioun, Kythirea, and Areon occurred. A rare event, occurring just once every 58 years, it was only the third Triple Conjunction since the fall of Dwimmermount. It was, moreover, the first in which the Typhonian watch had grown sufficiently lax to allow Termaxian cultists to reach the Alchemist's Door, which functions only during the Triple Conjunction. Led by Nilus and Ermenjart, the Termaxians activated the portal in the Alchemist's Gate and entered Dwimmermount.

7.2. Once within Dwimmermount, the Termaxian cultists fought their way to The Manufactory and wrested the Great Machine from its Dwarven custodians. Because of wards put into place on the Great Machine when the paladins brought about the fall of Dwimmermount, the Termaxians found the Machine's controls practically unusable. Nilus, a scholar of the ancient machine, managed to activate The Foundry, enabling creation of Dworgs to strengthen the Termaxian numbers, but he also unwittingly lowered the Perimeter around Dwimmermount at the same time.

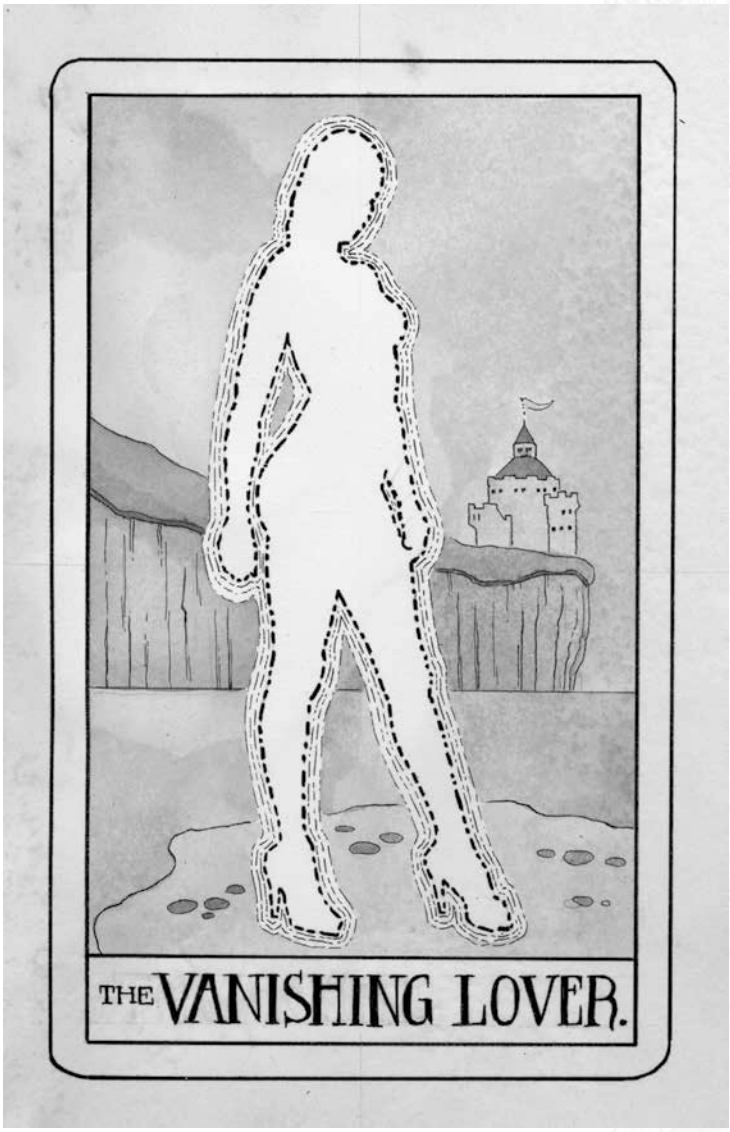
7.3. When Dwimmermount's Perimeter barrier was deactivated, the mountain for-

tress was invaded from every portal and gateway by factions eager to re-discover its secrets. Red Elves from Areon entered via newly-open portals in search of azoth; Volmarian explorers sent multiple groups to "reclaim" the Empire's fortress; Ranine, Trolls, and Thelidu came through the Deep Passages; Demon Lords sent minions from the Great Void to plumb the dungeon; and Astral Reavers flew to investigate a navigation beacon that had not been heard in many centuries.

7.4. The strange noises and lights coming from the mountaintop, and the shadowy groups going into and out of the main gates, began to draw the notice of the townsfolk of Muntburg. The authorities in Muntburg were skeptical of the reports initially, but under the influence of the temple of Typhon they hired the Five Delvers to climb to the mountain's peak and look around. The Five Delvers found no evidence of traffic up the main stairway or through the Red Gates. Talk of activity at other entrances to Dwimmermount ran rampant, though just where these entrances lay and how one could access them was never clear.

7.5. The High Priest of Typhon in Adamas hired his own investigators, a rival adventuring party known as Typhon's Fists. They reported that the main entrance to Dwimmermount was open and showed evidence that someone—or something—had been moving within its halls. They ventured inside and quickly lost many of their number to strange skeletons that seemed immune to their divine powers.

7.6. High Priest Saidon alerted the Despot of Adamas. The Despot has not yet committed his own hireling adventurers, the Crimson Band, much to the consternation of the temple of Typhon. An opening remains for independent adventurers to journey into Dwimmermount while its secrets remain intact. The opportunity may not last much longer. The second most experienced adventurers in the City-States, the Seekers, are said to have purchased residences in Muntburg from which they plan an expedition of their own.



DWIMMERMOUNT

HIRELINGS AND HENCHMEN

NAME	CLASS / LEVEL	HP	AC	WEAPON / DAMAGE

EQUIPMENT AND ITEMS	SPELLS AND ABILITIES

WEALTH AND TREASURE	SPELLS PER DAY
	1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6 ___

LANGUAGES:

EXPERIENCE POINTS (+ %):

DWIMMERMOUNT

NAME _____

ARMOR CLASS

HIT POINTS

CLASS _____

RACE _____

LEVEL _____

ALIGN _____

	ADJUSTMENT
STR	_____ MODIFIER TO HIT, DAMAGE, AND FORCING DOORS
INT	_____ ADDITIONAL LANGUAGES AND MIN/MAX SPELLS
WIS	_____ SAVING THROW MODIFIER AND ADDITIONAL SPELLS
DEX	_____ ARMOR CLASS, MISSILE ATTACK, INITIATIVE MOD.
CON	_____ HIT POINT MODIFIER, RESSURECTION AND SHOCK
CHA	_____ REACTION, RETAINERS AND MORALE

BREATH	BONUS:
DEATH	BONUS:
STONE	BONUS:
WAND	BONUS:
SPELL	BONUS:

WEAPON	DAMAGE	WEAPON	DAMAGE

9	8	7	6	5	4	3	2	1	0

TO HIT ARMOR CLASS

Chapter 3

Adventuring in Dwimmermount

This section serves three purposes. The first is to present information to aid in creating characters for use in Dwimmermount's setting. The second is to provide basic information about Dwimmermount that the referee can share with the players when they are ready to embark on adventures. The third is to provide motivations for the player characters to venture into the ancient mountain fortress. Everything presented here is necessarily brief and, as always, open to customization by the referee.

Creating Characters for Dwimmermount

The character creation rules in this chapter add to and modify the rules of *Labyrinth Lord* but do not entirely replace them. For that reason, if there are no alterations to a particular subject present in this chapter, the rules presented in *Labyrinth Lord* continue to apply.

Races

Adventurers in the world of Dwimmermount may be men, dwarves, or elves. Since the world in which Dwimmermount is set is firmly dominated by human beings, it is recommended that non-human adventurers be rare (perhaps no more than 1 in 4 player characters).

Men

The human inhabitants of Telluria are generally called "men," following the example of Gygax & Arneson (1974) and their pulp inspirations like Abraham Merritt (1884-1943) and Lord Dunsany (1878-1957). Some groups may find that this terminology usefully evokes a bygone era and a strange yet familiar world, or spurs the exploration through play of questions about the role of women in a world of men. Others may simply substitute alternate terms like humans or Tellurians, the latter of which preserves the suggestive possibility that the men of Dwimmermount are not identical to men and women as we understand them here on Earth.

When adventuring in the world of Dwimmermount, men may belong to four different classes: cleric, fighter, magic-user, and thief. Each of these classes functions as described in *Labyrinth Lord*, except where noted elsewhere in this chapter. In addition there are two sub-classes available: cultist (a sub-class of cleric) and paladin (a sub-class of fighter). See the Classes section, below, for details.

Dwarves

Dwarves in the setting of Dwimmermount differ slightly from the way that they are described in the *Labyrinth Lord* rulebook. The most significant factor is that they are exclusively male; there are no female dwarves. Consequently, dwarves do not reproduce as men do, but rather by carving their "sons" from rock and magically imbuing them with life. Many outsiders consider dwarves to be artificial beings, akin to animated statues or golems. Exploring the truth about the origin of the dwarven race and what conclusions should be drawn as a result was a central theme in the original Dwimmermount campaign, and is among the player motivations described in the final section of this chapter.

Because of their unusual nature, when dwarves die, they turn to stone. Thus, they cannot be restored to life through the use of *raise dead*, but instead require the spell *stone to flesh.* However, dwarves do benefit from other healing effects including spells such as *cure light wounds* and magic items such as *rings of regeneration.*

Though dwarves are very long-lived, known to have lifespans up to a thousand years barring accidents or violence, their population would soon have been reduced to nothing if there were not some way for dwarves to reproduce themselves. That way

is through the carving of a "son" from living rock, with embellishments and adornments of precious metals and gems. With enough attention and craftsmanship—outsiders say *obsession*—a weird magic takes hold of the carving and imbues it with the spark of life, becoming a new dwarf.

A newly-carved dwarf is level 1 and has the same ability scores as his father. There is a 10% chance per ability score that it might be higher (or lower) than that of his father, owing to some quirk in the process of his carving. Roll 1D6, with even numbers conferring a +1 bonus to the ability score and odd numbers a –1 penalty. The new dwarf owes his father an amount equal to the cost spent in carving him. Each month, there is a 50% chance the father will receive 1d12 × 100 gp from his son in partial repayment of this debt. The other 50% of the time, he receives nothing.

A dwarf player character, like any other dwarf, begins play in debt to his own father, to the tune of 1D10 × 10,000 gp. He is not under any obligation to make good on this debt, other than a social one—dwarves who do not attempt to repay their fathers are ostracized by others of their kind. Any money spent in doing so earns experience points at the usual rate if the "Experience Points for Spending Treasure" house rule is in use (see p. 80).

A dwarf player character who wishes to craft a son must invest a minimum of 10,000 gp investment in materials, after which his player may roll 1d20 and add the character's current level, plus an additional +1 bonus to the carving roll for each further 10,000 gp invested. If the unmodified dice roll is a 1, the result is a critical failure, described below. If the modified roll is 20 or more, the carving comes to life. Only one attempt per level can be made, but additional investments made on a failed attempt carry over from level to level. For example, a dwarf begins the attempt to craft a son by investing 20,000 gp at level 5. His player rolls 1d20 plus 5 for his level and 1 from the extra investment, or 1d20+6. The dice comes up 3, neither a critical failure nor a success. When his character reaches level 6, he invests an additional 20,000 gp and tries again. He now rolls 1d20 plus 6 for his level and 3 from the cumulative additional investments, or 1d20+9.

A natural 1 on the 1d20 carving roll causes an unusual occurrence, according to this table:

Roll	Result
1–2	Gnome
3–4	Kobold
5–6	Inert

Gnomes are an offshoot race of dwarves, created when something goes awry in the process of carving a dwarf son. Like dwarves, gnomes are exclusively male, but unlike dwarves, they are incapable of creating their own sons. Some believe that their aptitude with magic somehow negates this natural ability of "normal" dwarves, but there is no evidence that this is so. Despite this, some gnomes believe that there must be a way for their kind to reproduce and work hard toward finding the means to do so. As if in support of this belief, there are tall tales of gnome-only enclaves in the southern lands which are self-sustaining after having discovered the means to propagate themselves.

Gnomes have a complicated relationship to dwarven society, being simultaneously a source of embarrassment—for the lineage of a dwarf with a gnome in it will generally die out—and pride, for gnomes are what enable the dwarves to create the enchanted items that maintain their dwindling society. Consequently, most gnomes are kept hidden away within dwarven strongholds; outsiders rarely hear of them, let alone see them. Needless to say, gnomish adventurers are extremely uncommon, although they are possible (see below).

A kobold is a twisted dwarf, one so obsessed with gold and gems that it retreats into mines, dungeons, and other such subterranean locales in order to sate its lust for riches. Kobolds are selfish, malevolent creatures with a penchant for trap-making and playing cruel practical jokes on other beings, most especially dwarves. Given the numbers in which they appear, kobolds are believed to be able to reproduce themselves much easier than dwarves, although the exact mechanism is unknown. They are otherwise as described in *Labyrinth Lord*.

As far as is generally known, dwarves cannot intentionally create gnomes or kobolds any more than they can intentionally create a man or an elf by trying to carve one from living rock. There's no way to force the process to result in any particular outcome beyond the expected one. By the same token, a dwarf cannot carve a female dwarf and attempt to bring her to life, because there is simply no such thing as a female dwarf. The carving process produces male dwarves and nothing else, except by accident.

A result of "inert" means that the carving is "stillborn" and unusable. The dwarf may start work over again on a new son, but this practice is frowned upon. Inert dwarf sons are never discarded or destroyed. Instead, they are placed in subterranean cemeteries alongside once-living dwarves who have reverted back to the stone from which they were carved.

Although there's no reason a dwarf couldn't carve more than one son, dwarven society frowns upon it, seeing it as evidence of arrogance and self-aggrandizement. The social stigma against multiple sons extends even to dwarves whose sons were carved inert, which is part of why dwarves place these "stillborn" children in a place of honor

and respect in a dwarf stronghold. The origin of the stigma is lost to history, though many elder dwarves suggest that it arose in the distant past, during a time known as "the Tumult," when some dwarves attempted to rebel against their Makers and were ultimately defeated. According to this theory, the leading rebels had carved multiple sons for themselves in an attempt to create dwarven dynasties, which threw the practice into disrepute.

Obviously, the dwarf population is slowly and seemingly inevitably declining. Judging by the size of their underground cities, there were once many millions of dwarves in the world, but now most cities are lucky if they can boast thousands and many cannot even do that. More than a few dwarf cities are now totally abandoned, becoming famed underworlds filled with gold, magical treasure, and foul beasts. For their part, most dwarves are stoic in the face of the inevitable demise of their race, seeing it as the will of their Makers, though some hold out the hope that, one day, the Makers might reverse their fate and restore the dwarves to their former glory.

Dwarves and the Makers

Only men worship gods or have clerics. Nevertheless, dwarves do revere supernatural beings whom they call "the Makers." As their name suggests, dwarves believe that the Makers created them untold ages ago to delve deeply beneath the surface of the world. Once, the Makers spoke regularly—and directly—to the dwarves but those days are long past. No dwarf knows precisely when the Makers stopped speaking to them or why, though most believe it occurred sometime after the Tumult, when some dwarves turned away from the Makers and threw dwarven society into chaos.

Dwarven reverence for the Makers does not take the form of worship, nor is there a religious hierarchy associated with it. Instead, the Makers provide the ultimate foundation for dwarven society and culture, the answer to any question of why things are the way they are: "Because the Makers made it so." Needless to say, such an answer carries little weight with outsiders and indeed with certain dwarves who fear that the continued unthinking adherence to long-held tradition guarantees the doom of their race. Nevertheless, most dwarves are content with this answer and have faith that the Makers will reveal a means to escape their current predicament.

Elves

The term "elf" is a Thulian word used to describe those intelligent, humanoid beings who can claim descent from the Eld. At the climax of the uprising against the Eldritch Empire, the Eld nobility retreated *en masse* back to the Red Planet in the face of the Thulian onslaught. Those Eld unable to return whence they came, in time, came to be known as elves. As relatives of the evil Eld, elves are generally looked upon with suspicion by men and dwarves to this day.

The defining characteristic of the elves is their longevity: so far as anyone knows, elves are immortal. They can be killed and certain ailments may slay them, but they never die of old age. All elves, regardless of their chronological age -- and many elves claim to be over a thousand years old -- look as if they were approximately in their late teens or early 20s from a human perspective. Interestingly, elves, unlike most other races, cannot be raised from the dead if slain.

Physically, elves are lithe and agile and tend to possess fair complexions and hair. Their faces are delicate and finely chiseled—not unattractive by any means, but nevertheless possessing an "alien" quality to them that many men find disconcerting rather than alluring. Elven ears are slightly pointed. Though elves are, on average, shorter than men, they display a wide diversity of sizes.

The alien quality of elves is not limited to their appearance. Distant and haughty, they do not seem to possess emotions as men do, or if they do, they are far less demonstrative about them. Because of their long lives, they are often slow to act, preferring to take weeks or even months to commit themselves to a course of action of any significance. Elves gently mock humans and even dwarves as "ephemerals," seeing them as impetuous and foolhardy children. Needless to say, this has not helped their reputation among men, many of whom consider them little better than the Eld of old.

Despite their longevity, elves are few in number; most humans have never seen more than two or three elves their entire lives and rarely do they ever see more than one elf in the same place. There *are* communities of elves in isolated parts of the world, but humans rarely see them, let alone visit them. Those few who have visited them note, among other things, that there are no children to be found among the elves.

This lack of children has led to speculation about how new elves come to be, if indeed they do at all. For their part, elves refuse to broach the subject with "ephemerals," implying only that it is an intensely personal matter that they do not discuss with non-elves. One popular belief is that elves are a dying race that will pass away forever when the last elf is slain. Another even more popular belief is that elves steal human children and raise them as their own. Others say that one can become an elf by consuming their food, a notion made more plausible by the fact that elves do not consume human foodstuffs if they can avoid it and prefer not to eat in the presence of non-elves, regardless of the menu.

Though there are many tall tales of "half-elves"—the result of a star-crossed romance, usually between a human hero and a beautiful elven maiden—there's no evidence that such a thing is even possible. For their part, elves take no interest whatsoever in humans (or any other race) as objects of affection. Furthermore, though elves do have two genders that, outwardly at least, resemble those of humans, elves do not marry or form pair bonds or have any other kind of social arrangements that suggest either the formation of families or indeed any *purpose* to the physiological differences between the genders. It's almost as if elves were male and female in imitation of humans!

Elves are inherently magical. All members of the race possess the ability to cast spells, though their command of sorcery seems to be more limited than that of humans. This is true even among the Eld, which likely explains why they have turned to demons to augment their power, a practice that while uncommon, is not wholly unknown even among the elves.

A minority of sages claim that many elven sites and structures are in fact older than those of Eldritch manufacture, arguing that it was not the Elves of Telluria who sprang from the Red Elves of Areon, but the reverse. For their part, the elves have nothing to add to such discussions, preferring to say as little as possible about their red-skinned relations. An even smaller minority of sages suggests that the elves may in fact be the descendants of the mysterious "Great Ancients" whose mighty works and artifacts predate even the Eldritch Empire, citing odd similarities between the devices of the Ancients and those produced by the elves. Once again, the elves have little to say on the matter and few men are willing to countenance the suggestion that the Great Ancients were anything but members of their own kind living in the distant past.

Save for the fact that they cannot benefit from *raise dead*, the elves of Dwimmermount are functionally identical to those presented in the *Labyrinth Lord* rulebook.

Classes

When adventuring in the world of Dwimmermount, there are four basic character classes to which men may belong: cleric, fighter, magic-user, and thief. Each of these classes functions as described in *Labyrinth Lord*, except where noted elsewhere in this chapter. In addition there are two sub-classes available: cultist and paladin. These are detailed below.

Clerics

Only men worship deities, which makes clerics a uniquely human vocation. A cleric is a man who has devoted his life to serve one of the deities of the Thulian Great Church and been gifted with miraculous powers in return for his service. All clerics within Dwimmermount are of Lawful alignment, because all of the gods, regardless of their spheres of influence, support and protect the civilization of man.

In general, clerics operate outside the normal ecclesiastical hierarchy. They do not tend to the day-to-day needs of believers, leaving such duties to priests. Instead, clerics act as the strong arms of their faiths, doing great deeds in the name of their gods.

The Great Church

The Great Church was a religious institution of the Thulian Empire, formed from an amalgamation of the nine most influential faiths among the Thulians. Eight of the original deities honored by the Great Church are shown on the table below. The ninth "deity" was called Anyastos, who was, according to orthodox interpretation, not a deity at all, but rather an abstract concept—The Divine—representative of the power above and beyond all the other gods. Anyastos had no priesthood or temples of his own, instead being revered by all of the Church's constituent faiths. Of course, there have always been tales of secret societies and esoteric orders devoted to him. Later, Turms Termax identified himself with The Divine and his worship eventually supplanted that of Anyastos within the Great Church.

The Thulians established the Church both in hopes of securing the blessings of all the gods and as an instrument of policy. These Hyperborean barbarians were a very pious and superstitious people and saw their victory over the Eld as proof of a divine mandate. To ensure that they retained that mandate, early Thulian emperors lavished great wealth and power on the priesthoods of the deities that had supported their rebellion against the Red Elves. Those early emperors similarly did not wish the various temples to feud with one another and so created a structure by which they could work

together and, when necessary, adjudicate disputes, with the imperial throne serving as the final arbiter of any irreconcilable differences that should arise.

The Great Church was ultimately undermined by the Termaxian cult, which taught that all the gods were nothing but manifestations of the Man-Become-God, Turms Termax. Only the faiths of Tyche and Typhon offered anything in the way of opposition to the Termaxians, which is why both deities are now held in much higher esteem than most of the others revered by the Great Church. The Church itself ceased to exist with the fall of the Thulian Empire, though many of its constituent faiths continue to cooperate with one another. Likewise, the titles employed in most religions today are evidence of the Church's continued influence even after its institutional cessation.

What follows is a brief overview of the Great Church's eight gods to aid players of clerics in choosing a deity to serve, as well as to provide some additional context for the various statues and religious iconography present in Dwimmermount.

God	Sphere of Influence	Alignment
Anesidora	goddess of grain, fertility, marriage, and law	Lawful (Good)
Asana	goddess of strategy, heroism, and science	Lawful
Caint	god of medicine, poetry, and music	Lawful (Good)
Donn	god of the dead	Lawful
Mavors	god of warfare	Lawful (Evil)
Tenen	god of travelers, craftsmen, and invention	Lawful
Tyche	goddess of fortune, prosperity, and destiny	Lawful
Typhon	god of judgment, discipline, and trade	Lawful (Evil)

Anesidora is the goddess of grain, fertility, marriage, and law, making her worship widespread and important. Her agricultural aspects have primacy in rural areas, while her role as the guardian of marriage and the law is emphasized in cities, where her clerics commonly act as advocates and judges. There is some rivalry between the faith of Anesidora and that of Typhon, particularly in realms with a more evil interpretation of Law.

Asana is the goddess of strategy, heroism, and science. She is thus equally the patron of military officers, adventurers, and sages. Asana and Mavors have something of a rivalry, though many common soldiers pay homage to both deities, seeing both as necessary to success in battle.

Caint is the god of medicine, poetry, and music. His clerics are well-loved, both for their healing prowess and for their lightheartedness. Temples to Caint typically include both hospitals and theaters, making them at times both busy and raucous. For that reason, they are often used as meeting places even by those with no business there.

Donn is the god of the dead, and as such, is not much worshiped by the living. He is invoked to protect the recently deceased from necromancy and similar sacrileges. Consequently, his clerics are implacable foes of the undead and those who create such abominations.

Mavors is the god of warfare and battle. He sees warfare as both natural and praiseworthy and teaches his devotees how to achieve worldly success through mastery of it. He and Asana are often rivals, in part because Mavors revels in physical battle while Asana is as content with intellectual debate as she is with armed struggle.

Tenen is the god of craftsmen, invention, and travel. He and Asana are allies and their clerics often cooperate in endeavors of mutual interest. He has no permanent temples; his clerics lead a peripatetic existence, always on the move and seeking out new ideas.

Tyche is the goddess of fortune, prosperity, and destiny. Called Lady Luck, or simply the Lady, she is a whimsical and occasionally capricious mistress. Beseeching her aid is no guarantee of *good* fortune, only that the Lady will provide an *unexpected* outcome, leading some, such as the clerics of Typhon, to charge that she is, in fact, an enemy of Law rather than an ally.

Typhon is the god of judgment, discipline, and trade, three spheres considered to be the foundations of man's civilization. Typhon's faithful consider their god the greatest of all deities. Typhon is renowned too, for his vigilance against demons and his clerics excel as exorcists and monster hunters. On the other hand, his clerics are known as overbearing bullies, who use the influence of their temple to advance themselves in social situations.

Cultist (new sub-class)

Requirements: Chaotic alignment
Prime Requisite: WIS
Hit Dice: 1d6
Maximum Level: None

The gods of Telluria, and the clerics who serve them, support and protect the civilization of man. There are, however, some men who regard neither the gods nor the civilization to which they give aid to be worthy of their own devotion. Such men have instead thrown in their lot with Chaos, as embodied by the various demon lords and princes of the Great Void. These men are known as cultists.

Many cultists infiltrate Lawful religions, passing themselves off as clerics and working from within to sow dissent and distrust. Others form secret societies dedicated to demons and attract like-minded individuals to join their evil cause. All live to bring about the destruction of man, his civilization, and even his gods.

Cultists might be called "anti-clerics," as they advance in hit dice, saving throws, to hit progres-

sion, and experience level at the same rate as clerics, and can cast the same number of spells per day at each level. However, they can only cast the reverse of any cleric spell listed in *Labyrinth Lord* as "reversible." That means, for example, that a cultist cannot cast *cure light wounds* but only *cause light wounds*. They may, however, cast the 3rd level spell *animate dead*, which is forbidden to clerics. In addition, cultists can employ edged weapons.

Cultists have no ability to turn the undead, as clerics do. Instead they may attempt to command them, using the turning undead table. If successful, the cultist may command a total number of hit dice of undead equal the number of retainers he may possess based on his Charisma score. This ability has no effect on the cultist's being able to attract retainers, however. These undead remain under the cultist's command for a number of days equal to the cultist's level. Command can, at the cultist's discretion, be reestablished after these days have elapsed, but a new roll may be required to do so. A "D" on the turning undead table means that, not only can the undead be commanded automatically, but they also serve indefinitely.

While under the cultist's command, intelligent undead use the Monster Reaction Table to determine their willingness to obey commands that are potentially self-destructive. If the result on the table is "Hostile," the undead breaks free of the cultist's power and attacks him. The same result occurs if an attempt to command an undead fails.

The cultist class may be available to new characters at the referee's discretion. Lawful clerics may become cultists by performing blood sacrifices in evil shrines within Dwimmermount—specifically, in the Altar of Evil (Room 22) on The Reservoir (Level 3B), in the Meditation Chamber (Room 21) on The Halls of Lesser Secrets (Level 4), and before the Prince of the Undead (Room 4) on The Halls of Greater Secrets (Level 5). Clerics who choose to abandon their faith and become cultists may convert their cleric levels to cultist levels on a one-for-one basis (all earned experience points being transferred to the cultist class). Moreover, there is great power in apostasy. Former clerics gain a number of additional abilities based on the level at which they became a cultist, as indicated in the chart below. These abilities are cumulative. Characters who begin play as cultists do *not* gain these powers.

Paladin (new sub-class)

Requirements: Lawful alignment
Prime Requisite: STR
Hit Dice: 1d8
Maximum Level: None

Paladins are fighters in the service of Law. Unlike clerics, paladins serve no known god. Indeed, they generally consider all gods to be, at best, merely powerful otherworldly beings and, at worst, demons masquerading as divinities. Paladins serve only Law, whom they consider synonymous with Goodness and the only true god. Some have surmised that "Law" is simply another manifestation of the abstract Thulian deity, Anyastos (see p. 37). If this is true, no paladin has ever been heard to assert it.

Regardless, members of this sub-class take particularly umbrage at gods who claim to be Lawful and yet subvert Law for evil ends, like Typhon. Paladins travel the world singly or in pairs, spreading their particular interpretation of Law and rooting out cults devoted to Turms Termax, which they consider particularly dangerous, moreso even than the temple of Typhon. Interestingly, paladins do not shun those who do not share their beliefs, even Termaxians. Instead, they seek them out and often join their adventuring parties, hoping to use their unique abilities and charisma to sway the wayward to their cause. However, a paladin may accept only henchmen or hirelings who are Lawful.

Paladins are uncommon in the region surrounding Dwimmermount. Most paladins are travelers from a far-off land known only as the Kingdom of the Priest-King, about which little is known. From this realm, paladins set out on their unusual mission, often finding others whom they believe are good candidates to serve as Law's chosen champions. These facts, coupled with their penchant for traveling incognito makes paladins a mysterious group about whom many tall tales and legends have sprung up. Given their rarity and secretiveness, most people have no idea whether any of the stories are true, only that paladins are unusual fighting men, unlike any others in the world.

Lawful fighters may find opportunities to become paladins within Dwimmermount—specifically, in the Temple of Law (Room 51) of The Reliquary (Level 2B), from Hu P'an in his cell (Room 49) of The Prison (Level 8), and from an encounter with

Former Cleric Level	Bonus Ability
1–2	+1 to hit against clerics
3–4	Ability to cast the non-reversed form of one clerical spell per point of Wisdom bonus.
5–6	+1 damage per die against clerics
7+	A quasit (see **Appendix C, New Monsters**,p. 350) as a permanent companion. If slain, it cannot be replaced for one year.

PALADIN LEVEL PROGRESSION

Level	Title	Experience	Hit Dice (1d8)
1	Squire	0	1
2	Signifer	2,035	2
3	Sergeant	4,065	3
4	Paladin	8,125	4
5	Under-Marshal	16,251	5
6	Marshal	32,501	6
7	Commander	65,001	7
8	Grand Commander	120,001	8
9	Master Paladin	240,001	9
10	Master Paladin	360,001	+2 hit points only†
11	Master Paladin	480,001	+4 hit points only†
12	Master Paladin	600,001	+6 hit points only†
13	Master Paladin	720,001	+8 hit points only†
14	Master Paladin	840,001	+10 hit points only†

† Hit point modifiers from constitution are ignored

Jin Tai in The City of the Ancients (Level 9). Choosing this path involves giving up the character's existing class, with all earned experience points being transferred to the paladin class. Alternately, the paladin class may be available to new characters at the referee's discretion.

A paladin must be of Lawful alignment, and loses all class abilities if he ever willingly commits a Chaotic act. Additionally, a paladin's code requires that he respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided that they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents. A paladin who fails to abide by the aforementioned requirements loses all paladin class abilities (see below), becoming forevermore a fighter of a level equivalent to his current experience point total.

Paladins are noted for their modest, even austere lifestyles, at least compared to ordinary fighters. A paladin may never possess more than five magical items, not counting a single suit of armor, a single shield, and up to five weapons. In addition, a paladin must donate all treasure he acquires to a worthy and Lawful (Good) cause, except that needed for personal upkeep and that of his henchmen, hirelings, men-at-arms, and stronghold (if any).

In exchange for their tireless devotion to Law, paladins gain the following special abilities:

At will, a paladin can *detect evil*, as per the 2nd-level clerical spell of the same name.

A paladin gains immunity to all diseases. Conversely, a paladin can *cure disease* once per day for every five levels he possesses. Furthermore, he can also *heal* a total number of hit points of damage equal to his or her paladin level × 2 each day.

At eighth level, a paladin may *dispel evil* once per day, as the 5th-level clerical spell of the same name.

At ninth level, a paladin can establish a modest stronghold and attract a small body of loyal men-at-arms who will swear fealty to him. Preferably, this stronghold will be within the domain of a Lawful ruler, but this is not a requirement.

A paladin may choose to gain the service of an unusually intelligent, strong, and loyal steed to serve him or her. This mount is usually a warhorse. Should the paladin's mount die, he may not summon another mount for 10 years. Unlike normal warhorses, a paladin's special mount has AC 5, 5 Hit Dice, and a higher than normal intelligence.

Languages

The world of Telluria is home to countless thousands of languages, dialects, and pidgin tongues. The languages below are those most commonly spoken and/or studied in and around Dwimmermount.

Common: A widespread language descended from Low Thulian. In the years following the collapse of the Empire, Common came to be used as a trade and diplomatic language between the various city-states and nations that arose from the empire's ashes. Common shows much local variation in orthography and vocabulary, so there is a 1 in 6 chance that a speaker of one dialect may either misunderstand the speaker of another or fail to convey his own meaning, if the speaker has not familiarized himself with the new dialect beforehand. Nevertheless, knowledge of any dialect of Common is usually sufficient to get by in all but the most remote or far-flung regions previously governed by the Thulian Empire (and in many regions outside it).

Low Thulian: A largely unwritten, non-standard form of Thulian spoken by the lower classes and conquered subject peoples of the Thulian Empire. Its grammar is considerably simpler than High Thulian, and its vocabulary includes many foreign words.

High Thulian: An elegant, highly-inflected language with a rich native vocabulary and literature, High Thulian was the language of the literary class during the Thulian Empire. It is spoken by aristocrats and scholars in the City-States, and preserved in the liturgy of the Great Church.

Ancient Thulian: The ancestor of High Thulian, Ancient Thulian has a relatively small vocabulary but an exceptionally complex grammar. Spoken by the Thulian barbarians who conquered the Eld, it is today the preserve of sages and the Great Church,

whose earliest holy books are scribed in it.

Bestial: The various beast-men (gnolls, orcs, lizard-men, etc.) all share this rough dialect of the Common language descended from the barracks *argot* of Thulian soldiers.

Elven: The liquid, lilting tongue of the elves. Sages who have closely studied elven have found it bears faint similarities in grammar and vocabulary with Ancient Thulian and Dwarven. The elves claim this is because Ephemerals learned to speak from their betters.

Dwarven: The workman-like language of curt words with a highly regular, efficient grammar spoken by the dwarves. Some of its vocabulary has a faint similarity to Ancient Thulian and Elven, although dwarves maintain this is because the superiority of their language was mimicked by the other races.

Goblin: The fast and guttural language of the goblins bears no resemblance to any other language on Telluria, including bestial. Goblin's strange, transpositional grammar is difficult for even sages to learn, although the dumbest goblin masters it easily. Goblins insist that theirs is the only native language of Telluria.

Precursor: Sages theorize that there may be a precursor language underlying the similarities of Ancient Thulian, Dwarven, and Elven, perhaps the tongue spoken by the Great Ancients. If so, no one known to man speaks it. The secrets of this language may lay sealed away in Dwimmermount.

Level Titles

In Dwimmermount's past, authorities of the Thulian Empire codified each of the degrees of advancement within the adventuring professions. The titles they gave to each level remained in use after the fall of the Empire because of their utility, which may become apparent to players in two ways.

First, knowing someone's level title establishes their capability. If the player characters need someone who can cast *dispel magic*, they can ask at the temples of Adamas for an Exorcist, or interview necromancers in Yethlyreom to find one who can claim the title of Beholder. When a character enters play in a campaign set in Telluria, the referee should make the list of titles for that character's class known to the player.

Second, the hierarchy expressed in level titles is used by characters to measure their own advancement and that of others. The most powerful members of a class will generally be widely known within their region, and may in turn keep tabs on up and comers moving through the ranks. Each new character entering the campaign will be aware of the name and title of the highest level NPC who shares the player character's class and alignment, as shown on the tables below. This will most often be someone in a position of authority within the City-States, who will serve as both a resource outside of the dungeon that the player can try to call on and a personification of the local interests at stake in Dwimmermount.

Each character should also be aware of the name and title of a NPC chosen by the referee from the tables below. This NPC will be of the same class and similar or slightly higher level, but their alignment or goals should be at least one step removed from that of the player character. This person will typically be a member of one of the rival parties (see *Appendix D, Rival Adventuring Parties*, p. 363), and their familiarity to the players early in the campaign will help initiate the web of competition and shifting alliances woven as the player characters and their rivals move back and forth between the dungeon and the outside world.

The Thulians did not create a system of level titles for non-humans, although individual dwarves

CLERIC LEVEL TITLES

Level	Cleric Title	Exemplar
1	Acolyte	Rique of Tyche (L), Five Delvers
2	Ostiary	Jehan and Enjorran of Typhon (L), Typhon's Fists
3	Exorcist	Guimar of Mavors (L), The Crimson Band
4	Proctor	
5	Supernumerary	Ysabelon of Asana (L), The Seekers
6	Numerary	
7	Vicar	Hemmet of Don (L), The Free Swords Saidon the Archivist (L), Adamas
8	Cleric	
9	Archcleric	High Priestess Morna (L), Adamas

FIGHTER LEVEL TITLES

Level	Fighter Title	Exemplar
1	Veteran	Fortin and Lorenz (N), Five Delvers
2	Man-at-Arms	Ondart and Helouys (L), Typhon's Fists
3	Warrior	Daniau (L), Foursi (L), and Moryse (N), Crimson Band
4	Swordsman	Semays (N) and Pariset (C), Silver Dawn
5	Free Sword	Sieur Berthan Quarre (L), Fort Aster; Sieur Jehan Cadit N), Fort Oro; Richal (N), Seekers
6	Sword Master	Castellan Thevenin Verodart (L), Muntburg; Lord Adryen Hermen (N), Passara
7	Champion	Feliz (N) and Chartain (N), Free Swords
8	Hero	
9	Lord	Despot Mahe Cheron (L), Adamas

MAGIC-USER LEVEL TITLES

Level	Magic-User Title	Exemplar
1	Neophyte	Thonyn (N), Five Delvers; Genevote (N), Typhon's Fists
2	Zealot	Sedile (L), Crimson Band
3	Beholder	Alina (C), Nantier (C), and Betan (C), Silver Dawn
4	Magician	
5	Philosopher	Callett (L), Yethlyreom
6	Minor Adept	Dooin (N), Free Swords
7	Major Adept	Nycaize Ouyqyant (N), Castle Greenholt
8	Exalted Adept	Councilor Phaedra Thyefaine (L), Yethlyreom
9	Master	
10	Magus	
11	Archmagus	

THIEF LEVEL TITLES

Level	Thief Title	Exemplar
1	Apprentice Thief	Asceline (N), Five Delvers
2	Looter	
3	Plunderer	
4	Journeyman Thief	Guibour (C), Silver Dawn
5	Sneak	Gaztea (N), Adamas; Jeffroy (N), Seekers
6	Larcener	
7	Pilferer	Bietron (N), Free Swords
8	Yeggman	
9	Burglar	
10	Master Thief	

DEMI-HUMAN LEVEL TITLES

Level	Dwarf Exemplar	Elf Exemplar
1	Yurain (L), Typhon's Fists	
2	Delster (L), Muntburg	Kirthas (N), Crimson Band
3		
4	Ogal (L), Seekers; Durric (L), Muntburg	
5		
6	Vonias (L), Free Swords	Adaina (N), Free Swords
7		
8		Linwa Nirmalan (N), Elphame

and elves have been known to claim the titles appropriate to fighters and magic-users by demonstrating the appropriate prowess. Players of dwarf or elf characters should be aware of two other members of their race as described above, although the referee may wish to describe them in terms of relative rank or status rather than level.

Demi-Human Exemplars

Players may invent the details of a pre-existing relationship between their character and the NPCs of whom they are aware, or leave this to be defined through play. The referee should also seek to create relationships between these NPCs whenever improvisation is called for.

For example, each of the adventure seeds at the end of this section specifies only the general outlines of the NPC who might introduce it to the players. In such cases, the referee's first instinct should be to employ someone already familiar via level titles. Sometimes this will be a direct connection: Nycaize Ouyqyant of Castle Greenholt is the most powerful arcanist known to the party's neutral magic-user, so he is a good candidate for the person who is offering a reward for "liquid lunar emanations." To develop the complexity that will unfold as the campaign grows however, the connection should often be obscured. In such cases, the referee will create a NPC who is new to the players and their characters, but is linked to someone that they know already. This technique presents the setting as an appropriately expansive world and allows the campaign's cast of characters to grow while still being tied together by invisible strands. As these connections are revealed, the party's separate relationships with the familiar and unfamiliar NPCs will deepen. An encounter with a rival party seeking the same liquid emanations may take an unexpected turn when it emerges that they were also hired by Nycaize, which may cause the players to reappraise the trust they had formerly placed in their patron.

Spellcasting

In the world of Telluria, the term "spell" refers to a magical formula, whether written or mental,

"I absolutely love the level titles of old school [RPGs] and regret that they were dropped from the game… For my Dwimmermount campaign, I'm working on totally new lists of level titles that retain the flavor of the originals while being original. I justify the existence of these titles by saying that they're remnants of the days of Thulian rule and have now passed into common usage throughout the main campaign area. There are some local variations here and there, but, like the use of Latin in the Middle Ages, these titles are a testament to the common heritage of all the realms and city-states of the present era."

James Maliszewski,
Grognardia,
2/18/09

Cleric Level	Spells/Level				
	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	3	3	2	2	1
9	3	3	3	2	2
10	4	4	3	3	2
11	4	4	4	3	3
12	5	5	4	4	3
13	5	5	5	4	3
14	6	5	5	5	4
15	6	6	6	5	4
16	7	6	6	5	5
17	7	7	7	6	5
18	8	7	7	6	6

Magic-User Level	Spells/Level					
	1	2	3	4	5	6
1	1	-	-	-	-	-
2	2	-	-	-	-	-
3	2	1	-	-	-	-
4	2	2	-	-	-	-
5	2	2	1	-	-	-
6	2	2	2	-	-	-
7	3	2	2	1	-	-
8	3	3	2	2	-	-
9	3	3	3	2	1	-
10	3	3	3	3	2	-
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	2
14	4	4	4	4	3	3
15	5	4	4	4	3	3
16	5	5	4	4	4	3
17	5	5	5	4	4	3
18	5	5	5	5	4	4

that enables a spellcaster to alter reality in accordance with the parameters of that formula. In its written form, a spell is expressed by a complex, non-representational cipher that is completely unintelligible to anyone whose mind has not been prepared to do so. Such preparation is a significant part of a spellcaster's apprenticeship, with years spent in exercises intended to open the mind to the non-physical "impressions" of spells. These impressions are the mental form of a spell and translating them between their written and mental forms is another important part of a spellcaster's apprenticeship.

The discovery of the correspondences between these formulas and the effects on reality occurred in the distant past, likely in the time of the Great Ancients. So obscure are these correspondences that, even after untold millennia of research, the number of spells has not expanded much beyond the canon of spells known today. This has led some to suggest that all possible correspondences have already been discovered, an opinion some sages scoff at, for both history and legend speak of spells whose effects are unlike any seen in the present era.

Since Thulian times, the canon of spells has been divided into levels of power. At present, no known clerical spells exceed the 5th level of power, while no known magic-user spells exceed the 6th level of power. Because the spell progression tables in *Labyrinth Lord* assume the existence of higher level spells, the following tables should be substituted. Note that 1st level clerics do *not* start play with spells, unlike clerics in *Labyrinth Lord*.

Starting Knowledge about Dwimmermount

What follows is a run-down of the knowledge that an adventurer might expect to know about Dwimmermount prior to exploring it. The following details are general enough to be usable even in campaigns taking place elsewhere than Telluria.

Dwimmermount is located a few miles to the northwest of the fortified town of Muntburg.

Dwimmermount was excavated from the tallest mountain in the Wintertop range and is reputed to have at least half a dozen levels, if not double that number.

The dungeon was the site for the most important magical research of past eras, including investigations into time, space, and the creation of life.

For hundreds—maybe thousands—of years, Dwimmermount served as a fortress for a succession of empires. It fell two centuries ago, when a rebel uprising culminated in a mysterious cataclysm that sealed the dungeon off from the outside world.

Many of the inhabitants of Muntburg and the nearby region known as the City-States are there to keep an eye on Dwimmermount. Some hope to enter the dungeon to get rich, others to free one of the powerful beings which the local authorities hope will remain locked away in Dwimmermount's extra-dimensional prison.

Within the last few weeks, rumors have begun to circulate that the magical wards that once sealed off Dwimmermount have fallen. Shadowy figures are reportedly going into, and coming out of, the mountain fortress.

Campaigns which use the history provided in this book may wish to provide characters with more knowledge about the dungeon's role in its world, suggesting some of the central themes of the original Dwimmermount campaign. To indicate the typical perspectives of Telluria's inhabitants, this information differs depending on the character's race and sometimes reflects popular wisdom rather than historical fact.

Human Beliefs about Dwimmermount

Dwimmermount was created by the Great Ancients, the ancestors of men and the founders of the world's first civilization.

Centuries ago, Dwimmermount became the foothold by which Eld from the Red Planet, Areon, subjugated the natives of Telluria.

The gods inspired the Thulians, barbaric men from an island far to the north, to overthrow the Eldritch Empire and replace it with one of their own.

Dwimmermount is a sacred place to the Great Church, the institutional faith of the Thulian Empire, and contains many of its most important temples.

A man entered Dwimmermount and became a god. This was Turms Turmax, who was arrested and imprisoned by the Thulians for denying the Great Church's ban on magic-users and preaching the pursuit of immortality. After his apotheosis, Turms Termax became the most-worshipped god in the Thulian Empire.

Typhonians are followers of Typhon, mightiest of the Gods of the Great Church, who led the rebellion against Turms' usurpation of the Thulian Empire and work to keep his dark secrets imprisoned in Dwimmermount. They are opposed by Termaxian cultists who seek to restore Turm's empire and gain the secret of his apotheosis.

Dwarven Beliefs About Dwimmermount

Dwimmermount is revered by all dwarves because it was home to the Makers who created their race.

Dwimmermount contains the cemeteries of the most venerated dwarven ancestors.

For centuries, dwarves have been the custodians of Dwimmermount.

A few dwarves in each generation have volunteered to join the custodians by climbing a path on Dwimmermount's windward face visible only to those who can sense hidden construction and passable only by those created by the Makers.

The work of the custodians is too sacred to be spoken of, but recent disquiet among the elders suggests that something has gone wrong inside the mountain.

Elven Beliefs About Dwimmermount

The origins of Elves and ephemerals alike are somehow tied up with Dwimmermount, but it would be gauche to inquire further.

Ephemerals envious of the secret of Elven longevity persist in searching for it within Dwimmermount.

Dwimmermount is at the center of an enormous astrological observatory, from which one may sight along the other peaks of the Wintertop range to mark important heavenly transits and predict conjunctions.

The most important of these is the Triple Conjunction of Kythirea, Areon, and Ioun, which occurs only once every 58 years. The most recent Triple Conjunction occurred two months ago.

All right-thinking Elves claim descent from those Eld who joined men in fighting against the tasteless excesses of the Eldritch Empire, which included consorting with demons.

Many of those who seek to enter Dwimmermount nowadays are motivated by the attempt to free a demon prince held within its prison, whether they are aware of this or not.

Random Rumors About Dwimmermount

In addition to the general information shared by all, each new player character should begin play knowing a rumor about Dwimmermount generated from the table on the next page. Existing characters and those seeking more intelligence before descending into the dungeon may also hear rumors from non-player characters (NPCs) in Muntburg and elsewhere. Not all of these rumors are true, but all of them pertain to some aspect of the dungeon and should provide additional hooks for giving the character a reason to explore the place.

Motivation for Adventuring

For some, the prospect of danger and loot provide sufficient incentive to explore Dwimmermount. However, many players require additional motivation before setting off into the darkened halls of an ancient mountain fortress. Some goals will drive players throughout each the dungeon's levels, while others are specific to a certain level.

Knowledge is Valuable

Players seeking power will be motivated by the search for wealth, as its acquisition is assumed to be the main driver of character advancement in *Labyrinth Lord* and the old-school games that are

its inspirations and its descendants. Curious players will also be motivated by the search for knowledge, especially as the campaign grows. By tying these motivations together, the referee can help ensure that the characters become powerful enough to face the challenges found on the deeper levels where the ultimate answers to their questions may be found. Offering monetary rewards is preferable to directly awarding experience points for discovering new knowledge because finding and negotiating with NPCs who will pay for this lore helps tie together the characters, the dungeon, and the wider setting. Furthermore, more money brings more problems, generating concrete consequences and potential adventures in a way that simply gaining experience does not.

Maps

The first link between wealth and knowledge comes from cartography and maps created by player characters during their adventures. In addition to the tremendous practical value to the party of such records, both scholars and rival explorers will be eager to purchase copies of these maps. The referee can calculate the selling price of such maps using the table below. The total value will depend on the dungeon level, shown in the first column. The second column gives the value in gold pieces contributed by each room or numbered area shown on the players' map, while the third column gives the value of each exit from the level that was mapped. For example, an expedition which took the most direct path from the Red Doors of The Path of Mavors (Level 1) to the stairs leading to The Reliquary (Level 2B) would pass through four numbered areas and discover two exits from the level, so their map would be worth 140 gp. An exploration of The Deep Hollows (Level 7) that mapped an equal number of rooms and exits could be sold for 3,000 gp. The referee may reduce the selling price if areas of the map are partial or inaccurate, while annotations or illustrations can increase a map's value.

GP FOR ROOMS AND EXITS

Level	GP/room	GP/exit
1, 2a, 2b, 3a	10	50
3b	25	100
4	50	250
5	100	500
6a	150	750
6b	300	1,500
7	250	1,000
8	2,000	10,000
9	10,000	50,000
0	300	1,500

The listed value is meant to represent a map's total worth. Clever players may realize that their cartography is unlike a jewel or a magic item in that it can be copied and sold to many buyers, but interested buyers will likely want exclusive access. The consequences of selling multiples of the same map are up to the referee, but should certainly include a steep decline in the price that each copy brings (at least 2d20% per copy).

Selling even a single copy of their map is likely to cause the player characters to encounter rival adventuring parties more frequently. Potential buyers should counteract the resultant hesitation among savvy players by offering promises not to use the map for exploration, or share it with others who might do so, until the player characters have finished with their

DWIMMERMOUNT RUMOR TABLE

1d20	Rumor
1	A secret back entrance leads to the first level. (True)
2	The shadowy figures seen going into, and coming out of, the dungeon are Termaxian cultists. (True)
3	Dwimmermount was sealed off from the outside world by dwarves, who still control the fortress from within. (False)
4	By means of dark magic, the Thulians removed Dwimmermount from the sight of the gods, weakening clerical magic within its walls. (False)
5	Demons and their servitors abound in Dwimmermount. (True)
6	The water in Dwimmermount is toxic and cannot be safely imbibed. (False)
7	A group of dwarves entered Dwimmermount in recent weeks, but did not return. (True)
8	Beware the shades of the ancient Thulians, for they can consume the souls of the living! (False)
9	Portals to other worlds can be found inside Dwimmermount. (True)
10	Every door with a lock is also trapped and can only be safely bypassed by someone bearing a special Thulian seal. (False)
11	An ancient automaton within the dungeon offers aid and healing to adventurers. (False)
12	Dwimmermount was once one of the largest sources of raw azoth in the entire world. (True)
13	Machines in the dungeon can imbue bones with magical power. (True)
14	A gold mine can be found on one of the lower levels of Dwimmermount. (False)
15	An entire brood of dragons nests in Dwimmermount. (True)
16	Replacing the heads of statues can sometimes bring divine boons. (True)
17	Anyone who dies within the walls of Dwimmermount can never be restored to life by any means. (False)
18	The skeletons with bones made of metal are not undead and cannot be turned. (True)
19	Never read anything written on the wall! It is likely to be an ancient Thulian curse. (False)
20	Dwimmermount is suffused with raw magic, making spells more powerful when cast within. (False)

own expeditions. Encouraging the sale of maps serves two purposes in a campaign. As mentioned above, this source of treasure earned through adventuring will help the player characters advance in level so that they are able to face the dungeon's increasing danger. Should all the adventurers catastrophically fail in this task, having copies of their maps and notes stashed in a sage or rival's archive can justify having a new group of characters pick up the thread of a campaign after a TPK or "total party kill".

The referee may also wish to make maps of the dungeon available for sale to the player characters. Maps created before Dwimmermount's fall, or contemporary maps created using divination, should fetch the values shown above. Those created by rival adventurers might go for less, as all rooms shown would likely have been looted by the mappers. Giving the party a map, and having the characters start out in debt equal to its value, can be a great way to launch an adventure and is especially useful when running Dwimmermount at a convention or for a higher-level group of player characters.

Historical Evidence

The second link between knowledge and wealth comes from important historical evidence recovered from Dwimmermount, which like maps should be counted as treasure recovered from the dungeon. As with other unique treasures whose value is unknown, when and how many experience points are awarded for historical evidence will depend on the details of its sale.

In the dungeon, rooms which contain repositories of the past are given values which a sage might pay for the collection if it were transported *en masse*. While this can present an interesting logistical challenge, it does not serve the purpose of encouraging the players' curiosity about the setting by yoking it to their characters' advancement. To that end, we offer the **Value of Historical Facts** table below.

The first column presents various questions of historical importance within the setting of Dwimmermount. The second column shows the facts as numbered in the *Secret History of Dwimmermount* section of Chapter 2 (p. 19) whose discovery would count as historical evidence. The third column is the value which characters might derive from bringing this evidence to light.

The listed value represents the total worth of each question's answer assuming it is presented **completely** and **reliably**. Complete evidence means that every numbered fact has been demonstrated. Reliable evidence means that the numbered fact is documented with a historical book, machine, or live testimony from an NPC from the era. Thus the listed price can only be claimed by selling an original copy of a book found in the dungeon or, if the source of information is a person, bringing them out of Dwimmermount to answer the buyer's questions.

If the evidence is incomplete, only a portion of the listed value will be earned, generally in proportion to the numbered facts for which evidence is available. Likewise if the evidence is unreliable, only a percent-

VALUE OF HISTORICAL FACTS

Question	Facts Required to Answer	GP Value
What was the first civilization on Telluria?	1-3, 1-4	5,000 gp
What is the origin of the Great Ancients?	1-1, 1-3, 1-4, 1-5, 1-6	20,000 gp
What is the origin of the Dwarves?	1-7, 2-3, 5-18, 6-10, 6-11	20,000 gp
What is the origin of the Gods?	1-2, 1-8, 1-9, 1-10, 2-7, 2-8, 4-1, 5-3	125,000 gp
What is the relationship between Man, Eld, and Elf?	1-1, 1-3, 2-4, 2-5, 2-6, 3-2, 3-3, 4-6	50,000 gp
What is the origin of the Sleeping God?	1-8, 1-9, 1-10, 2-4, 2-5, 2-6, 3-9	50,000 gp
What is the origin of Beastmen?	3-3, 4-9, 4-10	5,000 gp
What is the origin of the Paladins?	5-2, 5-3, 6-4, 6-5	10,000 gp
What is the secret to immortality?	5-3, 5-4, 5-7, 5-8, 5-13, 5-14, 5-15, 5-19, 5-20	125,000 gp
What is the truth behind the legend of Turms Termax?	5-1, 5-2, 5-3, 5-5, 5-6, 5-7, 5-8, 5-9, 6-3, 6-6	85,000 gp
How did Dwimmermount fall?	6-1, 6-2, 6-3, 6-4, 6-5, 6-6	10,000 gp
What is happening in Dwimmermount now?	6-10, 6-11, 7-1, 7-2, 7-3	50,000 gp
Other questions of personal or historical interest	Various	1d10 × 1,000 gp

age of the listed value will be earned. The percentage will be very low (1d10%) for "eye witness testimony" by adventurers, who are notoriously unreliable. Written statements by NPCs, copies of books, sketches of machines, and so on can net more (5d10%).

Characters of Neutral or Chaotic disposition may, if desired, attempt to profit by fraudulently selling the answer to questions they don't really have information about. When their fraud is eventually exposed, the referee should decrease the value of all future information the characters may attempt to sell, as even reliable evidence will be called into question by such behavior.

In assigning gold piece values to historical evidence, we have assigned much greater weight to evidence that would impact contemporary society than to evidence that is merely of historical interest. Thus revealing that the gods of the Great Church were created by man is worth much more than learning that the beastmen were created by the Thulians.

We have arbitrarily assumed that the total value of the information in Dwimmermount is approximately equal to the value of the coinage in Dwimmermount (about 550,000 gp). The referee should feel free to increase or decrease the value of historical evidence depending on his campaign's desired rate of advancement, and preference for rewarding treasure-hunting versus knowledge-seeking.

Adventure Seeds

Players' general desire to learn the secrets of the campaign can be counted on to grow through play, which often begins with a specific impetus to enter the dungeon. What follows is a handful of adventure seeds, all of them associated with The Path of Mavors (Level 1), to provide the kernel around which a campaign can grow.

Cartophile's Dream: A local sage who specializes in antique cartography will pay the characters for a map of the Exarchate of Theana that he believes can be found in Dwimmermount, and may purchase other ancient maps as well.

Dwarven Cemetery: Rumors that something has gone awry within Dwimmermount have reached a pair of ancient dwarves whose kinsman entered the dungeon years ago to tend to its dwarven cemetery. They ask the characters to conduct a discreet investigation, and may direct them to the path up the mountain's windward face leading to the Entrance Cave (Room 30) on The Path of Mavors (Level 1).

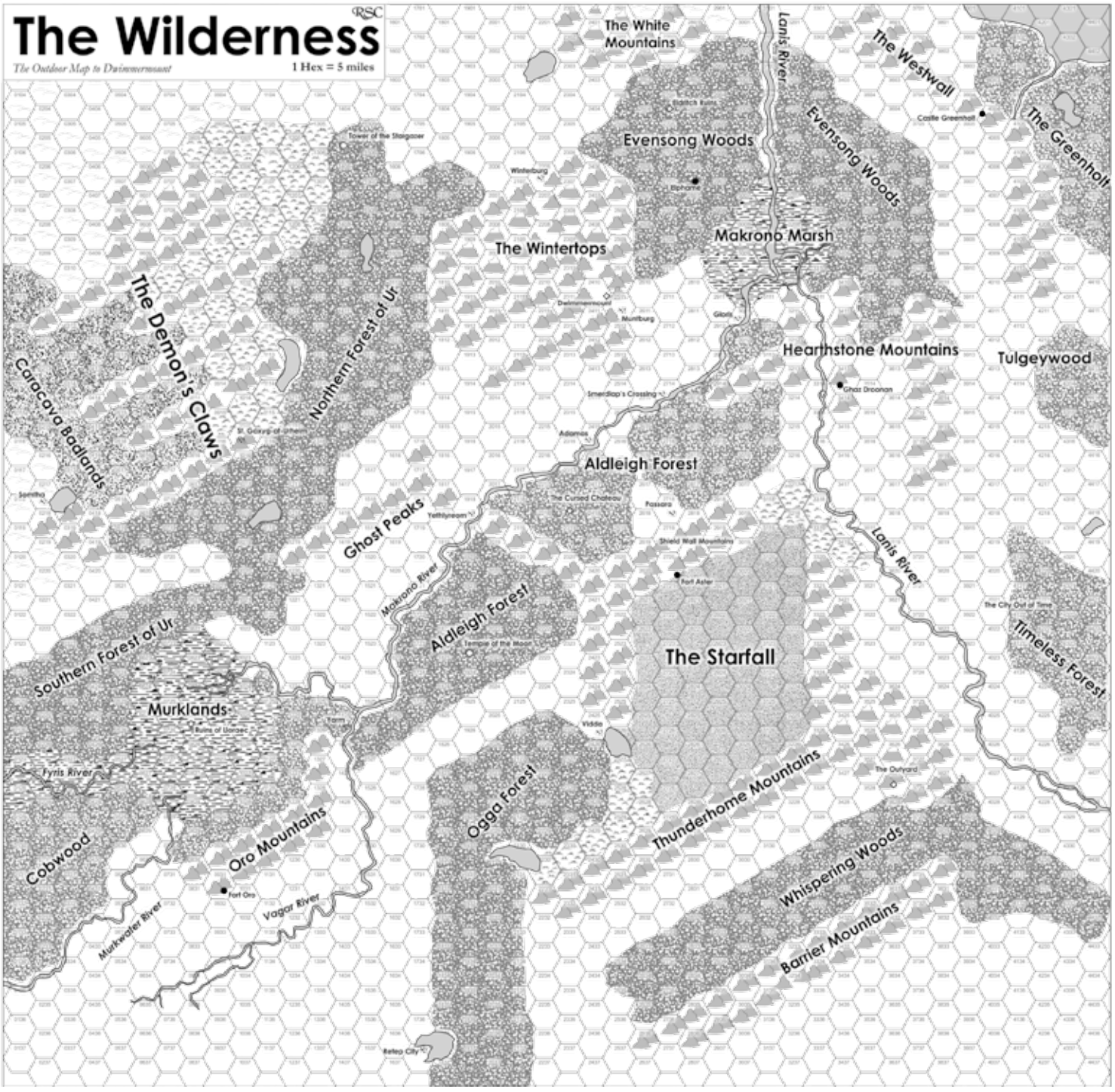
Moon Pool: A magic-user believes that there is a source of "liquid lunar emanations" within Dwimmermount—a magic pool. She asks the characters to find this source and bring back a water sample in exchange for a hefty fee.

Oracular Advice: Someone approaches a Lawful-aligned character, preferably a cleric, with a question that he wishes them to ask the oracle reputed to reside within Dwimmermount. The question can be anything, but whatever it is, it is important to the person asking it and he will pay the characters for their troubles. However, the questioner will require that the character swear before Typhon that his answer is truthful before he pays! Whether Typhon **curses** those who lie in His name is up to the referee to determine.

Orc Raiders: Recently, orcs have been sighted on the slopes of Dwimmermount. As the citadel of Muntburg has been assaulted by orc tribes in the past, the characters are hired by the Captain of the Watch to determine whether these orcs are scouts for a newly gathering army.

Many more adventure ideas can be easily created simply by flipping through the various levels and looking for unusual features or inhabitants that might interest outsiders. What is important is to find ways to draw the player characters to Dwimmermount, providing them with reasons to be there above and beyond killing and looting. Once there, and as they interact with the dungeon's various factions and mysteries, they will soon find plenty of their own reasons to continue to explore.

> "In session 2, the players took the map they created the previous week and started to examine it for routes they'd not yet explored, as well as the likely locations of secret doors or other hidden features. I was very pleased about this, because it showed the utility of actual map making, which is something of a lost art in the hobby. I also liked how the presence of a map allowed the players **to plan** their return to the dungeon. They were more knowledgeable about the level's contents and, by looking at the map, they could make good surmises as to what they might encounter elsewhere within it and prepared themselves accordingly."
>
> James Maliszewski,
> **Grognardia**,
> 1/12/09


The Wilderness
RSC
The Outdoor Map to Dwimmermount
1 Hex = 5 miles
The White Mountains
Lanis River
The Westwall
Evensong Woods
Castle Greenhall
The Greenholt
Tower of the Stargazer
Winterburg
Elphame
Makrono Marsh
The Wintertops
Dwimmermount
Muntburg
Gilotti
Hearthstone Mountains
Tulgeywood
Ghost Droonan
The Demon's Claws
Northern Forest of Ur
Caracava Badlands
Smerdiap's Crossing
Adlamos
Aldleigh Forest
Ghost Peaks
Yethhyeaan
The Cursed Chateau
Possara
Shield Wall Mountains
Fort Aster
Makrono River
Lanis River
The City Out of Time
Timeless Forest
Southern Forest of Ur
Aldleigh Forest
Temple of the Blood
The Starfall
Murklands
Ruins of Uaraec
Vidda
Fyris River
The Outyard
Thunderhome Mountains
Ogga Forest
Cobwood
Oro Mountains
Fort Oro
Whispering Woods
Murkwater River
Vagar River
Barrier Mountains
Retea City

Chapter 4

Vicinity of Dwimmermount

The Wilderness

DWIMMERMOUNT DOES NOT EXIST IN A VACUUM. Though the megadungeon is the central feature of the north, others also vie for that claim, in particular several large settlements of men. This section presents both the referee and the players with the wilderness surrounding Dwimmermount to provide context for the dungeon itself and to open up campaign possibilities beyond exploring its depths.

The Map

The map of the wilderness surrounding Dwimmermount is made up of five-mile hexes, arranged in columns. Each hex has a four-digit number (0101, 2410, etc.) associated with it. The first two digits indicate the column of hexes, while the second two digits indicate a hex within that column. For example, 1405 means that the location in question can be found in column 14, hex 5.

Geography

The region contains a number of general features in addition to the specific locations listed by hex number below.

Aldleigh Forest

Once denser, the Aldleigh Forest has been worked for its lumber for centuries, though there are still places within it where Men believe that evil cultists carry on unspeakable rites.

Barrier Mountains

Several tribes of hobgoblins, most notably the Skull Smashers, dwell within this southern mountain range, lording it over their lesser cousins and periodically threatening the lands of Man.

Caracava Badlands

Rocky and desolate, the Caracava Badlands are the supposed site of a magical disaster during the time of the Great Ancients (or perhaps the Eldritch Wars—the legends are unclear) that left them devoid of all *natural* life. Unsurprisingly, only the most foolhardy adventurers, lured by rumors of lost wealth and magic, venture here.

Cobwood

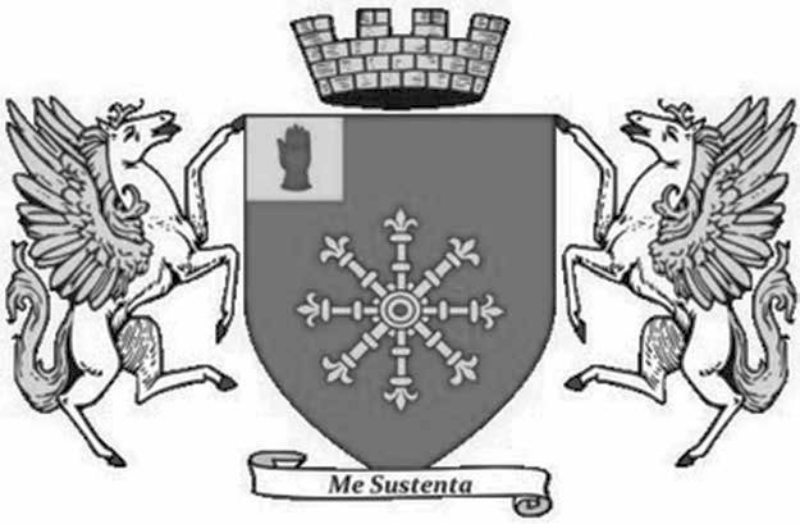
This forest has a well-deserved reputation for evil, as it is home to an unusually large colony of giant spiders united under the suzerainty of an ancient and despicable member of their species called Gloomfang.

Evensong Woods

The Evensong Woods are among a handful of places where elves continue to exist in any great numbers, though even here they are rare.

Ghost Peaks

These small, short mountains get their name from the spirits that are supposedly drawn to them. Sages and scholars scoff at such notions, but the Ghost Peaks do seem to have an unusually high population of undead beings (perhaps due to the closeness of Yethlyreom).



Hearthstone Mountains

Dwarves once dwelt within these mountains in large numbers, but their numbers have diminished considerably since the fall of Ghaz Droonan (3413).

Makrono Marsh

Located where the Lanis and Makrono Rivers meet, this wetland is home to many goblins, at least some of whom are friendly with the Men of Gloris (2911).

Murklands

A vast swamp extending miles in several directions, the Murklands may be of unnatural origin, though none can say for sure. What is known is that there exist within its borders several ruins, most notably the Ruins of Lloraec (0825), as well as several bands of trolls who attack any who dare to enter their territory.

Northern Forest of Ur

This dense coniferous forest has remained largely untouched since Men first came to this region. For that reason, tales are told of hidden enclaves of pre-human races within its boundaries, which if these tales are true, must be very well hidden indeed.

Ogga Forest

Though its southern end is used to supply lumber to Retep City (1737), the Ogga Forest is well known as a haven for bandits and thieves. One large band, under the leadership of a self-proclaimed bandit "king," has been the source of trouble for many of the settlements in the area.

Oro Mountains

Before the coming of the Thulians, these low mountains were home to an ogre kingdom. Though the kingdom was defeated, ogres can still be found here, often rising to threaten the small, isolated communities that dot the area.

Shield Wall Mountains

These surprisingly high peaks act as a barrier between the settlements of the north and the weird creatures that dwell within The Starfall (see below).

Southern Forest of Ur

Unlike its northern counterpart, the Southern Forest of Ur is better known, having once been partially hewn to make way for a highway to the west. Since the fall of the Thulian Empire, the forest has regrown to some extent, engulfing the former settlements and trade stations that lay along the highway.

The Demon's Claws

The Demon's Claws are a collection of high, jagged mountains so named because of the way they seem to rake the western portion of the region like the claws of a monster. The Claws also have an evil reputation owing to the large numbers of beastmen (gnolls, minotaurs, orcs, etc.) who make their homes among these mountains.

The Greenholt

The Greenholt is a pristine forest under the protection of the lord of Castle Greenholt (4004). Precisely what he protects and why is the subject of an impressive array of rumors discussed throughout the region.

The Starfall

This large rock desert is reminiscent of the Caracava Badlands (see above), leading some to speculate that a similar disaster befell this region too. Like the Badlands, The Starfall is home to many forms of bizarre life, including a remarkable number of golems (or golem-like beings) that occasionally leave its borders and make war on nearby settlements, such as Fort Aster (2720) and Vidda (2526).

The Wintertops

The Wintertops are a tall mountain range riddled with extensive natural caverns. During Thulian times, they were extensively mined for the natural—and supernatural—ores, gems, and other substances found within them, which only added to the already-existing network of caves.

Thunderhome Mountains

Named for the violent storms that seem to swirl about their peaks, these mountains are home to many giants.

Timeless Forest

So called because time supposedly behaves differently within its border, this forest is thus shunned by all save adventurers and sages seeking to delve into the mysteries of Time itself.

Tulgeywood

Reputedly the home to a vicious creature of indeterminate size and countenance, the Tulgeywood is a small, but dense forest. The story goes that a young warrior wielding a magic sword ventured into the wood in hopes of slaying "the Tulgey Beastie" and never returned from his ill-considered quest, prompting many cautionary tales and poems about the forest's dangers.

Whispering Woods

This dense expanse of forest is noted for a mysterious "whispering" that occurs within its borders every day after sunset. The whispering sounds like the voices of Men speaking very softly, but what they are saying is completely unintelligible.

Locations

Also found on the wilderness map are many specific locations, mostly settlements of varying sizes, as well as some notable ruins. Each entry is preceded by its hex number. Settlements include information on the population, alignment, ruler, and, where appropriate, its primary resource.

Much of the traffic between settlements takes place via the Makrono River. Ferries and floating taverns shuttle between the City-States of Adamas and Yethlyreom, while barges and traders go downstream to Smerdlap's Crossing and Gloris and upstream to Yarm. The upper Vagar River is not navigable, but caravan routes to Retep City are protected by tax-supported patrols from Fort Oro and often purchase protection from the bandit king of the Ogga Forest.

0217 Somtha

Population: 100 Men; **Alignment:** Lawful; **Ruler:** Mayor Clyes Fillon, 0-Level, L; **Resource:** Fish

Once, Somtha was an important stop on a pilgrimage route, providing provisions for travelers headed toward the monastery of St. Gaxyg-at-Urheim (1015). The destruction of the monastery ended Somtha's meager prosperity, turning it into a virtual ghost town, with only a few diehard inhabitants left.

0825 Ruins of Lloraec

A great city in Thulian times, Lloraec was slowly abandoned in the centuries following the Empire's fall, as the dikes and dams that kept the Murklands (see above) at bay fell into disrepair. Now, it is an immense ruin populated by monsters.

0931 Fort Oro

Population: 50 Men; **Alignment:** Lawful; **Ruler:** Sieur Jehan Cadit, Ftr 5, N

Funded by Yarm (1425), Fort Oro protects the southern trade routes from attacks by bandits and ogres.

1015 St. Gaxyg-at-Urheim

Dedicated to an obscure individual known as St. Gaxyg the Gray, this ruined monastery was a beacon of learning and spiritual edification built upon an escarpment under which lay the chaos-tainted Caves of Mourning. The monastery's magical and material riches made it a tempting target for greedy warlords, one of whom razed it to the ground, leaving behind the ruins that exist today.

Expansion of hex 1015 may begin with **The Ruined Monastery** by James Maliszewski, published in 2008 in **Fight On!** #1.

1403 Tower of the Stargazer

More information on hex 1403 may be found in **The Tower of the Stargazer** by James Edward Raggi IV, published in 2010 by **Lamentations of the Flame Princess**.

Legends tell of a wizard so arrogant that he felt the entire sky was naught but a lens for him to view the stars. Though the wizard is long gone (or so the legends say), his tower still remains.

1425 Yarm

Population: 2,000 Mixed; **Alignment:** Neutral; **Ruler:** Mayor Guerin Lamy, 0-Level, N; **Resource:** Market

Yarm is a lively port city built at the confluence of three rivers. Its people are renowned as hagglers and traders without peer; they buy and sell almost anything and the scope of their wares draws visitors in large numbers from across the North.

> "All these trips back to Muntburg or Adamas to re-supply and seek out new hirelings to replace their fallen comrades are opportunities to roleplay and to explore the world outside the dungeon… Not every trip back to Adamas is an occasion for me to throw some random encounter at the party or to introduce some eccentric NPC -- but many are. I relish those opportunities, because they're where I get to ground the characters and the dungeon in a larger context and to create a "web" of connections that I can then later use for ideas, both within and without the dungeon."
>
> James Maliszewski, **Grognardia**, 6/23/09

1737 Retep City

Population: 40,000 Men; **Alignment:** Lawful; **Ruler:** Lord Mayor Heriot Lategnem, 0-Level, L; **Resource:** Market

Retep is a large city-state and a rival to Adamas (2415) for influence in the North. Its lord mayor is largely a figurehead, with true power lying with the merchants, aristocrats, temple leaders, and guild representatives who make up his advisory council. Their constant infighting has so far prevented Retep City from achieving the kind of dominance it might otherwise have.

1918 Yethlyreom

Population: 15,000 Men; **Alignment:** Lawful; **Ruler:** Phaedra Thyefaine, MU 8, L; **Resource:** Market

Called the City of the Dead, Yethlyreom is ruled by a council of necromancers, who use their powers to raise undead to fight against even more monstrous forces in the north. Yethlyreom is an uneasy ally of Adamas (2415), much to the chagrin of the temple of Typhon, which sees the city as an abomination in the sight of their god.

Originally a pilgrimage site dedicated to Donn, god of the dead, Yethlyreom rose to power early in the Sixth Era. Following Thule's imperial collapse, Yethlyreom was a haven of safety and stability soon swamped by migrants, refugees, and displaced persons. The clerics of Donn instituted taxes and fees to eject the lowest orders from inside the walls of the city. Soon a sizable shanty town grew up, inhabited by those unable to pay the levies. When a bandit army of former Thulian legionaries appeared in the countryside, those outside the walls begged to be allowed inside, but the clerics of Donn did not hear their pleas. It was then that a magic-user named Bion appeared. Along with a small band of comrades and apprentices, he kept his promise to protect Yethlyreom and its shanty town by calling up an army of the dead from the vast necropolises surrounding the city.

After their victory against the bandits Bion and his companions, at the head of an army of both undead and peasants, stormed the walls of Yethlyreom and cast down the clerics of Donn, claiming the city for themselves. Bion's first edict banished clerics of any sort from inside the city's walls. Necromancy was practiced openly and anyone, regardless of social status, who demonstrated the ability to work magic was taught to do so in service to the city-state. Since Bion's time, Yethlyreom has grown powerful and influential, rivaling even Adamas. It is now one of the major power centers of the post-Thulian world.

Although its armies, constabulary, and workers consist in large part of mindless undead, Yethlyreom is every bit as much on the side of Law as is Typhon, and the city streets are actually a bit less labyrinthine and gloomy than those of Adamas. By and large, Yethlyreom is a peaceful, justly-run city. Its use of Chaos-tainted magic began out of desperation but has evolved into an orderly, almost scientific approach to death, dying, and the afterlife that has served the city-state well, even if it sometimes results in one or more necromancers succumbing to seduction by Chaos.

Cadavers, by law, cannot be sold in Yethlyreom, and the corpses of all who die within its gray walls become property of the city's ruling council for animation into undead servitors. Riverboats dock in the outlying foreign quarter, where the rules of the inner city do not apply.

NPCs in Yethlyreom

Callett (magic-user 5) is a distinguished older gentleman whose commanding but un-sinister voice is quite at odds with his stature as a necromancer. His large place of business is packed with weird and disgusting merchandise and staffed by his young apprentices. Callett is known to stock several scrolls of popular spells like *magic jar,* which retails for 1500 gp, as well as materials for the creation of golems.

2206 Winterburg

Like Muntburg (2511), Winterburg was a fortified Thulian town founded to guard the passage through The Wintertops. Winterburg currently lies in ruins, having been destroyed by a marauding army of orcs supposedly led by a demon.

2318 The Cursed Chateau

More information on hex 2318 may be found in **The Cursed Chateau** by James Maliszewski, published in 2011 by **Grognardia Games**.

Once the estate of Jourdain Ayarai, an aristocrat from Adamas (2415), the chateau is reputed to languish under a curse brought upon it when its master committed suicide after a long and dissolute life.

Parties of adventurers have attempted to explore and loot the chateau, but thus far, none have returned.

2410 Dwimmermount

Details of this extensive Thulian fortress within The Wintertops can be found elsewhere, starting on p. 111.

2415 Adamas

Population: 50,000 Men; **Alignment:** Lawful; **Ruler:** Despot Mahe Cheron, Ftr 9, L; **Resource:** Market

Founded as Fort Adamantas during Thulian times, the city-state now known as Adamas is the largest bastion of Men in the North. Its despot rules harshly, supported by the temples of Typhon and Tyche, both of which recognize that the need for stability outweighs other considerations when so many beastmen and monsters threaten civilization in the region.

The temple of Tyche has a mostly female hierarchy who are popularly believed to be flighty and unreliable due to their dedication to the workings of chance. The temple of Typhon demands unforgiving discipline, but remains popular because it has a history of defending Adamas and other bastions of Law in times of need.

NPCs in Adamas

High Priestess Morna (cleric 9) has risen to lead the temple of Tyche through equal parts luck and devotion. She is a member of the Senate of Adamas, but wields her secular and religious power lightly and relies on the temple's lesser priests to advise others in how best to act in accordance with the Lady's will. Morna rewards tithes to her temple with access to its extensive library and with her miracles, which have no equal in the City-States. She has been known to provide scrolls of *raise dead* to adventurers doing Tyche's work, but also to become more standoffish if she sees them as rivals in the making.

Saidon the Archivist (cleric 7) is the High Priest of Typhon and maintains a museum of artifacts, relics, and the skeletal remains of strange creatures, among which the display of ancient eating utensils is his pride and joy. Saidon is a wizened old man wearing a voluminous robe covered in pockets of varying sizes who likes to complain about the difficulty in finding spoons in the city-state, as the local custom is to "drink" soups and stews. He is more helpful to adventurers than one would expect from the cleric of a god as cruel as Typhon, but owes his position to the inquisitors of his faith and does not question their often merciless rulings.

Jasper (normal man) is a sage and alchemist. His place of business is next door to a candle shop, and has a door trap involving a bucket of acid protecting its inner office. Jasper is a major supplier of Saidon's obsession with spoons and other curios. Jasper is familiar with azoth as "philosopher's mercury," a rare element believed to be a distillation of magic iteslf and a key ingredient in transmuting base materials into higher ones. Because adventurers seeking to sell or appraise samples of azoth are likely to wind up at Jasper's shop, it is closely watched by several groups of Termaxian cultists.

Gaztea is a cynical, pipe-smoking thief and fence known for her social skills and underworld connections. It pains her to think that expeditions might leave behind or even destroy items whose value they fail to recognize. She may join those which offer paid opportunities to learn things, such as alchemy and ancient Thulian, that will help her better appraise discoveries and gain new secrets to sell.

ADAMAS HIRELINGS FROM THE ORIGINAL CAMPAIGN

Hrothgar, a 2nd-level mercenary Northman
Wulfhere and Brandis, mighty fighting men
Fighters Drogo and Osric, who boasts a +1 sword acquired on a previous job
Cormac, archer, Eryth, guard, and Hap, groom
Angrboda, a statuesque nigh-Valkyrie, possibly with some giant blood in her
Murn, dwarf crossbowman, and Marius, junior cleric of Tyche

2425 Vidda

Population: 2,500 Mixed; **Alignment:** Neutral; **Ruler:** Mayor Colin Landon, 0-Level, N; **Resource:** Ore

Vidda is a mining town, dedicated to the extraction of adamant from the southern Shield Wall Mountains (see above). Several large companies have grown up to handle the extraction, as it is an expensive and sometimes dangerous process, primarily due to the strange monsters from The Starfall (see above) which seem inexplicably drawn to the extracted ore.

2511 Muntburg

Population: 500 Men; **Alignment:** Lawful; **Ruler:** Castellan Thevenin Verodart, Ftr 6, L; **Resource:** Market

This fortified town serves the dual purpose of keeping watch over the passage through The Wintertops and Dwimmermount itself. More information on Muntburg can be found on pages 57-63.

2613 Smerdlap's Crossing

Population: 100; **Alignment:** Lawful; **Ruler:** Mayor Ragnar, 0-Level, L; **Resource:** Farm

Built near a ford on the Makrono River, Smerdlap's Crossing is a tiny farming community under the protection of Adamas (2415).

Gaztea was a non-player character in the original Dwimmermount campaign. Referees who wish to use her will find her characteristics below.

Gaztea (Level 5 Neutral Female Thief) **AC:** 7 **HP:** 21

STR 6 **INT** 17 **WIS** 8 **CON** 10 **DEX** 12 **CHA** 10

Gaztea Equipment: Dagger +1, hand axe +1, sling +1, leather armor +1, backpack, 4 flasks of oil, 1 week's iron rations, 50' rope and grappling hook, helm of comprehend languages, belt of adaptation, medallion of light†, 4 potions of healing, 2 potions of extra-healing, 4 potions of neutralize poison†.

†See **Appendix A, New Magic Items**, p. 325

2704 Eldritch Ruins

The remains of a city of the Red Elves lie deep in the Evensong Woods (see above). For reasons unknown, patrols of elves discourage outsiders from visiting the ruins, but stories of great wealth and magic within the ruins—and beneath—are too alluring for some to resist.

2718 Passara

Population: 1,000 Mixed; **Alignment:** Neutral; **Ruler:** Lord Adryen Hermen, Ftr 6, N; **Resource:** Ore

This mining community is inhabited primarily by Men, but there is a sizable minority of dwarves here. The people of Passara are quiet and reserved, dedicated to their primary industry, extracting gems and ores from the Shield Wall Mountains (see above). This has created a boom town, and attracted the attention of enterprising thieves who hope to establish a permanent presence here.

2720 Fort Aster

Population: 100 Men; **Alignment:** Lawful; **Ruler:** Sieur Berthan Quarre, Ftr 5, L

Manned by soldiers from Adamas and Yethlyreom, Fort Aster is a military outpost intended to keep an eye on the weird creatures and phenomena of The Starfall (see below).

2806 Elphame

Population: Unknown; **Alignment:** Neutral; **Ruler:** Linwa Nirmalan, Elf 8, N; **Resource:** Market

Elphame is the elven capital in the North, a secluded, fortified settlement closed to most outsiders. Its precise population is unknown, owing to the secretive nature of the elves, but is reputed to be in the hundreds.

2911 Gloris

Population: 300 Men; **Alignment:** Lawful; **Ruler:** Mayor Gillet Hodemer, 0-Level, L; **Resource:** Farm

Gloris is a small community whose inhabitants make their living by farming and trading with the friendly goblins of the Makrono Marsh (see above).

3413 Ghaz Droonan

Built into the side of a mountain, the mighty dwarf hold of Ghaz Droonan stood for centuries as an example of the great works of the sturdy Children of the Earth. All that changed when a plague swept through its halls and exterminated its population. The origin of the plague has never been determined and a foul miasma lingers still, discouraging any dwarf from ever returning.

3627 The Outyard

The Outyard is an immense subterranean complex hewn out of the Thunderhome Mountains (see above) and populated by giants. The giants were kept at bay in Thulian times, but have been raiding the settlements of men and dwarves in recent decades.

4004 Castle Greenholt

Population: 200 Men; **Alignment:** Neutral; **Ruler:** Nycaize Ouyquant, MU 7, N

Caste Greenholt is home to a powerful magician who has set himself up as protector of the Greenholt Forest (see above). Some believe he guards a secret of the Great Ancients, others that he entered into a pact with the elves of Elphame (2806). Whatever the truth, the magician and his men do their best to prevent anyone from entering the forest without his permission.

4221 The City Out of Time

Whether this city even exists is open to debate among scholars. Legends claim that, on certain nights—naturally there is debate as to which ones—an ancient city briefly appears. It is said that magical guardians slay any who attempt to make off with the city's treasure.

Subterranean Locations

Two important sites are not shown on the wilderness map due to their depth beneath the surface. The first of these is the Ranine city of Ghothul'el. Ghothul'el lies in a large underwater cavern a quarter-mile below the Cursed Chateau in hex 2138. It is rumored that the lowest level of the Chateau contains a tunnel which descends directly to this horrific metropolis.

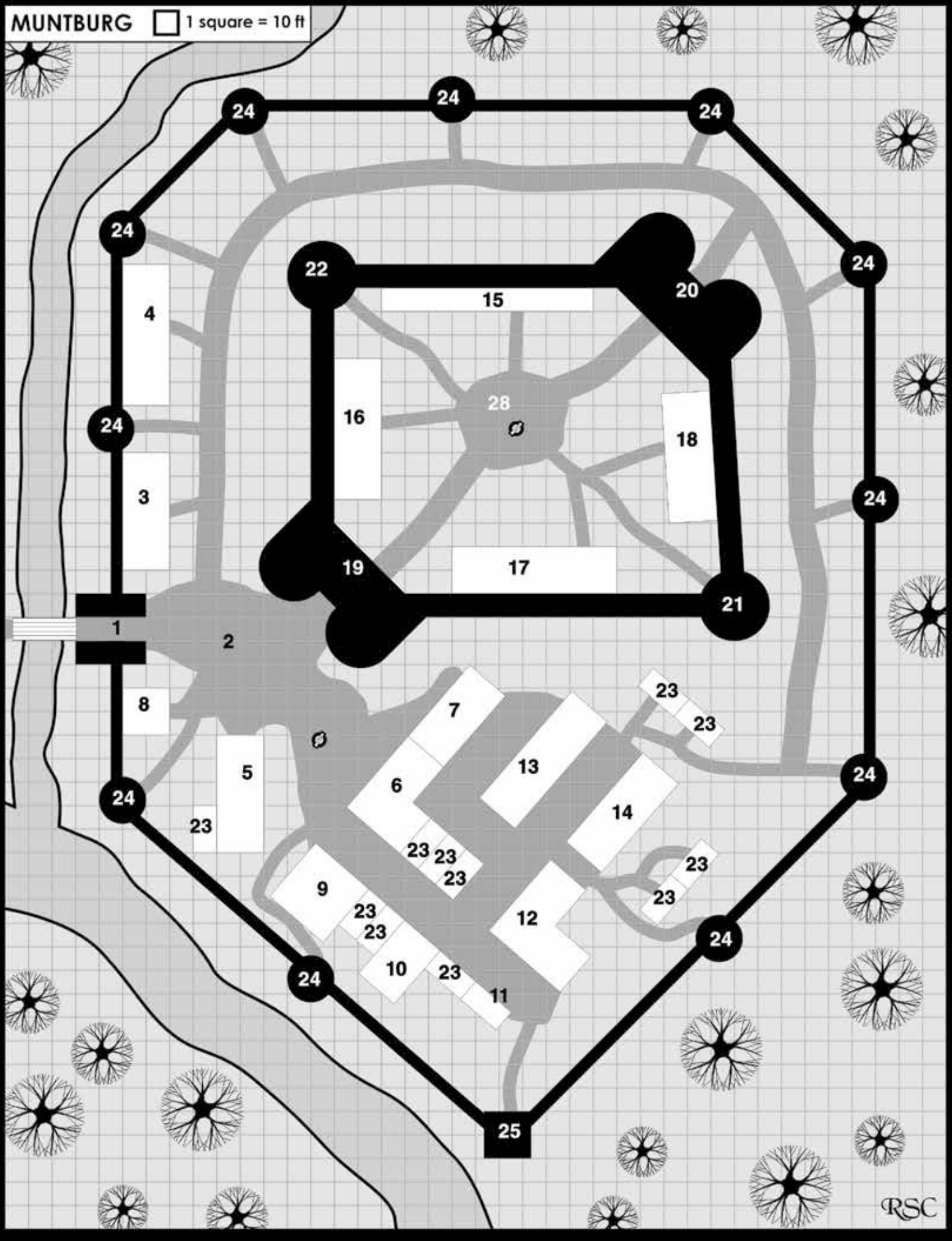
The second site of importance is Y'golcyak, the crystal hemisphere which brought Thelidu to Telluria and which now serves as that dread race's capital. The location of Y'golcyak is up to the referee to determine. It certainly lies close enough to Dwimmermount to have served as a launching point for invasions of the dungeon in past eras.

These two underground cities are merely the largest of the countless warrens, labyrinths, and dungeons that lay hidden below the surface of the wilderness. Factions in every era of Dwimmermount's history dug passages beneath the earth. Adventurers who explore the passages leading off map from the Deep Hollows (level 7) or sail beyond the docks of the City of the Ancients (level 9) will discover an interconnecting web of tunnels and canals that makes Dwimmermount seem miniscule. Dungeons such as the Outyard (see above) and other ruins of various eras also contain entrances to this underworld. There is a 1 in 6 chance that an entrance to these Stygian depths is located in any given hex on the surface, although all are difficult to find and many are choked with rubble and debris.

The referee may map the underworld prior to beginning play, or randomly generate passages as needed by rolling on the following table:

SUBTERRANEAN LOCATIONS

1d10	Era	Creators	Structure	Connected to	Connected by	Occupants (1d10)
1	1st	Ancients	Azoth-imbued domes carved into the living rock	The City of the Ancients (level 9), hex 2410 (Dwimmermount)	Underground canals and subterranean rivers	1 Terrim lair 2-7 monster lair 8-10 empty
2	1st	Thelidu	Crystal hemispheres deep beneath the earth	Y'golcyak, somewhere below	Nightmare maze of warring shafts	1 Thelidu lair 2-7 monster lair 8-10 empty
3	2nd	Servitors	Deeply-dug mines, collieries, and quarries	Deep Hollows (level 7), hex 2410 (Dwimmermount)	The Deep Passages	1-2 Mongrelmen lair 3-7 monster lair 8-10 empty
4	2nd	Ranine	Shrines and vaults suffused with Chaotic energy	Ghothul'el, ¼ mile below hex 2138 (Cursed Chateau)	Underground canals and subterranean rivers	1-2 Ranine lair 3-7 monster lair 8-10 empty
5	3rd	Eld	Dungeons, labyrinths, menageries, or sanctums	House of Portals (level 3A), hex 2410 (Dwimmermount); hex 1403 (Tower of the Stargazer); or hex 2704 (Eldritch Ruins)	Arcane portals	1-3 Eld lair 4-7 monster lair 8-10 empty
6	3rd	Derrim	Subterranean citadels or fortified outposts	Derrim citadel below hex 3627 ((The Outyard)	Fortified tunnels	1-3 Derrim lair 4-7 monster lair 8-10 empty
7	4th	Beastmen	Hand-dug warrens below surface lairs	Thulian forts at hex 825 (Lloraec), 2511 (Muntburg), and 2206 (Winterburg)	Crudely-hewn tunnels and natural caverns	1-4 Beastmen lair 5-7 monster lair 8-10 empty
8	4th	Dwarves	Vaults excavated near mines and ore veins	Dwarven works at hex 3413 (Ghaz Droonan), 2718 (Passara), or 2425 (Vidda)	Mine shafts	1-4 Dwarven lair 5-7 monster lair 8-10 empty
9-10	5th+	Men	Catacombs, crypts, and shrines below the cellars of monasteries, castles, and chateaus	Surface dwellings and shallow dungeon levels	Secret passages	1-5 Undead lair 6-7 monster lair 8-10 empty


MUNTBURG
1 square = 10 ft
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Chapter 5

Muntburg

THE FORTIFIED TOWN OF MUNTBURG (meaning "mountain castle" in a now-obscure local language) was built during Thulian times to guard the trade route through the Wintertops, at the other end of which lay Winterburg (2206). Of relatively minor importance in those days, Muntburg has grown considerably since the fall of the Empire. Now under the authority of the City-State of Adamas (2415), Muntburg still guards the trade route (which is considerably less active than it once was), but its primary purpose is to keep an eye on Dwimmermount and the adventurers and cultists that are drawn to the ancient citadel.

General Notes

Muntburg is an extremely Lawful place. Its military and civilian populations lead orderly lives and any breaches of the peace will trigger the sounding of the alarm, which will summon 1d4+2 guardsmen within 1d3 turns. The guardsmen prefer to subdue any lawbreakers, but will use deadly force if necessary. Arrestees will be taken to one of two cells located in each of the Inner Gates (see 19) for interrogation by the Captain of the Guard or the Castellan. Based on what is learned, lawbreakers may be released with a warning, a fine, or a steeper punishment—up to, and including, death.

Referees seeking visual references for Muntburg or information about the communities which support the fortress may find it useful to know that its map is based on Rhuddlan Castle, built in Wales in 1277.

MUNTBURG MILITARY

Rank	#	Locations
Castellan (Ftr 6)	1	18
"Captain, Bailiff (Ftr 3)"	2	19, 25
"Sgt., Corporal (Ftr 2)"	2	2, 20
Cavalrymen	24	18
Crossbowmen	24	1, 21, 22
Guardsmen	40	19, 20
Men-at-arms	109	1, 2, 15, 16, 17, 24, 25

Population

Throughout this section, NPCs are described using shorthand statistics for commonly encountered types.
Cavalryman: Besides his arms and armor, each cavalryman possesses 1d10 cp and 1d8 sp.

[AL L, MV 60' (20'), AC 2 (plate mail & shield), HD 1, HP 7, #AT 1, DG 1d8 (long sword), 1d6 (hand axe), or 1d4 (dagger), SV F1, ML 11]

Crossbowman: Besides his arms and armor, each crossbowman has ten bolts for his heavy crossbow plus 1d6 cp and 1d4 sp. In melee combat, each crossbowman will switch weapons to his short sword and shield.

[AL L, MV 90' (30'), AC 5 (chainmail) or AC 4 (chainmail & shield), HD 1, HP 5, #AT 1, DG 1d8 (heavy crossbow) or 1d6 (short sword), SV NM, ML 10]

Guardsman: Besides his arms and armor, each guardsman has 1d6 cp and 1d4 sp.

[AL L, MV 90' (30'), AC 4 (chainmail & shield), HD 1, HP 5, #AT 1, DG 1d8 (long sword) or 1d4 (dagger), SV F1, ML 9]

Man-at-arms: A man-at-arms wears plate mail, wields a long sword and dagger, and possesses 1d8 cp and 1d6 sp.

[AL L, MV 60' (20'), AC 3, HD 1, HP 6, #AT 1, DG 1d8 or 1d4, SV F1, ML 10]

Normal Man: A normal man is any non-combatant inhabitant of Muntburg. If attacked he will generally flee and sound the alarm.

[AL L, MV 120' (40'), AC 9, HD 1, HP 3, #AT 1, DG 1d4 (dagger), SV NM, ML 7]

Locations

1. Main Gate

Muntburg's main gate is accessible only by a drawbridge, which is usually kept up. The gatehouse is made from great granite blocks and stands 20 feet tall. It is further protected by a portcullis. Four crossbowmen keep watch atop the gatehouse, while two men-at-arms greet travelers from behind the portcullis. Unfamiliar visitors must announce their names and intentions, which one of the men-at-arms will relay to their corporal, below, for his decision about whether the newcomers are to be allowed inside.

MUNTBURG NAMED NPCS

Name	Class	Role	Location
Pieru Danthan	Fighter 3	Corporal of the Watch	2
Adyren Hermen	Normal man	Bonding House	3
Happ	Normal man	Senior stable boy	4
Louys Herint	Cleric 4	Proctor of Typhon	5
Mathyeu	Cleric 1	Acolyte of Typhon	5
Symon	Cleric 1	Acolyte of Typhon	5
Tasin	Normal man	General Store	6
Bynde Petre	Normal man	Caravan merchant	7
Aurri Petre	Normal man	Caravan merchant	7
Lotier Bonajute	Normal man	Moneychanger	8
Durric	Dwarf 4	Moneychanger guard	8
Larenz Arquem	Normal man	Smith	9
Obert	Normal man	Smith's apprentice	9
Roncin	Normal man	Smith's apprentice	9
Santin	Normal man	Smith's apprentice	9
Delster	Dwarf 2	Gemsmith	10
Emelisse	Cleric 3	Exorcist of Tyche	11
Bertelemy Noion	Normal man	Merchant councilor	12
Asce	Normal man	Innkeep	13
Doree	Normal man	Innkeep's wife	13
Climent	Magic-user 1	Termaxian spy	13
Macyot	Normal man	Taverner	14
Thevenin Verodart	Fighter 6	Castellan	18
Alixandre Vaast	Fighter 3	Captain of the Guard	19
Roguelin Gencien	Fighter 2	Sergeant of the Guard	20
Lambert	Fighter 3	Bailiff	25

2. Market Square

This large open area is overseen by the corporal of the watch, Pieru Danthan, who takes an interest in all visitors to Muntburg. He has two men-at-arms who attend him and take over his responsibilities when he is not present. There is a well in the square, and twice a week, merchants and farmers from the nearby communities sell their goods here.

Danthan is a balding, middle-aged man who appears more severe than he actually is. He records the names and business of everyone who enters Muntburg. Danthan opens up considerably to those he becomes familiar with, sharing stories of his youthful failures to enter Dwimmermount. He carries 12 cp and 8 sp in a purse.

Pieru Danthan [AL L, MV 60' (20'), AC 3 (plate mail), HD F2, HP 10, #AT 1, DG 1d8 (long sword) or 1d4 (dagger), SV F2, ML 10]

3. Bonding House

This establishment, overseen by a normal man named Adryen Hermen, specializes in contracts of indenture. Anyone looking to hire retainers or henchmen of any kind is expected to make use of Hermen's services. His fee is paid by the employer and is equal to 10% of the weekly wage negotiated for the retainer. In return, the employer not only has a document attesting to the legality of his endeavor, but also an advocate to speak on his behalf to the authorities, should it become necessary. As a lawyer, Hermen provides other legal services as well. He keeps meticulous records and a large portion of the bonding house is taken over with his archives. His private quarters are located in a back room.

At any given time, there are between 1d6+3 mercenaries looking for employment in Muntburg. These are 1st-level fighters, equipped with long swords, daggers, leather armor, and shields. A typical wage for dungeon exploration is 1 sp per day *if* provided with heavier armor (at least chain mail) and missile weapons. Otherwise, the wage is 1 gp per day.

4. Public Stables

This building is where travelers can stable their horses while in Muntburg. At any given time, there are 1d10 horses of various types (mostly riding horses), as well as 1d6 mules. The stables are tended by 2d4 stable boys, the oldest of which is named Happ and hopes one day to become an adventurer. The stable boys are all normal men.

5. Temple of Typhon

The largest structure devoted solely to religious purposes in Muntburg is the temple of Typhon, overseen by a cleric named Louys Herint and his two acolytes, Mathyeu and Symon. Herint, like many clerics of Typhon, is something of a martinet and behaves imperiously toward nearly everyone in Muntburg, particularly non-humans and those of other faiths. He is friendlier toward fellow devotees of Typhon, but even then, he expects to be accorded great respect on account of his station.

Herint will cast his spells on behalf of others for an offering of 100 gp per spell level, half that if the recipient is a worshiper of Typhon. The temple currently has 400 gp in a locked box, which Herint keeps on the second floor, where he and his acolytes reside.

Louys Herint [AL L, MV 60' (20'), AC 1 (plate mail & *shield +1*), HD C4, HP 14, #AT 1, DG 1d6+1 (*mace +1*), SV C4, ML 9]

Spells: 1-cure light wounds, detect magic, protection from evil; 2-bless, snake charm

Acolytes (2) [AL L, MV 90' (30'), AC 5 (chain mail), HD C1, HP 4 each, #AT 1, DG 1d6 (maces), SV C1, ML 9]

6. General Store

The shopkeeper, Tasin, is an old man who lives alone in a small room at the back of his store. He sells all of the equipment in the *Labyrinth Lord* rulebook (pp. 15-16) at the listed prices, with the exceptions of weapons, armor heavier than leather, and any form of transportation. Tasin is a normal man who carries 1d4 gp on him at all times. The locked box in his upstairs room contains 200 gp.

7. Caravan Merchants

Here dwells Bynde Petre, a merchant who, along with his brother Aurri, commands a caravan that travels between Muntburg and Adamas. Consequently, there is a 50% chance that at least one brother is not present at any given time. The brothers are normal men who deal primarily in exotic goods from far-off lands and Thulian antiquities, both of which are much beloved in Adamas. They will purchase any non-magical goods brought from Dwimmermount at 50%+1d20% the value listed in the dungeon level descriptions. If pressed, they will explain that anyone wanting a greater profit will need to travel to Adamas themselves to make the sale.

The brothers also sell goods that they have purchased, though there is generally little interest in them in Muntburg. Currently, they have the following available for sale:

A malachite bowl (25 gp), an onyx statue (100 gp), a Thulian signet ring (300 gp), a hairpin (60 gp), a necklace (30 gp), a pair of dragonskin boots (500 gp), a silver holy symbol of an unknown god (50 gp), a jeweled coffer (100 gp), and a dwarven-made silver belt (150 gp).

These items are in addition to the 1,258 gp that they keep in a large locked chest in their rooms upstairs.

Muntburg Hirelings from the Original Campaign

Lars and Lorne, brothers, skilled with slings

Henga the shield maiden and Sam the archer

Brakk, goblin torchbearer, skilled in finding traps, works quite cheaply but with dubious loyalty

Ragnar, doughty peasant, seeking adventure to pay his fiancee's dowry

Erik and Ethil, jovial twin Northmen, proud of their muscles, speak in thick accents

8. Moneychanger

Lotier Bonajute (a normal Man) runs his business here, protected by a dwarf named Durric, who is a friend of Delster (see 10). Bonajute changes coins for a 10% fee of the total value. At any given time, Bonajute has 1,000 gp on hand in various coin types. He keeps these funds in several locked coffers and chests hidden in several places throughout the building.

Besides his arms and armor, Durric has a *potion of healing* and carries 20 gp on his person at all times.

Durric [AL L, MV 60' (20'), AC 0 (*plate mail +1* & *shield +1*), HD D4, HP 20, #AT 1, DG 1d8 (long sword), SV D4, ML 10]

9. Smithy and Armorer

Larenz Arquem and his three apprentices (Obert, Roncin, and Santin) work here, producing metal items and armor. All the weapons and armor listed in the *Labyrinth Lord* rulebook (p. 15) are available here with the exception of leather, though there is a 25% chance that any given weapon or suit of armor is not currently available for each one desired beyond the first one. Larenz and his apprentices are all normal men and dwell in rooms above the smithy. Each carries 1d10 sp on his person.

10. Gemsmith

The dwarf Delster works as a gemsmith, buying and selling precious stones and jewelry, as well as appraising their value. Evaluation costs a flat fee of 5 sp per gem or piece of jewelry. His evaluation is typically at 50%+2d20% of the value listed in the dungeon level descriptions and he will gladly buy them at that value. However, if he comes across an item of dwarven manufacture, he will be willing to pay full price to acquire it.

Delster is a friend of Durric (see 8), the two of them being refugees from Ghaz Droonan (3413), to which they hope to return one day. Delster generally wears leather armor, but he has a suit of plate mail and a shield, as well as a war hammer in his quarters upstairs, which he shares with Durric. He carries 1d20 gp on him at all times. He also has a collection of 20 gems (10 worth 50 gp each, 10 worth 100 gp each).

Delster [AL L, MV 120' (40'), AC 8 (leather) or AC 3 (plate mail), HD D2, HP 14, #AT 1, DG 1d6 (war hammer), SV D2, ML 9]

11. Chapel of Tyche

Emelisse, a cleric of Tyche, dwells alone on the second floor of this modest building, while she conducts rites to her goddess on the ground floor.

Unlike Louys Herint (see 5), Emelisse is friendly and welcoming to all, making her particularly well-regarded by travelers and adventurers who pass through Muntburg. She provides her spells to anyone who makes even a modest offering to the chapel. At any given time, there is d100 sp in the offering box of the chapel.

Emelisse [AL L, MV 90' (30'), AC 4 (chainmail & shield), HD C3, HP 10, #AT 1, DG 1d6+1 (*mace +1*), SV C3, ML 9]

Spells: 1-cure light wounds, detect magic; 2-bless

12. Merchant's Council

This large and nicely appointed building is where the merchants of Muntburg and the surrounding area meet to discuss matters of mutual interest. Thus the building contains offices, meeting rooms, and even bedrooms for the use of the merchants and their designated guests. The chief councilor, Bertelemy Noion (a normal man), is here at all times, protected by five mercenary men-at-arms in his employ. Noion carries 20 gp with him, wears a gold chain (worth 100 gp) and a signet ring (worth 200 gp).

Mercenary men-at-arms (5) [AL L, MV 90' (30'), AC 4 (chainmail & shield), HD 1, HP 6, #AT 1, DG 1d8 (long sword), SV NM, ML 9]

13. Green Dragon Inn

Maintained by a middle-aged man named Asce and his wife, Doree, this inn has four private rooms (costing 1 gp per night) and a common room with enough space for a dozen (1 sp per night). Both Asce and Doree are normal Men.

Currently the only guest is a 1st-level magic-user named Climent, who has been staying at the Green Dragon Inn for two months. Climent says that he is tired of waiting for the arrival of the rest of his adventuring band, the Red Shields. He is eager to join another party, but requests a retainer of 50 gp up front. If the referee wishes to provide his player characters with a rumor, adventure hook, or partial map of the dungeon, he may have Climent offer it in exchange for this payment.

In fact, Climent is already employed to keep watch on Muntburg by the group of Termaxian cultists who entered Dwimmermount through the Alchemist's Door (See *Chapter 7, Factions in the Dungeon*, p. 98). He has been instructed to write his reports on lead tablets, with which he makes a trip up the mountain every three days to leave inside a gap in the stairs near this entrance. If he joins a party, Climent will send his initial payment to Adamas to hire a spy to take over his surveillance of Muntburg, and will add his own reports on the party's activities whenever he returns to Muntburg.

Although he will not willingly divulge this information, Climent was approached by Nilus, who he knew to be an Exalted Adept and the leader of a Termaxian group called the Azure Twilight. Nilus hinted at the secrets of immortality to be discovered within Dwimmermount. Climent believes that the Azure Twilight did find a way into the dungeon, but does not know where Nilus is and has failed to find out how the reports are picked up. The truth is that Nilus is currently in The Manufactory (Level 6B) trying to interface with the Great Machine (Room 40). The Termaxian uses *polymorph self* to take the form of a xorn (see *Appendix C, New Monsters*, p. 360), glide through the intervening mountain, and swallow the tablet from within the stone of the staircase.

Climent [AL N, MV 120' (40'), AC 9, HD MU1, HP 3, #AT 1, DG 1d4 (dagger) or by spell, SV MU1, ML 10]

Spells: charm person. He has a potion of invisibility.

14. Flask and Scroll Tavern

Run by Macyot and his family (wife, two sons, and a daughter), the Flask and Scroll Tavern is open day and night and is usually bustling with activity. Both travelers and regular residents of Muntburg come here for good food and drink, as well as to socialize and swap stories. At any given time, there are 1d6+2 patrons (mostly guardsmen or men-at-arms) in the tavern; there is a 25% chance that one of them is one of the following NPCs (roll 1d6):

1. Pieru Danthan (see 2)
2. Tasin (see 6)
3. Durric (see 8)
4. Delster (see 10)
5. Emelisse (see 11)
6. Climent (see 13)

The tavern's bill of fare is as follows:

Breakfast (Simple)	5 cp
Breakfast (Fancy)	5 sp
Dinner (Simple)	5 sp
Dinner (Fancy)	1 gp
Supper (Simple)	3 sp
Supper (Fancy)	7 sp
Small Beer (Pint)	5 cp
Heavy Beer (Pint)	1 sp
Ale (Pint)	2 sp
Mead (Pint)	1 ep
Wine (Table)	1 ep
Wine (Fancy)	1 gp

15. Cavalry Stables

Two dozen warhorses and 1d6 riding horses are kept here tended by three stable boys (normal men) and guarded by two men-at-arms.

16. Great Hall

The Great Hall is where the Castellan (see 18) holds audiences with visitors and dignitaries. The Hall is very well appointed and also contains two rooms where individuals of importance can retire while in Muntburg. Most of the time, the Hall is locked. The only keys are in the possession of the Castellan and the Captain of the Guard (see 19). Two men-at-arms stand guard outside the Hall at all times.

"Much as I love [Gygax's classic module] B2, it sometimes feels a little too de-contextualized – perhaps by design – but I find I like context for my adventures, particularly low-level ones…I don't find the Keep particularly compelling, a problem made all the more obvious to me in my own Dwimmermount campaign, where Muntburg is a close relative of the Keep in terms of depth and detail (which probably explains why both the players and myself prefer to visit Adamas, even though it's farther away from the dungeon)."

James Maliszewski, **Grognardia**, 11/18/09

17. Barracks

This large wooden building houses fifty men-at-arms, though few will be present here during the day.

18. Quarters

This building is home to the Castellan, Thevenin Verodart, as well as two dozen cavalrymen. The Castellan has private quarters on the second floor, where he can be found at night. During the day, he is wandering about the inner keep and mingling with his men.

Besides his arms and armor, Verodart has two *potions of extra-healing*, *boots of speed*, and *gauntlets of ogre power*. Though aging, he is still in fine physical condition and much beloved by those under his charge. He carries 50 gp with him at all times.

Thevenin Verodart [AL L, MV 60' (20'), AC 1 (*plate mail +1* & shield), HD F6, HP 38, #AT 1, DG 1d8+5 (*long sword +2* & *gauntlets of ogre power*), SV F6, ML 11]

19-20. Inner Gates

Standing 30 feet tall, the Inner Gates protect the Keep. A portcullis and metal-reinforced doors bar the way and no one except soldiers is allowed to pass through either gate without the expressed permission of either the Castellan (see 18) or the Captain of the Guard. The Captain of the Guard, Alixandre Vaast, dwells in a room on the upper floor of 19, while the Sergeant of the Guard, Roguelin Gencien, dwells in a similar room on the upper floor of 20. Twenty guardsmen are quartered in each structure and at least half of them will be present and/or on duty at any given time.

Besides their arms and armor, the Captain of the Guard and the Sergeant of the Guard each carry 15 gp with them.

Alixandre Vaast [AL L, MV 60' (20'), AC 2 (plate mail & shield), HD F3, HP 19, #AT 1, DG 1d8+1 (*long sword +1*), SV F3, ML 11]

Roguelin Gencien [AL L, MV 60' (20'), AC 2 (plate mail & shield), HD F2, HP 13, #AT 1, DG 1d8 (long sword), SV F2, ML 11]

21-22. Inner Towers

These two towers stand 50 feet tall and house ten crossbowmen each. At any given time, three will be on duty atop the tower, while the others will be within.

23. Private Apartments

These small two-story buildings can be rented at a cost of 100 gp a month. The buildings contain limited furnishings (simple beds, tables, and chairs), but are dry and comfortable. There are eleven of these apartments in Muntburg, and at any given time, 1d8+3 of them will already be rented out.

24. Watch Towers

These eleven towers stand 40 feet tall. Each houses five men-at-arms.

25. Bailiff's Tower

The bailiff, Lambert, lives here along with ten men-at-arms. Lambert keeps an eye on everything that happens within Muntburg from this 45 feet tall tower, reporting directly to the Captain of the Guard. He is an experienced fighter, and besides his arms and armor, he carries 10 gp at all times.

Lambert [AL L, MV 60' (20'), AC 1 (plate mail & *shield +1*), HD F3, HP 18, #AT 1, DG 1d8 (long sword) or 1d4 (dagger), SV F3, ML 11]

26. Inner Wall

The inner wall, protecting the Inner Keep, is 10 feet thick and 20 feet tall.

27. Outer Wall

The outer wall of Muntburg is 5 feet thick, 30 feet tall, and punctuated by eleven small, 40 feet tall towers (see 24).

28. Inner Keep

A water well is located in the center of the Keep. Where well-worn paths have not been cut through it, there is grass in this area. During the day, 1d6+12 guardsmen and/or men-at-arms will be present here, engaged in drills or weapons practice.

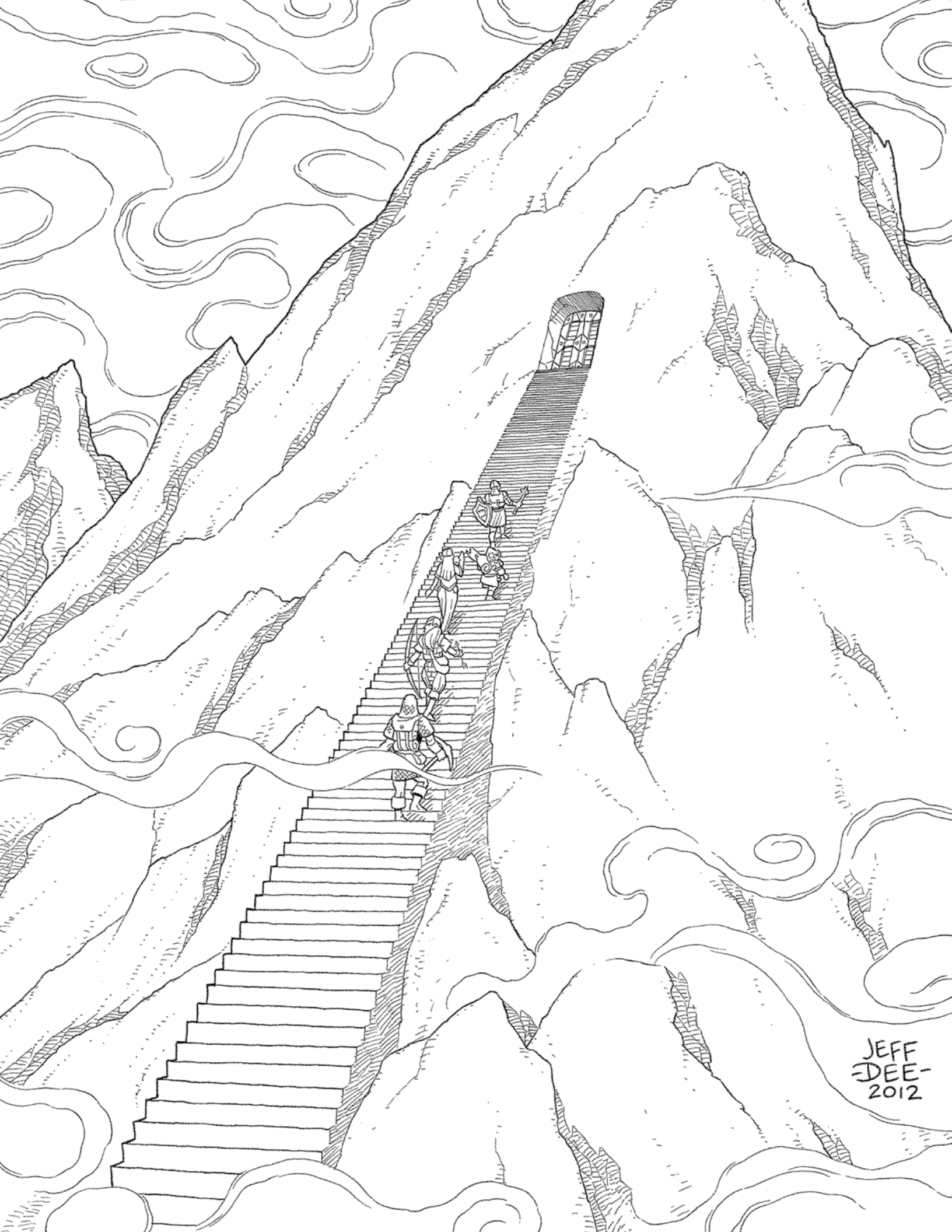
How to Use This Section

Although Muntburg may serve as the home base for an adventuring party's initial expeditions, its limitations – including the reduced profits from the local sale of rarities taken from the dungeon and the unavailability of advanced items and services – are intended to push the campaign's adventures outside the dungeon toward Adamas and the other City-States, which offer a wider canvas for the referee's imagination and more scope for the party to get into trouble. Likewise, although players who wish to develop their character's roots may use Muntburg to do so, restricting all characters to this background would close off many more evocative and open-ended possibilities.

Muntburg's first advantage is that it is mundane, establishing a baseline against which the megadungeon's increasing strangeness can be appreciated. Its second is that it is manageable in scope, making it possible to detail all key areas in a way that would be impossible in a place like Adamas. Taken together, these mean that Muntburg is best seen as a microcosm in which changes throughout the campaign can be clearly observed.

Because they are likely to become richer and more powerful than anyone listed in Muntburg, the player characters will often instigate these changes. Referees are also encouraged to introduce their own developments, which may reflect those taking place elsewhere in the setting or initiate new themes. The following provide some possibilities:

- **Inquisitor**. A higher-ranking cleric of Typhon is dispatched by the temple of Adamas to root out Termaxian cultists. Given that Turms' followers are highly motivated to remain close to Dwimmermount and have had two centuries to insinuate themselves into Muntburg, the inquisition may be as fruitful as it is disruptive.
- **Imperial Sympathizers.** Muntburg's garrison is greatly expanded to prepare for the risk of invasion forces sweeping out of the dungeon, but weakened by internal conflicts. The bulk of the new troops are conscripts with poor discipline, while many of the most experienced arrivals are openly nostalgic for the glories of empires past and susceptible to the appeals of Volmarian agents and Termaxian cultists.
- **The Charmer.** A magic-user becomes the talk of Muntburg by hosting sumptuous banquets and lavishing gifts on its most important citizens. His influence may be aided by arcane compulsions and guided by the schemes of those who are bankrolling him, or may simply reflect the feverish atmosphere generated by Dwimmermount's re-opening.
- **Vampires.** Servants whisper that key personnel in Muntburg have ceased going out in daylight and are no longer visible in mirrors. These new vampires may be thralls created by Sittas in his scheme to gain power, or they may have been persuaded by Cyrus to accept undeath in order to better defend the fortress against the threat of Turms Termax. See The Ossuaries (Level 6A), Rooms 15 and 32, for details on these master vampires.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Chapter 6

Overview of the Dungeon

As a megadungeon, Dwimmermount presents the referee with a wide and potentially daunting variety of elements to work with. This section serves as a guide to some of the most important aspects of using Dwimmermount.

Relation to Muntburg

Dwimmermount lies approximately three miles to the northwest of Muntburg (see *Chapter 5, Muntburg*, p. 57) by means of an old Thulian trade road that passes through the Wintertop Mountains and toward the now-ruined fortress of Winterburg. This road is not well traveled today, as there are few settlements to the north and even less trade. Likewise, the authority of Adamas does not extend far beyond Muntburg itself—anyone who leaves its walls and heads in the direction of Dwimmermount is on their own. Brigands often lurk near the dungeon, attracted by rumors of the treasures to be had within and preying on treasure-seekers.

From the trade road, stairs can be seen ascending towards Dwimmermount's peak. At their base they run in broad switchbacks through fortifications ruined since the Fall of Dwimmermount at the start of the Sixth Era. Archways are frequently set into low walls along this section of the stairway, including one called the Alchemist's Door for the arcane symbols engraved into its archstones. Many believe that these are more than simple ornaments, and the authorities in Muntburg are accustomed to, if not comfortable with, strange folk with reagent-stained hands who rent rooms in town, but spend their days trying to work out the secrets of the Alchemist's Door. Rumors that someone has succeeded at this are true, but almost none are based on actual knowledge of the Termaxian infiltration.

Emerging from the fortifications, the stairs become straight and then narrow as they reach the Red Doors, so called because they are made from a reddish metal known to sages as Areonite, brought to Telluria from the Red Planet. The Red Doors were the main entrance to Dwimmermount, and attempting to open them is a common rite of passage for Muntburg's youth. Recently an adventuring party from Adamas, Typhon's Fists, discovered that the Red Doors were no longer sealed and word is beginning to get out despite its best efforts at secrecy.

A third entrance to the dungeon is mostly a secret of the dwarves, passed down since their ancestors helped to carve its halls. For centuries, a few dwarves in each generation have followed a precarious trail along the windward side of the mountain to join the dungeon's custodians. Only dwarves or those with a similar eye for stonework will perceive the Stone-Wrought Stairs at the end of this trail, and (until

recently) only dwarves could pass through its entrance. Several groups of dwarves have recently passed this way, but none have returned.

The Arcane Barriers

The Red Door, Alchemist's Door, and Stone-Wrought Stairs, and other entrances to Dwimmermount have long been closed. From the construction of The Manufactory (Level 6B) two thousand years ago until its takeover by Termaxian cultists two months ago, Dwimmermount has been shielded from intrusion by an arcane barrier that enclose its perimeter entirely, from the tip of its peak all the way down to depths of The City of the Ancients (Level 9). The Perimeter barrier entirely encloses another barrier, the Outer Prison, which itself encloses a third barrier, the Inner Prison (both on Level 8). These barriers, layered like an onion, are all powered by the astral dome over The City of The Ancients, and controlled by the Great Machine (Room 40) on The Manufactory (Level 6B).

Sealed, Activated, and Deactivated Barriers

Each of the three barriers can be **sealed**, **activated**, or **deactivated**. When sealed, a barrier is entirely impassable; when activated, a barrier is traversable at specific places under particular conditions; and when deactivated, a barrier is freely traversable. For the past two hundred years, the Perimeter and Outer Prison barriers have been activated while the Inner Prison barrier has been sealed. At the start of the campaign, the cultists controlling the Great Machine accidentally deactivated the Perimeter barrier, thus permitting a variety of intruders to enter Dwimmermount.

Deactivated Barrier: When an arcane barrier is deactivated, it temporarily ceases to exist. It poses no obstacle to travel, is not detectable by any means, and has no effect on spells of any sort.

Sealed Barrier: When an arcane barrier is sealed, the barrier springs into existence as a *wall of force* that is impervious to all physical and arcane attack. Normally Dwimmermount's arcane barriers are hidden several feet behind the stone of its outermost dungeon walls, but when exposed—as in the staircase leading to The Prison (Level 8) or the Crevasse (Room 26) from The Prison to The City of the Ancients (Level 9), or as a result of tunneling attempts—the barrier appears as a wall of shimmering, multicolored light. Any being who touches the barrier receives a painful shock that deals 1d12 points of damage and paralyzes him for a number of rounds equal to the damage done (no saving throw).

The space enclosed by a sealed barrier is completely cut off from this plane of existence: The area effectively becomes a pocket dimension that does not exist relative to the world of Telluria. The enclosed area appears to scrying attempts as an empty void. Its actual contents cannot be detected, and no passage, communication, or influence of any means is possible across the sealed barrier. Arcane spells which involve inter-planar communication or travel do not work in areas within a sealed barrier, including *conjure elemental*, *contact other plane*, *control weather*, *dimension door*, *fly*, *invisible stalker*, *passwall*, *reincarnation*, and *teleport*. Divine magic is better able to circumvent active arcane barriers (see below) but the clerical spells *commune* and *raise dead* still do not function within.

Activated Barrier: Like a sealed barrier, an activated barrier appears as a *wall of force* that is impervious to all physical and arcane attack. However, the enclosed space still has some connection to its plane of existence, and it can be passed through safely at designated gateways if certain conditions are met (discussed below). Other than allowing this limited ingress and egress, an activated arcane barrier functions as described above, being impassable and impervious to all magic and physical force, and causing damage and paralysis to those who touch it. Arcane spells which involve inter-planar communication or travel still do not function within areas enclosed by an activated barrier, but the area can be scryed upon and telepathic communication is possible.

Gateways through the Barriers

The Gateways through the Arcane Barriers table shows the location of each gateway in each arcane barrier, and under what circumstances the activated barrier can be passed through at that gateway. These circumstances are relevant *only* if the barrier is activated but unsealed. If the barrier is sealed then *no* passage is possible through any gateway; while if the barrier is deactivated, then it presents no obstacle to passage at all.

Red Doors: The main entrance to Dwimmermount, the Red Doors lead to the Entrance Chamber (Room 1) of The Path of Mavors (Level 1). If the Perimeter barrier is sealed, the Red Doors lie within its *wall of force,* and cannot be opened or even damaged by any means. If the Perimeter barrier is activated, the operator of the Great Machine can mechanically open and shut the Red Doors; opening the doors temporarily extinguishes the *wall of force* in the doorway until the doors are closed again. Now that the Perimeter barrier has been deactivated, the *wall of force* is gone, and anyone may push the massive Red Doors open and venture down the staircase to The Path of Mavors. The first to do so in centuries were the Typhon's

GATEWAYS THROUGH THE ARCANE BARRIERS

Gateway	Barrier	Location	Passage Granted†
Red Doors	Perimeter	Entrance Chamber, The Path of Mavors (Room 1, Level 1)	When operator of Great Machine (Room 40, Level 6B) mechanically opens door
Stone-Wrought Stairs	Perimeter	Entrance Cave, The Path of Mavors (Room 30, Level 1)	To dwarves
Alchemist's Door	Perimeter	Portal Room, The Reservoir (Room 15, Level 3B)	When arcane portal is correctly activated (e.g. during Triple Conjunction)
Moon Shaft	Perimeter	Cave of the Moon Pool, The Path of Mavors (Room 28, Level 1)	To moonlight
Fire Pit Chimneys	Perimeter	Smithy, The Laboratory (Room 23, Level 2A)	To natural smoke
Portals to the Four Worlds	Perimeter	Portals to Areon, Ioun, Kythirea, and Volmar, The House of Portals (Rooms 8, 34, 43, and 61, Level 3A)	When arcane portal is correctly activated (e.g. carrying Areonese soil to pass through Portal to Areon)
Deep Passages	Perimeter	Exits from Map, The Deep Hollows (Level 7)	To living creatures bearing **brooches of the Terrim** and to non-living things (boats, etc.)
Docks	Perimeter	Docks, The City of the Ancients (Room 10, Level 9)	To living creatures bearing **brooches of the Terrim** and to non-living things (boats, etc.)
Hangar	Perimeter	Hangar, The Divinitarium, (Room 19, Level 0)	When operator of Great Machine (Room 40, Level 6B) mechanically opens door
Prison Entrance	Outer Prison	Entrance, The Prison (Room 1, Level 8)	Never
Crevasse	Outer Prison	Crevasse, The Prison (Room 26, Level 8)	To characters who save v. Spells
Inner Prison	Inner Prison	Inner Prison, The Prison (Room 41, Level 8)	To anyone (in), to Lawful characters (out)

† The Great Machine can be used to change the circumstances under which a barrier gateway grants passage (see effect "10" on the Effects of the Great Machine table, p. 244). For instance, when the Termaxians ruled Dwimmermount, they set the Inner Prison barrier to permit free egress to Chaotic characters while keeping Lawful characters trapped within. Most of the settings shown on the Gateways through the Barriers table were chosen by Sarana during the Fall of Dwimmermount, though they are typical for eras when Dwimmermount was under Lawful control.

Fists (see *Appendix D, Rival Parties*, p. 366) whose brief exploration took place within the week before the campaign starts.

Stone-Wrought Stairs: The Stone-Wrought Stairs lead to the Entrance Cave (Room 30) of The Path of Mavors (Level 1), which is a "service entrance" for the dwarven custodians of Dwimmermount. For most of the past two centuries, not many dwarves were needed to maintain a stable situation inside the dungeon and so the trail to the Stone-Wrought Stairs is now largely overgrown with foliage. If the Perimeter barrier is sealed, the Stairs end at the barrier's impassable *wall of force*. If the Perimeter barrier is activated, its *wall of force* is still present, but dwarves can pass through it freely. Now that the Perimeter barrier is deactivated, the *wall of force* is gone, and anyone can walk freely from the Stairs into the Entrance Cave. The demonic Spawn of Arach-Nacha slipped in through this entrance and corrupted its dwarven guardian, Guran.

Alchemist's Door: The Alchemist's Door appears as a stone façade carved into the mountain face, surrounded by arcane glyphs. In truth it is not a door at all, but an arcane portal designed as a secret entrance by the Eld that leads to the Alchemist's Door Terminus (Room 64) on The House of Portals (Level 3A). Like other entrances to Dwimmermount, the Alchemist's Door does not function at all when the Perimeter barrier is sealed. But if the Perimeter barrier is merely activated, or is deactivated, the Alchemist's Door can be used, provided its other conditions are satisfied.

Opening the Alchemist's Door requires both a Triple Conjunction of Kythirea, Areon, and Ioun (which occurs only once every 58 years) and a quantity of liquefied moonsilver (12 drams), an extraterrestrial metal that has become rare since the fall of Thule and the end of regular commerce with Ioun (see *Appendix E, The Four Worlds*, p. 375). The liquid metal must be used to outline the Door during the Conjunction. Doing so opens a *dimension door* in the doorway leading to and from the Alchemist's Door Terminus. Once the Conjunction ceases, the *dimension door* closes and the Alchemist's Door is once again just a stone façade. However, those who have passed through the Alchemist's Door even once find it always serves

as a *dimension door* for them thereafter (except, of course, if the Perimeter barrier is sealed). The Termaxians found within the dungeon gained entry through the Alchemist's Door two months ago, during the last conjunction.

Moonshaft: This is a narrow crevasse in the rocks overlooking the Stone-Wrought Stairs. If the Perimeter barrier is sealed, the crevasse is blocked by its *wall of force,* which allows nothing to pass. If the Perimeter barrier is activated, the *wall of force* is still present, but it permits moonlight to pass through. Now that the Perimeter barrier has been deactivated, the *wall of force* is gone, and the waters of the pool in the Cave of the Moon Pool (Room 28) on The Path of Mavors (Level 1) are visible far below. The crevasse is just big enough for a human to squeeze through, and the weathered remains of a rope tied around a nearby boulder suggest that it was once used for this purpose. The Termaxian alchemists who dug tunnels to connect the Moon Pool to Dwimmermount trusted in the arcane barrier to keep this entrance closed, so many books about the role of alchemy in the Fifth Era mention the Moon Pool. Jasper and Saidon in Adamas are among those who are aware that moonlight shines directly into this source of *true water*, but they have not deduced that this shaft might also provide a means of entry to the dungeon because they do not think like adventurers.

Fire Pit Chimneys: The fire pits in the Smithy (Room 23) of The Laboratory (Level 2A) date from the early Thulian era. Exhaust from the fire pits first passes through filters designed to stop even enemies *polymorphed* into oozes, then reaches the surface via carefully camouflaged chimneys. If the Perimeter barrier is sealed, the chimneys are blocked by its *wall of force,* which allows nothing to pass. If the Perimeter barrier is activated, the *wall of force* is still present, but it permits natural smoke to pass through. Now that the Perimeter barrier has been deactivated, the *wall of force* is gone, and the chimneys can be passed through by any gaseous creature. (The filters still stop oozes and other creatures.) The vampire Aetheria uses the chimneys to travel from the Grand Hall (Room 32) on The Ossuaries (Level 6A) to the surface when she is so ordered by her lover, Cyrus Agallon, as well as in pursuit of her own needs and desires. Other Thulian builders or military planners of Cyrus' era would be aware of the smithy as a potential point of entry.

Portals to the Four Worlds: Like the Alchemist's Door, the various gateways through the barrier on The House of Portals (Level 3A) are not physical openings; instead they are arcane portals that teleport those pass through them to a location on the other side of the barrier. These portals include the Portal to Areon (Room 8), Portal to Ioun (Room 34), Portal to Kythirea (Room 43), Portal to Volmar (Room 61), and the hidden portal in the Black Room (Room 28). Like the other gateways through the barriers, the Portals to the Four Worlds do not function at all when the Perimeter barrier is sealed. But if the Perimeter barrier is merely activated, or is deactivated, the portals can be used, provided their other conditions are right. See *Chapter 11, The House of Portals*, p. 155, for details.

Deep Passages: The Deep Passages exit the edge of the map of The Deep Hollows (Level 7). Most of the Passages connect to the underground networks discussed in *Chapter 4, Vicinity of the Dungeon* (p. 49), while the Passage from the Exit Cave (Room 32) leads directly to the subterranean realm of Y'golcyak. If the Perimeter barrier is sealed, all of the Passages are blocked by its *wall of force,* which allows nothing to pass. If the Perimeter barrier is activated, the *wall of force* is still present, but living creatures bearing *brooches of the Terrim,* as well as dwarves, golems, and non-living things like cargo, can pass through it freely. Now that the Perimeter barrier has been deactivated, the *wall of force* is gone, and the Deep Passages can be freely traversed. Thelidu, trolls, and ranine are among those who have invaded the dungeon via the Passages now that they are no longer protected by the Perimeter barrier.

Docks: The Docks (Area 10) of the City of the Ancients (Level 9) were built to handle boats plying the sunless seas beneath Dwimmermount. If the Perimeter barrier is sealed, the Docks are entirely blocked by its *wall of force,* which allows nothing to pass. If the Perimeter barrier is activated, the *wall of force* is still present, but living creatures bearing *brooches of the Terrim,* as well as dwarves, golems, and non-living things like boats and cargo, can pass through. Now that the Perimeter barrier has been deactivated, the *wall of force* is gone, and the Docks can be freely entered.

Hangar: The Hangar (Room 19) of The Divinitarium (Level 0) was constructed by the Great Ancients during the Second Era to provide access for *astral vessels* (see *Appendix A, New Magic Items*, p. 317) plying the heavens. If the Perimeter barrier is sealed, the hangar doors lie within its *wall of force,* and cannot be opened or even damaged by any means. If the Perimeter barrier is activated, the operator of the Great Machine (Room 34 of Level 6B) or the Control Room (Room 20 of Level 0) can mechanically open and shut the Hangar's doors; while opened in this manner the *wall of force* in the doorway is extinguished. Now that the Perimeter barrier has been deactivated, the *wall of force* is gone, but the Hangar's exterior doors are so massive that mechanical or magical means are still required to open them.

Prison: See *Chapter 18, The Prison* (Level 8), p. 267, 268, and 278, for details on the gateways through the Outer Prison and Inner Prison barriers.

Divine Disruption of the Arcane Barriers

The arcane barriers cannot be brought down by an arcane or physical effect, but clerical magic *is* capable of temporarily deactivating a barrier. This is how the Thulians were able to invade Dwimmermount at the start of the Fourth Era, and how the Typhonian rebels expected to invade it at the end of the Fifth Era.

Magic of such magnitude is beyond the scope of the 1st through 5th level clerical spells commonly available on Telluria, and carries substantial costs in time and treasure. The referee can adjudicate the effect using the rules for magic research in *Labyrinth Lord* (p. 126), or by using the rules for ritual magic found in *Adventurer Conqueror King System* (p. 117), treating divine disruption of an arcane barrier as a 7th level divine ritual.

Dungeon Construction

The foundations of Dwimmermount were laid at the very beginning of the history of men on Telluria, and the excavation of the last of the dungeon's 13 levels was completed by the Thulian Empire 500 years ago. The Dungeon Construction Chronology table shows when and why each level was built, and lists some surviving features that might reveal its original purpose to players.

Construction Materials

Much of Dwimmermount is constructed from natural material that will be familiar to any adventurer – limestone, sandstone, bronze, brass, iron, and oak. However, many more unusual materials also appear within its halls, particularly in the levels dating back to the Great Ancients and Eld. These materials are described below.

Adamant: A dull, silvery-grey metal combining the strength and toughness of steel with the hardness of diamond, adamant is strangely easy to work into superb armor and weapons. The metal is found only in the deepest mineral veins of the Four Worlds. As a result of its rarity, adamant is usually alloyed with other metals, adamantine steel (98% iron, 1.5% carbon, 0.5% adamant) being most common. In its pure form, it is occasionally used in the machinery of Dwimmermount.

Alchemist's Resin: When first congealed, alchemist's resin is a milky white fluid, but it can be dyed to any desired tint and molded to any desired shape. Depending on the drying agent used, alchemist's resin can harden into a strong and rigid material or an elastic and flexible one. In either formulation it is corrosion-resistant and durable. The Great Ancients used alchemist's resin extensively for armor, containers, fixtures, furnishings, glassware, machinery, pipes, and utensils. The secret of creating alchemist's resin was lost in the Third Era.

Areonite: This lustrous red ore, sometimes called red brass, is native to Areon. Easy to cast and work, very strong, and highly resistant to corrosion, areonite is ideal for use in machinery, pipes, and statuary. The Eld also used it frequently in doors, jewelry, ornamentation, and statuary and, when infused with azoth, in arcane weaponry. It largely fell out of use when the Eld Empire collapsed and supplies became scarce.

Azoth: This silvery-black metal is a liquid in all but the coldest temperatures. There, paradoxically, it becomes the gas known as ether (or quintessence), which suffuses the empty space between the worlds. Azoth cannot be worked like other metals; instead

DUNGEON CONSTRUCTION CHRONOLOGY

Order	Level	Era	Purpose	Suggestive Features
1	The City of the Ancients (9)	1st	Create citadel of Law	Azoth-infused Dome, Terrim Compound (Area 6)
2	The Deep Hollows (7)	1st	Mine azoth and other materials	Crystal Cave, Stairs Down (Rooms 25 & 35b)
3	The Manufactory (6B)	1st	Create barrier, develop technology	Great Machine (Rooms 13d & 40)
4	The Prison (8)	2nd	Prosecute and rehabilitate criminals	Chamber of Truth, Pillars of Law (Rooms 18 & 29)
5	The Hall of Greater Secrets (5)	2nd	Metaphysical research	Hieroglyphics Room, Library (Rooms 19 & 48)
6	The Hall of Lesser Secrets (4)	2nd	Physical and biological research	Clone Chamber, Alteration Chamber (Rooms 61 & 62)
7	The Reservoir (3B)	2nd	Store remaining azoth reserves	Distillation Room (Room 35)
8	The Path of Mavors (1)	2nd	Elevator access to surface	Entrance Chamber, Elevator (Rooms 1 & 56)
9	The Divinitarium (0)	2nd	Launch Servitors into space	Speaker to the Heavens, Hangar (Rooms 17 & 19)
10	The Laboratory (2A)	3rd	Breed monsters	Pool of Life, Essence Machines (Rooms 50 & 51)
11	The House of Portals (3A)	3rd	Colonize Four Worlds	Portal to Areon (Rooms 8)
12	The Reliquary (2B)	4th	Show reverence for the Gods	Pillars of the World, Temple of Law (Rooms 12 & 51)
13	The Ossuaries (6A)	4th	Honor and utilize dead Thulians	Enchantry (Rooms 18b)

MATERIALS

Material	Era	Appearance	Closest Real-World Analog	Value
Adamant	1-5	Dull, silvery grey	Ferrium C69 steel	1,000 gp per lb.
Alchemist's resin	1-3	Resinous, milky white	Polyvinyl chloride	50 gp per lb.
Areonite	2-4	Splendant, reddish copper	Gunmetal	10 gp per lb.
Azoth	1-5	Splendant, silvery black	Mercury	1,600 gp per lb.
Hepatizon	1-5	Splendant, purplish black	Shakudo	10 gp per lb.
Kythirean ebony	2-5	Fibrous, black	Ebony	100 gp per lb.
Moonsilver	2-5	Splendant, silvery white	Palladium	500 gp per lb.
Nephelite	1-2	Pearly, white, black, or grey	Silicon carbide	1 gp per lb.
Orichalcum	1-3	Splendant, golden bronze	Beryllium bronze	500 gp per lb.
Starmetal	1-2, 4	Splendant, silvery grey	Meteorite iron	100 gp per lb.
Thulian concrete	4-5	Dull, brownish grey	Roman concrete	1 gp per 1,000 lbs.
Vitreum	1-3	Vitreous, transparent	Polycarbonate laminated glass	10 gp per lb.

it is used as a tempering agent for other materials, including, it is said, man himself. See *Appendix F, Azoth* (p. 379), for details on this most precious of substances.

Hepatizon: A bronze alloy, forged from copper, tin, and silver, hepatizon patinates to a dark purplish-black. It is used throughout Dwimmermount in jewelry, ornamentation, and statuary. The method of making it has been lost since the Fifth Era.

Kythirean Ebony: This hard, black wood has a fine grain and can be polished to a glass-like smoothness. It grows only on Kythirea, but it is valued on all of the Four Worlds for its strength and suppleness: nearly as strong as oak, it is only half the weight, with the flexibility of yew. It has become very rare since communication with Kythirea ended with the fall of the Thulian Empire.

Moonsilver: A very soft, silvery-white metal, moonsilver is used primarily in the crafting of jewelry, such as rings and amulets. Alchemists and enchanters traditionally employ it when creating magical protection devices. As its name suggests, moonsilver is found only on the Moon, making it very rare on Tellluria today.

Nephelite: A white, black, or grey material with a pearly lustre resembling porcelain, nephelite was used by the Great Ancients for doors, furnishings, pipes and walls. Nephelite is half the weight of steel, and three times harder, though extremely rigid and brittle. Nephelite has been impossible to create since the Second Era. It cannot be re-worked using present technology and is thus not very valuable except as a collectible.

Orichalcum: Resembling golden bronze, orichalcum is as strong and hard as steel, though more difficult to work. Orichalcum conducts and stores magical energy better than any other substance, and is both corrosion-resistant and non-magnetic, making it ideal for use in arcane devices. The Ancients supposedly powered their wondrous machines with energized orichalcum. Orichalcum was still being forged as late as the Fifth Era.

Starmetal: Starmetal is a very hard iron alloy occasionally found inside meteorites that fall to earth. It is powerfully aligned with Law and useful in the crafting of weapons against Chaos. Because of its astral origin and Lawful alignment, starmetal was occasionally used for religious iconography, jewelry, and ornamentation by the Great Ancients and Thulians.

Thulian Concrete: This strong and stable building material was extensively used by the Thulians in their buildings and roads. True Thulian concrete was mortared with volcanic dust found only on the island of Thule, and has not been made since the fall of the Empire. It is superior to anything the City-States build with.

Vitreum: This strong, lightweight, and shatter-resistant substance was extensively used by the Great Ancients in buildings, doors, and windows. Vitreum is naturally transparent and sparkling, like lead crystal, but can be tinted and frosted as desired. The secret of creating vitreum was lost in the Third Era. It cannot be re-worked using present technology and is thus not very valuable except as a collectible.

Construction Methods

All spaces within the dungeon are either natural limestone caverns, or hewn out of the stone of the mountain. Hewn construction dating to the First to Third Eras is flawlessly smooth and mathematically perfect, as if the stone simply dematerialized to create space of the desired dimensions. Excavation of the Fourth Era is less precise, and in places downright crude, with rough surfaces riddled with minuscule ledges where fungus grows and fissures where vermin, bats, and subterranean snakes live.

Sometimes, the original excavated spaces were later sub-divided into smaller areas by interior walls. During the First and Second Era, these walls were of nephelite or vitreum, while during the Third Era they were conjured *walls of stone* or *iron* stabilized

CHARACTERISTIC CONSTRUCTION

Era	Builder	Building Material	Architecture	Ornamentation	Lights
1st	Ancients	Nephelite or vitreum	Domed swoops	Liquid crystals, vitreum screens	Vitreum radiance
2nd	Servitors	Nephelite or vitreum	Crystal spires	Psychic images, memory pedestals	Vitreum radiance
3rd	Eld	Conjured stone or iron	Archways and daises	Arcane runes, abstract art, fountains	Glow globes
4th	Thulians	Thulian concrete	Columns and vaulted ceilings	Carved blocks, mosaics, reliefs, statues	Glow globes
5th	Termaxians	Plaster and stone	Pipes and sprayers	Brazen heads, frescoes, strange flora	Arcane light
6th	Dwarves	Brick and wood	Stanchions and supports	Scaffolding, refurbished materials	Lanterns

with *permanency*. In the Fourth Era, interior walls were cast from Thulian concrete, while in the Fifth and Sixth Eras they were constructed from plaster, stone, brick, and wood. In any case, the corridors of Dwimmermount are usually 10 feet wide, with ceilings 15 feet tall at their highest. Rooms and chambers have ceilings that vary between 15 and 20 feet tall, except where noted.

Over the centuries, Dwimmermount's various denizens have decorated and furnished its halls and chambers in various ways, such as carvings, mosaics, statues, and fountains. The Characteristic Construction table allows the referee to provide details based on his decision about when areas were last modified by the dungeon's denizens.

Cataclysms

Over the course of several thousand years, Dwimmermount has suffered four great cataclysms. Each of these cataclysms has irreparably damaged its structure and fixtures. Some of the damage was due to fighting, but the greatest harm from these cataclysms has come from the deactivation of the Perimeter barrier. Dwimmermount's internal structure was designed to leverage the Perimeter barrier for internal support, and if the barrier is turned off, the dungeon's walls and ceilings begins to crack and crumble from the strain. Dwimmermount has suffered the most harm during those cataclysms when the Perimeter was deactivated for long periods of time.

The first cataclysm was triggered by the war between the Great Ancients and the Eld. Much of the devastation to Dwimmermount was deliberately inflicted, as the Ancients destroyed precious machinery and devices rather than allow them to fall into the hands of the Eld.

The second cataclysm occurred when the Thulian barbarians captured Dwimmermount from the Eld. The divine magic of the Gods of the Great Church (the Servitors) deactivated the Perimeter barrier, and the rebels attacked through The Path of Mavors (Level 1) and the tunnels of The Deep Hollows (Level 7). After weeks of battling from level to level they seized the Great Machine (Room 40) on The Manufactory (Level 6B) and re-activated the Perimeter. However, astral incursions through The House of Portals (Level 3A) and The Divinitarium (Level 0) continued for many years as the Eld took advantage of secret portals which were set to open during conjunctions. Of these, only the Alchemist's Door was not purged because its terminus was firmly within Thulian control. The effects of this Fourth Era cataclysm are visible in the predominantly Thulian architecture in areas where heavy fighting destroyed the construction of past ages (notably Level 1 and parts of 2A, 3A, 4, and 5).

The third cataclysm came when the temples of Typhon and Tyche rose up against Termaxian rule at the start of the Sixth Era. Their commanders expected another bloody incursion through The Path of Mavors, but what happened instead was the sealing of the Perimeter and all its entrances. A grim and generally doomed struggle ensued among the men and monsters trapped inside Dwimmermount. Although an uneasy coalition between dwarves and vampires eventually established order and unsealed the Perimeter to admit more custodians, the effects of this cataclysm are visible in the ruined, looted, and bone-strewn condition of most levels.

The fourth cataclysm is taking place now, at the start of the Seventh Era. With the Perimeter barrier entirely deactivated, intruders are able to pass unhindered through all entrances and also create their own through tunneling. The effects of this cataclysm can be seen in the fissures and cracks found in many rooms, which have allowed the spread of monsters from within and without the dungeon, as well as in the passages which collapsed when no longer supported by the arcane walls.

Doors

As with the architecture and building materials, the doors of Dwimmermount vary greatly depending when they were built, ranging from ordinary wooden portals of recent construction to strange, dilating circles of gleaming metal and glass created by the Great Ancients. The upper levels of the dungeon tend to have ordinary doors, while extant doors from earlier eras are found throughout the dungeon's lower levels. These include:

Areonite Doors: Areonite doors were crafted by the Eld during the Third Era. These are swinging single- or double-leaf doors of areonite (red brass), generally 8 feet tall, 4 or 8 feet wide, and 2 inches thick, opened with pull rings or magic. The Eld being prone to baroque design, areonite doors are often extensively ornamented with arcane runes and adorned with hepatizon or Kythirean ebony fittings.

Blast Doors: These doors are sliding single- or double-leaf doors made of composite layers of nephelite and alchemist's resin. Blast doors are generally 8 feet tall, 4 or 8 feet wide, and 4 inches thick. Dating to the First and Second Era, blast doors were designed to be opened magically or technologically, with mechanical handles built in for emergency access.

Dilating Doors: These remnants of the 1st and 2nd eras dilate like an iris when opening and closing. A dilating door's round doorframe, 8 feet in diameter, is typically areonite, hepatizon, or orichalcum, while the door itself is adamantine steel or tinted vitreum. Like blast doors, dilating doors were designed to be opened by magical or technologically, with a mechanical crank as back-up.

Hatches: These swinging single-leaf adamantine steel doors date to the First through Third Eras. Hatches are generally 6-8 feet tall, 3-4 feet wide, and 2-4 inches think. Hatches are opened mechanically with handles and latches.

Ordinary Doors: Many ordinary doors were installed during the 4th, 5th and 6th era. These swinging, single-leaf doors are generally made of sturdy oak reinforced with iron, 8 feet tall, 4 feet wide, and 1-2 inches thick, and are opened with pull rings or latches. Some ordinary doors dating from the 3rd era are of oak reinforced with areonite.

Vitreum Doors: Vitreum doors, from the First and Second Eras, are swinging single-leaf doors made of transparent or frosted vitreum, with frames, handles and fittings of alchemist's resin, hepatizon, orichalcum, or adamantine steel. They are typically 8 feet tall, 4 feet wide, and ¼ inch thick.

The direction in which each door opens is shown on the map of each level, from which the side on which they are hinged may be deduced. (For sliding doors, the direction the door opens shows which side the door's mechanical handles are on). Locked, stuck, and magically held doors are indicated on the map and in the text. Locks are generally found on the side of the door opposite its hinges. Areonite and ordinary doors will have ordinary (pin tumbler or ward) locks. The other types (blast doors, dilating doors, hatches, and vitreum doors) will be locked with lodestone locks that use strange energies to seal the latch. Due to the advanced construction of lodestone locks, a thief initially has only half his usual chance of picking one. This penalty expires once a thief gains familiarity with a lodestone lock by successfully picking one. Other types of **security systems** within Dwimmermount are discussed below (p. 75).

Stuck doors must be forced open by adventurers. Doing so requires a roll of 2 or less on 1d6, modified by strength as per *Labyrinth Lord*, page 44. There is a –2 penalty to force open a stuck blast door and a –1 penalty to force open a stuck areonite door or hatch. Dilating doors may not be forced. Opening a stuck door normally creates enough noise to incur a wandering monster check (see below).

Environment

Dwimmermount was built with a sophisticated air circulation system intended to keep the interior atmosphere pleasant, temperate, and fresh. Centuries of abuse, neglect, and "repair" by custodians who no longer completely understand the system have left it only partially functional. The air has a "stale" quality to it—breathable, but not pleasant and on many levels mixed with the odors of offal and decay.

The dwarven custodians do their best to keep Dwimmermount tidy, but areas not routinely visited by the dwarves are choked with dust and subject to mildew if near sources of water.

MACHINES BY LOCATION

Machine	Location	Special Rules
Training Apparatus	Level 1, Room 17	Result of use is based on 1d10 roll
Pump	Level 1, Room 58	None
Laboratory Controls	Level 2A, Room 14	Using triggers wandering monster check
Orrery	Level 2A, Room 19	Requires **pick locks roll** to open hatch; must install **Thulian fuel cylinder**
Azoth Emitter	Level 2A, Room 45	Character has 1 in 6 chance per round to shut down
Pump	Level 2A, Room 48	None
Stasis Tubes	Level 2A Room 49	Tubes cannot be operated until activated by Great Machine
Pool of Life	Level 2A, Room 50	Requires 3 INT checks to master controls; each check takes 1 hour
Essence Machines	Level 2A, Room 51	Must install **Thulian fuel cylinder** and connect tank of liquid matrix to use
Image Projector	Level 3A, Room 17	Result of use is based on 1d6 roll
Power Generator	Level 3B, Room 10	Requires INT check to use; failure causes shock or damage
Power Regulator	Level 3B, Room 29	Requires INT check to use; failure causes shock damage
View Screens	Level 3B, Room 29	Requires **engineer's control rod**
Arcane Library	Level 3B Room 37,	Requires **knowledge record** and **engineer's control rod** to use
Reservoir Control	Level 3B, Room 44	Requires **engineer's control rod**
Elevator Controls	Level 4, Room 14	Requires INT check at –4 or **read languages** to use
Clone Chamber	Level 4, Room 61,	Requires 3 INT checks to produce a clone without error
Alchemical Distillery	Level 5, Room 34	Requires INT check, reagents, and 10hp of blood to use
Enchantry	Level 6A, Room 18b, 42a, 60, and 63	Result based on number of knobs turned
Metal Machine	Level 6B, Room 6a	Requires **power cell** to use
Analytical Engine	Level 6B, Room 13d	Requires **engineer's control rod** and ability to speak Ancient to use
Viewing Stations	Level 6B, Room 15a	Requires **engineer's control rod** to use
Gas Pump	Level 6B, Room 20	Requires **remove traps roll** to shut down
Azoth Pool	Level 6B, Room 31	None
Backup Power Plant	Level 6B, Room 34	Destroyed by dealing 50 points of damage
Great Machine	Level 6B, Room 40	Requires **engineer's control rod** and successful percentile die roll for each effect learned; each effect takes 1 or more turns to learn
Crystal Attunement	Level 6B, Room 47	Requires **engineer's control rod** to use
Prison Controls	Level 8, Room 27	Requires **Termaxian passkey**, **engineer's control rod**, and INT check at –4 to use
Sleeping God's Canister	Level 9, Area 3	Must route power from Terrim Compound
Speaker to the Heavens	Level 0, Room 17	Requires INT check at –2 to use; failure causes divine retribution
Teleportation Device	Level 0, Room 34	Requires **engineer's control rod** and INT check to use; failure causes imperfect attunement

Lighting

For most of its history, Dwimmermount has been well-lit. Levels built by the Great Ancients (such as The Divinitarium and The Manufactory) were originally illuminated by radiance emitted from panels of vitreum mounted in the ceiling. The Eldritch levels (e.g. The Laboratory and The Hall of Portals) used azoth-based glow bulbs, which the Thulians continued to use. As supplies diminished, their successors, the Termaxians, relied on magical *light* and *faerie fire*. The light sources designed to be used in an area are shown on the Characteristic Construction by Era table (above), but except where noted in the room descriptions, the original lighting systems are not functional: Most areas of Dwimmermount are dark. Inhabitants who need light must use whatever comes to hand, ranging from lanterns to torches made from rags and scraps of furniture. Intelligent occupants without infravision will certainly light their areas, while those with infravision do so only 25% of the time.

Machinery

Scattered throughout Dwimmermount are many arcane devices and mysterious apparatuses, products of the strange science of the Great Ancients and the Eld. The purposes and workings of these machines cannot be easily understood by lesser minds. When first encountering a new machine, an adventurer must spend a full turn (10 minutes) examining it and then make an ability check versus INT in order to understand its purpose and the basic workings of its controls. From there, some machines may require characters to make additional ability

checks to use them correctly (this will be noted in the room text). Characters who deduce the purpose of machines through in play investigation and trial-and-error activity can avoid these checks, at the referee's discretion.

The table above (p. 73) lists the major machines found in Dwimmermount and summarizes the rules regarding their use.

Noise

Outside of the inhabited areas, Dwimmermount is typically quiet, but not silent. Pipes travel behind and through the walls and floors of the dungeon and sometimes rattle as water or other liquids flows through. Where there are spigots, drips echo through the corridors. Hums and thrums of machinery are common, especially on The Ossuaries (Level 6A), The Manufactory (Level 6B), and The Prison (Level 8).

Portals

Dwimmermount contains a number of portals designed to allow instantaneous transport between distant locations. Each portal is "attuned" to another portal. When a portal is activated, it allows travel to and from the portal with which it is attuned. Some portals are continuously activated, while others are temporarily activated for only a limited time when particular conditions are met. Travelers using temporary portals must be careful to return to their point of origin before the portal deactivates. Otherwise they risk being trapped at their destination, as the portal they arrived at might not be attuned to the portal they departed from, or might not be activated in the same way.

Portals vary in appearance. Some resemble doorways set into walls, like the Alchemist's Door on the stairs leading to the mountain's peak, while others are free-standing and seemingly empty archways, like the Portals to the Four Worlds in The House of Portals (Rooms 8, 34, 43, and 61 of Level 3A). Others appear as silvery-black pads of metal on the dungeon floor, like the Teleportation Pads (Rooms 31b-d) on The Divinitarium (Level 0). The most subtle are buried just within the walls, ceilings, or floors of rooms or corridors, where they can only be seen using a *detect magic* spell or by the wearer of a *helm of astral movement* (see *Appendix A, New Magic Items*, p. 322). For example, those stepping through the visible opening of Portal Room (Room 15) of The Reservoir (Level 3B) are transported to the bottom of the Staircase (Room 1) on The Ossuaries (Level 6A), where the entrance to the portal is concealed.

The destination portal with which a given portal connects can be re-tuned by those who understand their workings. The Teleportation Device (Room 34) on The Divinitarium is designed to do this for the Teleportation Pads on the Divinitarium. Other portals within Dwimmermount could be re-tuned using the Great Machine (Room 40) on The Manufactory (Level 6B). Doing so would require a result of "12" on the Effects of the Great Machine table (p. 244).

Stasis Tubes

A stasis tube appears as a vitreum cylinder, slightly taller than a human being, with a set of dials and switches located on a copper plate at its base, as well as a hinged door with a copper handle at its mid-point. Some stasis tubes will visibly contain a creature in suspended animation within, while others will appear empty.

Both appearances are misleading. In fact, a stasis tube is a specialized type of portal. Each tube connects to a unique series of twelve extradimensional spaces. These are similar to the extradimensional spaces contained within a *bag of holding* or *portable hole,* except that time stands still within them. Each space is large enough to contain one man-sized creature. Each tube can therefore keep up to a dozen creatures in suspended animation simultaneously, although only one extradimensional space per tube can be present in this plane of existence at any given time.

Normally, the dial on the copper plate at its base can be used to rotate a stasis tube's connection to each of its twelve extradimensional spaces, one at a time. Then when the dial has attuned the tube to the desired extradimensional space, the switches on the copper plate can be used to open the cylinder, allowing a creature to enter or exit that extradimensional space. At present, however, the control panels on all the tubes are disabled. During the fall of Dwimmermount, Sarana used the Great Machine (Room 40) on The Manufactory (Level 6B) to shut off the controls. This was done to protect the existing occupants, as well as to prevent the hated Termaxians from escaping into stasis and causing problems later in time.

With a roll of "12" on the Effects of the Great Machine table (p. 244), the Great Machine could be used to re-activate the control panels. Alternatively, it could also be used to scan through the extradimensional spaces and release a specified occupant or category of occupants from one or more stasis tubes. When Dwimmermount was invaded by Termaxian cultists, the dwarves did just that, instructing the Great Machine to release all beastmen held in stasis to help defend Dwimmermount. Although the Great Machine is no longer in their hands, this instruction is still active and from time to time will cause a few new hobgoblins or minotaurs to emerge from stasis tubes throughout Dwimmermount—as reflected by wandering monster tables for The Reliquary, The Reservoir, The Halls of Lesser Secrets, and The Halls of Greater Secrets (Levels 2B, 3B, 4, and 5, respectively).

Unless the Great Machine has re-activated the control panels on the stasis tubes, the tubes' doors are sealed and cannot be opened except with magic. The vitreum from which the tubes are made can be shattered, but being quite sturdy can withstand 100 points of damage before shattering. Shattering a tube aligned to an unoccupied space has no visible effect. Shattered a tube aligned to an occupied space has two effects. First, anyone within 10 feet of the shattered tube will receive an electric shock dealing 3d6 damage (a successful saving throwing versus Spells reduces damage by half). Second, the human inside the tube's space will be released. He or she will awaken in 1d6 rounds, perplexed by the situation, but otherwise in good health. In either case, creatures occupying the other spaces in the series to which the shattered tube was linked become trapped until the tube is repaired or rebuilt.

Security Systems

Over the eras, multiple systems for controlling who can access various parts of Dwimmermount have been developed by its defenders. This section will discuss those which span multiple dungeon levels.

The oldest type of security system dates to the First Era of Dwimmermount, when the Great Ancients began to explore the world of Telluria. Their expeditionaries were given *brooches* with which they could signal their right to enter and leave The City of the Ancients (Level 9) and Deep Hollows (Level 7). Within the City, an even more exclusive level of access was conferred by possession of a *greater brooch*. These are known as the *brooch of the Terrim* and the *greater brooch of the Terrim* (see *Appendix A New Magic Items*, p. 320 and 321), although the items themselves are older than the current occupants for which they are now named.

As the dungeon grew in the Second Era, access to its systems was increasingly automated, with various keys, rods, and cards required when accessing certain areas or operating secure machinery. Examples include the Elevator, the Teleportation Device (Room 34) on The Divinitarium (Level 0), the Control Room (Room 3) on The Reservoir (Level 3B), and the Great Machine (Room 40) on The Manufactory (Level 6B). The most common security system from the Second Era is the *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320).

The final security system, the *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327), was instituted during the Fifth Era. Like the *brooch of the Terrim*, these passkeys are marks of status and favor which, if shown to Termaxian servants and allies, will often avert attack. In some cases arcane devices of Termaxian origin were constructed to require the possession of a passkey, much like *engineer's control rods*. Other, pre-existing, machines were modified to require *passkeys* as the Termaxian mages sought to restrict them to their own kind.

Sacred Objects

Dwimmermount contains a large number of statues, shrines, altars, and other sacred objects associated with the various divine powers of Telluria. Characters who interact with these sacred objects can receive **boons** from the god or gods associated with the site. A particular boon might improve an ability score, modify a die roll, grant a power, or offer a material reward; the exact effect is usually related to the nature of the god or power granting the boon. Boons can be either permanent or temporary, but in either case, a given character can only benefit from each boon once.

The most numerous sacred objects in Dwimmermount are the statues of the Thulian Great Church's gods, erected during the Fourth Era of Dwimmermount. During the period of Termaxian rule, most of these statues had their heads removed and replaced with a new head bearing the image of Turms Termax. The cult of Turms Termax was predicated, at least in part, on the notion that the ascended mortal Turms was the greatest of all the gods. Indeed, all the other gods were little more than feeble prefigurations of his perfect plenitude -- "past echoes" of his might. Consequently, once the cult seized full control of the Thulian Empire, it began to systematically co-opt all the sects of the Great Church, teaching that each of the gods they served was an aspect of Turms, whose full majesty could only be appreciated by a select few, namely

BLESSINGS OF THE GODS

God	Boon
Anesidora	The Blessing of Anesidora: +1 bonus to WIS for 24 hours.
Asana	The Blessing of Asana: +1 bonus to initiative rolls and armor class for 24 hours
Caint	The Blessing of Caint: One-time ability to cast **cure serious wounds** as per the cleric spell.
Donn	The Blessing of Donn: One-time ability to cast **protection from evil 10' radius** as per the cleric spell.
Mavors	The Blessing of Mavors: +1 bonus to hit and damage rolls for 24 hours
Tenen	The Blessing of Tenen: One-time ability to cast **dimension door** as per the magic-user spell.
Tyche	The Blessing of Tyche: +2 bonus to all saving throws for 24 hours.
Typhon	The Blessing of Typhon: +1 bonus to CHA for 24 hours.

the hierophants of his cult. Lesser men cannot grasp Turms in his fullness and thus must content themselves with understanding only a part of him, as mediated through one of the sects dedicated to a god-aspect. It was to emphasize this point that many representations of the gods had their heads replaced with that of Turms Termax

This doctrine caused the Thulian gods to order their clerics to rebel against Termaxian rule, and the gods continue to oppose the works of Turms Termax even now. Characters who show their support for the gods of the Great Church by removing the head of Turms Termax from a sacred statue and replacing it with the head of the appropriate deity will receive a boon from that deity. Removing the head of a statue requires a successful force doors roll. Placing a new head on the statue does not require a roll, but does require a head be found somewhere in the dungeon. The default boon gained from replacing the head of Turms Termax with a statue's original head is shown below. Specific sacred objects found within Dwimmermount may specify other boons, some much more powerful than those listed above (p. 75).

While there is no explicit penalty for characters that deface or destroy sacred objects within Dwimmermount, doing so certainly risks offending the divine power associated with the object. The referee may, at his discretion, refuse to grant the characters any boons from the offended gods thereafter, and/or remove any boons previously earned.

Traffic Between Levels

Pages 76-78 show how the various levels of Dwimmermount relate to one another vertically. Each level is connected to the levels or sub-levels above and below by at least one staircase, the exceptions being The Divinitarium (Level 0) which is accessible only by elevator, and The House of Portals (Level 3A) which has no stairs to The Halls of Lesser Secrets (Level 4) below.

Staircases

Staircases are usually well-worn stone and travel between 50 and 100 feet before reaching the next level. These stairs are generally narrow, requiring man-sized creatures to walk single file along their length, with the exception of the massive staircase connecting The City of the Ancients (Level 9) to The Deep Hollows (Level 7).

Elevator

An elevator connects Room 1 of The Divinitarium (Level 0), Room 56 of The Path of Mavors (Level 1), and Room 13 of The Halls of Lesser Secrets (Level 4). Keys to the elevator are found in the lair of the Spawn of Arach-Nacha (Room 41) on The Path of Mavors (Level 1) and in the lair of the Minotaur King (Room 55) on The Halls of Lesser Secrets (Level 4). When power is restored to the elevator via the machinery of the Elevator Control Room (Room 14) on Level 4 or through the operation of the Great Machine (Room 40) on The Manufactory (Level 6B), using one of these keys will summon the elevator platform to the user's level. Those who open the door when the power is off, or do so without a key, will see a 250-foot vertical shaft whose walls glisten from the transit of various Kythirean slimes and are festooned with clumps of fungi and vegetation from the Green Planet. Daring parties may fly, levitate, or climb up and down this shaft.

Water Pipes

The water pipes running through Dwimmermount form a vast web that passes above and below virtually every square foot of the dungeon. While the pipes are barely big enough for an ordinary rat to squeeze through, characters equipped with *potions of diminution* (or similar magic) might end up using the water or azoth pipes to travel between different rooms and levels.

Except where noted below, the water pipes are not entirely filled with water. However, the volume is sufficient that characters traveling within the pipes must swim (see *Labyrinth Lord*, p. 46). If unable to breathe water, they must also roll to avoid drowning each turn. The chance of drowning is 10% if a character is unencumbered, 30% if lightly encumbered, 60% if moderately encumbered, and 90% of heavily encumbered.

The table on the next page shows where the water pipe openings are found within Dwimmermount.

Travel in the water pipes will generally be from one opening to another. If desired, the referee can plot the characters' exact route of travel through the water pipes on the dungeon maps. Alternatively, the referee can assume that characters must travel 240 feet horizontally to find another opening on their own level, and 60 feet vertically to reach another level. At a typical unencumbered swimming rate of 60 feet per turn, it will take 4 turns to reach another opening on the same level and 5 turns to reach an opening on an adjacent level. Each turn of travel through the water pipes, the referee should roll 1d12 on the table below.

Note that the water pipes are lightless, and torches will of course be extinguished by the water coursing through them. Characters without infravision or magical *light* therefore move at half speed, have twice the chance of drowning, and have a –4 penalty to all to hit rolls and ability checks.

WATER PIPE TRAVEL

Roll	Event
1	Juncture: The pipes here split off in many directions, none of them the direction the character wishes to travel. A traveller must make an ability check versus INT or lose 1d6 turns traveling the wrong way.
2	Drain: A strong current carries water downward through a drain here. Characters must make an ability check versus STR or be flung into the drain, taking 1d6 points of damage.
3	Valve: The pipes ahead are blocked by a valve. Characters may force their way through (as if opening a stuck door), **knock** the valve open, or retrace their steps and try another route. If the valve is opened, roll again on this table to determine what's on the other side.
4	Overflow: The pipes here are entirely filled with water. Characters able to breathe water may proceed, but others must retrace their steps and try another route.
5	Sewage: The pipes here are filled with waste and excrement. Any characters who proceed must save versus Poison or become infected with a disease as if bitten by a rat (see **LL**, p. 92)
6	Fast Current: Water flows hard and fast through this segment of the pipes. Depending on the direction of flow, characters have their swimming movement rate (1-3) halved or (4-6) doubled, and their chance of drowning is increased by one encumbrance level.
7	Rats: A pack of 2d10 ordinary rats, filthy with sewage, attacks intruders into "their" pipes.
8	Bugs, Millions of Them: The pipes here are clogged with a swarm of biting, creeping horrors, forming an insect swarm of 1d3+1 HD.
9	Dry: The pipes ahead are free of water. The characters may travel at their normal movement rate for the next turn.
10-12	No event

WATER PIPE OPENINGS

Level	Room
The Divinitarium (Level 0)	Solarium (Room 14)
The Divinitarium (Level 0)	Latrine (Room 38)
The Path of Mavors (Level 1)	Latrine (Room 55)
The Path of Mavors (Level 1)	Pumping Station (Room 58)
The Laboratory (Level 2A)	Latrine (Room 35)
The Reliquary (Level 2B)	Well (Room 15)
The Reliquary (Level 2B)	Latrine (Room 20)
The Reliquary (Level 2B)	Latrine (Room 68)
The House of Portals (Level 3A)	Pumping Station (Room 3)
The Reservoir (Level 3B)	Latrine (Room 25)
The Halls of Lesser Secrets (Level 4)	Ranine Lair (Room 30)
The Halls of Lesser Secrets (Level 4)	Latrine (Room 54)
The Halls of Greater Secrets (Level 5)	Latrine (Room 45)
The Ossuaries (Level 6A)	Lute Pool (Room 21)
The Manufactory (Level 6B)	Cisterns (Room 9)
The Manufactory (Level 6B)	Latrine (Room 11)
The Manufactory (Level 6B)	Junction (Room 37)
The Prison (Level 8)	Latrine (Room 22)

AZOTH PIPE OPENINGS

Level	Room
The Path of Mavors (Level 1)	Azoth Spring (Room 37)
The Path of Mavors (Level 1)	Enclosure (Room 54)
The Laboratory (Level 2A)	Thorny Room (Room 46)
The Laboratory (Level 2A)	Rose Garden (Room 47)
The Laboratory (Level 2A)	Pump Room (Room 48)
The House of Portals (Level 3A)	Pumping Station (Room 3)
The Reservoir (Level 3B)	Dry Fountain (Room 1)
The Reservoir (Level 3B)	Pump Room (Room 7)
The Reservoir (Level 3B)	Azoth Spillage (Room 34)
The Reservoir (Level 3B)	Reservoir (Rooms 45-50)
The Halls of Lesser Secrets (Level 4)	Clone Chamber (Room 61)
The Halls of Greater Secrets (Level 5)	Azoth Leak (Room 21)
The Halls of Greater Secrets (Level 5)	Azoth Pools (Room 44)
The Manufactory (Level 6B)	Azoth Pool (Room 31)
The Manufactory (Level 6B)	Foundry (Room 62)

Azoth Pipes

Dwimmermount contains vast reservoirs of azoth, all of which connect via a system of pipes, pumps, and valves. Like the water pipes, the azoth pipes are too narrow for anything larger than a rat, so only characters with *potions of diminution*, *polymorph,* or similar magic can traverse them.

Characters traveling within the pipes must swim or wade through the azoth, doing so at half their normal movement rate. Unlike water, azoth is highly toxic to living creatures, so characters traveling the azoth pipes without *environment suits* (see *Appendix A, New Magic Items*, p. 320) or similar protection will suffer terrible consequences - see *Appendix F, Azoth*, p. 384, for the effects of azoth immersion.

Assuming the characters concoct a method to enter the system and emerge unscathed, openings in the azoth pipes can be found in the following locations indicated in the table above.

As with the water pipes, travel within the azoth system will generally be from one opening to another, which can be plotted on the map if desired or handled abstractly. The referee can assume that characters must travel 480 feet horizontally to find another opening on their own level, and 60 feet vertically to reach another level. At a typical unen-

AZOTH PIPE TRAVEL

Roll	Event
1	Juncture: The pipes here split off in many directions, none of them the direction the character wishes to travel. A traveller must make an ability check versus INT or lose 1d6 turns traveling the wrong way.
2	Drain: A strong current carries azoth downward through a drain here. Characters must make an ability check versus STR or be flung into the drain, taking 1d6 points of damage.
3	Valve: The pipes ahead are blocked by a valve. Characters may force their way through (as if opening a stuck door), **knock** the valve open, or retrace their steps and try another route. If the valve is opened, roll again on this table to determine what's on the other side.
4	Alkahest: A leaking azoth distillery has introduced alkahest into the pipes. The initial concentration of alkahest is very low; characters notice their armor and clothing begins to steam and sizzle. Any characters who continue ahead must make saving throws versus Death or be **disintegrated** by the alkahest (note that characters subject to **protection from evil** are immune to the effect of alkahest).
5	Bubble Burst: 1d6+1 bubbles of gaseous azoth are suspended in the liquid ahead. Characters that advance forward must make an ability check versus DEX; if they fail, they pop a bubble. There is a 2 in 6 chance that the explosion of one bubble will set off another one, which also has a chance to set off another, and so on, until either the chain reaction stops or all bubbles have exploded. Each bubble deals 1d6 points of damage to any creatures in a 5 foot radius.
6	Fast Current: Azoth flows hard and fast through this segment of the pipes. Depending on the direction of flow, characters have their movement rate (1-3) halved or (4-6) doubled.
7	Mercury Ooze: Flowing through the azoth like mucus through a nasal canal is a silver-white mercury ooze.
8	Mutant Bugs: Hideously mutated silver-black beetles course through the azoth**.** Treat the beetles as an insect swarm of 1d3+1 HD.
9	Dry: The pipes ahead are free of azoth The characters may travel at their normal movement rate for the next turn.
10-12	No event

cumbered movement rate of 60 feet per turn, it will take 8 turns to reach another opening on the same level and 10 turns to reach an opening on an adjacent level. Each turn of travel through the pipes, the referee should roll 1d12 on the table above.

Vertical Fissures

The cataclysms of Dwimmermount's past have torn several vertical fissures through the mountain. One such fissure, as jagged as a bolt of lightning, connects the Bottomless Pit (Room 7) in The Hall of Greater Secrets (Level 5) to the Chasm (Room 5) in The Deep Hollows (Level 7). This fissure was created during the first cataclysm, during the fighting between the Great Ancients and the Eld. Eld sorcerers later enchanted the fissure with its fierce winds to prevent the Terrim from using it to penetrate into the upper levels.

A second fissure, the Crevasse (Room 26) in The Prison (Level 8) opening above the Haywire Defenders (Area 9) of The City of the Ancients (Level 9) was created two centuries ago, during the third cataclysm. Traversing this fissure is possible, but difficult, as it passes through an arcane barrier which is still active, albeit weakened by the influence of the Sleeping God. See *Chapter 18, The Prison* (Level 8), p. 111, for details.

Finally, the Great Fissure (Area 1) is a huge crevasse that descends several hundred feet below the City of the Ancients. The Great Fissure was torn open during the second cataclysm, when the Thulians brought down the Perimeter barrier and drove out the Eld, and it has never been explored by the cautious Terrim. Precisely where the Great Fissure leads and what dwells down there is left to the referee to decide.

Key Labyrinth Lord Rules

Monster Entries

Monster statistics are presented using a short format as follows. In cases where the monster is not described in the *Labyrinth Lord* rulebook (or its description differs significantly from that in the rulebook), the room key includes the page number where the description can be found in this book. For example:

Eldritch Bones (8) [AL N, MV 90' (30'), AC 5, HD 1+1, HP 8 (×2), 7, 6, 5 (×2), 2 (×2) #AT 1, DG 1d6+1, SV F1, ML 12]

Humanoid Entries

Statistics for men and other humanoids are presented using a short format as follows. In cases where the humanoid is not described in the *Labyrinth Lord* rulebook (or its description differs significantly from that in the rulebook), the room key includes the page number where the description can be found in this book. The format also includes details of the arms and armor wielded and worn by the humanoids, which can also be magical items. Separate lines are given for stronger opponents, bodyguards, leaders, and characters of different classes. If an NPC has a class, it is denoted by a letter before the character's HD value—C (Cleric), D (Dwarf), E (Elf), F (Fighter), MU (Magic-user), P (Paladin), and T (Thief). For example:

Eld (6) [AL C, MV 120' (40'), AC 5 (chain mail), HD E3+1, HP 12, 10, 8 (x2), 7 #AT 1, DG 1d8 or 1d8 (*Thulian Crossbows* or long swords), SV E3, ML 8]

Eld (1) [AL C, MV 120' (40'), AC 3 (chain mail & *shield +1*), HD E3+1, HP 17 #AT 1, DG 1d8+1 (*long sword +1*), SV E3, ML 8]

Wandering Monsters

The majority of Dwimmermount's rooms are deliberately devoid of monsters for several reasons. Empty rooms allow scope for pursuit. When monsters fail morale checks and flee into unmapped areas, or when the only escape from a dire situation leads into the unknown, players' choices would be less valid if every room were occupied. Empty rooms also provide decisions about spending time in the dungeon, whether through searching for hidden valuables or holing up to rest. Finally, empty rooms provide buffer zones between opposing factions on a level.

Wandering monsters play a vital role in each of these situations, ensuring that a mostly empty dungeon does not feel devoid of danger and excitement. Extended or noisy pursuits may trigger wandering monster checks, potentially turning the tide of the chase even if it is passing through an area that the party believes to be unoccupied. The frequency of wandering monster checks creates the time pressure that makes time management decisions meaningful. And wandering monster rolls can also make the battle lines between factions dynamic, swelling the ranks of one side or causing some monsters to appear in territory controlled by their enemies.

Normally, the referee rolls for wandering monsters every other turn (every 20 minutes of game time) and whenever the players force a door open or declare that their characters are taking the time to search a room. Any result of 1 on 1D6 indicates that a wandering monster is encountered, its exact nature determined by the wandering monster table for the current dungeon level. An encounter with a wandering monster does not always lead to interaction or combat. The referee may choose to place the monster at whatever distance from the party he wishes, in order to make sense of how the monster entered the area, to restock a faction, or to create a dynamic situation which the players may later stumble into. Even if the wandering monster appears near the range of the party's sight or hearing, the referee is advised to check for surprise and reaction rolls before proceeding. Based on the results, wandering monsters may try to remain undetected so that they can monitor the party's activities or go get help from allies.

House Rules

As a mega or campaign dungeon, Dwimmermount is intended to serve as a tent pole for an entire campaign. The player characters will certainly go elsewhere in the wider world outside the dungeon, but it is assumed that they will always return to Dwimmermount to continue their explorations. The dungeon will change over time in response to the activities of the characters, and should exist independent of them as well. The following house rules are provided to help the referee make the dungeon dynamic.

Dungeon Restocking

David 'Sham' Bowman of *Sham's Grog & Blog* (shamsgrog.blogspot.com) popularized the idea of random dungeon restocking, which provides a chance that that formerly cleared-out rooms might again be occupied when characters return to the dungeon after having left it to rest and re-supply. Roll on the Dungeon Restock table, below, whenever characters re-enter a room to determine if it has become home to new monsters and/or treasure while they were away from the dungeon.

DUNGEON RESTOCK TABLE

D6 Roll	Room Contents
1	Monster
2	Monster and Treasure
3-6	Empty (1 in 6 chance of concealed treasure)

If a monster is indicated, the referee can either roll randomly on the level's wandering monster table to determine an appropriate monster or choose a monster he deems appropriate based on what creatures are nearby. If the table indicates the monster has treasure, use the monster's Hoard Class to generate it. If there is concealed treasure, use the Unprotected Treasure Table (*Labyrinth Lord*, p. 124) to generate it.

Disturbances by Rival Parties

Once word gets out that the adventurers have done the seemingly impossible—returned from the megadungeon alive *and* with loot—it is only a matter of time before others follow in their footsteps.

Consult the Rival Adventuring Parties table every time the adventurers return to civilization carrying loot from Dwimmermount. Roll once on the table for each room of the current level that the adventurers did *not* visit, modified by +2% for each previous time they left the dungeon to return to civilization.

If any roll indicates the presence of a rival adventuring party, consult the *Rival Parties* on p. 363 to choose an appropriate set of rivals. Gen-

RIVAL DISTURBANCE TABLE

D% Roll	Result
01-80	No Change
81-90	Recent evidence of other adventurers (e.g. footprints in the dust, used torches, broken weapons, etc.) is found amidst the room's other contents.
91-100	One (1-3) or more (4-6) dead adventurers from a rival party is found in the room. If the room is trapped in any way, the dead adventurers' bodies provide clues as to the nature of the trap(s) therein. If not, their deaths can be attributed to the nearest monsters in other rooms/areas.
101-110	As 91-100, except that any monsters in the room have their numbers reduced by one-half.
111-120	As 81-90, except that any monsters in the room have been slain and their treasure (if any) looted.
121+	A rival adventuring party is currently in the room. If there were any monsters in the room previously, there is a 50% chance that they have been slain and their treasure looted, as in 111-120. Otherwise, the rival party is currently engaging them in combat.

"Character motivation was solved by stating that you did not get Experience Points until the money had been spent on your area of interest. This often led to additional adventures as players would order special cargos from off the board and then go and guard them so that the cargo would reach their lodging and **then** the player would get the Experience Points. More than one poor fellow found that his special motivators would literally run him ragged and get him killed before he got anything."

Dave Arneson,
The First Fantasy Campaign,
1977

"We all agreed to adopt the Dave Arneson-inspired rule that XP is only given for gold that's taken from the dungeon and spent. Everyone agreed it gave the thing a very swords-and-sorcery feel, which is what I wanted… The problem my players have discovered is that, after a certain point, it's very hard to find things to spend their money on."

James Maliszewski,
Grognardia session reports,
2009-2011

erally speaking, the party chosen should be roughly similar in level to the dungeon level where they appear. Once a rival adventuring party has been established as active on a particular dungeon level, the referee should remember this so as to make the most of it. For example, that particular party might be seen in Muntburg, boasting of their exploits or showing off the loot they took from their adventures. Likewise, when a wandering monster table calls for a "rival adventuring party", the referee might wish to make that the party already encountered on a given level.

Both the Dungeon Restock and Rival Adventuring Parties Tables are house rules because, like all random tables, they should be used at the referee's discretion. There may be times when the use of these tables is either nonsensical or tedious, and in such cases, the referee should never feel bad about substituting his own ideas and good judgment instead.

Experience Points for Spending Treasure

The original Dwimmermount campaign used a house rule that has been adopted by a number of groups over the past four decades, but has not been reflected in the assumptions of megadungeon design since the basements of Arneson's original castle. As in *Labyrinth Lord*, experience points (XP) are gained from two sources: treasure and monsters. However, unlike *Labyrinth Lord*, XP from treasure is only gained if it is spent. Thus, if a character brings 1,000 gold pieces worth of treasure out of a dungeon, he only gains one XP for every gold piece spent. This gold can be spent on anything, whether vital or frivolous, but it must be exchanged for something in order to earn the experience points.

The design intent of this house rule is twofold. First, it keeps player characters cash poor and thus provides them with ample incentive to continue adventuring. Second, it forces characters to use their wealth rather than simply hoard it. Some will fritter it away on meaningless pleasures and trifles, while others will invest it into large projects, such as spell research or the construction of a stronghold.

A group using this house rule is advised to track treasure and wealth separately. Treasure represents valuables, including maps and information, which characters risk their lives to bring back to civilization. Wealth is acquired without danger. Only treasure generates XP when spent, which may also generate wealth. For example, characters who recover 20,000 gp from the dungeon record it as treasure and earn XP when they spend it on the deed to a gold mine. Gold mined from their new acquisition will be recorded as wealth, which can be spent like any other gold but will not earn XP in the process.

It is fine for players to try to spend their treasure in ways that will make them richer and better able to seek treasure. Although treasure must be exchanged for something, this may be abstract. A party which bribes an intelligent monster for information, or to be allowed to pass unmolested, certainly gains something if the attempt is successful. If the bribe is subsequently regained by killing or robbing the monster, it should be recorded as wealth rather than treasure, and may earn the party a reputation that hinders future negotiations.

The *Labyrinth Lord* rules imply that XP earned from treasure will be divided evenly between the characters. This need not be the case for spending. A group may choose to allow some characters to spend a disproportionate amount of the party's treasure so that their rapid advancement will help the group survive. Contrariwise, a player character may gain XP equal to the treasure he contributes

towards another's spending. For example, a party which decides to spend its entire treasure on spell research is not required to award all XP to the magic-user doing the research. Instead, its members may first divide the treasure among themselves as they see fit, and then have each of them invest in the research effort.

If the spending house rule applies to non-player characters as well as player characters, treasure becomes a powerfully dynamic force in the megadungeon and the Four Worlds. The unambitious will be content to gather wealth, but those seeking advancement must be willing to risk their lives for treasure. Once gained, spending it before someone else takes it away becomes an urgent priority. The Rival Parties section describes how other adventurers plan to spend the gold they may gain as the campaign unfolds. One of the most common ways to spend treasure is to offer it as a reward in exchange for the completion of some task which can generate wealth or improve one's chances of survival. The prices that rivals expect to be paid for their services are provided for each party, and NPCs and intelligent monsters may offer similar prices to the player characters when their reaction roll suggests the possibility of seeking cooperation. Groups which do not use this house rule are still encouraged to have NPCs use their treasure to achieve their goals, which might take place through bribery, hiring help, or even baiting traps.

> "Coming up with good names is a difficult thing to do well and having a collection of already-named characters is an essential part of the referee's arsenal. That's why I keep a list of names handy when I run Dwimmermount, just in case I need to quickly identify a shopkeeper or sage or other personage with whom the PCs are interacting."
>
> James Maliszewski, **Grognardia**, July 1st, 2010

Customizing Dwimmermount

As presented, Dwimmermount provides the referee with a great deal of material ready-made for use at the table. However, like all published dungeons, each referee must customize it to suit his needs. Without knowing what details will resonate with individual groups, it is impossible for the designer to invest each room description with the kinds of depth, connections, and "verve" that will make them memorable. For example, the kobolds on The Path of Mavors (Level 1) are presented simply as the minions of the mad dwarf Guran, but are they devoted sons of their dwarven papa or do they follow him out of fear? Questioning the text adds a layer of complexity to what might otherwise be just minor monsters. Some referees and players may not care about such questions, preferring instead simply to mow through the kobolds without any thought as to their motivations. Both approaches are equally valid, which is why this book is often agnostic on such issues.

Similarly, the referee should feel completely free to change the monsters and treasures found in the dungeon. Most can easily be replaced without doing harm to the dungeon as a whole, especially if details are changed, but not the framework which organizes them. Most levels are fairly compartmentalized and without inter-connections so great that they defy alteration. Furthermore, as the dungeon is explored, its population will change, and inhabitants may even alter the arrangement of rooms on any given level. There is a lot of scope for the referee to tinker and alter on a grand scale, up to adding new levels or sub-levels.

Names

Referees creating new denizens for Dwimmermount and its surroundings, as well as those who find it necessary to name NPCs not given names in the text, will find Appendix H invaluable, as it contains lists of 20 names for Dwarves, Eld/Elves, "Common" Men, Ancient Thulians, and Volmarians. Where appropriate, the lists include male and female options, as well as surnames.

The Unexplained

In a dungeon as large and diverse as Dwimmermount, there are bound to be aspects of the dungeon that are never fully explained in the text. With *Dwimmermount* we made a deliberate choice to leave room for improvisation during play. Like the earliest published examples of the form, important elements remain unexplained as a springboard for the referee's ideas and as a fertile void in the group's imagination. The Mysteries of Dwimmermount table provides some examples of the unknown.

The campaigns leading up to the formation of Autarch experimented with the idea of awarding XP for gold spent, popularized by Jeff Rients' 2008 blog post "Party Like It's 999". In the White Sandbox, this system was used in addition to the normal gp for XP rule—to speed advancement, each gp found in the dungeon earned one XP when it was brought out of the dungeon and another XP when it was spent in carousing. In the Auran Empire, XP for spending was tried, but abandoned when it produced conundrums like characters who spent the dungeon's gold on gifts for other characters, which could then be sold for gold that could be spent for additional XP. The "wealth" versus "treasure" distinction in these rules reflect some lessons learned!

The referee will find many, *many* more cases where some aspect of the dungeon is explained only lightly or not at all. These are the areas that can benefit greatly from further expansion through the referee's creativity, often aided by other published material. The Iron God that appears in this book, for example, was an element originally adapted from Matt Finch's scenario, *Tomb of the Iron God* (2008). The Iron God proved to be a major focus of play and was used to propel the player characters in a number of interesting directions, both within the dungeon and outside it. Other referees may take a liking to some other aspect of the dungeon and run with that instead. The ultimate point is that, while this book provides many details ready-made for use, those details are subject to the needs and desires of the referee who uses them.

"To me the Old School Renaissance is not about playing a particular set of rules in a particular way, the dungeon crawl. It is about going back to the roots of our hobby and seeing what we could do differently. What avenues were not explored because of the commercial and personal interests of the game designers of the time."

Rob Conley,
Bat in the Attic,
July 14th, 2009

MYSTERIES OF DWIMMERMOUNT

Trigger	Era	Mystery
Locked Chamber (Room 22), The Divinitarium (Level 0)	Termaxian (5)	What is the nature of the glowing green stones that have wrecked this level? Are they a natural phenomenon, an artifact, or a weapon? Are there more on Kythirea? Might they fall to Telluria as meteorites?
Gallery of Masks (Room 5), The Path of Mavors (Level 1)	City-States (6)	Who is the dead man in the Gallery of Masks (Room 5), whose remains predate any known expedition since Dwimmermount fell? How did he get into Dwimmermount? Who are his descendants?
Orrery (Room 19), The Laboratory (Level 2A)	Thulian (4)	What do the tiny representations of castles on the outside of the celestial sphere represent? Are they settlements of man on faraway star systems? Could they represent Thelidu vessels in bound for Telluria?
Zombie Lord Lair (Room 62), The Reliquary (Level 2B)	Termaxian (5)	How did the Zombie Lord come to be? Could azoth be used to create other undead of similar powers?
Portal to Volmar (Room 61), The House of Portals (Level 3A)	Rivals (7)	What is happening in the Thulian outpost of Volmar? How will its Imperial court affairs affect policy toward Dwimmermount, the City-States, and the threat posed by Turms?
Clone Chamber (Room 61), The Halls of Lesser Secrets (Level 4)	Eld (3)	Do elves reproduce through cloning technology such as this? If so, what other ancient technology might they be preserving?
Prince of the Undead, The Supreme Unknown, and The Lord of Alchemy (Rooms 4, 23, & 34), The Halls of Greater Secrets (Level 5)	Termaxian(5)	Why were shrines to demon lords created here? Might they be animated if the right head was provided? Who, if anyone, still worships these beings?
Chamber of Urns (Room 22), The Ossuaries (Level 6A)	Thulian (4)	Who were these important persons? Might their descendants or family members still be alive in stasis chambers? What happened to the urns of Majori Sklero and Carolus Branas?
The Great Machine (Room 40), The Manufactory (Level 6B)	Makers (2)	Is the Great Machine an artificial mind like Mavors or Typhon? Have users ever transferred their minds into the Machine? How could this be done?
Underground Lake (Room 26), The Deep Hollows (Level 7)	Termaxian (5)	Who is receiving the beneficiary of the ritual sacrifice of magic items? What is the source of the magic items surfaced by the cave kraken? Did Turms Termax create this effect, or merely claim an existing miracle by placing his statues here?
Chamber of Zod (Room 39), The Prison (Level 8)	Makers (2)	Who are the three black-clothed individuals depicted in the mosaics here? Could they be freed from the extra-dimensional prison? If freed, would they be superhumanly powerful compared to ordinary men?

Original Dungeon Key for Level 1, "Path of Mavors" by James Maliszewski.

THE SEMPITERNAL PALACE OF VILMAR
WINTERBURG
MUNTBURG
MEMORY MOSS
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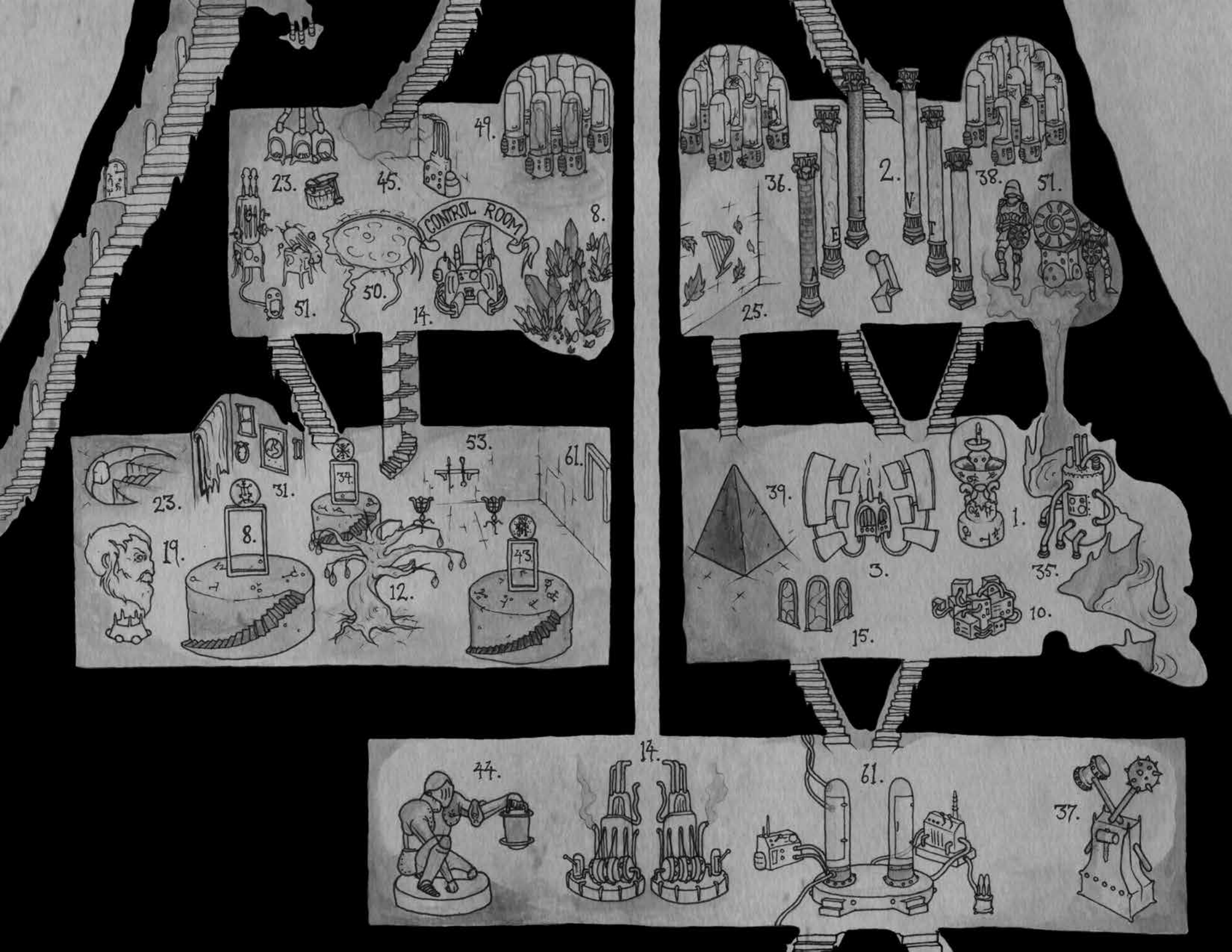
17.
3.
31a.
41.
20.
8.
49.
37.
28.
64.
61.


CONTROL ROOM
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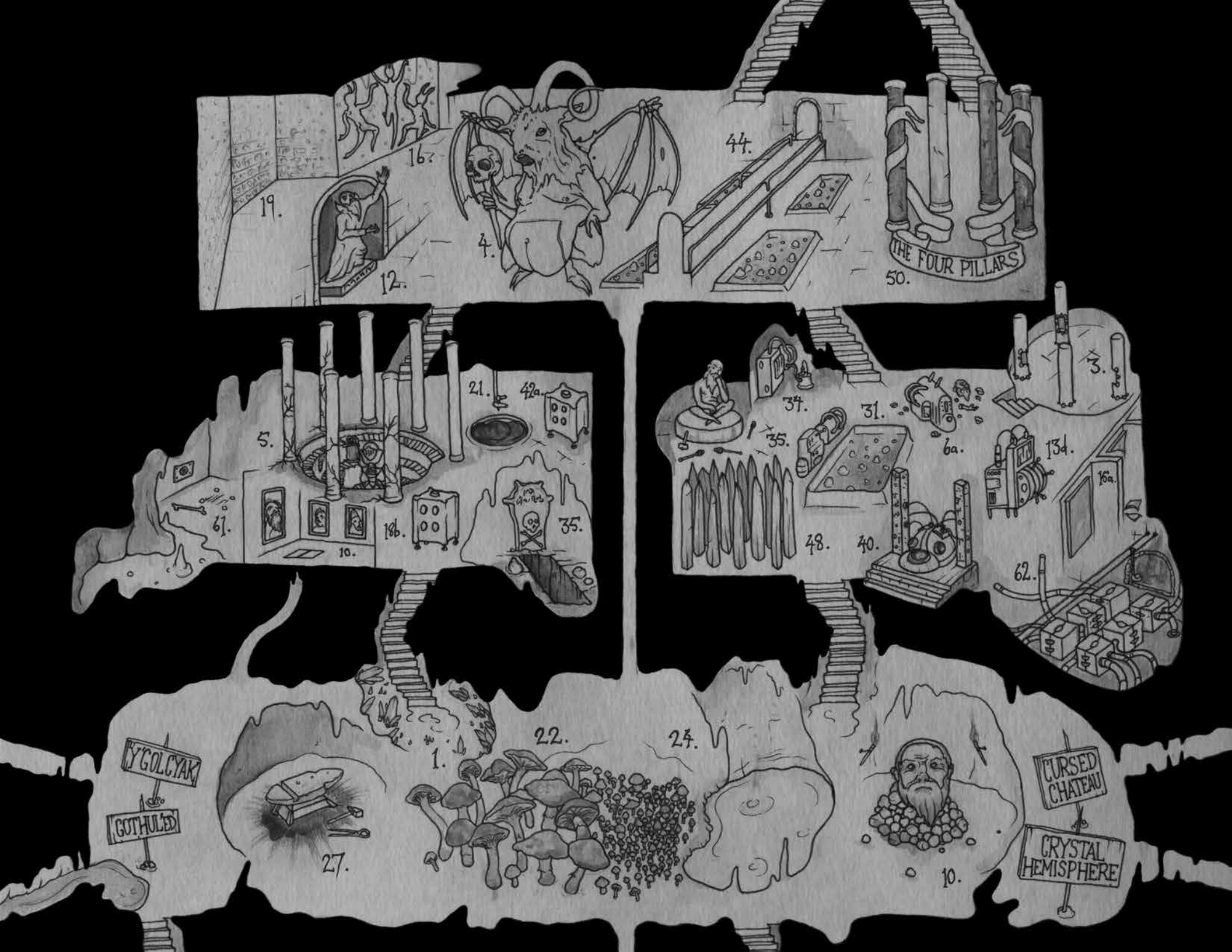
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44.
THE FOUR PILLARS
50.
21.
42a.
5.
61.
18b.
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6a.
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13d.
15a.
48.
40.
62.
Y'GOLCYAK
GOTHULED
1.
22.
24.
27.
10.
CURSED CHATEAU
CRYSTAL HEMISPHERE

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3.

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Chapter 7

Factions in the Dungeon

An important aspect of Dwimmermount, both as a location within the wider setting and as a location for fantasy roleplaying, is that it is not a static place. Dwimmermount grows and changes over time, both of its "own" accord and in response to the actions of those operating within its stone corridors. While the player characters and NPC adventuring parties (see *Appendix D, Rival Adventuring Parties*, p. 363) are among important examples of those operating within the dungeon, they are far from the only ones. Just as important—and more numerous by far—are various **factions**.

Factions come in many forms, but most are power groups, each of which has its own membership, bases of operation, and agendas. In order to use Dwimmermount to its fullest, the referee needs to be familiar with all of its factions, both large and small, if only to get a sense of the motivations behind some of the more organized opponents within the dungeon. In addition, knowledge of the factions enables the referee to utilize connections between the levels and ties into the history of Dwimmermount (see *Chapter 2, History of Dwimmermount*, p. 19). Factions are thus an integral part of any Dwimmermount-based campaign.

Origins of the Factions

Simply listing all the factions in a thirteen level megadungeon can be daunting. Before detailing them individually, we will group them into categories that can be understood more broadly. Origins are the most useful way to make the initial grouping of all the factions of Dwimmermount, because where a group comes from tells us something about what it is looking for.

All of Dwimmermount's creatures can be divided into five categories, based on their origin: **remnants**, **relicts**, **locals**, **foreigners**, and **outsiders**. Factions drawn from creatures with the same origins will often share similar outlook, agenda, motives, and knowledge, and as a result will tend to either be close allies or fierce enemies. Each origin can be further sub-divided into groups, noted below.

DWIMMERMOUNT ORIGINS

Origin	Groups
Remnant	custodial (Dragon, dwarves, undead, servitors), degenerate (Derrim, ghouls, shadows, Terrim), imprisoned (demigods, demons, necrolytes, wererats)
Relict	awakened (beastmen, Thulians), constructed (dwarves, servitors, undead), vat-grown (beastmen, sapient rats)
Local	authoritative (various city-states), adventurous (adventuring parties, Rat Boss), nihilistic (Termaxians)
Foreigner	subterranean (ranine, Thelidu), imperial (Volmarians), eastern (paladins)
Outsiders	astral (astral reavers, demons, elementals, spiders), interplanetary (Eld, Kythirean)

Remnants are creatures that have been alive or undead ever since the dungeon fell two centuries ago. During that time, they arrived at a balance of power with the other remnants, a balance which was recently disrupted by a cascade of other arrivals. **Custodial** remnants have a duty to protect and maintain Dwimmermount. **Degenerate** remnants are corrupted or ruined remnants of dungeon denizens long ago. **Imprisoned** remnants have languished in the dungeon for centuries and seek an escape route, either from Dwimmermount itself or from areas within it.

Relicts are beings who have been spawned in Dwimmermount in response to its recent unsealing. Whether recently **awakened** from stasis tubes, **constructed** in the Foundry, or **vat-grown** in the Pool of Life, relicts were generally brought into the present to serve some purpose, although some may be inadvertent results of the PCs' actions.

Locals are generally men who grew up in and around the City-States surrounding Dwimmermount. They are more or less civilized and share a web of interconnections, but all have been scheming to find a way into the dungeon. **Authoritative** locals administer and defend this status quo, **adventurous** locals benefit from civilization but are primarily concerned with their own ambitions, and **nihilistic** locals are counter-revolutionaries, fifth columnists, and devotees of Chaos.

Foreigners are drawn to the dungeon from other lands on Telluria. These include **subterranean** foreigners come for prey and territory through the far-running subterranean tunnels discussed in the Outside the Dungeon section; **imperial** foreigners come to conquer the dungeon from the Thulian successor state of Volmar via the Portal on the Hall of Portals (Level 3A); and **eastern** foreigners who have traveled from the distant Kingdom of the Priest-King in response to the tumult within Dwimmermount.

Outsiders are invaders from realms beyond Telluria. Outsiders are either **astral**, sailing through the quintessence or swimming through the Great Void to reach Dwimmermount, or else they are **interplanetary**, having stepping through the House of Portals (Level 3A) from one of the other Four Worlds.

Every creature in the dungeon can be assigned to one of these groups according to its categories of origin, which helps the referee understand and portray its role in the dungeon. Intelligent monsters and NPCs within a group generally share a common language and are aware of one another due to their common origin. The Dwimmermount Origins table shows the origins and groups, along with the types of creatures which generally make up the group.

List of Factions by Dungeon Level

In all there are 30 factions operating in Dwimmermount. The Factions by Dungeon Level table sorts each faction by the level upon which it first appears. For each faction, it lists the faction's origin and group; the faction's leader (with class/race, HD, and alignment); and the location where the leader can be found. For factions with multiple named leaders, such as the Termaxians, each leader is listed along with his location.

Faction Allies and Enemies

When the campaign begins, some of the factions have already organized themselves into alliances, and others are already in the midst of conflict. The Faction Allies and Enemies table shows the current allies and the enemies of each faction, along with the dungeon levels on which each faction operates. This allows the referee to see at a glance the conflicts on and between each level.

For the most part, only current allies and enemies are noted in the table. Some factions have no current allies or enemies, in which case their entry is blank. However, where an ally or enemy faction is listed in **bold text**, this indicates that the italicized group is not yet a current ally or enemy, but will automatically become so if encountered. Otherwise, factions that encounter each other during the campaign can develop into allies or enemies, depending on the context of the encounter.

For example, when the Volmarians discover the Gnoll faction, they will automatically treat them as enemies, because the Gnoll faction is led by Varazes, a renegade Volmarian. In contrast, if the Hobgoblin faction encounters the Kobold faction, they may join forces, ignore each other, or become foes, depending on the context of their encounter.

FACTIONS BY DUNGEON LEVEL

Level(s) Present	Faction	Origin and Group	Leader(s)	Leader's Location
1	Kobold	Constructed relicts	Guran (Dwarf 2, C)	1-40
1, 4	Spider	Astral outsiders	Spawn of Arach-Nacha (Demon 3, C)	1-41
1, 2A	Orc	Vat-grown relicts	Segur (Orc 4, C)	2-41
2A, 3A	Ghoul	Degenerate remnants	Menas & Passara (Ghast 4, C)	3A-47
2A	Gnoll	Vat-grown relicts	Varazes (M-U 3, C)	2A-50
2A	Thulian Relict	Awakened relicts	Arethusa (M-U 3, N)	2A-49
2A	Rat	Adventurous locals	Rat Boss (Sapient Rat Cleric 8, N)	Adamas
2B	Hobgoblin	Awakened relicts	Rukruk (Hobgoblin 5, C)	2B-34
2B, 3A, 6A, 8, 9	Law	Imprisoned remnants	Hu P'an (Paladin 9, L) The Iron God (Empyreal 13, L)	8-49 8-51
2B	Zombie	Custodial remnants	Zombie Lord (Zombie 3, C)	2B-62
3A	Eld	Interplanetary outsiders	Virsor (Eld 4, C)	3A-8
3A	Volmarian	Imperial foreigners	Opilio (Cleric 4, L)	3A-59
3B, 4	Ranine	Subterranean foreigners	Groak (Ranine Cultist 4, C)	4-21
3B, 4, 5	Wererat	Imprisoned remnants	Krishka (Wererat 4, C)	4-42
4, 5	Minotaur	Awakened/vat-grown relicts	Bik (Minotaur 6, C)	4-55
5, 6B, 7	Dwarf	Custodial remnants	Erdak (Dwarf 8, L) Darval (Dwarf 7, L) Wertek (Dwarf 6, N)	6B-30 5-22 6B-30
5, 8	Demon	Astral outsiders	Aishapra (Marilith 7, C) Ndulu (Balor 8, C)	5-48 8-34
6A	Vampire	Custodial remnants	Cyrus Agallon (Vampire 9, C) Sittas (Vampire 7, C)	6A-32 6A-15
6B, 7, 9	Termaxian	Nihilistic locals	Ermenjart (M-U 9, C) Alyaume (M-U 9, C) Nilus (M-U 8, C)	7-20 9-4 6B-40
7	Troglodyte	Degenerate remnants	Xochotl (Troglodyte 6, C)	7-12
7	Trolls	Subterranean foreigners	Grummar (Troll 10, C)	7-8
7, 9	Thelidu	Subterranean foreigners	Ganglion (Thelidu 4, C)	9-12
7	Dwimmerdragon	Custodial remnants	Razylymvaer (Dwimmerdragon 12, C)	7-35a
5, 6A, 8	Necrolyte	Imprisoned remnants	Turms Termax (Demigod 18, C)	8-45
8, 9	Sleeping God	Degenerate remnants	Auxitius (Necrolyte 7, C) Vodaro (Terrim 10, N)	8-24 9-3
9	Derrim	Degenerate remnants	Zovlap (Derrim 9, C)	9-10
9	Mongrelmen	Degenerate remnants	Arjash (Mongrelman 9, N)	9-11
9	Terrim	Custodial/degenerate remnants	Zamis (Terrim 13, N) Sarana (Terrim 14, L)	9-6 9-6
0	Kythirean	Interplanetary outsiders	Deadly spores (special)	0-22
0	Astral reaver	Astral outsiders	H'raon (Astral Reaver 7, C)	0-27

FACTION ALLIES AND ENEMIES

			Faction operates on dungeon levels												
Faction	**Allies**	**Enemies**	**0**	**1**	**2A**	**2B**	**3A**	**3B**	**4**	**5**	**6A**	**6B**	**7**	**8**	**9**
Astral Reaver		Thelidu	✓												
Demon	Necrolyte, Termaxian	Law, **All Lawful**								✓				✓	
Necrolyte	Demon, Termaxian	Law, Terrim								✓	✓			✓	
Derrim	Mongrel., Sleeping God	Terrim, Thelidu													✓
Dwarf	Vampire	Termaxian								✓		✓			
Dwimmerdragon	Terrim	Termaxian, Troglodyte											✓		
Eld		Volmarian					✓								
Ghoul	Zombie	Gnoll			✓		✓								
Gnoll		Ghoul, Orc, **Volmarian**			✓										
Hobgoblin	Zombie					✓									
Law		Necrolyte, **All Chaotic**				✓	✓				✓			✓	✓
Kobold	Orc, Spider			✓											
Kythirean		All	✓												
Minotaur		Wererat							✓	✓					
Mongrelmen	Derrim, Sleeping God	Terrim, Thelidu													✓
Necrolyte	Demon, Termaxian	Law, Terrim								✓	✓			✓	
Orc	Kobold	Ghoul, Gnoll		✓	✓										
Ranine		All Lawful						✓	✓						
Rat	**Wererat**				✓										
Sleeping God	Derrim, Mongrelmen	Terrim												✓	✓
Spider	Kobold			✓					✓						
Termaxian	Demon, Necrolyte	Dwarf, Dwimmerdragon, Vampire										✓	✓	✓	✓
Terrim		Derrim, Mongrelmen, Sleeping God, Thelidu													✓
Thelidu		Derrim, Mongrelmen, Terrim, **All**											✓		✓
Thulian Relict					✓										
Troglodyte	Termaxian	Dwimmerdragon											✓		
Troll													✓		
Vampire	Dwarf	Termaxian									✓				
Volmarian	**Law**	**Eld, Gnoll, Ranine**					✓								
Wererat	**Rat**	Minotaur						✓	✓						
Zombie	Ghoul, Hobgoblin					✓									
			0	**1**	**2A**	**2B**	**3A**	**3B**	**4**	**5**	**6A**	**6B**	**7**	**8**	**9**

Overview of the Factions

What follows in this section are discussions of all 30 factions, divided by level. In every case, there is information on the faction's origin, leadership, and goals, as well as thoughts on its interaction with other nearby factions and, of course, with the player characters. This section is not intended to be exhaustive, but rather to provide the referee with a solid grounding that he can then use as the basis for his own ideas when running Dwimmermount.

Level 1

Kobold

The kobolds are the twisted products of a renegade dwarf gone mad. Guran (Room 40) was originally a representative of the dwarven custodians on The Manufactory (Level 6B) and the scion of a long and storied line of dwarves. Guran fell into despair when his own "son" was stillborn. While interring the inert statue in the Dwarven Cemetery (Room 34 on Level 1), Guran was approached by the Spawn of Arach-Nacha (Room 41), which offered the grief-stricken dwarf the power to animate his "son" and other inert dwarves in exchange for pledging his soul to the demon prince of spiders. The bargain was struck, but when the inert statues animated as kobolds, Guran's grip on sanity broke and he descended into madness. Now Guran and the kobolds are allies of the Spawn's spider faction, cooperate with the orc faction, and have a conflict with the dwarven faction that is currently one-sided: Guran hopes to forcibly spread his madness among his former dwarven comrades, while they are unaware that he has been utterly corrupted.

Orc

The orcs are not truly a faction unto themselves. Rather, they are an expedition from the orcs of The Laboratory (Level 2A), sent here to get a "lay of the land" on the Path of Mavors. The orc chief of the lower level is interested in expanding his "kingdom" outside the war-torn Laboratory. The orcs on Level 1 thus have no real base of operations, but they are most active in the southwestern portion of the dungeon, having entered the level from the Stairs Down (Room 45). They are quite cowardly and will retreat back to The Laboratory (Level 2A) if they encounter serious resistance to their expansion. The orcs are currently friendly with the kobold faction on this level, although this is merely a temporary peace until the orcs feel strong enough to claim dominance.

Spider

The spider faction was created by Arach-Nacha, one of the demon lords of the Great Void. The demon lord's ultimate goal is to seize Dwimmermount, as it is a powerful nexus between many worlds. To this end, Arach-Nacha sent one of his Spawn to Dwimmermount, where it has engineered the rise of the kobold faction through the corruption of Guran. Of course, the Spawn of Arach-Nacha is a crafty being. His support of Guran depends both on the dwarf's ability to take over Level 1 (through the kobolds) and on not encountering a

more powerful potential ally to take his place. For that reason, the Spawn may abandon Guran completely if he feels that he is no longer useful to his demonic master's plans. For now, though, both Guran and the Spawn seek to take over all of Level 1 and then use it as a basis for further conquests.

Arach-Nacha has also spread spiders throughout Levels 1, 2A, 2B, 4, and 5 and guided a nest of phase spiders to The Halls of Lesser Secrets (Level 4), as discussed below.

Level 2A

Ghoul

The ghouls found in The Laboratory are part of the faction led by the ghasts Menas and Passara on The Hall of Portals (Level 3A), all of whom survived the fall of Dwimmermount by turning to cannibalism. Their interest in the Laboratory (Level 2A) is solely in finding alternative sources of food. They mostly prowl the northern portion of the level, though they will range farther afield if necessary. Although currently unaware of the dungeon's unsealing, the ghouls have noticed the creation of the gnoll and orc factions, and hunt them as prey.

Gnoll

The gnolls of Level 2A were recently created by the magic-user Varazes using the Pool of Life (Room 50). Varazes is a renegade from Volmar, a southern shard of the old Thulian Empire. Varazes entered Dwimmermount by means of a portal from Volmar (Room 61) on The House of Portals (Level 3A) just a few weeks ago. Varazes imagines himself another Turms Termax—a wielder of magic destined to become a god. To that end, he is obsessed not only with the avoidance of death, but also the creation of life, which is why he has used the Pool of Life to create beastmen to serve him. Currently, Varazes is pursuing revenge against the orcs who rejected his leadership (see below), while simultaneously preparing for a confrontation with Volmar's next expedition, which he expects to enter the dungeon again shortly. (The Volmarians have actually already arrived and constitute their own faction on Level 3A, discussed below.)

Though he might seem mad, Varazes is actually quite sane and very intelligent. He is willing to ally with outsiders who either share his desire to bring order to Dwimmermount (under his rule, of course) or whose powers and abilities are equal to his own. Varazes demands respect, however, and will never ally with anyone who does not treat him as worthy of that respect.

The gnolls move about regularly on missions for Varazes, though they are most common in the southwest portion of the level. The goals of the gnolls mostly align with those of the magic-user, at least for now. Ultimately, they would like to be free of the mage's influence, but at present he seems too powerful to cross.

Orc

The orcs of Level 2A were also recently spawned from the Pool of Life (Room 50), thanks to the experiments of the renegade magic-user Varazes. Unlike the gnolls, the orcs rebelled against their creator and sought to find their own path, establishing a stronghold in the southeast corner of the level and expanding to The Path of Mavors (Level 1) as well. The orcs see themselves as natural conquerors, which is why they war against other nearby factions. They are cowards, however, and can be forced into an alliance with creatures clearly more powerful than themselves. Being thoroughly evil, they cannot be trusted, and any alliance with them will last only until the orcs can find a way to turn the tables on their allies.

The orc faction's main enemy are the gnolls serving their mutual creator Varazes. The struggle for supremacy is being fought throughout The Laboratory, and the fact that the gnolls are tougher and stronger than the orcs is motivating them to consider relocating to Level 1.

Rat

The rat faction originates outside the dungeon, in Adamas (see Chapter 4, Vicinity of the Dungeon, p. 53), where it is led by a rodent of unusual size and cunning known as the Rat Boss. The faction consists of sapient rats (see Appendix B, New Monsters, p. 352) who are investigating the origin of their kind in the hopes of finding a cure for the disorder that is ruining their bloodline. The sapient rats found in the Operating Room (Room 24b) are an expedition towards this end; other expeditions of sapient rats may enter Dwimmermount later, depending on the fate of this pack.

Thulian Relict

The Stasis Chamber (Room 49) houses two Thulians, Colluthus and Arethusa, who made use of stasis tubes to survive the intervening two centuries without aging. In life, these two were sages employed by the Thulian military for their knowledge of magical technology—a knowledge that they still possess. They will be quite disoriented when awakened, but also quite grateful—grateful enough to share their knowledge with anyone interested enough to ask about it. Otherwise, they will leave Dwimmermount and make their way to Adamas, where they will sell their expertise to the highest bidder. Conversely, if Varazes (see below) becomes aware of their existence, he will attempt to sway them to his cause and use their knowledge to gain an even greater foothold over this level.

Level 2B

Hobgoblin

The hobgoblins are the remains of a larger force placed in stasis by the Thulian Empire. The dwarven faction used the Great Machine (Room 40) of The Manufactory (Level 6B) to re-awaken the hobgoblins, but did not manage to send them any orders, so the hobgoblins are simply establishing order on The Reliquary and working to extend their control to The Hall of Portals (Level 3A). The hobgoblins recognize that the forces of the Zombie Lord are similarly devoted to the defense of Dwimmermount, and maintain an uneasy peace with them, although as with many inter-service rivalries there is no love lost between the two factions.

The hobgoblins are disciplined soldiers and so use careful tactics when fighting foes. They are also willing to ally with more powerful creatures if it is in their best interest. So far, they have encountered very little resistance on this level, meaning that most of its southern half is theirs.

Law

This faction includes the actual metaphysical power of Law, as well those creatures which serve and worship it. Two thousand years ago, Law was the most powerful faction in Dwimmermount; now it is barely a memory. The Temple of Law (Room 51) on this level is one of the last strongholds of Law in the dungeon. Characters who visit the Temple can be converted to the service of Law (possibly becoming paladins), explicitly joining forces with this faction. Through such conversions, Law might see its influence in Dwimmermount, and the world, expand. Otherwise, Law will remain a lingering presence—a reminder of a time long gone.

Zombie

The zombie faction is led by the Zombie Lord (Room 62), an unusually intelligent and potent zombie. He not only possesses greater powers than those of ordinary zombies, he also retains some of his former personality—that of a Thulian guardsman reanimated after his death during the fall of Dwimmermount two centuries ago. The Zombie Lord continues to believe it is his duty to "protect" Dwimmermount from outsiders, and the recent events in Dwimmermount have roused him from centuries of lethargy to assert his mastery over this level. To that end, he uses his undead minions to expand into other areas of the level, in the hopes of either scaring away their current inhabitants or winning their fealty. To date, he has had limited success in either endeavor.

Level 3A

Eld

The Eld are recent arrivals in Dwimmermount, having entered via the Portal to Areon (Room 8) on this level when the arcane barrier was dropped. As the Eld are the magical descendants of the Great Ancients and the former rulers of Dwimmermount, their return to the dungeon is hardly surprising. The Eld see themselves as the rightful masters of not only Dwimmermount, but all of Telluria. Their presence in the dungeon is currently tenuous and exploratory in nature. Provided the situation permits it, they will be sending many more of their number through the portal from Areon, launching what will amount to a small-scale invasion. Consequently, the Eld have the potential to be one of the most dangerous and intractable factions in the dungeon, unless their activities on Level 3A are quickly brought to a halt.

Ghoul

Under the leadership of Menas and Passara, two Thulians who survived the fortress's fall by turning to cannibalism and thus gaining undead status, the ghouls have set themselves up as a minor faction in the northern end of the level. Currently, they are primarily interested in finding a steady source of food, which is why they have also begun to explore The Laboratory (Level 2A) above. However, Menas and Passara think quite highly of themselves and, should they encounter evidence that Dwimmermount is awakening again, they will turn their attention to larger goals.

Over the subsequent centuries Menas and Passara reached a state of détente with their fellow relicts, in which the ghouls' desire to feed on the dwarf, wererat, and troglodyte factions was checked by other undead. The ghouls have an alliance with the Zombie faction, but are detested by the vampire faction.

Law

The Altar to the Unknown (Room 23) is another stronghold of the Law faction. If the characters have become paladins (in the Temple of Law on Level 2B) or otherwise joined forces with Law, they will find that meditating here can bestow a powerful boon. It can also be used to convert Neutral and Chaotic creatures to the service of Law, granting this faction servants it very much needs.

Volmarian

The Volmarians are scouts from Volmar, a southern shard of the old Thulian Empire which has survived on its own for the last two hundred years. This shard now has its own emperor and sees itself as the "true" Thulian Empire. It is now beginning

to expand beyond its borders and has turned its attentions toward the lands to the north, including Dwimmermount, which it hopes to bring back under its control.

The southern Thulians are in a precarious position, besieged by a variety of threats. That is why they have taken such an interest in Dwimmermount, which they believe to be a potential source of great power. Of course, their resources are limited and, if they encounter too much resistance in the dungeon, they may retreat and never return. For that reason, they are keen to find allies who will aid them. Player characters who do not mind swearing allegiance to a foreign power will find that the Volmarians richly reward those who serve them.

The Volmarian expedition into Dwimmermount is led by Opilio, a cleric of Mavors. Opilio treats anyone not from the South with disdain, considering them "provincials" who ought to bow to his superior position. Volmar's culture is descended from that of the ancient Thulians, but is different in many respects, since in the south, the Great Church lords it over the cult of Turms Termax rather than the other way around. Consequently, Opilio treats magic-users as his inferior, since that is his experience.

Opilio will be very interested in information regarding the fate of an earlier Volmarian expedition into Dwimmermount that mysteriously vanished. That expedition's magic-user, Varazes, betrayed the Volmarian cause and dispatched his comrades. Varazes has set himself up as a would-be Turms Termax on The Laboratory (Level 2A), where he is creating an army of gnolls at the Pool of Life.

Level 3B

Ranine

The frog-like ranine (see *Appendix C, New Monsters*, p. 351) arrived in Dwimmermount by means of the subterranean tunnels into The Deep Hollows (Level 7). They are currently the dominant faction on Level 3B. They serve the demon lord Tsath-Dagon and are, at the moment, primarily interested in looting Dwimmermount rather than establishing anything more far-reaching or permanent. That said, if left undisturbed, they may change their minds and become a more significant feature of this level and those below it.

Wererat

The wererats found in The Reservoir are part of the wererat faction led by Krishka on Level 4 (see below). Those here are scouts, looking for places where their kind can retreat to if their ongoing struggle with the minotaur faction (see below) turns out badly. They are desperate for allies and will offer to guide the characters to Level 4 safely in exchange for a promise of aid in defeating their bull-men foes.

Level 4

Minotaur

Like the hobgoblin faction on Level 2B, the minotaur faction was recently released from stasis by the dwarven faction in response to the invasion of Dwimmermount by the Termaxians. The newly-awakened minotaur "king," Bik, has been using the Clone Chamber (Room 61) to great effect, and his faction has substantially grown in the weeks since its release. Bik's forces now control much of the northern and western portions of Level 4. The minotaur faction's present goals are limited to gaining mastery over the entire level. After that, Bik intends to expand upward toward the surface, believing that the upper levels will be "easy pickings" for his bull-men. Before they can do that though, they must wipe out the wererats that currently infest the level and are challenging the minotaurs for supremacy.

Spider

The phase spiders exploring this level were guided to Dwimmermount through the machinations of Arach-Nacha, one of the demon lords of the Great Void. Arach-Nacha has taken a great interest in Dwimmermount and is actively spreading his "children" throughout the dungeon; already spiders of one variety or another appear as wandering monsters on Levels 1, 2A, 2B, 4, and 5. Though Arach-Nacha's ultimate goal is to make Dwimmermount the hub of a spidery empire, he prefers to work through secrecy and manipulation for now. Thus, apart from its kobold allies on Level 1, the spider faction has remained largely hidden to all other factions. Only the vampire faction located on The Ossuaries (Level 6A) has some inkling of the eight-legged menace.

Ranine

The ranine faction, while primarily found on Level 3B, maintain a small presence on Level 4. Provided that the battle between the minotaurs and wererats continues to rage, the ranine are unlikely to expand much on this level. However, if either of those factions is weakened (or is eliminated entirely), the ranine might well decide to venture more boldly onto Level 4.

Wererat

The wererats have lived on this level since the fall of Dwimmermount, their ancestors having been part of the same biological experiments that created the sapient rats (see the Rats faction, above). While chaotic and evil, the wererats are not expan-

sionist, and they see their current war with the minotaurs as a rightful defense of their level against the invading bull-men. Most of the wererats believe that their superior cunning and tactics will prevail against the "stupid" minotaurs, but the wererats' leader, Krishka, is increasingly skeptical of her people's chances. Krishka is beginning to believe that the wererats would be better served by fleeing Dwimmermount for the outside world. For the moment, she continues the war against the bull-men, but should she encounter characters familiar with the Rat Boss (see above), her desire to leave will intensify. This will create rifts within the wererats and perhaps even provide an opening for the minotaurs to wipe them out.

Level 5

Demon

The demon faction consists of Chaotic outsiders from the Great Void active within the dungeon. The demon lords of the Great Void have long coveted Dwimmermount, but to date only Arach-Nacha has noticed that its barriers have been unsealed. (Arach-Nacha's agents and plans are discussed under the Spider faction.) Level 5 is home to the most powerful demon currently active in Dwimmermount, a rogue marilith demon named Aishapra. She sees the opening of Dwimmermount as the first step in her plan to extend her influence into the mortal world beyond and gain greater Chaotic power. Since she lacks the protection of a demon lord, Aishapra has avoided using her gate ability, as the last thing she wants is for demons other than those under her command to appear on this level. If the balor Ndulu is freed from The Prison (Level 8), however, Aishapra will grudgingly submit to his suzerainty. Regardless of its leadership, the ultimate aim of the demon faction will be to re-establish Dwimmermount as an outpost of Chaos on Telluria, wreaking as much destruction as possible while doing so.

Dwarf

The dwarven faction is based on Level 6B (see below), where they are waging a dangerous struggle against the Termaxians and their dworg servants. The dwarves maintain a small presence on this level to prevent other Chaotic forces from reinforcing the Termaxians. The dwarven sentries on Level 5 know that their comrades below are in desperate need of allies. They will be friendly to any who

approach them in a peaceful manner, though reticent to reveal too much about their current situation until they are sure that the player characters can be trusted. Once convinced that the characters are not in league with any of the various Chaotic forces who haunt Dwimmermount, the dwarves will offer them safe passage to The Manufactory to meet their leader, Erdak.

Minotaur

The minotaurs of Level 4 (see above) maintain a toehold on Level 5. Should events turn against them on Level 4, they will flee here to establish a new stronghold. Since Level 5 is much more dangerous than their home territory, they will do this only with great reluctance.

Wererat

Like the minotaurs, the wererats also have extended their influence to this level, albeit in a very limited fashion. They are much more reluctant to venture down this far into the dungeon than are the minotaurs. However, if events go against them, especially if Krishka abandons them for the outside world, they may have little option but to try and make a new home for themselves on Level 5.

Level 6A

Law

The Law faction has another redoubt on this level, the Statue of the Iron God (Room 5). If the characters have become paladins (in the Temple of Law on Level 2B) or otherwise joined forces with Law, this area is a welcome haven from the dangers of the dungeon. Lawful characters who touch the statue receive a powerful blessing, and the entire area is warded against undead.

Vampire

Level 6A is the home level of the vampire faction, led by the Thulian general-turned-undead Cyrus Agallon (Room 32). The vampires were, along with the dwarves, one of the dominant factions in Dwimmermount from the time of its fall to its recent invasion by the Termaxians. Cyrus is no friend of the Termaxians, who inflicted vampirism on him as a punishment centuries ago, and he has begun to marshal his spawn and minions to drive the Termaxians from Dwimmermount. To that end, he will readily accept assistance from any outsiders he encounters who also share his hatred of the Termaxians.

Unfortunately, not all of Cyrus' allies share his hatred of the Termaxians. His vampire spawn, Sittas (Room 15) is much more interested in personal aggrandizement than in seeking a centuries-old revenge against the cult that made his master a vampire. Consequently, he seeks the destruction of Cyrus by subterfuge. His hope is to influence outsiders to do his dirty work for him rather than risk doing it himself.

Of course, both Cyrus and Sittas are vampires and thus place little value on human life. Cyrus is honorable after a fashion, but will not hesitate to destroy anyone who gets in his way, including his putative allies. Sittas is thoroughly despicable and will inevitably betray any characters who side with him.

Level 6B

Dwarf

The dwarves of Level 6B are remnants of the original dwarven workforce used by the Thulians to maintain Dwimmermount. Never fond of the Termaxian cult, the dwarves are now openly opposed to it, thanks in no small part to the way that the Termaxians have attempted to wipe them out and replace them with dworgs (see *Appendix C, New Monsters*, p. 339). The dwarves have lost control of much of the level to the Termaxians, and taken heavy casualties. Those that remain are scattered throughout The Manufactory, though they are strongest in the northeast quadrant.

Erdak, the leader of the dwarves, aims to eliminate the Termaxian presence in Dwimmermount. His first step toward that end is shutting down the Foundry (Room 62) so that no further dworgs can be created. Erdak knows the dwarves lack the strength to do this alone, and is extremely interested in outside assistance. He will have no truck with Chaos, even in pursuit of the Termaxians' destruction, but will greet Lawful-aligned (or even Neutral) adventurers with open arms and will do his best to persuade them into supporting the dwarven cause. Erdak will be openly deferential to any human beings in the party, as he is aware that this race was created by the men known as the Great Ancients.

Wertek, Erdak's lieutenant, will seek to persuade any men he encounters that The Foundry should be used to create more dwarves, though this is contrary to both dwarven tradition and Erdak's expressed wishes. Wertek is personally disdainful of men, seeing them as nothing more than the degenerate descendants of the Makers, but he knows that Erdak's deference to men will cause him to yield if "The Makers" say otherwise

Termaxian

The Termaxian faction is the largest and most powerful force to be found in Dwimmermount anywhere (save The City of the Ancients). The Termaxians arrived two months ago, when the Triple Conjunction allowed them to enter Dwimmermount by way of the Alchemist's Door (see

Chapter 2, History of Dwimmermount, p. 66). Once inside, the cultists fought their way to The Manufactory and wrested the Great Machine (Room 40) from its Dwarven custodians.

Nilus, the Termaxian's sage, had convinced their leader, Ermenjart, that possession of the Machine would grant them total mastery over Dwimmermount. Much to Nilus' and Ermenjart's frustration, however, the Great Machine was sealed with wards that made it practically unusable. Nilus did manage to activate The Foundry (Room 62), enabling creation of Dworgs to strengthen the Termaxian numbers, but in so doing also unwittingly lowered the Perimeter around Dwimmermount, throwing the dungeon into chaos.

In the weeks since, the Termaxians have expanded their numbers considerably, becoming a veritable army; but they have made no progress at all in deciphering the workings of the Great Machine. As a result, Ermenjart has taken the Termaxian force down to The Deep Hollows (Level 7) in the hopes that an alternate route into The Prison (Level 8) or The City of the Ancients (Level 9) can be found or forced.

Nilus now commands the remaining Termaxians on Level 6B. While he toils over the Great Machine, his Dworg and Termaxian troops are fighting a room-by-room battle to exterminate the remaining Dwarven defenders. Nilus's priorities are, in order, to decipher the workings of the Great Machine; to maintain control of it and the Foundry; to exterminate the Dwarves; and to ensure that that no enemies make it deeper into Dwimmermount where they might disrupt the activities of his comrades on Level 7.

Level 7

Dwarf

A small group of dwarves from Level 6B (see above) is holed up on Level 7. They were sent on a reconnaissance party by Erdak, the dwarven leader, but were cut off from their fellows on the level above by the Termaxians at the Base Camp (Room 19). The dwarves would happily join any party containing other dwarves or which demonstrates itself to be opposed to the Termaxians.

Dwimmerdragon

The dwimmerdragons have resided in The Deep Hollows for centuries. Though not very fond of men of any sort, the dragons have a longstanding alliance with the Terrim to protect the entrance to The City of Ancients (Level 9) from invasion in exchange for exclusive hunting rights within it. Characters that approach their lairs bearing *brooches of the Terrim* (see *Appendix A, New Magic Items*, p. 320) or otherwise showing evidence that they are allies of the Terrim will usually be admitted to The City; others are usually attacked and eaten.

At present, the dwimmerdragons are warring with the Termaxians on this level. The dwimmerdragons initially allowed a small number of Termaxians bearing *brooches of the Terrim* to pass into The City of the Ancients, but they refused to allow the entire cult to enter. Their refusal outraged the arrogant Termaxian leader Ermenjart and has resulted in ongoing hostilities. Characters who approach the dwimmerdragons with more humility than Ermenjart might find that the dwimmerdragons are not so devoted to protecting the City as they seem. The dwimmerdragons can be bribed or persuaded into allowing passage, though this will require substantial "gifts".

Termaxian

The Termaxians are currently the most powerful faction on The Deep Hollows. After being frustrated by the Great Machine (Room 40) on The Manufactory (Level 6B), the Termaxian leader Ermenjart descended to Level 7 with the greater portion of his force hoping to find or force a way into The Prison (Level 8). Ermenjart is determined to be the Termaxian cultist who succeeds in finding his way to The Prison, seeing it as his destiny, but the Prison's barrier has proven impenetrable. Ermenjart now feels his best plan is to seek answers in The City of the Ancients (Level 9), but his frustration has left the magic-user increasingly erratic and violent. His aggression has brought the Termaxians into violent conflict with the dwimmerdragons, who have refused to allow the cult to send more of it members into The City.

Thelidu

Originating from the subterranean realm of Y'golcyak, the Thelidu (see *Appendix C, New Monsters*, p. 358) have been infiltrating Dwimmermount since the Perimeter barrier fell. A Thelidu named Ganglion used a *greater brooch of the Terrim* to gain passage past the Dwimmerdragons and down into the City of the Ancients, bringing him with several of his kin. The remaining Thelidu are exploring this level, but constitute a minor faction. The Thelidu have no real stake in anything happening in Dwimmermount beyond their twin desires for arcane knowledge and intelligent beings on whose brains they can feast. They are utterly inimical to all other forms of humanoid life and, as such, cannot be reasoned with.

Troglodyte

The troglodytes are native to the eastern portion of The Deep Hollows. For centuries the tribe has worshipped a *brazen head* of Turms Termax as an idol. Ermenjart and his Termaxians took advantage of their primitive faith to impress them into service

of the Termaxian cult. The troglodyte faction is not powerful, but it is numerous, and Ermenjart has tightly secured the loyalty of the troglodyte chief, Xochotl, with generous gifts.

Trolls

The troll faction entered the Deep Hollows from the tunnels to the north-east when the Perimeter barrier fell two months ago. Though few in number, the trolls are large and dangerous creatures and exert a powerful influence over the level. They frequently patrol the central areas of the level in search of food and plunder. The trolls are extremely violent toward outsiders, which is why most of the other factions of this level avoid them, if they can.

Level 8

Demon

The demon faction on Level 8 consists of Chaotic outsiders summoned from the Great Void by the Termaxians. Like the necrolytes who summoned them, the demons here have been trapped in Dwimmermount since its fall. All of the demons seethe in rage at their imprisonment, and for centuries have sought nothing more than freedom. However, once the prison barriers are lowered, the demons will discover that Dwimmermount and the realms it once ruled over are disordered and weak. This will shift their motivation from escape to invasion. The demon faction will work closely with the necrolyte and Termaxian factions to re-establish Dwimmermount as an outpost of Chaos on Telluria. Ndulu, the balor (Room 34), may *gate* in additional minions and assert command over Aishapra (Level 5) if she still lives. The demon faction thus presents a dangerous long-term threat.

Law

Two of the greatest servants of the Law faction are confined within the Inner Prison. The first of these is Hu P'an, a mighty paladin from the Kingdom of the Priest-King to the East. Hu P'an was converted to worship of Law by Sarana (Turms Termax's former lover) two centuries ago. During the fall of Dwimmermount, Hu P'an made the ultimate sacrifice and allowed himself to be sealed in the Inner Prison with Turms Termax. He has spent the majority of the two centuries since in suspended animation, save for brief periods of merciless torture by Turms and his cohorts. If freed, Hu P'an will aid his rescuers in their battles against the Termaxians, and attempt to convert them to the service of Law. If asked for advice on stopping Turms, Hu P'an will recommend they travel to The City of the Ancients (Level 9) and re-unite with Sarana, believing that in the centuries since their last meeting she will have learned a way to permanently destroy Turms Termax.

Law's second great champion is the Iron God, an empyreal once worshipped as a god. Turms ensnared the Iron God centuries ago in hopes of wresting from him the secrets by which he apotheosized from empyreal to deity. If rescued from its imprisonment, the Iron God can be a powerful ally to the player characters.

Necrolyte

The necrolytes (see *Appendix C, New Monsters*, p. 348) are high-ranking Termaxian magic-users granted near-immortality by Turms Termax (Room 45), the leader of this faction. Turms and the necrolytes have been trapped in The Prison since the fall of Dwimmermount. Turms' immediate goal is to escape imprisonment. Thereafter he will seek to re-assert control over Dwimmermount and then Telluria, in order to have the resources to resume his quest for divinity. See *Appendix G, The Secrets of Turms Termax*, p. 387 for additional information.

Though the necrolytes were once the closest and most trusted lieutenants of Turms Termax, their loyalty has been frayed from centuries of imprisonment. Three of the necrolytes remain completely loyal to Turms: Viator (Room 5), Anzoy (Room 27), and Pericleia (Room 42), the latter being fanatical in her devotion. Two other necrolytes, Arsaphius (Room 43) and Marthanes (Room 44), might betray Turms. Arsaphius will strike if Turms seems weak, while Marthanes will do so only if necessary to escape the Prison. The last necrolyte on the level, Auxitius (Room 24), has already shifted his allegiance from Turms Termax to the Sleeping God (see below), though he has not even realized this consciously (see below).

The Sleeping God

Auxitius, ostensibly a member of the Termaxian faction, is a "Manchurian Candidate" for the Sleeping God. For years Auxitius has been traveling through a crack in the barrier down to The City of the Ancients to capture Terrim, whom he transforms into Termaxian husks. Auxitius hopes that with a sufficient number of husks, he can take over the City below and gain the power he needs to break through the magicks imprisoning his master. Unbeknownst to Auxitius, the crack in the barrier was created by the Sleeping God, and his repeated passages through Crevasse (Room 26) have exposed his mind to the psychic domination of the God. For this reason Auxitius has more and more begun to think of the Sleeping God, not Turms Termax, as his master…

Termaxian

At the start of the campaign, the Termaxian faction has no presence on Level 8. If the Outer

Prison barrier is lowered, however, the Termaxians will immediately join forces with the necrolyte faction. The room key for Level 8 designates where and how many Termaxians will appear in this case.

Level 9

Derrim

The Derrim are a degenerate offshoot of the Terrim race, wholly devoted to Chaos and the destruction of the Terrim. The Derrim delight in inflicting pain and suffering, frequently launching raids against every other faction in the City of the Ancients in order to acquire new slaves and test subjects for their cruel experiments. The only thing that prevents them from declaring an all-out war on the Terrim is their numbers. Currently, there are only 44 Derrim in the vicinity of the City and there is no chance of additional aid forthcoming from their fellows elsewhere in the subterranean realm, as they consider the City too meager a prize to be worth their time.

For that reason, Zovlap, leader of the Derrim on in the City, has begun to consider alternative plans for bringing down the Terrim Compound (Area 5). He has made contact with Nalpi, an influential member of the Children of the Sleeping God, and is attempting to sway her into leading the cult into an alliance with the Derrim against their "common foe." Zovlap has also considered making overtures to the Thelidu, but those alien beings have, to date, seen the Derrim as rivals rather than potential allies.

Law

The Law faction is represented within The City of the Ancients by Sarana (Area 6), one of the archons of the Terrim. Sarana has attempted to restore the worship of Law within the Terrim compound, but has not persuaded many of her people to join her faith. Sarana will welcome Lawful characters, especially if they are paladins and have rescued Hu P'an, and may aid them in battling Turms Termax.

Mongrelman

The mongrelmen dwell in the former Slave Pens (Area 11) and the surrounding areas. They are the weird descendants of slaves taken by the Great Ancients when they retreated into this subterranean world. In time, as the Terrim numbers dwindled, the slaves rebelled against their masters and established their own settlement elsewhere. These slaves were of many species, but over the centuries, they have interbred to the point of becoming their own distinct race. The mongrelmen lead a hardscrabble existence, having to scavenge for food and suffering from a variety of diseases and ailments that keep their numbers low. Those who survive, however, are extremely hardy.

The mongrelmen's current chieftain, Arjash, has begun to believe that the time is now for the mongrelmen to "claim their destiny" and so is inspiring them to lead an assault against the Terrim. In this he is being egged on by Zovlap, leader of the Derrim, and Nalpi, of the Sleeping God's faction, and there is the possibility that all three factions might unit against the Terrim (see above). However, Arjash's councilors within the mongrelmen community do not share his optimism about an attack on the Terrim, instead feeling that it might be more prudent to lay low and avoid conflict, in the hope that the other factions might destroy themselves.

The Sleeping God

Termagant, the Sleeping God, was the last and perhaps most powerful of the artificial minds created by the Great Ancients. Having fallen away from Law, he has been imprisoned in a heavily-guarded tomb (Area 3) in The City of the Ancients. For centuries, the slumbering mind of the Sleeping God has reached out in search of desperate, depraved, or weak-willed beings who might be persuaded to release him from his prison.

The Children of the Sleeping God are a small cult within the Terrim whom Termagant has persuaded to his cause. Consisting of only thirteen individuals, led by the magic-user Vodaro (Area 3), the Children are devoted to awakening the Sleeping God, whom they believe will restore the Terrim to their ancient glory. Since the Terrim have a long-standing taboo against approaching *any* god, most especially the Sleeping God, whom they deem evil for reasons long forgotten, the Children have little hope of convincing their fellows to join them in their "great cause." The Children must resort to stealth and subterfuge in their efforts to awaken the Sleeping God.

Though initially well intentioned, the Children have slowly been sliding toward Chaos in their actions. Most recently, the Children assassinated Donuk, an archon who was close to unmasking their conspiracy. Unfortunately, this act has only made the Terrim more paranoid rather than less and the cult is starting to become desperate. Some, like Vodaro's lieutenant, Nalpi (Area 6), have begun to suggest that the Children consider allying with an outside force, such as the mongrelmen, the Thelidu, or even the Derrim, to achieve their goals. Although Vodaro has formally rejected such alliances, Nalpi has already begun conversations in secret.

Termaxian

The Termaxian leader Ermenjart sent this small group from the The Deep Hollows (Level 7) to ascertain whether The City of the Ancients had any information that might be helpful reaching The

Prison (Level 8). The Termaxian expedition collapsed almost immediately, as its second-in-command, Gersant, went "native" and fled into the City. The expedition's remaining leader, Alyaume, has ordered his men to hunt for Gersant rather than fulfill their mission. Alyaume would prefer to be anywhere but The City, and is beginning to become concerned that he has had no contact from the above. He had by now expected either reinforcements to expand the search or word that The Prison was unsealed. He is unaware that his Termaxian allies are now at war with dwimmerdragons and cannot reach him.

Terrim

The Terrim are the descendants of those Great Ancients who escaped underground during the Eldritch Empire's conquest of Dwimmermount. Already down to less than 150 living members of their kind, and with fewer children born every year, the Terrim know it is just a matter of time before their race vanishes. The open question is how much time. The long-lived Terrim had expected to endure for centuries more, but with the collapse of Dwimmermount's Perimeter barrier, the rise of a subversive cult within their compound (the Children of the Sleeping God), and the increasingly bold attacks from the Derrim, Mongrelmen, and Thelidu, the Terrim now fear their civilization may be destroyed in weeks or months. Oblivion is at end.

Currently, the Terrim are divided as to what to do to change their situation. The ruling Council of Archons is headed by Zamis, a staunch traditionalist who believes the Terrim must "stay the course" and rely on their ancient lore to protect themselves. Zamis is opposed by Sarana, the former lover of Turms Termax, who argues that the Terrim are doomed unless they return to the worship of Law and take an active hand in world affairs. This disagreement will only grow more intense once outsiders arrive. (Note that Sarana is also a member of the Law faction).

Thelidu

The alien Thelidu come from the Stygian depths beneath Dwimmermount called Y'golcyak. Always seeking new sources of slaves, food, and magical power, it was inevitable that when the Perimeter barrier fell they would begin to invade The City of the Ancients, which is a ready source of all three. Their numbers in Dwimmermount are few, so they act cautiously and only attack groups that are clearly fewer and/or less powerful than they.

Since arriving in the City, Ganglion, the Thelidu leader, has been approached by both the Children of the Sleeping God and the Derrim about the possibility of an alliance. He has rebuffed both factions, however, for the Thelidu find the concept of an alliance to be an inherently foreign one. In their alien minds, there are only enemies, slaves, and prey.

Level 0

Kythirean

Shortly before Dwimmermount's fall, an astral vessel returned from Kythirea bearing specimens from the Green Planet's teeming jungles. Some of these specimens escaped and infected The Divinitarium's inhabitants. The Termaxians sealed up the level in the hopes of dealing with it later. Later never came, and so Level 0 has been cut off from the rest of Dwimmermount for two centuries, developing its own weird ecology in the meantime. Now The Divinitarium is home to a wide variety of plant, fungus, and slime creatures, as well as their minions. Many of these creatures had gone into hibernation while Dwimmermount was magically sealed and have only now awakened, while others were always active. The plant creatures long ago tapped into the water system to survive, while the various fungi and slimes thrived on other sources of nourishment, including azoth, with inevitable results. Though not sapient and incapable of responding to threats in a coordinated manner, the Kythirean life forms on Level 0 are implacably hostile to men, elves, dwarves, and indeed any non-Kythirean life. They are an infectious cancer which could destroy Dwimmermount if not purged.

Astral Reavers

Newly arrived on Level 0 are a handful of Astral Reavers (see *Appendix C, New Monsters*, p. 335), which traveled here in an *astral vessel* to investigate the Navigational Beacon (Room 31a) they recently detected. Such beacons were not unusual on Telluria in centuries past, but they are rare today, and drew the reavers' interest. H'raon, the leader of the reavers, believes the beacon has just been activated, and is primarily curious as to who turned it on and why they did so. In fact, the beacon has been on for centuries; its recent visibility is a side effect of the Termaxian faction on Level 6B accidentally lowering the Perimeter barrier. H'raon is unaware that there are other expeditionary forces in the dungeon at all. If the characters seem to be useful allies, the astral reavers will offer a non-aggression pact, but they are not trustworthy in the long term. The astral reavers aim to explore, sack, and loot Dwimmermount, and will ultimately seek to slay any rivals they face. Unlike the dwarves and Termaxians, however, the astral reavers are not fanatical about Dwimmermount, and if hard pressed they will call for their *astral vessel* to evacuate them from the dungeon.

Activities of the Factions Before Play

Dwimmermount is written as if the Termaxian faction entered the dungeon two months before the campaign began. The Termaxians then seized control of the Great Machine one week later (7 weeks before the campaign began), accidentally lowered the Perimeter barrier after a couple days of study (6 ½ weeks before the campaign began), and then captured The Foundry after two more weeks of fighting (4 ½ weeks before the campaign began). From there they have churned out dworgs, whittled away at the dwarves, and ventured into The Deep Hollows (Level 7) and The City of the Ancients (Level 9).

Apart from these broad strokes, the exact activities of the factions before play have only been vaguely sequenced. The encounter keys for the various rooms in the dungeon all speak in generalities such as "a few weeks ago," or in ordinal ranks such as "after the orcs were created". This vagueness permits the referee to retroactively determine each faction's previous sequence of actions based on when the player characters explore that faction's part of Dwimmermount. This means it won't matter much how quickly or in what order the adventurers venture into each level; until they do, it will be as described in this book.

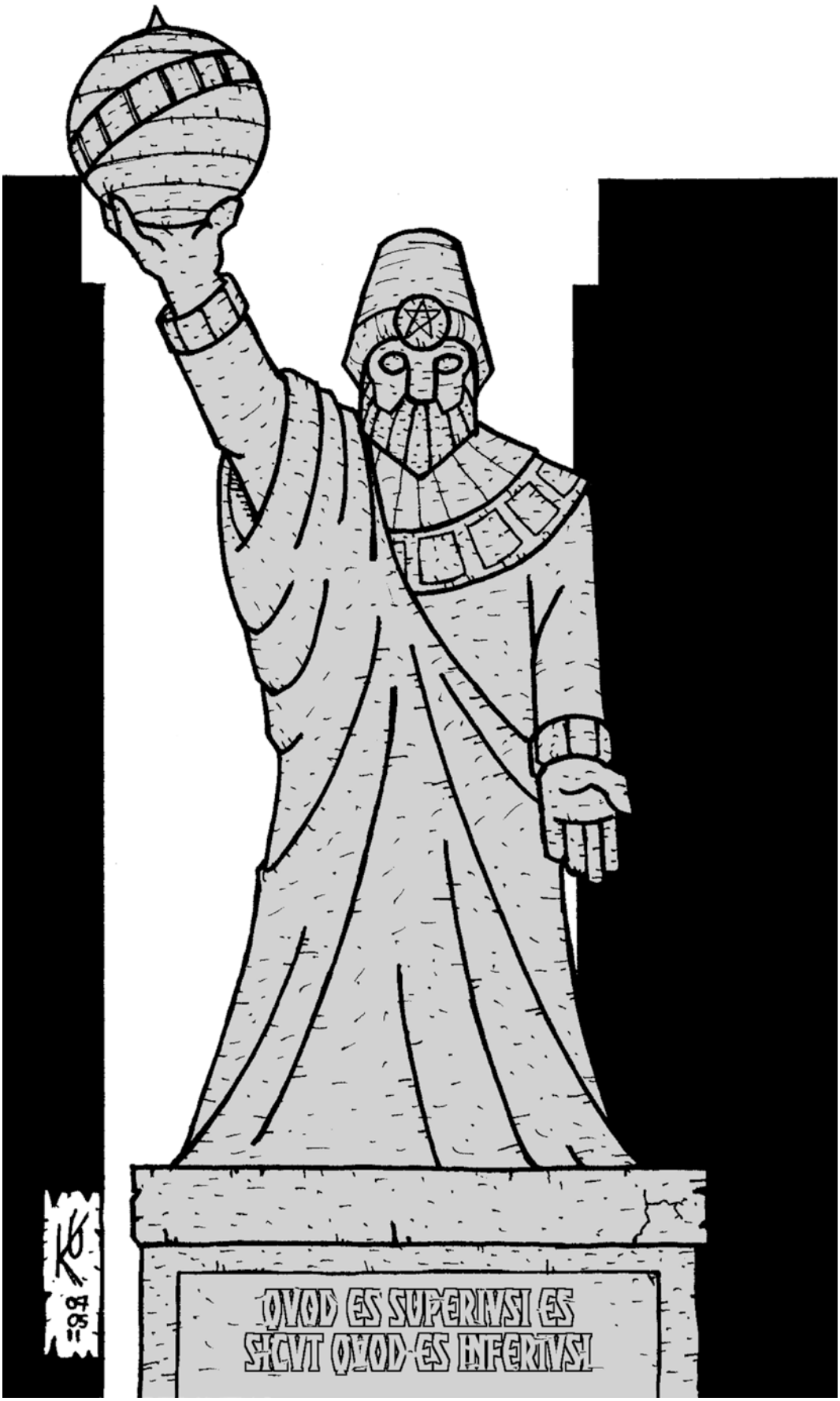
For instance, from the encounter keys in The House of Portals (Level 3A) it's obvious that the Eld have entered Dwimmermount very recently, within the last day or so. If the party enters The Path of Mavors (Level 1) on day 1 of the campaign, and decides to explore The House of Portals on day 17, then that decision retroactively determines that the Eld entered Dwimmermount on day 16. Had the party instead decided to explore The House of Portals on day 4, then that decision would have retroactively meant the Eld entered Dwimmermount on day 3.

A referee who finds this sort of "quantum history" approach distasteful can treat each room key as a description of Dwimmermount at the fixed moment that the campaign begins. With this approach, it very much matters how quickly and in what order the party explores Dwimmermount. For instance, if the party reached The House of Portals on day 4, then the Eld would probably not have expanded much beyond what's described in the encounter keys. If the party reaches The House of Portals on day 17, then the Eld might have considerably expanded. Running the dungeon as a complete "world in motion" requires considerably more behind-the-scenes work for the referee, because there are over two dozen factions and over a dozen levels to keep track of.

Whichever approach the referee adopts, he should keep in mind the following causal sequence of events:

- The Termaxians entered during the Triple Conjunction and captured the Great Machine about one week thereafter.
- The hobgoblins and minotaurs were released by the dwarves after the Termaxians entered the dungeon, but before the Termaxians captured the Great Machine.
- The Perimeter barrier was accidentally lowered by the Termaxians a few days after they captured the Great Machine.
- The astral reavers, demons, ranine, sapient rats, spiders, thelidu, trolls, Eld, Volmarians, and Varazes all entered Dwimmermount after the Termaxians lowered the Perimeter barrier.
- The Termaxians captured the Foundry after they lowered the Perimeter barrier.
- The Termaxians created the dworg after they captured the Foundry.
- Varazes arrived with an initial expedition of Volmarians before he created the orcs and gnolls.
- Varazes created the orcs days or weeks before he created the gnolls.
- The Volmarians under Opilio arrived days or weeks after Varazes arrived.
- The dwarves entered The Deep Hollows after the Termaxians captured the Foundry, but before the Termaxians encamped in The Deep Hollows.
- The Termaxians encamped in The Deep Hollows following several weeks of unsuccessful tinkering with the Great Machine.
- The Termaxians reached The City of the Ancients after they encamped in The Deep Hollows, but before their war with the dwimmerdragons began.

For more information on running Dwimmermount dynamically, see *Chapter 6, Overview of the Dungeon* (p. 65) and *Chapter 7, Factions in the Dungeon* (p. 89).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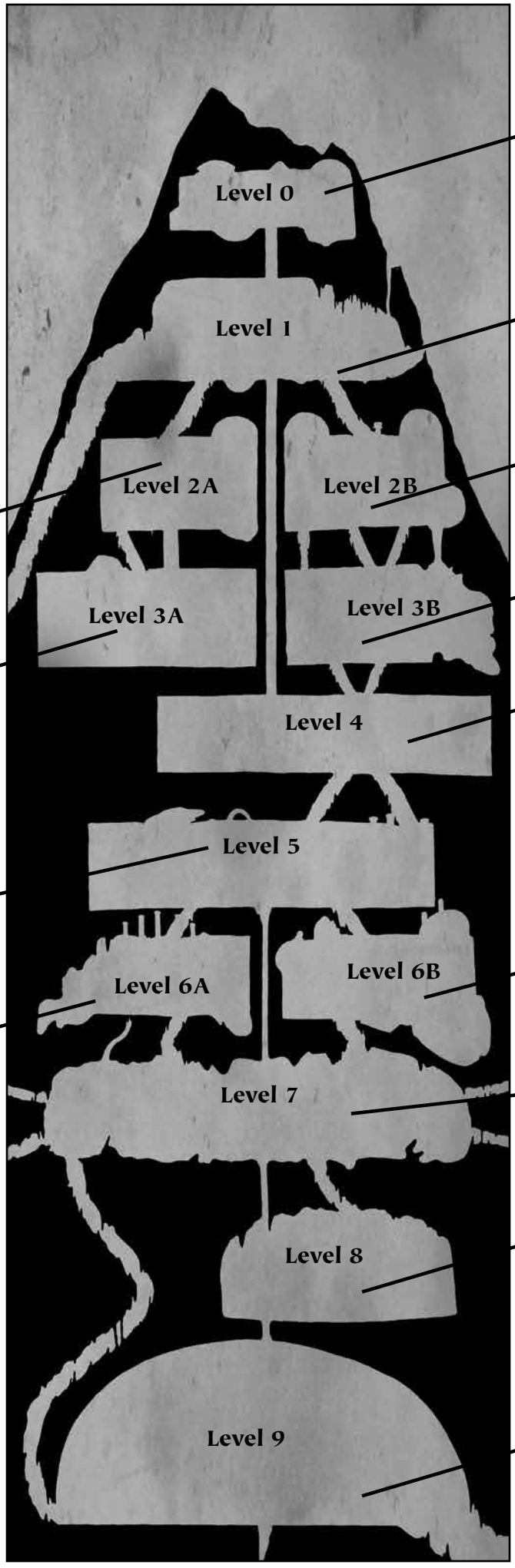
Section

The Dungeon of

2

Dwimmermount

Quick Page Reference For Dungeon Levels



301
111
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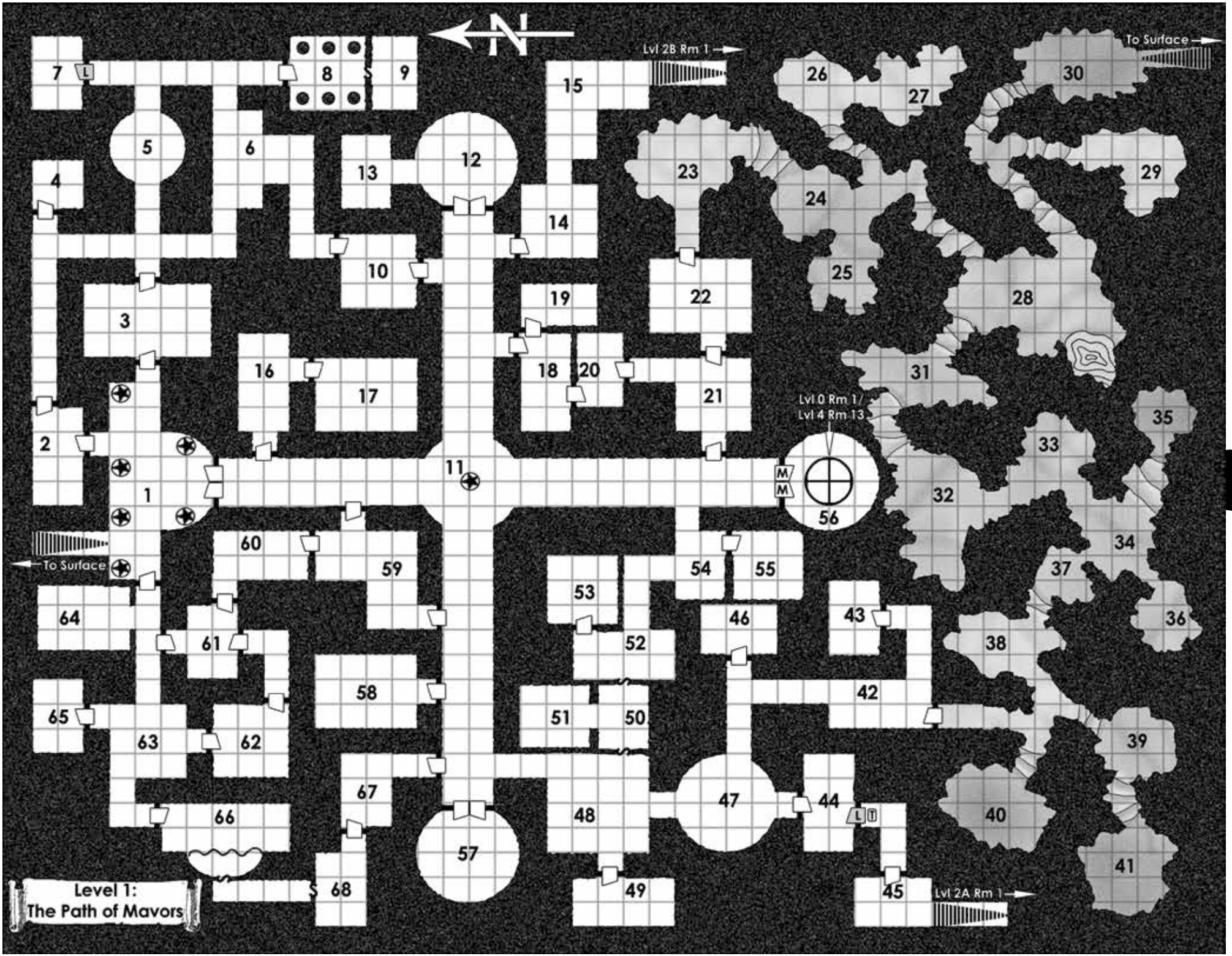
DUNGEON LEGEND

- Door
- Double Door
- False Door
- Secret Door
- Secret Trap Door
- Fallen Door
- Stairs
- Circular Stairs
- Statue
- Column
- Pool of Life
- Bars/Portcullis
- Fountain
- Metal Cylinder
- Rubble
- Large Circular Pit (with stone pillars)
- Containment Cell
- The Great Machine
- Stone Steps
- Large Pools
- Sewer Pipe Drains
- Monolith

- Elevator
- Well/Cistern
- Altar
- Curtain/Tapestry
- Crevasse
- Slimy Smear
- Small Pool
- Large Pool
- Dais
- Pit Trap
- Azoth Pool
- Contour Lines
- Subterranean Passage
- Sinkhole
- Wooden Bridge
- Docks
- Machinery

- Portal to Areon
- Portal to Ioun
- Portal to Kythirea
- Moon Pool
- Balcony (shaded area is lower elevation)
- Lower Elevation (shaded area on Level 2A)
- Raised Platforms
- Cliff Ledges
- Water
- Magic Circle of Binding
- Column Promenade
- Stone Chairs
- Summoning Circle

- Astral Vessel (on Moors)
- Large Circular Device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Lvl 2B Rm 1
To Surface
Lvl 0 Rm 1/
Lvl 4 Rm 13
To Surface
Lvl 2A Rm 1
Level 1:
The Path of Mavors

Chapter 8

The Path of Mavors

Level 1

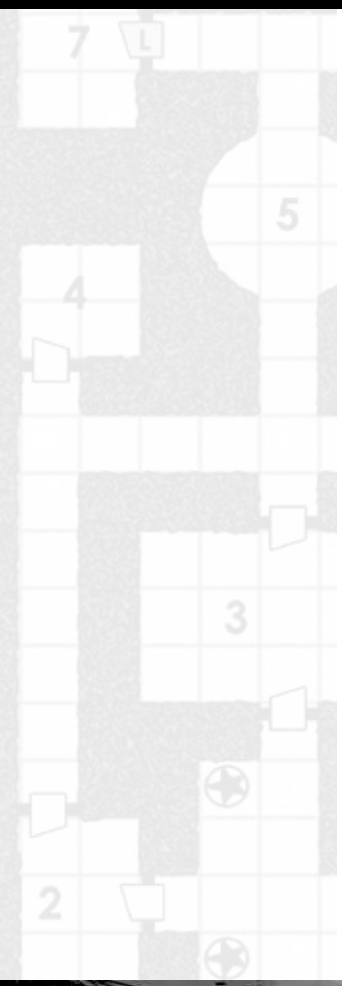
Overview of The Path of Mavors

THE PATH OF MAVORS was excavated by the Great Ancients late in the Second Era to connect The Halls of Lesser Secrets (Level 4) to the surface of Telluria. The main cross-section (Rooms 1, 11, 12, 56, and 57) was built at this time, and later joined to the pre-existing limestone caverns that were extant to the south. The level was heavily damaged by Eld during their invasion of Dwimmermount, and the Elevator (Room 56) is the last intact Second Era construction. The Eld rebuilt the level in their own fashion, but most of the Eldritch works were torn down by the conquering Thulians. Now only the massive Red Doors mark their reign. The rest of the level is characterized by Thulian construction, with interior walls and resurfaced exteriors cast from Thulian concrete, and common doors of iron-reinforced oak. The Thulians habitually honored the gods who made their capture of Dwimmermount possible by building temples to them throughout its levels. Level 1 they named for Mavors, the God of Warfare, and devoted to military, tribunal, and ceremonial purposes. The Termaxians subsequently maintained these uses, though they did so in the name of the Thrice-Great rather than Mavors.

WANDERING MONSTERS OF THE PATH OF MAVORS

Die Roll	Monster
1	Kobolds (4-16)
2	Orcs (2-8)
3	Eldritch Bones (3-12)†
4	Giant Rats (3-18)
5	Giant Centipedes (2-8)
6	Crab Spiders (1-4)
7	Gelatinous Cube (1)
8	Fire Beetles (1-8)
9	Dwarves (1-6)
10	NPC Party (5-8)
11	Green Slime (1)
12	Roll twice, with the second result appearing 1d4 turns after the first encounter to investigate the noise of battle.

†see **Appendix C, New Monsters**, p. 333



1. Entrance Chamber

Ancient and smooth-worn stairs descend from the Red Doors into the entrance chamber of Dwimmermount. The room contains five doors (two of them side by side) and six marble statues. All of the doors are made of hard oak, reinforced with steel, and none are locked. Five of the six statues depict distinct male figures in different poses, wearing archaic Thulian dress, but all with the exact same head and face—that of a haughty, bearded man with piercing eyes. Clerics and others with religious knowledge may recognize five of the figures as representations of Thulians gods (Caint, Dorn, Mavors, Tenen, and Typhon), and the identical heads as being that of Turms Termax. These heads are not original to the statues and can be removed with a successful force doors roll (see *Chapter 6, Overview of the Dungeon*, p. 65, for more information on these removable heads and the boons that can be gained by replacing them with the original). The sixth statue depicts an attractive, but hard-faced woman in plain garb. This is Sarana, Turms' lover, who legends say disappeared shortly before his apotheosis.

2. Guard Room

This chamber was once a guard room. Now, it is filled with dust and cobwebs. There are the shattered remnants of some wooden chairs and a weapons rack, but the room is otherwise empty.

3. Reception Hall

This large room contains the remains of smashed wooden tables and chairs. Before the sealing of Dwimmermount, this place had been a hall for the reception of Thulian dignitaries and other guests of high rank, as evidenced by the faded frescoes and tattered tapestries on the walls. Currently, the hall serves as the temporary home for a scouting party of seven recently spawned orcs that have made their way to this level from The Laboratory (Level 2A).

Orc Scouts (6) [AL C, MV 120' (40'), AC 6 (studded leather), HD 1, HP 6, 5, 4, 2, 2, 2, #AT 1, DG 1d8 (battle axes), SV F1, ML 10]

Orc Leader (1) [AL C, MV 120' (40'), AC 5 (chain mail), HD 1, HP 8, #AT 1, DG 1d8+1 (battle axe), SV F1, ML 10]

4. Storeroom

This storeroom is filled with wooden crates. The dry goods these once contained have long since rotted away, leaving the room choked with the dust. Anyone entering the room must make an ability check versus DEX or stir up sufficient dust to cause all within a 10 foot radius to fall into fits of sneezing and coughing for 1d4 rounds. Each round of sneezing and coughing triggers a wandering monsters check as the sounds echo through the halls.

5. Gallery of Masks

The walls of this circular room are decorated with *Thulian war-masks*—demonic faces made of metal meant to be attached to helmets in order to terrify foes (see *Appendix A, New Magic Items*, p. 317). A total of five *war-masks* hang on the walls; a sixth *war-mask* has been removed from the wall and lies on the floor next to the skeletal remains of a man wearing a suit of battered chain mail armor. The remains have nothing else of value on them.

The five *war-masks* on the wall are all trapped. Removing one of them without first deactivating its hidden trigger causes a poisonous gas to billow forth, filling a 5 foot by 5 foot square immediately in front of the mask. Those who inhale the gas must make a saving throw versus Poison or die. Fortunately, the poison has grown weak with age, so there is a +2 bonus to the saving throw.

6. Trophy Room

This large room is empty of furnishings, but indentations in the walls, shelves, and brackets all give evidence of the former presence of plaques, statues, and other similar ornaments. These trophies, commemorating Thulian military victories, were long ago looted or removed to other parts of the fortress. Recent additions to the room are the bodies of two dwarves, their corpses turned to stone in the manner of the dwarves of Dwimmermount. The dwarves wore still-serviceable chain mail and carried intact battle axes, but these can only be removed by shattering their stony forms. The deceased dwarves were members of a party that entered by way of the Dwarven Entrance Cave (Room 30). Three other comrades died in the Armory (Room 16). One of the surviving members of their party is being held captive in the Magician's Quarters (Room 68) on this level, while the other two survivors are held in Room 22 of The Laboratory (Level 2A).

7. Vault of Spoils

The iron door to this room is locked. It can be picked, or its key retrieved from the Alcove (Room 25). Inside is a storehouse of valuable trinkets seized by Thulian soldiers as spoils of war, which are worth 8,000 gp and weigh 500 lbs. Hidden amongst the trinkets are a *brooch of shielding*, a *wand of magic missiles* (12 charges), a *long sword +1*, and a treasure map to a cultic reliquary in the Aldleigh forest (16,000 gp value). The *brooch* is an eagle-shaped fibula of sheet gold over bronze. The *wand* is a short, thick baton of bone with a gold tip of the type. The *long sword* has a slightly-curved single edged adamantine steel blade, made in Volmar before the Thulian conquest.

Guarding the vault is a wight whose quest for immortality through undeath manifests as an obsession with hoarding the memories invested in these spoils of war.

Wight (1) [AL C, MV 90' (30'), AC 5, HD 3, HP 14, #AT 1, DG drain life energy, SV F3, ML 12]

8. Chapel

This room is a chapel dedicated to Turms Termax in his guise as Mavors, god of war. There are six decorative marble columns in the room. Set into each of the columns is a sconce on which rests an eldritch bone (see *Appendix C, New Monsters*, p. 341). These magical creatures attack anyone who enters the chapel unless they bear symbols of Termax.

Eldritch Bones (6) [AL N, MV 120' (40'), AC 5, HD 1+1, HP 9, 8, 7 (x4), 6 (x3), 5 (x2), 3, #AT 1, DG 1d6+1, SV F1, ML 12]

Along the southern wall of the room is an altar made of marble. It is been badly chipped along its edges and the precious stones once set into it have been removed. It can be pushed aside to reveal a secret door leading into a Secret Treasury (Room 9). Careful observers will notice evidence of the altar's mobility on the floor, thereby increasing their chance of successfully finding the secret door by 1.

9. Secret Treasury

This hidden room was once the chapel's treasury. Though much of its former wealth has been looted or moved elsewhere, there still remain a few items of value left in the sacks that litter the floor. A thorough search of these bags uncovers 400 sp, 10 gp, 4 gems (obsidian, 10 gp; zircon, 100 gp; onyx, 100 gp; tourmaline, 500 gp), a *scarab of death*, and the carved marble head of the goddess Tyche, once part of her statue in the Entrance Chamber (Room 1).

The *scarab of death* is of wrought moonsilver, enameled blue, and inscribed with Ancient Thulian runes.

10. Recreation Area

This room was once richly furnished with round tables, chairs, chaises, and carpets. Now the furniture is shattered and ruined, and the carpets are overgrown with a sickly orange mold. The mold smells quite foul, but is harmless.

11. Statue of Turms-Mavors

In this area stands the six foot tall marble statue of a muscular man in armor, carrying a shield and wielding a wickedly barbed spear. Atop his shoulders sits the bearded head of Turms Termax, although the body is clearly that of Mavors, god of war.

12. Barracks

Once a barracks for Thulian soldiers stationed in Dwimmermount, their cots and other furnishings have been shattered into splinters scattered across the room. A total of 300 sp and 40 gp are scattered amidst the debris.

13. Pantry

This small chamber once held dried foodstuffs, but it is now empty, except for dust, cobwebs, and the rotted remains of crates.

14. Antechamber

Voices can be heard emanating from this room. Listening carefully or entering the room reveals that the voices are speaking in an archaic form of Low Thulian (Common) and are discussing garrison rotations, exercise drills, and similarly mundane military matters.

The speakers are the apparitions of four Thulian soldiers. The apparitions are shadowy and completely lacking in substance. They are not undead, merely psychic echoes left behind by soldiers who died here after Dwimmermount was sealed off from the outside world. They cannot be harmed by any means, whether physical or magical, and take no notice of anyone entering the room. To date the echoes have been sustained by the azoth ambient in the dungeon's air, but they will begin to fade now that Dwimmermount's atmosphere is again open to the world. See *Appendix F, Azoth* (p. 379), for more information on azoth.

In addition to the detritus of ruined furniture, the room contains the bones of the four Thulian soldiers whose apparitions haunt it. Should these bones be buried with appropriate funeral rites outside of Dwimmermount, anyone who participates in the burial gains a boon, the Blessing of Mavors (+1 to hit and damage) for the next 24 hours. See *Chapter 6, Overview of the Dungeon* (p. 65), for more information on boons from the gods.

15. Hall of Memories

This chamber contains six marble pedestals placed about the room, each standing about four feet tall. At the base of each pedestal is an orichalcum plate. If anyone stands in front of a pedestal and places at least one foot on a plate, it activates a magical effect that transmits moving images and sounds into the person's mind. These are memories of past events connected with Dwimmermount:

Memory 1: A massive pitched battle between Thulian armies and the orcs and demons commanded by the Red Elves.

Memory 2: Fighting in the corridors of Dwimmermount, as the Thulians clear it of its Chaotic defenders.

Memory 3: A visit from the Thulian emperor and his entourage.

Memory 4: Scenes of magic-users being treated roughly and interrogated by soldiers.

Memory 5: Scenes of other magic-users commanding soldiers as they go into battle.

Memory 6: Soldiers standing around a large table in the center of which is a head of a bearded man made from bronze. The head looks similar to the heads of Turms Termax seen throughout this level of Dwimmermount.

Past the marble pedestals is a set of stairs leading down to the Antechamber (Room 1) of The Reliquary (Level 2B).

16. Armory

This room contains empty weapons racks, laden with dust and cobwebs. Three dwarves lie dead on the floor. Their corpses are stone, consistent with the dwarves of this land, but they appear to have died recently due to still-sticky red liquid beneath the stone bodies. One corpse clutches a battle axe and the other two carry spears and shields. All three corpses wear chain mail and backpacks containing 50' rope, 3 days' rations. The axe-wielder's packs also holds an odd, cylindrical wineskin with a strange diagram, stained with ink, tooled into its leather. If the wineskin is suitably inked and then rolled across paper, it reveals a complete map of the Path of Mavors (880 gp value).

The deceased dwarves were members of the same party that suffered casualties in the Trophy Room (Room 6). One of the surviving members of their party is being held captive in the Magician's Quarters (Room 68) on this level, while the other two

survivors are held in Room 22 of The Laboratory (Level 2A). Any of these survivors would be able to demonstrate how to reveal the map concealed in the wineskin.

17. Training Room

This large room was used to train Thulian soldiers in basic combat techniques. It contains nine mechanical apparatuses that each hold a short sword and shield. On the western wall is a bronze control panel with a series of ten switches. Each time a character activates one of the switches, roll 1d10. A result of 1 through 9 indicates the number of apparatuses which are activated. A result of 10 shuts down all active apparatuses.

When activated, the apparatuses move about the room on grooves on the floor, swinging their swords viciously. The apparatuses are not intelligent and cannot leave the grooves, which run north to south, with up to three per row, but they strike as 1 HD creatures and deal 1d6 damage per successful hit. Each apparatus has an AC of 8 and can endure 10 hp of damage before being disabled. While the apparatuses are in operation, the door to the room locks, and cannot be opened except by magic or lock-picking.

18. Laboratory

A long, steel-reinforced oak table, covered in stains in a variety of colors, runs the length of the room. Along the walls are many iron shelves, some of which are also stained. Shards of glass are scattered about the room. There is also evidence of other wooden furniture having once been here, but it has been reduced to rotten splinters.

19. Library

This chamber once held a small library of scrolls and codices, mostly of a military or historical nature. Now, the iron shelves that line the walls are largely empty, though a handful of texts remain. Most are completely valueless and/or crumble to dust upon being touched. The exceptions are the following:

An annotated copy of *Arto Bellumoi*, a text on strategy and tactics. A fighter who studies the text for one week gains 500 experience points.

A map of a place called "The exarchate of Theana". The reputed birth place of Turms Termax, it was the easternmost province of the old Thulian Empire, near the Kingdom of the Priest-King. The map would be worth 500 gp to a sage.

A tattered judge's handbook answering questions about the strategy game *zatrikio*. A moldy red ribbon has bookmarked the section called "Asana's Challenge".

A partially-burnt *scroll of ward against magic*. Because of the fragmentary nature of the spell formula, the scroll has a 50% chance of removing one spell of the lowest level known from the mind of the caster rather than working as intended.

20. Storeroom

This room once held crates of supplies. Now, it serves as the lair of eleven kobolds sent to patrol the rest of Dwimmermount by the Spawn of Arach-Nacha (Room 41).The kobolds have only 18 cp apiece, plus some threadbare blankets and some dried rat meat for food.

Kobolds (11) [AL C, MV 60' (20'), AC 7, HD 1d4 hp, HP 4 (x3), 3 (x4), 2 (x2), 1 (x2), #AT 1, DG 1d6-1 (short swords), SV 0 LH, ML 6]

21. Workshop

This room contains a large iron table and lots of iron shelves. Along the south wall are three unusual brass "boxes" festooned with brass knobs and dials. The boxes are hollow and stand a little over four feet tall. They are warm to the touch and the floor immediately around them is charred and stained with silvery, metallic splotches. Fiddling with the knobs and dials on a box triggers a loud whirring sound that lasts for 1d4 rounds. The sound may attract unwanted attention; make a wandering monsters check each round it is active. When the sound ceases, the box shoots out a jet of steam that deals 1d10 points of damage to anyone standing immediately in front of it. The unlucky victim of this steam cleaning can reduce the damage by half with a successful saving throw versus Breath Attacks.

22. Oil Trap

This large room is noticeably bereft of any furnishings, though there are marks on the floor and walls indicating that there were such things in the room at one time in the past. The room is not dusty nor is there much in the way of debris here. However, the floor of the eastern two-thirds of the room has been coated with a thick layer of oil that is visible if a character gets within 10 feet of it. The oil is flammable and is intended to be used as part of the kobolds' defense of their caverns (Room 23).

23. Kobold Guards

Ten kobolds stand watch here, so as to protect their caves from intruders. In addition to their swords and bows, they possess torches, which they will throw into the Oil Trap (Room 22) in order

to ignite the oil covering its floor. They will then attack with their bows any opponents not killed or driven away by the flames with their bows. Each kobold possesses 22 cp.

Kobolds (10) [AL C, MV 60' (20'), AC 7, HD 1d4 hp, HP 4 (x2), 3, 2 (x2), 1 (x5), #AT 1, DG 1d6-1 (short bows & short swords), SV 0 LH, ML 6]

24. Stalagmite Cave

This cave is punctuated with tall stalagmites and drooping stalactites. The most formidable stalagmite has been hollowed out, creating a hidden repository holding 700 sp and 40 gp in old Thulian coin.

25. Alcove

This small, empty cavern has a triptych of murals depicting the Thulians invading, sacking a city, and carting away its treasures. A careful examination of third mural reveals a large metal key hidden in a crevice in the wall. The key opens the door to the Vault of Spoils (Room 7).

26. Webbed Antechamber

This cave is filled with spider webs, in which can be seen the husks of various creatures, from giant rats to kobolds to men. All of these husks are old enough to have long ago been picked clean of valuables by the rats in the Storeroom (Room 46).

27. Spider Lair

This cavern is as thick with spider webs as its antechamber. The webs' weavers, a clutch of 3 crab spiders, lair within. Scattered around the room is a total of 67 cp accumulated from past victims.

Crab Spiders (3) [AL N, MV 120' (40'), AC 7, HD 2, hp 12, 10, 9, #AT 1, DG 1d8 + poison, SV F1, ML 7]

28. Cave of the Moon Pool

This cave is illuminated by a shaft of light that enters from a small opening in the ceiling 50' above and shines down onto a reflecting pond below, the famous Moon Pool of Dwimmermount. The Moon Pool holds what alchemists refer to as *true water*, a primordial liquid untainted by physical contaminants and highly prized for its mystical properties. True water never boils, evaporates, or freezes, and cannot be altered or destroyed with even the mightiest of spells. Indeed, true water acts as a supernatural solvent, dissolving magical energies within itself. See *Appendix A, New Magic Items* (p. 328) for more details on *true water*.

MOON POOL EFFECTS

Random Roll (1D20)	Lunar Phase	Effect
1-4	New Moon	–2 caster level, +1 spell (lowest and highest levels)
5-7	Waxing Crescent	–1 caster level, +1 spell level (highest level)
8-10	First Quarter	+1 spell (lowest level)
11-13	Waxing Gibbous	+1 caster level, –1 spell (highest level)
14-17	Full Moon	+2 caster level, –1 spell (lowest and highest levels)
18-20	Waning Gibbous	+1 caster level, –1 spell (highest level)

In the case of the Moon Pool, the magical energies it dissolves are moon rays, called "lunar emanations" by sages. These moon rays can then be imbibed by living beings who partake of the Pool's contents, altering their magical potency in accordance with the phases of the moon. A magic-user (or other character familiar with astronomy) will be aware that new moons lessens a caster's power but open his minds to new insights, while a full moon strengthens the caster's potency but narrows his focus. In game terms, drinking from the Moon Pool has the following effects:

"+x caster level" means that, for spells that have variable effects based on level (e.g. *fireball*), the caster is treated as the designated level "x" higher than he actually is. "+1 spell" means that the character gains an additional spell of the type indicated (lowest/highest level) for the duration the Moon Pool's infused water is in effect. Obviously, effects stated as a penalty (e.g. "–1 caster level") function in reverse.

A character who drinks from the Moon Pool must make a saving throw versus Spells. Success indicates that the effect listed above is operative, according to the current phase of the moon. The effect lasts for a number of days equal to 1 plus the difference between the saving throw number and the number rolled by the player for his character. For example, a 6th-level magic-user requires a 12 to save against Spells. If his player rolls 14, the appropriate effect lasts for 3 days. Failure means

that the appropriate effect is not operative and subsequent drinks from the Moon Pool will have no effect for a number of days equal to the amount by which the character failed his saving throw. For that matter, while one effect is operative, subsequent drinks provide no additional effect, good or bad. Finally, Moon Pool effects cannot be dispelled by any known means; a character who has drunk from its waters must wait until the appropriate number of days have passed before its effects will fade.

If characters scale up the walls around the Pool to reach the opening in the ceiling overhead, they find it is actually the mouth of a vertical tunnel just big enough for a human to squeeze through. This tunnel ascends another 50' upward, eventually terminating in a narrow crevasse on the mountain face overlooking the Stone-Wrought Stairs. While the Perimeter barrier was activated, only moonlight could pass through the shaft, but with the Perimeter's deactivation the shaft to the Moon Pool became an unguarded and little-traveled entrance into Dwimmermount. See *Chapter 6, Overview of the Dungeon* (p. 65), for details on the arcane barrier.

29. Fungal Cave

This cave is dark and damp. A powerful scent of mold and mildew emanates from it, alerting attentive characters to its inhabitants—three shriekers—which will react to light within 60 feet of their location. The shriekers were placed by the kobolds along the southernmost wall of the cave.

Shriekers (3) [AL N, MV 9' (3'), AC 7, HD 3, HP 12, 11, 8, #AT 0, DG 0, SV F1, ML 12]

30. Entrance Cave

This cave is accessible only by means of the Stone-Wrought Stairs, a cunningly-carved flight of steps on the side of Dwimmermount's exterior that is nearly invisible to any but dwarven eyes. The Stone-Wrought Stairs are found at the terminus of a precarious trail along the windward side of the mountain. When the Perimeter barrier was activated passage from the Stairs into the Entrance Cave was blocked by a *wall of force* through which only dwarves could pass, but now that now that the Perimeter barrier is deactivated, anyone can walk freely from

the Stairs into the Entrance Cave. The demonic Spawn of Arach-Nacha slipped in through this entrance and corrupted its dwarven guardian, Guran.

For centuries, Dwimmermount's Perimeter barrier had sealed this entrance off from all save dwarves, who used it in small numbers to reinforce the custodians within. With the Perimeter barrier now down, the cave is readily accessible to intruders, and indeed shows evidence of recent visitors. (See *Chapter 6, Overview of the Dungeon*, p. 65, for details on the arcane barrier.) There are blood stains on the stone floor and the recently-deceased bodies of a man wearing shattered (and therefore unusable) plate mail armor and a woman wearing chain mail (which is still in good shape). There is a long sword near the body of the man and a mace by that of the woman; both weapons are serviceable. The bodies show evidence of having been punctured by many arrows and there are some broken arrow shafts scattered about the cave. The only other item of value in the cave is a lantern, still in working condition.

31. Ossuary Cave

This cave is covered in bones, mostly those of rats and other vermin, but keen observers will notice the bones of men and other humanoid beings amongst the collection. Many of these bones have been broken or crushed and many show evidence of having been gnawed. This is where the kobolds occupying the nearby caves dispose of their refuse. They also hope that it might cause would-be intruders to think twice before venturing further.

32. Ambush

This cave contains ten kobolds lying in wait in wait for intruders. They will hide in the shadows of the westernmost portion of the cave, thereby increasing their chance of surprise to 1-3 on 1d6. If they surprise their opponents, the kobolds will open fire with arrows and continue to use missiles until their opponents get within melee range. If the situation turns against them, they will retreat into the Storage Cave (Room 33) and then the Dwarf Cemetery (Room 34). Each kobold carries 8 cp.

Kobolds (10) [AL C, MV 60' (20'), AC 7, HD 1d4 hp, HP 4 (×3), 3 (×5), 2 (×2), #AT 1, DG 1d6–1 (short bows & short swords), SV 0 LH, ML 6]

33. Storage Cave

This cave contains five barrels of oil and two barrels of sand, both of which are used by the kobolds in their activities within Dwimmermount.

34. Dwarven Cemetery

This cave contains twenty-seven finely-carved statues of dwarves. Tragically, the statues are actually the stillborn "sons" of dwarves who participated in the building of Dwimmermount centuries ago. The mad dwarf Guran (Room 40) has been slowly animating these statues as kobolds through the magic of Arach-Nacha (Room 41). Left unchecked, Guran will animate another 3d6 kobolds per week until the cemetery is emptied of statues.

The cave is currently occupied by eight kobolds, each of whom carries 14 cp.

Kobolds (8) [AL C, MV 60' (20'), AC 7, HD 1d4 hp, HP 4, 3 (×2), 2 (×3), 1 (×2), #AT 1, DG 1d6–1 (spears), SV 0 LH, ML 6]

35. Reliquary

Hidden in a natural alcove of this small cave is a small brass box containing a bit of yellowish matter that is in fact a *holy phalange*—the skeletal tip of a finger a Lawful cleric martyred at the hands of the cult of Turms Termax (see *Appendix A, New Magic Items*, p. 322). If subject to *detect magic*, the *phalange* will radiate strongly.

36. Shrine to Tyche

This cave was used by Thulian soldiers as a secret shrine to Tyche. The shrine consists of a roughly-hewn bas relief of the goddess, her hands outstretched with the palms upward. In her palms are 82 gold coins, some of them quite old. If anyone adds another gold piece to the collection, he gains a boon, the Blessing of Tyche (+2 bonus to all saving throws) for the next 24 hours. Like all boons, this blessing can only be received once per character. See *Chapter 6, Overview of the Dungeon* (p. 65), for more information on boons from the gods.

If anyone attempts to take even a single coin from the shrine, large rocks will fall from the ceiling onto the perpetrator (and only the perpetrator). The falling rocks will deal 2d6 points of damage, or half that if the perpetrator makes a successful saving throw versus Petrification. The shrine radiates magic, and its trap miraculously resets should it be activated. The kobolds avoid this shrine out of fear of the Lawful goddess.

37. Azoth Spring

In the southwestern portion of this cave, a silvery-black, oily liquid bubbles up from a tiny spring in the floor. There is a small pool of this liquid, surrounded by a hardened layer of the stuff. The liquid is the magical substance called azoth (see *Appendix F, Azoth*, p. 379). The small pool holds about one gallon (128 ounces) of unrefined azoth. Another ounce trickles forth every turn. The azoth is evaporating into the air at about the same rate so the pool is no longer growing. If, through some strange magic, the characters descend down the spring into Dwimmermount's azoth reservoirs, see *Chapter 6, Overview of the Dungeon* (p. 77).

38. Kobold Bulwark

This cave contains 16 kobolds, who in addition their usual weapons are armed with flasks of oil that they will use as missile weapons against intruders. These kobolds are fanatically devoted to the Spawn of Arach-Nacha and will use every tool available to them to slay those who threaten the spider demon. If no other option exists, they will retreat to the adjacent cave (Room 39) and call upon the crab spiders there to aid them. Each kobold carries 9 cp.

Kobolds (16) [AL C, MV 60' (20'), AC 7, HD 1d4 hp, HP 4 (×3), 3 (×8), 2 (×3), 1 (×2), #AT 1, DG 1d6–1 (short bows & short swords), SV 0 LH, ML 6]

39. Spider Guardians

This cave is home to the Spawn of Arach-Nacha's "honor guard," four crab spiders that immediately attack any non-kobolds that enter it. Scattered about the room are 65 cp.

Crab Spiders (4) [AL N, MV 120' (40'), AC 7, HD 2, hp 13, 11, 9 (×2), #AT 1, DG 1d8 + poison, SV F2, ML 7]

40. Chief of the Kobolds

In this large cavern an insane dwarf, Guran, has set himself up as chief of the kobolds of Dwimmermount. Guran was once a proud custodian of The Manufactory (Level 6B). Descended from a long and storied line of dwarves, he fell into despair when his own "son" was stillborn. While interring the inert statue in the Dwarven Cemetery (Room 34 on Level 1), Guran was approached by the Spawn of Arach-Nacha, which offered the grief-stricken dwarf the power to animate his "son" and other inert dwarves in exchange for pledging his allegiance

to the demon prince of spiders. The bargain was struck, but when the inert statues animated as kobolds, Guran's grip on sanity broke and he descended into madness and chaos.

Mad as he is, Guran is no fool and will make every effort to flee should events turn against him. He is protected by six kobolds plus his "pet" crab spider.

Guran (1) [AL C, MV 60' (20'), AC 4 (*chain mail +1*), HD D2, hp 16, #AT 1, D 1d6+1 (*war hammer +1*), DV D2, ML 8]

Kobold Guards (6) [AL C, MV 60' (20'), AC 7, HD 1+1, HP 6 (×6), #AT 1, DG 1d6–1 (spears), SV 0 LH, ML 8]

Crab Spider (1) [AL N, MV 120' (40'), AC 7, HD 2, hp 10, #AT 1, DG 1d8 + poison, SV F2, ML 7]

Several chests contain the entirety of Guran's wealth—6,000 cp in old Thulian coin, looted from various troves throughout the Path of Mavors. Guran's *chain mail +1* and *war hammer +1* are both of dwarven make, forged from adamantine steel.

41. The Spawn of Arach-Nacha

This large chamber is the lair of the demonic spider known only as the Spawn of Arach-Nacha (see *Appendix C, New Monsters*, p. 354). The Spawn tricked the dwarf Guran (Room 40) into pledging himself to its demonic master in exchange for the power to transform inert dwarves into kobolds. The Spawn now uses Guran and the kobolds to extend the reach of its master into Dwimmermount. If confronted by characters powerful enough to pose a threat, the Spawn will attempt to seduce them to its service with similar promises of power from its evil lord. It has a seductive voice that belies its hideous appearance, and an intuitive sense of what appeals to mortals. Whether the Spawn's promises and pacts are mere lies or will be honored by Arach-Nacha is left for the referee to decide—but certainly Chaos takes an active interest in Dwimmermount…

The Spawn possesses little treasure of its own (two gems, malachite and zircon, worth 10 gp and 100 gp respectively), but secreted in its lair is a weird metal disc with a cross-and-circle symbol on it that can be used to operate the Elevator (Room 56).

Spawn of Arach-Nacha (1) [AL C, MV 120' (40'), AC 5, HD 3, hp 20, #AT 1, DG 2d8 + poison, SV F2, ML 10]

42. Passageway

The walls of this dusty area are adorned with battered mosaics that depict Thulian military triumphs. One mosaic has been recently defaced with graffiti. In Low Thulian (Common), it reads "screw the rats! I'm going home! Grumpy Dwarf". There is no other trace of the cranky graffiti artist.

43. Storeroom

This room contains numerous wooden crates, most of which are rotting and empty. However, one of them contains a suit of *Thulian chain* (see *Appendix A, New Magic Items*, p. 327).

44. Checkpoint

This room appears to have been a guard room, but now its furniture and weapons racks lie shattered on the floor. The southernmost door is made of iron, locked, and trapped. Anyone who attempts to open the door without deactivating the trap is struck by a poisonous dart that inflicts 1d4 damage and requires a saving throw versus Poison to avoid death 1d4 rounds later.

45. Stairs Down

This room—and the corridor leading to it—are noticeably moist and musty. The two 10 foot squares near the south wall are covered in yellow mold. The orcs have cultivated a very narrow trail through the yellow mold, but this will be evident only with careful observation and a successful roll to find secret doors.

Yellow mold (2) [AL N, MV 0, AC always hit, HD 2, hp 12 (×2), #AT Spores, D 1d6 + suffocation, SV F2, ML n/a]

The stairs past the mold lead down to the Atrium (Room 1) of The Laboratory (Level 2A). If the 5 orc guards there hear commotion in this room, they will begin to gather reinforcements in preparation for the characters' descent to their level.

46. Storeroom

The wooden door to this room is partially gnawed through, as it is the nest for nine giant rats. In addition to the rats, the room itself contains broken pieces of wood, straw, string, and other random detritus that these vermin have collected and brought here. Amidst this rubbish can be found a sack with 2,000 cp, an expensive comb (30 gp), a gold necklace (200 gp), and a jeweled pin (800 gp).

A disgusted adventurer has left graffiti, scrawled in blood, on the south wall. In Low Thulian (Common) it reads "I explored Dwimmermount and all I found was 2,000 lousy coppers - Sir the Fist". An arrow points downward to the rubbish containing the coin sack.

Giant Rats (9) [AL N, MV 120' (40'), AC 7, HD 1d4 hp, hp 3 (×3), 2 (×3), 1 (×3), #AT 1, D 1d3 + disease, SV F1, ML 8]

47. Map Room

This circular room contains mosaics on the floors, walls, and ceiling depicting the Thulian Empire at its height. Special emphasis is given to forts and other military locales, with Dwimmermount being located prominently in the center of the floor and Lloraec (Hex 0825) and Winterburg (Hex 2206) visible to the south-west and north-west respectively. The room is currently occupied by six orcs, explorers from The Laboratory (Level 2A). In their possession is a large sack containing 1,900 gp and seven gems: four rhodochrosites (50 gp each), a sardonyx (75 gp), a rock crystal (100 gp), and a star rose quartz (100 gp).

Orcs (6) [AL C, MV 120' (40'), AC 6 (studded leather), HD 1, hp 8, 7, 6, 5 (×2), 1, #AT 1, D 1d6 (spears), SV F1, ML 10]

48. Meeting Room

A large hardwood table is still present in this room, but any of the chairs that were once placed around it have long since been reduced to splinters. There are the remains of tapestries hanging on the walls; what was depicted on the tapestries is indiscernible.

49. Commandant's Quarters

This large room contains a heavy wooden desk, along with some smaller tables, some chairs, and some shelves. Unlike most of the rooms on this level, all of this furniture is still in one piece and the room is completely free of dust or cobwebs. Except for the fact that the desk and shelves are bereft of any contents, the room looks as if it has not changed since the days of Dwimmermount's occupation. *Detect magic* reveals a weird, but powerful magical radiation in this room.

Characters who are here for more than a few minutes may notice that time seemingly does not pass within its walls. Torches stay lit, but do not grow shorter, for example, and spell durations are suspended while in the room, only resuming after the characters leave. The same holds true for diseases and deleterious effects.

50. Secret Room

The two secret doors that provide entrance to this room are stone panels that swivel around their center axis. The hidden room within is "protected" by an illusion of a demonic humanoid, dressed in black armor of Eldritch make and wielding a vicious, flaming blade. The illusion is dispelled with a single successful hit against AC 9, but until then the "demon" fights as a 4 HD creature and deals real damage (1d8 per hit) to any target it strikes who fails a saving throw versus Spells. If dispelled, the illusion will reappear after 24 hours have elapsed.

51. Hidden Treasure Room

This room contains 600 sp, pieces of hematite (10 gp), azurite (25 gp), rock crystal (100 gp), and jasper (250 gp), and a *rod of opening* (see *Appendix A, New Magic Items*, p. 326) with eight charges. The treasure is scattered across the floor, the residue of a large trove long ago plundered.

52. Dining Area

This room contains a long, iron-reinforced oak table and the shattered remains of many chairs. There is nothing else of interest in this room.

53. Kitchen

This room was obviously once used as a kitchen for preparing simple meals. Iron-reinforced oak tables and counters are present, along with some empty crates and sacks that formerly contained foodstuffs. Presently there are seven fire beetles in this room. The little food that remained here did nothing to satisfy the beetles' hunger, and they will certainly attack any living creatures that resemble prey.

Fire Beetles (7) [AL N, MV 120' (40'), AC 4, HD 1+2, hp 10, 9 (×2), 8 (×2), 7, 5, #AT 1, D 2d4, SV F1, ML 7]

54. Enclosure

This open area contains six "bubbles" of some light, silvery-black material floating in the room. Astute characters will notice that in the southwest corner of the room there is a large crack in the floor from which a silvery-black liquid occasionally erupts—the liquid is azoth, the same substance found in the Azoth Spring (Room 37). Sometimes the liquid forms little bubbles that pop with a surprisingly loud noise, leaving behind a metallic tang in the air and a cloud of smoke. These six bubbles are made of the same material and will pop, each dealing 1d6 damage in a 5 foot radius if a character

gets within 5 feet of it and fails a Dexterity check. There is a 2 in 6 chance that the explosion of one bubble will set off another one, which also has a chance to set off another, and so on, until either the chain reaction stops or all six bubbles have exploded. See *Appendix F, Azoth* (p. 379), for details on azoth. See *Chapter 6, Overview of the Dungeon* (p. 77), if the characters somehow pass through the crack into the azoth reservoirs.

55. Latrine

This large chamber served as a latrine for the inhabitants of this level. Waste is funneled down through pipes into lower levels of the fortress. These pipes are too narrow for any but the smallest creatures to traverse (e.g. normal rats, insects, etc.). See *Chapter 6, Overview of the Dungeon* (p. 76), for details on traversing the water pipes between the levels. Other than the toilets, there is nothing else in this room.

56. Elevator

The doors to this large circular room are Ancient blast doors of white nephelite, covered with soot and grit. Cleaning off the soot and grit will reveal the same cross-and-circle symbol that appears on the key disk in the possession of the Spawn of Arach-Nacha (Room 41). The blast doors are magically sealed, requiring the use of either a *rod of opening* (see *Appendix A, New Magic Items*, p. 326) or a *knock* spell to open. Beyond the doors is a 20 foot diameter elevator of adamantine steel and nephelite. The elevator leads down to Room 13 of The Halls of Lesser Secrets (Level 4) and up to Room 1 of The Divinitarium (Level 0).

When the characters enter the room, the elevator's doors will be closed. They can be opened with a roll to force doors or by simultaneously pressing both the cross and circle on the key disk. If power has been restored to the elevator, then using the key disk will summon the elevator platform. From there, pressing the key disk's cross causes the elevator platform to descend while pressing its circle causes the elevator platform to ascend.

If the power has not been restored and the key disk is used, or if the elevator doors are opened without a key disk, then the elevator platform will not be summoned. Instead the doors will open onto a vertical shaft whose walls glisten from walls glisten from the transit of various Kythirean slimes and are festooned with clumps of fungi and vegetation from the Green Planet. Daring parties may, of course, fly, levitate, or climb up and down this 250 foot long shaft.

Note that power can be restored to the elevator via the machinery of the Elevator Control Room (Room 14 of Level 4) or through the operation of the Great Machine (Room 40 of The Manufactory, Level 6B).

57. Barracks

This former barracks is now home to six giant centipedes, which have taken to nesting in the remains of the wooden cots and crates that once filled the room.

Giant Centipedes (6) [AL N, MV 60' (20'), AC 9, HD 1d4 hp, hp 3 (×3), 2, 1 (×2), #AT 1, D poison, SV 0 LH, ML 7]

58. Pumping Station

This chamber contains a mass of bronze, areonite, and nephelite pipes and machinery, as well as a variety of spigots and basins. They are still operational, though disuse has made the valves hard to turn and the water that flows from the spigots is somewhat rusty and discolored (but still potable). As with the Latrine (Room 55), tiny creatures might traverse these pipes. See *Chapter 6, Overview of the Dungeon* (p. 76), for where the pipes can lead.

59. Recreation Area

This room is empty of any real furnishings or inhabitants, save for a splintered and moldy table and benches in its center. Seated at the table are faint apparitions of Thulian soldiers playing *zatrikio*, a strategy game much beloved by both officers and common soldiers.

Like those in the Antechamber (Room 14), the two apparitions are psychic echoes left behind by those who died when Dwimmermount was sealed off from the outside world. As such, the apparitions take no notice of anyone who enters the room and continue to play their game regardless of what transpires around them. Characters who watch the apparitions for long will realize that they are arguing over a particular move one of them has made. Should a character place the *zatrikio* handbook found in the Library (Room 19), on the game table, one of the apparitions will produce a spectral version of the book and end the debate, after which both will vanish. The character who assisted the apparitions will gain a boon, the Blessing of Asana (+1 to initiative and AC), for the next 24 hours. See *Chapter 6, Overview of the Dungeon* (p. 75), for more information on boons from the gods.

60. Lounge

Besides the usual assortment of splintered furnishings and random detritus, this dusty chamber is empty.

Level
1

61. Waiting Room

The wooden furniture that was once placed in this room was long ago reduced to shattered fragments. In the room's center is a 4 foot tall pillar made of black basalt on which are inscribed runes whose meaning is unknown even to contemporary magic-users and other students of arcane lore. The pillar radiates magic under *detect magic*, however, and characters who learn the language of the Great Ancients in the Hieroglyph Room (Room 19) of The Halls of Greater Secrets (Level 5) can identify them as runes of enslavement and passivity. Any non-human (such as a dwarf, elf, or goblin) who touches the pillar even briefly must make a saving throw versus Spells or find themselves rendered completely docile for 1d6 turns. While in this state, they will not attack another creature even to defend themselves. This effect can be removed sooner through *remove curse* or similar spells, at the referee's discretion.

The wandering monsters that prowl this level are aware of the pillar's tranquilizing effects and regularly visit it in search of easy prey. The referee should make a wandering monsters check every turn the characters linger in this room.

62. Audience Chamber

There is a small dais on the southern part of this room, on which rests a fragile mahogany throne. The walls are covered in rotting tapestries on which the symbolic spear of Mavors can be seen. Also on the walls are several rusty (and therefore useless) shields.

63. Guard Post

Empty weapons racks and shattered furniture abound in this room, which is occupied by six orcs from the next level, The Laboratory (Level 2A).

Orcs (6) [AL C, MV 120' (40'), AC 6 (studded leather), HD 1, hp 7, 5 (×3), 4, 3, #AT 1, D 1d6 (spears), SV F1, ML 10]

The orcs have a total of 1,000 gp between them – pay for their dangerous guard duty.

64. Chamber of the Face

This large room once contained several rows of wooden benches bolted to the floor. Some of them have since been removed, but two remain and are in remarkably good condition. On the northern wall of the room is a sculpture of a bearded man's face made from rusty metal. If anyone gets within 5 feet of the face, its mouth begins to move slightly and unintelligible sounds begin to emanate from it. Should anyone apply oil, grease, or some other lubricant to the corners of the face's mouth, it opens more widely and speaks clearly in High Thulian. "Ask a question, if you have one. I'll answer truthfully, but then you're done."

Should a character actually question the face in High Thulian, the face will answer truthfully to the best of its knowledge. The face will only answer one question per character. The face knows only about this level of Dwimmermount and its information is out of date, so the referee should bear this in mind when crafting a reply. If the face does not know the answer to a question posed, it will admit as such, but such a question still counts as the one it will answer for that character. If asked any more questions after the first, it will reply, again in High Thulian, "Go away; I shall not answer you again today." A character can query the face again after 24 hours have elapsed.

65. Holding Cell

This room once served as a temporary holding cell for prisoners. The room is empty at present, save for a pair of manacles, a wooden bucket, and a carpet of dust. The door to the room is locked and the key long lost.

66. Theater

This room was used to stage propagandist plays and speeches. The apse in the western portion of the room was once separated by a curtain; only tatters of it remain. The eastern wall is covered in fractured mosaics that depicted military scenes of Thulian conquest.

67. Reception Room

This room contains a hardwood desk and has metal shelves all along its walls. It is currently occupied by seven orcs from The Laboratory (Level 2A).

Orcs (7) [AL C, MV 120' (40'), AC 6 (studded leather), HD 1, hp 8 (×2), 7, 6 (×3), 1 (x2), #AT 1, D 1d6 (spears), SV F1, ML 10]

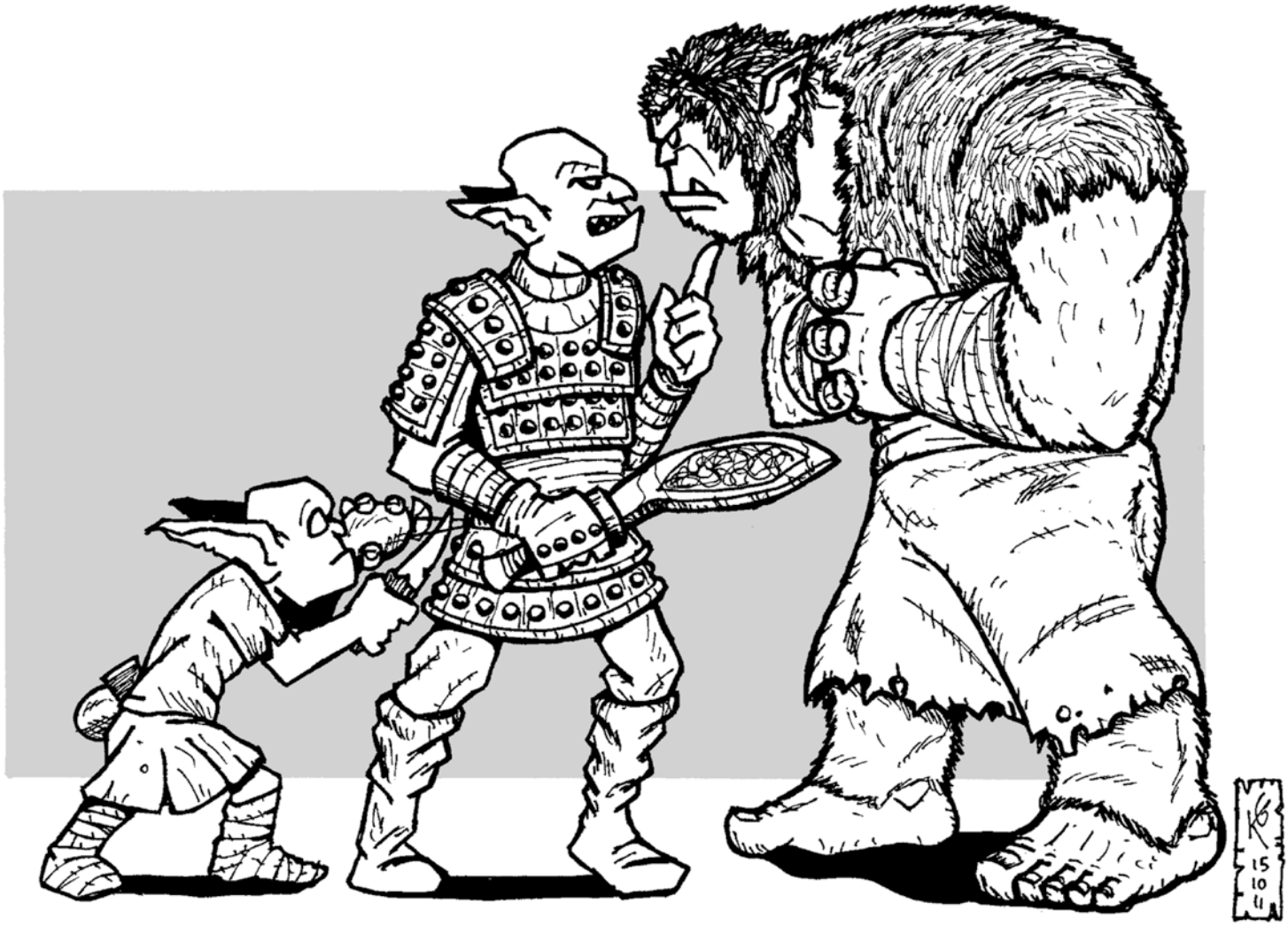
68. Magician's Quarters

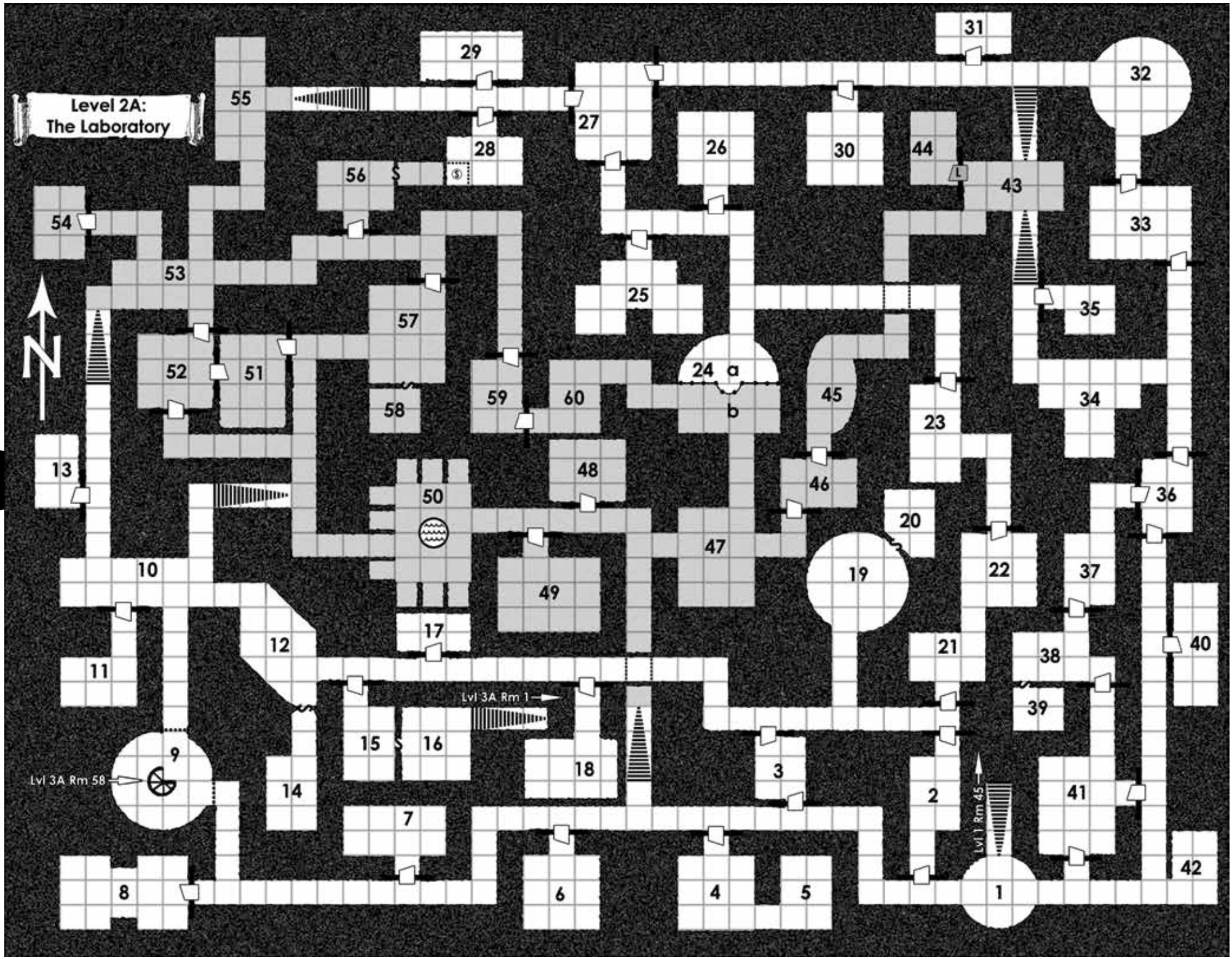
This room was once used a Termaxian magic-user, as evidenced by the arcane symbols on the smashed mosaics that cover its walls. There are iron shelves on some of the walls as well, along with iron cabinets. The room now holds four orcs who are interrogating a dwarf named Balfar.

Orcs (4) [AL C, MV 120' (40'), AC 6 (studded leather), HD 1, hp 8, 6, 4 (×2), #AT 1, D 1d6 (spears), SV F1, ML 10]

Balfar (1) [AL L, MV 60' (20'), AC 9, HD D1, hp 3, #AT 1, D by weapon, SV D1, ML 8]

Balfar entered Dwimmermount a few days ago with a party of fellow dwarves, following rumors that there might be a dwarf cemetery within the mountain fortress. He and his companions never found the cemetery, but were instead ambushed by orcs. Two of his friends died in the Trophy Room (Room 7) and another died in the Armory (Room 16). Two others survive in captivity in Room 22 of The Laboratory (Level 2A), but he is unaware of this. Balfar will happily pay the player characters 500 gp if they help him to escape back to his home in Muntburg.

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Chapter 9

The Laboratory

Level

2 A

Overview of The Laboratory

THE LABORATORY was excavated by the Eld during the Third Era to conduct sinister and sorcerous experiments. Foremost of these was the breeding of monstrous life forms through use of the Essence Machines (Room 51) and Pool of Life (Room 50), a program which was continued by their Thulian successors and ultimately led to the creation of the beastmen races. The Eld also cultivated crystalline lifeforms (see Room 8), engineered stasis tubes (see Room 49), and experimented with the effect of azoth on plant life (Rooms 45-47). Because these programs were all continued by the Thulians and Termaxians, The Laboratory is more intact than Level 1. As such, its walls, floor, and ceiling show the flawlessly smooth and mathematically perfect excavation of the Eld. The doors are primarily oak reinforced with areonite, unless otherwise noted. The ceilings are punctured at twenty-foot intervals by fist-sized indentations fitted with orichalcum sockets. 10% of these indentations contain a broken glass orb, while the others are empty. The indentations can be used to place *glow bulbs* (see *Appendix A, New Magic Items*, p. 321).

WANDERING MONSTERS OF THE LABORATORY

Dice Roll	Monster
1	Orcs (2-8)
2	Gray Ooze (1)
3	Gnolls (1-6)
4	Zombies (2-8)
5	Ghouls (1-6)
6	Spitting Beetle (1-8)
7	Green Slime (1)
8	Giant Rats (3-18)
9	Carcass Scavenger (1-3)
10	NPC Party (5-8)
11	Gelatinous Cube (1)
12	Black Widow Spiders (1-3)

1. Atrium

The walls of this circular room have numerous steel hooks on which hang weapons and shields. The room is currently occupied by five orc guards. As soon as they encounter any opposition, the orcs will send their weakest member to the Orc Lair (Room 41) to gather reinforcements. If the remaining orcs feel that they are losing they will flee there as well.

Orc Guards (5) [AL C, MV 120' (40'), AC 6 (studded leather), HD 1, HP 6, 5, 4, 2, 1, #AT 1, DG 1d8 (battle axes), SV F1, ML 10]

The stairs here ascend up to Room 45 of The Path of Mavors (Level 1).

2. Storeroom

This room contains areonite shelving units bolted to the walls. Most of the shelves are completely empty, though a few hold ceramic jars filled with differently colored liquids. Because the ceramic is opaque, roll 1d4 to determine the contents of any jar a character wishes to open:

- **Blue:** Acts as a *potion of poison*
- **Green:** Acts as a *potion of healing*
- **Yellow:** Acts as a *potion of gaseous form*
- **Red:** Tastes horrible, but otherwise has no effect

There are a total of 3d4 liquid-filled jars on the shelves the first time the characters enter the room. Should they leave any jars behind when they depart, 1d4 jars will have been removed by other dungeon denizens each time they visit thereafter, until none remain.

3. Sandpit

The floor of this room is almost entirely covered by fine white sand. The sand is piled highest in the southwest corner, reaching approximately 2 feet in height. Elsewhere, the sand is only a few inches in depth, with occasional piles of greater depth scattered about the room. There is a wooden-hafted metal shovel buried in the sand along the eastern wall. Also buried in the sand is a large number of silver coins (500 sp).

4. Water Tanks

The doors to this room are adamantine steel hatches. The room contains six large vertical water tanks, three along the western wall, one in the middle of the southern wall, and two along the eastern wall. Each tank is about 5 feet tall and 3.25 feet in diameter, holding 400 gallons. All six tanks are made of vitreum reinforced with areonite, and all except the one along the southern wall are intact and full of salt water. These tanks have a locked, sliding areonite door set low into the glass. If opened, the water will spill out into the room.

The tank along the southern wall has been shattered, vitreum shards littering the area near it, but there is no evidence of any water, suggesting it has been some time since the breakage occurred.

5. Trapped Tank

This room contains another 400-gallon tank. However, unlike the Water Tanks (Room 4), the tank in this room is larger, being nearly 10 feet in diameter and reaching almost to the ceiling (approximately 7 feet high). In addition, this tank is made from a smoked vitreum that obscures its actual contents—a large gray ooze! The ooze will attack anyone who opens the sliding metal door near the tank's base.

Gray Ooze (1) [AL N, MV 10' (3'), AC 8, HD 3, HP 23, #AT 1, DG 2d8, SV F2, ML 12]

6. Office

The door to this room is made of areonite with engraved hepatizon fittings. The large room within was once well-appointed with furnishings made from expensive, heavy hardwood. Some of these, like the tables and chairs, have been smashed to pieces by an axe or similar weapon, but the desk remains unharmed. The desk has five drawers, four of which contain only dust and useless scraps of paper. The fifth drawer is locked and protected with a magical trap. The trap's runes can be detected by a thief, but can only be removed with *dispel magic*. If the trap is triggered, all characters within a 10' radius must make a saving throw versus Poison or be shrunk (as if by a *potion of diminution*) for 1d6 turns. Inside the trapped drawer is an arcane scroll with the spells *protection from evil* and *web*.

7. Supply Room

The door to this room is a locked adamantine steel hatch. Its interior is dusty and filled with a variety of supplies once used when the level was inhabited. These supplies include:

- A 200' coil of copper wire
- A box of silver spikes (20 in all—worth 1,000 gp)
- A box of wooden stakes (50)
- A stack of cast iron blocks (200)
- Six thick glass window panes
- A large chest containing glass jars, vials, alembics, and similar alchemical gear (collectively worth 125 gp)
- A jug of dried glue

8. Crystal Garden

The door to this room is made of areonite engraved with intricate crystalline patterns. The chamber beyond is filled with unnaturally large crystal growths in a wide variety of colors and shapes. The crystals cover most of the floor, all of the walls, and parts of the ceiling. In various places, the crystals seem to have almost crude humanoid shapes. In one particular instance, it looks like a well-carved human male dressed in armor and wielding a short sword and shield. However, the figure is missing its head and a close examination of its neck suggests that its head was cleanly cut from it. Looking around the room, the characters can find the head, which depicts a bearded man, lying on the floor. The head is somewhat worse for wear, but is largely intact. If placed upon the shoulders of the figure, it almost instantaneously adheres to it and springs to life as a crystal animated statue. If the character who restored the statue is wearing a holy symbol of a Lawful god, such as the symbol of Tenen found in the Storeroom (Room 13), the crystal statue will treat its restorer as its master and obey his commands; otherwise the statue will attack its restorer and his allies. In either case, the magics which powered the statue have faded with age, and the statue will become inert after 1d6 turns.

Crystal Animated Statue (1) [AL L, MV 90' (30'), AC 4, HD 3, HP 13, #AT 2, DG 1d6/1d6, SV F3, ML 11]

The crystals in the room are of an unknown sort, but are worth 1,000 gp per stone to jewelers and sages. Seven stones in total can be harvested.

9. Stairwell

Entrance to this room is blocked by two gates made of steel bars, cutting it off from corridors to the north and south. Characters with high Strength may attempt to force the gates open, though the chance is slight. For a Strength of 12-13, the chance is 5%; for 14-15, the chance is 10%; for 16-17, the chance is 15%; and for 18, the chance is 20%. Alternately, the characters can open the gates from the Control Room (Room 14).

If they can be reached, the circular stairs in this room descend to the Stairwell (Room 58) on The House of Portals (Level 3A) below.

10. Patrol Area

This large area is patrolled by three gnolls who will flee to their camp (Room 12) if outnumbered.

Gnolls (3) [AL C, MV 90' (30'), AC 5 (chain mail), HD 2, HP 11, 9, 6, #AT 1, DG 1d8+1 (battle axes), SV F2, ML 8]

Between them, the gnolls have collected several gems worth 360 gp: a banded agate (50 gp), a sardonyx (75 gp), a turquoise (10 gp), a moonstone (75 gp), an obsidian (50 gp), and a citrine (100 gp).

11. Cage Room

This room contains a large number of steel cages, stacked haphazardly along its walls. Several of the cages contain the skeletal remains of small humanoid creatures of indeterminate type.

12. Gnoll Camp

This chamber contains seven recently-spawned gnolls reclining on old, splintered work benches. Sent to explore this level on the order of their creator, the magician Varazes (Room 50), they have so far met with little success, owing to the many dangers of The Laboratory, as well as fierce opposition from the more numerous orcs.

Gnolls (6) [AL C, MV 90' (30'), AC 5 (chain mail), HD 2, HP 14, 11, 9(×2), 6, 5 #AT 1, DG 1d8+1 (battle axes), SV F2, ML 8]

Gnoll Leader (1) [AL C, MV 90' (30'), AC 5 (chain mail), HD 3, HP 16, #AT 1, DG 1d8+1 (battle axe), SV F3, ML 8]

The gnolls have amassed some treasure in their wanderings, which the leader keeps in a large corded sack: 2,000 cp, a silver chalice (200 gp), a pendant (200 gp), a jeweled belt (400 gp), a golden arm band (1,300 gp), and a coronet (1,700 gp). The gnolls are ignorant of the secret door, a revolving stone panel in the south wall that leads to the Control Room (Room 14).

13. Storeroom

The ordinary oak door to this room is locked. Its interior contains a dozen wooden barrels, many of which have either rotted or been broken, spilling their contents on the ground. These contents consist of dried fruits and salted meat, none of which is edible now. Hanging on the west wall is a holy symbol of Tenen, god of craftsmen. The symbol is a bronze 6-spoked wheel and is worth 25gp.

14. Control Room

This secret room contains a hulking, baroque apparatus of red brass, with a variety of switches, dials, and levers. Among these are the levers that raise and lower the gates to the Stairwell (Room 9), both currently lowered; the dial that raises and lowers the barrier surrounding The Pool of Life (Room 50), currently lowered; and switches that control the locks on the doors to the Pump Room (Room 48) and the Stasis Chamber (Room 49), both currently locked. Using any of these controls causes a light to brighten on a nearby panel, indicating when a door, gate, or barrier is in a locked, closed, or lowered position. However, operating the machinery creates a large amount of noise that echoes through the level. This puts the monsters on the level on alert for the next hour (6 turns). During this time, reduce the chance of monsters being surprised by an encounter to 1 in 6, and increase the chance of encountering wandering monsters to 2 in 6 every 20 minutes.

15. Archive

The door to the Archive is areonite. The phrase "from ignorance to knowledge; from knowledge to strength" is engraved in Eldritch on the door leaf. The walls of the room within are covered with bookshelves, most of which are filled with moldering scrolls and codices that crumble into worthless, illegible fragments if touched. However, if the characters spend one turn searching amongst the moldering ones they will discover two items of value. The first is a scroll of *ward against undead*. The second is a treasure map written in a cipher (requiring *read languages* to decipher) that leads to a dwarven vault containing 20,000 gp located in the Hearthstone Mountains (see p. 50).

A false bookshelf on the east wall conceals the entrance to the Hidden Staircase (Room 16).

16. Hidden Staircase

This room was once a sentry post guarding the stairs to the Foyer (Room 1) of The House of Portals (Level 3A). It is now inhabited by six shadows. They attack anyone who enters the room who does not have on his person one of the *Termaxian passkeys* (see *Appendix A, New Magic Items*, p. 327) scattered throughout the dungeon. If a passkey is presented, the shadows will withdraw, disappearing from sight, but lying in wait for the opportunity to attack later should the passkey be forgotten.

Shadow (6) [AL C, MV 90' (30'), AC 7, HD 2+2, HP 13(x2), 12, 11(×3), #AT 1, DG 1d4 + strength drain, SV F2, ML 12]

17. Workroom

This room once contained a variety of wooden tables, stools, and shelves, most of which have long since rotted away or been smashed. Scattered amongst the debris can be found iron and bronze implements and tools, such as hammers, picks, and saws. The room is damp, owing to some overflow from The Pool of Life (Room 50). This overflow has encouraged the growth of a patch of green slime on the floor that will cling to the first person who steps in the room without specifically looking at the floor to see if it is clear of any obstacles.

Green Slime (1) [AL N, MV 3' (1'), AC NA, no roll needed, HD 2, HP 16, #AT 1, DG special, SV F1, ML 12]

18. Lounge

This now-empty room once contained wooden tables and chairs, now reduced to debris. The walls are painted with faded frescoes depicting scenes of magical research, including what appears to be the creation of monsters from animals. Amidst the debris can be found several tankards and drinking cups. One tankard, made from silver, is worth 50 gp; the whole set (weighing 14 lbs.) is worth 250 gp.

19. Orrery

This circular room contains a large (10 feet diameter) orrery of adamantine steel, lacquered oak, and precious metals. The device is a scale model of Telluria, its moon, Ioun, and the other planets with which it shares its solar system, all enclosed in a transparent, vitreum sphere on which are situated numerous golden symbols that seem to represent stars. Also situated on the outside of the sphere are tiny representations of what look like castles or fortresses. These representations are all associated with a star symbol and number a dozen in all. The orrery is currently inoperable, as its power source has long since been depleted.

The orrery is bolted to the floor and too large to move. Its interior components are inaccessible without shattering the transparent sphere that encloses it. However, the hatch to its fuel cylinder can be opened by a thief with a successful roll to pick locks, exposing an empty vitreum cylinder. If this is replaced with the *Thulian fuel cylinder* in the Secret Storeroom (Room 20), the bodies of the orrery will immediately begin to rotate through their orbits. A drawing of these orbits would be worth 500 gp to an astrologer. In addition, activating the orrery earns the participating characters the Blessing of Asana, goddess of science, for the next 24 hours. The boon grants +1 to initiative and AC. See *Chapter 6, Overview of the Dungeon* (p. 75), for more information on boons from the gods.

Otherwise, the castle representations can be removed (with effort), as can the golden star symbols. There are 17 stars and 12 castles; each one is worth 5 gp purely for their inherent value, but ten times that amount to those with an interest in ancient Thulian technology. Removing the castles and stars from the orrery after it has been activated is impossible without shattering the sphere, and causes the loss of the Blessing in any case.

20. Secret Storeroom

Entrance to this hidden room is concealed behind an adamantine steel panel in the Orrery (Room 19). It contains a large collection of spare parts for the orrery—planets, stars, and so on. These can all be taken from the room and sold either for the metals from which they are made or for their value as historical objects. The whole set is worth 3,340 gp and weighs 84 lbs., with 24 pieces ranging in value from 5 to 500 gp each, depending on size.

The room also contains a large adamantine steel box with strange red symbols on its exterior. These symbols, if deciphered by a thief or through the use of a *read languages* spell, read "DANGER! Handle only with proper protection!" The box is warm to the touch and locked. If the lock is opened, the characters will find a vitreum cylinder containing the glowing silvery-black liquid known as azoth (see *Appendix F, Azoth*, p. 379). This is a *Thulian fuel cylinder* for the orrery (and other devices throughout the dungeon) and can be used to re-activate it. However, if handled without proper protection, anyone who touches the cylinder takes 6d6 damage (make a saving throw versus Spells for half damage). Safe handling of the cylinder requires the character to either be protected by *resist fire* or be wearing one of the *environment suits* found in the Dressing Room (Room 28) or elsewhere in the dungeon. See *Appendix A, New Magic Items* (p. 320).

21. Orc Captors

This area contains eight orcs who have captured a couple of unfortunate dwarves. The captives are kept next door (Room 22). Should the battle go against the orcs, they will attempt to exchange their lives for those of their captives.

Orcs (7) [AL C, MV 120' (40'), AC 6 (studded leather), HD 1, HP 7, 5, 4, 3(×2), 2(×2), #AT 1, DG 1d8 (battle axes), SV F1, ML 10]

Orc Leader (1) [AL C, MV 120' (40'), AC 5 (chain mail), HD 1, HP 8, #AT 1, DG 1d8+1 (battle axe), SV F1, ML 10]

Other than the orcs, the room contains only old and moldy work benches, which the orcs like to sleep on. A hemp sack below one of the work benches holds the orc leader's treasure: 3,000 cp, a hematite (10 gp), a sardonyx (75 gp), an alexandrite (500 gp), a topaz (750 gp), and an amethyst (750 gp).

22. Dwarf Captives

This large, featureless area contains two dwarves who were captured by the orcs while exploring the dungeon. The dwarves, named Glandal and Thoon, descended into Dwimmermount from the Entrance Cave (Room 30) on The Path of Mavors (Level 1) in the company of six others. Their party fought their way past that level's denizens, suffering several casualties in the process (corpses of which can be found in Level 1, Rooms 6 and 16), before being captured by orcs ascending from The Laboratory (Level 2A). Glandal and Thoon are currently chained to the east wall and have suffered many indignities at the hands of their bestial captors.

Glandal is a 3rd-level fighter (currently 6 hit points out of a total of 18), while Thoon is only 2nd-level (currently 3 hit points out of a total of 12). Neither one has any weapons or armor or substantial knowledge of this level, though they remember much about The Path of Mavors (Level 1). They will gladly join the characters and assist them in further exploration, especially if the characters are willing to help them avenge their fallen comrades. Should they learn that their comrade Balfar (currently captive in Room 68 on Level 1) is alive, they will insist on rescuing him. If Balfar has already been rescued, all three dwarves will offer to serve the party as henchmen in gratitude for their rescue and reunion.

23. Smithy

This room is quite clearly a smithy of some sort, as evidenced by the forge and anvil located in the southern portion of the room. There are also three enclosed fire pits with copper pipes that go into the ceiling. A faint odor of smoke and charcoal still lingers.

The copper pipes carry exhaust from the fire pits upward through filters designed to stop even enemies *polymorphed* into oozes, and then reach the surface via carefully camouflaged chimneys. If the Perimeter barrier is sealed, these chimneys are blocked by its *wall of force*, which allows nothing to pass. If the Perimeter barrier is activated, the *wall of force* is still present, but it permits natural smoke to pass through. At the start of the campaign, the Perimeter barrier has been deactivated, and the chimneys can be passed through by any gaseous creature. See Chapter 6, *Overview of the Dungeon*, p. 66, for details on the arcane barrier.

24a. Balcony

This elevated area overlooks an Operating Room (Room 24b). The area contains two heavy wooden benches and a steel railing.

24b. Operating Room

Dominating this room is a large slab-like table made of red brass. The table possesses gears and cranks that allow it to be swiveled, elevated, and turned. The table also possesses leather restraints. There is evidence of blood or some other type of stain on the table and on the ground around it.

When the characters enter the room, they will come across a strange battle between a throghrin and a number of seemingly normal rats. The throghrin, owing to its regeneration ability and overall strength, has the upper hand, but the rats are fighting in a viciously coordinated manner. They are, in fact, sapient animals (see *Appendix C, New Monsters*, p. 352) descended from Termaxian lab rats. They have entered Dwimmermount to explore their kind's "birthplace" at the orders of their master, the Rat Boss of Adamas (see *Appendix C, New Monsters*, p. 333).

Throghrin (1) [AL C, MV 120' (40'), AC 6, HD 3, HP 15, #AT 1, DG 1d8 (long sword), SV F3, ML 10]

Sapient Rats (15) [AL N, MV 60' (20'), AC 9, HD 1 hit point each, #AT 1 per 5 rats, DG 1d6, disease, SV 0LH, ML 5]

If the characters do not intervene, the throghrin will kill all the rats in fairly short order, after which it will turn on them. On the other hand, if the characters kill the throghrin, the rats will rush over toward them and bow in thanks for their assistance.

Though they cannot speak Common, the rats are intelligent and can communicate fluently with anyone under the effects of *speak with animals*. They will happily provide fairly detailed information about many of the nearby rooms on this level, including the existence of the secret door leading to the Panic Room (Room 58), though they do not know how to open it. Despite their gratitude, the rats will not join the party, explaining that they already owe allegiance to the Rat Boss. Even if the characters cannot verbally communicate with the rats, the sapient rats will nevertheless try to lead them toward the secret door to the Panic Room as a way of thanking them for their assistance.

25. Worship Area

This irregularly shaped room is decorated with mosaics depicting the life of Turms Termax the Thrice-Great, from his mastery of magic, alchemy, and astrology to his final apotheosis. There are six mosaics in all:

1. Turms standing at a lectern studiously reading a magical grimoire.
2. Turms gazing up at the heavens, with the red planet, green planet, and silver moon all visible above.
3. Turms, emerging from an alchemical laboratory, triumphantly holding up a flask of silver-grey fluid.
4. Turms, wearing resplendent robes decorated with three-pointed stars, preaching before a crowd. He is accompanied by his lover, Sarana, and surrounded by apostles and followers on all sides.
5. Turms prostrate on the headsman's block, a Thulian executioner poised to strike. His followers gaze in horror but the Thrice-Great has an expression of serenity on his upturned face.
6. A panorama of the night sky, showing the constellations, one of which is Turms' majestic visage.

Past the mosaics, the room contains two statues, one of Turms himself in its south-west leg, and another of his lover, Sarana, in its south-east leg. Both statues are of beautifully-carved alabaster, but magically trapped. Anyone not wearing a symbol of Turms Termax on his person who dares touch either statue receives an electric shock dealing 2d6 damage (make a saving throw versus Spells for half damage).

26. Scriptorium

This room contains six heavy oak writing desks. The associated stools have long since been removed. Crumbling parchment can be found inside several of the desks, along with dried ink wells. The fourth desk has a secret compartment inside of which can be found a scroll containing the spells *magic missile* and *shield*.

27. Ruined Chamber

Whatever the original purpose of this room, it is now a ruin filled with refuse and debris of various sorts. Rummaging among the debris are three spitting beetles.

Spitting Beetles (3) [AL N, MV 120' (40'), AC 4, HD 2, HP 14, 13, 4, #AT 1, DG 1d6 + toxic spray, SV F1, ML 8]

28. Dressing Room

The walls of this room are covered with steel hooks, on two of which still hang two heavy silvery-gray suits, along with gloves and boots made from the same material. On a shelf in the room, there are also two ceramic helmets that attach to the top of the suits. These are *environment suits* (see *Appendix A, New Magic Items*, p. 320), which grant immunity to certain adverse effects encountered throughout the dungeon, such as the energy source found in the Secret Storeroom (Room 20).

The room is currently being used as a lair by three ghouls, who will gleefully attack any creature who enters the room.

Ghouls (3) [AL C, MV 90' (30'), AC 6, HD 2, HP 13, 10, 3, #AT 3, DG 1d3/1d3/1d3 + paralysis, SV F2, ML 9]

There is a concealed door in the floor of this room. Opening it reveals a steel ladder that descends 10 feet down to the short corridor ending in a secret door connected to the Guard Room (Room 56) and then another 50 feet down to the Ghoul Lair (Room 48) on The House of Portals (Level 3A). The ghouls use it both to travel between levels and to seek out food in nearby rooms. More information on the ghoul colony and its origins can be found in *Chapter 10, The House of Portals (Level 3A)*, p. 143.

29. Storeroom

This storeroom is filled with six wooden crates. Each of the crates is 4 feet cubed, and contains rotting cloth. One of the crates contains several silvery-black robes. These are *dwimmersilk garments* (see *Appendix A, New Magic Items*, p. 320), which offer the protection of leather armor (AC7) without restricting movement. The crate contains a dozen such robes, worth 100 gp each if sold in a large settlement (such as Adamas).

The room also serves as the lair of nine giant rats. These rats are unintelligent and not at all friendly toward the sapient rats found in the Operating Room (Room 24b).

Giant Rats (9) [AL N, MV 120' (40'), AC 7, HD 1d4 Hit Points each, HP 4(×4), 3(×2), 2, 1(×2), #AT 1, DG 1d3 + disease, SV F1, ML 8]

30. Empty Room

This room is now devoid of anything except marks on its stone floor indicating where furniture of some sort was once bolted down. The furniture—and anything else—has long since been removed, leaving behind only dust.

31. Gaol

The door to this room is a locked adamantine steel hatch. Beyond it lies three 10 foot by 10 foot cells used to hold prisoners, each of which is itself locked. Except for some clearly non-human bones in one of the cells, all three are completely empty.

32. Guard Post

Six orcs are on guard in this room, protecting the rooms their kind occupies to the south. If outnumbered or if they break morale, they will flee to the Barracks (Room 33).

Orcs (6) [AL C, MV 120' (40'), AC 6 (studded leather), HD 1, HP 6, 4, 3, 2, 1(×2), #AT 1, DG 1d8 (long swords), SV F1, ML 10]

33. Barracks

This large room was once a barracks for troops stationed on this level of Dwimmermount. Some of its wooden bunks remain, but most have either been removed or reduced to splinters. Currently, the room houses five orcs and an orc champion who will come to the aid of the orcs in the Guard Post (Room 32) if summoned by the sounds of combat (or orcs fleeing from the other room).

Orcs (5) [AL C, MV 120' (40'), AC 6 (studded leather), HD 1, HP 5, 4, 2(×3), #AT 1, DG 1d8 (long swords), SV F1, ML 10]

Orc Champion (1) [AL C, MV 120' (40'), AC 5 (chain mail), HD 1, HP 8, #AT 1, DG 1d8+1 (long sword), SV F1, ML 10]

Stashed under his bunk, the orc champion has 1,000 gp in ancient Thulian coinage.

34. Refectory

This eating area was used by Thulian troops in the past. Now it has been turned into a dumping ground for the orcs' garbage and waste. The place reeks of rotting animal matter and is filled with bones and other detritus. If anyone is foolhardy enough to spend 1d4 turns digging through the mess, they will find a carnelian (75 gp), a carved idol (200 gp), a gold clasp (200 gp), and 400sp worth of assorted silver coins. Anyone searching through the mess must make a saving throw versus Poison (at +2) each turn, however, and if the saving throw fails, will contract a disease. In 1d6 days the diseased character will become weak and fevered (reducing maximum hit points by 50%). The disease is curable either with magic or two day's bed rest. Otherwise it will run its course in 1d4+6 (7-10) days.

35. Latrine

This small room was a latrine in Thulian times. One of its toilets remains intact, but otherwise the room is largely empty. There are iron pipes connecting its toilets to the wall, but they are heavily rusted and too narrow to allow even the smallest humanoid-shaped creatures to enter them. Normal rats, insects, or a character affected by *diminution* might pass through them, however; see *Chapter 6, Overview of the Dungeon*, p. 76, for details on traversing the water pipes if necessary.

36. Guard Post

Two orcs stand guard here. If outnumbered, the orcs will flee through the Phosphorescent Room (Room 37) to the Armory (Room 38).

Orcs (2) [AL C, MV 120' (40'), AC 6 (studded leather), HD 1, HP 5, 3, #AT 1, DG 1d8 (battle axes), SV F1, ML 10]

One of the orcs has a citrine (100 gp). The other carries a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327) on his person, though he has no idea that it is anything more than a pretty bauble.

37. Phosphorescent Room

The original purpose of this room cannot be easily determined, as its ceiling and walls are now covered in a strange phosphorescent fungus. The fungus gives off a yellowish-green glow that men find glaring, resulting in a -1 to effective armor class and attack rolls while in this room. The fungus's glare has no effect on dwarves, elves, orcs, or other non-humans, and the fungus itself is otherwise harmless.

38. Armory

The walls of this armory are lined with weapon racks. Most of the racks are empty, but one still holds *6 Thulian crossbows* (see *Appendix A, New Magic Items*, p. 327). Unfortunately for anyone entering the room, the six orcs who occupy it will not hesitate to use these crossbows on intruders. If alerted by their comrades from the Guard Post (Room 36), they will set themselves up to attack through the Phosphorescent Room (Room 37), taking advantage of the adverse effects of the phosphorescent fungus on men.

Orcs (6) [AL C, MV 120' (40'), AC 6 (studded leather), HD 1, HP 7(×2), 6(×2), 4, 3, #AT 1, DG 1d8 (Thulian crossbows) or 1d6 (short swords), SV F1, ML 10]

The weapon rack on the western edge of the south wall is actually a concealed door to the Treasury (Room 39). The orcs are unaware of this door.

39. Treasury

Hidden behind a secret door is a substantial hoard of treasure, unknown even to the orcs who inhabit the nearby rooms. The treasure, totaling 8,910 gp in value, is divided between two bronzes chests and a small sturdy wooden coffer. The first chest holds 1,000 cp and 3,000 gp. The second chest holds 4,000 sp and a chryselephantine stat-

uette of Tyche (1,700 gp). The wooden coffer holds a silver chain (500 gp), a gold gem-encrusted hairpin (600 gp), a pair of platinum earrings (900 gp), a platinum brooch with electrum filigree (1,800 gp), a moonsilver *ring of protection +1*, a *potion of clairaudience*, and a *potion of heroism*.

40. Meeting Room

The door to this room is made of areonite adorned with abstract engravings. This room contains a single long table made of heavy oak. There are no chairs anywhere to be found. The table is intact, although there is a series of notches carved (or slashed) along the edge closest to the door.

41. Orc Lair

This large room is now home to the orc's chief, Segur, and his six bodyguards, all armed with long swords. Segur has plundered wood and metal from other rooms to create a makeshift "throne" for himself in this room. The chief likes to hold court from here, in crude imitation of human nobility. If Segur is greeted with the deference due his "high station", the characters will gain a +2 bonus to their reaction rolls with him, possibly securing his "royal aid" against other threats on this level.

Orcs (6) [AL C, MV 120' (40'), AC 6 (studded leather), HD 1, HP 6(×2), 5(×3), 2, #AT 1, DG 1d8 (long swords), SV F1, ML 10]

Segur, Orc Chief (1) [AL C, MV 120' (40'), AC 4 (scale mail & *shield +1*), HD 4, HP 15, #AT 1, DG 1d8+2 (long sword), SV F1, ML 10]

Segur's *shield +1* is a round, spiked shield of adamantine steel. The orc chief keeps 1,000 gp in a locked chest behind the throne. The chief has the key around his neck, as well as a moonstone (75 gp), a jasper (100 gp), and a zircon (250 gp) in a pouch on his person.

42. Alcove

The north, east, and south walls of this alcove are decorated with mosaics depicting magicians using The Pool of Life (Room 50) to create orcs, gnolls, and minotaurs respectively. The mosaics are

in surprisingly good shape, and if carefully studied for one turn, a magic-user or other scholar of the arcane will notice that the color of the glass cylinders depicted near the pool in each mosaic varies: the cylinders are pink in the northern (orc) mosaic, brown in the eastern (gnoll) mosaic, and black in the southern (minotaur) mosaic.

43. Landing

This open area is located about 10 feet below the rest of the level, as are all the Rooms numbered 43 through 60. All these rooms also have sockets in each of their walls into which the glow bulbs kept in Glow Bulb Storage (Room 44) can be placed to provide illumination.

44. Glow Bulb Storage

The door to this room is a locked adamantine steel hatch. Within are forty stacked iron boxes. Most of the boxes are empty, but eight of them hold a dozen *glow bulbs* each, for a total of 96 of the grapefruit-sized glass orbs. As noted in the Overview of the Laboratory, these can be placed in sockets in the ceiling of the level to provide illumination. See *Appendix A, New Magic Items* (p. 321) for details on *glow bulbs.*

45. Hallway

A machine of adamantine steel and red brass has been installed along the eastern wall of this hallway. The machine's glass control panel is covered with dials and gauges below an insignia of a green thunderbolt; but the orange lettering which might have explained its operation is no longer legible. The machine, which hums loudly, is connected to a series of areonite pipes that run up the wall, across the ceiling, and above the door leading into the Thorny Room (Room 46). Recently restarted by Varazes (Room 50), the machine controls the emissions of azoth-derived electrolytes craved by the carnivorous plants in the Thorny Room and Rose Garden (Rooms 46 and 47). The machine can be shut down by turning the correct dials; characters have a 1 in 6 chance each round doing so with each round they work its controls. If the machine is shut down, the carnivorous plants in the Thorny Room and the Rose Garden will lose 5% of their base hit points per hour until they expire. If the characters somehow get into the azoth pipes themselves (e.g. by *diminution*), see *Chapter 6, Overview of the Dungeon* (p. 77), for details on where they might travel.

Coiled in the crevice between the machine and the eastern wall is a carcass scavenger. The creature periodically leaves its lair to feed on the waste products dumped in the Refectory (Room 34) then returns here to digest. Since the carcass scavenger is well fed, characters who pass through without approaching the machine will be ignored. Conversely, characters who approach its hiding place behind the machine will be immediately attacked.

Carcass Scavenger (1) [AL C, MV 120' (40'), AC 7, HD 3+1, HP 11, #AT 8, DG paralysis, SV F2, ML 9]

46. Thorny Room

This chamber is overgrown with dense shrubbery, with golden and purple buds and thorny branches. Along the ceiling above the shrubbery runs a series of areonite pipes, connecting it to the Hallway (Room 45). The pipes continue beyond the door to the south and into the Rose Garden (Room 47). These pipes, on close inspection, have fine holes along some of their lengths, from which a silvery mist occasionally sprays onto the shrubs.

Among the shrubs are five archer bushes (see *Appendix C, New Monsters*, p. 335). The carnivorous plants attack any living thing which enters.

Archer Bushes (5) [AL N, MV 10' (3'), AC 6, HD 2, HP 13, 11(x2), 10, 7, #AT 1, DG 1d4, SV F1, ML 12]

47. Rose Garden

This room is filled with bushes of white roses arranged to form a garden, complete with a stone path running from the east and then splitting toward the room's exits in the north and the west. The rose bushes look unhealthy and shriveled, as if in need of nourishment. Above the garden, areonite pipes run along the ceiling toward the western exit, but not toward the northern one. Like those in the Thorny Room (Room 46), they have fine holes along their length which periodically release a silvery mist.

The rose bush nearest the intersection between the north and western path is in fact a vampire rose (see Appendix C, New Monsters,p. 359). It will attack any creature that passes by it.

Vampire Rose (1) [AL N, MV 5' (1'), AC 5, HD 4, HP 17, #AT 1, DG 1d4+2 + blood drain, SV F3, ML 12]

2A-45: A sketch of this machine counts as partially reliable evidence of numbered fact 5-18.

48. Pump Room

This room is filled with areonite pipes and tubing connecting to a piece of large machinery, made of red brass and adamantine steel, that appears to be some kind of pump. From the machine, the pipes run along the ceiling and connect with those coming from the Rose Garden and the Stasis Chamber (Rooms 47 and 49). Both the pipes and machinery are covered with a blackish "rust" and occasionally drip a silvery-black liquid (an azoth derivative). The liquid tastes bitter if consumed, but otherwise has no effect. Having been processed into plant food by the machine in the Hallway (Room 45), it no longer has the properties of azoth.

49. Stasis Chamber

The door to this large chamber is a locked adamantine steel hatch. The room itself contains two dozen vitreum tubes, each standing slightly taller than a human being, space out evenly in four rows of six. Each tube has a set of dials and switches located on a copper plate at its base, as well as a hinged door with a copper handle at its mid-point. All but two of the tubes are empty. One occupied tube contains a young human male, the other an older human female, both dressed in non-descript clothing. They do not appear to be alive, showing no signs of respiration or other activity; but if dead, they are perfectly preserved. The two occupied tubes hum and glow slightly, while the others do not.

The doors of the tubes are sealed and cannot be opened except with magic. The vitreum from which the tubes are made can be shattered, but being quite sturdy it can withstand 100 points of damage before shattering. Shattering an unoccupied tube has no effect. Shattered an occupied tubes has two effects. First, anyone within 10 feet of the shattered tube will receive an electric shock dealing 3d6 damage (a successful saving throwing versus Spells reduces damage by half). Second, the human inside the tube will be released. He or she will awaken in 1d6 rounds, perplexed by the situation, but otherwise in good health. The occupants speak only High Thulian and do so with archaic accents. The man is Colluthus and the woman is Arethusa, and they are both experts in magical technology. They placed themselves in stasis during the fall of Dwimmermount two hundred years ago and will be very grateful for their rescue.

Due to their expertise in magical technology, Collothus and Arethusa can automatically identify any of the machines in Dwimmermount without requiring an INT check. They can use the Pool of Life (Level 2A, Room 50), Essence Machines (Level 2A, Room 51), Clone Chamber (Level 4, Room 61), Enchantries (Level 6A), Crystal Attunement (Level 6B, Room 47), and Teleportation Device (Level 0, Room 34) without risk of error. They can identify and explain how to use an *areonite weapon*, *belt of adaptation*, *engineer's control rod*, *environment suit*, *helm of astral movement*, *incendiary granatum*, *knowledge record*, *mask of breathing*, *power cell*, *shield belt*, *stun stick*, *Termaxian pain amplifier*, *Termaxian passkey*, *unseen ear*, and *warp sword*.

Colluthus [AL N, MV 120' (40'), AC 9, HD MU1, HP 4, #AT 1, DG by weapon or spell, SV MU1, ML 7]
Spells: 1-*detect magic*

Arethusa [AL N, MV 120' (40'), AC 9, HD MU3, HP 7, #AT 1, DG by weapon or spell, SV MU3, ML 7]
Spells: 1-*detect magic*, *read languages;* 2-*locate object*

50. The Pool of Life

This chamber holds The Pool of Life, an alchemical apparatus of great potency used by the former masters of Dwimmermount to alter and bend living things to their will. The Pool itself is 10 feet in diameter and filled with white protoplasm. Normally a vitreum barrier surrounds the Pool, but the barrier is currently lowered. It can be raised again by using the controls in the Control Room (Room 14). If the protoplasm leaves the Pool, it eventually loses its viscosity and becomes a clear liquid not dissimilar to water. There is evidence of some of this liquid on the floor flowing from the Pool toward the southern wall. The room also contains nine niches in the wall, each of which is occupied by a rectangular vitreum case. Inside three of these cases can be found thick liquids in pink, brown, and black varieties. The black liquid is almost completely depleted. A control panel for the Pool, made of areonite, vitreum, and resin, is installed on the eastern wall just south of the entrance.

Currently, the room is occupied by the renegade magic-user, Varazes, part of an expedition from Volmar that arrived from The House of Portals (Level 3A) several weeks ago. After discovering the Pool, he decided to set himself up as the new ruler of Dwimmermount. To this end, he betrayed his comrades and began creating beastmen to serve him. The orcs on this level and The Path of Mavors (Level 1) are his earliest creation, but they proved too willful and broke away from his control. Varazes is currently creating gnolls, over whom he has demonstrated a greater command. When the characters enter the room, Varazes is present along with five gnolls.

The five gnolls will work to protect Varazes, while he will alternate between casting spells and creating additional gnolls to join the fray. Creating a new gnoll takes two rounds of uninterrupted work at the Pool's control panel. New gnolls have only 2 hit points (though they gain 2 additional hit points per round until they reach 6 hit points) and

2A-49: If befriend or interrogated, Colluthus and Arethusa can reveal the following numbered facts to the characters: 4-2, 4-4, 4-5, 4-7, 4-8, 4-9, 4-10, 5-1, 5-4, 5-5, 5-6, 5-7, 5-10, 5-11, 5-12, 5-22, 6-11.

no weapons (so only attack for 2d4 damage).

If events turn against him, Varazes will flee toward the Gnoll Lair (Room 57) and then into the Panic Room (Room 58). If captured, he will make no mention of his origins in Volmar, instead trying to pass himself off as a local magician. However, his strange accent and lack of knowledge about local affairs will quickly expose him as a liar. Varazes is a coward and will do almost anything to save his life. He is also duplicitous and self-serving and will try to lead to his captors into dangerous situations that might result in their deaths. He is unaware that the Volmarians have sent a new expedition (see *Chapter 7, Factions in the Dungeon*, p. 95) and will be alarmed if he learns of it.

Gnolls (5) [AL C, MV 90' (30'), AC 5 (chain mail), HD 2, HP 15, 10, 8, 7, 6 #AT 1, DG 1d8+1 (battle axes), SV F2, ML 8]

Varazes [AL C, MV 120' (40'), AC 7 (*ring of protection +2*), HD MU3, HP 9, #AT 1, DG 1d4 (dagger) or by spell, SV MU3, ML 10]
Spells: 1-*charm person*, *sleep;* 2-*web*

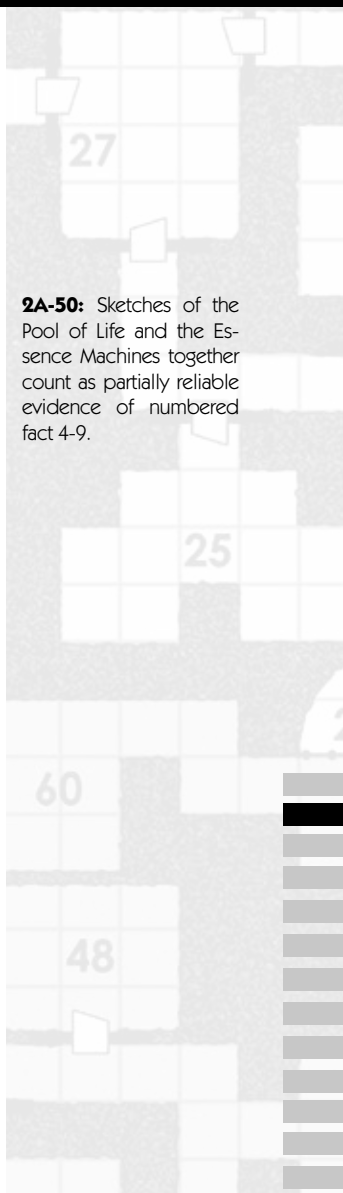
He has a *wand of fear* (six charges remaining) and a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327).

The Pool of Life itself can be used in several ways. Anyone completely immersing himself within it must make a saving throw versus Poison. Those who *fail* have all their hit points restored and all diseases or other deleterious effects removed. Such a character cannot use the Pool again for a number of days equal to the amount by which he failed his saving throw. Thus, if a character had a saving throw of 14 and his player rolled a 12, the character cannot use the Pool again for 2 days. Those who succeed at the saving throw gain no benefit from the Pool. No character, regardless of whether he succeeded in his saving throw or not, can gain any benefit from the Pool more than once in a 24-hour period.

A dead creature placed within the Pool within 24 hours of death is restored to life, but it loses one point of Constitution from the ordeal. There is a cumulative 20% chance per use that the restored character will be afflicted with a *feeblemind* spell (no saving throw), as if cast by a 12th-level magic-user.

The colored liquids are "essential matrices" that can be used to create up to a dozen beastmen of the appropriate sort. Using the controls to The Pool of Life, a character can siphon liquid from one of the glass cases into the Pool and a beastman will emerge 2 rounds later. The pink liquid creates orcs, while the brown liquid creates gnolls. There is enough of each type of liquid to create up to a dozen of each type (though there may be less available for gnolls, depending on Varazes' actions). These beastmen will *not* obey the commands of their creator automatically, but may be cowed into obedience with an appropriate show of strength. The black liquid can be used to create a single minotaur—woe to low-level characters that do so unprepared!

The controls to use the "essential matrices" in the Pool of Life are quite complex. For each hour that he spends studying the controls, a character can make an ability check versus INT. After three successful ability checks, the character will be able to use the controls. Characters with the instructions—found in the Study (Room 54) may operate the controls without an ability check, of course.



2A-50: Sketches of the Pool of Life and the Essence Machines together count as partially reliable evidence of numbered fact 4-9.

51. The Essence Machines

The doors to this room are both adamantine steel hatches. The room itself contains two machines designed to extract the "essential matrix" of a living creature for cloning in The Pool of Life (Room 50). Like other Eldritch machines, both are made of red brass and adamantine steel. One of the machines has been smashed to pieces and is no longer operational. The other is operational, but lacks a power source and a liquid matrix. If a new power source (such as the *Thulian fuel cylinder* found in Room 20) is installed into the machine, and a tank of liquid matrix (such as one from Room 52) is connected to it, the machine can then be activated.

If activated, the machine scans the closest living thing within 5 feet of it and suffuses its essence into the liquid. This creates an "essential matrix" that can be used in conjunction with The Pool of Life (Room 50) to create up to a dozen creatures of the same sort as the "donor" of the essence. These creatures are not exact copies, but they are broadly similar in appearance to their source. Regardless of the donor's alignment, the creatures are always Chaotic and, unless cowed, act violently toward their creators. They begin life with 2 hit points, and gain 2 more every round until they reach a number of hit points equal to that of their donor.

52. Liquid Matrix Storage Chamber

All the doors to this room are adamantine steel hatches. The room contains a dozen glass containers, all but four of which are shattered. The four that are intact contain a clear, viscous liquid that is intended to be used in conjunction with The Essence Machines (Room 51).

53. Vaulted Chamber

This open area has a slightly higher ceiling than the rest of the level, with attractive mosaics on it, depicting arcane symbols without obvious meaning. Currently, three ghouls are searching the room for living things to eat, having come across gnolls here in the past.

Ghouls (3) [AL C, MV 90' (30'), AC 6, HD 2, HP 8, 7, 5, #AT 3, DG 1d3/1d3/1d3 + paralysis, SV F2, ML 9]

In the corner of the room is the gnawed and incomplete skeleton of a gnoll, near which lies a *long sword –1 (cursed)*. The sword is a straight-bladed Thulian weapon of adamantine steel.

54. Study

The areonite door to this room is engraved with abstract art. Inside, the room contains a large metal desk, a heavy wooden chair, and numerous wooden shelves and bookcases on the walls. The shelves are devoid of anything of value, but the desk's drawers contain notes written in a strange script on sheets of paper-thin metal. *Read languages*—or similar effects—enable the script to be read, revealing detailed instructions on how to use The Pool of Life (Room 50) and The Essence Machines (Room 51).

55. Clock Room

The western wall of this room is covered with dozens of mechanical clocks of varying size, shape, and style. The clocks are attached to the wall, and cannot be removed without breaking them and taking the parts. None of the clocks are currently operational and all of them show different times.

56. Ghoulish Larder

This room is filled with bones of all sizes and sorts. Most of the bones seem to have come from rats and similar kinds of vermin, but some of them are evidently those of humanoid creatures. Hidden among the bones is a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327) and a *ring of fire resistance*. Finding either one takes one turn of careful searching, which has a 2 in 6 chance of attracting the attention of the ghouls in the Dressing Room and the Vaulted Chamber (Rooms 28 and 53).

57. Gnoll Lair

This former workshop is now home to three gnolls created by Varazes (Room 50). The gnolls have recently clashed with the ghouls, which is why they are few in number and one among them is obviously paralyzed and thus unable to attack.

Gnolls (3) [AL C, MV 90' (30'), AC 5 (chain mail), HD 2, HP 12, (11—paralyzed), 7, #AT 1, DG 1d8+1 (battle axes), SV F2, ML 8]

Gnoll Leader (1) [AL C, MV 90' (30'), AC 5 (chain mail), HD 3, HP 16, #AT 1, DG 1d8+1 (battle axe), SV F3, ML 8]

The gnoll leader wears a bejeweled collar worth 500 gp.

Chapter 9

58. Panic Room

This secret room is discoverable only if the character possesses a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327). Coming within 5 feet of the secret door while in the possession of one automatically opens the door, revealing a well-stocked refuge. The room contains enough dried food to last four people for two weeks, along with potable water in hermetically sealed containers. The room also contains three *potions of healing* and three silvery-gray *environment suits* (see A*ppendix A, New Magic Items*, p. 320). Also amongst the supplies is a *dagger +2, +3 versus goblins, kobolds, and orcs*. The *dagger* is a straight-bladed dirk forged of starmetal; the hilt is made of carved orc-bone.

59. Alchemical Storage

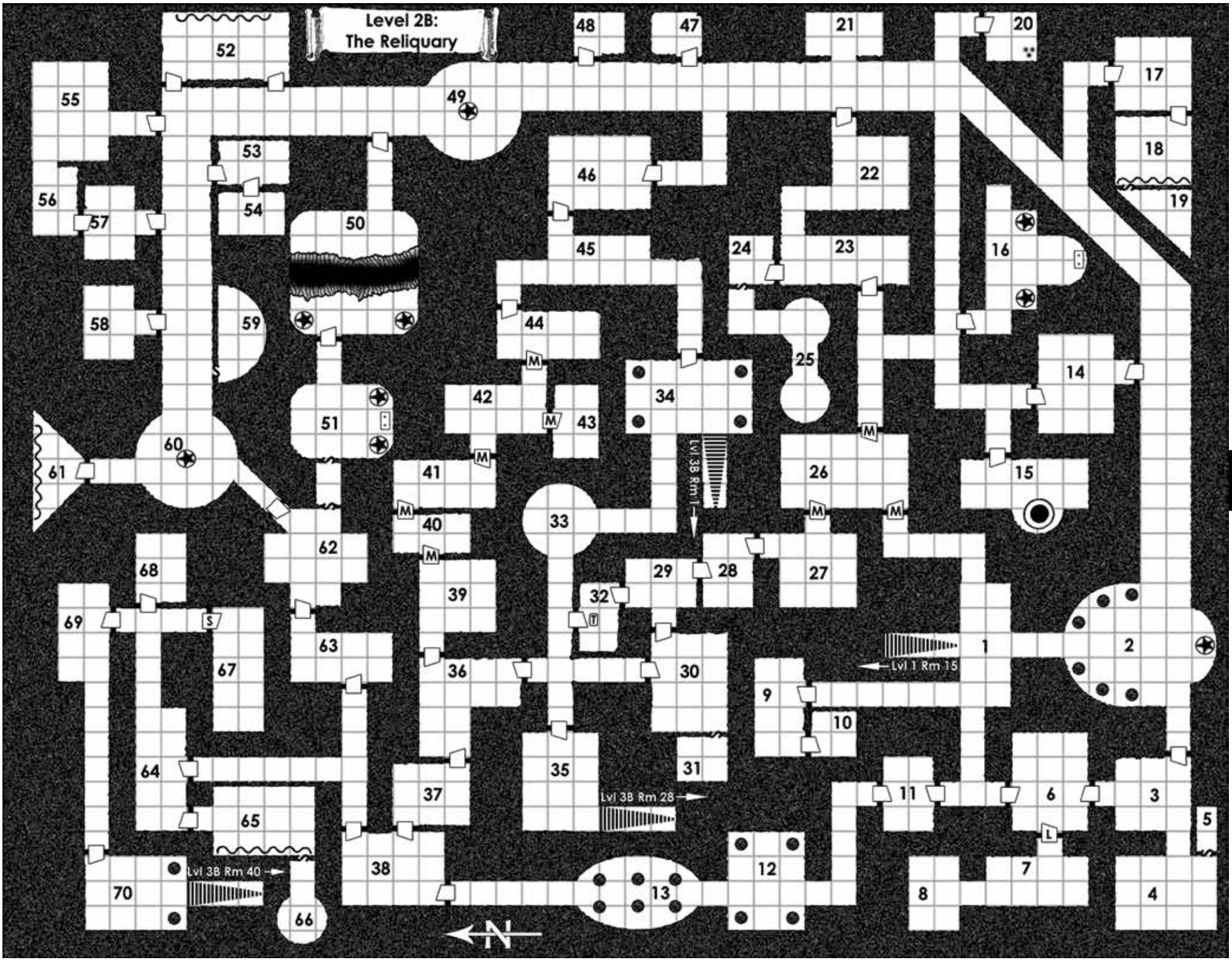
This area contains many iron shelves, on which rest shattered glass and ceramics. There are also two heavy oak cabinets whose contents consist largely of more shattered shards and multicolored powders. However, one of the cabinets also contains a locked chest made of metal. Inside the chest are three things of interest: a *potion of invisibility*, a *scroll of read languages*, and a spherical glass container with wax stopper, within which a small cat seems to be floating. The cat is not breathing, but there is no evidence that he is dead either. If the wax stopper is removed, the cat awakens and leaps out of the container, apparently none the worse for wear.

Like the rats in the Operating Room (Room 24b), the cat is a sapient animal (see *Appendix C, New Monsters*, p. 352). It does not speak Common, but can fluidly converse with anyone under the effects of *speak with animals.* The cat will cozy up to anyone he deems to be "in charge" among the characters and will attempt to lead the party out of the dungeon and toward the surface. Unlike the rats, he has little knowledge of the dungeon, and is mostly interested in self-preservation.

Sapient Cat (1) [AL N, MV 120' (40'), AC 7, HD 1d4 Hit Points, HP 3, #AT 3, DG 1/1/1d2, SV F1, ML 7]

60. Shattered Storeroom

The western door to this chamber, an adamantine steel hatch, is severely damaged, with a large hole blown out of its center from within. The hole is over a foot in diameter and allows a clear view into the room from the outside. The eastern door is entirely missing. The interior of the room shows evidence of some kind of mishap, with the walls pockmarked and the floor covered in fragments of wood and glass. In one corner of the room is a ceramic helmet, within which can be found a severely damaged human skull.


Level 2B:
The Reliquary
Lvl 3B Rm 1
Lvl 1 Rm 15
Lvl 3B Rm 28
Lvl 3B Rm 40
N

Chapter 10

The Reliquary

Level 2B

Overview of The Reliquary

DURING THE Fourth Era, the Thulians built temples to the gods of the Great Church throughout Dwimmermount as a way of honoring the deities who made their success possible. The Thulians' devotion to religious construction culminated in The Reliquary, an entire level devoted to showing reverence to their gods. As one of the most recently-built levels (only the Ossuaries are newer), The Reliquary has not endured the many cataclysms of the more aged regions of the dungeon, and remain still largely intact. Some of the most beautiful examples of Thulian sacred architecture still extant in Dwimmermount can be found here, including the majestic Hall of Truth (Room 2), Pillars of the World (Room 12), Six Metals (Room 13), Chamber of Heroism (Room 40), and Temple of Law (Room 51). With vaulted ceilings supported by tall columns, poured concrete walls decorated with scintillating mosaics, and classical marble and bronze statues proudly erected in its halls and chambers, The Reliquary is a poignant reminder that Dwimmermount was a holy place for a Lawful empire.

WANDERING MONSTERS OF THE RELIQUARY

Die Roll	Monster
1	Eldritch Bones (3-12)†
2	Zombies (1-6)
3	Hobgoblins (1-6)
4	Throghrin (1-3)
5	Shadows (1-8)
6	Gray Ooze (1)
7	Gelatinous Cube (1)
8	Giant Rats (3-18)
9	Carcass Scavenger (1-3)
10	NPC Party (5-8)
11	Spitting Beetle (1-8)
12	Crab Spiders (1-4)

†*see* **Appendix C, New Monsters**, p. 333

1. Antechamber

The stairs here march down from the Hall of Memories (Room 15) of The Path of Mavors (Level 1). Waiting at the foot of the stairs are eight eldritch bones (see *Appendix C, New Monsters*, p. 341), which will attack any living creature that descends into the room.

Eldritch Bones (8) [AL N, MV 120' (40'), AC 5, HD 1+1, HP 8 (×2), 7, 6, 5 (×2), 2 (×2) #AT 1, DG 1d6+1, SV F1, ML 12]

2. Hall of Truth

Six ornamental columns, each made of a different material, support the vaulted ceiling of this chamber, which is decorated with depictions of stars and planets. Each column is inscribed with a letter of the Thulian alphabet. The six types of materials and the letters associated with them are, in order, from north to south: brick (A), marble (E), granite (I), limestone (R), concrete (T), and glass (V). At the southern end of the room is an abstract statue depicting a variety of three-dimensional geometric shapes.

Detect magic reveals that the columns are enchanted. If a character touches the columns in sequence to spell the ancient Thulian word for truth—*verita*—a magical effect is triggered. (Touching the columns in any other sequence has no effect.) The character must immediately make a saving throw versus Spells. If the saving throw succeeds, the character gains the permanent ability to cast a single 1st-level cleric spell (determined randomly) once per day, as if he were a cleric of the same level. If the saving throw fails, the character permanently loses 1d6 hit points. The effect can only ever occur once per character.

3. Reading Room

A heavy wooden table and several shattered chairs furnish this room. The table has a hidden drawer on its underside which contains a scroll of *magic missile*.

4. Library

Book shelves line the walls of this chamber, but most of the books have either been destroyed or spirited away. A pile of torn covers and pages can be found in the middle of the room. There is nothing of value amidst the debris. However, one of the bookshelves on the western wall conceals a button that opens the secret door to the Secret Cache (Room 5).

5. Secret Cache

Protected within this small cache are several dozen books and scrolls dating from Thulian times. In total, they are worth 10,000 gp if buyers can be found, but the cache is bulky – 10 boxes of rare books weighing 30 lbs. each. Only one volume is magical, a *tome of understanding* (see *Appendix A, New Magic Items*, p. 328).

6. Ruined Gallery

Shattered statuary and their stands litter this room. The only statue that remains intact is of a winged demonic monster squatting upon a short black stone column. This statue is in fact a gargoyle, which springs to life when anyone approaches its pedestal or turns its back to it.

Gargoyle (1) [AL C, MV 90' (30')/150' (50'), AC 5, HD 4, HP 19, #AT 4, DG 1d3/1d3/1d6/1d4, SV F8, ML 11]

7. Meeting Room

The door to this room is locked. Inside, the dust of decades covers a long, wooden table which lacks chairs.

8. Graffiti Chamber

Covering every surface of this room—walls, floors, ceiling—are graffiti in no obvious language. The graffiti has the look of arcane and occult symbols and is written in a variety of hands and colors. Reading them by means of the *read languages* spell reveals the phrase "Seek not the gods!" written over and over. Reading the graffiti by means of a *read magic* spell reveals the formula for *hideous laughter* (see *Appendix B, New Spells*, p. 331), which a magic-user can then add to his spellbook.

9. Ossuary

Human bones are found in piles in this room. In some cases, the bones have been piled artfully into crude shapes, but most of the bones have no such arrangement. Hiding amongst the bones is a necrophidius (see *Appendix C, New Monsters*, p. 348). The cover afford by the bones means the necrophidius will surprise opponents here on a roll of 1-3 on 1d6.

Necrophidius (1) [AL N, MV 90' (30'), AC 2, HD 2, HP 12, #AT 1, DG 1d8 + paralysis, SV F2, ML 12]

2B-5: Characters studying the books will learn one of the following numbered facts each day: 3-10, 4-2, 4-3, 4-4, 4-5, 4-6, 4-7, 4-8, 4-9, and 4-10. All are written in High Thulian.

10. Treasure Hoard

Located within this room is a small hoard of treasure in coffers and sacks, consisting of 800 sp, a silver brooch worth 200 gp (see below), a gold ruby-tipped pin worth 600 gp, a bronze and leather belt worth 40 gp, a diamond-studded hoop earring worth 800 gp, a golden anklet with sapphire dangles worth 1,100 gp, and a wrought gold goblet worth 300 gp.

The brooch carries a potent curse. Anyone wearing or even carrying it must make a saving throw versus Spells *each day* or lose his faith in the existence of the gods. If the owner is a cleric, this curse strips him of him of all his class abilities. The curse lingers even if the brooch is no longer possessed, but may be lifted with *remove curse.*

11. Storeroom

Amidst wooden splinters and other debris, there are five man-sized burlap sacks resting against the eastern wall. Someone or something is inside the sacks, attempting to get out and making muffled, but unintelligible sounds. Inside are five zombies that will attack any who liberate them from their captivity.

Zombies (5) [AL C, MV 120' (40'), AC 8, HD 2, HP 12, 11 (x3), 8, #AT 1, DG 1d8, SV F1, ML 12]

12. Pillars of the World

Four massive pillars stretch from floor to ceiling here, one in each of the room's four corners. One pillar is made of stone encased in a glass covering, while the other three are made of glass inside of which can be found clear-blue water, a flaming gas, and seemingly nothing (air). In the exact center of the room is a floor mosaic of inlaid tile depicting the world of Telluria.

13. Six Metals

Two rows of three metallic pillars support the ceiling of this room. Each of the pillars stands 15 feet and tall and 1.5 feet in diameter and appears to be made from a different one of the six magical metals known to the Thulians—adamant (dull gray), areonite (reddish copper) azoth (silvery black), moonsilver (silvery white), orichalcum (golden bronze), and starmetal (silvery grey). In actuality the pillars were formed of Thulian concrete and gilded with a thin layer of metal. There is approximately 15 lbs. of metal coating each pillar.

14. Hobgoblin Camp

Six hobgoblins have established a camp in this room, having been sent by their "king" from the Throne Room (Room 34) to determine just how much control the Zombie Lord exerts over this level. They are not opposed to parleying with potential allies in their war against their foes, but neither will they fail to avail themselves of any opportunity to slay newcomers if the opportunity permits itself. If battle goes against them, they will attempt to retreat to the Hobgoblin Guards (Room 46).

Hobgoblins (6) [AL C, MV 90' (30'), AC 6 (studded leather), HD 1+1, HP 6, 5 (×2), 4 (×2), 3 #AT 1, DG 1d8 (long swords), SV F1, ML 8]

Between them, the hobgoblins have 300 gp in Thulian coin; a golden idol of a leering monkey worth 400 gp; and a wrought silver goblet worth 40 gp.

15. Well

A freshwater well has been dug here. A series of copper pipes and spigots allow easy access to its waters. However, the well and its pipes have been sealed up with wooden boards. The ancient Thulian word for "Danger!" has been crudely scrawled on the boards. If the boards are removed, access to the well and its water is still possible. Despite the warning, the water is completely potable and poses no threat to anyone who drinks it. The warning is a ruse of the scouts in the Hobgoblin Camp (Room 14), who wish to claim the well for their king.

The pipes serving the well are so narrow that only tiny creatures, or characters with *diminution* magic, could enter them. Should this occur, see *Chapter 6, Overview of the Dungeon* (p. 76), for details on using the water pipes to traverse between the levels.

16. Shrine

Two marble statues, one male and one female (formerly of the god Mavors and the goddess Asana), their heads replaced with that of Turms Termax, stand in this room. Beyond them is a small marble altar on which sits a finely-carved orichalcum box that is firmly secured to the altar and whose lid is similarly immovable. No attempt to physically remove the box will be successful. However, if a cleric casts *bless* upon the box, its lid will open, revealing a *periapt of health* (see *Appendix A, New Magic Items*, p. 325).

17. Workroom

A sturdy oak table and several stools are pushed up against one wall of this room, while shattered glass and ceramics are scattered about the place. Guarding the room are seven eldritch bones (see *Appendix C, New Monsters*, p. 341) that attack any who enter.

Eldritch Bones (7) [AL N, MV 120' (40'), AC 5, HD 1+1, HP 9 (×2), 7, 5 (×3), 4 #AT 1, DG 1d6+1, SV F1, ML 12]

Hidden amongst the shattered glass and ceramics is a single intact vial containing *oil of slipperiness.*

18. Sleeping Quarters

Several broken bed frames can be found here, along with two oak chests. Both are locked, one with a poison needle whose efficacy has faded with time (there is a +1 bonus to the saving throw versus Poison and the effect is paralysis for 1d4 days rather than death). In the trapped chest is 1,000 sp and 20 gp; in the other is 200 sp and 50 gp.

19. Panic Room

Inside this small chamber rests the desiccated corpse of a man. His well-preserved robes are those of a Termaxian adept, as are his headgear and boots. He has a silver dagger at his belt. Also inside the room are ten sealed resin barrels about two feet high. The barrels can be opened easily by pressing a clasp on one side. Seven of the barrels contain dried foodstuffs that are still amazingly fresh despite their age, while the other three contain wine that is equally as fresh.

20. Latrine

A powerful stench of mold suffuses this room, emitted from brownish-black growths that decorate the edges of the toilets here. Despite its offensive smell, the mold is completely mundane and harmless. Other than the toilets, and the copper pipes that funnel toilet waste down to the lower levels, there is nothing else in this room. As with the Well (Room 15), the pipes serving the latrine are very narrow and would require *diminution* magic to enter. See *Chapter 6, Overview of the Dungeon* (p. 76), for details on using the water pipes to traverse between the levels.

21. Statue Storage

There are two dozen wooden statues placed inside this room. The statues vary in size and subject matter, but all save two resemble demons or other Chaotic beings. The remaining two are actually wood golems in the shape of dwarves, which spring to life and attack anyone who in any way interferes with the stored statues.

Wood Golems (2) [AL N, MV 120' (40'), AC 7, HD 2+2, HP 17, 13 #AT 1, DG 1d8, SV F1, ML 12]

22. Display Room

Iron shelves line the walls of this room, along with numerous brass display cases that once had glass fronts, now long since shattered. The shelves and cases hold many small boxes and containers, the vast majority of which are themselves broken or at least opened and obviously looted. Still in their original locations are three items: a white-handled dagger, a human skull, and an amulet with the symbol of Tyche emblazoned on it. The dagger is an *athame of law* (see *Appendix A, New Magic Items*, p. 318). The human skull and the amulet are both non-magical, though the amulet is worth 500 gp because of its antiquity.

23. Bare Room

Whatever the original use of this room is no longer obvious, as it has been stripped of all its furnishings. Lurking within are four shadows attack any who enter.

Shadows (4) [AL C, MV 90' (30'), AC 7, HD 2+2, HP 12 (×2), 9, 6 #AT 1, DG 1d4 + str drain, SV F2, ML 12]

24. Office

This room contains a splintered and care-worn desk and a rotting chair. Empty shelves decorate the south wall, concealing the secret door to the Place of Healing (Room 25)

25. Place of Healing

Hidden here is a chapel dedicated to Caint, the Thulian god of medicine, poetry, and music. No images of the god can be found here, but the god's symbols—leaves and harps—can be found drawn on the walls with chalk and other materials. A whitewood chest in the neck of the room holds a *cloak of protection +1*, three *potions of healing*, and an idol of Caint worth 500 gp. The *cloak* is made of white silk interwoven with cloth-of-moonsilver.

This place is still sacred to Caint, such that anyone who rests at least four hours in the Place of Healing regains 1d3 hit points, as if he had spent

a full day of complete rest. Likewise, Lawful clerics can regain all their spells after resting only four hours here instead of the usual eight.

26. Locked Room

All three doors to this chamber have had *arcane lock* cast upon them by a 10th-level magic-user. Successfully listening at any door reveals the sound of something gibbering unintelligibly. The source of the gibbering is two enraged wights, both trapped in here centuries ago and now quite mad.

Wights (2) [AL C, MV 90' (30'), AC 5, HD 3, HP 20, 7 #AT 1, DG Drain life energy, SV F3, ML 12]

There are a total of eight chests unevenly littering this room. Most of the chests have been broken and over-turned but two remain closed and intact. The first of these holds 4,000 cp while the second contains 3,000 sp, and 23 *arrows +1*.

27. Chamber of the Triangle

A triangle has been painted with azoth-infused pigment across the floor of this room. At each point of the triangle is a word associated with a clerical spell. The three words, their meanings, and associated spells are as follows:

- Akele (Light): *light*
- Hoxmarch (Fear): *remove fear*
- Prge (Fire): *resist fire*

These words are from an esoteric dialect of Ancient Thulian. Spellcasters who speak Ancient Thulian can make an ability check versus WIS to intuit their meanings. Otherwise, *read languages* will decipher their meaning.

If the appropriate spell is cast within five feet of the drawing, the paint begins to glow at that point, spreading to others once further spells are cast. Once all three spells are cast, the entire triangle lights up. The spellcaster who casts the spells that infused the triangle then hears a disembodied voice say "Odo," which he immediately knows means "Open." Speaking this word while the triangle is infused functions as a *knock* spell for any door on Level 2B (but not on any other level). Spells remain infused in the triangle for a number of days equal to the level of the caster before they dissipate and must be cast again.

28. Statue Room

A dozen wooden statues of gods and demons decorate this room. The statues are evenly spaced in three rows of four: Anesidora, Asana, Caint, and Donn in the first row; Mavors, Tenen, Tyche, and Typhon in the second row; Arach-Nacha, Jubilex, Orcus, and Tsath-Dagon in the fourth row. None however, are magical or in any way unusual except for the fact that they all have their original heads rather than those of Turms Termax.

29. Guard Post

Three wooden stools, one by each door, grace this room. There are also wooden pegs on the walls and an empty weapons rack along the eastern wall.

30. Treasury

Five hobgoblins stand guard over a collection of chests, coffers, and sacks that contain a large portion of the spoils collected by their kind on this level and below. If battle turns against them, they will flee into the corridors to the north and raise an alarm, hoping to draw the attention of their allies in nearby rooms.

Hobgoblins (5) [AL C, MV 90' (30'), AC 6 (studded leather), HD 1+1, HP 9, 8, 5 (x2), 3 #AT 1, DG 1d8 (battle axes), SV F1, ML 8]

The treasure they guard includes the following: A wooden chest containing 3,000 gp; a wood coffer containing 1,000 gp; a small iron coffer holding a blue quartz worth 10 gp, a turquoise worth 10 gp, tiger eye agate worth 50 gp, and a moonstone worth 75 gp; and a leather sack holding a bronze headband worth 70 gp, a gold comb studded with amethysts worth 400 gp, a wrought gold bracelet worth 600 gp, and a dragon-hide belt with platinum buckle worth 1,700 gp.

A rotating section of stone cunningly built into the south wall gives access to the Hidden Treasury (Room 31).

31. Hidden Treasury

Unbeknownst to the nearby hobgoblins, this secret room contains more treasure. Shoved against the far wall, a pair of heavy oak chests hold 3,000 sp and 600 gp each (6,000 sp and 1,200 gp total). A small wooden jewelry box holds a bronze necklace 60 gp and a platinum pendant worth 300 gp. Hanging on a plaque above the chests is a long sword of Ancient Thulian make, its ornate hilt fasted in the shape of Asana's symbol, its starmetal blade etched with runes of Law. This is *Dwimmersmite*, a *Lawful sapient sword +2, +3*

versus spellcasters [Int 12, Psy 12, Will 25, *detect evil* (20' range), *detect invisible or hidden* (20' range), deals double damage against elves and magic-users]. Dwimmersmite cannot speak, but it is a very wilful sword and makes its motivation of destroying magic-users and elves clearly known to its wielder through communion. Dwimmersmite was wielded by great Thulians heroes during the war against the Eld, and it has little interest in serving shameless plunderers or hapless fools.

32. Dangerous Room

The ceiling in this dark room is unstable. Anyone entering it has a 50% of triggering a collapse of several large stones resulting in 3d6 damage to anyone inside the room (saving throw versus Petrification for half damage). The hobgoblins that live nearby are aware of the room's hazard and avoid it.

33. Hobgoblin Sentries

Six hobgoblins stand here on the lookout for intruders. If their fortunes falter, they will flee to nearby rooms for assistance (either Room 34 or Room 30, depending on the direction from which they are assailed).

Hobgoblins (6) [AL C, MV 90' (30'), AC 6 (studded leather), HD 1+1, HP 8, 6, 5, 4, 3, 2 #AT 1, DG 1d8 (battle axes), SV F1, ML 8]

34. Throne Room

The hobgoblin "king" Rukruk has established himself in this room, along with his loyal bodyguard of four elite hobgoblins and a throghrin. Once part of a large force placed in stasis before the fall of Dwimmermount, the king and his men have been recently awakened. Given the anarchic state of the dungeon, he believes that he and his disciplined troops are capable of an eventual takeover of the entirety of Dwimmermount, provided that he can find a way to increase his tribe's numbers.

For that reason he has sent out scouts throughout this level and below to seek a solution to this dilemma. Though arrogant, he is not stupid, and if events turn against him he will flee down the stairs. These lead to the Dry Fountain (Room 1) of The Reservoir (Level 3B).

Rukruk, *Hobgoblin King* (1) [AL C, MV 90' (30'), AC 6 (studded leather), HD 5, HP 22 #AT 1, DG 1d8+2 (battle axe), SV F1, ML 10]

Hobgoblin Bodyguards (4) [AL C, MV 90' (30'), AC 6 (studded leather), HD 4, HP 13, 12, 10 #AT 1, DG 1d8 (battle axes), SV F1, ML 10]

Throghrin (1) [AL C, MV 120' (40'), AC 6, HD 3, HP 11 #AT 1, DG 1d8 (battle axe), SV F3, ML 10]

Other than a *potion of invulnerability*, which Rukruk will use if threatened, there is no treasure in this room.

35. Stairway

Two throghrin guard the stairway down to the Pillared Chamber (Room 28) of The Reservoir (Level 3B). The room is otherwise empty.

Throghrin (2) [AL C, MV 120' (40'), AC 6, HD 3, HP 19, 18 #AT 1, DG 1d8 (battle axes), SV F3, ML 10]

36. Stasis Chamber #1

This Stasis Chamber is similar to the Stasis Chamber (Room 49) on The Laboratory (Level 2A), filled with two dozen vitreum tubes that stand slightly taller than a human being. The tubes are found in four rows of six and have dials and switches located on copper plates at their base, and hinged doors with copper handles at their mid-point. All of the tubes are now empty and most show obvious signs of having been damaged.

37. Physick's Room

The walls of this room are covered with shelves and cabinets. There is also a small table and a desk in the room. A few of the shelves and cabinets contain vials and jars, inside of which are pills and liquids of an unknown sort. If any of these ancient medicines are consumed, the imbiber must make a saving throw versus Poison. Failure results in one of the following effects (roll 1d10):

1. As *potion of clairaudience*
2. As *potion of diminution*
3. As *potion of gaseous form*
4. As *potion of healing*
5. As *potion of invulnerability*
6. As *philter of love*
7. As *potion of speed*
8. Imbiber falls into deep sleep for 2d6 turns
9. Imbiber's hair grows 1d4 inches
10. Death

38. Stasis Chamber #2

This room is in almost every respect identical to Stasis Chamber #1 (Room 36), except for its shape and the fact that there are currently four hobgoblins standing guard within.

Hobgoblins (4) [AL C, MV 90' (30'), AC 6 (studded leather), HD 1+1, HP 5 (×2), 3, 2 #AT 1, DG 1d8 (battle axes), SV F1, ML 8]

39. Chamber of Fertility

Frescoes depicting agricultural scenes grace the walls of this room. The door leading to the Chamber of Heroism (Room 40) is magically locked. The lock can be broken either by the casting of *purify food and drink* or spells such as *knock* or *dispel magic*. Non-magical means to open the door are ineffective. Once unlocked by any means, the door remains so.

40. Chamber of Heroism

Mosaics of heroic exploits (slaying dragons, rescuing princesses, etc.) cover the walls of this room. The door to the Chamber of the Dead (Room 41) is magically held. This enchantment can be overcome by the casting of *remove fear* or spells such as *knock* or *dispel magic*, but non-magical means do not work. Once unlocked by any means, the door remains so. The door to the Chamber of Fertility (Room 39) is unbarred from inside this room, allowing entry into Chamber of Fertility without the need to cast any spell. However, once any one has passed through the door to Chamber of Fertility and allowed the door to close behind them, the door will lock itself (unless already dispelled).

41. Chamber of the Dead

Funerary scenes decorate the walls of this room. Instead of being gloomy and depressing, these scenes promise new life and happiness in the realms of the gods. In the center of the room is a wooden bier made of a light-colored wood on top of which rests a ceramic urn. The urn is almost completely empty, except for two white pastilles. These are *pastilles of life* (see *Appendix A, New Magic Items*, p. 324). If a *pastille* is placed within the mouth of a man who has been dead no more than ten days, he is restored to life, as if the spell *raise dead* had been cast by a 9th-level cleric. The pastilles will not work on any other race.

The doors *out* of this room to the Chamber of Heroism and the Chamber of Healing and Song (Rooms 40 and 42) open normally, but immediately lock once allowed to close (unless already dispelled).

42. Chamber of Healing & Song

Depictions of healing and music can be found on the walls of this room. Healing predominates on the northern and western walls, while song predominates on the eastern and southern walls. The door to the Chamber of the Dead (Room 41) is magically barred and can only be opened by the casting of *cure light wounds*, *knock*, or *dispel magic*. The door to the Chamber of Invention (Room 43) is also magically barred, and can only be opened by the casting of *snake charm*, *knock*, or *dispel magic*. The door to the Chamber of Good Fortune (Room 44) is unbarred from inside this room, allowing entry into Chamber of Good Fortune without the need to cast any spell. However, once any one has passed through the door to Chamber of Good Fortune and allowed the door to close behind them, the door will lock itself (unless already dispelled).

43. Chamber of Invention

Decorating the walls of this room are mosaics showing the creation of wondrous devices, both magical and technological. In the center of the room is a dark mahogany table on which rests a *decanter of endless water*, along with a small bronze card on which the command word has been inscribed. The door to the Chamber of Healing and Song (Room 42) is unbarred from inside this room.

44. Chamber of Good Fortune

Scenes of good luck and fortunate happenstances decorate the walls of this chamber. The door to the Chamber of Healing and Song (Room 42) is magically held and can only be opened by means of the spell *bless*, *knock*, or *dispel magic*. No other means will open the door. Once opened, the door remains unlocked.

45. Redoubt

Two 40-gallon wooden barrels of oil can be found here, along with two weapons racks. One rack holds eight spears, while the other holds eight *Thulian crossbows* (see *Appendix A, New Magic Items*, p. 327), each with a dozen bolts.

Each barrel stands 3 feet tall and 1.5 feet in diameter, weighs 500 lbs., and holds enough oil to coat 2,400 square feet (equal to twenty-four 10-foot by 10-foot map squares).

46. Hobgoblin Guards

Five hobgoblins and a throghrin leader stand guard in this room. Should events turn against these creatures, they will retreat to the Redoubt

(Room 45) and avail themselves of the weapons there, including the barrels of oil, which they will overturn and set alight to create a flaming barrier between them and any enemies.

Hobgoblins (5) [AL C, MV 90' (30'), AC 6 (studded leather), HD 1+1, HP 8, 7, 5, 2 (x2) #AT 1, DG 1d8 (battle axes), SV F1, ML 8]

Throghrin (1) [AL C, MV 120' (40'), AC 6, HD 3, HP 11, #AT 1, DG 1d8 (battle axe), SV F3, ML 10]

47. Storeroom

All that can be found in this room are the shattered remains of wooden barrels.

48. Storeroom

Other than dust and some scraps of rough cloth, this room is completely empty.

49. Headless Statue

A large bronze statue (10 feet tall) of a humanoid being suited in imposing plate armor and wielding a large mace can be found in this circular room. The statue is missing its head. On the stump of the statue's neck, there is a screw, suggesting that a head, if found, could be fairly easily re-attached to it. The statue is that of Typhon, the Thulian god of discipline, order, and trade. If its original head—stored in the Head Room (Room 66)—is found and placed on the statue, the person placing the head on it is granted the Blessing of Typhon (a +1 bonus to his Charisma score) for 24 hours. See *Chapter 6, Overview of the Dungeon* (p. 75), for more information on boons from the gods.

50. The Crevasse

A large crevasse bisects this room. The crevasse is about six feet wide in most places and is filled with a roiling pinkish-purple mist. The mist radiates magic and is the result of azoth radiation emanating from The Reservoir (Level 3B) below. On the southern side of the crevasse stand two marble statues of hooded and robed men each carrying a staff. Both statues are quite dusty. Scrawled in Common in the dust of one of the statues is the phrase "M.C. was here!"

Jumping across the crevasse requires an ability check versus DEX. Other means of getting across are possible and left to the players to decide and the referee to adjudicate. A character who fails his ability check, or otherwise slips, falls through the mist. There is a 3% chance per level of the character falling through the mist that he is transported to some other world. Characters so transported are removed from play (unless the referee decides to run adventures relating to the characters' new location, of course). Otherwise the character falls into the cavern of the Arcanoplasm (Room 48) on The Reservoir (Level 3B), suffering 6d6 damage in the process. A successful saving throw versus Petrification reduces this damage by half.

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Characters who rappel or otherwise scale down the chasm voluntarily still risk being transported to another world when they pass through the mist, but obviously will not take falling damage from descending to the lower level.

51. Temple of Law

Only Lawful characters can enter this room without penalty, for it is an ancient temple dedicated to the cosmic principle of Law. Neutral characters feel uneasy and even ashamed while within its walls, while Chaotic characters take 1d4 points of damage per round (no save) from an intense burning sensation on their skins. The temple is decorated with mosaics of strangely armored warriors fighting demons and other unpleasant creatures. At the eastern end of the room is an ornate alabaster altar covered in gems and gold arranged in the shape of a blazing sun. On each side of the altar is a bronze statue of an armored warrior like those seen in the mosaics, one a man and one a woman. They are armed with swords and carry shields emblazoned with a sun device.

A cleric who prays at the altar finds himself fully healed, his selection of spells refreshed, and his faith that Law is a power in the world renewed. Lawful fighters who pray at the altar can take up the path of the paladin if they so desire (see *Chapter 3, Adventuring in Dwimmermount*, p. 39).

Anyone attempting to steal the gems or gold from the altar is struck by a bolt of brilliant light that deals 10d6 damage. If the character survives and he is not Lawful in alignment, he finds his alignment has shifted to Lawful. If he is Lawful, he is compelled (by *quest*) to give away all his coins, gems, and other non-magical valuables to a Lawful religion once he exits Dwimmermount in penance for his greed. A successful saving throw versus Spells will reduce damage by half, but does not avoid the other effects of the bolt.

52. Viewing Room

Broken furniture and human bones litter this room's floor. Against one wall is a largely intact tapestry depicting all the gods of the Thulian Great Church: Anesidora, Asana, Caint, Donn, Mavors, Tenen, Tyche, and Typhon. Notably, none of them has his head replaced with that of Turms Termax. The tapestry is large (8 feet tall by 40 feet wide) and bulky (160 lbs.), but worth 800 gp or more to interested buyers in a large city.

53. The Lurking Dead

Five zombies wait silently in this room, ready to attack any who enter.

Zombies (5) [AL C, MV 120' (40'), AC 8, HD 2, HP 12 (x4), 9, #AT 1, DG 1d8, SV F1, ML 8]

54. Blood-Smeared Room

Dark stains cover the walls of this room, sometimes looking almost as if they are in the shape of letters or even words. In one corner of the room is a small unlocked chest containing 500 sp. The coins are smeared with the same bloody mess that stains the walls.

55. Bait

Coins, gems, and other obviously valuable items are scattered haphazardly about the floor of this large chamber, whose walls are covered in burned, blackened frescoes. The treasure consists of 1,000 sp, a *potion of flying*, an eye agate worth 10 gp, a turquoise worth 25 gp, an azurite worth 25 gp, a lapis lazuli worth 25gp, and a carnelian worth 75 gp.

56. Breath

Two small hell hounds lair here, pets of the Zombie Lord, ready to attack any non-undead who enter Room 55. If characters stop to pick up the "bait," the hell hounds will gain surprise on a roll of 1-3 on 1d6.

Hell Hounds (2) [AL C, MV 120' (40'), AC 4, HD 3, HP 21, 14, #AT 1, DG 1d6 or 3d6, SV F3, ML 9]

57. Sleeping Quarters

Broken bed frames can be found in this room, along with other indeterminate metal and wood debris.

58. Sleeping Quarters

This room is almost identical to the other Sleeping Quarters (Room 57), except that five giant centipedes can be found amidst the debris. They will attack anyone who disturbs their nest.

Giant Centipedes (5) [AL N, MV 60' (20'), AC 9, HD 1d4 hp, HP 4, 2 (x3), 1, #AT 1, DG poison, SV F 0LH, ML 7]

2B-59: Characters studying the religious writings for one day will learn numbered fact 1-2.

59. Secret Study

The secret door that provides entrance to this hidden chamber is a section of stone that slides sideways. Within can be found an old chair and a large collection of bone scroll tubes scattered around it. The tubes number close to one hundred and mostly consist of esoteric religious writings in Ancient Thulian, mostly dedicated to "Law, the God above All." The scrolls, written in Ancient Thulian, weigh 100 lbs. and would be worth 3,000 gp to collectors and sages.

Two of them are of special interest. One is a clerical scroll containing the spells *detect evil*, *speak with animal*, and *continual light*. The other is a map that shows the location of the monastery of St. Gaxyg-at-Urheim many leagues to the west, reputed to hold the relics of Saint Gaxyg the Gray as well as those of Evad Filzarn, two legendary heroes of the past (see *Chapter 4, Vicinity of Dwimmermount*, p. 51).

60. Statue of Tyche

A large marble statue of Tyche stands in the center of this circular area. The statue's head has been replaced with that of Turms Termax, but in a seamless fashion. Consequently, removing the head and replacing it with a proper one provides no benefits.

61. Red Room

A heavy red curtain can be found along the northern wall of this room. Standing in front of the curtain is an armless statue of a woman.

62. Zombie Lord's Lair

Within this room lurks the Zombie Lord, a self-willed zombie of remarkable intelligence and power (see *Appendix C, New Monsters*, p. 361). Once a Thulian guardsman, he died of azoth exposure during the fall of Dwimmermount, only to reanimate as an unusually potent zombie. He continues to believe it is his duty to "protect" Dwimmermount from outsiders. After centuries of lethargy, the recent events in Dwimmermount have roused him to assert his mastery over this level. He is served by four zombie warriors that he can control by thought and whom he uses to protect himself from attack. If in danger of being destroyed, the Zombie Lord will flee, seeking the protection of his pet wight (Room 64).

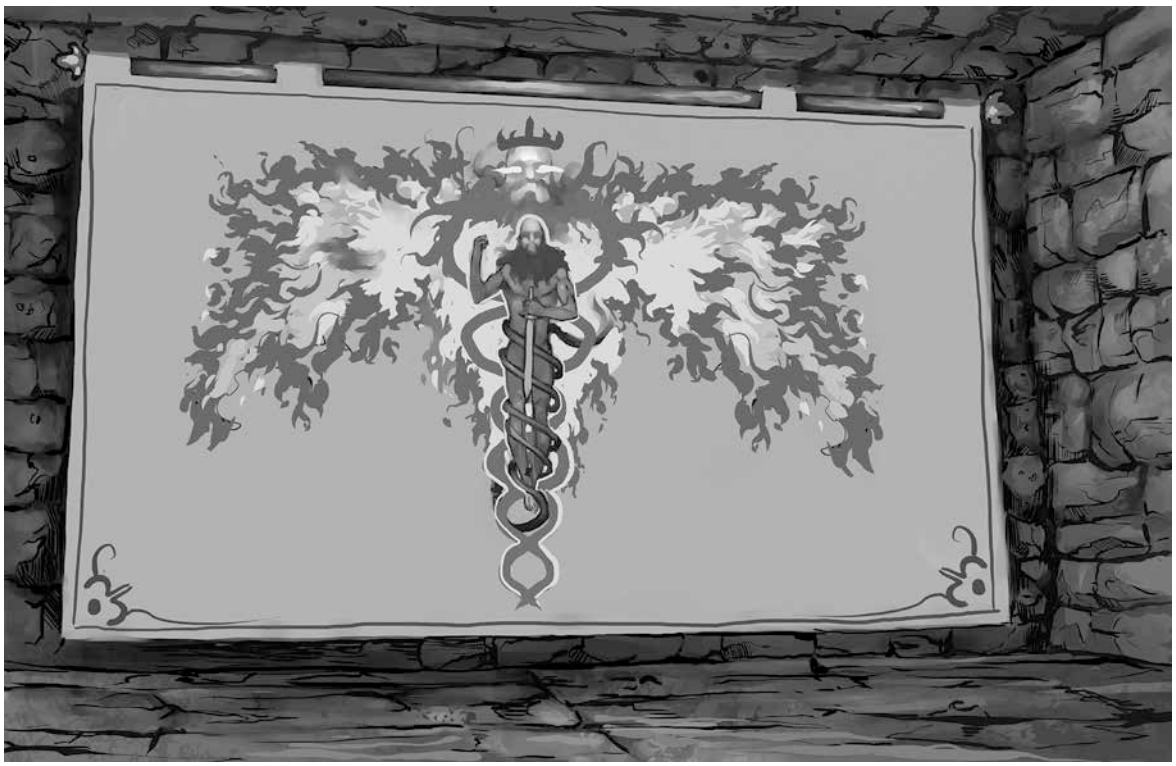
Zombies (4) [AL C, MV 120' (40'), AC 8, HD 2, HP 14, 8, 7, 6, #AT 1, DG 1d8, SV F1, ML 8]

Zombie Lord (1) [AL C, MV 120' (40'), AC 5, HD 3, HP 22, #AT 1, DG 1d8, SV F3, ML 8]

63. Zombie Treasury

In this room, the Zombie Lord has collected a small hoard of treasures from elsewhere on the level. The treasure is guarded by four zombies.

Zombies (4) [AL C, MV 120' (40'), AC 8, HD 2, HP 11, 10, 6, 4, #AT 1, DG 1d8, SV F1, ML 8]



The hoard includes a wooden chest with 1,000 sp; a small coffer holding 400 gp; and a jewel box holding an eye agate worth 50 gp, a smoky quartz worth 100 gp, a lapis lazuli worth 50 gp, a star rose quartz worth100 gp, a jasper worth 100 gp, a turquoise worth 50 gp, and a jade worth 750 gp.

64. Pet Wight

Roaming this room is a wight whom the Zombie Lord has convinced to obey him. It attacks any non-undead who enter the room.

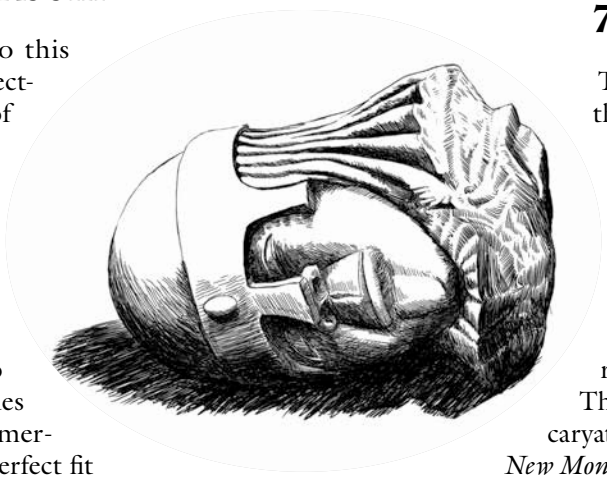
Wight (1) [AL C, MV 90' (30'), AC 5, HD 3, HP 16 #AT 1, DG drain life energy, SV F3, ML 12]

65. Apotheosis Room

Along the wall of this room is a large tapestry artistically depicting the apotheosis of Turms Termax. In the scene, Turms floats above a crowd of prostate Thulian guards, his arms spread wide and his head tilted upward to the heavens, revealing a bloody neck injury. Because of its historical value and unique fabric, the tapestry could easily fetch 1,000 gp from a sage or collector in a large city. It is however, large (8 feet tall by 40 feet wide) and bulky (160 lbs). A secret door to the Head Room (Room 66) is located behind the tapestry.

66. Head Room

The secret door to this room can only be detected if the tapestry of Turms Termax in the Apotheosis Room (Room 65) is pulled down. Within it are several dozen carved heads of statues, made of wood and stone. Most of them do not fit any of the statues remaining in Dwimmermount, but one is a perfect fit for the headless statue of Mavors in Room 49.



67. Moist Room

An acrid and unpleasant smell emanates from this room. The wood of its door looks warped and shot through with silvery-black veins. The door is stuck (but not locked) and must be forced or smashed to open. Inside lurks monstrously large gray ooze that strikes immediately as soon as the door is opened. Infused with azoth, this gray ooze is quicker and more agile than others of its kind (as shown in its greater movement rate and armor class), and pursues any who disturb its lair.

Gray Ooze (1) [AL N, MV 60' (20'), AC 6, HD 3, HP 15, #AT 1, DG 2d8, SV F2, ML 12]

68. Latrine

There are several working toilets here, along with a large basin with spigot from which to draw water. The water in both the toilets and from the spigot is blackish and metallic smelling (and tasting). Drinking the water is unpleasant, but not immediately dangerous. As with other latrines in the dungeon, tiny creatures might conceivably use the latrine pipes to traffic between levels. See *Chapter 6, Overview of the Dungeon*, p. 76, for details.

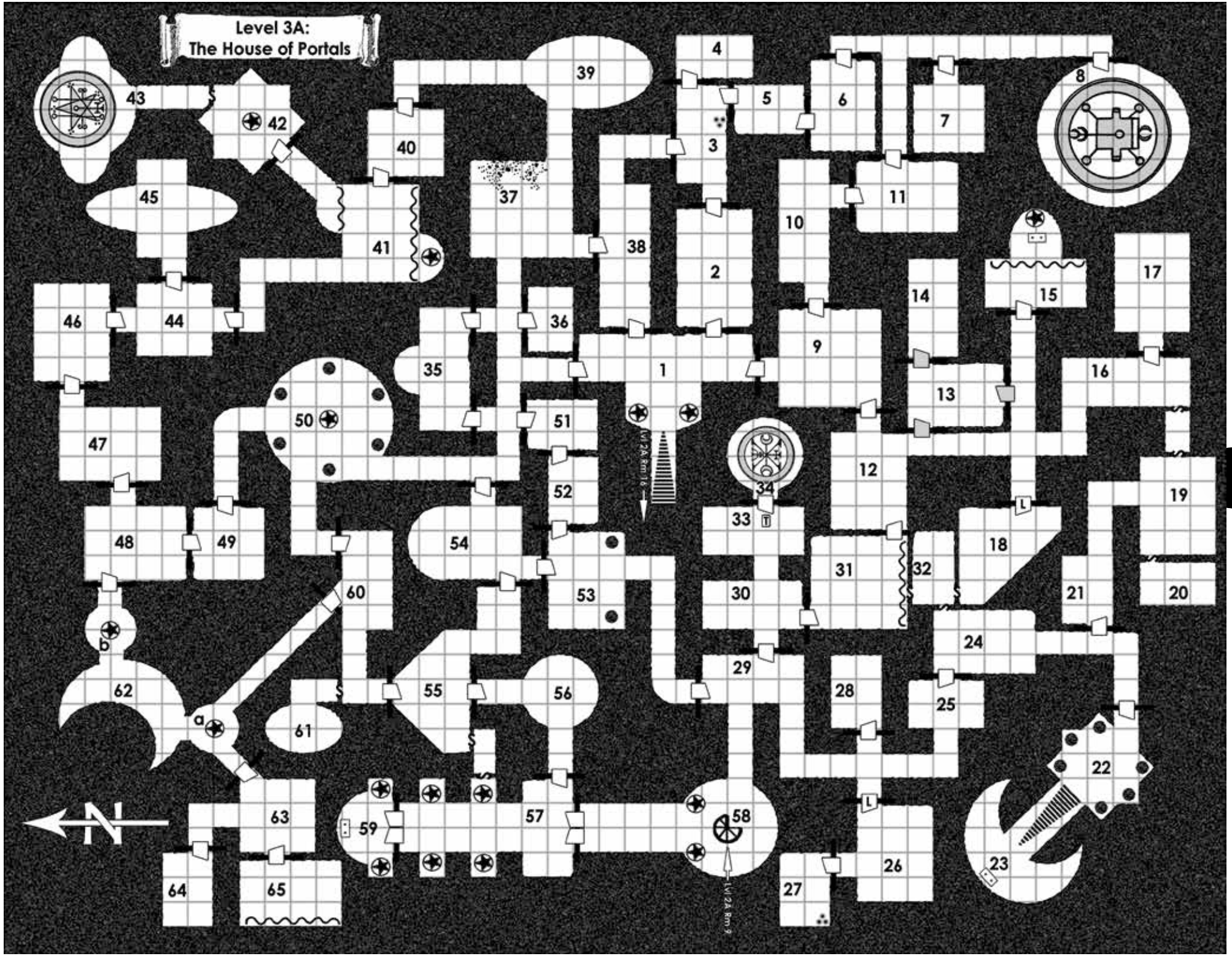
69. Dwarf Remains

Lying on its side here is a well-carved statue of a dwarf. This is actually a stillborn dwarf that was abandoned before it could be transported to the Dwarven Cemetery (Room 34) on The Path of Mavors (Level 1). The inert dwarf is lying on its side and, as it was stillborn, shows no obvious signs of damage or wounds. It is impossible to tell how old the statue is, though a thick carpet of dust suggests its stillbirth was not too recent.

70. Stairway

The stairs here lead down to the Vestibule (Room 40) of The Reservoir (Level 3B). The staircase is flanked by two carvings of human women, one of which has been severely damaged. The other has sustained some damage but is still recognizable for what it is. This second carving is also a caryatid column (see *Appendix C, New Monsters*, p. 337), albeit a weakened one, which attacks anyone who attempts to descend the stairs without carrying a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327).

Caryatid Column (1) [AL N, MV 60' (20'), AC 5, HD 5, HP 10 #AT 1, DG 1d8, SV F5, ML 12]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The House of Portals
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Chapter 11

Level 3A

The House of Portals

Overview of The House of Portals

THE GREAT ANCIENTS sent expeditions to Ioun and Kythirea on swift astral vessels, but it was only when the Eld mastered the secrets of portal-magic that instantaneous travel between the Four Worlds became a reality. The House of Portals was excavated by the Eld during the Third Era as a hub for portal travel. With portals to Areon (Room 8), Ioun (Room 34), Kythirea (Room 43), and the most distant reaches of Telluria (Room 61), The House of Portals allowed the Eld to travel instantly anywhere within the Eldritch Empire. The Eld could also call on the Great Void and Elemental Planes from special summoning chambers (such as Rooms 53 and 54) they built here. As their wealth and splendor grew, the Eld began to decorate The House of Portals with trophy halls such as the Otherworldly Museum (Room 2), Astronomy Room (Room 9), Art Gallery (Room 31), and Vault of the Worlds (Room 63). The walls, floor, and ceiling of all these chambers are flawlessly smooth and mathematically perfect, as is typical with Eldritch excavation; and all bear the characteristic elements of High Eld architecture, including areonite doors, archways, daises, arcane carvings, and abstract symbols.

WANDERING MONSTERS OF THE HOUSE OF PORTALS

Die Roll	Monster
1	Bugbears (2-8)
2	Giant Carnivorous Beetles (1-6)
3	Eld (1-6)†
4	Ochre Jelly (1)
5	Dretches (2-8)†
6	Ghouls (1-6)
7	Carcass Scavenger (1-3)
8	Shadows (1-8)
9	Doppelganger (1-6)
10	NPC Party (5-8)
11	Wererat (1-6)
12	Throghrin (1-6)

†see **Appendix C, New Monsters**, p. 333

Only in these rooms is the Eldritch architecture intact, however. When the Thulians invaded Dwimmermount, some of the heaviest fighting occurred on this level, as waves of Red Elves arrived from Areon to reinforce the defenders for many days. Even after the Thulians subdued the rest of Dwimmermount, astral incursions onto this level continued for years, as the Eld took advantage of secret portals which were set to open during conjunctions. Of these, only the Alchemist's Door was not purged because its terminus was firmly within Thulian control. In places the damage from this Fourth Era fighting is still visible, while in other places the Thulians erected temples over the ruins of the Eldritch portals and museums they destroyed. The Shrine to Mavors (Room 15) and the Altar to the Unknown (Room 23) are examples.

Except where noted, the original Eldritch doors have been replaced by ordinary Thulian construction. Though the level is dark, the ceilings are punctured at twenty-foot intervals by fist-sized indentations fitted with orichalcum sockets for *glow bulbs* (see *Appendix A, New Magic Items*, p. 321). 10% of these indentations contain a broken glass orb, while the others are empty. Fully-fueled *glow bulbs* can be found in the Glow Bulb Storage (Room 44) of The Laboratory (Level 2A).

1. Foyer

This large room contains two stone statues of Turms Termax, one of which holds a globe aloft and the other of which holds a large key. Although both key and globe were cast separately from the statues and added afterwards, neither is easily removed from their respective statues.

2. Otherworldly Museum

The doors to this room are made of red areonite carved with astrological glyphs. The room within was once a museum of treasures collected from other worlds. Most of those treasures have long since been looted, but the shelves and sconces that once displayed them are still here. The shelves are empty except for dust and 1d100 worthless stones of varied colors. The room is currently occupied by seven bugbears, who are exploring the dungeon for their Eldritch masters. The bugbears have no treasure.

Bugbears (7) [AL C, MV 90' (30'), AC 5 (chain mail), HD 3+1, HP 19, 15, 13 (x3), 10, 9, #AT 1, DG 1d8+1 (long swords), SV F3, ML 9]

3. Pumping Station

The noise resonating from the ancient copper pipes that cover this room's walls and ceiling proves they are pumping liquid of some kind—but from where and to where is uncertain, as the pipes emerge from and disappear into the walls.

Should a character fiddle with the pipe system, there is a 1 in 6 chance per round he will break something—either a water pipe (1-3) or an azoth pipe (4-6). Breaking a water pipe causes water to pour into the room at a rate of 6 gallons per minute (approximately 10 cubic feet per turn). A water leak does not cause damage but can cause other consequences as the room floods. Breaking an azoth pipe, on the other hand, is very dangerous. Anyone within 10 feet of a ruptured pipe spraying azoth must make a saving throw versus Spells or be affected by a random 3rd-level magic-user spell, as if cast by a 5th-level caster. See *Appendix F*, p. 379, for other details on azoth.

Even if broken open, the pipes are too narrow to allow humanoid creatures to enter them. Normal rats, insects, or a character affected by *diminution* magic can pass through the pipes; see *Chapter 6, Overview of the Dungeon* (p. 76), for details on traversing pipes.

4. Storeroom

This storeroom contains six vitreum barrels, all of which are sealed tightly. If a barrel is forced open (as a door) or shattered (requiring 5 points of damage), it releases a reddish, magical gas extracted on Areon. The gas cloud quickly fills up the volume of the room (about 6,000 cubic feet if released outside the room). Any non-elves with the cloud are put to *sleep* unless they make a successful saving throw versus Spells to avoid the effect.

5. Storeroom

This storeroom contains a number of steel barrels. All have had their lids removed and their contents emptied. Suffusing the room is an unpleasant smell, due no doubt to the strangely-fresh corpses of four men being feasted upon by three giant carnivorous beetles. Having acquired the taste for man-flash, the beetles will attack any intruders.

Giant Carnivorous Beetles (3) [AL N, MV 150' (50'), AC 3, HD 3+1, hp 14, 13 (x2), #AT 1, D 2d6, SV F1, ML 9]

The remains of archaic chain mail still tatter the corpses that the beetles were feeding upon, but their gnawing has left the armor valueless. Three of the corpses carry ordinary long swords, while the fourth has a starmetal *long sword +1, detects elves* (the sword's blade glows red, as brightly as a torch, whenever elves are within 60 feet) of Ancient Thulian make.

6. Dressing Room

This room holds a large number of steel lockers, wall pegs, and oak benches. The lockers contain the remains of many garments, but only two intact articles of clothing have survived the degradations of time. These latter are *dwimmersilk garments*, which appear as silvery-black cassocks made of a gossamer fabric infused with azoth. See *Appendix A, New Magic Items* (p. 320), for details.

7. Guardroom

This guardroom is now occupied by six bugbears awaiting the return of their Eldritch masters, who are exploring the dungeon elsewhere.

Bugbears (6) [AL C, MV 90' (30'), AC 5 (chain mail), HD 3+1, HP 19 (×2), 18, 13, 12 (×2), #AT 1, DG 1d8+1 (long swords), SV F3, ML 9]

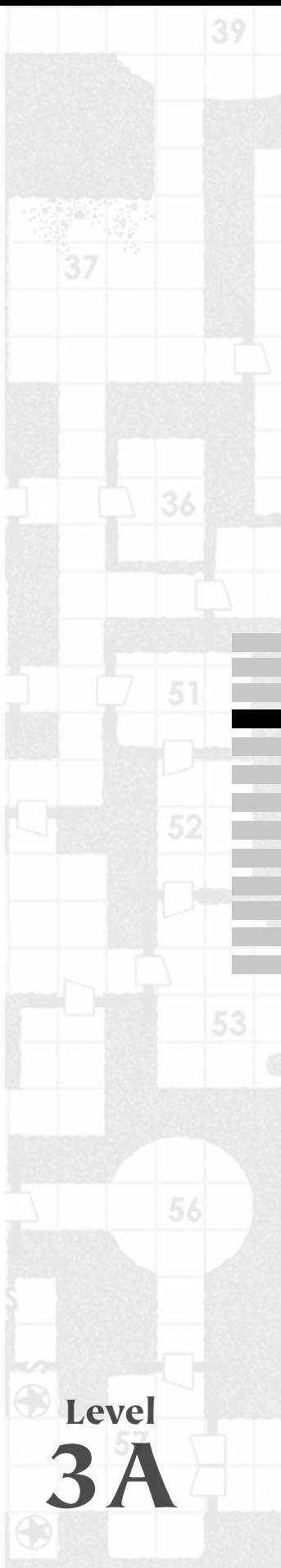
One of the bugbears carries a sack containing a moonstone worth 75 gp, a piece of malachite worth 10 gp, a rock crystal worth 100 gp, and a hematite worth 50 gp. Another has a jade statuette of a marilith worth 400 gp and a bronze locket worth 30 gp. The bugbears hope to please their masters with these trinkets, which they found in the Dressing Room (Room 6).

8. Portal to Areon

The entrance to this room is an areonite door with hepatizon fittings, exquisitely carved with an image of a city on a red mountain. The circular room within contains a set of red stone steps leading to a large dais, on top of which is a 12 foot tall rectangular archway made of red stone with veiny black striations. Runes inscribed in azoth surround the archway, and these radiate strongly under *detect magic*.

Anyone carrying some soil from Areon—found in the Dressing Room (Room 11) as well as in the possession of any Eld in Dwimmermount—who passes over these runes activates their magic. Instantly, a two-way portal to the Red Planet of Areon appears within the archway. Once activated, the portal remains active for six rounds, after which it closes and cannot be activated again for six hours. Details on Areon and passing through the portal to the Red Planet can be found in *Appendix E* (see p. 376).

Currently keeping watch on the portal are six Eld and six bugbear guards, under the command of their leader, Virsor. All are recent arrivals from



Level 3A

3A-8: If befriended or interrogated, Virsor can reveal the following numbered facts to the characters: 3-2, 3-3, 3-4, 3-5, 3-8, 3-9, 3-10, 3-11, 3-12, 4-2, 4-3, 4-4, and 4-5.

Areon. Virsor will send the bugbears against any intruders first, while he and the other Eld hang back in order to cast spells. So long as even a single Eld survives, the bugbears' morale will not break. Once the Eld have used their spells, they will engage in melee if they have superior numbers; otherwise, they will flee through the portal. If the characters flee, the Eld will pursue them, seeking to kill them before they can warn others that the Eld have returned to Dwimmermount.

Bugbears (6) [AL C, MV 90' (30'), AC 5 (chain mail), HD 3+1, HP 17, 14, 13, 12, 9, 8 #AT 1, DG 1d8+1 (long swords), SV F3, ML 9]

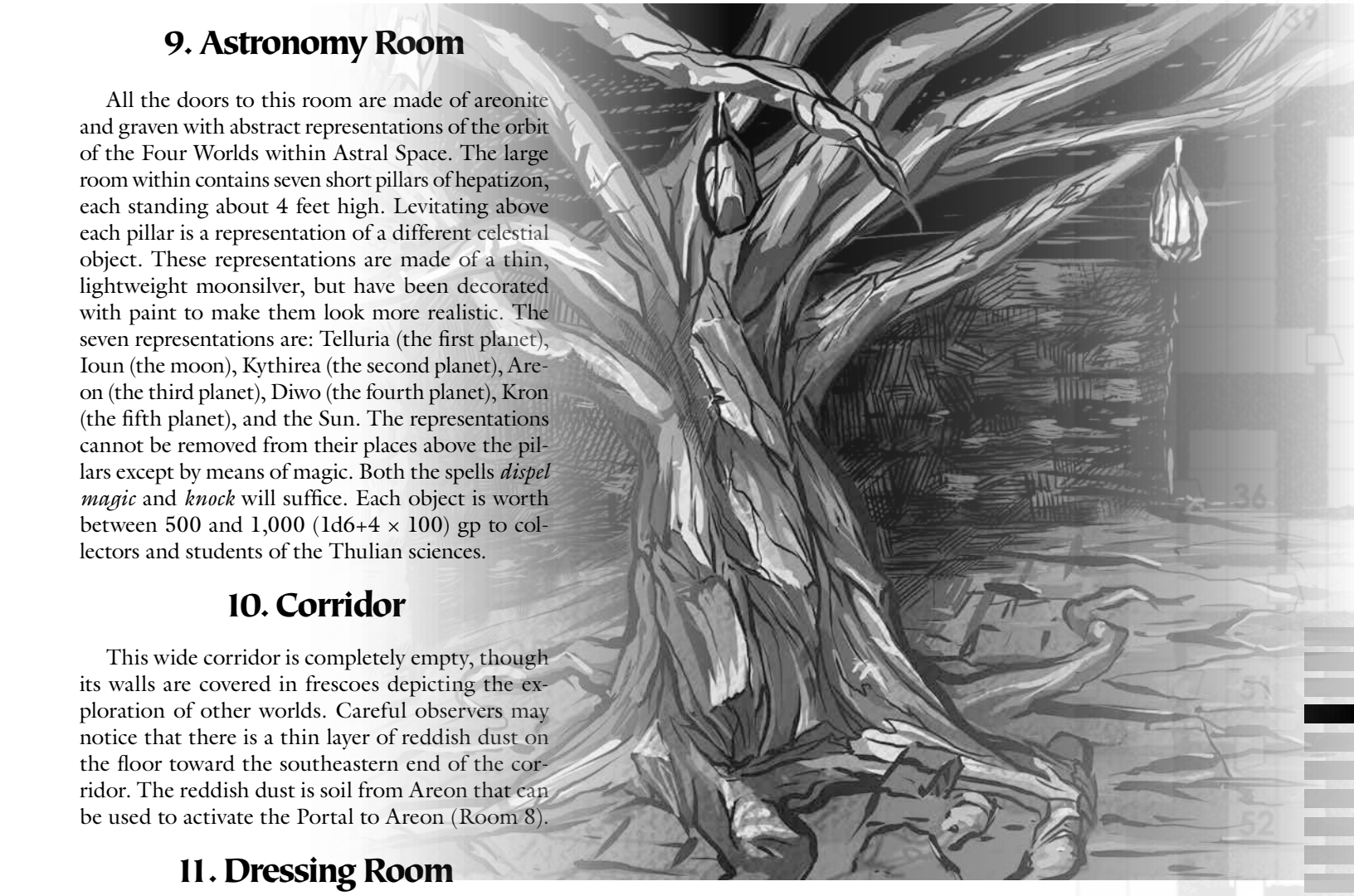
Eld (6) [AL C, MV 120' (40'), AC 4 (*areonite cuirass*), HD 2, HP 12, 10, 8 (×2), 7 #AT 1, DG 1d8 (long swords), SV E2, ML 10]

Virsor, Eld Leader (1) [AL C, MV 120' (40'), AC 3 (*areonite panoply*), HD 4, HP 17 #AT 1, DG 1d8+1 (*long sword +1*) or 1d6 (*areonite pistol*), SV E4, ML 10]

Each Eld knows two 1st-level spells. The Eld leader knows 2 1st-level and two 2nd-level spells. Their spell selections are as follows:

- *Eld #1*: 1-*darkness*, *detect magic*
- *Eld #2*: 1-*protection from good*, *sleep*
- *Eld #3*: 1-*charm person*, *shield*
- *Eld #4*: 1-*magic missile*, *shield*
- *Eld #5*: 1-*protection from good*, *sleep*
- *Eld #6*: 1-*detect magic*, *sleep*
- *Virsor*: 1-*magic missile*, *sleep;* 2-*invisibility*, *phantasmal force*

The six Eld are each armed with two long swords and *areonite cuirass*. Virsor is armed with a slightly curved areonite *long sword +1*, *areonite pistol*, and *areonite panoply*, and carries 300 gp, a *power cell* (24 charges), and a *scarab of protection*. The *scarab* is of areonite, fastened like an alien beetle with moonsilver mandibles. See *Appendix A, New Magic Items* (p. 317) for details on the Eld's special equipment.



9. Astronomy Room

All the doors to this room are made of areonite and graven with abstract representations of the orbit of the Four Worlds within Astral Space. The large room within contains seven short pillars of hepatizon, each standing about 4 feet high. Levitating above each pillar is a representation of a different celestial object. These representations are made of a thin, lightweight moonsilver, but have been decorated with paint to make them look more realistic. The seven representations are: Telluria (the first planet), Ioun (the moon), Kythirea (the second planet), Areon (the third planet), Diwo (the fourth planet), Kron (the fifth planet), and the Sun. The representations cannot be removed from their places above the pillars except by means of magic. Both the spells *dispel magic* and *knock* will suffice. Each object is worth between 500 and 1,000 (1d6+4 × 100) gp to collectors and students of the Thulian sciences.

10. Corridor

This wide corridor is completely empty, though its walls are covered in frescoes depicting the exploration of other worlds. Careful observers may notice that there is a thin layer of reddish dust on the floor toward the southeastern end of the corridor. The reddish dust is soil from Areon that can be used to activate the Portal to Areon (Room 8).

11. Dressing Room

The walls of this room are covered in metal shelves, on which rest many metallic boxes. Most of these boxes are empty, but three of them contain *belts of adaptation* (see *Appendix A, New Magic Items*, p. 319). These three boxes also contain non-magical boots and gloves made from the same leathery material as the belts.

Toward the center of the room is a large, rectangular bier made of the same metal as the boxes. The bier has numerous drawers, none of which are locked. Searching them turns up the following: five vials of reddish dust, a *helm of comprehend languages and read magic*, 700 pp, two *potions of extra-healing*, a dozen short swords, a dozen *dwimmersilk garments* of silvery, silk-like material, and a necklace worth 1,200 gp. The reddish dust in the vials is soil from Areon that can be used to activate the Portal to Areon (Room 8).

12. The Healing Tree

This room contains a large "tree" that grows out of the stone floor, spreading its branches in all directions. The tree is a living thing of some sort, but its "bark" resembles obsidian. The ends of the tree's branches bear strange, crystalline, translucent "pears." If eaten, the pears act as *potions of extra-healing*. When the room is first entered, the tree bears 1d4+1 pears. Each week the tree will bear another 1d4+1 pears.

13. Experimental Chamber

All the doors leading to this room are made of adamantine steel. Inside, there are several tables, also made of adamantine steel. There is evidence that there were once wooden objects in the room, but they have now all been dissolved, in whole or in part, by the ochre jelly that dwells here—an experiment gone awry.

Ochre Jelly (1) [AL N, MV 30' (10'), AC 8, HD 5, HP 27, #AT 1, DG 2d6, SV F3, ML 12]

Level 3A

14. Storeroom

The walls of this room are covered with iron cabinets, while a wooden table stands in its center. The cabinets are not locked and contain, in total, twenty different vials and jars, along with bits of shattered glass. If examined, the referee should roll 1d12 on the table below to determine the contents of the glass container, continuing to roll until the contents of all twenty containers have been determined.

STOREROOM CONTENTS

1	Powered bone
2	Oil
3	Dried mushrooms (make a saving throw versus Poison at –1 or die if consumed)
4	Coal dust
5	Azoth
6	Sulfur
7	Petrified wood
8	Fluorescent water (harmless if consumed)
9	Quartz crystals
10	Glue
11	A single preserved "pear" from The Healing Tree (Room 12).
12	Wolfsbane

15. Shrine to Mavors

Hidden behind a ragged curtain are an altar and statue to the Thulian war god Mavors. The ancient statue still holds a spear in its stone grip, poised for a majestic strike, but the war-like visage of Mavors has been replaced with the head of Turms Termax. If Turms' head is replaced with one of Mavors, then the statue's spear becomes a *spear +3* and is removable from its grasp. This benefit replaces the usual boon received from replacing the head of a divine statue.

16. Eld Scouting Party

A scouting party of four Eld and two quasits (see *Appendix C, New Monsters*, p. 339 and 350) can be found here. The Eld, as is typical for their kind, will hang back to cast spells before engaging in melee. If outnumbered, they will attempt to flee back toward the Portal to Areon (Room 8). The Eld have discovered that a section of the west wall is actually a secret door, though they have not yet investigated it. They will attempt to use this knowledge to bargain for their lives if defeated.

Quasits (2) [AL C, MV 150' (50'), AC 2, HD 3, HP 23, 21 #AT 3, DG 1d2/1d2/1d4, SV F3, ML 10]

Eld (4) [AL C, MV 120' (40'), AC 4 (*areonite cuirass*), HD 2, HP 12, 11, 8, 6 #AT 1, DG 1d8 (long swords), SV E2, ML 10]

- *Eld #1*: 1-*protection from good*, *shield*
- *Eld #2*: 1-*hold portal*, *sleep*
- *Eld #3*: 1-*darkness*, *detect magic*
- *Eld #4*: 1-*magic missile*, *shield*

The four Eld are each armed with two long swords and *areonite cuirasses* (see *Appendix A, New Magic Items*, p. 317). Eld #4 carries two gems: a jacinth worth 1,000 gp and a rock crystal worth 100 gp.

17. Meeting Room

This room is dominated by a large table of red brass with a dozen areonite and mahogany chairs arranged around it. In the center of the table is a circular depression containing a white crystal worth 2,000 gp. The crystal is affixed to the table; safely removing the crystal requires 1d6 turns of careful work with craftsman's tools (and destroys the viewing system it powers, described below).

The section of the table in front of each seat is bedecked with a collection of areonite buttons and knobs. When manipulated correctly, these controls cause images to appear in the air above the table, projected by the crystal in its center. If the characters press any buttons or turn any knobs on the image projector, roll 1d6 and consult the table below to determine what occurs:

Die Roll	Image
1	The crystal projects a fuzzy, low resolution image of several men in strange silvery-white clothing walking through a portal. This is recognizable as the Portal to Ioun (Room 34).
2	The crystal projects a crisp and starkly beautiful image of a metallic ship-like vessel floating in a silvery sky.
3	The crystal projects a distorted image of a disembodied head in a floating container surrounded by darkness. The head looks like a distorted mockery of the statuary heads of Turms Termax that appear in the dungeon.
4	The crystal projects a bird's eye view of the outside of Dwimmermount.
5	No image is projected. Instead, a loud, annoying noise erupts from the crystal. Every character within the meeting room must make a successful saving throw versus Petrification or be deafened for 1d4 turns (-1 to hit and saving throws). The referee should make an immediate wandering monster check.
6	Damage is done to the viewing system. No further effects occur.

Chapter 11

18. Abstract Gallery

The areonite door to this chamber is locked; its key can be found in the Room of Holes (Room 24). If anyone enters the room by any means other than the use of this key, the room's denizen, a guardian plasm (see *Appendix C, New Monsters*, p. 344), drops from the ceiling and attempts to devour the unfortunate intruder.

Guardian Plasm (1) [AL N, MV 120' (40'), AC 5, HD 5, HP 26 #AT 1, DG devour, SV F5, ML 10]

The walls of the chamber are carved with abstract Eldritch art. A lever hidden within the carvings in the western edge of the north wall opens the secret door to the Treasury (Room 32).

19. Shrine of the Brazen Head

This room is dominated by a large pedestal, above which hovers the bronze head of a bearded man—that of Turms Termax. Anyone who approaches within one foot of the floating head must make a successful saving throw versus Spells or experience a mild shock dealing 1 hit point of damage. Anyone bold enough to touch the head takes 1d4 points of damage, while anyone who grasps it firmly takes 1d8 damage (a saving throw versus Spells is allowed in both cases to resist the effect). The head cannot be removed from its location by any means short of a successful *dispel magic* against a 14th level magic-user. If successfully removed, it is worth 2,000 gp, but otherwise it has no other properties.

A section of the east wall can be pushed back to give access to the secret corridor leading to Room 16 (Eld Scouting Party). A section of the west wall can be pushed back to gain entry to Room 20 (Treasury of the Head).

20. Treasury of the Head

Located beyond the secret door from Room 19 is a treasury, though it has obviously been looted in the past. There are several dozen chests and coffers within, almost all of which are now empty. Two, however, remain locked and unopened. The smaller of the two chests contains nine gems and precious stones (a piece of blue quartz worth 10 gp, two moss agates worth 25 gp each, a piece of lapis lazuli worth 50 gp, a malachite worth 50 gp, a carnelian worth 250 gp, a garnet worth 750 gp, a peridot worth 750 gp, and an emerald worth 1,000 gp). The larger chest is not only locked, but trapped by means of *explosive runes*. It contains 3,000 gp, a *potion of levitation*, a scroll of *ward against undead*, and a *long sword +1, dancing*. The *dancing sword* is Eldritch, with a slightly-curved single-edged blade of azoth-infused areonite with a baroque hilt.

21. Chamber of Faces

The northern and southern walls of this room are adorned with dozens of carvings of a bearded man, all of which depict Turms Termax, each done in a different style using different materials (hard wood, ivory, bronze, etc.). The carvings are all solidly affixed to the walls and cannot be removed without doing damage to both walls and the carvings.

22. Hall of Columns

Six thick marble columns hold up this room's 20 foot high vaulted ceiling. The ceiling once had a fresco, but it has been defaced to the point where little of the original plaster remains.

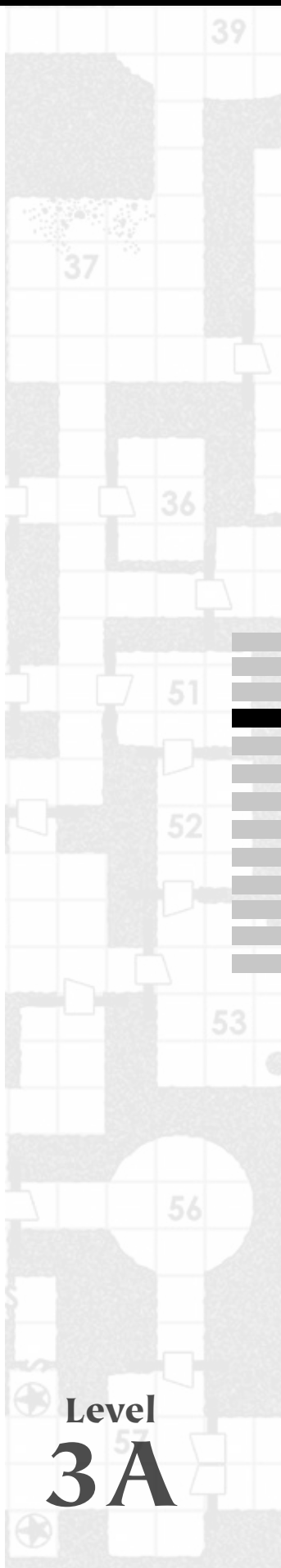
23. Altar to the Unknown

A set of stairs gently descends about five feet into what appears to be a shrine of some sort. There is a simple white stone altar against one wall, upon which the name "Anyastos" is carved in Ancient Thulian. The altar is worn at the front, perhaps from centuries of having been touched. There is no other adornment on the altar, nor does the chamber contain any ornamentation; even its walls are completely bare.

Clerics may recognize Anyastos as the name of an abstract Thulian "deity" believed to be above all the other gods, and the source of the gods' own divinity. Any Lawful character who meditates or prays at the altar for one full turn (ten minutes) receives the Greater Blessing of Anyastos (a permanent +1 bonus to his Wisdom score). Any Neutral or Chaotic character who does so immediately becomes Lawful. In either case, the altar will only work once per character. See *Chapter 6, Overview of the Dungeon*, p. 75, for more information on boons from the gods.

24. Room of Holes

Near the center of this room is a black hepatizon pillar with six areonite buttons on it. If depressed, each button opens up an extra-dimensional "hole" in the room. These holes were used for storage. Two holes can be found on each of the north, east, and west walls. They remain open as long as the appropriate button is depressed. However, no two holes can be open at the same time. Attempting to open one hole while another is already open closes the first hole. If a hole is closed with a hand or



Level 3A

3A-24: Characters studying the codices and scrolls will learn one of the following numbered facts each day: 4-2, 4-4, 4-7 5-12, and 5-22. All are written in High Thulian.

other body part inside, the hand is pushed out forcefully yet harmlessly as the hole closes. The contents of the six holes are as follows:

1. Empty
2. A chest containing 7,000 sp and 400 gp.
3. A *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327)
4. Empty
5. The keys to the Abstract Gallery (Room 18) and the Fog Chamber (Room 26).
6. A large collection of Thulian codices and scrolls covering a wide variety of mundane subjects. The books number several dozen and weigh 150 lbs. total, but are worth about 5,000 gp in total if sold to the right buyer. Hidden amongst them is a *tome of clear thought*.

25. Guard Post

Two wooden stools and an empty weapons rack can be found here. Along the north and south walls hang several tarnished shields.

26. Fog Chamber

The door to this chamber is securely locked; the key can be found in the Room of Holes (Room 24). If the door is opened by any means, a thick, greenish "fog" begins to roll out of the room and into the corridor. The fog smells horrible and anyone who remains within it must make a saving throw versus Poison each round. A failed saving throw results in nausea (-2 attack rolls). Three consecutive failed saving throws result in death. The chamber itself is completely empty, except for two mummified bodies of men wearing chain mail armor and carrying shields and long swords. The bodies are contorted in ways that suggest that when they died they were gasping for breath and running for the east door.

The door to The Source (Room 27) is open, and the greenish fog is, if anything, even thicker there.

27. The Source

The greenish fog found in the Fog Chamber (Room 26) also thickly envelops this chamber. The source of the fog is a large, circular contraption of areonite and adamantine steel connected to a network of areonite tubes and pipes built into the wall. One of the pipes has a valve on its side that has been turned to open up an aperture through which the fog is pouring out. If the valve is turned in the other direction, the aperture closes and the fog ceases. It takes an additional 1d4 turns before the fog completely dissipates from this room and the Fog Chamber.

28. Black Room

This room is painted black. Its walls, floor, and ceiling have all been coated with some type of pigment that is as black as night. If the paint on the east wall is scraped off – a laborious process taking 1 hour per 10 square feet – it will reveal an elaborate replica of the Red Doors of Dwimmermount.

If opened, these doors reveal a long-forgotten portal to a city built on the shores of a deep blue sea. Judging from the summery clothing of the women on the shore, it might be located in the tropics. The sun is almost blotted out from the sky by the city's proud edifices. Occasionally explosions rock the metropolis, and lines of black chariots patrol its avenues. At the referee's discretion, this can be a location within his own milieu, or Volmar, capital of the extant Thulian Empire, a city in grave peril. See *Chapter 6, Overview of the Dungeon*, p. 65, for details on portals, and *Chapter 7, Factions in the Dungeon*, p. 95 for more details on Volmar.

29. Bugbears

A gang of bugbears guards the door to the next room (Room 30). They will attack anyone who is not an Eld. If the battle turns against them, they will flee to the Eldritch Explorers next door.

Bugbears (7) [AL C, MV 90' (30'), AC 5 (chain mail), HD 3+1, HP 23, 16, 14 (x2), 13, 12, 7 #AT 1, DG 1d8+1 (battle axes), SV F3, ML 9]

Among them the bugbears have two bloodstones (worth 75 gp each), an azurite (worth 10 gp), and 100 cp.

30. Eldritch Explorers

Four Eld wait here for their leaders, who have ventured into the room containing the Portal to Ioun (Room 34). They will attack any intruder who enters with great ferocity. If the battle turns against them, they will retreat to Room 33 and activate the dart trap there to protect both themselves and their superiors.

Eld (4) [AL C, MV 120' (40'), AC 4 (*areonite cuirass*), HD 2, HP 14, 12, 10 (×2) #AT 1, DG 1d8 (long swords), SV E2, ML 10]

- *Eld #1*: 1-*protection from good*, *sleep*
- *Eld #2*: 1-*detect magic*, *shield*
- *Eld #3*: 1-*detect magic*, *magic missile*
- *Eld #4*: 1-*magic missile*, *shield*

The four Eld are each armed with two long swords and *areonite cuirasses*. The Eld have 600 ep between the four of them. Eld #1 also possesses a *Termaxian passkey*. See *Appendix A, New Magic Items* (p. 327).

31. Art Gallery

The doors to this room are both made of areonite intricately carved with abstract calligraphy. The room within is an art gallery, with frames on the north, east, and west walls that once held works of art. All but one of them has long since been removed. The remaining painting depicts the world of Telluria, as if seen from orbit. The painting is 5 feet by 6 feet in size, and weighs 220lbs; if safely brought out of the dungeon, it would be worth 250 gp to a collector.

On the southern wall hangs the tattered remains of a curtain. Pulling aside the curtain reveals a very large painting, 35 feet wide and 8 feet tall, in a frame made of purplish-black hepatizon. The painting shows a strange, phantasmagoric landscape of weird shapes and brilliant colors. Anyone who looks at the painting for more than a brief time must make a successful saving throw versus Spells or be trapped within the painting for 1d4 days. While trapped within the painting, the character can be seen in its tableau, as if a seamless part of it. At the end of his imprisonment, the character will gain a number of points of Intelligence equal to the length of his imprisonment and lose an equal number of points of Constitution. Once a character has either succeeded or failed at a saving throw upon seeing the painting, subsequent viewings have no effect upon him.

The painting is inordinately heavy (2,000lbs) and too fragile to remove from the wall without destroying it. However, the secret door to the Treasury (Room 32) cannot be detected without removing the painting.

32. Treasury

This room is accessible only by means of secret doors from the Abstract Gallery (Room 18), Room of Holes (Room 24), and Art Gallery (Room 31). All three secret doors are sliding stone panels.

Within the room is a considerable amount of treasure, secreted here at the time of Dwimmermount's closure. 2,000 gp and 100pp, all dating to the last days of the Thulian Empire, form a large coin pile on the floor, topped by a silver choker (700 gp) and a gold scepter (1,500 gp). A wooden chest next to the coin pile contains a carved head of the god Mavors that fits the statue in the Shrine to Mavors (Room 15); six vials of moon dust for use in the Portal to Ioun (Room 34); a *potion of giant strength;* a *scroll of ward against magic;* and a *ring of fire resistance.* On display in case near the chest is an *areonite panoply* (see *Appendix A, New Magic Items*, p. 317) and a *long sword +1, +2 versus spell casters.* The *long sword* is made of azoth-infused areonite, with a slightly curved single-edged blade and an ornate hilt of polished red brass

33. Dart Trap

Next to the door leading to the Portal to Ioun (Room 34) is a switch that, if flipped, activates a dart trap. The trap is not currently active. If activated, anyone who enters or leaves Room 34 must make a saving throw versus Wands or be struck by a hail of small darts that deal 3d6 damage. The trap takes one round to reset before it is again active.

34. Portal to Ioun

The entrance to this room is an areonite door. Inlaid on the door is a glass circle, half white and half black. Inside, the circular room contains a small set of blue stone steps leading up to a dais, on top of which is an 8 foot tall blue stone archway. Runes inscribed in azoth surround the archway, and these radiate strongly under *detect magic.*

Anyone in possession of moon dust—which can be found in the Treasury (Room 32)—who passes over these runes activates their magic. Instantly, a two-way portal to the moon of Ioun appears within the archway. The portal to Ioun lasts for six rounds; one it closes it cannot be opened again for six hours. Along the southern wall, a dusty rose, prism-shaped *ioun stone* can be found (see *Appendix A, New Magic Items*, p. 323). Details on Ioun and passing through the portal to the Moon can be found in *Appendix E* (see p. 375).

The room is currently occupied by two powerful Eld and their dretch minions (see *Appendix C, New Monsters*, p. 339 and 338). Though well-armed, both Eld prefer to stay at a distance, using spells to fight while the demons engage the characters.

Dretch (3) [AL C, MV 90' (30'), AC 2, HD 4, HP 17, 16, 11 #AT 3, DG 1d4/1d4/1d6, SV F4, ML 10]

Eld (2) [AL C, MV 120' (40'), AC 3 (*areonite panoply*), HD 4, HP 16, 11 #AT 1, DG 1d8 (long swords), SV E4, ML 10]

Eld #1: 1-*magic missile*, *shield*; 2-*invisibility*, *mirror image*

Eld #2: 1-*charm person*, *sleep*; 2-*detect invisibility*, *web*

The two Eld are each armed with two long swords and *areonite panoply.* Eld #1 has an *areonite rifle* and a *power cell* with 14 charges remaining (see *Appendix A, New Magic Items*, p. 325). Eld #2 has a *ring of telekinesis,* which appears as an orichalcum band studded with tiny ioun stones. Between them they also possess 700 sp and 400 gp.

35. Dusty Room

Fine, gray dust coats the floor of this otherwise empty room. Markings on the floor and walls are evidence that there was once furniture and wall hangings of some sort here, but these have long since been removed.

36. Shattered Wood

Large piles of shattered wood litter this room. The wood seems to originate from several different sources—loose planks, chair legs, tabletops, etc. Hidden underneath the wood is a small leather bag containing 40 gp.

37. Beetle Nest

The eastern wall of this room is thick with rubble from a collapsed fissure. Dwelling within the rubble are two giant boring beetles (see *Appendix C, New Monsters*, p. 337). They entered through the fissure before it collapsed in on itself, trapping them here. The beetles are very territorial and attack anything that enters their abode.

Giant Boring Beetles (2) [AL N, MV 60' (20'), AC 3, HD 5, HP 23, 16 #AT 1, DG 5d4, SV F5, ML 7]

Hidden amongst the rubble are a *potion of speed* and 120 gp.

38. Hall of Bones

This long chamber is punctuated by six areonite stands. Upon each of these stands once stood the skeleton of an otherworldly creature in a "lifelike" pose, but four of these were long ago removed. The two remaining skeletons are of a girallon and a phase tiger. Neither skeleton is identified in any way, nor are those of the four missing skeletons. The skeletons are not undead, but their condition

is good enough that they could be readily animated by a magic-user or cleric using *animate dead*.

39. Wandering Ghouls

Frescoes depicting stars, planets, and other celestial bodies cover the walls of this oval room. Four ghouls gibber profanely before a fresco of the moon, but the entrance of any characters to the room will interrupt this reverie. The ghouls have wandered far afield from their brethren elsewhere on this level.

Ghouls (4) [AL C, MV 90' (30'), AC 6, HD 2, HP 14, 11, 9, 8 #AT 3, DG 1d3/1d3/1d3 + paralysis, SV F2, ML 9]

40. Empty Guard Room

A pair of wooden stools can be found here, along with a weapons rack containing two long swords and a mace. The weapons are quite old, but still serviceable.

41. Curtained Room

Green and white tiles cover the floor of this room in a pleasingly symmetrical pattern. From the north and south wall hang two tattered curtains of a vivid green hue. The southern curtain hides an apse containing a female statue without a head. The statue's voluptuous bosom and wide hips are suggestive of Anesidora in her role as goddess of marriage and fertility.

42. Trapped Statue

A statue of a woman dressed in archaic flowing robes stands in this chamber. The statue's hands are outstretched with palms face up. A Lawful cleric will recognize it as representing the goddess Anesidora in her role as goddess of grain and fertility. However, the statue's head has been replaced by that of Turms Termax, creating a strange sight. Careful observation reveals that the right hand is stained green by some sort of natural pigment. If any sort of plant life—even preserved herbs will suffice—is placed in that hand, the secret door to the Portal to Kythirea (Room 43) opens. If anything else is placed in it, nothing happens. If anything is placed in the left hand, including plant life, jets of flame shoot from six points in the walls, dealing 3d6 points of damage to anyone in the room. A successful saving throw versus Breath Attacks will reduce damage by half.

43. Portal to Kythirea

This circular room contains a set of green stone steps leading to a large dais, on top of which is 12 foot tall archway made of similar stone, but with white veins running through it. Runes inscribed in azoth surround the archway, and these radiate strongly under *detect magic*.

Anyone carrying some plant life from Kythirea who passes over these runes activates their magic, causing a two-way portal to the Green Planet to appear within the archway. The portal remains active for six rounds, after which it closes and cannot be activated again for six hours. Details on Kythirea and passing through the portal to the Green Planet can be found in *Appendix E* (p. 376).

44. Blue Room

This room is completely tiled—walls, floor, and ceiling—in dark, cerulean blue. It is devoid of almost any contents, save that in one corner can be found a small scarab-shaped brooch. The brooch has strange, fire-like symbols etched on it that utterly elude even the capability of spells like *read languages* to decipher. The brooch might fetch 100 gp to a dedicated collector of the arcane, though it has other utility as well (see Room 53, below).

45. Mirrored Chamber

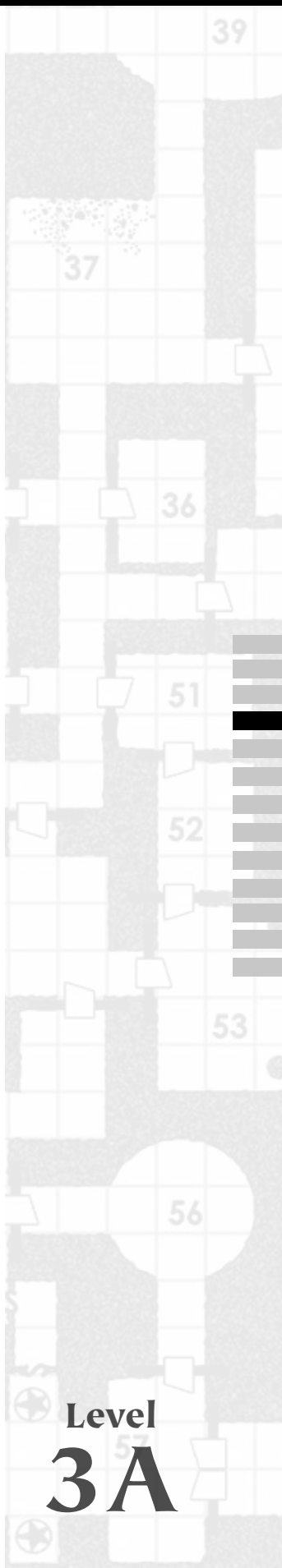
All the surfaces of this room are covered with mirrors, their curvature creating a strangely disorienting effect on the vision of characters inside. The mirrors have been infused with azoth, and have the effect of focusing any arcane magic cast within. Magic-user spells cast within the Mirrored Chamber have a duration of twice the usual length. Unfortunately, the focus effect causes the mirrors to give off a resonant hum loud enough to cause an immediate check for wandering monsters.

46. Bone Pile

Whatever its original purpose, this room now houses a large number of bones of various sorts, both humanoid and otherwise. The ghouls and ghasts in the nearby rooms have, over the centuries, tossed the bony remains of their feasts into this room, and they now litter the floor in a haphazard jumble.

47. Urbane Ghasts

This formerly opulent magician's quarters is now home to two ghasts (see *Appendix C, New Monsters*, p. 342) named Menas and Passara (male and female, respectively). Unlike the ghouls over whom



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they rule, the ghasts can still converse in Thulian, both High and Low, and in fact consider themselves Thulian humans rather than monsters. They gladly speak with any outsiders they encounter. Menas and Passara try to present themselves simply as survivors of Dwimmermount's fall who did what was needed to preserve their lives. This was, perhaps, true but over time they have become thoroughly evil and insane. They offer their services as guides to The Laboratory and The House of Portals (Levels 2A and 3A), about which they have extensive knowledge, in exchange for the privilege of consuming any living beings their newfound allies defeat. As a show of good faith, they call off any ghouls in the dungeon, enabling free passage into areas occupied by such creatures.

Ghasts (2) [AL C, MV 150' (50'), AC 4, HD 4, HP 19, 18 #AT 3, DG 1d4/1d4/1d8 + paralysis, SV F4, ML 9]

Amongst the contents of the room is a wood chest containing 2,000 gp and a collection of jewelry (a Thulian bronze seal worth 20 gp, a silver clasp worth 40 gp, a brass brooch worth 40 gp, and a silver pin worth 40 gp).

48. Ghoul Lair

This room, like Rooms 47 and 49, is occupied by undead who were once Thulian residents of Dwimmermount. Faced with extinction when Dwimmermount was sealed two centuries ago, the erstwhile men and women became ghouls when they used dark magic and cannibalism to unnaturally extend their lives. They now roam the level in search of living creatures to eat, though they know better than to attempt to enter the Crescent Room (Room 62) and the rooms connected to it.

Ghouls (4) [AL C, MV 90' (30'), AC 6, HD 2, HP 11, 9(x2), 4 #AT 3, DG 1d3/1d3/1d3 + paralysis, SV F2, ML 9]

A steel ladder ascends through an aperture in the ceiling of this room. It rises up 50 feet to a short corridor connected to the Guard Room (Room 56) of The Laboratory (Level 2A) and then another 10 feet past that, terminating in a trap door in the floor of the Dressing Room (Room 28). The ghouls use it to travel between levels and seek out food in nearby rooms.

49. Ghoulish Feast

This chamber currently houses several ghouls who have recently returned from elsewhere on the level. In their most recent excursion, they managed to slay a pair of bugbears. The ghouls dragged the bugbears' corpses back to their lair, where they are now undertaking the messy process of consuming them.

Ghouls (3) [AL C, MV 90' (30'), AC 6, HD 2, HP 12, 11, 6 #AT 3, DG 1d3/1d3/1d3 + paralysis, SV F2, ML 9]

50. Pillared Chamber

Within this room is a marble statue of Turms Termax, with his arms uplifted toward the sky. In his right hand is a staff bearing a caduceus. Surrounding the statue are six thick pillars made of black marble veined with white.

51. Carcass Scavenger

From a fissure along the southern wall, a carcass scavenger has emerged into this room. The fissure is too narrow for humanoids to make use of.

Carcass Scavenger (1) [AL N, MV 120' (40'), AC 7, HD 3+1, HP 24 #AT 8, DG paralysis, SV F2, ML 9]

52. Ashen Room

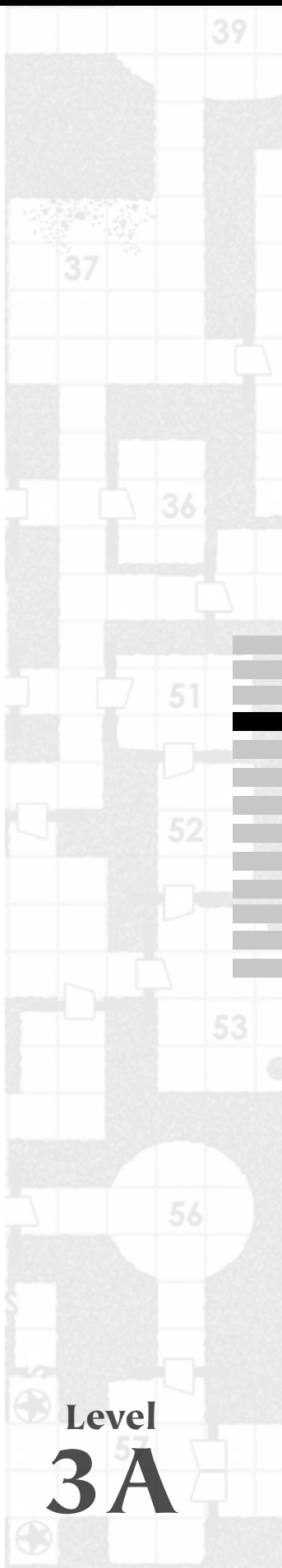
Directly in front of the areonite door to the Braziers Room (Room 53) are two neat piles of black ash. Despite appearances to the contrary, there are no traps—or anything else—in this room other than the piles of ash.

53. Braziers Room

All the walls of this room are decorated with a fiery motif, as are its two areonite doors. Located in its southwest and southeast corners are iron braziers. They do not appear to have been lit in some time. Charcoal sufficient for a single ignition can still be found in each, however, and there are tapers, tongs, and other implements for lighting the braziers on a shelf on the west wall.

If both braziers are lit, in 1d4 rounds a minor fire elemental appears. If anyone present is in possession of the brooch from the Blue Room (Room 44), the fire elemental will obey that character as if summoned by *conjure elemental*. However, the elemental cannot leave this level of the dungeon. If no one present has the brooch when the elemental appears, it will immediately attack. In either case, once summoned, the elemental cannot be dismissed except by destroying its form on this plane.

Minor Fire Elemental (1) [AL N, MV 120' (40'), AC 4, HD 4, HP 16 #AT 1, DG 1d6, SV F4, ML 10]



Level 3A

54. Summon Chamber

All the entrances to this room are areonite doors decorated with elemental motifs – flames on the southern door, watery wave patterns on the western door, and swirling whirlwinds on the eastern door. Now empty, this room shows signs of once having had a large collection of furniture and other accoutrements, as evidenced by the marks on the floor. All that remains to indicate its former purpose are damaged mosaics on the walls depicting sorcerers using their arts to summon elementals and other strange creatures.

55. Antechamber

Except for some ordinary dust that shows recent traffic through the northern and southern doors, this room is empty.

56. Guard Room

This guard room contains a single wooden stool and pegs on the circular wall where weapons and armor once hung.

57. Hall of Divinity

The walls and ceiling of this room are covered with images depicting various gods and goddesses, most of which will be familiar to anyone with knowledge of the Thulian Great Church. Some however, are completely unknown, being representations of the deities of other lands and even worlds.

Lit torches smolder in sconces set before each of the four niches in the room. Within the niches are marble statues depicting the gods Typhon, Tyche, Mavors, and Asana. Like most of the statues in Dwimmermount, their original heads have been removed and replaced with those of Turms Termax. However, when the characters enter this area, they see that all of the Turms heads are lying on the ground, having been removed by the four men present in the room.

These men are Volmarian Imperial soldiers who entered Dwimmermount through the Portal to Volmar (Room 61) under the command of Opilio, a cleric of Mavors. Opilio is next door in the Chapel to Tenen (Room 59) and has directed these men to guard him here. The soldiers will ask anyone who enters this chamber to keep their weapons sheathed and approach with caution. They speak a strangely inflected version of Common (Low Thulian). Entrants who respond to their entreaty non-violently will be ushered into the Chapel to meet their master.

Volmarian Soldiers (4) [AL L, MV 90' (30'), AC 4 (chain mail & shields), HD F2, HP 10, 7, 5, 4 #AT 1, DG 1d8 (long swords), SV F2, ML 9]

58. Stairwell

Flanking the northern entrance to this chamber are a pair of bronze statues, each a winged woman with Thulian arms and armor. Past the statues is a circular staircase that ascends to the Stairwell (Room 9) on The Laboratory (Level 2A).

59. Chapel to Tenen

This chapel is dedicated to Tenen, the Thulian god of craftsmen and invention. Its basalt altar is flanked on either side by marble statues, both of which stand 10 feet tall and depict featureless humanoids of indeterminate gender. The statues' heads have both been replaced with that of Turms Termax. A pair of lit torches hang in sconces on either side of the statues.

Currently encamped in the chapel are several Volmarians, who arrived in Dwimmermount via the Portal to Volmar (Room 61). Their leader is Opilio, a cleric of Mavors. He is served by Proseria, a female magic-user, and eight soldiers. Four of his soldiers are in this room, while the other four are in the Hall of Divinity (Room 57).

Opilio is not hostile, but he is stern, and makes a point of asserting his authority at every opportunity. He explains that the "Thulian Empire"—as he calls Volmar—has returned to lay claim to Dwimmermount once again. If his report on the dungeon finds favor with the emperor and the ecclesiarches of Volmar's Great Church, his expedition will be but the first of many to come.

However, Opilio is exploring the dungeon very cautiously because a prior expeditionary from Volmar, Varazes, never reported back. He is unaware that the magic-user has turned into a would-be conqueror. See The Pool of Life (Room 50) of The Laboratory (Level 2A) for details on Varazes.

Because of his cautious approach, Opilio has little interest in joining the characters in their explorations. He will provide them with supplies and healing if they seem to be of Lawful alignment or favorable to his cause. Likewise, he will provide some basic information about this level of the dungeon, though he cautions the characters that Dwimmermount is "imperial property" and they should take care not to loot indiscriminately, lest they be treated as thieves by later Volmarian explorers. He will happily pay for maps of the dungeon at the usual rate (see *Chapter 3, Adventuring in Dwimmermount*, p. 45). For more details on Volmar, see *Chapter 7, Factions in the Dungeon* (p. 95).

Opilio [AL L, MV 90' (30'), AC 3 (banded mail & shield), HD C4, HP 22 #AT 1, DG 1d6+1 (*mace +1*), SV C4, ML 9]

Spells: 1-*cure light wounds*, *protection from evil*; 2-*bless*

Proseria [AL L, MV 120' (40'), AC 7 (*bracers of armor (AC 7)*), HD MU4, HP 11 #AT 1, DG 1d4, SV MU4, ML 9]

Spells: 1-*charm person*, *sleep*; 2-*knock*, *locate object*

Volmarian Soldiers (4) [AL L, MV 90' (30'), AC 4 (chain mail & shields), HD F2, HP 16, 13, 10, 3 #AT 1, DG 1d8 (long swords), SV F2, ML 9]

60. Passageway

The passageway here is elaborately carved with abstract Eldritch art. Footprints in the dust run from the door to the Antechamber (Room 55) and terminate abruptly at the western edge of the north wall. A secret door to the Portal to Volmar (Room 61) is concealed here, its mechanism hidden within the wall-carvings.

61. Portal to Volmar

Behind the secret door from the Passageway (Room 60) is a small, oval-shaped chamber. There is an archway on the west wall, its aperture filled with swirling silver-grey mist. This is a portal to the Palace of Sempiternal Wisdom in the southern city of Volmar. Passage through the portal is easily done, as it requires neither a command word nor an item to activate it. However, the far side is heavily guarded in anticipation of reinforcing the expeditionaries from Volmar found in the Hall of Divinity (Room 58) and Chapel to Tenen (Room 59). For more information on Volmar, see *Chapter 7, Factions in the Dungeon* (p. 95).

62. Crescent Room

At each end of this crescent-shaped room stands a statue of Turms Termax. Careful examination of either statue will reveal that its base sits on a track that runs to just short of the door that allows an exit to the rest of the level. If anyone enters Vault of the Worlds (Room 63) without possessing a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327), the two statues slowly begin to move along their tracks; statue 'a' to block the door to the Passageway (Room 60) and statue 'b' to block the door to the Ghoul Lair (Room 48). It takes five rounds for the statues to block the doors. Once begun, the statues' movement can only be stopped by destroying them, and once in position, the statues will not move again unless a passkey is displayed within 5 feet of them. If 200 or more points of damage are dealt to a statue, it falls apart, opening the way out of the room.

63. Vault of the Worlds

Various shelves and cases adorn the walls of this room. These contain valuables brought through the portals from other worlds and placed here for safekeeping. These treasures include: 700 sp, 600 gp, one piece of lapis lazuli (50 gp), a silver necklace (10 gp), a demonic idol of Arach-Nacha (1,600 gp), a gold ring (800 gp), a *war hammer +1*, and a *potion of heroism*. The coins are all of various sizes and shapes, bearing the likenesses of kings and gods unrecognizable to even the wisest Tellurian sages.

The treasure is guarded by a pair of animated iron statues who attack any intruders lacking a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327).

Animated iron statues (2) [AL N, MV 30' (10'), AC 4, HD 4, HP 23, 22 #AT 2, DG 1d8/1d8, SV F4, ML 11]

64. Alchemist's Door Terminus

When the Alchemist's Door on the stairway up to the Red Doors is active, the portal it opens leads to this room. It was from here that the Termaxian cultists now in control of The Manufactory (Level 6B) and The Deep Hollows (Level 7) entered Dwimmermount two months ago. There is no way to open the portal from inside, and it functions only during the Triple Conjunction of Kythirea, Areon, and Ioun in any event. See *Chapter 6, Overview of the Dungeon* (p. 71), for more details on the Alchemist's Door and other entrances to Dwimmermount.

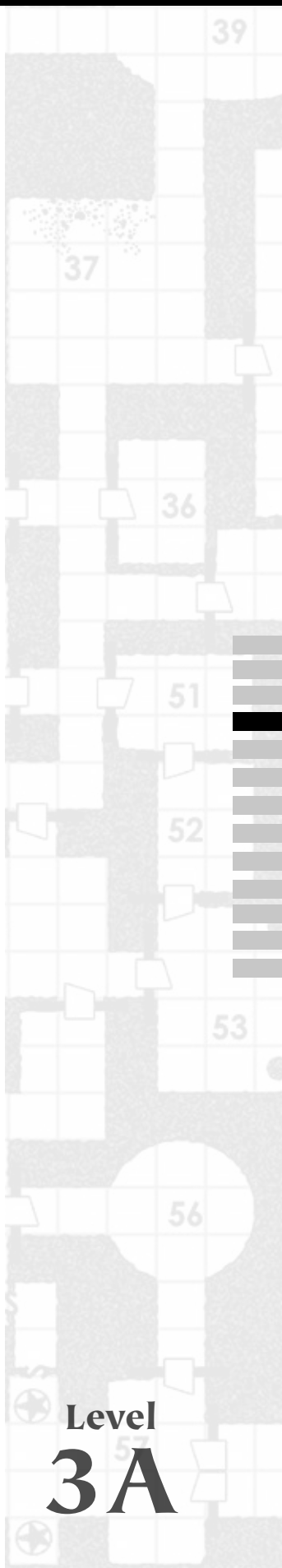
Lying on the floor is a silk bag containing 300 gp. The coins within were recently minted in Adamas.

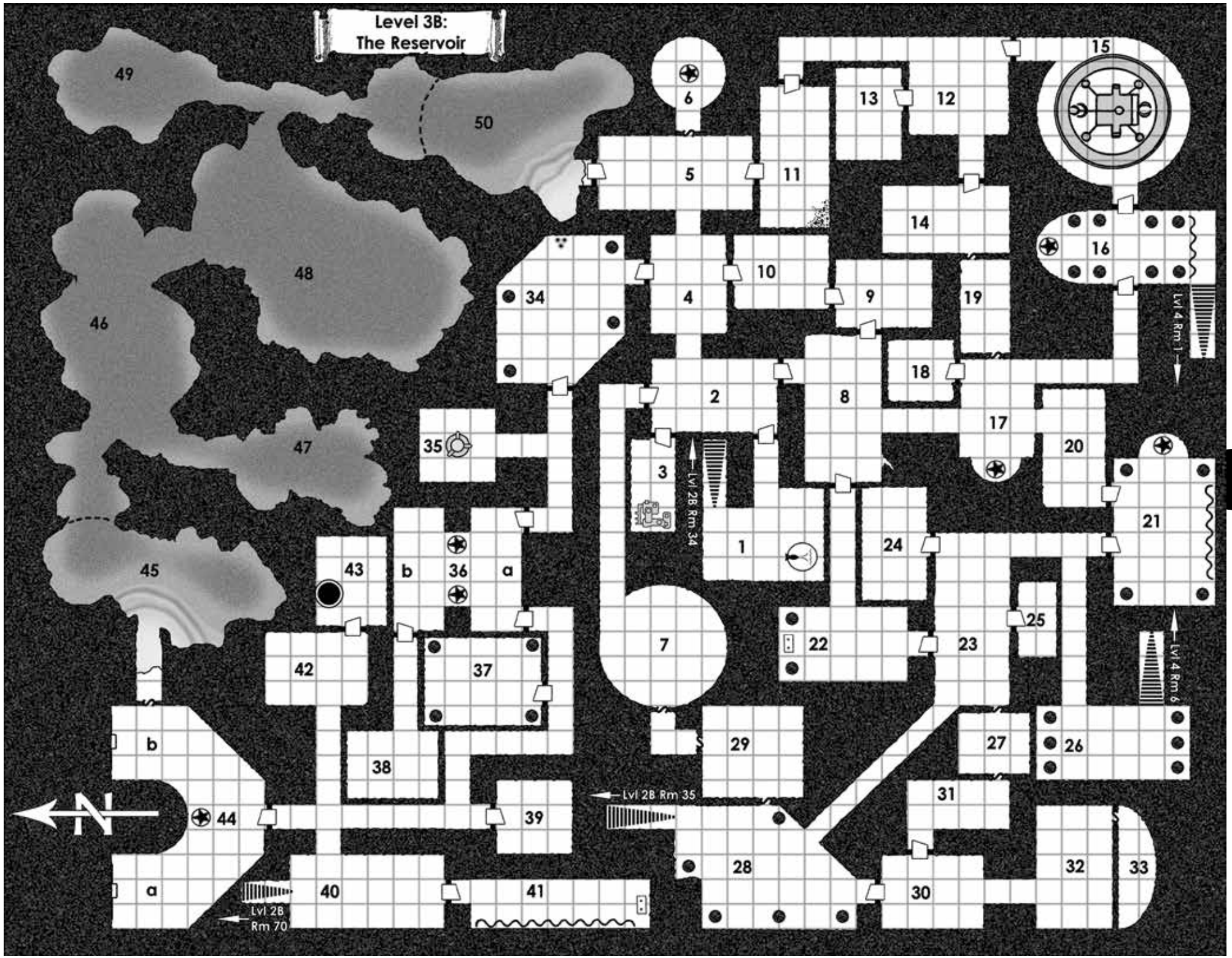
65. The Skullmural

This chamber is empty, save for a tattered red curtain, which covers the entirety of the west wall. Behind the curtain is a strange carving of a skull. The carving is, in fact, a skullmural (see *Appendix C, New Monsters*, p. 353) that will attack when characters investigate it or turn their back to it. In either case it will gain surprise.

Skullmural [AL N, MV 30' (10'), AC 6, HD 3, HP 18 #AT 1, DG 1d6, SV F3, ML 10]

Once slain, the skullmural disgorges a gold medallion worth 1,000 gp.

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The Reservoir
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Lvl 2B Rm 34
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Lvl 4 Rm 6
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Lvl 2B Rm 35
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Lvl 2B
Rm 70

Chapter 12

The Reservoir

Level 3B

Overview of The Reservoir

By the late Second Era, the action of the astral dome below Dwimmermount had drawn so much azoth down from the quintessence of space that the construction of a vast underground cistern became necessary to contain it. The Reservoir was built around a series of pre-existing limestone caverns located mid-way between the peak and the astral dome. Using the Great Ancients magical technology, vast quantities of stone were dematerialized to excavate space of the desired dimensions, resulting in hewn areas of sheer smoothness and flawless geometry. Adamantine steel hatches, capable of being sealed against azoth, were installed between the rooms and corridors, and vitreum radiance panels were placed every ten feet to illuminate the level.

In the centuries since, much of this construction has been damaged or destroyed. As the fountainhead of azoth on Telluria, The Reservoir has been a battlefield each time the rulership of Dwimmermount has been contested. The original construction is still evident in the Control Room (Room 3), Pump Room (Room 7), Engineering Room (Room 9), Power Generator (Room 10), Strange Storeroom (Room 18), Observation Room (Room 29), Distillation Room (Room 35), and Arcane Library (Room 37). Much of the rest of the level is of Eld, Thulian, or Termaxian construction.

WANDERING MONSTERS OF THE RESERVOIR

Die Roll	Monster
1	Throghrin (1-6)
2	Ochre Jelly (1)
3	Giant Ticks (1-8)†
4	Eldritch Bones (3-12) †
5	Doppelgangers (1-6)
6	Shadows (1-6)
7	Ranine (1-8) †
8	Hobgoblins (1-6)
9	Carcass Scavengers (1-3)
10	NPC Party (5-8)
11	Wererats (1-6)
12	Gray Ooze (1)

†see **Appendix C, New Monsters**, p. 333

1. Dry Fountain

In the south-west corner of this room is a tall fountain constructed of white alabaster. The fountain's surface is decorated with arcane symbols, while the fountain's basin is visibly discolored, being darker, almost blackish, in places. Covering the basin is a vitreum canopy.

At present, the fountain is not working. If the Power Generator (Room 10) is turned on, the fountain can be activated from the Control Room (Room 3). If activated, the fountain begins to circulate azoth. The vitreum canopy covering the fountain protects spectators from being splashed by the toxic quintessence, but equally prevents them from gathering it. The hemisphere is immune to damage from weapons and similar physical attacks, but if it takes more than 50 points of damage from spells or magical effects, the material will shatter and allow direct access to the fountain itself. 7 gallons of azoth can then be collected per minute, up to a maximum of 1,200 gallons, although this can only be safely done by a character in an *environment suit*. See *Appendix F, Azoth* (p. 379), for more details on the properties of azoth.

The areonite pipes that feed the fountain are too small for humanoid creatures to traverse, and highly toxic besides. If the characters somehow get into the azoth pipes themselves (e.g. by *diminution*), see *Chapter 6, Overview of the Dungeon*, p. 77, for details on where they might travel.

The room is currently occupied by four throghrin, who guard the steps from Rukruk's Throne Room (Room 34) on The Reliquary (Level 2B) from interlopers on this level.

Throghrin (4) [AL C, MV 120' (40'), AC 6, HD 3, HP 13, 12 (×2), 10, #AT 1, DG 1d8 (battle axes), SV F3, ML 10]

The throghrin keep a chest containing 3,000 sp near the steps. If hard-pressed by attackers from this level, the throghrin will abandon this treasure and retreat upstairs, hoping the chest will distract intruders long enough for them to gather reinforcements.

2. Foyer

All of the entrances to this room are areonite doors with wave-like engravings. The walls of this large chamber are covered in mosaics that have been severely defaced, making it difficult to ascertain what they once depicted. A careful examination of the mosaics (requiring 1 turn) reveals that they were once maps, perhaps of this very level. Unfortunately, only a very small section remains unscathed, showing the relative locations of the Foyer, Fungal Grove, Preparation Room, Ruined Chamber, Engineering Room, Power Generator, Boneyard, and Azoth Spillage (Rooms 2, 4, 5, 8, 9, 10, 11, and 34 respectively). The names and contents of these rooms are not depicted in the mosaics.

3. Control Room

The door to this room is locked, and its key long since lost. The room contains a series of controls that operate three devices in nearby rooms—the circulation system for the Dry Fountain (Room 1), the extraction pipes in the Pump Room (Room 7), and the distiller in the Distillation Room (Room 35). The controls, a complex array of resin dials, switches, and buttons set in a vitreum panel, cannot be operated without an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320), several of which can be found throughout this level. The controls also require power to function, which will be restored if the Power Generator (Room 10) is activated.

4. Fungal Grove

Nearly the entirety of this room is filled with strange silvery-black mushrooms of unnatural size, varying in height from a few inches to nearly three feet tall. All creatures that enter the room must succeed in a saving throw versus Poison or fall into a deep slumber from which they cannot be awakened unless removed from the grove. Sleeping creatures gradually die of dehydration and starvation, and the fungal grove feeds on the remains.

Located amongst the fungi are several items: a backpack containing 700 sp, a sack containing 60 gp, and an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320).

5. Preparation Room

In the center of the room stands a steel table with some blackish stains on its top. The walls of the room are lined with steel shelves on the western side and upright steel lockers on the eastern side. All of the shelves, and most of the lockers, are now empty, but three lockers contain heavy silvery-gray suits, along with gloves and boots made from the same material, and ceramic helmets that fit on top of the suits. These are *environment suits* (see *Appendix A, New Magic Items*, p. 320), which grant immunity to certain adverse effects encountered throughout the dungeon, such as the azoth found in the nearby caverns (Rooms 45-50).

The door to the Entry Cavern (Room 50) is a magically sealed adamantine steel hatch. It can only be opened from the Reservoir Control room (Room 44) or with a *knock* spell. The secret door to the Secret Shrine (Room 6) is at the back of one of the metal lockers.

6. Secret Shrine

A 10 foot tall iron statue of a man in strange plated armor stands at the center of this room. The man wears a helmet that completely covers his face. In his right hand is an ornate lantern that can only be removed by a Lawful cleric—anyone else who attempts to touch it, let alone remove it, takes 3d6 damage without any possibility of a saving throw. The lantern is an *iron lantern* (see *Appendix A, New Magic Items*, p. 323) with a single unused lens.

The most knowledgeable of sages could possibly identify the statue as of the Iron God, an Empyrean worshipped as a divinity at certain periods in Telluria's history, but most characters will be ignorant of the existence of this being, let alone able to identify it.

7. Pump Room

The floor of this large, circular room is polluted with stains of silver, black, and ochre, perhaps a residue from the numerous large nephelite pipes run between the walls and floor. The pipes are silent and empty of fluid, unless the power for the entire level has been restored by the Power Generator (Room 10) and the pipes have been activated in the Control Room (Room 3). If active, the pipes vibrate and rattle loudly, and several of them leak slightly, dripping azoth onto the floor, where it leaves a silvery-black stain before seeping into the stone. When the Pump Room is activated, the azoth levels in the Entry Caverns (Rooms 45 and 50) can be raised or lowered at the Reservoir Control (Room 44). As elsewhere in the dungeon, the azoth pipes are too small for humanoid creatures to traverse, and highly toxic besides, but *Chapter 6, Overview of the Dungeon* (p. 77), has details on where they might travel.

The ochre stain in this room is actually an ochre jelly, which will attack any characters who approach.

Ochre Jelly (1) [AL N, MV 30' (10'), AC 8, HD 5, HP 30, #AT 1, DG 2d6, SV F3, ML 12]

The secret door to the west is concealed as a cluster of pipes with a small steel hatch wheel. Turning the wheel will open the corridor to the Observation Room (Room 29).

8. Ruined Chamber

Rubble litters this large room, particularly in the southwest corner, where the floor has collapsed, opening a one foot wide gap through which vermin can easily enter. Among the vermin to do so are eight giant ticks (see *Appendix C, New Monsters*, p. 358), which hungrily attack any living creatures that come into the chamber.

Giant Ticks (8) [AL N, MV 30' (10'), AC 3, HD 2, HP 13, 10, 9 (×2), 7, 6, 5, 4, #AT 1, DG 1d4 + blood drain, SV F2, ML 8]

Hidden amongst the rubble is a coffer containing 90 gp and a gold earring worth 300 gp.

9. Engineering Room

The doors to this room are adamantine steel hatches. Within, shelves and cabinets of alchemist's resin line the walls. The shelves are empty, but several of the cabinets contain sheaves of paper that disintegrate upon being touched. Beneath one of these piles of paper is an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320).

10. Power Generator

The doors to this room are adamantine steel hatches. Inside, a large collection of rectangular nephelite devices occupy the center of the room, connected to one another by a series of orichalcum cords and wires. The devices are bedecked with a confusing assortment of resin buttons and switches. Attempting to use these buttons and switches correctly requires an ability check versus INT. A successful check restores power to all of the level's machinery in the following rooms: the Dry Fountain (Room 1), the Control Room (Room 3), the Portal Room (Room 15), the Observation Room (Room 29), the Distillation Room (Room 35) and the Arcane Library (Room 37).

Failure results in one of the following consequences (roll 1d4):

1. Minor electrical shock (1d4 damage)
2. Electrical Shock (2d4 damage)
3. Major electrical shock (4d4 damage)
4. Generator circuit damaged; will no longer restore power to one random room

11. Boneyard

The western half of this room is filled with rubble, making entry from the Preparation Room (Room 5) difficult as the door has effectively stuck. Scattered amidst the rubble are "bones" carved from a silvery-black metal. These are in fact twelve eldritch bones (see *Appendix C, New Monsters*, p. 341) that attack anyone who enters the room from any direction.

Eldritch Bones (12) [AL N, MV 120' (40'), AC 5, HD 1+1, HP 9, 8 (×3), 7 (×2), 5, 4, 3 (×2), 2 (×2), #AT 1, DG 1d6+1, SV F1, ML 12]

12. False Friends

Within this chamber are three doppelgangers from Areon. They have temporarily assumed the form of dwarves, and introduce themselves to any intelligent creatures that enter this room as Getvar, Kelrak, and Tholad. The doppelgangers explain they are seeking an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320), so that they can activate one of the portals in the Portal Room (Room 15) to escape to the surface. Provided that the characters are willing to aid them in this request, the doppelgangers will behave in a trustworthy fashion. If met with refusal, suspicion, or resistance, or if the characters approach Room 13, the doppelgangers will attack.

Doppelgangers (3) [AL C, MV 90' (30'), AC 5, HD 4, HP 18, 15, 11, #AT 1, DG 1d12, SV F1, ML 12]

13. Hiding the Evidence

Inside this room are the bodies of three dwarves slain by the doppelgangers next door (Room 12) and whose identities they assumed. The dwarves came via the Portal Room (Room 15) from The Manufactory (Level 6B) and ironically, possessed the *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320) that the doppelgangers seek. However, the rod the dwarves held is built into the cross guard of an otherwise ordinary short sword, making its presence less than obvious. The dwarves carried 300 pp on their persons, in addition to a *potion of growth*, an amethyst worth 750 gp, a chrysoprase worth 100 gp, a jasper worth 100 gp, and an adamantine steel *shield +1*. The dwarves wear chain mail and have short swords, all of which is still are in usable condition.

14. Barracks

Wooden beds sufficient to house two dozen can be found in this room, along with footlockers and other small containers. Except for dust, the chamber is in remarkably good shape, showing very little damage or wear. Despite this, all but one of the footlockers has already been looted. One remains locked and it contains 50 gp and a pearl-studded brass ring worth 100 gp.

A door to the Secret Space (Room 19) is concealed behind a sliding block of stone in the west wall.

15. Portal Room

The ceiling to this large circular room is domed and decorated with an artistic representation of the world of Telluria, with Dwimmermount located at its center. In the middle of the room itself are three archways with stone "doors" set into them. The three archways are portals to different levels of the dungeon. Each portal requires an *engineer's control rod* (see 320, p. 320), to activate. When a rod is brought within a few inches of a portal, the door set into it fades away, replaced by a swirling silver-grey mist that remains open for one turn. During that time, characters can pass both ways through the portal, i.e. to the bottom of the Staircase and then back to the Portal Room. However, the portal can only be activated from the Portal Room.

Portal #1 leads to the Entrance Chamber (Room 1) on The Path of Mavors (Level 1), just inside the Red Doors.

Portal #2 leads to the bottom of the Staircase (Room 1) on The Ossuaries (Level 6A).

Portal #3 leads to an empty chamber containing a Dead Dwarf (Room 10) on The Manufactory (Level 6B).

16. Sanctum of Tenen

Eight heavy basalt pillars hold up the vaulted ceiling of this chamber. The southern portion of the room is obscured by a large blue curtain, while the northern apse is dominated by a large basalt statue of the god Tenen, appearing as a short, almost dwarf-like figure carrying tools. Interestingly, his head has not been replaced by that of Turms Termax. This is because the statue is in fact animated, and springs to life to attack anyone who pulls back the curtain in the southern portion of the room.

Stone Statue (1) [AL N, MV 60' (20'), AC 4, HD 5, HP 29, #AT 2, DG 2d6/2d6, SV F5, ML 11]

Past the curtains is a staircase that descends to Entry Room (Room 1) of The Halls of Lesser Secrets (Level 4).

17. Statue of Tenen

Another statue of the Thulian deity Tenen can be found in this room. This time though, his head has been replaced with that of Turms Termax, quite noticeably so, in fact, since it is made from a different type and color of stone. If the head is removed and replaced with an appropriate one—including that from the statue in the Sanctum of Tenen (Room 16)—the character doing so gains the Blessing of Tenen. This is the one-time ability to cast *dimension door* as per the magic-user spell of the same name. See *Chapter 6, Overview of the Dungeon* (p. 75), for more information on boons from the gods.

A door to the Secret Space (Room 19) is concealed behind a sliding block of stone in the east wall.

18. Strange Storeroom

The door to this room is made of frosted vitreum. The entirety of this room consists of resin shelves. The shelves are littered with literally hundreds of silvery metal plates, each about one foot in diameter. These plates are *knowledge records* (see *Appendix A, New Magic Items*, p. 323), a type of storage media for use with arcane machines found in the Arcane Library (Room 37). Also present in the room are three shadows, who attack anyone who enters the room without a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327) in their possession.

Shadows (3) [AL C, MV 90' (30'), AC 7, HD 2+2, HP 16, 10, 7, #AT 1, DG 1d4 + strength drain, SV F2, ML 12]

19. Secret Space

This large room is almost entirely empty, except for some straw mats, a blood stain on the ground, and a discarded leather sack. The sack is in fact a *bag of holding*, inside of which can be found 2,000 sp, 700 gp, and a small bag. The small bag contains 20 sp, 7 gp, and a tiny leather pouch. The tiny leather pouch holds a sprinkling of silver and gold dust and a piece of leather.

The exits to the Barracks (Room 14) and Statue of Tenen (Room 17) are not concealed from within this room.

20. Bloodsuckers

The door to this chamber from the room with the Statue of Tenen (Room 17) has been shattered, which has enabled seven giant ticks (see A*ppendix C, New Monsters*, p. 358) to take up residence here. The ticks attack anyone who enters.

Giant Ticks (7) [AL N, MV 30' (10'), AC 3, HD 2, HP 12, 10, 8 (×3), 6, 5, #AT 1, DG 1d4 + blood drain, SV F2, ML 8]

21. Despoiled Room

Four marble pillars support the vaulted ceiling of this room. Against the southern wall is a torn and tattered tapestry made from silvery-black silk decorated with geometric designs. The bare walls and the ceiling have all been covered with strange shapes drawn in phosphorescent paint, which catch the light of any torches or lanterns. Continuous viewing of the symbols for more than 6 rounds requires that the viewer make a successful saving throw versus Spells or be afflicted with a powerful *suggestion* to fall down and worship the statue at the eastern end of the room. The *suggestion* lasts only 1 turn and can be removed with *dispel magic*, *remove curse*, and similar spells and magical effects. When those afflicted by the *suggestion* break free of its influence, they have the name "Tsath-Dagon" on their lips, but remember nothing else. The statue itself is crudely carved from scorched wood and looks vaguely like a wide-mouthed, toad-like being.

22. Altar of Evil

A black basalt altar flanked by two pillars made from the same material is located at the northern end of this room. The altar has been damaged, with much of its ornamentation broken off, giving the altar a rough-hewn appearance it did not originally possess. The altar radiates evil for the purposes of spells like *detect evil*. Any Chaotic-aligned character who touches the altar is healed 1d4 points of damage, or 1d6 points of damage if a cultist (no more than once per day). Any Lawful-aligned character who touches it takes 1d4 points of damage (no save), or 1d6 points if a cleric. However, a Lawful cleric can become a Chaotic cultist by renouncing his faith and making a blood offering at the altar here (see *Chapter 3, Adventuring in Dwimmermount*, p. 38).

23. Ranine Scouts

Ten ranine (see *Appendix C, New Monsters*, p. 351) are currently scouting this location. If events turn against them, they first attempt to raise the alarm and alert their brethren in the Office (Room 24) to come to their aid. Otherwise, they will retreat toward the Stairway (Room 26) and thence The Halls of Lesser Secrets (Level 4).

Ranine (10) [AL C, MV 90' (30')/120' (40') swim, AC 4, HD 2, HP 13, 12 (×2), 11 (×2), 9, 8, 6, 4 (×2), #AT 3, DG 1d6/1d6/1d4 + paralysis, SV F2, ML 9]

The ranine have not found the secret door to the Secret Treasury (Room 27), which is concealed as a sliding section of stone in the west wall.

24. Office

Four ranine (see *Appendix C, New Monsters*, p. 351), one of them a cultist, are ransacking this room, looking for anything valuable. The room is furnished with a heavy wooden desk, a chair, and some brass cabinets, none of which contain anything of much interest to either the ranine or the characters.

Ranine (3) [AL C, MV 90' (30')/120' (40') swim, AC 4, HD 2, HP 10, 7 (x2), #AT 3, DG 1d6/1d6/1d4 + paralysis, SV F2, ML 9]

Ranine Cultist (1) [AL C, MV 90' (30')/120' (40') swim, AC 4, HD 3, HP 17, #AT 3, DG 1d6/1d6/1d4 + paralysis, SV C3, ML 10]
Spells: 1-*cause light wounds*, *protection from good*

25. Latrine

There are several non-working toilets in this small chamber, along with similarly non-functional water basins. The room has a musty smell, but there is no evidence of any kind of mold present in the place. A tattered and grossly stained codex litters the floor near the toilets; judging from its obscene illustrations, it seems to be a religious tract of an erotic mystery cult. The codex would be worth 250 gp to a collector, but Paladins and Clerics who read it must make a successful saving throw versus Spells or lose 500 XP from the corrupting material.

Hidden inside one of the toilets is a vial containing a blackish liquid that is in fact a *potion of human control*.

There are pipes connecting the toilets to the wall, but they are too narrow to allow even the smallest humanoid-shaped creatures to enter them. Normal rats, insects, or a character affected by *diminution* might pass through them, however; see *Chapter 6, Overview of the Dungeon* (p. 76), for details on traversing the water pipes if necessary.

26. Stairway

The way down to Room 6 of The Halls of Lesser Secrets (Level 4) can be found in this marble-pillared chamber, which is currently occupied by eight ranine (see *Appendix C, New Monsters*, p. 351), one of them a 4 HD cultist.

Ranine (6) [AL C, MV 90' (30')/120' (40') swim, AC 4, HD 2, HP 13, 9, 6, 3, 2 #AT 3, DG 1d6/1d6/1d4 + paralysis, SV F2, ML 9]

Ranine (1) [AL C, MV 90' (30')/120' (40') swim, AC 4, HD 2, HP 14, #AT 3, DG 1d6/1d6/1d4 + paralysis or 1d6+2 (*hand axe +2*), SV F2, ML 9]

Ranine Cultist (1) [AL C, MV 90' (30')/120' (40') swim, AC 4, HD 4, HP 26, #AT 3, DG 1d6/1d6/1d4 + paralysis, SV C4, ML 10]
Spells: 1-*cause fear*, *darkness*; 2-*hold person*, *silence 15' radius*

The ranine have collected a small hoard consisting of 4,000 gp, a *potion of gaseous form*, a *potion of undead control*, and a *scroll of detect invisible*.

27. Secret Treasury

This room is accessed by one of two secret doors, each a sliding section of stone paneling. Hidden within the secret treasury are two chests and a coffer. One chest contains 4,000 sp; another contains 1,200 gp and *cursed sword -1*. The *cursed sword* is a Thulian gladius with a bronze hilt and adamantine steel blade, heavily notched as if from frequent use. The coffer contains a scroll with *web* and *knock*.

28. Pillared Chamber

Ornately carved marble pillars are found in this room, whose walls are decorated with frescoes depicting magicians engaged in all manner of sorcery. A staircase here ascends to the Stairway (Room 35) on The Reliquary (Level 2B). The staircase is currently guarded by five throghrin. Another two throghrin are on duty on the Stairway (Room 35) above; these can reinforce their brethren below or cover their retreat, as necessary.

Throghrin (5) [AL C, MV 120' (40'), AC 6, HD 3, HP 17, 16, 15, 5, #AT 1, DG 1d8 (long swords), SV F3, ML 10]

The secret door to the Observation Room (Room 29) is a sliding section of stone wall opened by stepping on a pressure plate adjacent to the southeast pillar.

29. Observation Room

The center of this room is dominated by a large machine made of alchemist's resin and nephelite, connected to a series of 16 similar but smaller machines arranged around it. Each of the smaller machines features an opaque vitreum view screen over an arrangement of resin buttons and switches.

When activated, the view screens allow their users to safely and secretly observe many of the other rooms on this level. To activate the view screens, power must first be restored to the level by the Power Generator (Room 10). Then the observation power regulator (the large machine at the center of this room) must be turned on. Doing so takes 1 turn and requires a successful ability check versus INT. If a character fails this Intelligence check, he takes 1d6 shock damage (no saving throw).

Once power is flowing from the Power Generator and the observation power regulator is turned on, characters can then turn on the view screens by using an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320). Each of the 16 view screens monitors a different room: Dry Fountain (Room 1), Portal Room (Room 15), Sanctum of Tenen (Room 16), Despoiled Room (Room 21), Stairway (Room 26), Pillared Chamber (Room 28), Barracks (Room 32), Checkpoint (Room 36), Arcane Library (Room 37), Reservoir Control (Room 44), and each of the caverns (Rooms 45-50).

When activated, the view screens normally provide an accurate but ordinary view of whatever is happening in the rooms they monitor. However, if there is no light source in the observed room, then the view screen will provide a view of the room as if seen through infravision (such that warm or living things will appear in tones of red, yellow, and blue, while cool things will be gray and very cold things black). The screens never reveal the presence of magic, invisibility, or other special effects, nor can such effects be cast through the view screens

30. Recreation Area

There are several broken wooden tables and many more broken chairs in this room, creating a morass of debris. Nothing is of any value.

31. Armory

Wooden racks and metal shelves fill this room, most of which are now empty. However, a few items remain that may be of interest. They include two sets of *Thulian chain* (see *Appendix A, New Magic Items*, p. 327), four shields, two long swords, and five maces. There is also a crossbow with a quiver of 20 bolts, one of which is actually a *firebolt* (See *Appendix A, New Magic Items*, p. 321).

The secret door to the Secret Treasury (Room 27) is concealed behind a large, empty weapon rack in the east wall.

32. Barracks

This former barracks area is completely empty of any physical objects except dust and some splintered wood. Any character who enters the room must make an ability check versus WIS. Those who *fail* will see a shadowy echoes of what this room looked like during its heyday—a well-furnished barracks with several soldiers, who immediately attack!

There will be two shadowy soldiers for every character who fails his Wisdom check, and they will fight until either they are defeated or their targets are slain, going so far as to pursue characters who leave the Barracks. Characters who succeed at their Wisdom check cannot aid those who failed, as they cannot see or interact with the shadowy echoes of the past.

Shadowy Soldiers (Varies) [AL C, MV 120' (40'), AC 3, HD 2, HP 9 each #AT 1, DG 1d6+1, SV F2, ML 12]

At the time that the Barracks was built, the secret door to the Hidden Room (Room 33) was an ordinary doorway. As such, the existence of a door there will be immediately apparent to any characters who see the shadowy echoes of the room's past. Those who succeed in the Wisdom check see only stone paneling, but can find the door through the usual means.

33. Hidden Room

Secreted within this hidden vault are two chests. The first chest has a lock with a poison need (save versus Poison or die if triggered). It contains 900 gp and a *chime of opening*. The second chest is unlocked, and contains 6,000 sp.

34. Azoth Spillage

There are four upright vitreum pipes in this room, each about 5 feet in diameter and reaching from the floor to the ceiling. All but one of the pipes has cracked, allowing azoth to spill into the room. Most of the azoth has long since seeped into the stone floor, staining it a silvery-black color, but small puddles of it can be found here and there. See *Appendix F, Azoth* (p. 379), for details on the effects of azoth.

Hovering in the room are five jellyfish plants (see *Appendix C, New Monsters*, p. 345), which will attack any intruders.

Jellyfish Plants (5) [AL N, MV 20' (6')/50' (16') flying, AC 9, HD 3, HP 21, 19, 17, 14, 13, #AT 1, DG 1d6 + paralysis, SV F2, ML 8]

After the jellyfish plants are slain, the azoth in the room can be collected (4 gallons total) and the pipes investigated. The pipes connect to other sections of the dungeon, but they rapidly narrow above and below the room, making passage by humanoid creatures impossible. If the characters somehow shrink to a sufficiently small size and have protection from azoth, see *Chapter 6, Overview of the Dungeon*, p. 77, for details on where they might travel.

35. Distillation Room

A large nephelite cylinder festooned with adamantine steel pipes, resin tubing, and orichalcum valves occupies the center of this room. This is an azoth distiller. The distiller will not function until the characters have first restored power in the Power Generator (Room 10) and activated the Distillation Room in the Control Room (Room 3).

Once functional the distiller can be used to refine raw azoth into a variety of azoth products. To use the distiller, a character need only pour 36 ounces of raw azoth into its still pot, wait 1d6 hours, and then collect the distillate substance from the receiving flask. While the machine could at one time be calibrated to safely produce specific refined substances, age and abuse have left it damaged and unpredictable. Each time the distiller is used, roll 1d10:

1-3. 1 ounce of poison (make a saving throw versus Poison at –2 or die) is produced.
4-5. 1 ounce of *refined azoth* is produced.
6-7. 1 ounce of *panchrest* is produced.
8. 1 ounce of *sovereign glue* is produced.
9. 1 ounce of *universal solvent* is produced.
10. 1 ounce of *alkahest* is produced.

Information on *azoth* and the miraculous substances made from it can be found in Appendix F, p. 380-382.

36. Checkpoint

Two bronze statues of Turms Termax face one another at the narrowest portion of this room. Projected between them is a *wall of force* that separates the room into two halves, 'a' and 'b'. The *wall of force* is impenetrable to all matter and energy. Getting past the *wall of force* requires coordinated action by two individuals with *engineer's control rods* (see *Appendix A, New Magic Items*, p. 320). The statues are on pivoting stands, and can be turned to face 'a' or 'b' by any character with Strength 12 or more. When both statues are turned to face 'b' and a character with an *engineer's control rod* approaches within a foot of them, he will be teleported to area 'b'. Then one of the statues must be pivoted to face 'a' while a second character with a *control rod* approaches within one foot. After that, the *wall* dissipates for 6 turns before the statues reset and the *wall* reactivates. If *both* of the statues are pivoted to face 'a', the *wall of force* will not dissipate; instead the character approaching the statues with a *control rod* will be teleported to area 'a'.

37. Arcane Library

The door to this room is made of frosted vitreum. Inside, this four-pillared chamber houses numerous pieces of ancient machinery that function as a repository of information. The machinery, made of nephelite and orichalcum, is both complex and faulty, but it nevertheless will still function once power has been restored at the Power Generator (Room 10). At the center of the machinery is a large circular table with a depression that matches the size and shape of the *knowledge records* (see *Appendix A, New Magic Items*, p. 323) found in the Strange Storeroom (Room 18). Placing a *knowledge record* on the depression and using an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320), will activate the machines, which grab the disk and read it through mechanical means. A few moments later, a disembodied voice will recite a random piece of information about the world before going silent. The voice speaks High Thulian. Additional information can be elicited with further use of the *engineer's control rod*; alternatively the user can erase the information and record his own voice onto the *knowledge record*.

Precisely what information the library can impart is left to the referee to decide, since it has the potential to upset a campaign if used too liberally. In general, the library's information is at least 200 years out of date when pertaining to anything outside Dwimmermount. Likewise, much of its information about controversial subjects, such as the gods and worlds beyond Telluria, is heavily colored by Termaxian perspectives and is thus not wholly reliable. See the accompanying sidebar for a recommended list of numbered facts that the knowledge records might reveal.

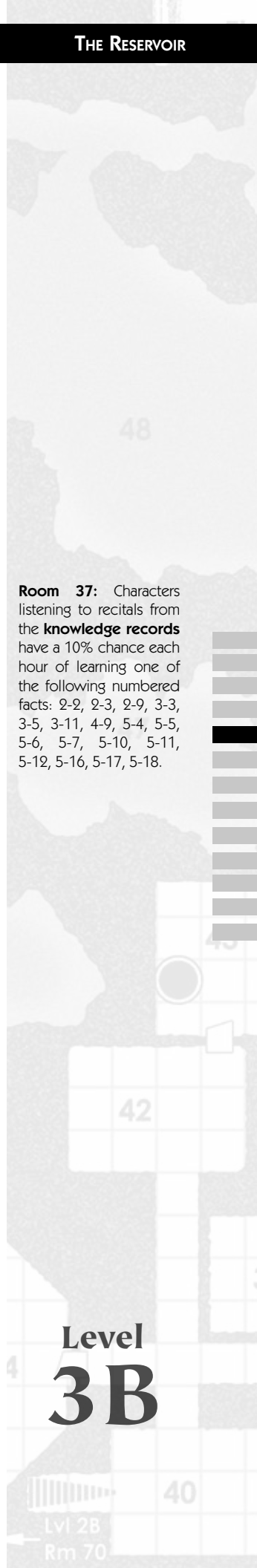
Room 37: Characters listening to recitals from the **knowledge records** have a 10% chance each hour of learning one of the following numbered facts: 2-2, 2-3, 2-9, 3-3, 3-5, 3-11, 4-9, 5-4, 5-5, 5-6, 5-7, 5-10, 5-11, 5-12, 5-16, 5-17, 5-18.

38. Azoth Storage

More than two dozen adamantine steel drums can be found in this room. All are empty except one, however. The one that remains full holds 40 gallons of raw azoth (approximately 5,000 ounces). See *Appendix F, Azoth* (p. 379), for details on azoth.

39. Chamber of the Pyramid

A large pyramid made of azoth-infused hepatizon dominates this room. The surfaces of the pyramid are smooth and devoid of any kind of deliberate markings, but are everywhere marred by what appear to be nicks and scratches. Any metal weapon struck against the pyramid has a chance equal to 10% times the level of the character wielding it of gaining a temporary boon, the Blessing of the Pyramid, which confers a +1 bonus to hit and damage for 1d6 days. This boon affects non-magical



and magical weapons equally, though magical weapons have a 10% chance per strike of permanently losing their potency. Once a boon is gained (or lost), that particular weapon can never again be affected by the pyramid's power.

40. Vestibule

Wooden shelves and cabinets line the walls of this room. Most of these are empty, but a dozen still hold what look to be wizard's robes made of thin gray material. These are *dwimmersilk garments* (see *Appendix A, New Magic Items*, p. 320). Inside the pocket of one of these robes is a bone scroll tube containing a scroll with the following spells: *read languages*, *levitate*, and *haste*.

At the north end of the Vestibule, a staircase ascends to the Stairway (Room 70) of The Reliquary (Level 2B).

41. White Room

A tattered gray curtain runs along the western wall of this room. The curtain is the only thing herein that is not white: Everything else, including the scarab-shaped altar at the southern end of the room, is made from a polished and highly reflective white stone. If a light source is brought into the room, it will reflect off these white surfaces so brightly that everyone in the room must make a successful saving throw versus Spells or be blinded for 2d6 turns. Should a character blinded in this way then approach the altar, he will sense that he can *commune* (as the spell) with Mag-Kargne, the Demon Prince of Beetles. The opportunity to *commune* lasts only while in this room and while the character is blinded. Once either of these conditions is no longer present, the effect fades. No character can *commune* with Mag-Kargne more than once per week by means of the altar, and each time the character *communes* with Mag-Kargne, there is a cumulative 10% chance that the blindness is permanent.

42. Wererat Defenders

Guarding this room are six wererats. While evil, the creatures are desperate for allies in their faction's ongoing war with the minotaurs in The Halls of Lesser Secrets (Level 4). They will offer to guide the characters to Level 4 safely in exchange for a promise of aid in defeating the minotaurs. Should their offer be accepted, the wererats will take the characters to the Passageway (Room 43) and from there to their lair. The wererats will not necessarily attack should this offer be refused, but will in no case allow anyone to approach Room 43 without a fight. See *Factions in the Dungeon*, p. 96, for details on the war between the wererats and the minotaurs.

Wererats (6) [AL C, MV 120' (40'), AC 7 (9), HD 3, HP 22, 18, 14, 13, 11, 8, #AT 1, DG 1d4 or 1d6 (short swords), SV F3, ML 8]

43. Passageway

This chamber was once a storage area of some sort, but it is now in ruins. A large portion of the floor in the northern section of the room has fallen away, revealing a tunnel descending downward into the Wererat Lair (Room 42) on The Halls of Lesser Secrets (Level 4). The wererats will lead anyone agreeing to aid them against the minotaurs down this tunnel.

44. Reservoir Control

A statue of Turms Termax, his arms pointing east and west, greets anyone who enters this room. The statue's arms are movable. If the Pump Room (Room 7) is active, moving the statue's arms will affect the azoth levels in the caverns to the east (Rooms 45-50). If his left arm is lowered, the azoth levels in the Entry Cavern (Room 50) recede to the level of the dotted line on the map. If his right arm is lowered, the same happens to the other Entry Cavern (Room 45).

Control panels cover the north walls to either side of Turms, but virtually all are non-functional. There are two control panels which still work. If a character possesses an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320), the controls in the west area ("a" on the map) can be used to open the secret door in this room which leads to Entry Cavern (Room 45), while the controls in the east area ("b" on the map) can be used to unlock the door in the Preparation Room (Room 5) which leads to the Entry Cavern (Room 50).

The secret door here can be detected in the usual manner, but it cannot be opened except by using the controls in the west area, or with a *knock* spell.

45. Entry Cavern

If characters enter without lowering the reservoir level, they will find that this natural cavern serves as a reservoir for around 230,000 gallons of azoth. The azoth spills inward as far as the tunnel to the Reservoir Control (Room 44) itself, but the depth of the azoth there is initially quite shallow, a mere slick. As the cavern floor descends, the depth of the azoth reservoir also grows gradually deeper, reaching a maximum depth of 20 feet at the dotted line on the map. The cavern's ceiling is about 20 feet above the surface of the azoth.

If characters enter this room after lowering the reservoir level, then the azoth will have receded to the dotted line on the map, where it is a mere inches deep. Where the azoth once pooled is revealed a set of natural stone terraces that descend into the cavern to a depth of 10 feet. Past the terraces, the cavern floor slopes downward to the east, descending another 10 feet by the time it reaches the dotted line on the map. At that point the cavern's ceiling is about 40 feet above the floor of the cavern.

If characters search beneath the azoth, or if the levels of azoth have receded, they will find a small, smoky crystal, silver-black in color. This is a *crystal of controlling quintelementals* (see *Appendix A, New Magic Items*, p. 320). Azoth is quite hazardous unless those entering it are adequately protected (see *Appendix F, Azoth*, p. 379.

46. Central Cavern

When the azoth level is normal, this cavern contains around 1.25 million gallons of azoth. The reservoir is about 20 feet deep at the dotted line on the map. The cavern floor slopes downward east of the dotted line, such that the depth of the azoth reservoir also grows deeper, reaching a maximum depth of 40 feet in the room's center. The ceiling of the cavern is about 20 feet above the surface of the azoth.

When the azoth level has been lowered, this cavern contains around 600,000 gallons of azoth. The reservoir is a few inches deep at the dotted line on the map, and about 20 feet deep in the room's center. The ceiling of the cavern is about 40 feet above the surface of the azoth.

In either case, the only noteworthy feature of the cavern is some graffiti written in ancient Thulian on one walls, which reads "Tenen, help us!"

47. Arcane Cadavers

When the azoth level is normal, this cavern contains about 550,000 gallons of azoth. The reservoir is 40 feet deep and the ceiling is 20 feet above the surface of the azoth. When the azoth level has been lowered, the cavern contains only 275,000 gallons

of azoth. The reservoir depth drops to 20 feet, while the cavern's ceiling appears 40 feet above the surface of the azoth.

Lying beneath the azoth are the corpses of two Thulian workmen who died while in the caverns and whose corpses have since been reanimated by the azoth. These arcane cadavers (see *Appendix C, New Monsters*, p. 334) will sense the presence of any living creatures who enter and immediately attack. They surprise on a roll of 1-4 on 1d6.

Arcane Cadavers (2) [AL C, MV 60' (20'), AC 4, HD 4, HP 28, 11, #AT 1, DG 1d12, SV F4, ML 12]

48. The Arcanoplasm

This enormous cavern has a large hole in its ceiling, within which a pinkish-purple mist can be seen high above. The hole eventually leads to the Crevasse (Room 50) on The Reliquary (Level 2B).

When the azoth level is normal, this cavern contains about 2 million gallons of azoth. The reservoir is 40 feet deep and the ceiling is 20 feet above the surface of the azoth. When the azoth level has been lowered, the cavern contains only 1 million gallons of azoth. The reservoir depth drops to 20 feet, while the cavern's ceiling appears 40 feet above the surface of the azoth.

A monstrously large amoeboid lifeform, brought into existence by the azoth, dwells within this cavern. This monstrosity, called an arcanoplasm (see *Appendix C, New Monsters*, p. 334), can detect the casting of any spells within 100 feet of it and is drawn to such displays of power. It will move toward spellcasters at its top speed and attack.

Arcanoplasm (1) [AL C, MV 30' (10'), AC 4, HD 6, HP 30, #AT 1, DG 2d8, SV F5, ML 12]

49. Empty Cavern

When the azoth level is normal, this cavern contains about 300,000 gallons of azoth. The reservoir is 40 feet deep and the ceiling is 20 feet above the surface of the azoth. When the azoth level has been lowered, the cavern contains only 150,000 gallons of azoth. The reservoir depth drops to 20 feet, while the cavern's ceiling appears 40 feet above the surface of the azoth. Other than the azoth found within, there is nothing unusual about this cavern.

50. Entry Cavern

If characters enter this natural cavern before lowering the azoth level, they will find it serves as a reservoir for around 485,000 gallons of azoth. The azoth spills inward as far as the door to the Preparation Room (Room 5). The depth of the azoth is initially quite shallow, but as the cavern floor descends, the depth of the azoth reservoir also grows gradually deeper. It reaches a depth of 20 feet at the dotted line on the map and 40 feet at the intersection to Room 48 and Room 59. The cavern's ceiling is about 20 feet above the surface of the azoth.

If characters enter this room after lowering the reservoir level, then "only" 270,000 gallons of azoth remain. The azoth will have receded to the dotted line on the map, where it is a mere inches deep, gradually deepening north. Where the azoth once pooled is revealed a set of natural stone terraces that descend into the cavern to a depth of ten feet. Past the terraces, the cavern floor slopes downward to the north, descending another ten feet by the time it reaches the dotted line on the map. At that point the cavern's ceiling is about 40 feet above the floor of the cavern.

Beneath the azoth in this cavern can be found an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320). Finding it requires either careful searching or lowering the azoth levels in the cavern.

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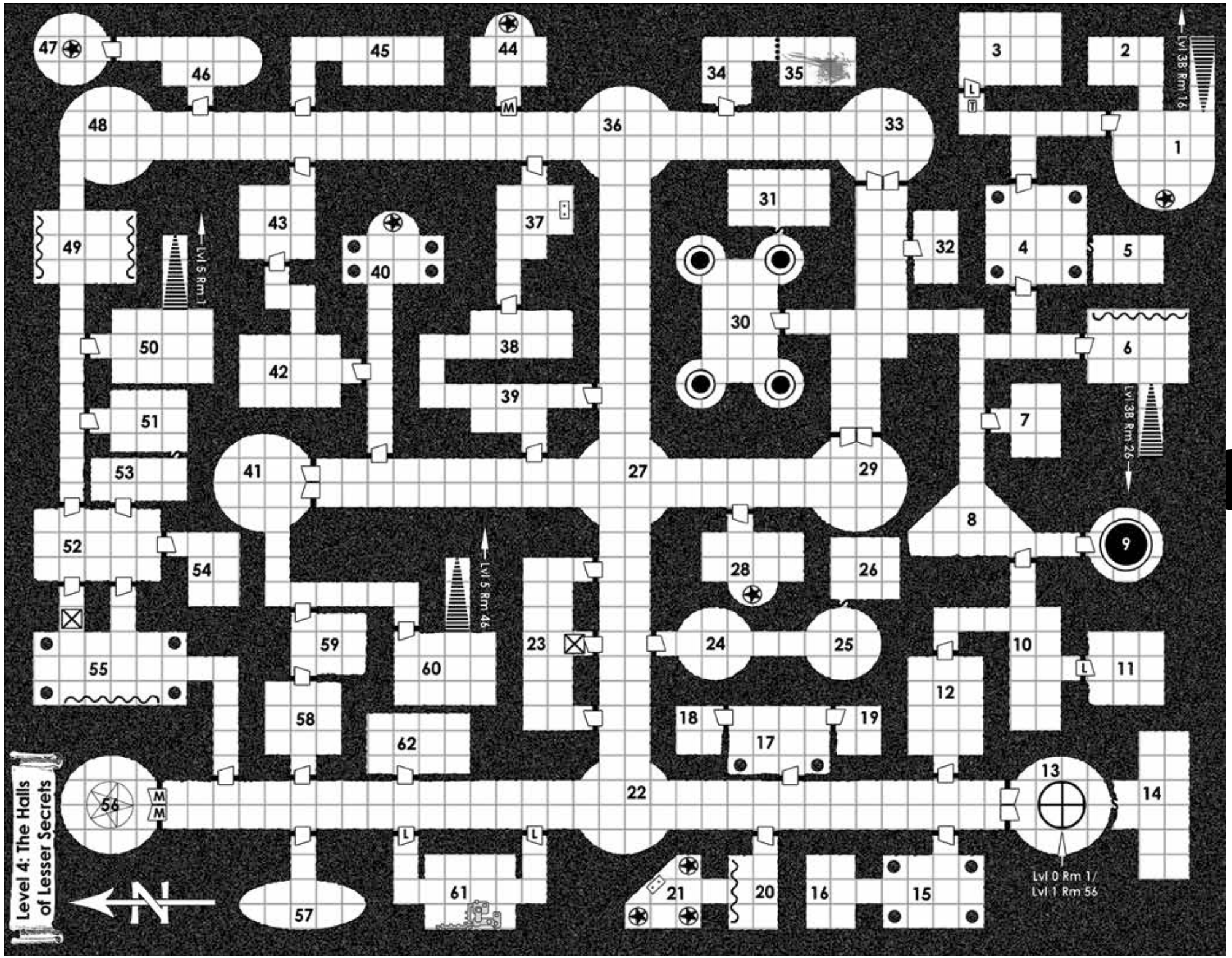
3B


Level 4: The Halls of Lesser Secrets
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Lvl 3B Rm 26
Lvl 5 Rm 1
Lvl 5 Rm 46
Lvl 0 Rm 1/
Lvl 1 Rm 56
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Chapter 13

The Halls of Lesser Secrets

Level 4

Overview of The Halls of Lesser Secrets

THE HALLS OF LESSER Secrets were excavated at the height of the Second Era to serve as a laboratory for the Servitors research into physical and biological transformation. It was here that the Servitors Caint and Termagant jointly perfected the technique of distilling azoth into universal medicines, and here that Termagant secretly and independently created the first Eld. The Elevator to the Divinitarium (Room 13), Elevator Control Room (Room 14), Cloning Chamber (61) and Alteration Chamber (Room 62) are all that remain of these ancient works, as during the Eld invasion of the Third Era, the Great Ancients destroyed virtually all of this level's precious machinery and devices rather than allow them to fall into the hands of their enemy. The dismayed Eld largely left Level 4 in ruins, and excavated The Laboratory (Level 2A) to conduct their own biological experiments.

WANDERING MONSTERS OF THE HALLS OF LESSER SECRETS

Die Roll	Monster
1	Ranine (1-8)†
2	Rust Monster (1-4)
3	Shadows (1-6)
4	Minotaurs (1-4)
5	Gargoyles (1-4)
6	Wererats (1-6)
7	Hell Hounds (2-8)
8	Ochre Jelly (1)
9	Gray Ooze (1)
10	NPC Party (5-8)
11	Doppelgangers (1-6)
12	Giant Rhagodessa (1-4)

† see **Appendix C, New Monsters**, p. 351

The Thulian invasion of Dwimmermount destroyed so much of the construction of past ages that most of the dungeon had to be re-built. The Thulian architects decided Level 4's central location made it the ideal hub for imperial power. Thus the Fourth Era saw the installation of the level's majestic Throne Room (Room 55), its many shrines (Rooms 28, 37, 40, 44, and 47), and various armories, museums, and treasure vaults (Rooms 26, 31, 38, and 39). The Thulians also built the Teleportation Maze (Rooms 27, 33, 36, and 48) to confound those who might strike at the throne. The influence of their sinister Termaxian successors can be seen in the chambers devoted to necromancy (Rooms 17 and 18), demon worship (Rooms 20 and 21), and extraplanar summoning (Room 56).

1. Entry Room

A staircase here descends from the Sanctum of Tenen (Room 16) of The Reservoir (Level 3B). Opposite the stairs stands a white stone statue of a faceless, genderless humanoid. The statue radiates magic and, if anyone approaches within 5 feet of it, produces an echoing voice which loudly declares "Micma!" This seemingly nonsensical word is in fact a password to defeat the teleportation maze found elsewhere on the level. See also the Chamber of Darkness (Room 16).

2. Guardroom

A couple of splintered wooden chairs and an empty weapons rack are the only things immediately visible in this room. There is however, a loose stone in the northern wall that conceals a key that opens the door to the Parchment Storage (Room 3).

3. Parchment Storage

The door to this large room is locked and trapped with a poison needle (make a saving throw versus Poison at –2 or die). Using the key found in the Guardroom (Room 2) bypasses the needle, however.

Within, wooden crates litter the floor. Most of the crates are completely empty, but three crates contain extremely brittle rolls of parchment that crumble to dust upon being handled. Hidden amongst one of these rolls is an arcane scroll of four spells (*charm person*, *knock*, *pyrotechnics* and *read languages*), as well as 5,000 sp and 700 gp. See *Appendix B, New Spells* (p. 332), for details on *pyrotechnics.*

4. Pillars of Opening

Four black stone pillars stand in the corners of this room, each of which bears a single letter in silver inset script: A, E, P, and T. If these letters are touched in the following order—P, A, T, E, which is the Ancient Thulian word for "Open!"—the secret door to the Secret Room (Room 5) will reveal itself. The door is otherwise undetectable through normal, non-magical means. Lurking in the room behind one of the pillars is a rust monster.

Rust Monster (1) [AL N, MV 120' (40'), AC 2, HD 5, HP 20 #AT 1, DG rust, SV F3, ML 7]

5. Secret Room

Hidden in this chamber are several chests, coffers, and bags. There are four wooden chests, each holding 1,000 sp (4,000 sp total). There are two small, somewhat battered, bronze coffers, the first holding 500 gp and the second holding a starmetal *dagger +2*, *+3 v. goblins*, *kobolds*, *& orcs* with an orc-bone hilt. Finally, there is a tied bundle of burlap bags holding 400 gp.

6. Ranine Explorers

Eight ranine (see *Appendix C, New Monsters*, p. 351) from The Reservoir (Level 3B) are exploring this room. The two cultists in their party are particularly interested in the tattered curtain that lines the eastern wall. The curtain is made of a thick, silvery cloth and covers a mural depicting a scene of a stern, bearded magician (Turms Termax) summoning a frog-like demonic being (Tsath-Dagon).

Ranine (6) [AL C, MV 90' (30')/120' (40') swim, AC 4, HD 2, HP 11 (x2), 10, 9 (×2), 5, #AT 3, DG 1d6/1d6/1d4 + paralysis, SV F2, ML 9]

Ranine Cultists (2) [AL C, MV 90' (30')/120' (40') swim, AC 4, HD 4, HP 21, 18, #AT 3, DG 1d6/1d6/1d4 + paralysis, SV C4, ML 10]

Cultist #1: 1-*cause light wounds*, *protection from good*; 2-*hold person*

Cultist #2: 1-*cause fear*, *darkness*; 2-*hold person*

To the west, a staircase ascends to the Stairway (Room 26) of The Reservoir (Level 3B). If hard-pressed, the ranine will retreat up the staircase, and be joined mid-way by reinforcements from their comrades in the room above.

7. Glass Storage

The walls of this room are lined with oak shelves, on most of which are stored glass containers of many sizes and shapes, from small vials to much larger vessels. The shelves on west wall are empty, however, and the floor in front of these is covered in glass shards. None of the containers hold any contents, but a careful examination of the collection (taking 1 turn) will reveal that two of them are made from a thicker, slightly smoky type of glass. These containers radiate magic, and are *containers of curing* (see *Appendix A, New Magic Items*, p. 320).

8. Gallery

Odd geometric frescoes have been painted on the walls of this area. The geometric shapes depicted are of an alien sort and any non-Chaotic creatures who view must make a saving throw versus Spells or be affected by *confusion*, as per the 4th-level magic-user spell of the same name. Lawful creatures save against this effect at –2.

9. Garbage Disposal

Anyone approaching this room from the outside can hear disgusting sloshing sounds emanating from inside, as well as smelling a fetid odor. The room contains a pit, 20 feet in diameter and 10 feet in depth, surrounded by a 5 foot walkway. The walkway is covered in a thick, slippery layer of slime. Any character who steps onto the walkway must make an ability check versus DEX or fall precariously close to the edge of the pit. A second ability check versus DEX check must be made to stand upright again. Failure on this second check results in the character falling into the pit. Such unfortunates not only suffer 1d6 points of damage, but find themselves face-to-face with the black pudding that dwells within. The creature was once used as a means of disposing of garbage on this level; it has been a *long* time since it has had any sustenance.

A *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327) can be found in the pit, its arcane manufacture having rendered it indigestible to the black pudding.

Black Pudding (1) [AL N, MV 60' (20'), AC 6, HD 10, HP 49, #AT 1, DG 3d8, SV F5, ML 12]

10. Sleep Spheres

Floating in this hallway are four glowing blue spheres. They seem to be made of glass or crystal and the blue glow comes from a gas that is contained within. These are sleep spheres (see *Appendix C, New Monsters*, p. 354), and if a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327) is not displayed to the spheres when entering the area, they release a portion of the gas held within them. The gas induces suspended animation in any creature of 5 Hit Dice or fewer that fails a saving throw versus Spells. The suspended animation can be lifted either with *dispel magic* or by destroying the spheres.

Sleep Spheres (4) [AL N, MV 120' (40'), AC 3, HD 2, HP 16 each, #AT 1, DG suspended animation, SV F2, ML 12]

11. Chamber of Antiquities

The door to this room is locked. Inside are many chests and coffers which contain a variety of coins and antiquities from the Thulian Empire. A large bronze-bound chest holds 4,000 sp. Two smaller oak chests contain 2,000 sp each, while four hardwood coffers hold 200 gp each.

Finally, a box made from rare wood (worth 500 gp) contains a set of artifacts once belonging to Turms Termax. These include an amethyst worth 100 gp, a wrought silver necklace worth 100 gp, an iron ring bearing Turms' face worth 500 gp, a star sapphire worth 750 gp, a sapphire-studded gold pin worth 1,000 gp, and a chryselephantine statue of Sarana worth 7,500 gp, totaling 10,045 gp. However, all of these items are *cursed* to reduce the Intelligence of any character who sells or otherwise parts with them by one-half if he fails a saving throw versus Spells. This saving throw must be made for every item that a character sells or parts with, but the effect of the *curse* is not cumulative; a character can only be affected the first time that the saving throw is failed.

12. Minotaur Scouts

Four minotaurs from the northern portion of this level are scouting to see what sort of opposition their forces might encounter if they expand into this area. On the ground of the room are the bodies of three ranine, whom the minotaurs slew. The minotaurs have collected 3,000 sp in their explorations, which they carry in sacks on their persons.

Minotaurs (4) [AL C, MV 120' (40'), AC 6, HD 6, HP 21, 17, 16, 14, #AT 2 or 1, DG 1d6/1d6 or 1d8+2 (battle axes), SV F6, ML 12]

13. Elevator to the Divinitarium

The doors to this large circular room are Ancient blast doors of white nephelite, bearing the same cross-and-circle symbol that appears on the key disk in the possession of the minotaur king (Room 55). Beyond the doors is a 20 foot diameter elevator that leads up to Room 56 of The Path of Mavors (Level 1) and beyond to Room 1 of The Divinitarium (Level 0).

When the characters enter the room, the elevator's doors will be closed. They can be opened with a roll to force doors or by simultaneously pressing both the cross and circle on a key disk. The elevator platform will be present on this level when the doors are opened. Above the elevator stretches a vertical shaft approximately 250 feet tall. Its walls glisten from the transit of various Kythirean slimes and are festooned with clumps of fungi and vegetation from the Green Planet.

If power has been restored to the elevator, then the key disk can control the elevator platform. Pressing the key disk's cross causes the elevator platform to descend while pressing its circle causes the elevator platform to ascend. The elevator cannot descend lower than this level (Level 4), however.

If the power has not been restored, or a key disk is not available, then the elevator platform cannot be operated. Daring parties may, of course, fly, levitate, or climb up the elevator shaft.

Note that power can be restored to the elevator via the machinery of the Elevator Control Room (Room 14) on this level, or through the operation of the Great Machine (Room 40 of The Manufactory, Level 6B).

The secret door on the south wall to the Elevator Control Room is betrayed only by a hairline crack in the curved stone. Pushing on the crack opens the door.

14. Elevator Control Room

Behind the secret door are the hydraulic machines that provide power to Dwimmermount's Elevator. The machines are made of adamantine steel and nephelite, with pipes and tubing of alchemist's resin, and are bewilderingly complex. Successfully activating the elevator controls requires an ability check versus INT with a +4 penalty, or alternatively, the use of *read languages* to understand their arcane instructions. If a character fails the INT check, he is dealt an electrical shock for 4d6 points of damage. The victim may make a saving throw versus Wands for half damage.

Chapter 13

15. Antechamber

There are four pillars in this room, two made from white alabaster and two from black basalt. If the two white pillars are touched, one after the other, the magical darkness in the Chamber of Darkness (Room 16) is lifted. If the two black pillars are similarly touched, the darkness returns. If pillars are touched in any other combination, they have no effect.

16. Chamber of Darkness

A magical effect casts this room into total darkness. The darkness cannot be permanently counteracted except by means of the pillars in the Antechamber next door (Room 15), but casting a *light* spell or employing a similar spell or effect reveals the Ancient Thulian word "Micma" carved all over the walls in numerous scripts. This is the password needed to navigate the Teleportation Maze (Rooms 22, 27, 29, 33, 36, and 48) found elsewhere on this level.

17. The Guardian

Lying on a granite slab in this chamber is a Termaxian mummy (see *Appendix C, New Monsters*, p. 356) named Volusian. He was placed here centuries ago as a guardian of the treasure found in the Vault next door (Room 19). Volusian warns any who enter his domain that they must either present a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327) or turn back.

If the characters do present a *Termaxian passkey*, they are allowed to pass freely. Otherwise, after 1 round, Volusian summons the zombies from the Zombie Corral (Room 18) and fulfills his duty.

Termaxian Mummy (1) [AL C, MV 60' (20'), AC 3, HD 7, HP 33, #AT 1, DG 1d12 + choke, SV F7, ML 12]

18. Zombie Corral

Eight zombies lie in wait here, waiting on their summons by the mummy Volusian in Room 17. Apart from a blanket of dust from the zombie's dead flesh, the room is empty.

Zombies (8) [AL C, MV 120' (40'), AC 8, HD 2, HP 15, 10, 9 (×2), 8, 6 (×2), 5, #AT 1, DG 1d8, SV F1, ML 12]

19. Vault

Found within this chamber are the treasures the mummy Volusian was guarding: 6,000 ep; a moonsilver *ring of protection +1* set with a blue garnet; a Thulian legionary's adamantine steel *shield +1*; and a treasure map to a vault containing 30,000 gp within the Ruins of Lloraec (see *Chapter 4, Vicinity of Dwimmermount*, p. 51). The treasure forms a loose pile that spills across the floor.

20. Vestibule

Five ranine (see *Appendix C, New Monsters*, p. 351) wait in this room while their leader, a cultist, meditates in the Meditation Chamber (Room 21). The ranine attack any who enter the room, but do not make any effort to interrupt their leader unless they fail a morale check.

Ranine (5) [AL C, MV 90' (30')/120' (40') swim, AC 4, HD 2, HP 11, 10, 9, 7, 5, #AT 3, DG 1d6/1d6/1d4 + paralysis, SV F2, ML 9]

21. Meditation Chamber

A powerful ranine (see *Appendix C, New Monsters*, p. 351) cultist named Groak meditates before an altar dedicated to the demon lord Tsath-Dagon. Surrounding him are three statues of frog-like demons. These statues will not animate, but Groak will attempt to make it seem as if they might in order to throw his enemies off in combat.

Groak (1) [AL C, MV 90' (30')/120' (40') swim, AC 3 (*cloak of protection +1*), HD 4, HP 23, #AT 3, DG 1d6/1d6/1d4 + paralysis or 1d6+1 (*mace +1*), SV C4, ML 10]

Spells: 1-*cause fear*, *protection from good*; 2-*hold person*

Groak's *cloak of protection* is woven of dwimmersilk. His *mace +1* has an azoth-infused knobbed steel head and bloodstained wooden haft. A Lawful cleric can become a Chaotic cultist of Tsath-Dagon by renouncing his faith and making a blood offering at the altar here (see *Chapter 3, Adventuring in Dwimmermount*, p. 38).

22. Teleportation Maze

This area, like several others (Rooms 27, 29, 33, 36, and 48) is part of a teleportation maze intended to confound attempts to explore this level without knowing the appropriate password, either from the Entry Room (Room 1) or the Chamber of Darkness (Room 16). The moment a character crosses the threshold of the room (whether on foot,

Level 4

flying, jumping, or any other means) he is immediately teleported to another room of the Teleportation Maze on the level. The character's destination is determined by rolling 1d6 on the chart below:

1. Room 22
2. Room 27
3. Room 29
4. Room 33
5. Room 36
6. Room 48

The character will appear at the center of the destination room, with the same velocity he had when the teleportation occurred. It *is* possible to be teleported back to the same room one has left. The newly-arrived character can freely leave his destination room without any difficulty, but a new roll must be made on the chart above if he re-enters that room, or any other room of the Teleportation Maze. Note that each character who enters a room of the Teleportation Maze might end up in a *different* destination, splitting the party.

The Teleportation Maze can be deactivated for one turn by speaking the password "Micma" within 10 feet of the threshold of any of its rooms. It resets automatically after the turn passes.

23. Webbed Room

Large webs block the middle entrance to this room, woven by the phase spiders (see *Appendix C, New Monsters*, p. 354) that are currently exploring this level of Dwimmermount. The webs act as a *web* spell, ensnaring any who attempt to enter uninvited. The phase spiders place no value on sapient life, and will attack anyone who interferes with their exploration.

Phase Spiders (2) [AL C, MV 60' (20')/150' (50') web, AC 7, HD 5+5, HP 26, 23, #AT 1, DG 1d6 + poison, SV F5, ML 8]

In their explorations, the phase spiders have collected 1,000 sp and a wrought gold pendant worth 1,400 gp. For safekeeping, these items have been woven into a spider silk "pouch" that dangles from the larger phase spider's spinners.

24. Turms Statue

A marble statue of Turms Termax stands in the center of this chamber. The statue will animate and attack anyone who enters its chamber unless presented with a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327).

Stone Statue (1) [AL N, MV 30' (10'), AC 4, HD 5, HP 32, #AT 2, DG 2d6/2d6, SV F5, ML 11]

Chapter 13

25. Gargoyle Guardians

Four pedestals are arranged in this room in a diamond pattern, each 10 feet apart. The pedestals serve as perches for garish granite statues of winged devils. The statues are in fact gargoyles, which will attack any who enter their chamber unless presented with a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327).

Gargoyles (4) [AL C, MV 90' (30')/150' (50') fly, AC 5, HD 4, HP 20, 19, 16, 12, #AT 4, DG 1d3/1d3/1d6/1d4, SV F8, ML 11]

The secret door to the Trove (Room 26) is opened using a counterweight mechanism which only functions if there is a weight of at least 200 lbs. (approximately the weight of a gargoyle) on each of the room's pedestals. Intruders who slay the gargoyles and do not substitute an equivalent weight on the pedestals will find the secret door inoperable by mundane means. *Knock* will, of course, open the door regardless.

26. Trove

Hidden behind the secret door from Room 25 is a trove of treasure. A heap of Termaxian coinage, including 5,000 sp and 2,000 ep, spills across the floor. Within the coin pile can also be found a gold ring worth 200 gp; a wrought gold necklace with inlaid ivory worth 1,100 gp; a silver headband with mother-of-pearl worth 500 gp; a star rose quartz worth 250 gp; and an eye agate worth 50 gp. Sticking up out of the pile are a *long sword +1, +3 vs. regenerating creatures* and a *staff of striking* (13 charges). The *long sword* is of High Thulian make, with a starmetal blade and bronze hilt. The *staff* is made of Kythirean ebony, adorned at either end with an orichalcum knob.

27. Teleportation Maze

See Room 22 for details.

28. Shrine to Donn

The walls of this room are decorated with funerary scenes honoring Donn, the Thulian god of the dead. In an apse at the western end of the chamber stands a marble statue of Donn wearing mourning robes. The god's head has been replaced with that of Turms Termax. Anyone who replaces the head of Turms with one of Donn will receive the Blessing of Donn. This is the ability to cast *ward against undead* as if he possessed a scroll of that type. The blessing can be cast at any time and is instantaneous, but once cast, is lost. See *Chapter 6, Overview of the Dungeon* (p. 75), for more information on boons from the gods.

29. Teleportation Maze

See Room 22 for details.

30. Ranine Lair

A potent force of ranine (see *Appendix C, New Monsters*, p. 351) has taken up residence in this chamber, using the four cisterns in its corners to keep themselves moist. The cisterns are tied into the plumbing system that riddles Dwimmermount, with valves that release more water into them when they are drained. The water is potable, but it has a strange metallic tang to it that makes it unpleasant to the taste. Each cistern contains about 2,000 gallons.

Ranine (8) [AL C, MV 90' (30')/120' (40') swim, AC 4, HD 2, HP 15, 14, 12 9, 7 (×2), 6 (×2), #AT 3, DG 1d6/1d6/1d4 + paralysis, SV F2, ML 9]

Ranine Cultists (2) [AL C, MV 90' (30')/120' (40') swim, AC 4, HD 3, HP 13, 11, #AT 3, DG 1d6/1d6/1d4 + paralysis, SV C3, ML 10]
Cultist #1: 1-*cause light wounds*, *protection from good*
Cultist #2: 1-*cause fear*, *darkness*

The copper pipes which service the cisterns are too narrow for any but the smallest creatures to traverse (e.g. normal rats, insects, etc.), but passage might be possible with *diminution*. See *Chapter 6, Overview of the Dungeon,* p. 76, for details on traversing the water pipes between the levels.

The secret door to the Secret Storeroom (Room 31) is a stone panel that revolves when a strong pressure is exerted on either edge. The ranine are unaware of the door's existence.

31. Secret Storeroom

The secret storeroom shows evidence of having once held more in it than it currently does, since virtually all of its 11 chests and 9 coffers are empty. However, one coffer was left unopened and still contains treasure: 200 gp in Thulian coin; a bronze cup worth 30 gp; a laurel wreath fastened of silver worth 300 gp; a wrought gold medal worth 700 gp; a chryselephantine replica of a battle standard worth 800 gp; and a gold sculpted disk, suitable for mounting on a breastplate, worth 1,400 gp. A character with knowledge of military history will recognize all of these as being decorations for valor given by the Thulian legions during the conquest of the Eld.

32. Office

A heavy desk and chair still sit in this room, both still covered in dust, suggesting that no one has been here in some time.

33. Teleportation Maze

See Room 22 for details.

34. Guard Room

A stool and an empty weapons rack stand in this room. Against the eastern wall, there is a metal hook on which hangs a single key. The key fits the lock to the barred door in the nearby Gaol (Room 35).

35. Gaol

This locked cell contains a large slimy smear on its floor, along with a partially melted skeleton—the result of an olive slime (see *Appendix C, New Monsters*, p. 349) that now clings to ceiling of the room. Should anyone enter the cell, the slime will drop on him.

Olive Slime (1) [AL N, MV 3' (1'), AC 9, HD 2+2, HP 13, #AT 1, DG metamorphosis, SV F2, ML 12]

36. Teleportation Maze

See Room 22 for details.

37. Shrine to Typhon

The iron altar in this shrine is fastened in the shape of an anvil, upon which are mounted a mace and war hammer, all symbols of Typhon, the Thulian god of judgment, discipline, and trade. The walls of the chamber are covered with partially defaced mosaics depicting scenes associated with the teachings of Typhon—courts of law, great bazaars, and holy battlefields. A cleric of Typhon who prays here regains his daily allotment of spells instantly, as if he had a full night's rest. A Lawful character of any sort who prays at the altar, regardless of whether he worships Typhon or not, regains 1d6 hit points. Characters may benefit from these boons no more than once per day.

Chaotic characters who even come within 5 feet of Typhon's altar suffer 1d6 damage per round, with no saving throw, until they leave its presence.

38. Armory

Pegs hang on all the walls of this room, on some of which rest suits of chain and plate mail armor. There are, in total, three sets of *Thulian chain* and two sets of *Thulian plate* (see *Appendix A, New Magic Items*, p. 327), along with six normal sets of chain mail armor. All of these suits are human-sized and in remarkably good condition.

39. Weapon Storage

Splintered wooden boxes litter this room, inside of which can be found a handful of weapons in usable condition. Among these weapons are two maces, three war hammers, a long sword, a crossbow, and a *spear +1* with a head of adamantine steel. Also to be found amongst the debris is a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327).

40. Shrine to Asana

Each of the four columns supporting this shrine's ceiling bears elaborate carvings of heroes and kings victorious in battle. At the eastern end of the shrine, an apse contains a marble statue of Asana, the Thulian goddess of strategy, heroism, and science. Her statue has had its head replaced with that of Turms Termax, but there is evidence that someone had tried to remove it at some point, since it is twisted around to face the back of the statue. Should anyone replace the Turms head with an appropriate one, he gains a boon, the Greater Blessing of Asana (a permanent +1 bonus to all damage dealt when fighting unintelligent creatures). See *Chapter 6, Overview of the Dungeon* (p. 75), for more information on boons from the gods.

41. Wererat Guards

Six wererats stand guard in this room, protecting others of their kind from attacks by the ranine and minotaurs found elsewhere on the level. Though evil, the wererats nevertheless offer to team up with those they deem to be powerful, as they are hard-pressed by their enemies. They have fairly good knowledge of this level of the dungeon and offer to act as guides in exchange for aid against their foes. The wererats, of course, are not above betraying their alleged allies should the opportunity arise.

Wererats (6) [AL C, MV 120' (40'), AC 7 (9), HD 3, HP 16, 15 (x2), 12, 11, 10 #AT 1, DG 1d4 or 1d6 (short swords), SV F3, ML 8]

42. Wererat Lair

Six more wererats have taken up residence in this chamber, including their leader, Krishka. Krishka will communicate with the characters in her human form if they seem willing to negotiate. She explains that her kind have been trapped in Dwimmermount for over two centuries, and while many of them seek only to continue their war against the other inhabitants of the dungeon, she seeks escape. Krishka offers to work with the characters, lending both her martial skill and knowledge of this level to them, if they will lead her out of Dwimmermount to "civilization." She has heard of a "Rat Boss" in the city-state of Adamas from visiting sapient rats, and hopes to establishing herself as one of his vassals there (see *Appendix C, New Monsters*, p. 352, for details on sapient rats and the Rat Boss). Unlike the other wererats, Krishka is reasonably trustworthy and sincere, though venal.

Wererats (5) [AL C, MV 120' (40'), AC 7 (9), HD 3, HP 17, 12 (×3), 11, 8 #AT 1, DG 1d4 or 1d6 (short swords), SV F3, ML 8]

Krishka, *Wererat Leader* (1) [AL C, MV 120' (40'), AC 7 (9), HD 4, HP 21 #AT 1, DG 1d4 or 1d6 (short sword), SV F3, ML 10]

43. Wererat Lookouts

Two wererats serve as scouts for the others on this level. They will flee to the Wererat Lair (Room 42) at the first sign of intruders.

Wererats (2) [AL C, MV 120' (40'), AC 7 (9), HD 3, HP 14, 12 #AT 1, DG 1d4 or 1d6 (short swords), SV F3, ML 8]

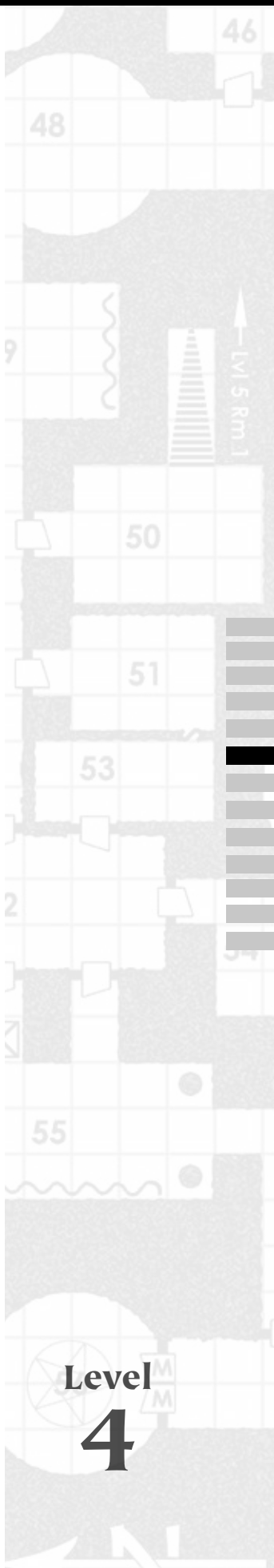
44. Shrine to the Iron God

A statue of a large man in imposing armor holding a lantern can be found here. Learned sages could identify the statue as of the Iron God, an obscure deity whose cult fought against both undead and demons, but even most clerics will be ignorant of this.

Despite the ignominy into which his cult has fallen, the Iron God still possesses great power in this room. No Chaotic creatures can ever enter his shrine; the door is magically barred to them (and even if the door is open they cannot pass). Consequently, the room is one of the few completely safe areas to rest and recuperate on this level.

45. Ruined Workshop

There is obvious evidence of some kind of explosion here—charred floors, walls, and ceiling, in addition to shattered wooden and metal debris. Mixed amongst the debris can be found green, powdery stones that crumble if squeezed too firmly. These are *firestones* (see *Appendix A, New Magic Items*, p. 321), a highly flammable compounds created by Eldritch alchemy. If exposed directly to fire, the *firestones* explode, dealing 1d6 points of damage to all within a 5 foot radius. There are 13 *firestones* in the room.



46. Waiting Room

This room is furnished with a half-dozen nicely upholstered chairs and a pair of couches. The furniture shows little signs of age or decay, and is quite comfortable to sit on. Beneath one of the couches is a sheaf of old scrolls. The first scroll is a tract by the Temple of Caint proclaiming the god's miraculous powers of healing. The remaining scrolls form a questionnaire inviting the supplicant to detail his ailments. None are magical, but the collection would be worth 100 gp to any curios dealer. All are written in High Thulian.

47. Shrine to Caint

Standing in the center of this room is a marble statue of a robed man, a lyre clutched in one hand, a healer's staff in the other. Any Cleric or similar character can readily identify this as Caint, the Thulian god of medicine and music. Caint's head has been replaced with that of Turms Termax. Anyone who replaces his head with that of Caint will gain a boon, the Blessing of Caint: He will be restored to full health, and all deleterious effects he has suffered in the last 24 hours will alleviated, whether they be disease, poison, curse, or level drain. See *Chapter 6, Overview of the Dungeon* (p. 75), for more information on boons from the gods.

48. Teleportation Maze

See Room 22 for details.

49. Battleground

Four minotaurs and four wererats are fighting hand-to-hand within this room. The aged tapestries on the north and south walls are both splattered with old blood stains, suggesting this is not the first battle to have been fought here. Today's battle is going rather badly for the wererats, and they will appeal to anyone who enters the room to aid them against their foes. Like most of the wererats on this level, these are not particularly trustworthy, but they are desperate for allies, and if opportunity arises will take their rescuers to see their leader Krishka in the Wererat Lair (Room 42).

Chapter 13

Wererats (4) [AL C, MV 120' (40'), AC 7 (9), HD 3, HP 10, 8, 7 (x2) #AT 1, DG 1d4 or 1d6 (short swords), SV F3, ML 8]

Minotaurs (4) [AL C, MV 120' (40'), AC 6, HD 6, HP 35, 32, 30, 27, #AT 2 or 1, DG 1d6/1d6 or 1d8+2 (battle axes), SV F6, ML 12]

50. Stairs Down

Four minotaurs stand guard over the stairs leading down to the Entrance (Room 1) of The Halls of Greater Secrets (Level 5). They have strict orders to let no one pass unless they are either a minotaur or in the company of a minotaur.

Minotaurs (4) [AL C, MV 120' (40'), AC 6, HD 6, HP 33, 29, 23, 22, #AT 2 or 1, DG 1d6/1d6 or 1d8+2 (battle axes), SV F6, ML 12]

51. Storeroom

This storeroom is packed with rows of barrels and crates stacked two stories high. Each of the room's 24 crates is 4 feet cubed, and contains 200 lbs. of grain (25sp value). Each of the room's 15 barrels 3 feet tall and 2 feet in diameter, and contains 60 gallons of potable, but unpleasant tasting, water.

The secret door connecting this storeroom to its adjacent neighbor (Room 53) is a simple revolving stone panel. The supplies in the two storerooms were brought here from Level 5 by Bik, in order to provide his clone army with a reliable source of food (a 700 lb. minotaur requires 20 lbs. of food per day!)

52. Dining Hall

The large table and two benches that dominate this room are occupied by five minotaurs. They do not look kindly on intruders and attack anyone who enters. Since the minotaurs are eating, they do not have their battle axes immediately at hand, but it will only take them a single round to pick them up.

Minotaurs (5) [AL C, MV 120' (40'), AC 6, HD 6, HP 36, 28, 26, 25, 18 #AT 2 or 1, DG 1d6/1d6 or 1d8+2 (battle axes), SV F6, ML 12]

53. Storeroom

This room is very similar in appearance and contents to the other Storeroom (Room 51), except that it is obvious that much of its contents have been depleted. Only 8 of the 24 crates and 5 of the barrels are still full. The secret door connecting this storeroom to its adjacent neighbor (Room 51) is a simple revolving stone panel.

54. Latrine

This room reeks of urine and waste. Though originally built as a latrine, the minotaurs have wrought much damage in the place, tearing out the toilets and wash basins from their fixtures and smashing them in the ground. In their place, there are large holes in the walls and floors. They are not large enough for human-sized creatures to fit through, but often, vermin from nearby levels enter the room and occupy it till the minotaurs slay them. There are 7 giant rats in the room that attack when someone enters.

Giant Rats (7) [AL N, MV 120' (40'), AC 7, HD 1d4 Hit Points each, HP 4(×3), 3(×4) #AT 1, DG 1d3 + disease, SV F1, ML 6]

See *Chapter 6, Overview of the Dungeon*, p. 76, for details on traversing the water pipes between the levels.

55. Throne Room of the Minotaur King

This room has tall, elaborately carved pillars at each corner shoring up a 30 foot ceiling. From the west wall hangs a faded tapestry that depicts the Thulian Empire at the height of its splendor (worth 400 gp, but weighing 160 lbs.) Seated on an iron throne, long since rusted, is the minotaur king, Bik. Arranged around him are four minotaurs, so close in appearance as seem duplicates: the king's most loyal retainer and his three clones, who collectively serve as a sort of Praetorian bodyguard. All four would gladly throw their lives away to defend the king.

Bik has set himself up as the would-be ruler of this level, shoring up his clan's numbers with the device in the Clone Chamber (Room 61). Bik is thoroughly evil and vain, seeing himself as superior not just to other minotaurs, but also to other intelligent beings of all sorts. Consequently, he is susceptible to flattery and fawning, particularly when coming from creatures other than minotaurs. At the same time, Bik is quite suspicious and will not hesitate to attack anyone who he deems a threat to his plans for this level. Bik is strong enough to wield his battle axe in one hand.

Minotaurs (4) [AL C, MV 120' (40'), AC 6, HD 6, HP 38, 30, 21 (x2), #AT 2 or 1, DG 1d6/1d6 or 1d8+2 (battle axes), SV F6, ML 12]

Bik, *Minotaur King* (1) [AL C, MV 120' (40'), AC 4 (*shield +2*), HD 6, HP 48, #AT 2 or 1, DG 1d6/1d6 or 1d8+2 (battle axe), SV F6, ML 12]

Through his conquests of the level, Bik has amassed a small treasure hoard. He keeps most of it in a chest below his throne, which contains 4,000 sp, a bronze bracelet worth 75 gp, a silver-studded leather belt worth 100 gp, a wrought silver amulet worth 100 gp, and a *wand of magic missiles*. He wears a silver crown worth 100 gp between his horns, and carries a key ring with two items strung on it. The first is a weird metal disc with a cross-and-circle symbol on it; this is a key disc that can be used to operate the Elevator (Room 13). The second is a small disc with grooves on it; this is the key that opens the doors to the Clone Chamber (Room 61).

56. Summoning Room

The metal doors to this room are sealed by means of an *arcane lock*. The chamber within contains a magical summoning circle, entrapping a very frustrated succubus (see *Appendix C, New Monsters*, p. 355) named Melissia. Melissia was summoned over two hundred years ago, in the last days of Dwimmermount's occupation, but her summoner fled the citadel to save his life before dismissing her. She has been trapped here ever since, fuming at her imprisonment and plotting revenge against the descendants of her summoner. Melissia is both beautiful and persuasive, offering all manner of rewards to any who enter the room if they will simply break the outline of the summoning circle so that she might escape. She claims that she has no desire to harm anyone save the descendants of the mage who summoned her, and argues eloquently that the sins of the diabolist must be meted out against his brood.

If freed, Melissia's reaction will depend on the nature of her rescuers. If any of the rescuers are men who seem susceptible to her allure, she will accompany them in the hopes of wooing their souls to Chaos, with bedeviling claims that Law's doctrines represent the repression of life-giving sexual energy and that sexual congress with her can bring enlightenment through transcendental ecstasy. If, on the other hand, her rescuers seem to be puritanical or priggish sorts, she will seek

to destroy them in the most painful way possible. In either case, should her situation become desperate, she will either attempt to *gate* in another demon to defend her or assume an *ethereal form* to effect a getaway.

Succubus (1) [AL C, MV 120' (40')/180' (60') fly, AC 0, HD 6, HP 29, #AT 2, DG 1d3/1d3, SV F6, ML 7]

57. Library

Once, this room was a library, filled with librams and scrolls dedicated to arcane mysteries. Now, it is largely empty, its shelves having been pulled off the walls and their contents torn apart. Amongst the piles of rotting papers can be found a scroll containing the spells *knock*, *levitate*, and *mirror image*.

58. Reading Room

A large heavy table can be found in this room. The table is bolted to the ground and shows evidence of axe blows on its surface, as if someone had tried—and failed—to break it into pieces.

59. Empty Room

There is absolutely nothing in this room except for some metal rings on the floor covered in dust. The layer of dust is in fact so thick that it seems likely no one has been in this chamber for some time.

60. Wererat Redoubt

Six wererats guard the stairway down to the Stairs (Room 46) of The Halls of Greater Secrets (Level 5). Three of their brethren have ventured below, but the six here are more cautious, believing (rightly) that what lies beyond is too dangerous for them to handle. However, they feel it is important that the wererats "control" this access point to the next level. They will attack anyone who enters the room without clear permission from Krishka, though in the case of obviously superior foes, they will try to extort a "toll" of 100 gp per person to use the stairs.

Wererats (6) [AL C, MV 120' (40'), AC 7 (9), HD 3, HP 19, 10 (×2) #AT 1, DG 1d4 or 1d6 (short swords), SV F3, ML 8]

61. Clone Chamber

The doors to this chamber are Ancient blast doors of white nephelite. They are locked; the smooth, disk-like key that opens them is in the possession of Bik, king of the minotaurs (found in Room 55).

Inside, the room is lit by a pair of still-functional vitreum radiance panels mounted in the ceiling. A pair of vitreum cylinders, each eight feet tall and three feet in diameter, stand along the west wall of the room. Hatches in the vitreum casing can be opened from outside the cylinders to allow entry and exit to their interiors. The two cylinders are connected to each other by a series of whirring nephelite and vitreum machines covered in dials, switches, and other controls. The whirring sound conceals the buzzing of a fly in the left-hand cylinder; this insect will only be noticed if a thorough search of the cylinder succeeds (roll as for secret doors) but its presence can be disastrous.

The cylinders are cloning chambers which can be used to create an exact duplicate of a creature in one cylinder appear in the adjoining cylinder. The cloning process requires that the progenitor creature first be sealed within one of the cylinders. Thereafter, the controls for the cloning chamber must be activated. If this is successful (see below), alchemical material will be pumped through a series of large resin pipes in the wall into the other cylinder, where the clone will gradually take shape over 1d6 turns. When the process is completely successful, the clone is an exact duplicate of its progenitor, with the same ability scores, class, race, and gender as the original. However, it will be of minimum adult age, and it will lack most of the memories, knowledge, or experience of the original. It is, in short, the equivalent of a 1st-level character of the same race, class, and alignment. Though it will likely have a similar personality to its progenitor, the clone is a free-willed individual with the capacity to grow and learn; it is a real person in every respect.

Successfully activating the cloning chambers' controls is difficult, though not impossible (Bik managed to do it!). Three separate successful ability checks versus INT are required. Failure of any one means that some aspect of the cloning process has gone awry in some way. The three areas of possible error are, in order, race, gender, and alignment. In each case, the resulting clone is somehow different than its source—a different race, gender, or alignment. If all three checks fail, the whole process fails and no clone is created at all.

Even if the controls are successfully activated, there are several other ways that the cloning process can go awry:

- If the progenitor leaves its cylinder before its clone has been completely formed, the clone will be monstrously deformed and die in agony 1d4 rounds after it forms. *Raise dead* cannot save this specimen, but *resurrection* or *wish* might.

- If the clone's cylinder is opened before the clone has been completely formed, the alchemical materials will spill out of the chamber and form an ochre jelly, which will mindlessly attack the nearest target.

- If a creature other than the progenitor is present with it in the cylinder when the cloning chamber's controls are activated, the resulting clone will be a hideous crossbreed with aspects of both the progenitor and the trespasser. The referee can adjudicate this horror at his discretion, or by using the rules for crossbreeds found in *Adventurer Conqueror King System*, p. 121.

- If creatures are present in both cylinders when the cloning chambers' controls are activated, the machine will malfunction horribly. Alchemical materials will be poured into *both* cylinders, and the unfortunate creatures within will be subjected to an irreversible and agonizing crossbreeding with each other. This can be adjudicated as above.

No more than one clone can be created every week, as the process requires both considerable power and raw materials, both of which are in short supply in Dwimmermount at present. (For reference, the process requires approximately 4 gallons of unrefined azoth per pound of the progenitor.)

62. Alteration Chamber

The door to this room is made of frosted vitreum, with fittings of alchemist's resin. A dim glow is visible through the frosting, emanating from a single functioning radiance panel in the ceiling of the room. A second radiance panel is broken and dark. Below the panels lies a nephelite "bed" with buttons and dials built into its high frame. A vitreum canopy, currently raised, is attached to the frame. The walls around the bed are covered with resin shelves, but these no longer hold anything save some shards of broken glass and ceramics.

If anyone lies on the bed, the canopy will swing shut with a loud "click", locking him within. Once the canopy is locked, the only way to open it is to press one of the buttons on the side of the bed frame. There are ten buttons in all. If button #5 is pressed, the canopy opens without incident. Any other button causes various gases and liquids to be sprayed on the person trapped within before the canopy opens. Use the following table to determine the effects of these gases and liquids on the subject lying on the bed:

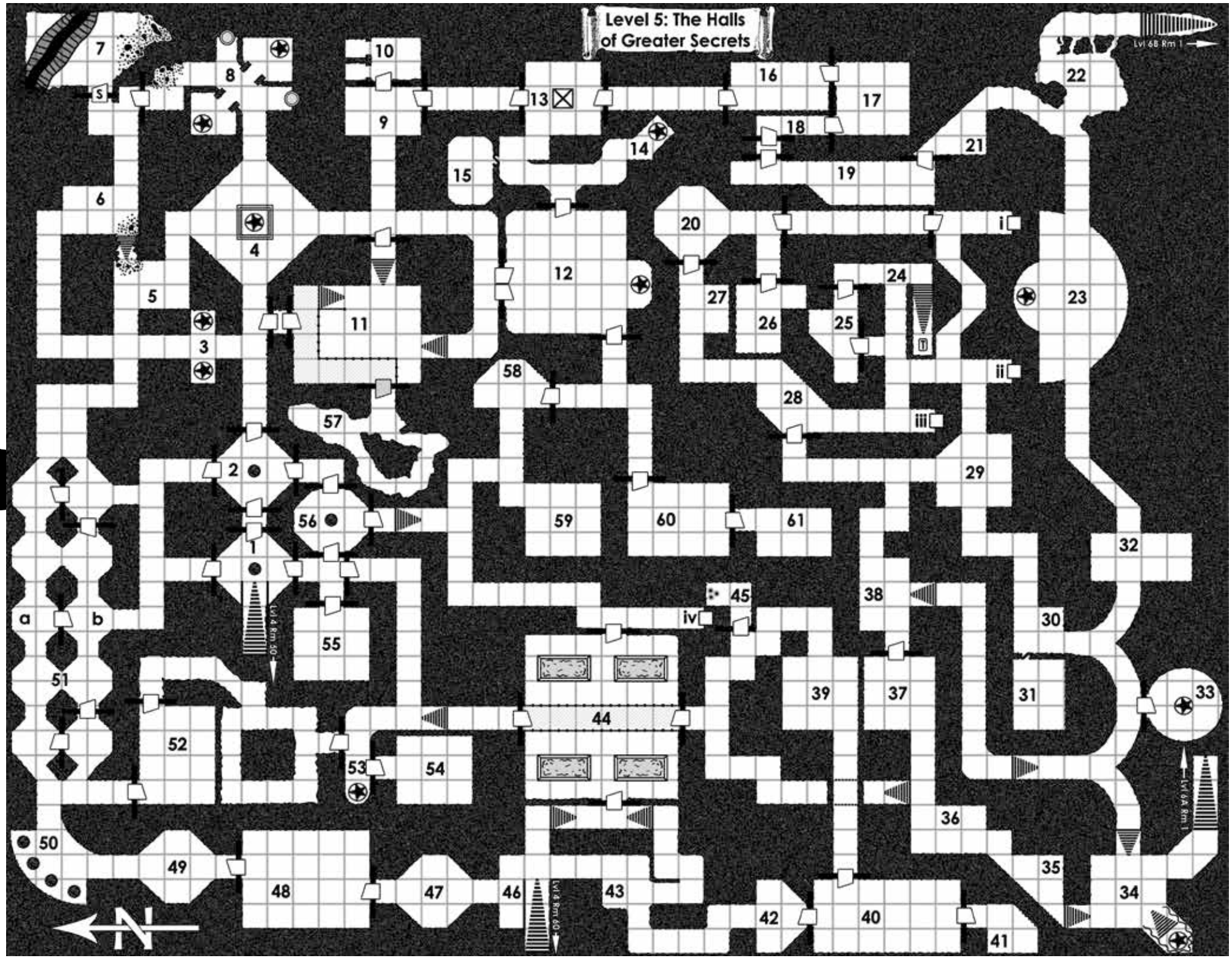
ALTERATION BED EFFECTS

Die Roll	Effect
1	The subject is transformed into a member of the opposite sex.
2	The subject's body hair is permanently dilapidated.
3	The subject's skin is (1-2) darkly tanned, (3-4) bleached white, or (5-6) turned dark blue. Effect wears off in 1d6 weeks.
4	The subject is healed 1d10 points of damage.
5	The canopy opens without incident.
6	The subject is dealt 1d10 points of damage.
7	The subject is put to sleep and cannot be awakened for 1d6 turns.
8	The subject is cured of any negative effects such as disease, paralysis, poison, etc.
9	The subject gains infravision (60 foot range); if the subject already has infravision, however, he loses the power.
10	All of the subject's non-metal possessions are dissolved into goo.

Rather than mess with the bed's buttons, characters may instead destroy the canopy. The canopy can endure 50 points of damage before shattering. Characters striking the canopy may accidentally trigger one of its buttons, however; each time the canopy takes damage, there is a 1 in 10 chance that a random button is activated.

Chapter 13

Level
4


Level 5: The Halls of Greater Secrets
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Lvl 4 Rm 50
Lvl 4 Rm 60
Lvl 6A Rm 1
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Chapter 14

The Halls of Greater Secrets

Level 5

Overview of The Halls of Greater Secrets

THE HALLS OF Greater Secrets were excavated at the start of the Second Era to serve as the seat of metaphysical research in Dwimmermount. Guided by the superhuman intellects of the Servitors, the Great Ancients civilization was ascending to the pinnacle of knowledge, and it was in The Halls of Greater Secrets that this knowledge came to dwell. As with The Halls of Lesser Secrets (Level 4), the Great Ancients destroyed virtually all of this level rather than allow the Eld to seize it. Today only the Hieroglyphics Room (Room 19), Azoth Pools (Room 44) and portions of the Library of Great Secrets (Room 48) show signs of Second Era construction.

The Eld largely left Level 5 in ruins. The Thulians took a greater interest in the secrets of the lost Ancients; they rebuilt the Library, and installed the Reading Room (Room 39), Salon (Room 47), Pools and Statues (Room 8), and Shrine to Tenen (Room 33). Under the Termaxians, The Halls of Greater Secrets again became one of the most important levels of Dwimmermount, and most of the level's

WANDERING MONSTERS OF THE HALLS OF GREATER SECRETS

Die Roll	Monster
1	Ranine (1-8)†
2	Rust Monster (1-4)
3	Shadows (1-8)
4	Minotaurs (1-4)
5	Phase Spiders (1-3) †
6	Green Guardians (1-6) †
7	Juju Zombies (1-8) †
8	Giant Stag Beetles (1-6)
9	Black Pudding (1)
10	NPC Party (5-8)
11	Manes (4-16)†
12	Giant Boring Beetle (1-4) †

† see **Appendix C, New Monsters**, p. 333

construction is characteristic of that dark time. High-ranking hierophants such as Euthalius (Room 25) and Marthanes (Room 60) settled here to study alchemy (Room 34) and demonology (Rooms 4, 17, and 23). An Arena (Room 11) was built to test the fighting capabilities of beastmen, summoned creatures, and crossbred creations. The nearby Echo Chamber (Room 12) and Four Pillars (Room 50) were used to enhance the combatants while the Healing Device (Room 56) healed them. The adjoining Natural Cavern (Room 57) became a lair for monstrous combatants between fights.

1. Entrance

Two virtually-identical minotaurs guard the stairs here, laying claim to this area in the name of their king, Bik. The stairs behind them ascend to Room 50 of The Halls of Lesser Secrets (Level 4). Should the minotaurs fail a morale check, they will retreat up the stairs to seek reinforcements.

Minotaurs (2) [AL C, MV 120' (40'), AC 6, HD 6, HP 30, 20 #AT 2 or 1, DG 1d6/1d6 or 1d8+2 (battle axes), SV F6, ML 12]

In the center of the room is a single column made from azoth-infused steel (see *Appendix F, Azoth*, p. 379). The column has an indentation on one side into which a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327) can be inserted. It is one part of a healing device; the other parts can be found in the Room of the Pillar (Room 2) and as part of the Healing Device (Room 56). A full description of the device and how it operates can be found in the entry for Room 56 below.

2. Room of the Pillar

This chamber is empty save for a single pillar made from azoth-infused steel that runs from floor to ceiling. It is one part of a healing device; the other parts can be found in the Entrance (Room 1) and as part of the Healing Device (Room 56), and like these has an indentation on one side into which a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327) can be inserted. A full description of the device and how it operates can be found in the entry for Room 56 below.

3. Turms Statues

Ensconced in alcoves along this passageway are two statues of Turms Termax. The two statues face each other across the passageway. The statues were sculpted in identical poses—Turms weaving an arcane gesture with one hand and pointing outward with the other—but from different materials, with the eastern statue carved of plain, heavy marble, and the western one cast from bronze. Both statues rest on circular platforms, carved with inscriptions in High Thulian. The inscription on the western platform reads "If you gaze too long into the Abyss…" while that on the eastern platform reads "…The Abyss gazes into you." Behind each statue, a fresco on the alcove's wall depicts a terrifying abyssal realm populated by demons and undead.

Currently, the statues' backs are to these nightmarish frescoes, but the circular platforms can be turned by characters with a combined Strength score of 30 or more. If the statues are both turned to face the frescoes and away from each other, the statue of the Prince of the Undead (Room 4) can be activated.

4. Prince of the Undead

Resting upon a raised dais is a grotesque bronze statue depicting an obese, bat-winged, demonic goat-man with ram's horns holding a skull-topped wand in its right hand. This is Orcus, Prince of the Undead. A cursory examination of the statue will reveal a visible seam on its right shoulder joint, suggesting the arm could be moved.

The arm will prove immobile, however, until the Turms Statues (Room 3) have been turned to face the frescoes of the Abyss. Once this is accomplished, moving the arm causes a hidden seam in the statue's immense belly to crack open. This reveal a cache of valuables, consisting of 3,000 sp, 4,000 ep, a moonstone worth 100 gp, a moonstone worth 250 gp, a jasper worth 250 gp, a chrysoprase worth 250 gp, an amethyst worth 500 gp, and a garnet worth 500 gp. Underneath the coin and gems is a heavy iron time, bound with brass and bone. This is a *book of infinite spells* (see *Appendix A, New Magic Items*, p. 319).

Should the *book of infinite spells* be removed by anyone of Lawful or Neutral alignment, a babau demon will be summoned from the Abyss to slay the vandals. The babau appears near the middle of the room and attacks anyone nearby. The demon only disappears if it or any intruders into the room are slain.

Babau (1) [AL C, MV 150' (50'), AC -3, HD 7+10, HP 44 #AT 3 or 1, DG 1d4+1/1d4+1/2d4 or 1d8+4 (heavy crossbow), SV F7, ML 10]

A Lawful cleric can become a Chaotic cultist of Orcus by renouncing his faith and making a blood offering at the statue here (see *Chapter 3, Adventuring in Dwimmermount*, p. 38).

5. Ruined Chamber

Rubble fills the northeast corner of this room, creating treacherous footing on the flight of stairs to the east. Characters ascending the stairs must make successful ability checks versus DEX or suffer 1d3 points of damage from stumbling on the treacherous rocks.

The first character who stumbles amidst the rubble on the stairs will discover a caduceus-shaped brooch worth 600 gp. The brooch will also be found if the characters make a thorough search of the rubble. The brooch is actually a key which opens the secret door to the Treasure Hoard (Room 15).

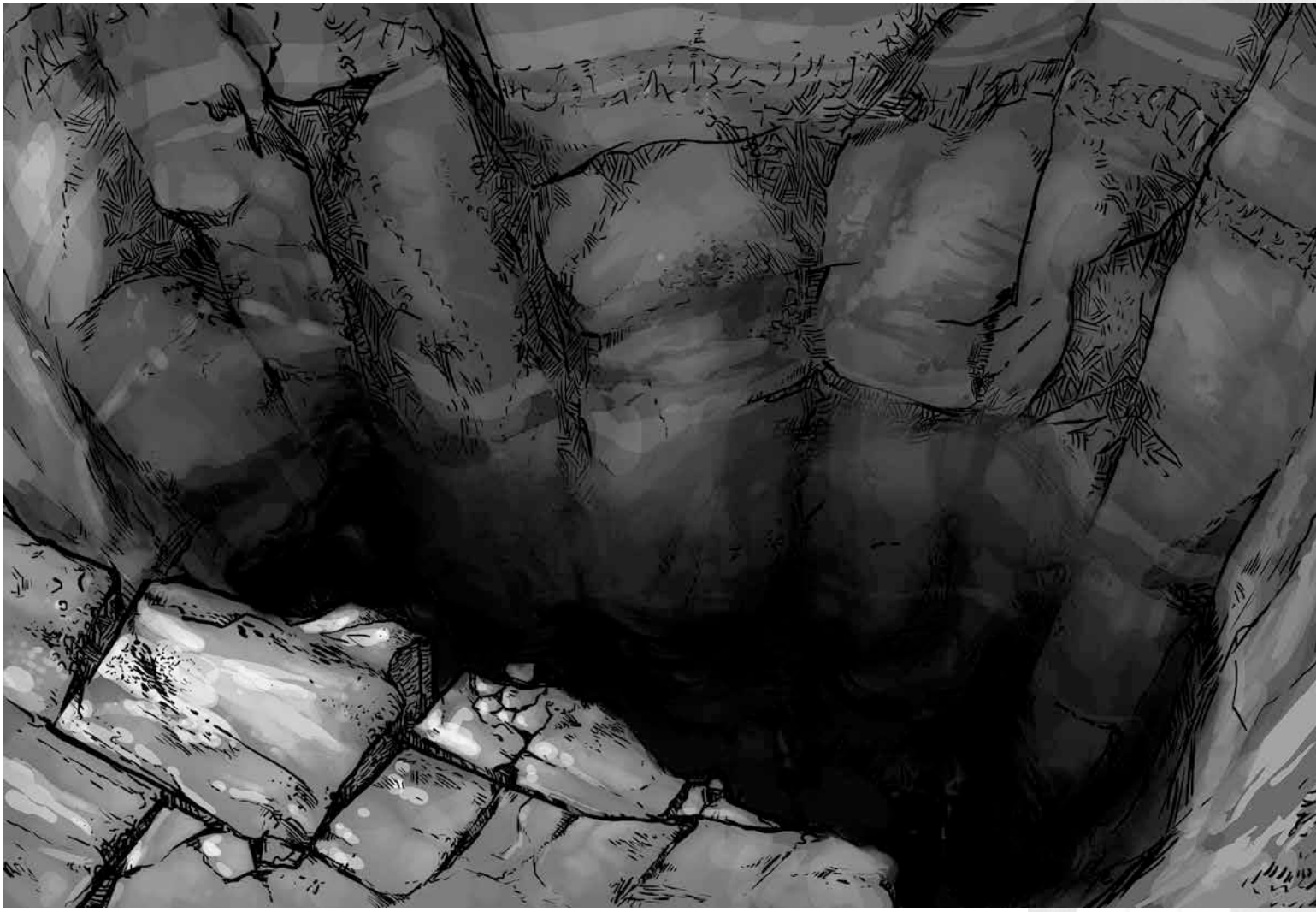
6. Dusty Room

Aside from some rubble in its southwest corner, the most notable feature of this chamber is its dustiness. The floor of the room—and even into the two corridors leading away from it—is covered with a fine, whitish powder that, upon closer inspection, is revealed to be tiny bone fragments. There is no way of telling the type of bone.

7. Bottomless Pit

Opening the door to this room is difficult (-1 to the force doors roll) and anyone who gets near it can hear the howling of wind behind it. Entering the room beyond reveals a wide, rocky ledge overlooking a dark—and very deep—pit. The pit drops 100 feet straight down, then descends southward at a 25-degree slope for another 550 feet before opening onto the ceiling above the Chasm (Room 5) on The Deep Hollows (Level 7).

A magical current of wind blowing down the pit is the source of the howling. Characters approaching within 10 feet of the pit must make an ability check versus DEX each round or be blown into it. Those blown into it must then make a saving throw versus Paralyzation. Those who succeed are safely transported to area 5a of The Deep Hollows (Level 7) after a strangely slow fall that takes 10-15 minutes. Those who fail are similarly transported, but they are buffeted more fiercely by the wind, suffering 1d6 damage every minute (6 rounds) of their fall.



8. Pools and Statues

This room consists of four distinct areas, two of which contain marble statues and two of which contain small, empty pools. Each pool is a semicircle with a 2 foot radius, about 4 inches deep, capable of holding 25 gallons (200 pints) but currently dry. The statues and pools all radiate magic.

The northern statue depicts a robed man, a lyre clutched in one hand, a healer's staff in the other. The staff is outstretched to point towards the pool to the south. The statue has no head, though a smashed head of Turms Termax litters the ground nearby. From the implements carried by the statue, a cleric can identify it as a representation of Caint, god of medicine and music. If a pint of wine is placed in the pool that Caint is pointing towards, the pool will magically fill with an alchemical fluid resembling sweet, red wine. Anyone who drinks at least a pint of the "wine" gains 2 bonus hit points per hit die he possesses. The bonus hit points remain until lost or until 24 hours has elapsed. Any damage the character suffers should be removed from these hit points first.

The southern statue depicts a slender woman in a chiton carrying a horn in one hand. The other hand points towards the pool north of the statue. The statue has the head of Turms upon its shoulders, but a cleric can nevertheless identify the statue as representing Tyche, goddess of fortune. The disfigurement of the statue has suppressed the magical enchantment on its pool, but if Turm's head is removed and smashed, the statue's link with its pool will be restored. Thereafter, if a pint of water is added to the northern pool, the pool will magically fill with an alchemical fluid resembling clear, sweet water. Anyone who drinks at least a pint of the fluid gains a +2 bonus to all saving throws for the next 24 hours.

A character can benefit from drinking both alchemical fluids. Drinking a second dose of the same fluid does not give any additional benefit (e.g., drinking twice from Caint's pool does not give 4 bonus hit points) until the first dose has worn off. When first conjured, there will be a total of 200 pints of alchemical fluid in a pool. Each time the characters visit the room thereafter, there will be 1d20 fewer pints (less whatever they consume, of course). Fluid from the pools loses its potency in 1 round if not swallowed. The magical effect that fills the pools can be activated only once per year.

9. Antechamber

Lying in the middle of this otherwise empty chamber is a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327).

10. Storeroom

Broken crates and discarded chests and coffers litter this room. However, in two alcoves to the north can be found large metal chests. The one in the western alcove is, in fact, a chest, which, though locked, contains 5,000 sp and 400 gp. The other is a mimic (see *Appendix C, New Monsters*, p. 347), which attacks anyone who comes near its lair.

Mimic (1) [AL N, MV 30' (10'), AC 7, HD 7, HP 29 #AT 1, DG 3d4, SV F7, ML 8]

11. Sunken Arena

Here three short sets of stairs lead down 10 feet into a sub-level. A railed ledge runs above the sub-level along the north and west walls, terminating in a patinated bronze door. The door is elaborately carved with images of fearsome monsters and gladiators. It leads to the Natural Cavern (Room 57).

The floor of the sub-level is completely stained with dried blood, as if hundreds of battles had been fought here. Euthalius (see Room 25) or a similarly knowledgeable character could explain that in his era the sub-level was an arena used to test the fighting capabilities of beastmen, summoned creatures, and crossbred creations. The nearby Echo Chamber (Room 12) and Four Pillars (Room 50) were used to enhance the combatants while the Healing Device (Room 56) and magical Pools and Statues (Room 8) healed them. The adjoining Natural Cavern (Room 57) was used as a lair for monstrous combatants between fights.

12. Echo Chamber

The walls of the room are smooth and mildly reflective, seemingly lacquered with a silvery, mirror-like material. Any sounds in the room noticeably echo, though the room's doors—the interiors of which are coated with the same material—dampen them so that they do not resonate outside the chamber. The material is in fact azoth-infused moonsilver, enchanted to reflect energy.

In an alcove in the southern wall of this large room is a statue of Turms Termax, his arms aloft, as if casting a spell. The statue is made of Kythirean ebony and shows signs of having been hacked in several places. Careful examination of its base reveals a High Thulian phrase that reads, "Cast all before me on the path to Thrice Greatness." The phrase hints at this room's special effect: Any magic-user spells—but not cleric spells—cast in the room have a chance equal to 10 minus their level times 10% of tripling in potency (including duration, range, and/or damage). Thus, a 1st-level spell has a 90% chance of tripling, while a 5th-level spell has only

5-12: Particularly greedy adventurers might scrape the moonsilver from the walls. The moonsilver lacquer is about 0.00125 inches thick. One turn of effort can scrape 1 square foot of walls, yielding 1 ounce of moonsilver (about 30gp value). There are 2,000 square feet of walls total, so as much 125 pounds can be acquired (62,500gp) – though it would take more than 300 hours to do so.

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a 50% chance. The room's nature is permanent and can be visited any number of times, but it applies only to spells *cast* within the room.

13. Beetle Lair

Dwelling within this room are six giant carnivorous beetles, which have entered the room through a concealed pit in the floor.

Giant Carnivorous Beetles (6) [AL N, MV 150' (50'), AC 3, HD 3+1, HP 16, 14, 13, 13, 12, 11 #AT 1, DG 2d6, SV F1, ML 9]

The pit still functions normally and is 10 feet deep, with a crevice at its bottom that is too narrow for most humanoids to enter, but large enough for the beetles to traverse. The crevice ultimately reaches a breach in the water pipes between the levels; see *Chapter 6, Overview of the Dungeon*, p. 76, for details on traversing these. Also at the pit's bottom are 57 cp.

14. Weird Statue

At the end of this winding hallway is an enchanted stone statue whose apparent appearance varies depending on the class of the person who views it, as follows:

Cleric: Those with Wisdom 15 or lower see an image of their deity, while those with 16+ Wisdom see Turms Termax instead.
Fighter: A Thulian cataphract in full armor.
Magic-user: Those with Intelligence 15 or lower see Turms Termax, while those with 16+ Wisdom see a demonic figure.
Thief: A daring rogue.

This strange effect applies only to humans. Non-human races see only a lump of stone.

15. Treasure Hoard

The only evidence of the secret door that gives passage to this room is a small indentation in the wall. If one of the caduceus-shaped brooches found in the Ruined Chamber (Room 5) or Sleeping Quarters (Room 52) is placed in the indentation, the door to the hidden room will grind open. It otherwise can be opened only with *knock* or similar magic.

Within the hidden room is a sizable cache of treasure. Spilling out of broken wooden chest is a large pile of Termaxian-era coin, consisting of 8,000 sp and 2,000 gp. Perched on top of the pile is a bone idol of Orcus worth 50 gp. A jewelry box at the bottom of the coin pile holds a wrought silver ring worth 100 gp; a bronze belt buckle studded with bloodstones, worth 400 gp; another caduceus-shaped brooch worth 600 gp; and a wrought gold scepter tipped with opals worth 1,200 gp. Hanging on the far wall is a Thulian centurion's sword with a bronze hilt and a straight starmetal blade etched with runes of Law. This weapon is a *long sword +1, +3 vs. undead*.

16. Green Guardians

Lurking inside this room are four green guardians (see *Appendix C, New Monsters*, p. 344) posing as statues. They wait until potential prey is within range before attacking.

Green Guardians (4) [AL C, MV 90' (30')/ fly 150' (50'), AC 4, HD 5, HP 31, 20 (x2), 17 #AT 4, DG 1d6+1/1d6+1/1d6/1d6, SV F8, ML 12]

17. Chamber of the Egg

Four green guardians (see *Appendix C, New Monsters*, p. 344) stand watch over a large mottled egg roughly the size of a human head; they attack anyone who enters the room. The egg is held within an enclosed glass case that radiates a reddish glow. It detects as both evil and magic. Anyone touching the case takes 4d6 damage unless a *protection from evil* spell (or similar effect) has been cast on them beforehand. With protection, the case can be easily opened and the egg removed.

The egg itself, though warm to the touch, is not dangerous to handle. Its shell is extremely hard and resistant to both physical damage and magic. However, 1d6 days after it is removed from its case, it will hatch into a quasit (see *Appendix C, New Monsters*, p. 350) that will seek out a master to serve. The quasit has a preference for Chaotic magic-users over all other classes, but will serve any Chaotic-aligned character, or barring that, any magic-user. Being a demon, the quasit hopes to corrupt its new master and does everything within its power to bring this about.

After the egg is removed, there is a cumulative 5% chance per week that a new egg will appear within the glass case. If the glass case is damaged or removed from the room, no new eggs will be summoned.

Green Guardians (4) [AL C, MV 90' (30')/ fly 150' (50'), AC 4, HD 5, HP 25, 21, 15 (×2) #AT 4, DG 1d6+1/1d6+1/1d6/1d6, SV F8, ML 12]

Hatched Quasit [AL C, MV 150'(50'), AC 2, HD 3, HP 11, #AT 3 DG 1d2/1d2/1d4, SV F3, ML 12]

18. Red Goo

The floor of this hallway is covered with a slick, red, acidic goo that gives off a foul odor. It is *oil of caustic slipperiness* (see *Appendix A New Magic Items*, p. 324). The *oil* is a recent addition to the dungeon, having been spread here by the Dwarven Sentries (Room 22) as a perimeter defense. Walking on the *oil* is dangerous, immediately dealing 1d6 points of damage and requiring an ability check v. DEX at –3. Failure results in falling to the ground and taking another 1d6 points of damage. To stand up requires a further DEX check, with failure resulting in more damage, as before. The penalty to the DEX check is negated if a fallen character is aided by a character not currently standing on the *oil*, having been thrown a rope, etc. The *oil* can be easily washed away with ordinary water.

19. Hieroglyphics Room

The entrances to this room are dilating doors made of adamantine steel within a hepatizon doorframe. Inside, the room is illuminated by vitreum radiance panels in the nephelite-coated ceiling. The walls are also made of black nephelite, decorated with a pictographic script unlike any used by any human cultures from the area around Dwimmermount. That is because the script is actually magical in nature, requiring *read languages* to understand. Any character reading the script immediately loses 1 point of Wisdom from the mind-breaking process. However, he henceforth can speak, read, and write the Tongue of the Great Ancients, the original language of man. This is of use when conversing with the Terrim (see Level 9), as well when reading certain ancient tomes of magic or using certain machines in Dwimmermount. Characters fluent in Dwarven, Elven and/or Ancient Thulian will recognize the Tongue as being an ancestor of that language or those languages.

5-19: Fluency in both the Tongue and Dwarven counts as partial evidence of 1-7. Fluency in both the Tongue and Elven counts as partial evidence of 2-5. Fluency in both the Tongue and Ancient Thulian counts as partial evidence of 1-1.

20. Bone Batons

Arranged on the floor of this room are a four carefully bleached human bones. The bones are arranged in the shape of a square. None of the bones are magical nor is the shape significant. However, bones of this very same sort can be enchanted at several locales on The Ossuaries (Level 6A), including the Enchantries (Rooms 18b, 42a, 60, and 61/63) as well as the Workroom (Room 28), to become temporary magic items.

21. Azoth Leak

In the southwest corner of this room, there is a leak of silvery-black liquid coming from the ceiling. The leak runs down the wall and stains the floor. This liquid is of course, azoth, but it is of insufficient quantity to be of much use (a mere 1 pint every day).

22. Dwarven Sentries

Five dwarves stand guard here, protecting the stairs down to the Entry Hall (Room 1) of The Manufactory (Level 6B). Led by Darval, the dwarves are cautious, but friendly. If convinced that the characters are not in league with any of the various Chaotic forces who haunt Dwimmermount, Darval will offer them safe passage to The Manufactory (Level 6B), along with a metal badge that identifies the bearer and his companions as friends of the dwarves. Darval knows very little about The Halls of Greater Secrets (Level 5), except that the dwarves have sealed a chokepoint to the north with Red Goo (Room 18) and that dwarven scouting parties to the west (Room 23) have not returned.

Dwarves (4) [AL L, MV 60' (20'), AC 3 (plate mail), HD D5, HP 25, 23, 20, 19, 15 #AT 1, DG 1d8 (battle axes), SV D5, ML 10]

Darval (1) [AL L, MV 60' (20'), AC 2 (*plate mail +1*), HD D7, HP 36 #AT 1, DG 1d8+2 (battle axe), SV D7, ML 12]

Darval carries 3 *oils of caustic slipperiness* (see *Appendix A, New Magic Items*, p. 324). His *plate mail +1* is made of adamantine steel.

23. The Supreme Unknown

A black and green marble statue of a bare-chested man with a rooster's head and snakes for legs stands in the northern part of this room. The name "Abraxas" has been carved in High Thulian at the base of the statue. The statue intensely radiates both magic and evil. Scattered on the floor of the room around the statue are ten corpses with leathery, grayish skin. These are juju zombies (see *Appendix C, New Monsters*, p. 360) lying in a dormant state. If the characters entering this room pass through quickly, the zombies remain dormant. Characters who linger in the room must utter a prayer to Abraxas aloud within 1 minute (6 rounds) or the juju zombies awaken and attack. The juju zombies will also awake if they or the statue are touched.

Juju Zombies (10) [AL C, MV 140' (50'), AC 6, HD 4+4, HP 28, 22 (×3), 21, 19, 18, 17, 13, 11 #AT 1, DG 1d8, SV F4, ML 12]

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Once awakened, the juju zombies remain animate for 1 turn, attacking any living creature they see, then lapse into dormancy again. Humanoids slain in this room will darken and wither into (dormant) juju zombies after 1d6 hours. If the statue of Abraxas is destroyed (100 hp), juju zombies will no longer be animated or created here.

24. Stairs to Nowhere

A staircase descends downward here. Any character who walks down the stairs while carrying a *Termaxian passkey* on his person finds himself teleported to the Library of Great Secrets (Room 48). Any without such a passkey is unaffected by this magical effect and descends the stairs as normal, but they terminate after 30 feet in a dead end.

25. Necrolyte's Sanctum

This chamber is free of the dust and decay that elsewhere dominates Dwimmermount. It is furnished with a large bed, a sturdy oak desk with padded chair, bookcases, and series of heavy wooden chests. Various arcane implements, grimoires, and flasks are scattered across the desk, where Euthalius, a Termaxian necrolyte (see *Appendix C, New Monsters*, p. 357), works. Euthalius earned his necrolyte status by participating in the murder of his friend Nazares (see Room 60) and will react with great alarm if confronted by evidence that the wizard still lives.

Despite his penchant for murdering friends, Euthalius sees himself as a scholar and man of learning. Consequently, he does not immediately attack any who enter his sanctum, provided that they show proper deference to his "superior knowledge" and demonstrate evidence of being of use to him in his own studies. Currently, Euthalius is keen to visit The Manufactory (Level 6B), but he has been thwarted in his efforts to date by the Dwarven Sentries (Room 22), who guard the only set of stairs down to it. If anyone agrees to help him make it past the dwarves, Euthalius is willing to share what he knows about this level, as well as granting his benefactors the choice of one magic item from among the many in his chests.

Euthalius is quite capable of defending himself if attacked, though he is more likely to use *dimension door* to flee, lest he be destroyed.

Euthalius (1) [AL C, MV 60' (20'), AC 2 (*cloak of protection +1*), HD 7, HP 38 #AT 1, DG 1d8, SV MU7, ML 8]

Spells: 1-*charm person*, *hold portal*, *shield*; 2-*invisibility*, *web*; 3-*fireball*, *hold person*; 4-*dimension door*

He carries a *wand of ice* (see Appendix A, New Magic Items, p. 328) with 15 charges remaining. The *wand* is made of lead crystal sculpted to resemble an icicle. Euthalius' spell books are on the bookcases, while in his various chests he keeps a *chime of opening* (40 charges), a *rope of climbing*, a *long sword +2*, a *sling +1*, and three *potions of extra-healing*. The *long sword +2* has an azoth-infused areonite blade with a slight curve and a baroque hilt, together suggestive of Eldritch make.

26. Tar Trap

The floor of this room is covered by a thick, sticky black substance, similar to tar. The tar is actually an azoth byproduct sometimes resulting from manufacture of sovereign glue (see *Appendix F, Azoth*, p. 381) that has been cleverly repurposed here as a trap. After one round of standing or walking on the substance, a character must make a successful saving throw versus Paralyzation or his footwear or feet become stuck to the floor. Feet and footwear are stuck to the floor permanently unless *universal solvent* (see *Appendix F, Azoth*, p. 381) is applied.

A character may, of course, abandon his footwear or hack his own feet off to escape. Hacking off a foot takes one round and deals 1d8 points of damage. Losing one foot reduces a character's movement rate by 60' and his DEX by ⅓ for armor class purposes. Losing two feet reduces the character's movement rate by 120' and his DEX by ⅔ for armor class purposes. The movement rate penalty is halved if the character uses a crutch or peg-foot. Characters who hack off their feet and then try to *crawl* out of the tar trap are, of course, likely to become quadruple amputees.

When the characters enter the room for the first time, they will find another creature (or creatures) already stuck in the substance. A single minotaur is ensnared the first time the room is entered, but thereafter the referee should roll on the wandering monsters table to determine what has become ensnared.

27. Defaced Room

The walls of this small area are decorated with frescoes depicting magical experiments and similar sorcerous activities. However, these frescoes have been badly defaced, in some cases to the point of the stone walls beneath them being pockmarked and stained. Lying on the ground nearby is large glass bottle partly filled with a special alchemical solution created in the Laboratory (Room 20) of The Ossuaries (Level 6A). Its intended use is to prepare bones for use in the Enchantries (Rooms 18b, 28, 42a, 60, and 61/63) of that level. Sufficient solution remains to prepare three bones. The substance is highly toxic, and if thrown at an enemy, it deals 3d8 points of damage.

28. False Doors

Nearby this empty chamber are three false doors, labeled i, ii, and iii on the map. Each of the doors has a different effect, depending on which is opened and whether the opener possesses a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327).

i Teleports the opener to the Entrance to this level (Room 1), unless he possesses a *Termaxian passkey*, in which case he is teleported to the nearby Secret Room (Room 31).

ii Blasts the opener with a 5d6 *fireball* (make a saving throw versus Spells for half-damage). If the opener possesses a *Termaxian passkey*, he is teleported to the Landing (Room 38) immediately after the *fireball* goes off. There are scorch marks on the ground in front of the door.

iii Teleports the opener to the Tar Trap (Room 26), unless he possesses a *Termaxian passkey*, in which case he is teleported outside the Alchemist's Door to Dwimmermount.

Euthalius (see Room 25) is familiar with how these doors work. If asked, he particularly delights in explaining the mystery of door ii, which was intended to teleport passkey holders to safety *before* its trap went off. Unfortunately, the magical contractors hired to craft the trap got the timing wrong. It proved cheaper for them to bribe the Termaxian administration to sign off on the project than fix the error.

29. Guard Room

Shattered wooden stools and weapons racks reveal that this was once a guard room. Now it is occupied by eight juju zombies (see *Appendix C, New Monsters*, p. 360), who attack anyone who enters the area.

Juju Zombies (8) [AL C, MV 30' (10'), AC 6, HD 4+4, HP 19, 18, 17, 16, 15, 13, 12 (×2) #AT 1, DG 1d6, SV F4, ML 12]

30. Graffiti

On the northern wall of this room, there is a chalk message written in Low Thulian (Common), which reads "Run if you see it!" accompanied by a very crude sketch of a rooster-headed, snake-legged demon. This is a reference to the dangers posed by the Supreme Unknown (Room 23).

The secret door on the west wall leading to the Secret Room (Room 31) is a stone slab that revolves around its central axis if pushed. It is well-concealed but otherwise unremarkable.

31. Secret Room

Scattered throughout this secret room are a half-dozen chests and coffers, all open and unlocked, collectively containing a total of 6,000 sp and 800 gp. Mounted in a case on the south wall is a suit of *Thulian plate +2* (see *Appendix A, New Magic Items*, p. 327).

32. Dead Dwarves

The bodies of four dead dwarves lie in this room. They seem to have been fleeing to the west when they died. Because dwarves turn to stone upon death, it is difficult to ascertain precisely what killed them. Their plate mail and battle axes are slightly battered but still in serviceable condition. If their bodies and equipment are returned to Darval in Room 22, this will grant a reaction bonus of +2 when dealing with the dwarven leader.

33. Shrine to Tenen

A marble statue of a short, dwarf-like figure carrying craftsman's tools stands in the center of this circular room. The statue's head has been replaced with that of Turms Termax. The statue is of the Thulian god Tenen, and anyone who replaces the head of Turms with that of the god will receive the Greater Blessing of Tenen. This is the one-time ability to cast *teleport*, as per the magic-user spell. The blessing can be cast at any time and is instantaneous, but once cast, is lost. See *Chapter 6, Overview of the Dungeon* (p. 75), for more information on boons from the gods.

34. The Lord of Alchemy

Two sets of stairs lead down into this room, which sits about six feet below the others on this level. Another set of stairs leads upward to a red-curtained alcove in which rests a bronze statue of a demonic winged bull. This is the demon lord Haagenti, to whom alchemists and transmuters sometimes turn for hidden knowledge. Written on the base of the statue, in High Thulian, is the phrase, "Blood is the Key."

In the center of the room is a 10 foot diameter metal table bolted to the ground. An alchemical distillery of a baroque and sinister design occupies the majority of the table, alongside a wooden case filled with various powders, salts, and other reagents. A character who succeeds on an ability check v. INT can use the alchemical distillery to brew potions of any kind. Each potion requires a mixture of various reagents and a large quantity of blood (10 hit points worth). Once the blood and reagents are mixed, the distillery will brew

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the desired potion in 1 turn (10 minutes). There is no blood stored in the room, and the amount of reagents at hand is only sufficient to make six potions. (At the referee's discretion, he may allow the characters to buy or create their own reagents for use with the distillery). The distillery will not function if removed from this room.

To the southeast, a fourth set of stairs descends to the Staircase (Room 1) of The Ossuaries (Level 6A).

35. Demonic Scouts

Wandering through this triangular chamber are seven dretches (see *Appendix C, New Monsters*, p. 338), on an errand for their master in the second room of mosaics (Room 37). The dretches are cowardly and will flee towards their master if it looks like they may be destroyed.

Dretches (7) [AL C, MV 90' (30'), AC 2, HD 4, HP 23, 21 (×2), 17, 16, 12, 10, #AT 3, DG 1d4/1d4/1d6, SV F4, ML 10]

36. Bizarre Mosaics

The western wall of this room sports beautiful—but peculiar—mosaics depicting alien worlds on which can be seen demonic figures marching as if going to war. Mounted on the eastern wall are five steel hooks, from three of which hang pairs of spectacles with red lens (two are seemingly missing). Anyone wearing the spectacles who looks at the mosaics will see that it has become an animated montage showing how the demons prepare for war. During each turn of viewing, spectators must make a successful saving throw versus Spells or become entranced by the image for an additional 1d6 turns (cumulative). Entranced characters can do nothing but gaze in stupor at the mosaic, and enemies gain a +4 bonus to hit entranced characters. The entrancement can be removed with *dispel magic* or similar effects, or by taking the spectacles of the character. A character who manages to gaze at the mosaic while wearing the spectacles for three or more turns without becoming entranced gains a permanent +1 bonus to hit and damage when fighting demons of any kind due to his understanding of their warfare techniques.

37. More Mosaics

This chamber is decorated similarly to the Bizarre Mosaics (Room 36) next door, except that the demons depicted on the northern wall are dancing, not marshalling as if going to war. There are five hooks on the south wall, but none of them have any spectacles hanging from them. The mosaics in this room are also damaged, with many of their tesserae missing. Consequently, viewing the mosaics while wearing the spectacles from Room 36 has no effect.

Lurking in the room is a stirge demon (see *Appendix C, New Monsters*, p. 355), who is the commander of the dretches in Room 35. The stirge demon has a very high opinion of itself and is easily taken in by flattery. He in turns serves the demon Aishapra who lairs in the Library of Great Secrets (Room 48).

Stirge Demon (1) [AL C, MV 20' (6')/fly 60' (30'), AC -2, HD 7, HP 25 #AT 3, DG 2d4+4/2d4+2/1d8+2, SV F7, ML 10]

38. Landing

On the floor of this room, just below a set of stairs leading slightly upwards (about five feet), there is a circle of black ash three feet in diameter. In the center of the circle is a partially melted gold ring worth 500 gp, even in its damaged condition. The ring is otherwise unremarkable as is the ash.

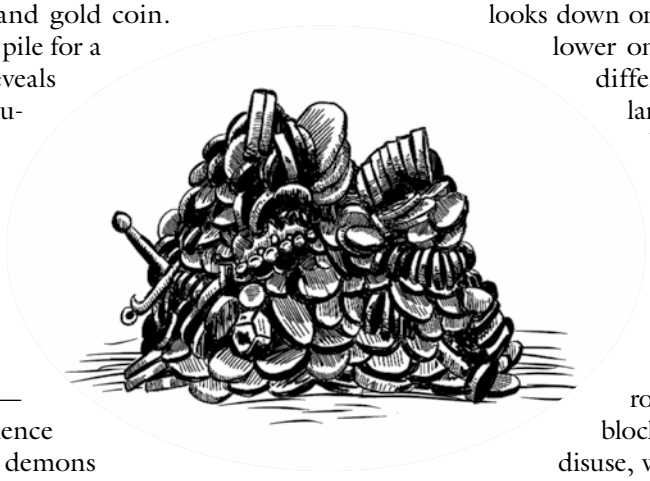
A character teleported by false door ii in Room 28 will arrive in the circle of black ash. If the teleported character's hit points have been reduced to considerably below 0 by the door's *fireball*, the size of the black ash mound may increase…

39. Reading Room

Arranged in this room are four heavy wooden chairs, each of which is equipped with a basket on one side into which scrolls can be placed. All of the baskets contain fragments of paper with writing on them that is largely unintelligible, though individual words might be recognized. Underneath one of the chairs is a bronze scroll tube, inside of which is a magic-user scroll with the following spells: *clairvoyance*, *fly*, and *haste*.

40. Dangerous Treasure

The floor of this large chamber is covered by a huge mound of silver and gold coin. Examining the treasure pile for a few moments quickly reveals that the treasure is undulating and swaying. This is because a muculent worm (see *Appendix C, New Monsters*, p. 348) lurks beneath the treasure. The worm entered the room through a hole in the floor—since collapsed—and has taken up residence here, feeding on weak demons and Termaxian cultists who wander into this chamber. The treasure itself consists of 16,000 sp and 3,000 gp.



Muculent Worm (1) [AL N, MV 30' (10'), AC 4, HD 10, HP 48, #AT 1, DG 2d6, SV F10, ML 10]

41. Storeroom

Sealed crates and barrels can be found here, filled with dried foodstuffs and alcohol. Each of the room's eight crates is 4 feet cubed, and contains 200 lbs. of grain (25sp value). Each of the room's ten barrels 3 feet tall and 2 feet in diameter, and contains 60 gallons of musty, but drinkable, beer.

42. Silver Trail

A thick trail of glistening silvery slime leads from the door to the Dangerous Treasure (Room 40) across the floor of this room and off toward Room 43.

43. Mercury Ooze

Slithering across the floor in this area is a mercury ooze (see *Appendix C, New Monsters*, p. 347) that takes immediate notice of any living that enters and attacks.

Mercury Ooze (1) [AL N, MV 30' (10'), AC 9, HD 5, HP 21, #AT 1, DG 2d4+3 + mercury poisoning, SV F5, ML 10]

44. Azoth Pools

The doors to this room are grey nephelite blast doors. The magical mechanisms that once opened them no longer function, but mechanical handles can be used to crank them open. The room within consist of two parts, an upper and a lower one. The upper one, accessible by means of two doors, is a raised catwalk with railings on either side, which looks down on the lower level. The lower one, accessible by two different doors, has four large pools of glowing, bubbling azoth. These pools provide an eerie illumination, as well as filling the chamber with metallic fumes. Though there are several vents on the ceiling of the room, they have become blocked following ages of disuse, which makes it potentially dangerous to spend more than a few rounds here without magical protection. After 6 rounds in the room, any character who lacks a *mask of breathing* (see *Appendix A, New Magic Items*, p. 324) from the Room of Niches (Room 55), an *environment* suit (p. 320), or similar protection, must make a saving throw versus Poison or suffer the effects of a *confusion* spell for 12 rounds.

In determining the *confusion* effects, any result of "Does nothing, but babble incoherently" instead results in the character having an out of body experience that gives him a very brief glimpse of the contents of one room on this level. Roll 2D6 to determine which room's contents he sees, treating one die as the tens column and the other as the ones column. Thus, a roll of 2 and 3 should be read as 23. Any results higher than 61 (the number of rooms on this level) should be treated as "Does nothing, but babble incoherently."

The azoth here is very hot. Touching it deals 1d8 points of damage per round of contact. Each of the four pools holds 15,000 gallons of azoth. The pools are fed by azoth-infused copper pipes leading to Dwimmermount's azoth reservoirs; if, through some strange magic, the characters descend down these pipes, see *Chapter 6, Overview of the Dungeon* (p. 77). Additional information on azoth and its uses can be found in *Appendix F, Azoth* (p. 379).

45. Latrine

This small chamber served as a latrine during the heyday of Dwimmermount. Centuries of neglect has resulted in its pipes rusting to such an extent that neither the toilets nor the sinks work any longer. The copper pipes themselves are too narrow for any but the smallest creatures to traverse (e.g. normal rats, insects, etc.). See *Chapter 6, Overview of the Dungeon*, p. 76, for details on traversing the water pipes between the levels.

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46. Stairs

A trio of frightened wererats have ventured down into this area by using the nearby stairs from the Wererat Redoubt (Room 60) on The Halls of Lesser Secrets (Level 4). The wererats are intrigued by the contents of the Salon (Room 47), but are unwilling to proceed on their own for fear that it is a trap. They will gladly allow others to venture ahead and see what happens, taking advantage of the situation if they think they can get away with it. If attacked, they will fight viciously until their morale breaks, whereupon they will flee up the stairs to seek aid from their four brethren above.

Wererats (3) [AL C, MV 120' (40'), AC 7 (9), HD 3, HP 18, 17, 10 #AT 1, DG 1d4 or 1d6 (short swords), SV F3, ML 8]

47. Salon

This hexagonal chamber is outfitted as if it were a drawing room, complete with a low table, four cushioned chairs, candelabra (unlit), and mirrors on the eastern and western walls. When the threshold to the room is crossed, the candles in the candelabra suddenly light, the lilting sounds of a harp resonate softly, and the smell of roses wafts into the room. The music and aroma coming from here will alert the marilith Aishapra in the Library of Great Secrets (Room 48), and she will gather her minions in preparation.

48. Library of Great Secrets

The southern door to this room is magically sealed with an *arcane lock*. It can be opened by the usual means (*knock*, etc.) or by any character with a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327). The room itself is a vast library, filled with rows upon rows of scrolls, codices, and books. The library is now the lair of a rogue marilith demon (see *Appendix C, New Monsters*, p. 346) named Aishapra, who sees the opening of Dwimmermount as the first step in her plan to extend her influence into the mortal world beyond. She treats any entry into this chamber as an affront and will attack with the utmost ferocity, though she will not use her *gate* ability under any circumstances. The last thing she wants is for demons other than those under her command to appear on this level. If battle goes against her, Aishapra will attempt to flee to her Guardian Demons (Room 49), hoping that her minions, or even the stirge demon from More Mosaics (Room 37), there can aid in her escape. If forewarned by the sounds and scents of

the Salon (Room 47), Aishapra will have gathered her minions here already.

Aishapra (1) [AL C, MV 120' (40'), AC -6, HD 7+6, HP 36 #AT 7, DG 1d8 (×6)/2d4, SV F7, ML 9]

Aishapra has collected a considerable amount of treasure from elsewhere on the level. This treasure consists of 12,000 sp; 6,000 gp; a wrought silver ring worth 600 gp; a wrought gold necklace beaded with pearls, worth 500 gp; a *rod of captivation* (see *Appendix A, New Magic Items*, p. 325) (nine charges remaining); a *Termaxian passkey;* a *potion of flying;* a *potion of levitation;* a *feather token* (see *Appendix A, New Magic Items*, p. 321); and a scroll of *suggestion* and *water breathing*.

In addition, the library contains vast stores of knowledge, both arcane and mundane. The books here (none of which are inherently magical) are worth a fortune to interested buyers in the outside world, assuming that they could all be transported. The breadth and depth of the information they contain is left entirely to the referee, given the needs of his campaign. There are 159 loads of rare books in the library, each load weighing 30 lbs. and worth 1,000 gp.

Anyone who walks down the False Stairs (Room 24) carrying a *Termaxian passkey* is teleported into this room, adjacent to the northern door.

5-48: Characters studying the books will learn one of the following numbered facts each day: 1-1, 1-2, 1-3, 1-4 1-5, 1-6, 1-7 1-8 2-2, 2-3, 2-4, 2-5, 2-6, 2-9, 2-10, 3-1, 3-2, 3-3, 3-4, 3-5, 3-6, 3-7, 3-10, 3-11, 3-12, 4-2, 4-3, 4-4, 4-5, 4-6, and 4-7. Roll 1d10 to determine the language of the book: (1) The Tongue of the Great Ancients, (2-3) Eld, (4-6) Ancient Thulian, or (7-10) High Thulian.

49. Guardian Demons

Sixteen pathetic manes demons (see *Appendix C, New Monsters*, p. 346) stand guard outside the entrance to the Library of Great Secrets (Room 48). They will not flee, even if battle goes against them.

Manes (16) [AL C, MV 30' (10'), AC 5, HD 1, HP 8 (×2), 7 (×4), 6 (×4), 5 (×2), 4 (×2), 3, 1 #AT 2, DG 1d3/1d3, SV F1, ML 8]

50. Four Pillars

Four marble pillars form a colonnade along the northwest wall. Each pillar is a different color—brown, white, red, green—and shows evidence of having many nicks and dents along its length. The four pillars radiate magic. If a melee weapon—and only a melee weapon—is struck against one of the pillars, it gains a temporary (24-hour) bonus to damage against one type of elemental-based creature. The bonus is equal to the damage dealt by the weapon against the pillar. For example, if a cleric struck a pillar with a mace and dealt 3 points of damage, his mace would gain a temporary +3 damage bonus. Striking additional pillars negates the effects of previous pillars and no weapon can ever gain more than one bonus from a single pillar. This means that, after gaining a bonus from each pillar, the weapon can no longer benefit from its enchantment.

The correspondence between the colors and the elements is as follows: brown (earth), white (air), red (fire), and green (water). The referee is the final arbiter on which creatures and opponents count as "elemental-based" for the purposes of this boon.

51. Hexagonal Cells

This room is broken up into ten hexagonal cells, some of which are separated by doors sealed with *arcane locks*. As with the *arcane lock* to the Library of Great Secrets (Room 48), these can be opened by the usual means (*knock*, etc.) or by any character with a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327). Though the doors can easily be bypassed, opening the *arcane locks* has an additional effect. Each *arcane lock* opened before the one between sections 'a' and 'b' is opened adds a "charge" to the door between those two sections. The charge is visible as a reddish, glowing band that appears on the door, accompanied by a low whine.

Walking through the middle door from 'a' to 'b' sends the person(s) who does so to the bottom of a set of stairs on a level of the dungeon equal to the number of charges active. For The Laboratory (Level 2A), The Reliquary (Level 2B), The House of Portals (Level 3A), and The Reservoir (Level 3B), the referee should roll to determine if it sends them to Level A (1-3) or Level B (4-6). Walking through the middle door from 'b' to 'a' send the person(s) who does so to the top of a set of stairs on the level equal to the charges active. Again, for Levels 2 and 3, roll to determine which one. In cases where there are multiple sets of stairs, for example on The Halls of Lesser Secrets (Level 4), roll to determine which set of stairs.

The middle door remains open for only five rounds, after which it closes and *arcane locks* again, along with all the other doors.

52. Sleeping Quarters

Numerous wooden beds fill this room, all in remarkably good condition considering their age. The beds are bare, without any mattresses, covers, or blankets. At the foot of each bed is a chest, most of which have long since been looted. One of them remains locked and unopened. It contains 100 pp; a wrought gold bracelet worth 600 gp; a caduceus-shaped brooch worth 600 gp; and a moonsilver ring fastened in the shape of entwined leaves, with an apparent worth of 1,000 gp. Like that found in Room 5, the caduceus-shaped brooch is actually a

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key which opens the secret door to the Treasure Hoard (Room 15). The moonsilver ring radiates magic, and is in fact a *ring of command plant*.

Also in the room are five shadows, which attack anyone who enters.

Shadows (5) [AL C, MV 90' (43'), AC 7, HD 2+2, HP 14, 12, 11 (×2), 6 #AT 1, DG 1d4 + strength drain, SV F2, ML 12]

53. Oracular Statue

At the end of this hallway is a bronze statue of Turms Termax whose mouth is depicted as wide open, as if he were shouting. On its base, written in High Thulian is the single word, "Ask." If asked—in High Thulian—any question about The Halls of Greater Secrets (Level 5) for which a yes/no answer can be given, the statue will respond in an echoing voice (in High Thulian, of course). The answer given will be the truth as it was understood to the Termaxians when the statue was sculpted two centuries ago. The statue will answer no more than three questions per day.

54. Green Room

Every inch of this room's walls and ceiling have been painted a verdant green, and its floor is covered with a green carpet. In the center of the carpet is a dining table surrounded by comfortable wooden chairs. If anyone sits in one of the chairs, exceptionally wholesome food and drink appears on the table. This food and drink is so satiating that anyone who partakes of either must make a saving throw versus Poison or fall into a deep sleep for 1d4 turns.

55. Room of Niches

With the exception of the 10 foot square containing the door, each wall of this room contains a small square niche inside some of which there are items of interest and value. Starting from the eastern wall immediately south of the door and working around clockwise, these niches are:

1. A bag containing 1,000 gp
2. A vial of *universal solvent* (see *Appendix F, Azoth*, p. 381)
3. Empty
4. A *bag of devouring*
5. A *potion of healing*
6. An empty wineskin
7. Two *potions of speed*
8. Empty
9. The head of the god Tenen carved from stone.
10. Two *masks of breathing* (see *Appendix A, New Magic Items*, p. 324).
11. A *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327)

There are also some small holes on the floor, indicating where some furnishings had once been bolted down, but they have long since been removed.

56. The Healing Device

Like Rooms 1 and 2, a pillar of azoth-infused steel stands in the center of this room. Like those other pillars, there is an indentation on one side into which a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327) can be placed. If a passkey is placed in only one or two of the pillars, they fuse to it and cannot be removed until a passkey is placed in all three of them. If this is done, the pillars are infused with crackling blue magical energy and radiate a barely perceptible vibration. The vibration affects anyone in Rooms 1, 2, and 56 for the next 10 rounds. Each round, 1d4 hit points of damage are healed. Alternately, one negative effect (poison, disease, curse, level drain, etc.) can be removed instead. Undamaged individuals gain no benefits from the vibrations. After 10 rounds, the device ceases to function and the *Termaxian passkeys* are absorbed into the pillars, leaving behind empty indentations once again. The healing device can be activated as often desired, so long as three passkeys are available.

57. Natural Cavern

Beyond the bronze door in the Sunken Arena (Room 11) is a natural cavern where a pair of phase spiders (see *Appendix C, New Monsters*, p. 354) have made their lair. The spiders are belligerent, but will flee, using their *phase door* ability if combat turns against them.

Phase Spiders (2) [AL N, MV 60' (20')/150' (50'), AC 7, HD 5+5, HP 24, 17, #AT 1, DG 1d6 + poison, SV F5, ML 8]

The spiders have collected a small hoard, consisting of 4,000 gp, an electrum pin worth 300 gp, and a pair of wrought platinum medals each worth 1,500 gp. A character with knowledge of military history will recognize the visage minted on the coins as Malhela Vulmea, a bloody-minded Thulian emperor, and the jewelry as decorations for valor given during his campaigns. For safekeeping, these items have been woven into a spider silk "pouch" that dangles from the larger phase spider's spinners.

58. Guard Post

A pair of wooden stools marks this chamber as a guard post. Currently, six juju zombies (see *Appendix C, New Monsters*, p. 360) wait here. They wear the rotting remnants of Termaxian uniforms. Occasionally the zombies shuffle to the Barracks (Room 59) before returning, perhaps in pathetic imitation of memories from life.

Juju Zombies (7) [AL C, MV 30' (10'), AC 6, HD 4+4, HP 22, 21, 18, 17, 14, 10, #AT 1, DG 1d6, SV F4, ML 12]

59. Barracks

The shattered remains of wooden beds can be found in this room. Amidst the debris can be found a small coffer containing 200 pp.

60. Wizard's Quarters

This opulently appointed room was clearly once the quarters of a Termaxian wizard of some importance, in this case one by the name of Nazares. The room contains a large bed, a desk and chair, bookshelves (now empty), and many other attractive furnishings. There is a large bloodstain on the floor, evidence of the demise of Nazares' body centuries ago at the hands of jealous rivals and his treacherous friend Euthalius (see Room 25). However, Nazares managed to outsmart his murderers by using the spell *magic jar* to transfer his consciousness into a diamond stashed in a nearby Hiding Place (Room 61), where he kept his greatest treasures. The door to the Hiding Place can only be opened by means of a key pinned to the underside of one of the desk drawers.

61. Hiding Place

The door to this room is magically locked and cannot be opened by any means (including spells such as *knock*) except the key hidden in the Wizard's Quarters (Room 60). Piled up against the south wall of the room is a large hoard of treasure collected by the wizard Nazares during his adventuring career. The hoard consists of 32,000 sp, 7,000 gp, a tiger eye agate worth 50 gp, a moss agate worth 50 gp, a rhodochrosite worth 50 gp, a citrine worth 250 gp, a smoky quartz worth 250 gp, a topaz worth 500 gp, a sapphire worth 1,000 gp, a diamond worth 11,000 gp (but see below), and a suit of *chain mail +1* and a *shield +2*. The *chain mail +1* is made of adamantine steel, while the *shield +2* is of adamantine; both are of High Thulian make.

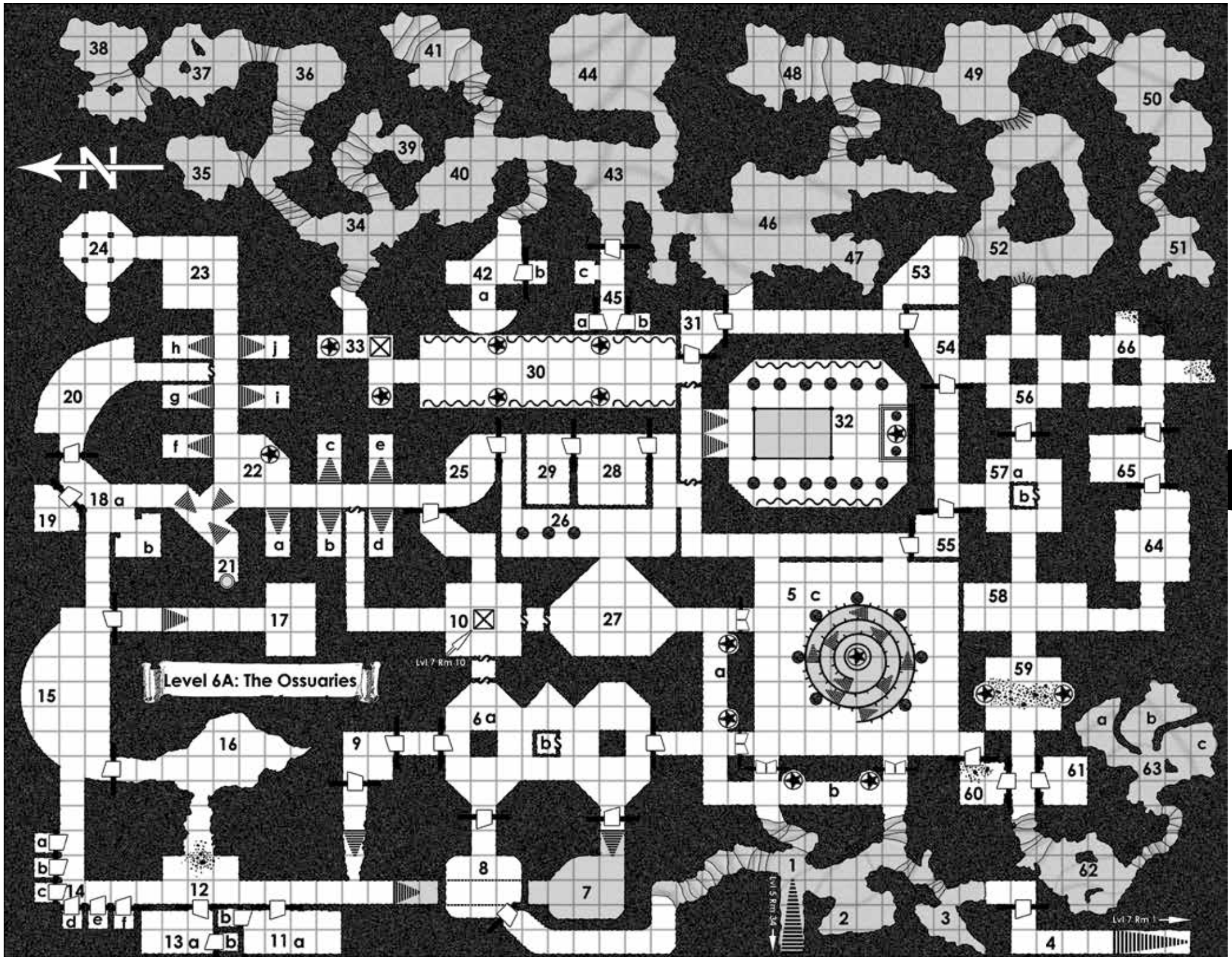
The 11,000 gp diamond now serves as the container for Nazares' disembodied soul. If characters come within 30 feet of the diamond, Nazares will start attempting to possess their bodies. Each attempt takes one round and targets one character within range. The target must make saving throw versus Spells or become possessed by Nazares. Nazares may only make one attempt against any given character.

Once in possession of a body, Nazares can once again use his spells. Nazares was a 10th level magic-user, and his last memorized spells were the following: 1-*charm person*, *magic missile*, *sleep*; 2-*arcane lock*, *invisibility*, *mirror image*; 3-*fireball*, *fly*, *haste*; 4-*dimension door*, *polymorph other, wall of fire*; 5- *teleport*.

Nazares is thoroughly insane after having been bodiless for over two centuries. He is consumed with thoughts of revenge on his long-dead rivals, especially his treacherous friend Euthalius. Consequently, when in possession of a character, he will make every effort to forge ahead, hoping to find and slay those he believes killed him in the past. If anyone attempts to prevent him from doing this, he will accuse them of "being in league with" his murderers and will attack them. He will also immediately attack any character carrying Euthalius' *wand of ice*, *cloak of protection*, or *chime of opening*, recognizing these as possessions of his former friend.

The only way to free a possessed character from Nazares' control is to destroy the diamond that serves as the wizard's *magic jar*. Even a single point of damage will suffice to destroy the diamond, but of course the characters have no way of identifying the diamond as the receptacle for Nazares' soul – the *magic jar* could be any gem in the room.

FLENSING KNIVES
SMALL PUFFY RED PREGNANT LADY HANDS
MAIL COAT of BITTERNESS
RACK of MASKEEN KING of the SUMMER HORDE of 669 CYE
PHACOPS ATTABOISE
BEEBE 05.07.12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Level 6A: The Ossuaries
Lvl 7 Rm 10
Lvl 5 Rm 34
Lvl 7 Rm 1

Chapter 15

The Ossuaries

Level

6A

Overview of The Ossuaries

EXCAVATION OF THE Ossuaries began two centuries after the Thulians captured Dwimmermount, and was completed about five hundred years ago, during late Fourth Era. Whereas the Thulians who conquered Dwimmermount lavished their veneration exclusively on the gods of the Great Church, the later generations began to venerate the deceased emperors, patricians, and generals of the Thulian Empire as well. The Portrait Gallery (Room 10) and Chamber of Urns (Room 22) date to this time. With this deification of ancestors came the rise of the Iron God (Room 5), a psychopomp responsible for escorting the immortal soul to the afterlife. The Thulians were still aligned with Law, but the obsession with immortality that would characterize the Fifth Era had begun. When the Termaxians took control of Dwimmermount, Turms directed some of his cultists to study necromancy, an art he had largely left unexplored. Much of this research took place within The Ossuaries, where the Termaxians learned how to transform others into vampires, mummies, and ghouls, and

WANDERING MONSTERS OF THE OSSUARIES

Die Roll	Monster
1	Hell Hounds (2-8)
2	Juju Zombies (1-10)†
3	Mummies (1-4)
4	Undead Ooze (1)†
5	Wights (1-4)
6	Bone Golem (1)
7	Vrock (1)†
8	Black Pudding (1)
9	Rust Monster (1-4)
10	NPC Party (5-8)
11	Manes (4-16)†
12	Vampire(s) (slaves of Cyrus Agallon) (1-3)

† see **Appendix C, New Monsters**, p. 333

to extract eternal loyalty from undead slaves. The Termaxian necromancers also realized that there was considerable arcane power latent in the bones of the interred heroes and kings, and created the Enchantries (Rooms 18b, 28, 42a, 60, and 63) to utilize it.

The level itself is a mix of natural limestone cavern and hewn construction. As is common to Fourth and Fifth Era levels, the excavation ranges from acceptable to crude, with rough surfaces, fungus, and fissures. Interior walls are of Thulian concrete, plaster, stone, brick, and wood. Doors tend to be iron-reinforced oak.

1. Staircase

This is a four-way intersection, with tunnels north, east, and south, and finely carved stone stairs to west ascending up to The Lord of Alchemy (Room 34) on The Halls of Greater Secrets (Level 5). If activated, one of the portals from the Portal Room (Room 15) on The Reservoir (Level 3B) opens at the foot of the steps.

Lurking at the intersection, adjacent to the portal entrance, is an undead ooze (see *Appendix C, New Monsters*, p. 359). The ooze attacks any creatures who come down the stairs or step through the portal.

Undead Ooze (1) [AL C, MV 20' (6'), AC 9, HD 6, HP 39 #AT 1, DG 2d4 + 1d6, SV F6, ML 12]

2. Bone Pile

This *cul-de-sac* is filled with a massive pile of bones. The bones come from countless different types of creatures, though the vast majority of them were humanoid. All of the bones are dry and completely stripped of flesh. If a character spends at least one turn searching through the bone pile, he will find a *brooch of the Terrim* (see *Appendix A, New Magic Items*, p. 320).

3. Debris

A small collection of debris—splintered wood, broken stones, glass fragments—litters the ground of this natural cave. None of it is of any value.

4. Storeroom

This locked chamber contains six wooden barrels. Each barrel stands 3 feet tall and 2 feet in diameter, weighs 600 lbs., and contains 60 gallons of rock salt, and is worth 75 gp.

Past the barrels, a staircase descends to the Entry Cavern (Room 1) of the Deep Hollows (Level 7).

5. Statue of the Iron God

In the center of this room is a 30-foot deep circular pit. At the bottom of the pit stands a 12 foot tall iron statue of a man in strange armor holding a lantern aloft. The lantern glows with a strong white light. The statue is accessible via a series of landings connected by sets of stairs that spiral down into the pit. Along the walls of the pit are torches that give off light without heat. They are firmly attached to the walls and cannot be removed except by recourse to spells, such as *knock*, *dispel magic*, etc. Surrounding the pit are seven stone pillars, some of which are overgrown with a blackish, wiry material that looks like a vine of some sort, but is in fact *shadowstuff*. The *shadowstuff* is deathly cold to the touch (dealing 1d4 points of damage per round when touched by bare hands) and can only be cut by silver or magical weapons.

The statue is that of the Iron God, an Empyreal (see *Appendix C, New Monsters*, p. 341) worshipped as a psychopomp and deity by a small number of Lawful devotees. Any Lawful character who descends the stairs and touches the statue must make an ability check v. WIS. Those who succeed are granted the Blessing of the Iron Good, a boon that duplicates the effects of a *scroll of ward against undead* for the next six turns. This boon can only be granted once per character. (See *Chapter 6, Overview of the Dungeon*, p. 75, for more information on boons from the gods.)

In addition the statue's lantern will restore two lost energy levels per person per week if touched. However, this effect only works for Lawful characters. A Neutral or Chaotic character who attempts to use it will find his alignment changed to Lawful instead. Should the erstwhile Neutral or Chaotic return in a week, the lantern functions normally for him, provided his alignment remains Lawful at that time.

Because of the Iron God's power, no undead creature of any sort can safely enter this room. Should one attempt to do so it is immediately—and irrevocably—reduced to ash upon crossing the threshold.

Outside this room, at the areas marked "a" and "b", are four smaller statues of the Iron God. Other than their size (6 feet tall), they are physically identical to the statue within the room, but they have no magical powers.

6a. Embalming Room

The high ceiling of this large room is supported by three 10 foot square marble pillars. On either side of each pillar rises a flat marble slab, six slabs in all. The walls around the slabs and pillars are lined with bronze cabinets and shelves. Resting on the slabs are six gray-skinned cadavers that rise up when the room is entered. They are juju zombies (see *Appendix C, New Monsters*, p. 360) created by Cyrus Agallon, the vampire lord who controls much of this level from his abode in the Grand Hall (Room 32).

Juju Zombies (6) [AL C, MV 30' (10'), AC 6, HD 4+4, HP 24, 20, 18 (×2), 15, 13, #AT 1, DG 1d6, SV F4, ML 12]

The cabinets and shelves that line the walls are largely empty. A few contain bottles and vials of dried-up liquids and powders, along with thread and some metal tools, including knives, hooks, prongs, and needles. A cleric of Donn, or a magic-user familiar with necromancy, can identify these as embalming materials.

Knocking on the centermost of the three pillars that support the ceiling will reveal that it is hollow. The secret door to the Hidden Treasure (Room 6b) revolves around a center axis with firm pressure.

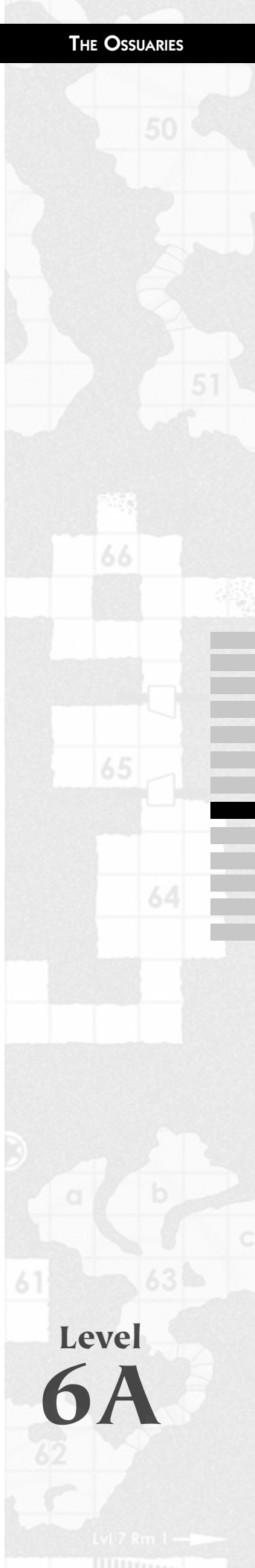
The secret door on the east wall is hidden behind a large cabinet with a false panel in its rear. It opens into a 10-foot alcove with doors west and east. The doors are not secret from within the alcove. The eastern door is behind a painting of Majori Sklero in the Portrait Gallery (Room 10).

6b. Hidden Treasure

The center of the three pillars in the Embalming Room (6a) contains a hidden closet accessible through a secret door. Stashed within is a hidden treasure consisting of 16,000 sp; 1,000 gp; a wrought silver anklet with ivory dangles worth 400 gp; a small jeweled box worth 500 gp; a moonsilver goblet worth 700 gp; a wrought gold necklace with a sapphire solitaire worth 1,000 gp; a wrought gold tiara with channel set amethysts worth 1,600 gp; and a *potion of ESP*.

7. Despoiled Chapel

This room is located in a sub-level, sunken about 10 feet below the rest of the level. Devoid of any furnishings at present, it is quite evident—from scuffs and holes on the floors and walls—that it once hosted many. Now all that remains, in addition to the aforementioned markings, are some vandalized frescoes that seem to depict religious rites associated with Donn, the Thulian god of the dead.



8. Guard Room

This guard post contains two empty weapons racks and four shields (one on each wall). It is manned by a trio of zombie brutes (see *Appendix C, New Monsters*, p. 360), which lurch forward to attack any intruders.

Zombie Brutes (3) [AL C, MV 30' (10'), AC 4, HD 6, HP 33, 30, 27, #AT 2, DG 2d6, SV F6, ML 12]

9. Vestry

A large cedar wardrobe dominates the northeast corner of this room. Opposite the wardrobe stand a smaller dresser and two stools. The dresser is empty, save a pair of black leather gloves, while the wardrobe contains a dozen dark purple robes which have a slightly stiff, waxy feel to them. These are *cerecloth robes* (see *Appendix A, New Magic Items*, p. 320).

10. Portrait Gallery

Frescoes decorate this room. Unlike much of the art on this level, that found in this room is not funereal in character, instead depicting startlingly realistic portraits of ten different individuals. None of these portraits bears an inscription or any other indicator of whom they represent, however. One portrait can be found on each 10 foot segment of wall. They are painted directly onto the wall and so cannot be removed by any means (though two paintings will revolve if pushed on, as they are actually secret doors).

They show, in order, starting from the northernmost wall in the northeast corner: an old, bearded man (Domnola Branas); a younger man who looks similar to the bearded man nearby (Carolus Branas); an old man wearing magician's robes (Bacauda Zarides); an attractive young woman (Iordanes); a stern looking man in military garb (Malhela Vulmea); a middle-aged man with an elaborate mustache (Avienus Celsus); a dark-skinned man in magician's attire (Charito Sklero); a woman of extremely advanced age (Majori Sklero); an old woman wearing a purple robe (Phoebammon Laskar); and a very thin man with features that look almost elf-like (Fronto Geni). The urns containing the remains of these august persons are, or were, in the Chamber of Urns (Room 22).

The painting of Malhela Vulmea is actually a secret door towards the Tomb of Apion (Room 27) while the painting of Majori Sklero conceals a secret door towards the Embalming Room (Room 6a). The secret doors are not concealed to characters within the 10-foot square alcoves between the rooms.

At the center of the room is a pit trap that activates on a roll of 1-2 on 1d6, dropping whoever steps on it down a chute that deposits them in the Shrine of the Brazen Head (Room 10) on The Deep Hollows (Level 7).

11a. Viewing Room

A large wooden bier rests against the western wall. Along the other walls are wooden chairs arranged for viewing of the bier.

11b. Closet

Lying on the floor of this otherwise empty closet is a dusty leather bag, dropped here long ago. Inside the bag is a *potion of sweet water*.

12. Rubble

The rocky debris in this room, etched by acid and gnawed by enormous mandibles, resulted from the entrance of a tenebrous worm (see *Appendix C, New Monsters*, p. 355). The worm is a pet of the vampire Sittas in the Audience Chamber (Room 15). If not already dealt with in the Audience Chamber or its Lair (Room 16), the tenebrous worm will attack intruders here.

Tenebrous Worm (1) [AL N, MV 30' (10'), AC 1, HD 10, HP 55, #AT 1, DG 2d6 + 1d6 acid, SV F10, ML 10]

13a. Viewing Room

This chamber is similar in broad respects to the other Viewing Room (Room 11a), except that a sturdy mahogany coffin rests on top of the wooden bier. The interior of the coffin is filled with a thin layer of soil. Guarding the coffin are two zombie brutes (see *Appendix C, New Monsters*, p. 360). The coffin belongs to Sittas, the vampire in the Audience Chamber (Room 15).

Zombie Brutes (2) [AL C, MV 30' (10'), AC 4, HD 6, HP 30, 20, #AT 2, DG 2d6, SV F6, ML 12]

13b. Closet

This small area is empty of anything except cobwebs and dust.

14. Crypts

Six crypts can be found in this area. Except as noted below, each crypt is entered through a locked iron door etched with funerary art, and each crypt

is 10 feet square, containing a single marble slab (for the deceased occupant's remains) opposite the door.

a Other than the stone slab situated by the crypt's western wall, the crypt is empty.
b A pile of bones rests on the stone slab situated against the western wall. A garnet worth 750 gp can be found amongst the bones.
c The deceased occupant here has risen as a wight. When it senses the presence of living things nearby, the wight will attempt to batter out of its crypt, making enough noise to be heard even through the metal door.

Wight (1) [AL C, MV 90' (30'), AC 5, HD 3, HP 15, #AT 1, DG energy drain, SV F3, ML 12]

In addition to the wight, the crypt contains a pair of coffers, the first containing 1,000 cp and the second containing 4,000 ep.

d There is a single statue of Donn, the Thulian god of the dead, resting on a stone slab. The statue is fashioned of Kythirean ebony and is worth 500 gp.
e The door to this crypt is open; there is nothing inside.
f A pile of bones rests on a stone slab, underneath of which can be found a *Thulian crossbow* (see *Appendix A, New Magic Items*, p. 327) and three +3 bolts.

15. Audience Chamber

This large room has been set up to appear as if it were an audience chamber, complete with a "throne" in the form a large mahogany chair with red velvet cushions. Four zombie brutes stand guard around the throne. Seated upon the throne is Sittas, a vampire who serves Cyrus Agallon in the Grand Hall (Room 32). Sittas chafes under his master's rule and hopes to take his place as master of this level. To that end, he will attempt to make deals with any adventurers who enter this room, suggesting that Cyrus is a "mutual enemy." Of course, Sittas is thoroughly evil and will betray his erstwhile allies as soon as he is able to do so without endangering either himself or his plans.

However, Sittas will not waste any time attempting to ally with anyone he senses to be incorruptible or a genuine rival, preferring instead to attack them immediately, using a combination of his personal powers (as a 7th-level magic-user) and his undead minions. If needed, Sittas will also summon the tenebrous worm from its lair next door (Room 16) and the zombie brutes in the Hallway (Room 18a).

Zombie Brutes (4) [AL C, MV 30' (10'), AC 4, HD 6, HP 37, 34, 31 (×2), #AT 2, DG 2d6, SV F6, ML 12]

Sittas (1) [AL C, MV 120 (40')/fly 180' (60'), AC 2, HD 7, HP 37, #AT 1, DG 1d10 + energy drain, SV MU7, ML 11]
Spells: 1-*darkness*, *shield*, *sleep*; 2-*ESP*, *web*; 3-*fire ball*, *hold person*; 4-*wall of fire*

Around his neck Sittas wears a wrought gold medallion set with tiny diamonds in a constellation (1,100 gp). Behind Sittas' throne there is a large chest containing 7,000 gp, a rose gold goblet (200 gp), a *potion of animal control*, and a *cursed scroll*. The curse causes all scrolls currently held by the reader of the cursed scroll to become blank and therefore ineffectual.

6A-15: If befriended or interrogated, Cyrus, Aetheria, and/or Sittas can reveal the following numbered facts to the characters: 5-1, 5-5, 5-6, 5-7, 5-10, 5-11, 5-12, 5-16, 5-22, 6-1, 6-10, 6-11, and 7-1.

Level 6A

16. The Worm's Lair

This large natural cavern is home to a tenebrous worm which Sittas, the vampire in the Audience Chamber next door (Room 15), has enthralled as his pet. If not previously encountered or slain, the worm can be found here, lounging on a pile of rocks, bones, and other debris. Hidden amongst the debris is a *staff of striking* (seven charges remaining) and a hammered gold locket (400 gp). The *staff* is made of Kythirean ebony and adorned at either end with an orichalcum knob.

Tenebrous Worm (1) [AL N, MV 30' (10'), AC 1, HD 10, HP 55, #AT 1, DG 2d6 + 1d6 acid, SV F10, ML 10]

17. Wine Cellar

A set of stairs descends about 15 feet to reach the corridor that leads to this cool, sunken chamber. The chamber contains three rows of wooden shelves. Most of these shelves are empty, but scattered here and there are a total of 24 glass bottles. Unfortunately, none of these bottles are marked, making it impossible to determine what they contain without drinking them. Twelve contain potable, if unpleasant, alcoholic beverages. Six contain excellent 200+ year-old Thulian drinks that fetch 250 gp per bottle. Five are poisonous, and those who consume them must make a saving throw versus Poison or die. One is a *potion of treasure finding.*

18a. Hallway

Shambling in this hallway are two zombie brutes (see *Appendix C, New Monsters*, p. 360).

Zombie Brutes (2) [AL C, MV 30' (10'), AC 4, HD 6, HP 30, 22, #AT 2, DG 2d6, SV F6, ML 12]

18b. Enchantry

Located in the southwest corner of this room is a large brass device with four orichalcum knobs on one side, along with a hole on its top. This is an enchantry, which creates temporary magic items from alchemically prepared bones. To operate the enchantry, one need only turn a single knob in a clockwise fashion and place a bone into the hole in the top, after which it is enchanted. Attempting this with two or three knobs turned clockwise results in the enchantry shutting down for 2d6 turns. Attempting it with all four knobs turned clockwise results in an overload that destroys the enchantry and deals 4d6 damage (make a saving throw versus Wands for half damage) to all in a 10 feet radius.

The four knobs each give a properly inserted bone a *single* charge, which after its expenditure, reduces the bone to ash. The four knobs for this enchantry impart the following: *detect magic*, *detect secret doors*, *detect traps*, and *paralyzation*. In all other respects, these enchanted bones function exactly like wands.

19. Bone Storage

Five large crates, each 3 feet by 3 feet by 3 feet, occupy this chamber. All of them are empty save the last. That one contains three alchemically-prepared bones for use with the enchantries (Rooms 18b, 28, 42a, 60, and 61) found throughout this level.

20. Laboratory

This room contains a large steel table, several iron cabinets, and a pair of stools. Neatly arranged on the table is a set of alchemy equipment, including a mortar and pestle, alembic, crucible, and retort. Next to the alchemy set is a book, written in a cipher (*read languages* cracks the code), that explains the process of preparing bones for use with the enchantries on this level. According to the book, the ingredients needed to prepare a single bone are two drams of azoth, one dram of vitriol, and three ounces of natron, which are then mixed with a quantity of the alchemical substance known as lute to form a cleansing solution sufficient cover the bone. Mixing the cleansing solution takes just 1 turn (10 minutes), but the bone must then be steeped undisturbed in the solution for 24 hours.

The cabinets once stored large quantities of the cleansing solution, but these stores have mostly been looted or used up. Only five 8-ounce glass vials remain, each containing enough cleansing solution to prepare one bone. The cleansing solution is highly toxic, and if swallowed a character must make a successful saving throw versus Poison or die. If thrown at an enemy, a dose sufficient to prepare one bone deals 1d8 points of damage.

A short hallway running south from the laboratory ends in an apparent dead-end after 30 feet. The dead-end is in fact a stone secret door that revolves around its central axis when firmly pressed.

21. Lute Pool

Situated at the end of this short corridor is a pool filled with rich, dark soil. Above it is a copper spigot that, if turned, spews water into the pool. If mixed together, the water and earth form the alchemical substance known as lute in sufficient quantity to prepare twenty bones in the Laboratory (Room 20) next door. If left unattended, the lute will not dry up, but characters returning to it will

find that some of it has been removed, reducing the total number of bones with which it can be used by 1d4. This decrease occurs *each* time the characters return to this room.

22. Chamber of Urns

A bronze statue bearing the brazen head of Turms Termax dominates this room. From the sculpted funerary garb worn by the statue, it clearly represents Donn, the Thulian god of the dead. Anyone who replaces the head of Turms with that of the god will receive the Blessing of Donn. This one-time boon provides protection against the next 1d8 levels that might otherwise be drained by an undead creature's baleful touch. See *Chapter 6, Overview of the Dungeon* (p. 75), for more information on boons from the gods.

Nearby are ten alcoves inside of which rest urns containing the ashes of important personages from Dwimmermount's past. They are in order:

a	The urn reads "Phoebammon Laskar."
b	The urn reads "Avienus Celsus." Resting next to it is a greater **Termaxian passkey** (see **Appendix A, New Magic Items**, p. 327).
c	There is no urn in this alcove. It once held the urn of Majori Sklero.
d	The urns simply reads "Iordanes."
e	The urns reads "Fronto Geni."
f	The urns reads "Charito Sklero."
g	The urn reads "Malhela Vulmea". It has been badly dented as if someone smashed it with a mace in anger.
h	The urn reads "Domnola Branas."
i	There is no urn in this alcove. It once held the urn of Carolus Branas, but in its place is a vial containing a potion of gaseous form.
j	The urn reads "Bacauda Zarides." An ornate dagger worth 500 gp can be found resting next to it.

All of the urns are made of bronze, with lids that are screwed on and sealed with an adhesive. They can opened, albeit with great difficulty, but contain only ashen human remains.

23. Emptied Chamber

This chamber once held furnishings of some kind, as evidence by marks on the floor and walls, but they have long since been removed. At present, the only thing in the room is a strange, four-armed skeleton with a bovine skull resting on its shoulders, which moves to attack any who enter.

Bone Golem (1) [AL N, MV 120' (40'), AC 2, HD 8, HP 40, #AT 4, DG 1d8, SV F4, ML 12]

24. Hall of the Psychopomps

Four carved marble pillars can be found in this room. Each pillar depicts a different figure. One of them is clearly Donn, the Thulian god of the dead, and another is of the Iron God (Room 5). The other two look similar to the Iron God in that they depict individuals wearing strange armor with helmets that completely cover their faces. None of the pillars has any kind of identification nor do they possess anything of value, though examination of their surface reveals they once did. Eyes, armor, weapons, etc. were once decorated with gems but these have long since been removed.

West of the pillars is an apse decorated with a mosaic of the heavens, with colored glass and crystal beads arranged to represent various constellations. Six of the beads are actually valuable gemstones: a moss agate (10 gp), an obsidian (25 gp), a star rose quartz (75 gp), and a rock crystal (100 gp), a jet (500 gp), and a topaz (1,000 gp). However, removing any of them results in a *curse* that causes the remover to charge immediately into battle with the next undead being he encounters and to attack it until either it or the cursed character is dead.

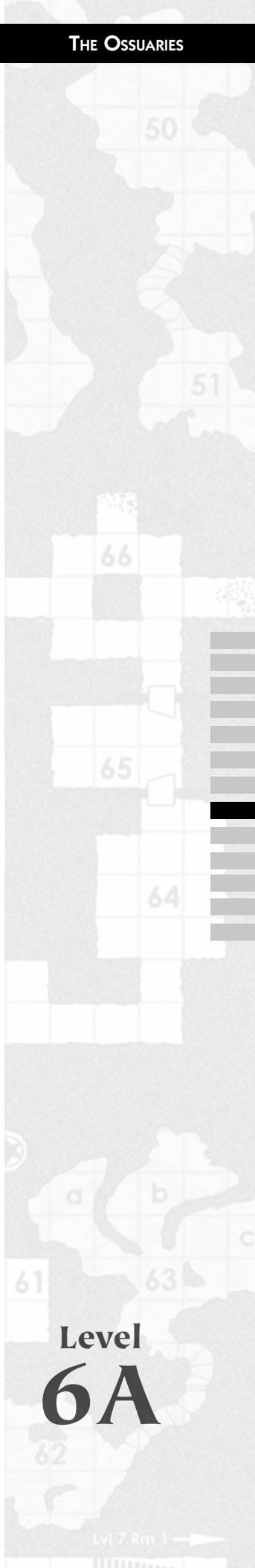
25. Frescoed Chamber

The walls and ceiling of this room are covered in ornate frescoes depicting scenes of death and disease. The paintings are enchanted to cause those who gaze on them to reflect on their own inevitable death. Anyone viewing them must make a saving throw versus Spells. Those who fail are overcome with dread and suffer a –1 penalty to hit and damage for the next 2d6 turns. Those who succeed have overcome their fear of death and gain a +1 bonus to hit and damage for a similar length of time.

26. Shattered Gallery

The walls of this area were once decorated with frescoes similar to those of the Portrait Gallery (Room 10), but all are now thoroughly bludgeoned and defaced. Patrolling the room are three zombie brutes (see *Appendix C, New Monsters*, p. 360). Encountering the zombie brutes also awakens the Termaxian mummy Apion (Room 27), who will join the combat after two rounds.

Zombie Brutes (3) [AL C, MV 30' (10'), AC 4, HD 6, HP 30, 29, 26, #AT 2, DG 2d6, SV F6, ML 12]



27. Tomb of Apion

In the center of this large, well-appointed chamber is a raised sarcophagus inside of which rests a Termaxian mummy (see *Appendix C, New Monsters*, p. 356) named Apion, a servant of Cyrus Agallon. Apion has been commanded to defend the Grand Hall (Room 32) against interlopers. He rises from his sarcophagus should anyone enter this chamber or the Shattered Gallery, the Workroom, or the Storeroom (Rooms 26, 28, and 29). He can command the zombie brutes in the Shattered Gallery (Room 26) to aid him in this endeavor.

Apion (1) [AL C, MV 60' (20'), AC 3, HD 7, HP 42, #AT 1, DG 1d12 + choke or 1d8+2 (*long sword +2*), SV F7, ML 12]

In Apion's sarcophagus are 7,000 gp, a gold dangling earring (100 gp), a gold ring (500 gp), a *potion of extra-healing*, and a *potion of levitation*. Apion's adamant *long sword +2* has High Thulian runes of battle running along its blade between its blood grooves, and its hilt is fastened in the shape of a winged warrior-woman.

28. Workroom

This room is furnished with a large oak table and two stools. A set of oak shelves line the walls, while a slightly scorched enchantry (similar to that found in Room 18b) occupies the northwest corner. There is nothing on any of the shelves. The enchantry has been damaged, and if used, blasts anyone within a 5 foot radius of it with a paralyzation effect. A failed saving throw versus Wands results in paralysis for six turns. This effect occurs any time that someone attempts to use the enchantry, regardless of which or how many knobs are turned.

29. Storeroom

This storeroom once contained a dozen crates and two dozen barrels, but all the crates and all but one barrel have been shattered. If anyone takes the time (1 turn) to look through the remains of the crates, he will find four small vials of vitriol, each of which contains 16 drams. The intact barrel contains 60 gallons of rock salt, worth 75 gp and weighing 600 lbs.

30. Hall of Transcendence

Three pairs of curtains—black in the south, gray in the middle, and white in the north—decorate the walls of this long room. Two pairs of statues of Turms Termax are also present. The southern pair are sculpted of limestone and depict him as a mortal man. The northern pair are cast in bronze and show him post-apotheosis, with a nimbus around his head. A bone golem, fastened in the shape of four-armed skeleton with a bovine skull resting on its shoulders, patrols the hall and attacks any who enters unbidden.

Bone Golem (1) [AL N, MV 120' (40'), AC 2, HD 8, HP 36, #AT 4, DG 1d8, SV F4, ML 12]

31. Guardroom

Four juju zombies (see *Appendix C, New Monsters*, p. 360) stand silently within this former guardroom, waiting for intruders to enter. The room's weapon racks are empty, except for a single *javelin of lightning* (see *Appendix A, New Magic Items*, p. 323).

Juju Zombies (4) [AL C, MV 30' (10'), AC 6, HD 4+4, HP 22, 19, 16 (×2), #AT 1, DG 1d6, SV F4, ML 12]

32. Grand Hall

This room can only be entered by means of one of two secret doors in the hallway to its north. Each secret door appears as a solid slab of stone, but firm pressure on it will cause it to revolve around its central axis and reveal the hallway to the Grand Hall, where a pair of elaborately carved stone stairs descend south.

Down the steps, twelve marble pillars hold up the high vaulted ceiling of a great chamber. Behind the pillars hang purple curtains edged in gold. Dominating the room are two features. The first is a large (10 by 15 foot) pool that contains fresh water. The second is a 15 foot tall black marble statue of a demonic being holding a bowl from which an eerie red glow emanates. A pair of lit torches on the wall near the statue contributes to the flickering luminescence of this room.

This hall serves as the abode of Cyrus Agallon, a Thulian general turned vampire, whose coffin is hidden from view behind one of the curtains. Behind the other curtain is the coffin of a second vampire, his consort, Aetheria. When first encountered, Cyrus and Aetheria will be embracing in the pool. The pair are accompanied at all times by four zombie brutes (see *Appendix C, New Monsters*, p. 360), who will act to protect the two vampires should they be attacked.

Cyrus is unlikely to attack first, however. He considers himself a gentleman and claims to despise his undead state, which was inflicted on him as a punishment centuries ago by the cult of Turms Termax. The truth of his claim is doubtful, given that he has since created several vampires to serve him and continues to occupy Dwimmermount rather than seek destruction by leaving it. Nevertheless, Cyrus presents a generous, erudite face to outsiders. He treats anyone not immediately intent on his demise as potential allies rather than enemies, attempting to convince them to leave The Ossuaries (Level 6A) and seek out The Prison (Level 8), which he claims is the redoubt of the Termaxian cult and its undead leaders. He even offers to provide magic items to aid them in this quest, provided they leave this level and never return. Among the items he offers are: a *ring of telekinesis*, a *scroll of ward against magic*, a *chime of opening*, and a *war hammer +2*.

At the same time, Cyrus is no fool and will readily attack anyone he considers a genuine threat or whom he thinks is trying to take advantage of his generosity. Both the zombie brutes and Aetheria defend Cyrus even at the cost of their destruction. If the battle goes against him, Cyrus will assume gaseous form and flee, seeking out his hidden spare coffin (Room 57b).

Cyrus (1) [AL C, MV 120 (40')/fly 180' (60'), AC 2, HD 9, HP 52, #AT 1, DG 1d10 + energy drain, SV F9, ML 11]

Aetheria (1) [AL C, MV 120 (40')/fly 180' (60'), AC 2, HD 7, HP 37, #AT 1, DG 1d10 + energy drain, SV F7, ML 11]

Zombie Brutes (4) [AL C, MV 30' (10'), AC 4, HD 6, HP 41, 31, 22 (×2), #AT 2, DG 2d6, SV F6, ML 12]

In addition to the magic items mentioned above, Cyrus has a hoard of treasure, which he keeps in a chest near his coffin. The hoard consists of 7,000 gp; 100 pp; a small decorated box (1,500 gp) holding an azurite (10 gp), a banded agate (25 gp), a blue quartz (25gp), a lapis lazuli (50 gp), a hematite (50 gp), an onyx (250 gp), a sardonyx (250 gp), a chrysoberyl (750 gp), and a silver choker (20 gp); a burnished gold crown (400 gp); a wrought gold bracelet with a solitaire sapphire (800 gp); a hammered gold locket with a painting of Aetheria (1,200 gp); and a wrought gold chain with a tiny ruby set on each link (1,700 gp).

6A-32: If befriended or interrogated, Cyrus, Aetheria, and/or Sittas can reveal the following numbered facts to the characters: 5-1, 5-5, 5-6, 5-7, 5-10, 5-11, 5-12, 5-16, 5-22, 6-1, 6-10, 6-11, and 7-1.

33. Pit Trap

Two bronze statues, both cast to resemble winged demons, occupy this hallway. Each statue has one raised arm and one lowered arm. Examination reveals that each arm has a seam and swings easily. By moving the arms into the opposite of their current positions, the pit trap in the corner of this area is briefly deactivated. After 1d6 rounds it resets and only by moving the arms' positions again can it be deactivated for another 1d6 rounds. Both deactivation and resetting can be heard by means of a loud clicking sound. The pit is 20 feet deep and deals 2d6 damage to anyone who falls into it.

34. Catacombs Entrance

The man-made dungeon opens here into a natural cavern. Three arrows have been drawn in chalk on the cavern's limestone walls. The arrows point in the directions of Rooms 39, 40, and 35-38. The arrow pointing toward Room 40 has written, in Low Thulian (Common), the following beneath it: "Enchantry." Neither of the other two arrows has anything written beneath it.

35. The Magic Headstone

Toward the center of this cave, a six foot deep grave has been carved into the stone of the floor. Nothing rests inside the grave except a single bone, prepared for use with the enchantries available elsewhere on this level. At the northern end of this hole is a granite headstone. Engraved on the headstone are the words, in High Thulian, "Here Lies Any Man." Beneath the engraving is the symbol of a skull and crossbones.

The headstone radiates magic and shows signs of having small pieces been chipped off from it. If anyone chips off a piece from it and holds it in his hand, it briefly glows bright white and confers one of the following random benefits or drawbacks (roll 1d12):

1. Raises Intelligence permanently by 1.
2. Raises Wisdom permanently by 1.
3. Raises Charisma permanently by 1.
4. Lowers Intelligence permanently by 1.
5. Lowers Wisdom permanently by 1.
6. Lowers Charisma permanently by 1.
7. Heals all damage, including effects such as poison, diseases, curses, level drain, etc.
8. Deals 1d4 damage per level of the character holding it.
9. Raises hit points by 1d6 permanently.
10. Lowers hit points by 1d6 permanently.
11. Teleports the character before the Statue of the Iron God (Room 5).
12. No effect.

A character can be affected by any given effect of the magic headstone only once.

36. Cave Paintings

There are a half-dozen empty niches in the walls of this chamber. Each niche is about six feet wide, two feet high, and three feet deep. These niches once held bodies, but only occasional fragments of bone and burial shrouds remain. Crude depictions of skulls, skeletons, and similar symbols of death and decay have been painted between the niches.

37. Barrow Wights

This large natural cave has eight niches in its walls, similar to those in the prior cave (Room 36). Six of the niches are empty, but two are occupied by barrow wights (see *Appendix C, New Monsters*, p. 336) that rise to attack any who disturb their slumber.

Barrow Wights (2) [AL C, MV 90' (30'), AC 4, HD 6, HP 27, 22, #AT 1, DG 1d8 + energy drain, SV F4, ML 12]

38. Treasure Trove

Ten niches can be found in the walls of this cavern, all of which are occupied by inanimate skeletons wearing the tatters of clothing. Four of the niches also contain treasure, one per niche: a chest of 6,000 gp, a *potion of extra-healing*, a *pearl of power* (see *Appendix A, New Magic Items*, p. 324), and an *amulet against possession* (see *Appendix A, New Magic Items*, p. 317).

39. Cave of Skulls

A large pyramid of human skulls, numbering over a thousand, fills this small natural cave. The skulls are old and brittle; they break easily if not handled with care.

40. Bricks

A pile of ninety clay bricks occupies the southern wall of this chamber. Though piled neatly, a few of them have fallen off the pile. Nearby, thirty bricks have been piled into a makeshift wall two feet high and five feet wide in front of the passageway leading to where a Trapped Wight (Room 41) is currently stuck.

Careful examination of the bricks reveals that each is one foot long, eight inches tall, and eight inches thick, and weighs about 40 lbs. The bricks show silvery-black streaks and speckles on their surface. This is because they are infused with minute quantities of azoth, giving them mild magical effects when massed together in groups of thirty of more. Under such circumstances, they can be used to block the passage of undead creatures.

41. Trapped Wight

Trapped by the azoth-infused brick wall piled up in the passageway leading to this cave is a single barrow wight (see *Appendix C, New Monsters*, p. 336), which fumes silently here. If the bricks are removed or climbed over the barrow wight quickly moves to attack whoever enters its prison.

Barrow Wight (1) [AL C, MV 90' (30'), AC 4, HD 6, HP 27, #AT 1, DG 1d8 + energy drain, SV F4, ML 12]

A large sack containing 1,000 ep lies to the rear of the cave.

42a. Enchantry

Like Room 18b, this chamber contains a functional enchantry. This one has only three knobs and produces the following effects: *fear*, *fire balls*, and *magic missile*.

42b. Bone Storage

A lidless wooden crate lies in this closet. Inside the crate are four alchemically prepared bones and a *periapt of foul rotting* (see *Appendix A, New Magic Items*, p. 324).

43. Procession of Skulls

Upon entering this room, the characters notice several spots of greenish light illuminating the darkness. Closer inspection reveals that six human skulls with green points of light in their eye sockets have risen from small niches along the walls of the cave. The skulls are not dangerous in themselves, but they are a warning system that alerts the Termaxian necrolyte Sarapammon in his lair (Room 44) of the intrusion of any non-undead beings into this area of the level.

44. Necrolyte's Lair

This cavern is illuminated by a ghastly, greenish light that originates from the eye sockets of six enchanted human skulls resting on candelabra. The six candelabra have been arranged to form a circle, within which is an aged wooden lectern surmounted by a thick tome. Here, the Termaxian necrolyte (see *Appendix C, New Monsters*, p. 357) Sarapammon pursues his endless research into the subject of immortality. Sarapammon is an ardent believer in Termaxian dogma and believes that, like his master, he will one day achieve true immortality. To that end, he has been researching the matter assiduously and has gathered a large library of arcane lore from sources throughout Dwimmermount. Sarapammon will attack anyone who sets off his warning system in the Procession of Skulls (Room 43) unless they quickly give an indication that they might possess some knowledge useful in his quest for immortality. He is particularly interested in books from the Library of Great Secrets (Room 48) in the Halls of Great Secrets (Level 5).

Sarapammon (1) [AL C, MV 60' (20'), AC 2 (*ring of protection +1*), HD 7, HP 38, #AT 1, DG 1d8, SV MU7, ML 10]

Spells: 1-*charm person*, *magic missile*, *shield*; 2-*invisibility*, *mirror image*; 3-*lightning bolt*, *protection from normal missiles*; 4-*wall of fire*

He carries a *wand of fire balls* (nine charges remaining), which appears as a shaft of orichalcum with inlaid obsidian. His library, which has been carefully arranged in the burial niches engraved in the cavern's walls, consists of esoteric tomes worth 25,000 gp. The books are heavy and bulky, weighing more than 750 lbs. in total. His collection also includes his spell books, a *golem manual*, and a *tome of Chaotic knowledge* (see *Appendix A, New Magic Items*, p. 321 and 327).

45. Storerooms

This area consists of three small storerooms, one of which has had its door removed. Each storeroom has a set of shelves on its far well, along with the contents described below:

a Two small crates, each about one foot cubed and weighing 75 lbs., can be found here. The crates are filled with the same rich, dark soil found in the Lute Pool (Room 21). If added to the pool there, the characters can make two more batches of lute.

b A gallon jug rests on a shelf on this room. It is filled with natron (128 ounces), an important ingredient in preparing bones for the enchantries in the Laboratory (Room 20).

c This door-less storeroom has an empty shelf and a shattered wooden crate beneath it.

Room 44: Characters studying the books will learn one of the following numbered facts each day: 5-3, 5-4, 5-10, 5-11, 5-13, 5-14, 5-16, 5-17, 5-18, 5-21, 5-22, and 6-1. All of the books are written in High Thulian.

46. Large Cavern

Countless burial niches have been carved into the walls of this large cavern, but they are ubiquitously empty of even scraps of bone. An undead ooze (see *Appendix C, New Monsters*, p. 359) lurks in this cavern.

Undead Ooze (1) [AL C, MV 20' (6'), AC 9, HD 6, HP 21 #AT 1, DG 2d4 + 1d6, SV F6, ML 12]

47. Despoiled Crypt

A single burial niche occupies the southern wall. The remains that were once held within it have been scattered across the floor, along with a leather bag containing 260 gp worth of gems: an eye agate (10 gp), a moss agate (25 gp), a rock crystal (75 gp), a sardonyx (75 gp), and a bloodstone (75 gp).

48. 'Shroom Cave

This cave exudes a musty odor that is noticeable even before entering it. Its interior is covered with a wild growth of purplish-black mushrooms that stand 4 to 6 inches in height. These mushrooms react to movement whenever a living creature passes near them, sending forth a cloud of noxious dust that fills the cavern. All living beings caught within the cave at that time must make a successful saving throw versus Poison or lose 1d6 hit points permanently. Even if the save is successful, a living creature within the affected area is stunned for 2d4 rounds from fits of sneezing and coughing. Cold instantly kills these mushrooms, but they are unaffected by fire.

49. Empty Niches

Eight burial niches have been carved into the walls of this chamber. They are completely empty, devoid even of bones.

50. The Grave Risen

Six uncovered shallow graves are carved in the stone floor of this cave. Three of the graves contain rotting bodies that rise up and attack anyone daring to enter this chamber. The bodies are grave risen (see *Appendix C, New Monsters*, p. 343).

Grave Risen (3) [AL C, MV 30' (10'), AC 5, HD 5, HP 27, 22, 21 #AT 2, DG 1d4/1d4 + blood poisoning, SV F5, ML 12]

51. Magician's Sarcophagus

An ornate raised stone sarcophagus rests within this cave. Its lid depicts a figure who is clearly a wizard, while the sides of the sarcophagus are decorated with images of Turms Termax and things associated with him. The lid can be removed by a combined Strength of 30 or more. Doing so, however, sets off a poison gas trap (make a saving throw versus Poison at –2 or die), affecting all within a 10 foot radius.

Inside the sarcophagus are the remains of a human magician, who has been buried with the following: 3,000 gp, a moss agate (50 gp), an aquamarine (500 gp), a chrysoberyl (500 gp), an aquamarine (750 gp), and a *staff of wizardry* (nine charges remaining). The *staff of wizardry* is a 6 foot oaken shaft shod with rings of moonsilver and tipped with an orichalcum orb.

52. Trapped Pudding

This entire cave is set some 10 feet below the rest of the level, so entering it requires either the use of rope or a carefully controlled jump. A black pudding has become trapped within this sunken cave and is unable to escape. It will happily devour any creatures which drop in.

Black Pudding (1) [AL N, MV 60' (20'), AC 6, HD 10, HP 45 #AT 1, DG 3d8, SV F5, ML 12]

53. Storage Area

Six barrels occupy this room. Each barrel stands 3 feet tall and 2 feet in diameter, weighs 600 lbs., and contains 60 gallons of rock salt, worth 75 gp. Hidden inside one of the barrels is a *dagger +1*. Its slightly curved adamantine steel blade and delicate hilt suggest Eldritch make.

54. Foul Kennel

Eight black iron cages fill this room. On the walls, there are hooks from which hang what look like leather straps. Some portions of the walls and floor show scorch marks and there is a faint odor of sulfur lingering in the air.

55. Guardroom

Four juju zombies (see *Appendix C, New Monsters*, p. 360) stand silently within this former guardroom. The room's weapon racks are empty, except for two *javelins of lightning* (see *Appendix A, New Magic Items*, p. 323).

Juju Zombies (4) [AL C, MV 30' (10'), AC 6, HD 4+4, HP 21 (×2), 15 (×2), #AT 1, DG 1d6, SV F4, ML 12]

56. Hallway

Four hell hounds are patrolling this hallway, looking for intruders to attack. One round after attacking, the hell hounds will be joined by their four pack mates in the Hallway (Room 66) to the south, if these have not already been dispatched.

Hell Hounds (4) [AL C, MV 120' (40'), AC 4, HD 6, HP 31, 29, 27, 21, #AT 1, DG 1d6 or 6d6, SV F6, ML 9]

57a. Coffin Guardian

A vrock (see *Appendix C, New Monsters*, p. 360) patrols this hallway, bound here to protect Cyrus' hidden spare coffin (Room 57b).

Vrock (1) [AL C, MV 120' (40')/fly 180' (60'), AC 0, HD 8, HP 39, #AT 5, DG 1d4/1d4/1d8/1d8/1d6, SV F8, ML 11]

57b. Cyrus' Spare

Located behind a secret door set into a square pillar is a storage space for a spare coffin of Cyrus Agallon (Room 32). The coffin stands upright, resting against one wall. In the event that his other coffin is destroyed, Cyrus retreats to this room and regenerates himself. The coffin contains a small amount of earth from Cyrus' native soil.

58. Hallway

The walls of this area are decorated with frescoes depicting human skulls displaying various emotional states. Some look to be laughing, others weeping, and so on. Written on the wall are various arcane symbols that, when deciphered with *read magic*, reveal the formula to the spell *shrieking skull* (see *Appendix B, New Spells*, p. 332).

59. Ruined Statues

Two marble statues, one of Turms Termax and one his lover, Sarana, occupy niches on the north and south walls of this room. Both have been badly damaged, with sections of them—including their heads—having fallen to the ground, which has created a trail of rubble between them. The statues are beyond ordinary repair and only magic could fix them. Unfortunately, doing so provides no benefit, as the statues are non-magical in nature.

60. Damaged Enchantry

In the northeast corner of this room, amidst some rubble, is a damaged enchantry (Room 18a). It has four knobs and still functions. However, the results of its operation are somewhat unpredictable, requiring a roll with each use to determine its effects regardless of which knob is turned. Likewise, some of the effects are not beneficial. Its effects are: *faerie fire* (surrounds the target), *stinking cloud* (30 feet range), *reduce* (shrinks wielder to one-twelfth height), *flesh to stone* (or reverse if target is already stone). See *Appendix B, New Spells* (p. 330 and 332), for details on *faerie fire* and *stinking cloud*.

61. Missing Enchantry

This chamber once contained an enchantry (Room 18a), but it has since been removed to the Treasure Caves (Room 63). Where the enchantry once stood is obvious from the marks on the ground and the strange metallic "plug" set low against the wall. A single alchemically-prepared bone has been forgotten in the far corner.

62. Crypt Thing

Here the dungeon's hewn man-made corridor gives way to a natural cavern. In its center stands a single crypt thing (see *Appendix C, New Monsters*, p. 338), guarding against unauthorized individuals making their way to the Treasure Caves (Room 63). Only someone carrying a *greater Termaxian passkey* (see A*ppendix A, New Magic Items*, p. 327) is permitted to enter; anyone else is attacked and possibly teleported away.

Crypt Thing (1) [AL N, MV 60' (30'), AC 5, HD 6, HP 31, #AT 2, DG 1d6/1d6 + teleport other, SV F6, ML 12]

63. Treasure Caves

Divided into three sub-caves (labeled 'a', 'b,' and 'c' on the map), this area holds the remains of a once great collection of treasure that has been depleted over the centuries. The sub-caves and their contents are as follows:

a A total of eight wood chests and six bronze coffers. All are open, some overturned and others half-emptied, with much of their contents spilling onto the limestone floor. In total there are 6,000 sp and 2,000 gp in the room.

b A set of twelve identical jewelry boxes. All but one is empty. The last contains a collection of gems worth 1,360 gp consisting of a tiger eye agate (10 gp), a turquoise (50 gp), a moonstone (75 gp), an onyx (75 gp), a bloodstone (75 gp), a carnelian (75 gp), a jasper (250 gp), and a topaz (750 gp). Also within the jewelry box is a *wand of lightning bolts* (three charges remaining), appearing as a short stick of orichalcum tipped with amber.

c The enchantry removed from Room 61 can be found here. This enchantry is perfectly operational, if it is plugged into the power source found in the wall of Room 61. The enchantry weighs 100 lbs. and is bulky, but is also sturdy. If reactivated, its four knobs produce the following effects: *cone of cold*, *light*, *polymorph other*, and *conjure elemental*.

64. Chamber of the Heads

Cast haphazardly along the ground here is a collection of carved stone heads removed from the statutes of Thulian deities. The collections includes heads of Asana (×2), Donn, Mavors (×2), Tyche, and Typhon. The heads can be used throughout Dwimmermount to replace the heads of Turms Termax place on the gods' statues by his cult centuries ago.

65. Embalming Supplies

Stored in the northwest corner of this room are eight lead containers and four oak barrels. Each container is 2 feet × 2 feet × 1 foot and holds 30 gallons. Each barrel is 3 feet tall and 2 feet in diameter, and holds 60 gallons. All of them contain chemicals for use in embalming corpses. These chemicals are poisonous if ingested, resulting in death if a successful saving throw versus Poison is not made.

66. Hallway

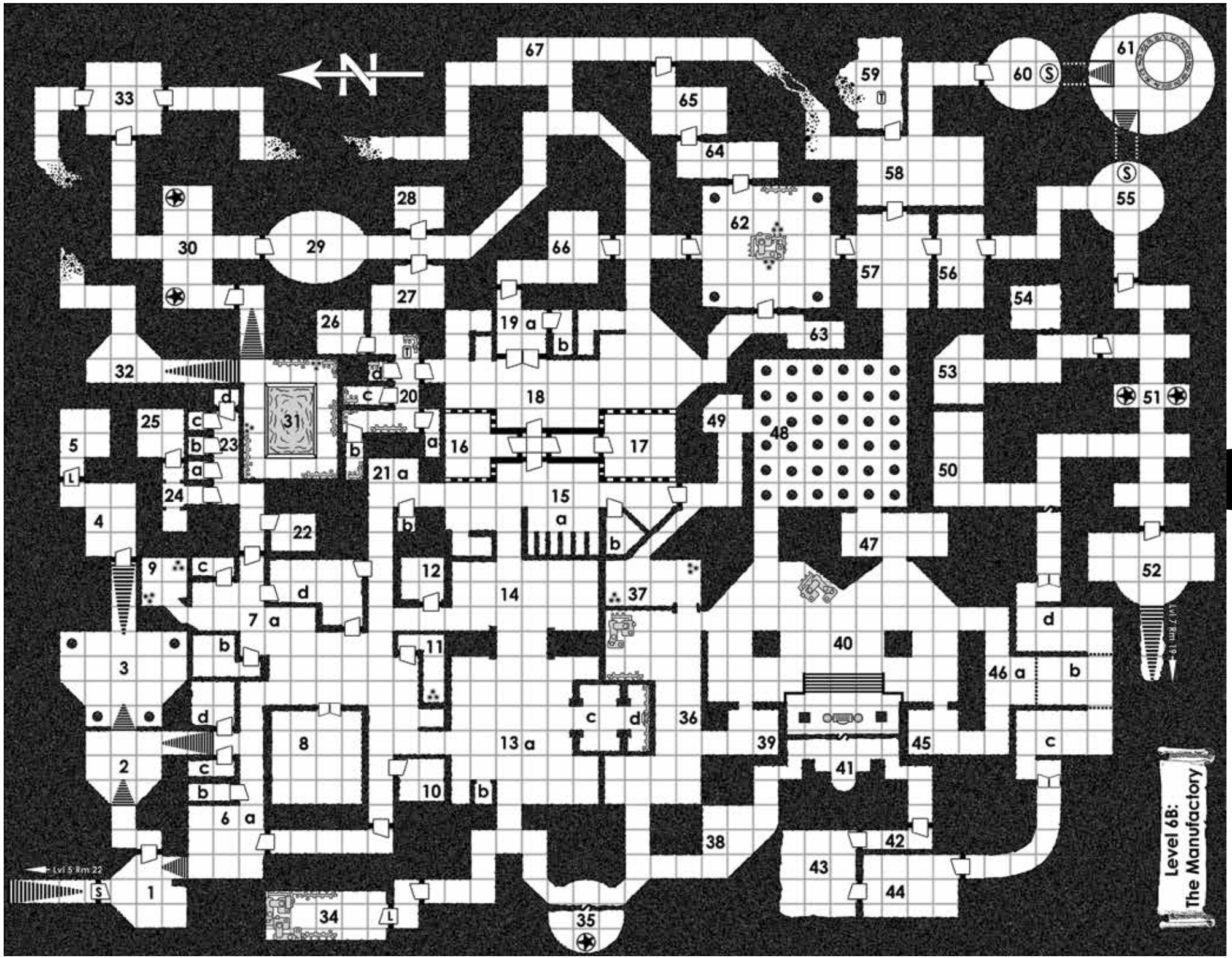
Four hell hounds are patrolling this hallway, looking for intruders to attack. One round after attacking, the hell hounds will be joined by their four pack mates in the Hallway (Room 56) to the north, if these have not already been dispatched.

Hell Hounds (4) [AL C, MV 120' (40'), AC 4, HD 6, HP 45, 39, 26, 18, #AT 1, DG 1d6 or 6d6, SV F6, ML 9]

To the south of the hellhounds is a pile of rubble under which can be found treasure worth 3,000 gp - a wrought gold pendant with inlays of silver and lapis (600 gp), a hammered gold medallion rimmed with opals (900 gp), a platinum brooch paved with diamonds (1,500 gp), and a *greater Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327).

Chapter 15

Original Dungeon Key for Level 6A, "Ossuaries" by James Maliszewski.


N
Lvl 5 Rm 22
Lvl 7 Rm 61
Level 6B:
The Manufactory

Chapter 16

The Manufactory

Level

6B

Overview of The Manufactory

At the height of the First Era, the thelidu, ranine, and goblins launched a war against the Great Ancients. Vastly outnumbered, the Great Ancients needed a means to keep their attackers at bay, and the technology to fight back. The Manufactory was built as a shield generator and military-industrial factory, purposes it continued to serve for each successive generation of Dwimmermount's rulers.

During their invasion of Dwimmermount in the Third Era, the Eld captured The Manufactory quickly enough to prevent the Great Ancients from self-destructing it. As a result, The Manufactory contains some of the most intact First and Second era machinery in Dwimmermount. Only The Divinitarium (Level 0) and The City of the Ancients (Level 9) are comparable. The most important machine is of course The Great Machine (Room 40), the command center for the entire dungeon; also of great importance are the Power Station (Room 3), Analytical Engine (Room 13d), Viewing Stations (Room 15a), Crystal Resonance Chamber (Room 48), and Foundry (Room 62). Virtually nothing within could be replicated with magic or technology of the current era.

WANDERING MONSTERS OF THE MANUFACTORY

Die Roll	Monster
1	Dwarves (1-6)
2	Rust Monsters (1-4)
3	Carcass Scavengers (1-4)
4	Mercury Ooze (1)†
5	Basilisk (1)
6	Xorn (1-3)†
7	Earth Elemental (1)
8	Gorgon (1)
9	Hell Hound (2-8)
10	NPC Party (5-8)
11	Termaxian Husks (1-6)†
12	Clay Golem (1)†

† see **Appendix C, New Monsters**, p. 333

The level itself was excavated with the flawless geometry typical of the Great Ancients. The exposed stone was then laminated with nephelite, while interior walls were largely made of the same. The floors are nephelite lacquered with glossy alchemist's resin. The level's ceilings are also nephelite, punctuated by 4-foot by 2-foot vitreum radiance panels at regular 10 foot intervals. These panels are meant to light up the level, but they are mostly broken or powerless. Except where otherwise noted, the level's doors are frosted vitreum rather than the ordinary oak and iron doors common to the upper levels. Most of the machines and furniture on this level are of advanced materials such as adamantine steel, alchemist's resin, nephelite, orichalcum, or vitreum. These materials are quite rare in the current era, so unless an NPC such as Erdak explains their composition, they are just part of the strange mysteries of Dwimmermount.

1. Entry Hall

The vitreum door leading to this room, at the bottom of the stairway guarded by the Dwarf Sentries (Room 22) on The Halls of Greater Secrets (Level 5), has been blocked from within by a pile of rusted iron debris placed where the door opens into the room. Pushing aside the debris requires a successful roll to force the door. If successful, the debris is shoved away with a resounding clatter, which demands an immediate roll for wandering monsters, because of the noise. Besides the debris, the only other thing the room contains is the stone corpse of a dwarf that has been split in two pieces.

2. More Debris

This chamber, sunken five feet below the neighboring Entry Hall (Room 1), is filled with a large quantity of rusted iron and steel items—pots, pans, cooking implements, shattered weapons, and armor. Shuffling around amidst these items are two rust monsters, feasting upon them. Unless attacked or otherwise interfered with, they take no notice of creatures passing through the room.

Rust Monsters (2) [AL N, MV 120' (40'), AC 2, HD 5, HP 24, 17 #AT 1, DG rust, SV F3, ML 7]

3. Power Station

This room is sunken an additional five feet below Room 2, placing it a total of ten feet beneath the Entry Hall (Room 1) and Laboratory (Room 4). It contains four pillars made of adamantine steel. Each pillar has a niche on its side, large enough to hold a potion vial or something of similar size. Built into the top and bottom surface of each niche is an orichalcum circle two inches in diameter that delivers a mild (but non-damaging) shock to anyone who touches it with his bare hands. The niches can be used to recharge the *power cells* (see *Appendix A, New Magic Items*, p. 325) found throughout this level. The process of recharging takes one hour per cell and each attempt has a 10% chance of permanently destroying the cell rather than recharging it.

4. Laboratory

The broken stone corpse of a dwarf lies next to a large nephelite table that is fixed to the ground. Numerous nephelite shelves and cabinets are built into the walls on either side of the table. Some of the built-ins have been dented, shattered, or otherwise damaged. Neither the cabinets nor the shelves have any contents, though there is evidence that they once did: Shattered glass can be found in several locations, as well as chemical stains in a variety of colors.

5. Chemical Storage

The adamantine steel hatch to this room is locked and coated with lead. A multicolored diamond-shaped glyph has been painted above the High Thulian word "Hazardous." Within, the room's walls are lined with built-in nephelite shelves containing hundreds of vitreum bottles in a bewildering variety of colors. Age has sapped most of these chemicals of their former potency, but a few still function:

- Two bottles of brown powder. The power deals 1d10 points of damage when splashed on earth-based creatures, including dwarves and gnomes.
- Three bottles of bluish liquid. The liquid deals 3d4 points of damage when splashed on any living creature of flesh and blood (that is, not dwarves or undead).
- Two bottles of a highly toxic poison, deadly if ingested or touched. Even inhaling its fumes causes death. The saving throw versus Poison to avoid death is at a –4 penalty if ingested, –2 if touched, and -1 if inhaled.
- Two bottles of red powder. Anyone who consumes the powder benefits from *true seeing* for six rounds.
- One bottle of clear liquid. The liquid eats through ten feet of any metal in 1 turn. If used as a weapon, it deals 3d6 points of damage on its first round of contact, 2d6 on its second, and 1d6 on its third.

Avaricious adventurers may wish to collect the empty vitreum bottles – there are 410 total, weighing 205 lbs. and worth 2,050 gp to a collector.

6a. Metal Shop

A large adamantine steel table occupies the center of this room. Empty nephelite shelves are built into the western and northern walls. In the southwestern corner of the room is a cabinet-sized machine of adamantine steel, alchemist's resin, and orichalcum. Lying next to the machine are two dwarven stone corpses, both of which have been smashed into rubble.

Upon investigation, the machine reveals itself to have two levers alongside an intake feed 3 inches wide and 1 foot long. To the left of the intake channel is a slot for a *power cell* (see *Appendix A, New Magic Items*, p. 325), but it is currently empty, rendering the machine inoperable. If a *power cell* is inserted into the appropriate slot, the machine will spring to life with a loud whirring sound. This necessitates an immediate roll on the wandering monster table.

Once activated, metal can be fed into the machine through the intake feed. Since the intake feed is only 3 inches wide, this limits what can be placed within. Once metal has been inserted, the machine will, depending on which lever is pulled, either chop the metal cleanly in half, or sharpen the metal inserted to a razor edge. When the "chop" lever is pulled, non-magical metal has no chance to resist being cut in half, but magical items have a 50% chance plus 10% per "plus" of resisting being cut (for example, a *sword +2* has a 70% chance to resist). When the "sharpen" lever is pulled, any item placed within gains a permanent +1 bonus to damage if usable as a weapon. This is in addition to any other bonuses the item may or may not already have.

Characters skilled in blacksmithing or carpentry will quickly learn how to use the machine to cut and shape metal in a variety of ways using the machine by feeding metal in part-way, at an angle, etc.

Since adventurers are notorious for sticking their hands into holes to look for treasure, the referee should note that the intake feed is just wide enough for a character to shove a limb into it. A character who sticks his hand down the intake feed and gropes around looking for treasure has a 1 in 6 chance each round of accidentally triggering one of the machine's levers from within. Pulling/triggering the "sharpen" lever while a character has a limb is inserted will deal 1d6 points of damage to the character. Pulling/triggering the "chop" lever will deal 2d6 points of damage to the character and amputate the limb; a successful saving throw versus Death allows the character avoid the amputation but not the damage.

6b. & 6c. Metal Storage

Each of these storage closets is punctured with built-in nephelite shelves. One of the shelves in each closet holds a large quantity of ¼" thick adamantine steel sheets (approximately fifty in each closet). The sheets are non-magical and square in shape, 1 foot on each side. Each sheet weighs 10 lbs but is worth 100 gp for its metallic value. The patterns of dust suggest that the other shelves once contained sheets as well.

6d. Stone Dwarves

Two intact statues in the shape of dwarves occupy this room. Unfortunately, they are not in fact dwarven corpses, but animated statues that attack any who approach them.

Stone Statues (2) [AL N, MV 60' (20'), AC 4, HD 5, HP 26, 24 #AT 2, DG 2d6/2d6, SV F5, ML 11]

The statues have no treasure, but there is a single fully-charged *power cell* (see *Appendix A, New Magic Items*, 325), lying on the ground in the room.

7a. Dwarves versus Dwarves

Approaching this area from any direction reveals a pitched melee in which a group of three dwarves faces off against a rival group of six dwarves. The smaller group, which seems to be losing the battle, is made up of scouts from the dwarven stronghold in the Bulwark (Room 30). The larger group actually consists of dworgs (see *Appendix C, New Monsters*, p. 339) created by the Termaxian cultists in The Foundry (Room 62).

Outnumbered two-to-one, the dwarves are nearly certain to lose if the characters do not intervene. Though normally reluctant to ask for help from outsiders, the desperate dwarves will call gruffly for aid if they see the player characters, joyfully doing so if there is at least one dwarf in their party. The dworgs will say nothing, but if events turn against them, they will flee toward their Stronghold (Room 13a) to seek assistance from their own.

Dwarves (3) [AL L, MV 60' (20'), AC 2 (plate mail & shield), HD D5, HP 25, 20, 17 #AT 1, DG 1d8 (long swords), SV D5, ML 10]

Dworgs (6) [AL C, MV 60' (20'), AC 2 (plate mail & shield), HD D5, HP 34, 29, 26, 22, 21, 17 #AT 1, DG 1d8 (long swords), SV D5, ML 8]

After the dworgs are defeated, any surviving dwarves will thank the characters and offer them all of the treasure that the dworgs were carrying as a reward. The treasure, all held in a small jeweled box (900 gp), consists of a bronze headband (30 gp); a wrought silver chain with pearls (200 gp); a hammered gold belt buckle (300 gp); and a ruby and gold clasp (1,600 gp).

Despite their gratitude, the dwarves will remain reluctant to explain the situation on this level, because of their deep shame about their failure to protect the Great Machine (Room 40) and the resulting consequences. Thus, they will be evasive in answering any questions and will make every effort to take their leave of the characters, heading in the direction of the Bulwark (Room 30). If prevented from leaving, they will fight to the death.

7b. Storeroom

Six boxes made of dull grey alchemist's resin are neatly arranged in this room. Each box is about 3 feet long, 1 foot wide, and 1 foot tall. The boxes all contain supplies of over-sized steel machine bolts (1 foot length and 2 inch diameter). In total there are 205 bolts.

7c. Closet

A pair of depleted *power cells* (see *Appendix A, New Magic Items*, p. 325), lie on an otherwise empty nephelite shelf. The *power cells* could be recharged in the Power Station (Room 3).

7d. Workroom

Two steel work tables and four steel stools furnish this room. One of the tables is covered in stains and burn marks, but the other is in pristine condition.

8. Meeting Room

A large, lacquered mahogany table dominates this room. Broken wood and splinters of debris, the remnants of the chairs which once surrounded the table, litter the nearby floor. Centered on the table is a broken machine, smashed and blackened. Hanging on the walls are four vitreum screens—one on the north and south walls and two on the western wall—all shattered. The machine and its screens are irreparable.

9. Cisterns

Two large nephelite cisterns occupy this room. Each contains about 2,000 gallons of potable water. The cisterns are connected by resinous tubes to the walls, which allow fresh water to be pumped into the cisterns as need arises. The pipes which service the cisterns are too narrow for any but the smallest creatures to traverse (e.g. normal rats, insects, etc.), but passage might be possible with *diminution*. See *Chapter 6, Overview of the Dungeon* (p. 76), for details on traversing the water pipes between the levels.

10. Dead Dwarf

Lying on the floor of this unadorned chamber is a stone dwarf corpse. Unlike most of the others found on this level, this corpse is not shattered or otherwise damaged. Because of this, it can be restored to life by means of either a *stone to flesh* spell or a similar effect. If restored to life, the dwarf, whose name is Ovo, will happily lead his rescuers to the other dwarves in and around the Bulwark (Room 30).

Ovo (1) [AL L, MV 60' (20'), AC 9, HD 5, HP 31 #AT 1, DG by weapon, SV D5, ML 10]

If activated, one of the portals from the Portal Room (Room 15) on The Reservoir (Level 3B) opens onto this room.

11. Latrine

The sinks and standing toilets along the walls of this chamber are badly overgrown with mold and fungus, and the whole reeks of mildew. None of the growths are particularly harmful to be around, though eating them is not recommended. At the far end of the chamber is a functional, though long-neglected, seated toilet. Hidden inside the tank of that toilet is an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320).

Small creatures (e.g. normal rats or insects) could use the pipes that connect the toilets to the dungeon's water system to traverse to other levels. See *Chapter 6, Overview of the Dungeon* (p. 76), for details.

12. Guardroom

Two steel stools stand in this room, along with three steel weapons racks. Two of the racks are completely empty, but one holds a *Thulian crossbow* (see *Appendix A, New Magic Items*, p. 327) and four *bolts +2*.

13a. Dworg Stronghold

The vitreum radiance panels in this large area still function, illuminating the chamber with a pale white light. It is garrisoned by a squad of dworgs (see *Appendix C, New Monsters*, p. 339)

and an earth elemental, all under the command of a Termaxian overseer named Fronto. The garrison is here to secure Termaxian control over the Analytical Engine (Room 13d), which is important to both the continued production of new dworgs and the Termaxian cult's plans to open The Prison (Level 8).

The dworgs will attack intruders immediately, as will the earth elemental, but Fronto will hang back and try to avoid being seen. He will act if he believes he can turn the tide against any intruders, but if the battle is going against his minions, he will flee down the Hallway (Room 14), past the Viewing Stations (Room 15) and the Junction (Room 37) into the Hall of Machines (Room 36) in order to get to the Great Machine (Room 40). As he does so, he will order the earth elemental stationed in the Hallway to cover his escape.

Dworgs (6) [AL C, MV 60' (20'), AC 2 (plate armor), HD D5, HP 28, 25, 23, 22, 20, 18, #AT 1, DG 1d8 (long-handed swords), SV D5, ML 8]

Earth Elemental (1) [AL N, MV 60' (20'), AC 2, HD 8, HP 29, #AT 1, DG 1d8, SV F8, ML 10]

Fronto (1) [AL C, MV 120' (40'), AC 4 (*bracers of armor (AC 4)*), HD MU6, HP 17, #AT 1, DG 1d4 (dagger) + spells, SV MU6, ML 8]
Spells: 1-*darkness*, *shield*, *sleep*; 2-*mirror image*, *web*; 3-*fire ball*, *hold person*

Fronto carries a *wand of paralyzation* (ten charges remaining) and wears *bracers of armor* and *boots of speed*, which he uses to good effect should he need to escape. The *wand* appears as a hepatizon rod with inlaid copper wires. His *bracers* and *boots* are both made of rich black leather with gold trim.

Fronto also possesses an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320), which allows him to operate The Analytical Engine (Room 13d).

13b. Storage Cubby

A series of nephelite shelves are built into the walls of this cubby. On the highest shelf are four unmarked resin canisters, each containing about 4 pints of amber-colored liquid. This liquid is slick to the touch and is used to oil the gears of many of the machines found on this level. If lit, a container of the liquid acts as double-strength flaming oil (2d8 points of damage per round, lasting for four rounds).

13c. Disk Storage

The vitreum radiance panel in this room still functions, illuminating it and the adjacent Analytical Engine (Room 13d) with a pale white light. The light reveals nephelite shelves built into the eastern and western walls. Most are empty, but a total of three dozen metal disks still litter the shelves. These disks are approximately one foot across and made from a dull silvery material. There are grooves and marks on their surface, but nothing that looks like writing. However, casting *read languages* will reveal the contents of a disk in broad terms to the caster. The disks are *knowledge records*, each of which covers a single topic in great detail, from ancient history and engineering to astronomy and biology. These details are largely inaccessible without the use of the Analytical Engine (Room 13d), and even then, the study of even a single disk's contents could take days or weeks. See *Appendix A, New Magic Items* (p. 323), for more information on *knowledge records*.

13d. The Analytical Engine

In this area rests the Analytical Engine, a device of the Great Ancients that allows for the storage, retrieval, and transmission of much knowledge. The machine is about the size of a chest-of-drawers, and made of adamantine steel, orichalcum, and nephelite. A cylindrical slot in the machine matches the size and shape of the *knowledge records* found in the Disk Storage (Room 13C). On the side of the machine, at a height of about 3 feet, sits a vitreum panel with a series of tiny buttons, each labeled with a mysterious pictograph in a seemingly random order. Characters who have learned the Tongue of the Great Ancients in the Hieroglyphics Room (Room 19) in The Hall of Greater Secrets (Level 5), or who use *read languages*, can identify the pictographs as the characters of the Tongue's alphabet. Below the panel are a series of steel levers.

Activating the Analytical Engine requires an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320). In addition, the operator must be able to speak, read, and write the Tongue of the Great Ancients (either having learned it in The Halls of Greater Secrets or via *tongues* or *read languages*). Finally, the Great Machine (Room 40) must be operational—which it will be, unless the characters have interfered with it.

The machine can be used in two ways. If a hypothetical course of action is typed into the panel, and the appropriate lever pulled, the Analytical Engine will predict the future outcome of that course of action, as per the spell *augury* (see *Appendix B, New Spells*, p. 329). Each augury takes 1 turn (10 minutes) to calculate, after which it will

6B-13: Characters listening to recitals from the **knowledge records** have a 10% chance each hour of learning one of the following numbered facts: 1-1, 1-2, 1-3, 1-4, 1-5, 1-6, 1-7, 1-8 1-9, 1-10, 2-1, 2-2, 2-3, 2-4, 2-5, 2-6, 2-7, 2-8, 2-9, 2-10, 3-1, 3-2, 3-3, 3-4, 3-5, 3-6, 3-7, 3-8, 3-9, 3-10, 3-11, 3-12.

be announced by a disembodied voice coming from the machine.

Alternatively, if a *knowledge record* is inserted into the cylindrical slot, the Analytical Engine will read the information on the disk via mechanical means. If the appropriate lever is pulled, a disembodied voice will begin to recite general information about the subject covered by the disk. The machine's other levers can advance, halt, and resume the data recital. Typing more specific queries onto the panel can direct the machine to provide specific information about the *knowledge record*'s subject. Alternatively the user can record his own voice onto the *knowledge record,* although doing so erases its current record.

As with the Arcane Library (Room 37) on The Reservoir (Level 3B), precisely what information the Analytical Engine can impart is left to the referee to decide. The Analytical Engine's information is at least 200 years out of date when pertaining to anything outside Dwimmermount but characters willing to devote sufficient time could use it to discover much of Dwimmermount's lore. See the accompanying sidebar for a recommended list of numbered facts that the knowledge records might reveal.

14. Hallway

6B-14: A careful copy of these illustrations counts as partly reliable evidence of numbered fact 2-3.

The walls of this area are decorated with painted illustrations depicting what appear to be dwarves being produced in mass quantities by means of a strange machine. The production line is overseen by what appear to be men in peculiar armor, similar to that worn by the Iron God in his various statues.

Waiting in this room is an earth elemental, who remains immobile until either intruders enter or Fronto (Room 13a) commands him to do otherwise.

Earth Elemental (1) [AL N, MV 60' (20'), AC 2, HD 8, HP 35, #AT 1, DG 1d8, SV F8, ML 10]

15a. Viewing Stations

Along the western wall of this chamber are six narrow—2½ feet wide—cubicles with vitreum screens set into the wall dividing this area from the Hallway (Room 14). All but one of these screens is shattered and inoperable. Provided that the Great Machine (Room 40) is working and one possesses an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320), the remaining screen may be turned on, in which case it offers a view of one of four rooms on this level: the Entry Hall (Room 1), the Azoth Pool (Room 31), the Crystal Resonance Chamber (Room 48), and The Foundry (Room 62). The choice of room is determined by turning a resin knob next to the screen. At one time, eight other choices were possible, but attempting to make use of them now results only in a blank screen.

15b. Office

A damaged steel desk and smashed chair occupy this room. In one of the desk's drawers are two empty *power cells.* The *power cells* could be recharged in the Power Station (Room 3). Crookedly hanging behind the desk hangs a small painting depicting a man scaling a mountain; the painting bears the label "Ambition" in High Thulian. Collectors of Thulian antiquities know that such paintings were once produced in large scale, and are quite valueless.

16. Containment Cell #1

The adamantine steel hatch to this area is *arcane locked*. Inside is a defective clay golem (see *Appendix C, New Monsters*, p. 342), created shortly before the fall of Dwimmermount. The golem has only grown more erratic in the centuries since it has been trapped in here. When the door is opened, the golem will attack the first creature it encounters and fixate on that target above all others until either it or the target is dead.

Clay Golem (1) [AL N, MV 60' (20'), AC 7, HD 11, HP 39, #AT 1, DG 3d10, SV F11, ML 12]

17. Containment Cell #2

The adamantine steel hatch to this cell is open. The containment cell beyond contains a huge oak treasure chest, inside of which gleams 12,000 sp and 2,000 gp. However, one round after anyone enters the cell, the door slams shut and is *arcane locked* (as if cast by a 14th-level caster).

18. Hallway

Roaming this large open area is a gorgon. The beast was artificially constructed by the Termaxians in order to protect the area leading to The Foundry (Room 62) and to keep the dwarves in the Bulwark (Room 30) at bay until the Termaxians are better prepared to destroy them.

Gorgon (1) [AL C, MV 120' (40'), AC 2, HD 8, HP 38, #AT 1, DG 2d6 or petrify, SV F8, ML 8]

Chapter 16

19a. Archives

The vitreum radiance panel in this room still functions, revealing walls lined with nephelite shelves, where hundreds of books and red scroll cases have been neatly arranged. The books, though in good condition externally, contain only blank pages. The same is true of all the scrolls but one, which contains the spells *massmorph*, *polymorph self*, and *polymorph others*. In addition to the books, the room is furnished with a wooden table and reading chair.

Reclining on the chair is a Termaxian fighter named Haveron. Haveron is a lickspittle and a coward who will yell for help if awakened, hoping to draw the attention of his fellows in the Foreman's Quarters (Room 66), then attempt to flee rather than fight. If retreat is impossible, he will readily sell out his comrades in exchange for freedom. He is not well liked or trusted by the Termaxians on this level, but he does know the rough layout of the southern section of the level and Nilus' plans to destroy the dwarves and open The Prison (Level 8).

Haveron (1) [AL C, MV 60' (20'), AC 2 (plate mail & shield), HD F5, HP 25, #AT 1, DG 1d8+1 (*long sword +1*), SV F5, ML 8]

Haveron carries a *potion of extra-healing*, 100 gp, and a smooth disk-like key which opens the nearby Storage Closet (Room 19b). His *long sword +1* is straight-bladed adamantine steel with a hilt shaped like a caduceus.

19b. Storage Closet

The vitreum door to this closet is locked; the key to open it is in the possession of Haveron, who is resting in the Archives (Room 19a). If opened, an adamantine steel case is found inside. The case is bound shut by means of several adamantine steel cords in an intricate pattern. If the cords are properly untied—either by a successful Open Locks roll or an Intelligence check—the case can be opened without incident. If not, it explodes in a blast of electricity that deals 6d6 damage to all within 10 feet and destroys the contents of the case. Those contents consist of a *scroll of ward against elementals* and a *book of Lawful wisdom* (see *Appendix A, New Magic Items*, p. 319). The *book* is bound in black leather with gilded pages.

20. Trapped Corridor

The dwarves inhabiting the Bulwark (Room 30) and surroundings have trapped this corridor, making it is difficult for anyone to pass through it without taking significant casualties and alerting them to their presence. As soon as the door to the corridor is opened, all unprotected characters are exposed to an acrid-smelling poison gas and must make an immediate saving throw versus Poison at –3. Failure results in death. An additional saving throw is required every turn that the characters linger in the corridor.

Each of the four small rooms connected to the Trapped Corridor (a-d) contains a copper and wood machine which pumps poison gas into the corridor. A thief can attempt to shut down one of these machines with a Remove Traps roll. Success shuts down the machine. Failure results in an electrical shock dealing 3d6 damage (no save). A machine can be destroyed by dealing 20 points of damage to it, but each attack against the machine triggers an electrical shock as above.

Each time a machine is shut down, the penalty to the saving throw for the poison gas is immediately reduced by 1 point. If all four machines are shut down, the poison gas will dissipate in 1 turn.

21a. Guard Station

Three dworgs (see *Appendix C, New Monsters*, p. 339) stand guard here, under orders from the Termaxian cultists that created them in The Foundry (Room 62).

Dworgs (3) [AL C, MV 60' (20'), AC 2 (plate mail & shield), HD D5, HP 21 (×2), 19, #AT 1, DG 1d8 (long swords), SV D5, ML 8]

21b. Closet

The dworgs have secreted a small treasure they have collected into this closet. The treasure is made up of 5,000 sp and three gems: a bloodstone (75 gp), a lapis lazuli (50 gp), and a banded agate (10 gp).

22. Vestry

Hanging on pegs in this room are four heavy silvery-gray suits, along with gloves and boots made from the same material. On shelves in the room, there are also four ceramic helmets that fit on top of the suits. These are *environment suits* (see *Appendix A, New Magic Items*, p. 320), which grant immunity to certain adverse effects encountered throughout the dungeon, such as the negative effects of the Crystal Resonance Chamber (Room 48).

23. Supply Closets

Four small supply closets can be found in this hallway, though most of their supplies have long since been looted.

a	This closet contains a large box made of alchemist's resin. Within the box are twenty-four **nutrient packets** (see **Appendix A, New magic Items**, p. 324).
b	This closet is empty.
c	This closet contains two large boxes made of alchemist's resin. Each of the boxes contains a single **incendiary granatum** (see **Appendix A, New Magic Items**, p. 322). One of the granata is defective, with a 50% chance of exploding in the hands of its user before it can be thrown.
d	This closet is empty.

24. Moldy Hallway

A sweet odor suffuses this moist connecting hallway. The source of the odor is a large patch of purple moss (see *Appendix C, New Monsters*, p. 350) that covers the floor leading to the Vault (Room 25).

Purple Moss (1) [AL C, MV 10' (3'), AC 9, HD 1, HP 5, #AT 1, DG special, SV F1, ML 12]

25. Vault

The nephelite blast door to this chamber is locked. Inside is a vault lined with nephelite shelving, on which rest ten chests, seven coffers, and four resin boxes. Most of these containers have been opened and emptied. However, five of the chests remain closed, and these contain a collective total of 8,000 sp and 2,000 gp. Next to the chests on the shelves is a *cursed short sword –2* whose blade blends starmetal and moonsilver in a curiously disturbing pattern.

26. Office

This small room is filled with wooden debris that was once a desk and a chair. Scattered on the floor are shards of green-colored glass and a badly torn painting. It depicts a set of galley slaves rowing and bears the half-torn label "team-" in High Thulian. Like that found in the other Office (15b), the painting is chintzy and valueless. However, underneath the painting lies concealed a single *power cell* (see *Appendix A, New Magic Items*, p. 325).

27. Dwarf Sentries

Four dwarves stand watch here, looking westward for signs of dworgs or Termaxian cultists, whom are attacked on sight. Others are called to halt and state their purpose; the dwarves are reluctant to believe that anyone on this level does not wish them harm and will fight with little provocation. However, if the player characters are convincing and non-violent, the dwarves take them to the Bulwark (Room 30).

Dwarves (4) [AL L, MV 60' (20'), AC 2 (plate mail & shield), HD D5, HP 27, 25, 23, #AT 1, DG 1d8 (long swords), SV D5, ML 10]

28. Weapons Locker

The walls of this room are lined with weapon racks, five in total. The Dwarf Sentries (Room 27) and those at the Choke Point (Room 29) store additional weaponry here to use in the event that they need it to fend off attackers. These weapons consist of six spears, six battle axes, six *Thulian crossbows* with 20 bolts each, and three *javelins of lightning* (see *Appendix A, New Magic Items*, p. 327 and 323).

29. Choke Point

Six dwarves, led by one named Delent, stand guard in this room, protecting the series of rooms to the north, where their brethren have holed up against the assault of the dworgs and their Termaxian masters. These dwarves are formidable warriors and well-armed to boot. They will do everything within their power to stop the advance of enemies. Unless accompanied by other dwarves who will vouch for their trustworthiness (such as the Dwarf Sentries from Room 27), Delent and his fellow dwarves will consider any non-dwarf who steps into this area to be an intruder. If they are hard pressed or fail a morale roll, Delent and his dwarves will fall back to the Bulwark (Room 30).

Dwarves (5) [AL L, MV 60' (20'), AC 2 (plate mail & shield), HD D5, HP 24, 23, 22, 18 (x2), #AT 1, DG 1d8 (long sword & a *javelin of lightning*† each), SV D5, ML 10]

Delent (1) [AL L, MV 60' (20'), AC 0 (*plate mail +1* & *shield +1*), HD D6, HP 31, #AT 1, DG 1d8 (long sword), SV D6, ML 10]

† see *Appendix A, New Magic Items*, p. 323

If the Dwarf entries in Room 27 have not been dealt with, sounds of fighting at the Choke Point will draw them here after 2 rounds.

Chapter 16

30. Bulwark

Illuminated by white light from still-functional vitreum panels overhead, two bronze statues of idealized human warriors, one male and one female, stand proudly in either corner of this room. The remainder of the room has been converted into a barracks by the dwarves that dwell here. There are a total of ten dwarves present, including Erdak, leader of all the dwarves on this level, and his lieutenant, Wertek. Like their comrades elsewhere, these dwarves will fight to keep out any intruders, using all their resources to do so. If the battle turns against them, they will retreat as a group toward the Azoth Pool (Room 31) to make their last stand.

Erdak, though suspicious of outsiders, is not so close-minded as to reject genuine offers of help, especially from obviously powerful men. Indeed, Erdak is very deferential toward human beings, using terms like "Master/Mistress" and "Sir/Madam" when addressing them. That is because Erdak is ancient—over 1,000 years old—and learned from his father, as his father learned from his, the true nature of the dwarven race, namely that it was created by the men known to history as the Great Ancients to act as their servants. His knowledge of the details is fuzzy, but he knows enough of the general outline (explained in *Chapter 2, History of Dwimmermount*, p. 19) that he views men as his superiors and acts accordingly. Erdak is deeply grieved by both the dwarves' loss of control of this level—and of the Great Machine—which they had held in trust for two centuries. Likewise, he sees the conversion of The Foundry (Room 62) to create dworgs to be a personal affront and will do almost anything to see it shut down for good.

Wertek, Erdak's lieutenant, secretly disagrees with his chief's sentiments. Indeed, Wertek sees The Foundry as the singular means to replenish dwarven numbers and restore the race to its former glory. He is disdainful of men, seeing them as nothing more than the degenerate descendants of the Makers, though he will not openly say so. Rather, he will feign subservience and attempt to sway any men of the wisdom of repurposing The Foundry to create more dwarves, contrary to both dwarven tradition and Erdak's expressed wishes.

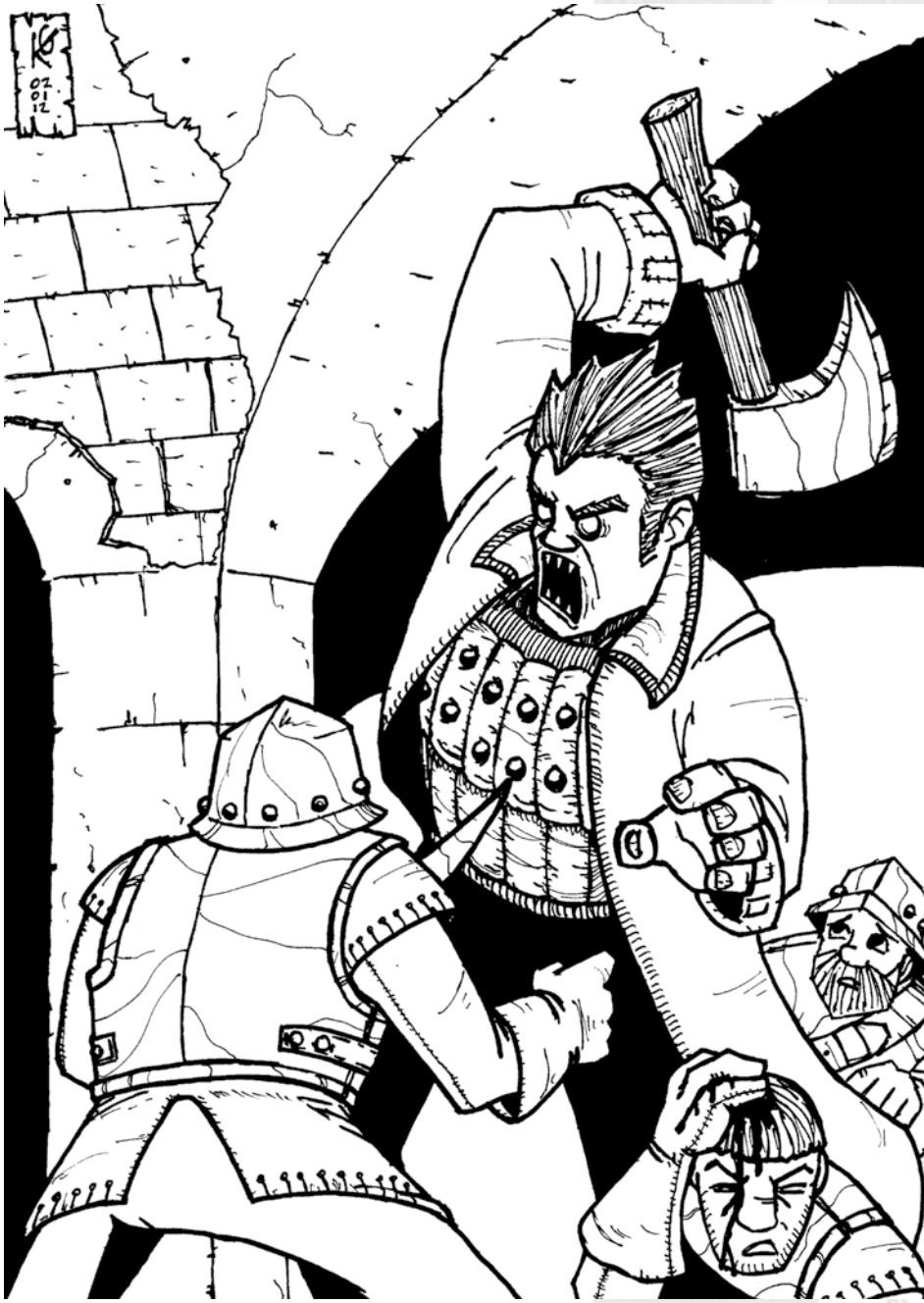
Dwarves (8) [AL L, MV 60' (20'), AC 2 (plate mail & shield), HD D5, HP 31, 25, 27, 23, 21 (x2), 19, 16, #AT 1, DG 1d8 (long swords), SV D5, ML 10]

Wertek (1) [AL N, MV 60' (20'), AC 1 (*plate mail +2* & shield) HD D6, HP 32, #AT 1, DG 1d8+1 (*long sword +1*), SV D6, ML 10]

Erdak (1) [AL L, MV 60' (20'), AC -1 (*plate mail +1* & *shield +2*), HD D8, HP 52, #AT 1, DG 1d6+2 (*mace +2*), SV D8, ML 10]

The dwarves' magical equipment is all forged of adamantine steel (if +1) or adamant (if +2) and features intricate tooling on the blades, armor plate, and weapon heads.

6B-30: If befriended or interrogated, Erdak can reveal the following numbered facts to the characters: 1-7 2-3, 6-10, 6-11, 7-1, and 7-2.



31. The Azoth Pool

Recessed into the center of this room is a large 10-foot deep pool containing 45,000 gallons of silvery-black azoth. A 4-foot high steel barrier surrounds the pool in order to prevent anyone from accidentally falling into the pool (the results of doing so, along with the other characteristics of azoth, are described in *Appendix F*). Along the walls are a variety of machines, one of which drains or fills the pool, and the rest of which pump azoth from the pool to other parts of the level, such as The Foundry (Room 62). The machines are made of adamantine steel and orichalcum, stained in many places with the blackish "rust" of azoth. The entirety of the pool, barrier, and machines are illuminated by vitreum radiance panels overhead. The door to this room (from the east) is a sturdy blast door of black nephelite.

Currently there are four dwarves here, led by Jarlagg. These dwarves have been assigned by Erdak to defend the pool against all intruders. Should anyone enter the area and attempt to seize control of the room, Jarlagg will activate the pool's draining system while the other dwarves fend off intruders. Left unchecked, the draining system will empty the pool of azoth by 4,500 gallons per round. If reversed, the system can re-fill the pool at a rate of 4,500 gallons every 8 hours.

Dwarves (4) [AL L, MV 60' (20'), AC 2 (plate mail & shield), HD D5, HP 26, 25, 24, 22, #AT 1, DG 1d8 (long swords), SV D5, ML 10]

Jarlagg (1) [AL L, MV 60' (20'), AC 2 (plate mail & shield), HD D5, HP 27, #AT 1, DG 1d8 (long sword), SV D5, ML 10]

32. Old Azdum

Ruminating alone within this ruined chamber, filled with rubble, is an old dwarf named Azdum. Azdum is as ancient as Erdak, leader of the dwarves in the Bulwark (Room 30), and knows as much about the history of Dwimmermount and the dwarves as Erdak does. However, he does not share Erdak's tendency to cling to the past without question. Azdum believes that, if the dwarves are to have a future, they must adapt to the present. Because of his iconoclastic viewpoints, Azdum is not well regarded by the other dwarves and so spends much of his time brooding here.

While he feels that the time has come for dwarves to step out from the shadow of men, Azdum is no ally of Wertek, and would oppose the lieutenant's plans to re-start The Foundry (Room 62) if he knew of them (he does not).

Azdum (1) [AL L, MV 60' (20'), AC 2 (plate mail & shield), HD 5, HP 28, #AT 1, DG 1d8 (long sword), SV D5, ML 10]

33. Dwarven Cemetery

Out of respect for the dwarves who have fallen at the hands of the Termaxians, Erdak ordered this chamber converted to a cemetery. Now a dozen dwarf stone corpses have been placed here, where they can stand in hallowed dignity.

34. Backup Power Plant

The blast door to this room is magnetically sealed. It can only be opened by a character with an *engineer's control rod* or by using *knock*. Within, the walls are covered by dusty steel and orichalcum machinery that provides backup power to maintain critical systems in Dwimmermount should the Great Machine (Room 40) be destroyed. Unless needed, the power plant is quiet and seemingly inoperative. If the backup power plant is operating, the room will be lit by a vitreum radiance panel, but it is otherwise dark. The power plant can be destroyed by dealing it 50 points of damage.

35. Secret Shrine

This semicircular chamber is hidden behind a secret door. The door is a nephelite panel that revolves around its central axis, which can be detected through the hairline crack in the otherwise seamless construction.

Within, the room is dominated by a marble statue of an elderly, bearded dwarf-like figure, cradling his head on his hand as if deep in though. It is a statue of the Thulian god Tenen, who is a patron of, among other things, invention. The statue retains its original head and has not in any way been damaged or desecrated.

Three *engineer's control rods* (see *Appendix A, New Magic Items*, p. 320) lie at the statue's feet, along with other craftsman's tools and implements. If any of the offerings are removed from the statue's feet, the person who does so is *cursed* with a –1 to all saving throws until either the offerings are returned or a *remove curse* spell is cast.

The wiser path is to make an offering to the statue. Any character who lays an *engineer's control rod*, *Termaxian passkey*, or similar device (referee's discretion) at the feet of the statue will be granted a Greater Blessing of Tenen—the ability to understand and/or activate the next technological or magical device he encounters without error. If the device encountered is magical (such as a *wand of fire*), the blessed character will learn the item's powers and any necessary command words to activate those powers; a character *may* gain the ability to use an item otherwise not permitted to his class from this boon. If the device encountered is technological (such as the Analytical Engine in

Room 13d) the blessed character will learn all the device's capabilities and the techniques by which to safely operate it. The sole exception is if the device encountered is the Great Machine (Room 40), in which case the character will learn only one particular power. In any case, a character can only receive this blessing once. See *Chapter 6, Overview of the Dungeon* (p. 75), for more information on boons from the gods.

36. Hall of Machines

Dozens of machines of adamantine steel and orichalcum cover the walls of this chamber, all in various states of damage and disrepair. The machines are inoperative, making it difficult to determine what purpose they once served. At present, two xorn (see *Appendix C, New Monsters*, p. 360) are in the chamber, consuming parts of the machinery. They have little interest in fleshly beings and will ignore humans or elves. They will immediately attack dwarves (who are a bite-sized snack!), and defend themselves against any who attack first or try to separate them from their meals.

Xorn (2) [AL L, MV 90' (30'), AC –2, HD 7+7, HP 38, 30, #AT 4, DG 1d3/1d3/1d3/6d4, SV F7, ML 10]

37. Junction

A mass of large resin pipes occupies the ceiling of this room. Some of the pipes drip with condensed water that has an unpleasant odor and occasionally steams as it strikes the floor. Small creatures (e.g. normal rats or insects) could use the pipes that connect the toilets to the dungeon's water system to traverse to other levels. See *Chapter 6, Overview of the Dungeon*, p. 76, for details.

38. Storage

Six large resin drums occupy this area. Each drum is 3 feet high and 2 feet in diameter, large enough to hold 60 gallons. Two of the drums have been turned over, spilling their chemical contents onto the floor where they have coalesced into a mercury ooze (see *Appendix C, New Monsters*, p. 347), which still lurks here.

Mercury Ooze (1) [AL N, MV 30' (10'), AC 9, HD 5, HP 19, #AT 1, DG 2d4+3 + mercury poisoning, SV F5, ML 10]

The other four drums are sealed and intact, and filled with mercury (quicksilver). If even a taste of mercury is imbibed, characters must succeed on a saving throw versus Poison or lose 1 point of Constitution for 1d6 days. Imbibing a potion's worth of mercury (1 pint) will cause death unless a saving throw versus Poison succeeds.

39. Guardroom

Two steel stools stand in this chamber, along with an empty weapons rack.

40. The Great Machine

This huge room is brightly lit by the four still-functioning vitreum radiance panels in its ceiling. The room is dominated by the Great Machine, a vast hemispherical apparatus of azoth, adamantine steel, and nephelite. A bewildering array of orichalcum wires connects the body of the machine to pillars of orichalcum situated on either side. Resting atop a raised dais, the top of which can be reached via a set of broad steps, the Great Machine was created by the Ancients to control the machinery and magic of Dwimmermount.

In the past, the dwarves were entrusted with protecting the Machine, a task which they continued until the Termaxians seized power in the Thulian Empire. Even then, the dwarves continued to maintain a watch over the Great Machine, and when at last the Termaxians were overthrown, they took up their task once more. For two hundred years after Dwimmermount's fall, the dwarves protected the Great Machine to ensure that the arcane barriers sealing off the dungeon remained operational and the Foundry inactive. (See *Chapter 6, Overview of the Dungeon*, p. 66, for details on the arcane barriers surrounding Dwimmermount.) The Termaxian cultists who recently invaded Dwimmermount have wrested the Great Machine from the dwarves. Among other nefarious deeds, the Termaxians have lowered the Perimeter barrier and re-activated the Foundry, where they have begun to create dworgs (see *Appendix C, New Monsters*, p. 339). Because of wards put into place on the Machine by the paladins who brought about the fall of Dwimmermount, the Termaxians have not yet achieved their primary goal—dropping the arcane barriers around The Prison (Level 8) in order to release Turms Termax. This is, however, only a matter of time. Though the dwarves on this level struggle ceaselessly to recapture the Machine (and their lost honor), theirs is a losing struggle. If the characters do not intervene, the Termaxians will eventually free their ancient leader from The Prison, and Dwimmermount will become the seat of their power once again.

The Great Machine is a techno-magical device of incredible complexity. Each of its many effects must be learned separately through study and experimentation with its controls. A character's first

study of the Great Machine will take 1 turn. At the end of this period, a magic-user of 9th level or higher with an Intelligence score of 16+ in possession of an *engineer's control rod* has a base 10% chance of success of learning one random effect. The character's chance of success is reduced by 1% per magic-user level below 9th or point of Intelligence below 16. A character who has learned the Tongue of the Great Ancients has his chance of success doubled. Characters who lack an *engineer's control rod* have no chance of success, and if they even touch the Great Machine they will receive an electrical shock dealing 8d6 damage with no save!

EFFECTS OF THE GREAT MACHINE

Roll	Effect
1	Roll twice more on this table. The character learns the first effect rolled, while accidentally triggering the second effect rolled without learning it.
2	Restore or remove power to the Elevator (Room 13) in The Halls of Lesser Secrets (Level 4). The elevator is currently without power.
3	Seal, activate, or deactivate the Perimeter barrier on Levels 0-7. The Perimeter barrier is currently deactivated.
4	Seal, activate, or deactivate the Outer Prison barrier on The Prison (Level 8). The Outer Prison barrier is currently activated.
5	Seal, activated, or deactivate the Inner Prison barrier to The Prison (Level 8). The Inner Prison barrier is currently sealed.
6	Open or close the Red Doors to the Entrance Chamber (Room 1) on The Path of Mavors (Level 1). The Red Doors are currently closed. (They can be manually opened since the Perimeter barrier is unsealed, however; this effect is only primarily when the Perimeter barrier is activated).
7	Open or close the main doors of the Hangar (Room 19) on The Divinitarium (Level 0). The Hangar doors are currently closed. (They can be manually opened since the Perimeter barrier is unsealed, however; this effect is primarily useful when the Perimeter barrier is activated).
8	Activate or deactivate the astral beacon in the Navigation Room (Room 31a) on the Divinitarium (Level 0). The astral beacon is currently activated.
9	Activate or deactivate The Foundry (Room 62). The Foundry is currently activated.
10	Change the circumstances under which an activated arcane barrier permits passage at one of its designated gateways.
11	Remove the wards on the Great Machine placed by the paladins. This multiplies the chance of successful study by 5 (e.g. a 9th level magic-user with INT 16 has a 50% chance).
12	Referee's choice (see below)

When a character fails in an attempt to learn an effect, he can try again, but the time required doubles on each successive attempt thereafter (to 2 turns, then 4 turns, then 8 turns, and so on), as he must try increasingly complex and unlikely techniques. Once the character succeeds in learning an effect, the time required for his next study is reduced back to 1 turn. Determine the effect learned with a roll of 1d12 on the Effects of the Great Machine table.

The effects that can occur on a "12" are left up to the referee to devise, bearing in mind that the Great Machine could conceivably have an effect on almost any magical or technological device in the entirety of Dwimmermount. Be sure to re-read *Chapter 6, Overview of the Dungeon* (p. 66), for more information on the arcane barriers controlled by the Great Machine.

If their attempts to study the Machine prove fruitless, the characters may decide to break it instead. The Great Machine is incredibly resilient (AC 0, HP 100). It is also protected by an electrical defense system that will deal 8d6 points of damage to its attacker each time it is struck. Melee attackers receive no saving throw against this shock, but attackers at range may make a saving throw versus Breath Weapon to avoid the electrical blast.

Reducing the Great Machine to 0 HP will cause most of the machinery in Dwimmermount to become inoperative (as noted in the various room description). Critical functions will be maintained by the Backup Power Plant (Room 34). If this is also destroyed, the Perimeter, Inner Prison, and Outer Prison barrier will be immediately and permanently unsealed. Additionally, the air, water, and azoth circulation systems in the dungeon will fail. Failure of the circulation systems will make the air in the dungeon toxic within 24 hours. Thereafter there will be a cumulative 5% chance per day that the uncirculated azoth will combust, utterly destroying Dwimmermount, Muntburg, and the entire surrounding hex in a thermonuclear explosion. Turms Termax or the Terrim engineers in The City of the Ancients (Level 9) could conceivably repair the Great Machine given 2d4 days of undisturbed work.

The Machine is guarded at all times by dworgs, elementals, and cultists, led by their leader, the magic-user Nilus. Consequently, taking control of it from the Termaxians will prove quite difficult without either a good plan or overwhelming force.

Dworgs (6) [AL C, MV 60' (20'), AC 2 (plate mail & shield), HD D5, HP 29, 24, 22, 20, 19, 15 #AT 1, DG 1d8 (long swords), SV D5, ML 8]

Earth Elementals (2) [AL N, MV 60' (20'), AC 2, HD 8, HP 46, 29, #AT 1, DG 1d8, SV F8, ML 10]

Chapter 17

Alerot (1) [AL C, MV 60' (20'), AC 0 (plate mail & *shield +2*), HD F6, HP 35, #AT 1, DG 1d8+1 (*long sword +1*), SV F6, ML 10]

Alerot carries a *potion of extra-healing* and wears a copper *ring of regeneration,* fastened to resemble a pair of troll's claws grasped together. His *shield +2* is of pure adamant, while his *long sword +1* is a straight-bladed Thulian sword of adamantine steel.

Nilus (1) [AL C, MV 60' (20'), AC 4 (*bracers of armor (AC 4)*), HD MU8, HP 21, #AT 1, DG 1d4 (dagger) + spells, SV MU8, ML 10]
Spells: 1-*charm person*, *hold portal*, *shield*; 2-*detect invisible*, *ESP*, *web*; 3-*dispel magic*, *lightning bolt*; 4-*polymorph self*, *wall of fire*

Nilus has a *wand of magic missiles* (eight charges remaining) made of orichalcum with a bulbous vitreum tip. He also has a pinch of *dust of disappearance* and a *potion of fire resistance*, in addition to an *engineer's control rod* and a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327).

Nilus has been studying the Great Machine since his arrival with mixed success. After six failed attempts to learn an effect, he finally learned how to activate The Foundry (Room 62), enabling creation of the dworgs, but he unwittingly lowered the Perimeter around Dwimmermount at the same time. He then failed dismally on eleven subsequent attempts to learn an effect (ouch). He's now eight days into his twelfth attempt to study the machine. He has 20 days of study left before he has a chance of success, and if *that* fails, he'll face a further 56 days of study before he has another chance to learn an effect. In the hopes of expediting this process, he will ask any magic-users he encounters to join him in studying the Machine, hoping to channel their efforts towards his own ends. He will explain that his goal is to deactivate the arcane barrier around The Prison (Level 8), claiming it contains a great deal of magical and mundane treasure that he will gladly share in exchange for assistance.

41. Decorated Hallway

This stretch of hallway is covered in geometric decorations made with gems that have been securely fastened to the walls. Removing the gems takes time and care (at least 6 turns), but doing so yields treasure equal to 3,000 gp.

The secret door to The Great Machine (Room 40) is a cunningly-constructed sliding panel. While it can be detected in the usual manner, it can only be opened by a character who inserts an *engineer's control rod* into a trigger mechanism hidden behind one of the decorative gems.

42. Corridor

Except for its dusty floor, which shows no evidence of recent traffic, this corridor is without any features of interest.

43. Office

A large wooden table with four chairs stands in this room, along with a wooden desk and chair. Like the outside Corridor (Room 42), this chamber is very dusty and shows no signs of having been visited in a very long time. The desk contains a variety of crumbling papers, books, and similar items, none of which have any value, and are at any rate, illegible after centuries of disuse.

On the table rests a *mirror of life trapping*, inside of which resides an insane Thulian cleric of Typhon named Charito. Charito was a prisoner of the Termaxians at the time Dwimmermount fell. She had been sent into the fortress as a spy, hoping to provide intelligence useful to the rebels against Termaxian rule. Instead, she was captured, terribly tortured, and then finally thrown into the extra-dimensional prison of the *mirror*.

If spoken to, she will have no idea of how much time has passed since her imprisonment, but will beg to be released, claiming to have information valuable to "the rebellion" in her possession. Of course, whatever she knows is centuries out of date and therefore useless. If released, she will need equipment to function and will quickly prove a nuisance, running off and getting into trouble by attracting the attention of any Termaxian minions she sees. If anyone questions her judgment, Charito will fly into a rage and suggest that he is actually a secret Termaxian and then attack. Should she survive Dwimmermount and be taken back to Muntburg, the church of Typhon will pay a reward of 5,000 gp.

Charito (1) [AL L, MV 120' (40'), AC 9, HD C5, HP 27, #AT 1, DG 1d3, SV C5, ML 10]
Spells: 1-*detect evil*, *protection from evil*, *remove fear*; 2-*find traps*, *silence 15' radius*; 3-*striking*

44. Torture Chamber

Beneath the dust which coats the floor of this room, copious pools of dried blood stain the floor. The blood stains are thickest around the implements of torture that are neatly arranged within: two branding cages and a pair of pillories in the center of the floor; a line of four racks hanging on the east wall; and a series of six iron maidens on the south and west walls. One of the iron maidens is in fact an iron maiden golem (see *Appendix C, New Monsters*, p. 343) that attacks anyone who comes within 10 feet of it. The golem is located just to the west of the southern door.

Iron Maiden Golem (1) [AL N, MV 60' (20'), AC 3, HD 7, HP 37, #AT 2, DG 1d12, SV F8, ML 12]

45. Guardroom

The room is furnished with a pair of steel stools and an empty weapon rack. Three dworgs (see *Appendix C, New Monsters*, p. 339) stand guard in this room.

Dworgs (3) [AL C, MV 60' (20'), AC 2 (plate mail & shield), HD D5, HP 22 (×2), 17 #AT 1, DG 1d8 (long swords), SV D5, ML 8]

46. Portcullises

Three adamantine steel portcullises divide this area into four sections, labeled 'a,' 'b,' 'c,' and 'd.' Areas 'a,' 'c,' and 'd' each have a vitreum panel into which an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320) can be placed to open the closest portcullis. Area 'b' holds a hell hound, placed there by the Termaxians after it proved too difficult to control.

Hell Hound (1) [AL C, MV 120' (40'), AC 4, HD 7, HP 30, #AT 1, DG 1d6 or 7d6, SV F7, ML 9]

47. Engineering Room

One radiance panel in this room is half-functional, and provides a flickering, unsteady light equal to a torch. A nephelite table and two nephelite cabinets furnish this room. One of the cabinets contains a half-dozen adamantine steel tools, each of which is worth 50 gp to collectors in a large city.

The other cabinet is actually a control panel that attunes the crystals in the Crystal Resonance Chamber (Room 48) to magical energy. Provided that the Great Machine (Room 40) is working, a character with an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320) can use the control panel to tune the crystals to one of three resonance levels:

- **High Resonance:** Doubles the effects of any spells cast in or into the Crystal Resonance Chamber.
- **Neutral Resonance:** No effect. This is the default setting.
- **Low Resonance:** Halves the effects of any spells cast in or into the Crystal Resonance Chamber.

48. Crystal Resonance Chamber

A cold white light bathes this vast chamber, revealing thirty-six crystal prisms that extend from the floor to the ceiling. These crystals, mined from outcroppings in The Deep Hollows (Level 7), can be etherically attuned to react to magical energy in the area. The attunement controls for the room are in the Engineering Room (Room 47) next door. When set to "high resonance" the crystals hum with a high pitched hum, and amplify spellcasting as described above. When set to "low resonance" the crystals emit a deep bass drone, which dampen spellcasting as described above. In either case the resonance effect extends only to the confines of the room, even for spells that are cast within it.

49. Guard Post

Two dworgs (see *Appendix C, New Monsters*, p. 339) keep watch over the Crystal Resonance Chamber from here, assisted by a Termaxian magic-user. The magic-user is aware of how the Resonance Chamber works and will use damaging spells against any intruders into the room if he sees that it has been set to high.

Dworgs (2) [AL C, MV 60' (20'), AC 2 (plate mail & shield), HD D5, HP 20 (×2) #AT 1, DG 1d8 (long swords), SV D5, ML 8]

Termaxian Magic-user (1) [AL C, MV 120' (40'), AC 7, HD MU5, HP 13 #AT 1, DG 1d4 (dagger) + spells, SV MU5, ML 10]
Spells: 1-*magic missile*, *sleep*; 2-*levitate*, *web*; 3-*fireball*

50. Ruined Barracks

Eight sets of steel-framed bunk beds can be found here, along with splintered chairs and other furniture. Shuffling amidst the debris are two carcass scavengers inadvertently allowed onto the level via the Stairway (Room 52) to The Deep Hollows (Level 7).

Carcass Scavengers (2) [AL N, MV 120' (40'), AC 7, HD 3+1, HP 20, 14, #AT 8, DG paralysis, SV F2, ML 9]

Hidden amongst the debris is an old paymaster's satchel containing 2,000 sp and a gold chain (1,400 gp).

The secret door to the southwest of this room is a nephelite panel that revolves around its central axis, which can be detected through the hairline crack in the otherwise seamless construction.

51. Turms Statues

Two statues of Turms Termax occupy niches on either side of this corridor. The statues are cast of bronze and are identical in appearance, depicting the Thrice-Great in robes patterned with three-pointed stars, his face carrying a look of stern judgment. Both statues are mounted on pivots on black nephelite stands. Careful examination of the statues makes it evident that they are of much more recent construction than the stands they are mounted upon, and only loosely connected to the pivot mechanism within the stands. Turning either statue causes a loud hissing sound to emanate from the western end of the hallway, indicating that the door to the Stairway (Room 52) has either sealed or unsealed, depending on its previous state.

52. Stairway

The blast door to this room is magnetically sealed unless the Turms Statues (Room 51) have been correctly re-oriented. It can be opened by *knock* or similar magic, but it cannot be picked or forced open.

Past the door, the dungeon returns to hewn earth, without nephelite lining. A carved staircase leads down to the Termaxian Base Camp (Room 19) on The Deep Hollows (Level 7). The staircase is flanked by a pair of alabaster carvings of lithe human women. Both carvings are caryatid columns (see *Appendix C, New Monsters*, p. 337) and will attack anyone who attempts to descend the stairs without first displaying a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327).

Caryatid Column (2) [AL N, MV 20' (6'), AC 5, HD 5, HP 31, 15 #AT 1, DG 1d8, SV F5, ML 12]

53. Bone Yard

Several piles of bones, mostly non-human, fill this room. Hidden amongst the bones is a discarded bone golem. The golem will attack any characters who begin searching the bone piles, gaining surprise on a roll of 1-4 on 1d6.

Bone Golem (1) [AL N, MV 120' (40'), AC 2, HD 8, HP 40, #AT 4, DG 1d8, SV F4, ML 12]

54. Treasury

The secret door to the southwest of this room is a nephelite panel that revolves around its central axis, which can be detected through the hairline crack in the otherwise seamless construction.

Secreted within this chamber is a collection of valuables placed here during the fall of Dwimmermount. The hoard includes the following: 14,000 sp; 1,000 gp; a finely-made leather belt embossed with Thulian calligraphy (30 gp); a bronze brooch bearing the head of Turms Termax (60 gp); a wrought gold ring with teardrop amethysts (400 gp); a hammered gold goblet encrusted with carnelians (400 gp); a thick gold choker necklace with diamonds (1,000 gp); and a *long sword +2, berserking*. The *sword* is a straight-bladed late Termaxian weapon, with a silvery-black azoth-infused adamantine steel blade and bronze hilt. All of the treasure is loosely piled without containers.

55. Circular Chamber

A powerful earth elemental stands guard here, blocking passage toward the Stairway (Room 52) to The Deep Hollows (Level 7).

Earth Elementals (1) [AL N, MV 60' (20'), AC 2, HD 12, HP 49, #AT 1, DG 1d8, SV F8, ML 10]

The secret panel in the floor can be detected by the hairline crack that runs through the otherwise seamless nephelite. It pushes open to reveal a 10 foot drop down to an eastbound corridor that leads to the Summoning Room (Room 61).

56. Laboratory

A large steel table and four steel stools have all been pushed up against the western end of the room, next to a heavy nephelite cabinet. The cabinet is closed and locked. Within are a vitreum vials filled with colorful chemicals. For each vial examined, roll 1d6 on the following table to determine its color and effects:

1. Blue liquid: acts as a *potion of diminution*.
2. Green powder: acts as a *potion of healing*.
3. Red pellets: acts as a *potion of speed*.
4. Clear liquid: acts as a *philter of love*.
5. Yellow liquid: acts as a *potion of poison* (make a saving throw versus Poison or die).
6. Orange powder: No effect.

57. Workroom

A single large oak table dominates this room, heavy scratched and marred by years of carpentry and craft work performed on it. Around the work table, six dworgs (see *Appendix C, New Monsters*, p. 339) stand on guard against intruders.

Dworgs (6) [AL C, MV 60' (20'), AC 2 (plate mail & shield), HD D5, HP 33, 32, 28, 26, 22 19 #AT 1, DG 1d8 (long swords), SV D5, ML 8]

58. Library

Lining this room's walls are sturdy oak shelves filled with hundreds of books. A wooden reading table and set of comfortable chairs furnish its expansive floor. Currently, the chairs are filled by a Termaxian magic-user and his two bodyguards. The Termaxian is busy studying a *tome of Chaotic knowledge* (see *Appendix A, New Magic Items*, p. 327) he found within the library, while his bodyguards keep watch. The Termaxians have set a dozen candles to light the room, as the radiance panels here are broken. The magic-user and his companions will attack anyone who enters the room except fellow Termaxians.

In addition to the *tome*, the library contains a vast store of mundane books on various arcane subjects. Taken together, they weigh nearly 1,000 lbs. but their value exceeds 30,000 gp. The magic-user's spell books are neatly piled on one of the shelves.

Bodyguard #1 (1) [AL C, MV 60' (20'), AC 2 (plate mail & shield), HD F6, HP 30 #AT 1, DG 1d8+1 (*long sword +1*), SV F6, ML 10]

Bodyguard #2 (1) [AL C, MV 60' (20'), AC 3 (plate mail), HD F6, HP 23 #AT 1, DG 1d10+1 (*two-handed sword +1*), SV F6, ML 10]

Magic-user (1) [AL C, MV 120' (40'), AC 7 (*ring of protection +1* & *cloak of protection +1*), HD MU6, HP 13 #AT 1, DG 1d4 (dagger) + spells, SV MU6, ML 10]

Spells: 1-*magic missile*, *sleep*; 2-*invisibility*, *mirror image*; 3-*haste*, *lightning bolt*

The magic-user possesses a pair of *eyes of charming*, which he puts on as soon as combat ensues. His *ring of protection +1* is a band of moonsilver carved with protective runes, and his *cloak of protection +1* has a silver shimmer due to moonsilver threads woven through it. The bodyguard's magic *swords* are both of Termaxian make, forged of adamantine steel, with hilts stamped with the brazen head of Turms Termax.

59. Ruined Storeroom

The ceiling has collapsed in the northern portion of this room, filling it with rubble. The collapse of the ceiling has smashed a dozen resin crates, and these have spilled shards of vitreum and viscous and foul-smelling liquids onto the floor. The spilled liquids are harmless, serving only to distract from the true danger in this room – its still-unstable ceiling. Characters entering the room must make an ability check versus DEX to avoid additional falling debris. Those who fail the check suffer 3d6 points of damage.

60. Circular Chamber

There is a secret panel in the floor near the south wall of this room. It can be detected by the hairline crack that runs through the otherwise seamless nephelite. It pushes open to reveal a 10 foot drop down to southbound corridor that leads to the Summoning Room (Room 61).

6B-58: Characters studying the books will learn one of the following numbered facts each day: 3-10, 4-2, 4-3, 4-4, 4-5, 4-6, 4-7, 4-8, 4-9, 4-10, 5-1, 5-3, 5-4, 5-5, 5-6, 5-7, 5-10, 5-11, 5-12, 5-14, 5-17, 5-18, 5-21, 5-22, and 6-1. All are written in High Thulian.

Three dworgs (see *Appendix C, New Monsters*, p. 339) stand guard here with instructions to prevent intruders from reaching the Summoning Room at all costs.

Dworgs (3) [AL C, MV 60' (20'), AC 2 (plate mail & shield), HD D5, HP 21, 20, 15 #AT 1, DG 1d8 (long swords), SV D5, ML 8]

61. Summoning Room

This large, circular room is decorated with arcane symbols and runes written in High Thulian. On the floor is a summoning circle of inlaid moonsilver glinting in the illumination of a dozen candles. Looming in the summoning circle is a glabrezu demon (see *Appendix C, New Monsters*, p. 342) in heated debate with a Termaxian magic-user standing just outside the circle. The magic-user, Rollant, has just conjured this demon, and is now failing – badly – in his attempt to negotiate for its service.

If his negotiations are interrupted by the arrival of intruders, Rollant will free the demon and use *dimension door* to escape to the Circular Chamber (Room 60), leaving the player characters to deal with the otherworldly menace. The demon will seek to exact his revenge on Rollant, but will gladly attack the player characters first.

Glabrezu (1) [AL C, MV 90' (30'), AC –4, HD 10, HP 44, #AT 5, DG 2d6/2d6/1d3/1d3/1d4+1, SV F10, ML 9]

Rollant (1) [AL C, MV 120' (40'), AC 7 (*ring of protection +2*), HD MU7, HP 19 #AT 1, DG 1d4 (dagger) + spells, SV MU7, ML 10]
Spells: 1-*light*, *protection from evil*, *sleep*; 2-*mirror image*, *web*; 3-*lighting bolt*, *protection from normal missiles*; 4-*dimension door*

Rollant possesses a *wand of fear* (six charges remaining). The wand is made of a branch of bleached white juniper, its tip carved to resemble a leering skull. His *ring of protection +2* is a band of moonsilver set with a carved adamant shield.

Piled in the shadows along the western wall is a loose pile of treasure Rollant brought to offer the glabrezu. The offering consists of 8,000 gp; 300 pp; a wrought silver necklace (70 gp); an amber clasp (300 gp); a golden ring fastened in the shape of entwined serpents (600 gp); an embossed leather belt with platinum buckle (700 gp); a diamond-studded nose chain (900 gp); a statuette of the winged bull Haagenti (1,300 gp); a frog idol of Tsath-Dagon (1,400 gp); and an ivory medallion sculpted in the shape of a human skull, with diamond teeth (1,500 gp).

62. The Foundry

All four doors to the Foundry are black nephelite blast doors. Within, the ceiling is noticeably taller than that of other rooms on the level (about 20 feet high) and is held up by four thick nephelite pillars in each of its corners. The ceiling's radiance panels all function, casting a bright white light throughout the room.

The center of the Foundry is filled with an elaborate device constructed from adamantine steel and nephelite. The device consists of six large square molds of steel, an even larger steel ladle on a track, and a convoluted series of nephelite pipes that connect to the floor, ceiling, and walls. A nephelite furnace with orichalcum pipes is built into the eastern wall.

When operational, as it is when the player characters first enter this chamber, a forge master melts various metals in the furnace, which are then scooped out by means of the ladle and then poured into the molds. These molds are left to cool for twelve hours, after which six new dworgs have been created. At present, six more dworgs are nearly ready to be tumbled from their molds. They are not however, active yet, as they require the *energion crystals* (see *Appendix A, New Magic Items*, p. 320) that Esquiva keeps in her possession to become so.

The recipe for creating dworgs is known to the forge master (Fiebras) and the Termaxian magic-user overseeing this room (Esquiva), but neither is willing to divulge it to outsiders, unless compelled to do so through magical means. To avoid capture, both Esquiva and Fiebras will attempt to flee from this room if combat occurs, heading toward The Great Machine (Room 40) by the fastest means available to them. Before fleeing, they will order the five dworgs and two Termaxian guards currently in The Foundry to slay any interlopers.

Dworgs (5) [AL C, MV 60' (20'), AC 2 (plate mail & shield), HD D5, HP 31, 26 (×2), 22 17, #AT 1, DG 1d8 (long swords), SV D5, ML 8]

Termaxian Guards (2) [AL C, MV 60' (20'), AC 2 (plate mail & shields), HD F6, HP 29, 21 #AT 1, DG 1d8+1 (long swords), SV F6, ML 10]

Fiebras (1) [AL C, MV 90' (30'), AC 5 (*leather armor +2*), HD F5, HP 22, #AT 1, DG 1d6+2 (*hand axe +2*), SV F5, ML 8]

Fiebras' *leather armor +2* is a High Thulian linothorax with gold stitching in the breastplate and pteruges. The *hand axe +2* is of Dwarven make, with intricate runes etched along its adamant head.

Esquiva (1) [AL C, MV 120' (40'), AC 7 (*cloak of protection +2*), HD MU7, HP 20 #AT 1, DG 1d4+1 (*dagger +1*) +spells, SV MU7, ML 10]

Spells: 1-*charm person*, *hold portal*, *sleep*; 2-*invisibility*, *mirror image*; 3-*fire ball*, *protection from normal missiles*; 4-*dimension door*

Esquiva carries a *wand of cold* (eleven charges remaining) and ten *energion crystals*. The *wand*, made of polished bone, has a tip carved to resemble the head of a white dragon. Her *cloak of protection +2* is stitched with moonsilver threads in the shape of three-pointed stars. Her *dagger +1* has the curved blade and baroque hilt of Eldritch make.

63. Graffiti

Graffiti has been scrawled on the wall on this small alcove. In low Thulian it reads "We don't need no stinking dwarves!"

64. Scrap Storage

Two dozen resin crates, each four feet cubed, fill this room. Each crate is filled to the brim with 200 lbs. of scrap metal collected from throughout Dwimmermount. The scrap metal is intended for use in The Foundry (Room 62). Mixed in with the scrap metal in the fifth crate is a silver *ring of telekinesis*. The ring is fastened in the shape of two fists coming together, but it is heavily tarnished and practically unnoticeable without *detect magic*.

65. Empty Room

Everything that once occupied this room has long since been removed, leaving behind only marks on the floor and walls. In one corner of the room is an empty *power cell* (see *Appendix A, New Magic Items*, p. 325). The *power cell* could be recharged in the Power Station (Room 3).

66. Foreman's Quarters

This room was once occupied by the foreman of The Foundry (Room 62). The room contains a bed, a desk, a chair, and a small shelf for books and scrolls, now empty save for a single lit lantern. At the moment, three Termaxian fighters occupy this room. They will attack any intruders.

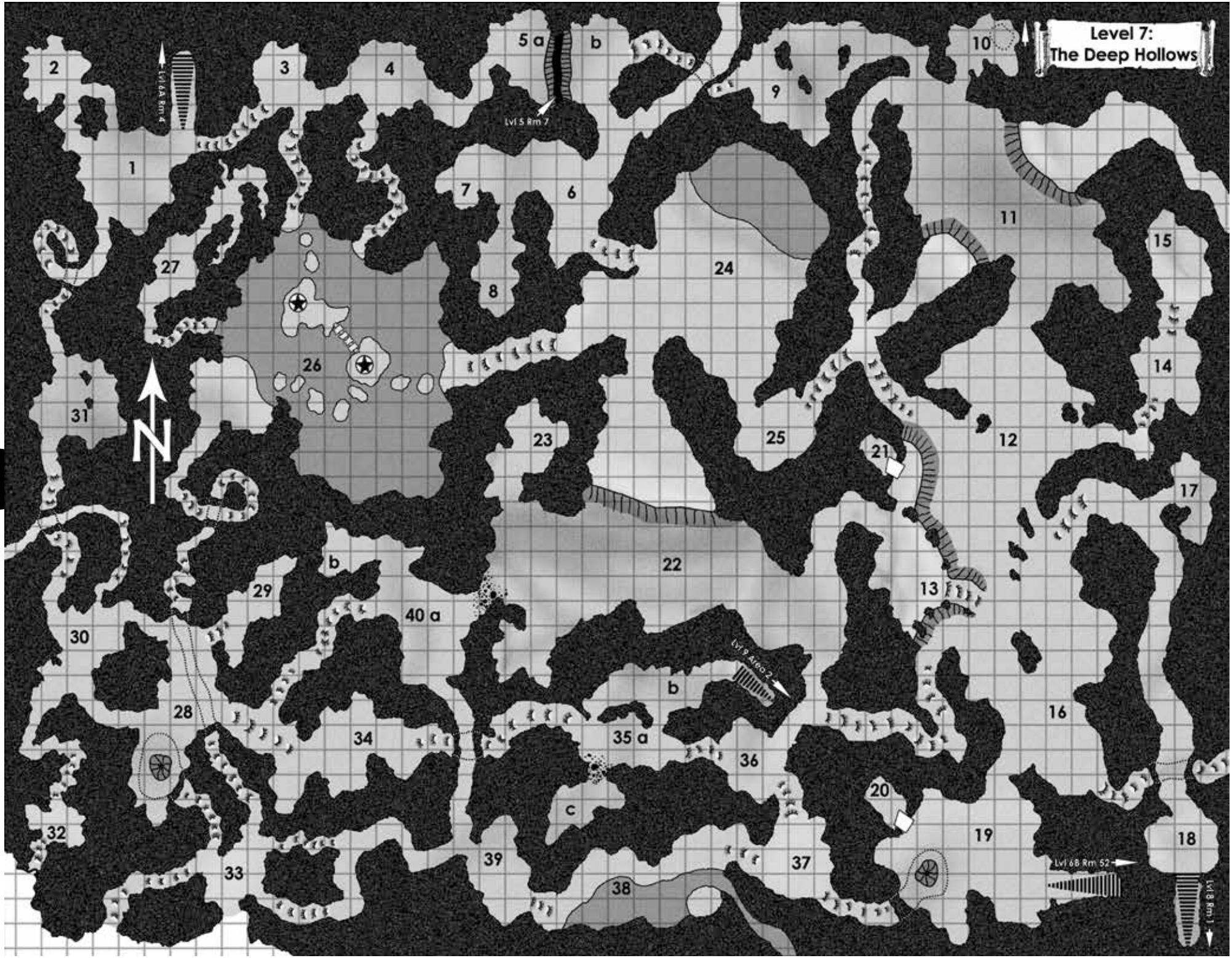
Fighters (3) [AL C, MV 60' (20'), AC 2 (plate mail & shields), HD F5, HP 32, 22, 17, #AT 1, DG 1d8 (long swords), SV F5, ML 10]

Each fighter has a *potion of extra-healing* that he will use in combat when reduced to half hit points.

67. Dwarf Scouts

Two dwarves crouch in this open area, keeping their eyes peeled for an activity that might threaten their comrades in the Bulwark (Room 30) and other nearby rooms. If possible, they will flee rather than fight, heading towards the Choke Point (Room 29) to warn the other dwarves of danger. If pressed, though, they will engage in combat.

Dwarves (2) [AL L, MV 60' (20'), AC 2 (plate mail & shield), HD D5, HP 22, 15, #AT 1, DG 1d8 (long swords), SV D5, ML 10]


Level 7:
The Deep Hollows
Lvl 6A Rm 4
Lvl 5 Rm 7
Lvl 9 Area 2
Lvl 68 Rm 52
Lvl 8 Rm 1
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Chapter 17

The Deep Hollows

Level 7

Overview of The Deep Hollows

The Deep Hollows are an extensive network of limestone caverns that cut across Dwimmermount and extend into the subterranean world that underlies Telluria (see *Chapter 4, Vicinity of Dwimmermount*, p. 55). The Great Ancients were spurred to explore The Deep Hollows during the First Era, as the action of their astral dome in The City (Level 9) drew azoth down from the quintessence of space and infused it into the minerals within the rock. The crystals of the Entry Cavern (Room 1) and Crystal Cavern (Room 25) are the last remnants of these magical mineralogical deposits.

From The Deep Hollows, the Great Ancients delved the mines, collieries, and quarries that became known as the Deep Passages. This activity eventually brought the Ancients into contact with a network of subterranean canals and nightmarish labyrinths dug by the thelidu, ranine, and goblins (see Rooms 32 and 33). These creatures proved hostile to the Ancients, prompting the underground warfare that led to the development of the Perimeter barrier.

WANDERING MONSTERS OF THE DEEP HOLLOWS

Die Roll	Monster
1	Black Pudding (1)
2	Chimera (1-2)
3	Dwimmerdragon (1) †
4	Intellect Devourer (1) †
5	Gorgon (1)
6	Mimic (1) †
7	Thelidu (1-2) †
8	Otyugh (1) †
9	Roper (1-2) †
10	NPC Party (5-8)
11	Giant Slug (1) †
12	Troll (1-8)

† see **Appendix C, New Monsters**, p. 333

The creation of The Reservoir (Level 3B) as a basin for azoth drawn by the astral dome ended the necessity for mining in The Deep Hollows. Thereafter the level was used by forgotten sorcerers to work such wonders as the Mushroom Forest (Room 22), Underground Lake (Room 26), and Anvil of Fire (Room 27). The azoth radiation from the astral dome below makes strange magical phenomenon commonplace in The Deep Hollows, and some believe was responsible for the birth of the dwimmerdragons that have dwelled here since the Second Era.

1. Entry Cavern

This large, open cavern glitters when illuminated, revealing hundreds (roll 1d1000) of gems set into its walls and ceiling. The gems appear to be largely bits of common quartz, with a value of no more than 10 gp each. Provided that one has appropriate tools, they can be easily removed. The gems are set into the walls at varying depths, so the removal time is variable (1d6 rounds). If a gem is removed and held in the bare hand of a human or dwarf for more than a few seconds, it will soften and begin to liquefy, slipping through its possessor's fingers onto the cavern floor. There is evidence of this having happened in the past, as there are several strange crystalline "stains" scattered across the floor. If a gem is placed in the mouth, it will liquefy on the tongue. The crystalline fluid acts like a very minor *potion of healing*, restoring 1 hit point for each gem that is consumed in this fashion.

Past a hewn archway in the north, stairs ascend to the Store Room (Room 4) of The Ossuaries (Level 6A).

2. Stirge Cave

Though small in size, this dark cavern has an exceptionally tall 30-foot ceiling, at the top of which lurk ten stirges. The stirges swoop down and attack any creature entering the cave carrying any form of illumination. Creatures moving about using, e.g., infravision do not trigger an attack.

Stirges (10) [AL N, MV 30' (10')/fly 180 (60'), AC 7, HD 1, HP 8, 7, 6 (×2), 5 (×4), 3 (×2), #AT 1, DG 1d3 + blood drain, SV F2, ML 9]

Hidden amongst the rocks on the cave floor is a leather bag containing six gems: a rock crystal (75 gp), a sardonyx (100 gp), a bloodstone (100 gp), a citrine (250 gp), a jet (750 gp), and a spinel (750 gp).

3. Damp Cavern

The fine mist emanating from the Underground Lake (Room 26) to the south renders this cavern cold and clammy. The sense of dampness is exacerbated by the water dripping intermittently from where it has condensed on the cavern's many stalactites and stalagmites. Hiding amongst these stalagmites is a roper (see *Appendix C, New Monsters*, p. 351), which attempts to surprise any creatures that disturb its lair.

Roper (1) [AL C, MV 30' (10'), AC 0, HD 10, HP 53, #AT 1, DG 5d4, SV F10, ML 8]

Half-visible lying amidst the stalagmites past the roper is the desiccated corpse of a fighting man. His body seems to have been stripped of most of his possessions, but he still wears his backpack. It contains a treasure map leading to an abandoned mine in The Starfall (see *Chapter 4, Vicinity of Dwimmermount*, p. 51) where gems worth a total of 19,000 gp can be found. His *long sword +2, +3 vs. giants* lies not far away, still in its scabbard. Unsheathing it reveals a starmetal blade of High Thulian make with a single blood groove.

4. Stone Carvings

The northern walls of this cave are covered with richly detailed carvings which depict a highly advanced city of high walls and towering spires, over which fly vehicles that resemble seafaring vessels without sails. These carvings extend from floor to ceiling (about 20 feet) and are in remarkable condition, showing no signs of damage or wear. Characters who visit the City of the Ancients (Level 9) below will find its ruined grandeur to be reminiscent of the architecture depicted in this cave.

5. Chasm

A chasm 200 feet deep divides this chamber into two halves ('a' and 'b'). The chasm is roughly 10 feet wide along its entire length.

A howling wind blows constantly into the 'a' side of the chasm. The source of the wind is a large hole in the ceiling, and characters who climb or fly within 10 feet of the hole must make an ability check versus DEX each round or be blown back towards area 'a'.

Characters who pass the DEX check reach a tunnel ascending northward at a 25-degree slope. After 550 feet, the tunnel becomes a vertical shaft rising another 100 feet – the Bottomless Pit (Room 7) of The Halls of Greater Secrets (Level 5). While traversing this tunnel and shaft, characters must continue to make DEX checks every minute (6

rounds). If a character fails one of these ability checks, he is lifted off his feet by the winds and must make a saving throw versus Paralyzation. If the saving throw is successful, the character is transported back to the Bottomless Pit in a strangely slow – but safe – fall that takes 10-15 minutes. Those who fail are similarly transported, but they are buffeted more fiercely by the wind, suffering 1d6 damage every minute (6 rounds) of their fall.

The 'b' side is guarded by a chimera, which has been trained as a watch-beast by the trolls who dwell in the nearby Troll Lair (Room 6). If intruders enter from side 'a', the chimera will attack from the air using its breath weapon to prevent them from crossing to side 'b'. (It will not fly within range of the hole to the Bottomless Pit.) The chimera has been trained to alert its masters should anyone enter from or reach side 'b', and will flee to the Troll Lair (Room 6) should that occur.

Chimera (1) [AL C, MV 120' (40')/fly 180 (60'), AC 4, HD 9, HP 34, #AT 5, DG 1d3/1d3/2d4/2d4/3d4 + breath, SV F9, ML 9]

6. Troll Lair

Amidst the piles of bones and offal scattered around this cave squat four vicious trolls. Should combat ensue, one troll will run to fetch the chimera from the Chasm (Room 5), if it has not already been slain. If the battle goes against the trolls, or they break morale, they will retreat toward the Troll Chief's Lair (Room 8), where their two-headed chieftain dwells.

Trolls (4) [AL C, MV 120' (40'), AC 4, HD 6+3 HP 39, 33, 30, 26, #AT 3, DG 1d6/1d6/1d10, SV F6, ML 10]

Northeast of the troll lair is a tunnel that leads into the subterranean network that surrounds Dwimmermount. It is from here that the trolls arrived when Dwimmermount's arcane barriers fell a few months ago. See *Chapter 4, Vicinity of Dwimmermount* (p. 55), for a detailed discussion of these passages.

7. Treasure Cave

In this *cul-de-sac*, the members of the nearby troll tribe (from Rooms 6 and 8) have piled up the treasure they have accumulated. Their hoard consists of 7,000 cp; 5,000 gp; an azurite (50 gp), a blue quartz (50 gp), a zircon (100 gp), a moonstone (100 gp), a smoky quartz (250 gp), a *censer of cursed summoning*, a *potion of invisibility*, and a *potion of climbing*.

8. Troll Chief's Lair

Grummar, a giant two-headed troll (see *Appendix C, New Monsters*, p. 359) dwells within this narrow cave. Smarter than others of his kind, and considerably more vicious, he has become the leader of the trolls on this level. Thanks to his efforts, the trolls are thriving. They store their growing trove of valuable items in their Treasure Cave (Room 7).

Grummar, *Giant Two-Headed Troll* (1) [AL C, MV 120' (40'), AC 4, HD 10, HP 45, #AT 3, DG 1d6/1d6/1d10, SV F10, ML 10]

9. Whistling Cavern

Every 1d4 turns, a loud whistling sound emanates from this cavern. It can be heard from up to 100 feet away. The whistling is the result of a downdraft of air flowing through several large, pockmarked stalactites. The whistling is completely innocuous.

10. Shrine of the Brazen Head

A ruddy glow emanates from this side cave, cast by a ring of torches alit within. At the cave's eastern end is a pile of stones arranged to form a crude dais upon which rests a *brazen head* (see *Appendix A, New Magic Items*, p. 319). The *brazen head* was found and placed here by the troglodytes who dwell in the Troglodyte Redoubt and the Troglodyte Lair (Rooms 11 and 12). The troglodytes have no real understanding of the *brazen head's* powers and instead treat it as an idol, an attitude encouraged by their allies, the Termaxians of Base Camp (Room 19).

At all times, there are 8 troglodyte guards on duty in this cave. There is also a 40% chance that Ermenjart (Room 19) is here as well, attempting to communicate with Turms Termax. If so, he will be accompanied by two Termaxian guards.

Troglodyte Guards (8) [AL C, MV 120' (40'), AC 5, HD 2 HP 11 (×2), 9 (×3), 7, 6, 5, #AT 3, DG 1d4/1d4/1d4, SV F2, ML 9]

In the center of north wall, about 7 feet above the floor, a 5-foot diameter stone chute enters the cave. The chute runs northwest at a 30 degree slope for 325 feet, eventually terminating at a trap door in the Portrait Room (Room 10) of The Ossuaries (Level 6A).

11. Troglodyte Redoubt

The approach to this cavern is fouled by a nauseating scent secreted from a stinky, slimy coating on the rocks and rubble. The slime glistens sickly in the light of a half-dozen smoky torches posted

around the cavern. The stench is so horrid that all humans and demi-humans entering the cave must make a saving throw versus Poison or suffer –2 to attack rolls.

The source of the slime is a gang of ten troglodytes, who have used their natural camouflage to disguise themselves in the shadows of the torches that punctuate the floor between the ledges to the northeast and southwest. They will attack any intruders that attempt to make their way into the Troglodyte Lair (Room 12), gaining surprise on a roll of 1-4 on 1d6. Once the Troglodytes attack, three Termaxian guards will reveal themselves on each of the ledges 10 feet above (six total). The Termaxians will use longbows to aid the troglodytes against any foes. If the battle goes against the troglodytes, they will attempt to retreat to their Lair, where more troglodytes can be found.

Troglodytes (10) [AL C, MV 120' (40'), AC 5, HD 2, HP 15, 12 (×2), 10, 8 (×2), 3 (×3), 2, #AT 3, DG 1d4/1d4/1d4, SV F2, ML 9]

Termaxian Guards (6) [AL C, MV 120' (40'), AC 3 (banded mail & shields), HD F5, HP 24, 22, 21 (×2), 20 (×2), #AT 1, DG 1d6 (short swords) & 1d8 (long bows), SV F5, ML 9]

The southwestern ledge can be easily reached from the Troglodyte Lair (Room 12) or the Crystal Cave (Room 25), but there is nothing of value to be found there.

There is no way to reach the northeastern ledge except direct ascent. Up on the ledge, characters will find a 10 foot bone-and-wood ladder. The Termaxians used this ladder to scale to the ledge, and then pulled it up when they reached the top. Trekking northeast from the ledge eventually leads into the network of subterranean tunnels that surrounds Dwimmermount. See *Chapter 4, Vicinity of Dwimmermount* (p. 55), for a detailed discussion of these passages.

12. Troglodyte Lair

Like the Troglodyte Redoubt (Room 11), this cavern is befouled by a horrendous stench from the secretions of its troglodyte residents. A few smoky torches here and there only make the air fouler. All humans and demi-humans entering the cave must make a saving throw versus Poison or suffer –2 to attack rolls.

The troglodytes, who number a dozen plus their chieftain Xochotl, will camouflage themselves among the many stalagmites within the cave as soon as they hear fighting in any of the adjacent rooms. So hidden, they will attack any intruders that enter, gaining surprise on a roll of 1-4 on 1d6. If not previously slain, the troglodytes from the Stone Dais (Room 13) will begin raining arrows down one round after any fighting begins here. So long as the chieftain lives, the troglodytes will not break morale, though, if the fight goes against them, they will retreat either toward the Midden (Room 14) or the camp of the Dworg Defenders (Room 16).

Troglodytes (12) [AL C, MV 120' (40'), AC 5, HD 2, HP 15, 12 (×2), 9 (×3), 8 (×2), 7, 6, 4, 3, #AT 3, DG 1d4/1d4/1d4, SV F2, ML 9]

Xochotl, *Troglodyte Chieftain* (1) [AL C, MV 120' (40'), AC 3, HD 6, HP 39, #AT 3 or 1, DG 1d4/1d4/1d4 or 1d10+2 (*two-handed sword +2*), SV F6, ML 12]

Xochotl's *two-handed sword +2* is an ancient weapon dating to the days when the Thulians were barbarian conquerors, with a five-foot adamant blade bearing warlike runes along its broad blood groove. The chieftain also carries a *rod of opening* (see *Appendix A, New Magic Items*, p. 326) with seven charges remaining. He uses it to annul the *explosive runes* on the door to the Troglodyte Treasure Cave (Room 21).

13. Stone Dais

This raised area overlooks both the Troglodyte Lair (Room 12) and the camp of the Dworg Defenders (Room 16) 10 feet below, allowing the six troglodytes stationed here with shortbows to defend both areas. The dais is illuminated by smoky torches posted on the stalagmites along its edge.

Troglodytes (6) [AL C, MV 120' (40'), AC 5, HD 2, HP 12, 11 (×2), 10, 8 (×2), #AT 3, DG 1d4/1d4/1d4 or 1d6, SV F2, ML 9]

14. Midden

An overpowering smell of decay suffuses this cave, which the nearby troglodytes use as both a garbage heap and latrine. The entire cave is filled with disgusting filth, which in places lies hip deep for a man. Any character that passes through the cave with his skin exposed, or without other mundane or magical precautions, must make a saving throw versus Poison or lose 1 point of Constitution after a period of infection lasting 1d4 days. The loss will become permanent unless removed by *cure disease* within seven days following infection.

15. Otyugh Lair

Dwelling within this chamber is an otyugh (see *Appendix C, New Monsters*, p. 349), which the troglodytes have allowed to live here as it is consumes their refuse. It also occasionally fights on their behalf, which is why the troglodytes in their Lair (Room 12) may attempt to lead particularly powerful or troublesome intruders into this area.

Otyugh (1) [AL C, MV 60' (20'), AC 3, HD 8, HP 47, #AT 3, DG 1d8/1d8/1d4+1, SV F8, ML 10]

16. Dworg Defenders

This cave forms a crucial junction between the Troglodyte Lair (Room 12), the Termaxian Base Camp (Room 19), and the Stairs Down (Room 18). A series of torches posted near each entrance allow its defenders, a squad of dworgs (see *Appendix C, New Monsters*, p. 339) led by a Termaxian magic-user, to easily see intruders. If fighting breaks out, they will be assisted by the troglodytes of the Stone Dais (Room 13) to the northwest. The dworgs will retreat to the Termaxian Base Camp (Room 19) if their morale breaks or they lose more than half their number in combat against intruders.

Dworgs (8) [AL C, MV 60' (20'), AC 2 (plate mail & shield), HD D5, HP 33, 29, 26, 25, 24, #AT 1, DG 1d8 (long swords), SV D5, ML 8]

Termaxian Magic-user (1) [AL C, MV 120' (40'), AC 8, HD MU6, HP 15, #AT 1, DG 1d4 (dagger) + spells, SV MU6, ML 8]
Spells: 1-*shield*, *sleep*; 2-*mirror image*, *web*; 3-*fire ball*, *hold person*

The natural stone steps to the east lead into the network of subterranean tunnels that surrounds Dwimmermount. The troglodytes on this level entered from this passage when the arcane barrier around Dwimmermount was lowered. See *Chapter 4, Vicinity of Dwimmermount* (p. 55), for a detailed discussion of these passages.

17. Fungi Cave

A riot of brightly-colored fungi and lichens fill this room, which gives it an "earthy" smell. Floating above the fungi is a single gas spore (see *Appendix C, New Monsters*, p. 341).

Gas Spore (1) [AL N, MV 30' (10'), AC 9, HD 1 hp, #AT 1, DG special, SV F1, ML 12]

18. Stairs Down

At the southern end of this circular cavern, a set of ancient carved stairs winds downward. After some hundred feet, they terminate at the Entrance (Room 1) to The Prison (Level 8) (or the arcane barrier sealing that level off, if it has not been deactivated). The stairs, however, are blocked by a 10 foot tall stone golem (see *Appendix C, New Monsters*, p. 343) in the shape of an Ancient warrior. The golem attacks any parties that attempt to pass by, unless they present a *brooch of the Terrim* (see *Appendix A, New Magic Items*, p. 320). Up to six creatures will be granted passage per *brooch.*

Stone Golem (1) [AL N, MV 60' (20'), AC 5, HD 14, HP 63, #AT 1, DG 3d8, SV F14, ML 12]

19. Termaxian Base Camp

Past an archway set into this cave's eastern wall, a set of stairs ascends to the Stairway (Room 52) of The Manufactory (Level 6B). Near the western edge of the cave, a sinkhole punctures the floor. It leads to Jarnabal's Lair (Room 37). Northwest of the sinkhole, a steel door has been crudely installed into a cave mouth. In between, the floor is littered with bed-rolls, tents, and other camp gear, all illuminated by a series of four lanterns hanging from stalactites.

A party of Termaxian cultists, led by the magic-user Ermenjart, have established a camp here, hoping both to make their way to The Prison (Level 8) and to make an eventual assault on The City of the Ancients (Level 9). The former is their primary goal, but Nilus' failures with The Great Machine (Room 40) on The Manufactory (Level 6B) to lower the arcane barriers to the Prison have left them stymied. They therefore have turned their attention towards The City of the Ancients below. An initial Termaxian party bearing *brooches of the Terrim* was granted passage by the dwimmerdragons that guard the stairs to Level 9. A second party snuck past using *invisibility 10' radius*, an act that antagonized the dwimmerdragons. Since then relations with the dwimmerdragons have been violent.

The Termaxian leader, Ermenjart is encamped in the cave past the steel door (Room 20). He will quickly enter any battles he hears going on at the base camp, and will fight on viciously even if his underlings face defeat. Those underlings consist of Ermenjart's apprentice, a magic-user named Tibaut; two fighters; and a small number of dworgs.

Dworgs (4) [AL C, MV 60' (20'), AC 2 (plate mal), HD D5, HP 29, 25, 21, 11, #AT 1, DG 1d10 (polearms), SV D5, ML 8]

Termaxian Fighters (2) [AL C, MV 60' (20'), AC 2 (plate mail & shields), HD F7, HP 37, 35, #AT 1, DG 1d8+1 (long swords), SV F6, ML 9]

Tibaut (1) [AL C, MV 120' (40'), AC 3 (*bracers of armor (AC 3)*), HD MU7, HP 21, #AT 1, DG 1d4 (dagger) + spells, SV MU7, ML 8]
Spells: 1-*charm person*, *magic missile*, *sleep*; 2-*invisibility*, *phantasmal force*; 3-*fire ball*, *hold person*; 4-*confusion*

Tibaut carries a *wand of magic missiles* (eight charges remaining). He has also has a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327), and *slippers of spider climbing*. The *wand* somewhat resembles a sleek brass crossbow, and is in fact an attempted Termaxian replica of an Ancient weapon. The *slippers* are made of clingy red fabric with a black web pattern and blue soles. Tibaut's spell books can be found in one of the tents in the encampment.

20. Ermenjart's Cave

The small cave here is well let by a brass lamp sitting on a large crate alongside some thick books. The rest of the cave is furnished with a thick bed-roll, several blankets, and a few small wooden boxes.

The Termaxian magic-user Ermenjart uses this cave as his personal dwelling. Ermenjart is determined to be the Termaxian cultist who succeeds in finding his way to The Prison (Level 8), seeing it as his destiny. However, he is currently frustrated in his attempts and it is slowly driving him mad, making him far more prone to remaining in combat against his enemies rather than fleeing.

Ermenjart (1) [AL C, MV 120' (40'), AC 4 (*cloak of protection +2* & *ring of protection +2*), HD MU9, HP 27, #AT 1, DG 1d4+1 (*dagger +1*) + spells, SV MU9, ML 10]
Spells: 1-*charm person*, *magic missile*, *protection from evil*; 2-*ESP*, *invisibility*, *web*; 3-*fire ball*, *protection from normal missiles*; 4-*dimension door*, *wall of ice*; 5-*teleport*

Ermenjart carries a *staff of wizardry* (thirteen charges remaining). This mighty implement is a five-foot staff of oak shod in pure orichalcum and carved top-to-bottom with runes of power. His *cloak of protection +2* is made of dwimmersilk with three-pointed moonsilver stars stitched along its exterior. His *ring of protection +2* is a circular band of pure moonsilver etched with protective glyphs. His *dagger +1* is a sharply-curved adamantine steel weapon with a hilt shaped like a leering demon. Within the boxes scattered around the room, Ermenjart keeps 4,000 sp and 2,000 gp. His spell books are on the large crate, which he uses as a lectern.

21. Troglodyte Treasure Cave

A sturdy wooden door has been set into the cave wall here. The door is both locked and trapped with *explosive runes* placed on the door by Ermenjart (Room 19) as a favor to the troglodyte chieftain. The *runes* deal 6d4+6 points of damage to all within a 10 feet radius and no saving throw is allowed if not detected and removed by a magic-user. The *runes* can also be removed by the chieftain's *rod of opening* (see *Appendix A, New Magic Items*, p. 326). The chieftain can be found in the Troglodyte Lair (Room 12).

Inside the cave is the following: 6,000 cp; 2,000 ep; a bone medallion (20 gp); a brass goblet with quartz ornaments (20 gp); a wrought copper ring set with an obsidian (20 gp); a brass belt buckle (30 gp); a bronze diadem with lapis lazuli (60 gp); a bronze medallion bearing the visage of Turms Termax (100 gp); a wrought silver necklace (400 gp); a wrought silver hoop earring (500 gp); a wrought gold seal bearing the sign of House Sklero (700 gp); a wrought gold seal of House Zarides (700 gp); a wrought platinum goblet (1,500 gp); a silver choker studded with opals (1,700 gp); a *potion of undead control*; and a *bag of tricks* (see *Appendix A, New Magic Items*, p. 318).

22. Mushroom Forest

The northern half of this large cave is a stony plateau. The plateau overlooks a forest of giant mushrooms that spreads itself throughout the southern extent of the cavern. Most of the mushrooms stand as tall as a man, and a few even reach twice that height, taller than the plateau.

Though the mushrooms appear unwholesome, being sickly shades of green and yellow with red and purple veins, they are actually quite nutritious, which is why the troglodytes forage from these fungi to supplement their diet. Subterranean locusts also enjoy eating the mushrooms, and there are currently ten of these creatures hopping amidst them. The locusts flee if approached, but if forced into combat will spend their first round making a high-pitched whine that has a 20% chance of attracting wandering monsters.

Subterranean Locusts (10) [AL N, MV 60' (20')/fly 180' (60'), AC 4, HD 2, HP 16 (×2), 13, 10 (×2), 9 (×2), 7, 6, 3, #AT 1, DG 1d2 or 1d4 or special, SV F2, ML 5]

23. Bat Cave

The floor of this dismal cave is covered with a thick coating of bat guano. Hanging from the ceiling above are the manufacturers of this refuse: six giant vampire bats, which drop down to attack any warm-blooded creature that enters their lair.

Giant Vampire Bats (6) [AL N, MV 30' (10')/fly 180' (60'), AC 6, HD 2, HP 16, 13, 12, 9, 7, 4, #AT 1, DG 1d4 + paralysis, SV F1, ML 8]

24. Pool

A field of ordinary mushrooms fills more than two-thirds of this immense cave, making it a perfect grazing area for a nest of 12 subterranean locusts. The locusts behave similarly to those in the Mushroom Forest (Room 22).

While perfectly harmless to the locusts, the mushrooms in this room are poisonous to humans and demi-humans. Characters who consume even a handful of mushrooms must make a saving throw versus Poison or fall unconscious for 1d4 hours. The unconscious character can be awakened safely through the application of *remove poison*. Doing so in any other way results in the character suffering 2d10 points of damage and a –2 penalty to hit and his armor class for the remainder of the time that he would otherwise have been asleep.

In the northeast corner of the cave is a cold freshwater pool that is about 30 feet deep at its center. The pool is filled with eyeless albino cave fish, crayfish, and eels. Also living within the pool is a crystal ooze (see *Appendix C, New Monsters*, p. 338), which attacks anyone who either enters or comes close to the surface of the pool.

Subterranean Locusts (12) [AL N, MV 60' (20')/fly 180' (60'), AC 4, HD 2, HP 16, 13 (×2), 12 (×2), 11, 10 (×2), 9, 8, 7, 5, #AT 1, DG 1d2 or 1d4 or special, SV F2, ML 5]

Crystal Ooze (1) [AL N, MV 10' (3')/swim 30' (10'), AC 8, HD 4, HP 29, #AT 1, DG 4d4 + acid & paralysis, SV F4, ML 12]

At the bottom of the pool lies a *long sword +1, +3 vs. regenerating monsters*. If cleaned of some light algae growth, the starmetal blade will be seen to carry the name *Eater of Trolls* in High Thulian. Trolls facing this weapon have their morale lowered as if confronted by fire.

25. Crystal Cave

Numerous outcroppings of green, translucent crystal dot this cave. Given a day's work, someone skilled in either mining or gem cutting could extract 2d20 crystals from these outcroppings, each of which would be worth 500 gp. Close examination will reveal the traces of previous mining conducted by the Great Ancients when they created the Crystal Resonance Chamber (Room 48) in the Manufactory (Level 6B).

26. Underground Lake

A cold lake of murky water fills the majority of this cavern. The cavern's ceiling is 40 feet tall and the lake is similarly deep. Nearly a dozen rocky outcroppings emerge from the surface of the lake, on two of which stand limestone statues about 8 feet tall. One statue depicts Turms Termax and the other his lover, Sarana. Both statues are sculpted with outstretched arms and face one another from their separate islands.

A rickety wooden bridge connects the two islands. Anyone walking on it must make a successful ability check versus DEX at –2 or slip through one of the many gaps in its planks, tumbling into the water below. Hidden in the water is a cave kraken (see *Appendix C, New Monsters*, p. 337), a magical octopoid beast that only attacks creatures who enter the lake itself.

Cave Kraken (1) [AL C, MV swim 90' (30'), AC 2, HD 8, HP 37, #AT 8 or 1, DG 1d8 (x8) or 1d10, SV F8, ML 10]

At the base of each statue lies a collection of items—swords, rings, cloaks, etc.—finely sculpted from what appears to be dried mud. Touching them causes them to fall apart and there is evidence that this has happened in the past. *Detect magic* reveals that these sculptures have a faint trace of magic about them. A magic-user or a dwarf will also recognize that many of the sculptures look exactly like various magic items, right down to the minutest of details. That is because these sculptures *were* magical items at one time and have been drained of their power by the statues (see below).

If a permanent magic item (that is, not a potion, scroll, wand, or similar item) is placed at the foot of one of the statues, the eyes of the statue briefly glow and the item placed there is turned to mud. At the same time, a bright light will briefly illuminate the depths of the lake as a different magic item is created through the ritual sacrifice. Moments

later, the kraken will extend several tentacles from the lake and lay the new item at the foot of the statue. The item the kraken chooses is random, determined by the following table:

RITUAL SACRIFICE RESULT

Die Roll	Item
1	brooch of the Terrim †
2	net of snaring †
3	scarab of protection
4	horn of Valhalla †
5	long sword +1, dancing
6	amulet against possession †
7	crystal ball
8	cube of frost resistance
9	short sword –2 (cursed)
10	shield AC 9 (cursed)

† see **Appendix A, New Magic Items** (p. 317)

Roll again if an item is rolled more than once. If all ten items on the chart are used, the referee can select another item of his choice, which will have a 20% chance of being cursed.

27. Anvil of Fire

In the center of this cave stands a large metal anvil; not far from it lie a pair of tongs and a hammer. The cave floor surrounding the anvil is scorched, as if from a very potent fire. All three tools radiate magic, if detected.

If the anvil, tongs, or hammer are touched or disturbed in any way, a fire elemental is summoned into the room above the anvil. The fire elemental will attack any creature or creatures which touched any of the three tools. If defeated, the fire elemental will explode into a shower of sparks which suffuses the anvil, tongs, and hammer.

Once suffused with elemental fire, the tools will glow as if white hot, but none of the items will be hot to the touch nor will they cause any harm when held. The glow will last for one turn (ten minutes), and during this time if the tools are used together to work on a suit of metal armor or a metal weapon, they will impart a permanent bonus into the item so worked. Five minutes of work will grant a bonus of +1 while ten minutes of work will grant a bonus of +2. The bonus is in addition to any existing bonus that an item already possesses, though no item can have its bonus increased to more than +3. One fire elemental can be summoned per day.

Fire Elemental (1) [AL N, MV 120' (40'), AC 0, HD 12, HP 60, #AT 1, DG 2d8, SV F12, ML 10]

28. Slimy Cave

The floor of this cavern, along with some its walls and ceiling, are partly coated with a gooey slime that slows movement to two-thirds the usual rate and imposes a –1 penalty to all attack rolls and saving throws. The slime was secreted by a giant slug (see *Appendix C, New Monsters*, p. 354) that came up through the sinkhole that leads to the Stone Foyer (Room 33) and is now searching for fungi and decaying matter to eat.

Giant Slug (1) [AL N, MV 60' (20'), AC 8, HD 12, HP 62, #AT 1, DG 1d12 + acid, SV F12, ML 10]

29. Stalactite Cave

On the floor of this dark cave lie the skeletons of two men, each wearing rusted plate mail and carrying similarly rusted swords and shields. One wears a backpack. Both show evidence of having been repeatedly punctured by large pointed objects strong enough to penetrate their armor. The pair were slain by the thirteen piercers (see *Appendix C, New Monsters*, p. 349) that hang from the ceiling and will attempt to repeat their success against any who enter their lair.

Piercers (13) [AL N, MV 10' (3'), AC 3, HD 4, HP 27, 25, 22, 20 (×2), 19 (×2), 18, 17 (×2), 16, 13, 10, #AT 1, DG 4d6, SV F4, ML 10]

The weapons and armor on the skeletons are valueless, but the backpack contains 1,000 gp, a *potion of extra-healing*, and a treasure map leading to a ruined wizard's tower in The Demon's Claws (see *Chapter 4, Vicinity of Dwimmermount*, p. 51) where 17,000 gp and a *staff of power* can be found.

30. Brain Demons

A recently deceased man hangs upside down from a stalactite here, his legs tied to the stone by the remains of the cloak he wore in life. The corpse's skull has been cleanly opened and emptied of contents, leaving just a white, empty orifice where brain-matter should reside. Two thelidu (see *Appendix C, New Monsters*, p. 358), recently arrived from the sinister realm of Y'golcyak, meditate cross-legged near the body.

Yesterday the thelidu captured the man, a Termaxian cultist, and used their mental powers to interrogate him for information about the surface-world explorers who have recently entered this level. Unfortunately, the process resulted in the total insanity of the cultist before he could impart

much information. His brain was, at least, tasty. The thelidu are more than happy to see the appearance of the characters, whom they hope will provide them with more useful data and more calories.

Thelidu (2) [AL C, MV 120' (40'), AC 5, HD 4+3, HP 25, 23, #AT 3 + mental powers, DG 1d6/1d6/1d4, SV MU5, ML 9]

The thelidu carry 500 gp each. These coins are bizarre asymmetrical polyhedrons with alien glyphs on them (currency of their mad realm). One of the thelidu carries a *war hammer +2* he took from the deceased cultist. The hammer is of Termaxian make, its adamant hammer-heads each carved in the shape of Turms' face.

Winding north and west from this room is a tunnel that leads into the subterranean network that surrounds Dwimmermount. See *Chapter 4, Vicinity of Dwimmermount* (p. 55), for a detailed discussion of these passages.

31. Clear Cave

Except for a couple of rock curtains, this cave is clear of most obstacles. The stalagmites and stalactites that formerly obstructed passage through it have been systematically broken off, leaving behind a collection of stumps on the floor and ceiling.

7-35a: If befriended, the dwimmerdragons can reveal the following numbered facts to the characters: 2-1, 3-8, 3-9, 3-10, 3-11, 3-12, 4-2, 4-4, 4-7, 5-11, 6-1.

32. Exit Cave

A passageway (marked with an "S" on the map) is hidden behind a pile of rocks. The passageway leads into Y'golcyak, the subterranean realm where the thelidu and other equally frightening beings make their homes. While the Perimeter barrier was activated, such creatures were kept out of Dwimmermount, but with the Perimeter's deactivation, they can freely enter. See *Chapter 4, Vicinity of Dwimmermount* (p. 55), for a discussion of the subterranean networks around Dwimmermount; and *Chapter 6, Overview of the Dungeon* (p. 66), for details on the arcane barrier.

Lurking in the cave is an ally of the thelidu, an intellect devourer (see *Appendix C, New Monsters*, p. 344), which acts as a guardian of the passageway.

Intellect Devourer (1) [AL C, MV 60' (20'), AC 4, HD 6, HP 26, #AT 4 + mental powers, DG 1d4 (×4), SV MU6, ML 10]

33. Stone Foyer

Six passageways wind away from this open cavern. Four of these have messages written in yellow chalk on the walls visible from the cavern. The two southward-facing passages have messages that read "To the Stygian Depths" written in Low Thulian (Common), while the two eastward-facing ones read "Beware! Dragons!" in the same tongue.

Now that the Perimeter barrier has been deactivated, the southward-facing passages lead into the subterranean network that surrounds Dwimmermount.

34. Cave of Bones

Piles of bones fill this long cavern. The bones are a mixture of types, most of them belonging to troglodytes and trolls, but more than a few to men or elves. Many of the bones seem to have been broken by powerful blows, while others appear corroded by acid of some sort. An aroma like garlic hangs over the entirety.

The bones were piled up here by the dwimmerdragons dwelling in Rooms 35-39 as a warning to others not to disturb their lair. Amongst the bones can be found two bronze goblets, each worth 150 gp, which the dragons overlooked when gathering their hoard (Room 35c).

35a. Razylymvaer's Lair

The strong odor of garlic overwhelms the sense of smell of characters entering this cave, and a faint yellow-brown mist clings to the occasional hollows in the stone. It is here that Razylymvaer, the patriarch of the dwimmerdragon brood (see *Appendix C, New Monsters*, p. 339) of The Deep Hollows, make his lair.

Though Chaotic, Razylymvaer and his offspring long ago entered into an agreement with the Terrim to protect the entrance to The City of the Ancients (Level 9) in exchange for hunting rights in the city's ruins. The dragons have upheld this bargain for untold centuries. Though they have no love for the Terrim, they recognize their power and see the treaty between them as being to their advantage. Because of their treaty, Razylymvaer and the other dwimmerdragons will not harm or halt parties bearing a *brooch of the Terrim* (see *Appendix A, New Magic Items*, p. 320), provided they are not attacked first. However, they will defend themselves if bearers strike the first blow – this is not considered a breach of their agreement with the Terrim. Up to six creatures will be allowed passage per *brooch.*

The dwimmerdragons initially allowed a small group of Termaxian cultists bearing *brooches of the Terrim* to pass to the City. A second party snuck past them using *invisibility 10' radius*, an act which has provoked outrage in the dragons. Since then a state of war has existed between the dwimmerdragons and the Termaxians at the Base Camp (Room 19), who have promised violence if the dragons refuse to admit the entirety of their cult.

Even if characters do not possess a *brooch*, the

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dwimmerdragons can be helpful if approached peaceably. They speak both High and Low Thulian, as well as their own tongue, and know a fair bit about both the history of Dwimmermount and the Terrim, though whether they are willing to share that information depends on their reaction to any who encounter them.

Razylymvaer (1) [AL C, MV 90' (30'), AC 0, HD 12, HP 71, #AT 3, DG 1d6/1d6/3d10 + breath, SV F12, ML 9]

Spells: 1-*color spray*†, *hypnotism*†, *phantasmal force*, *wall of vapor*†; 2-*blindness*†, *invisibility*, *misdirection*†; 3-*cause fear*, *hallucinatory terrain*, *suggestion*

† see *Appendix B, New Spells*, p. 329

35b. Stairs Down

Razylymvaer has cast *hallucinatory terrain* over both openings into this cavern from his lair (Room 35a) such that they appear as ordinary stone. Beyond is a set of stairs descending several hundred feet downward to the Great Stone Stairway (Area 2) of The City of the Ancients (Level 9). (A dwarf or similar character could calculate that there are 800 steps that in total descend 610 feet south, 80 feet east, and 550 feet down.)

35c. Dragon's Hoard

The hoard of considerable treasure amassed by the dwimmerdragons over the centuries has been placed here behind a pile of heavy rubble. The dragons can easily move it, but for characters to remove the rubble requires a combined Strength score of 50 or more. Naturally, Razylymvaer (Room 35a), if present, will attack anyone attempting to steal the treasure!

The hoard consists of the following: 20,000 sp; 10,000 ep; 20,000 gp; 1,300 pp; a blue quartz (10 gp), a moss agate (25 gp), a malachite (50 gp), a jasper (75 gp), a sardonyx (75 gp), a star rose quartz (75 gp), a bloodstone (100 gp), a citrine (100 gp), a zircon (250 gp), a carnelian (250 gp), a *long sword +2*, a *potion of gaseous form*, and a *scroll of ward against elementals*. The *long sword +2* is of Eld make, with a curved, single-edged azoth-infused areonite blade and elaborately curved hilt.

36. Choke Point

Like the other caves in the dwimmerdragons' lair (Room 34-39), a heavy aroma of garlic hangs in the air. Aryzmyr, a young dwimmerdragon, stands watch here, ready to fend off any intruders from nearby passageways. If battle goes against him, he will flee either to Razylymvaer's Lair (Room 35a) or Jarnabal's Lair (Room 37), depending on the situation.

Aryzmyr (1) [AL C, MV 90' (30'), AC 0, HD 6, HP 37, #AT 3, DG 1d6/1d6/3d10 + breath, SV F6, ML 9]

Spells: 1-*auditory illusion*†, *color spray*†, *hypnotism*†, *phantasmal force*; 2-*blindness*†, *deafness*†, *invisibility*; 3-*cause fear*, *paralyze*†, *spectral force*†

† see *Appendix B, New Spells*, p. 329

37. Jarnabal's Lair

Small plumes of yellow-brown mist waft around this cave, which carries the strong odor of something like garlic. A dwimmerdragon named Jarnabal dwells here. Though the oldest and largest of Razylymvaer's brood, Jarnabal cannot speak or use spells. This makes him ill-tempered, and he enjoys fighting the Termaxians at the nearby Base Camp (Room 19). To date, he has successfully fended off several of their attempts to re-enter the dragons' caves, and is ready for battle at any moment. If battle goes against him, he will retreat to the Choke Point (Room 36) to join forces with Aryzmyr.

Jarnabal (1) [AL C, MV 90' (30'), AC 0, HD 9, HP 47, #AT 3, DG 1d6/1d6/3d10 + breath, SV F9, ML 9]

38. Pool and Stream

A subterranean stream flows into this chamber from a fissure in the south, where it pools into a 10 foot deep reservoir surrounded by rock. The water is fresh, cool, and completely potable.

39. Dezeldrac's Lair

The reek of garlic wafting from this cave extends far enough into the northern and western tunnel to give wary adventurers some warning that a young dwimmerdragon, Dezeldrac, dwells here. Dezeldrac is aware of the dwarves in the Seemingly Empty Cave (Room 40), as they have snuck past him several times to water at the Pool and Stream (Room 38). The dwarves have long been caretakers of Dwimmermount, so Dezeldrac views them as harmless and plans no action against them. He is otherwise devoted to his task of destroying intruders.

Dezeldrac (1) [AL C, MV 90' (30'), AC 0, HD 7, HP 34, #AT 3, DG 1d6/1d6/3d10 + breath, SV F7, ML 9]

Spells: 1-*color spray*†, *detect invisibility*, *hypnotism*†, *refraction*†; 2-*blur*†, *hypnotic pattern*, *greater phantasmal force*†; 3-*cause fear*, *paralyze*†, *spectral force*†

†see *Appendix B, New Spells*, p. 329

40. Seemingly Empty Cave

To all appearances, this large cave is completely empty. However, in the area labeled 'b' on the map, two dwarven explorers, Thobek and Harsten, have holed up. The pair have learned a fair bit about this level and now seek to report what they have discovered to their leader, Erdak in the Bulwark (Room 30) on The Manufactory. Unfortunately they have been cut off from their fellows on the level above by the Termaxians at the Base Camp (Room 19). Since the Termaxian arrival, Thobek and Harsten have done their best to stay out of sight, foraging in the Mushroom Forest (room 22) and Pool (Room 38) as necessary. But the pair are both wounded after a skirmish with subterranean locusts, and growing desperate. They will defend themselves if forced to fight, but would happily join any party containing other dwarves or which demonstrates itself to be opposed to the Termaxians.

Thobek (1) [AL L, MV 60' (20'), AC 2 (*plate mail +1*), HD D6, HP 14 (of 28), #AT 1, DG 1d8+2 (*battle axe +1)*, SV D6, ML 10]

Harsten (1) [AL L, MV 60' (20'), AC 3 (plate mail), HD D6, HP 20 (of 30), #AT 1, DG 1d8+1 (*heavy flail +1*), SV D6, ML 10]

Thobek and Harsten's magic weapons are both of dwarven make, with large, heavy weapon-heads of adamantine steel graven with runes. Thobek's armor is forged of adamantine steel.

Original Deep Hollows Map drawn by James Maliszewski.

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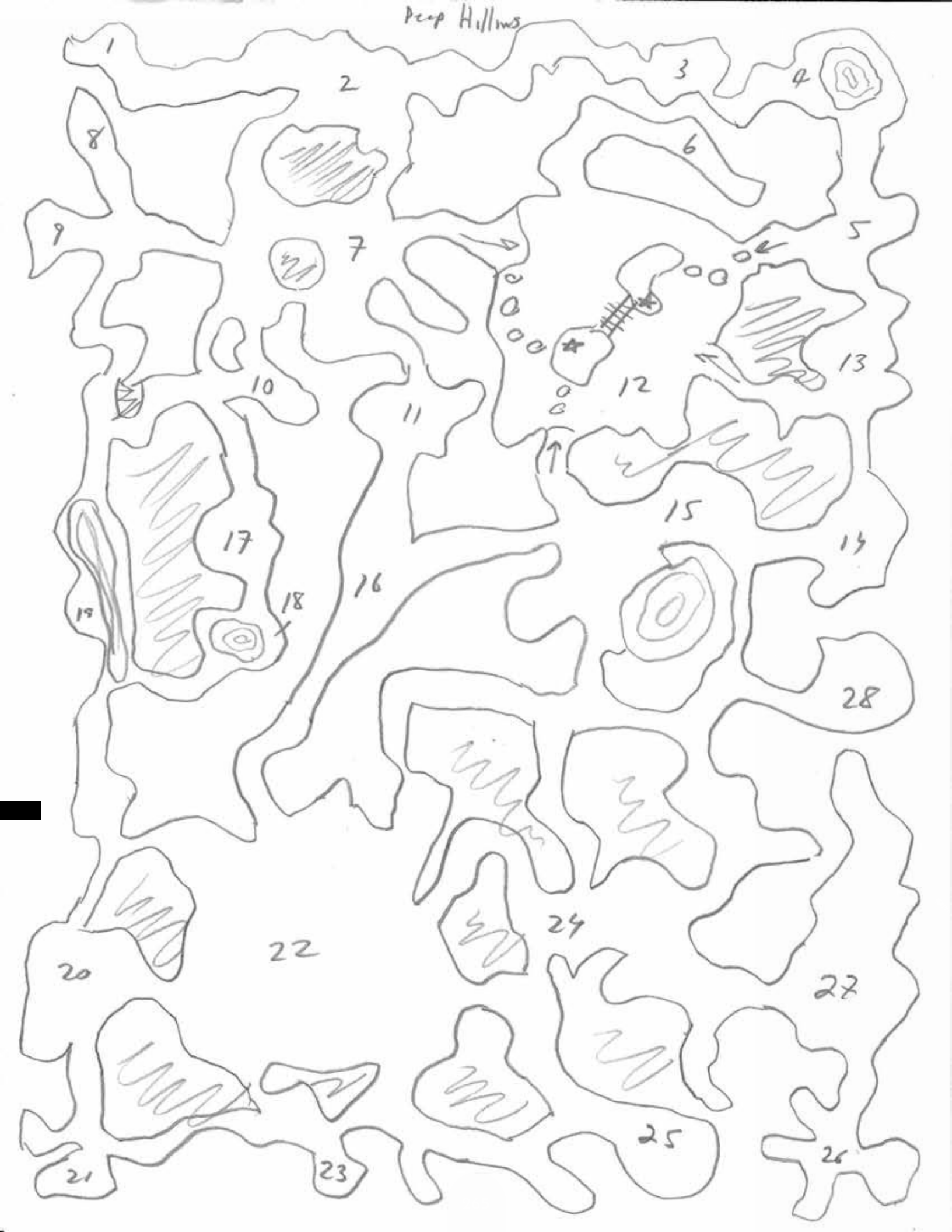
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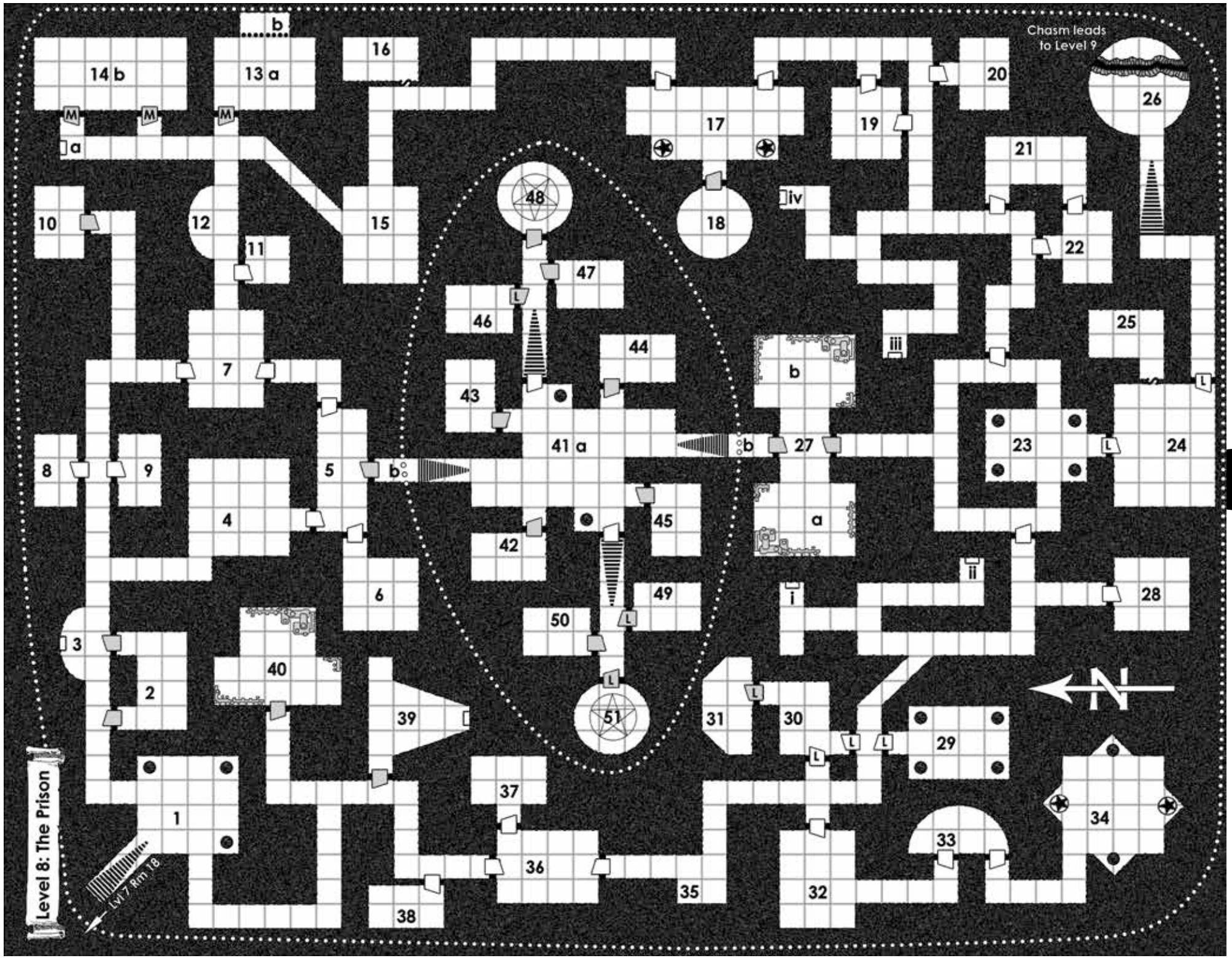
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Level 8: The Prison
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Chapter 18

The Prison

Overview of The Prison

THE PRISON WAS CONstructed at the start of the Second Era. It originated as a penitentiary for goblin, ranine, and thelidu prisoners-of-war, with an outer and inner ring for low- and high-value prisoners. The Chamber of Truth (Room 18) was designed to conduct military interrogations with guaranteed veracity, while the Pillars of Law (Room 29) could convert captives to zealous followers. The Chamber of Zod (Room 39) and Power Center (Room 40) also date to this time.

Protected by the Outer Prison and Inner Prison barriers, The Prison avoided the utter wreckage of the other Second Era levels, and remained in active use under the Eld, Thulians, and Termaxians. The Eld found the highly secure level ideal for conjuring and capturing demons, and built the Otherplanar Cells (Rooms 48 and 51) for this purpose. The Thulians transformed The Prison into an ecclesiastical tribunal dedicated to Typhon and Anesidora; these works are still more-or-less visible in the Smashed Mural (Room 12), Panic Room (16), Desecrated Shrine (Room 17), Defense Cache (Room 23), Demonic Lair (Room 32), and Hall of Worship (Room 34). Under the Termaxians, The

WANDERING MONSTERS OF THE PRISON

Dice Roll	Monster
1	Amber Golem (1)
2	Termaxian Necrolytes (1-2) †
3	Nalfeshnee (1) †
4	Marilith (1) †
5	Balor (1) †
6	Flesh Golem (1)
7	Termaxian Husks (1-8) †
8	Fire Elemental (1)
9	Mummies (1-4)
10	Termaxian Cultists (5-8)
11	Black Pudding (1)
12	Thessalgorgon (1) †

† see **Appendix C, New Monsters**, p. 333

Prison degenerated into a house of horrors, dedicated to torture (Room 2), death (Room 6), and the creation of Termaxian husks (Room 34). Since their experiments on The Prison were so at odds with the cult's public claim to be the Lawful successor-faith to the Great Church, the Termaxians added even more security to the level, including the Identification Station (Room 3) and turnkey golems (Rooms 20 and 28).

As a penitentiary built by the Great Ancients, The Prison was characterized by flawlessly-hewn excavation with perfect geometry and no decoration. The original doors were adamantine steel hatches, and these remain except where noted. During the Thulian era, some of the bare rock was coated with plaster, mosaics, and frescoes, and various statues and sacred art added. Some of this was defaced by the Chaotic Termaxians and other areas of the level were destroyed when the paladins toppled Termaxian rule. Most notably, magical combat during the fall of Dwimmermount tore open the Crevasse (Room 26) in the floor of The Prison that opens into the ceiling over The City of the Ancients (Level 9).

Outer Prisoner Barrier

The Outer Prison barrier surrounds the entirety of The Prison (Level 8). Its horizontal boundaries are marked with dotted lines on the map of Level 8; the Outer Prison barrier also runs above and below the level at a height of about 20 feet. Access to Level 8 will depend on the status of this barrier.

When the characters first enter Dwimmermount, the Outer Prison barrier is activated. If the Outer Prisoner barrier remains activated (or sealed), then the Stairs Down (Room 18) from The Hollow Deeps (Level 7) end after 100 feet at an impassable wall of shimmering, multicolored light. The arcane barrier is impervious to all magic and physical force. Any being who even touches the wall receives a painful shock that deals 1d12 points of damage and paralyzes for a number of rounds equal to the damage done (no saving throw). The barrier cannot be bypassed by any means. Because of the barrier, arcane spells which involve inter-planar communication or travel do not work within The Prison level, including *conjure elemental*, *contact other plane*, *control weather*, *dimension door*, *fly*, *invisible stalker*, *passwall*, *reincarnation*, and *teleport*. Likewise, the clerical spells *commune* and *raise dead* do not function within.

If the Outer Prison barrier has been deactivated by either the characters or the Termaxians through use of the Great Machine (Room 40) on The Manufactory (Level 6B), then its *wall of force* ceases to exist. The Stairs Down will lead directly into the Entrance (Room 1).

See *Chapter 6, Overview of the Dungeon* (p. 66), for more information on the effects of arcane barriers.

1. Entrance

This ominous forty square foot room has black hepatizon pillars standing in its three far corners. Each is inscribed with a single world in Ancient Thulian. The one in the northeastern corner says *Bonito* ("Good"), the one in southeastern corner says *Justitio* ("Justice"), and the one in the southwestern corner says *Malito* ("Evil"). Decorating the walls between the pillars are mosaics depicting scenes of individuals and monsters being placed within what are clearly cages or prison cells. Prominent among in these scenes are representations of maces and persons in armor wielding them. In Thulian society, the mace was strongly associated not only with clerics but with Anesidora, the goddess of law, and Typhon, the god of judgment.

2. Interrogation Chamber

Three iron chairs, each one bolted to the floor, stand in the center of the room. Shelves line the length of the back wall, upon which are laid out implements of torture: a choke pear, four pairs of iron boots, a full set of ten finger-screws, six scourges of varying length and weight, and shackles for the ankles, wrists, and neck of different weights. The implements are rusted with age and all show stains of use.

A turnkey golem (see *Appendix C, New Monsters*, p. 359) has orders to attack anyone who enters the room not in possession of a *greater Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327).

Turnkey Golem (1) [AL N, MV 180' (60'), AC 2, HD 10, HP 45, #AT 2, DG 2d10/2d10, SV F5, ML 12]

3. Identification Station

Set into the wall is a small steel hatch about one foot square in size. If the hatch is opened, a small red-lit nook is revealed and a *magic mouth* forms on the adjacent wall. Speaking High Thulian, it says "Please insert your hand into the compartment to verify your identity." If no one inserts a hand into the nook within one minute (six rounds), the *magic mouth* makes the same request again. If, another minute passes, and no one has inserted a hand into the nook, the *magic mouth* shouts "Intruders! Intruders!" This summons 1d4 turnkey golems from Storage (Rooms 8 and 9), which attempt to subdue or slay any characters they encounter. If the golems succeed in taking one or more characters alive, they are taken to the Warden's Office (Room 5) to be interrogated by Viator. The golems will not attack anyone bearing a *greater Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327) unless attacked first.

If a character does place his hand inside the nook, he must make a saving throw versus Wands. Success results in the *magic mouth*'s saying, "You are cleared for entry." Thereafter a *greater Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327) is deposited in the nook. This *passkey* is tied to the particular character who placed his hand in the cubbyhole and its effects apply only to him. Failure results in the *magic mouth*'s saying instead, "Deviant recognized." Simultaneously, the character will feel a sharp pain in his hand as he is injected by a needle with a silver liquid that leaves an external mark shaped vaguely like a diamond with a dot in the middle. This mark identifies the character to all turnkey golems as a prisoner, and they will attempt to subdue or slay him if encountered. In addition, the *magic mouth* summons 1d4 turnkey golems to deal with the "deviant."

4. Barracks

There are enough beds for a dozen people in this room, which was a guards' barracks in Thulian times. If the Outer Prison barrier has been deactivated for a day or more in game time, this chamber is occupied by eight Termaxian guards. The guards attack anyone they do not recognize, regardless of whether or not they carry a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327). If the battle turns against them, they will flee towards the Warden's Office (Room 5).

Otherwise, the room is occupied by Johud, the nalfeshnee (see *Appendix C, New Monsters*, p. 348) in the service of Viator (Room 5).

Termaxian Guards (8) [AL C, MV 120' (40'), AC 3 (banded mail & shields), HD F5, HP 31, 23, 22, 20, 21, 18, 16 (×2), #AT 1, DG 1d6 (short swords), SV F5, ML 9]

5. Warden's Office

A large wooden desk and chair dominate this room. Behind the desk hang decorations and art objects associated with law and justice. Sitting in the chair is Viator, a Termaxian necrolyte (see *Appendix C, New Monsters*, p. 357) who has been trapped in the Prison for 200 years and has been attempting to free his masters in the Inner Prison (Room 41a) for most of that time. He believes the secret to releasing them lies with clerical magic—in this, he is correct—and will thus take a keen interest in any clerics who enter, whether of their own accord or brought here by the turnkey golems. See *Chapter 6, Overview of the Dungeon*, p. 66, for details on how clerical magic can deactivate the barrier.

If not attacked, Viator will behave amicably and will attempt to win the characters over to his point of view, using every means within his power to convince them to find a way to deactivate the Inner Prison. Barring that, he and his minions will slay anyone who will not comply with his wishes.

If there are guards in the Barracks (Room 4), Johud the nalfeshnee (see *Appendix C, New Monsters*, p. 348) will be here with him. Otherwise, he is alone. If alone and events turn against him, he will flee, preferably to the Guard Station (Room 7), otherwise to the Mortuary Chamber (Room 6).

Viator (1) [AL C, MV 120 (40'), AC 1 (*ring of protection +2*), HD 7, HP 42, #AT 1, DG 1d8 + energy drain, SV MU7, ML 10]
Spells: 1-*charm person*, *shield*, *sleep*; 2-*ESP*, *web*; 3-*fire ball*, *hold person*; 4-*wall of fire*

Viator possesses a *wand of fear* (eight charges remaining); made of misshapen, fire-blackened bone, it always feels clammy to the touch. At his hip hangs an ordinary-looking *bag of holding* which contains 8,000 gp, a *potion of growth*, a *scroll of ward against elementals* and a suit of *chain mail +1*. He also has a *greater Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327).

8-5: Viator knows the following numbered facts, which he might reveal during diplomacy or interrogation: 4-7, 4-8, 4-9, 4-10, 5-5, 5-6, 5-7, 5-10, 5-11, 5-12, 5-14, 5-16, 5-17, 5-18, 5-22, 6-1, 6-2, 6-6.

Johud (1) [AL C, MV 90 (30')/fly 120' (40'), AC –1, HD 11, HP 49, #AT 3, DG 1d4/1d4/2d4, SV F11, ML 10]

The removable art objects in the room include a large platinum holy symbol of Typhon (worth 1,500 gp), a ceremonial ivory mace (worth 500 gp), and an alabaster plaque with the words "Bonito" and "Justitio" inlaid in jade (2,600 gp). Although thoroughly aligned with Chaos, Viator cherishes an illusion of himself as stern and honorable servant of the Thulian Empire.

6. Mortuary Chamber

The large wooden table at the center of this room once hosted meetings. Now it holds the corpses of a dozen men. Judging by their clothing, which is centuries out of date, these men likely died during Thulian times, but their flesh is preserved and their bodies and limbs remain supple. There is a slimy quality to the corpses, as if they have been immersed in some kind of gelatinous substance that clings to their undecayed flesh. Nevertheless, there is ample evidence of physical violence and trauma, like axe or sword wounds, on all the bodies.

These are failed or destroyed Termaxian husks from the Chamber of Husks (Room 24), brought here for examination by Viator. By careful study of his failures, Viator hopes to learn how to improve his methods of creating the husks. The corpses are not dangerous, but if anyone ingests any of the

slime coating on the husks, he must make a successful saving throw versus Poison or begin the process of becoming one (see *Appendix C, New Monsters*, p. 361).

7. Guard Station

The only sign that this was one of the main guard stations on this level are the empty weapons racks along the walls. It is now the duty post of a marilith (see *Appendix C, New Monsters*, p. 346) named Kevokulli, placed here by Viator (Warden's Office, Room 5). She considers guard duty "beneath" her and chafes at serving Viator, whom she considers an "inferior" being. Consequently, if Viator should ever flee here, Kevokulli will do little to protect him, though she will attack any intruders who move against her, as she hates all mortals equally.

Kevokulli (1) [AL C, MV 120 (40'), AC –6, HD 7+6, HP 29, #AT 7, DG 1d8(×6)/2d4, SV F7, ML 9]

8. and 9. Golem Storage

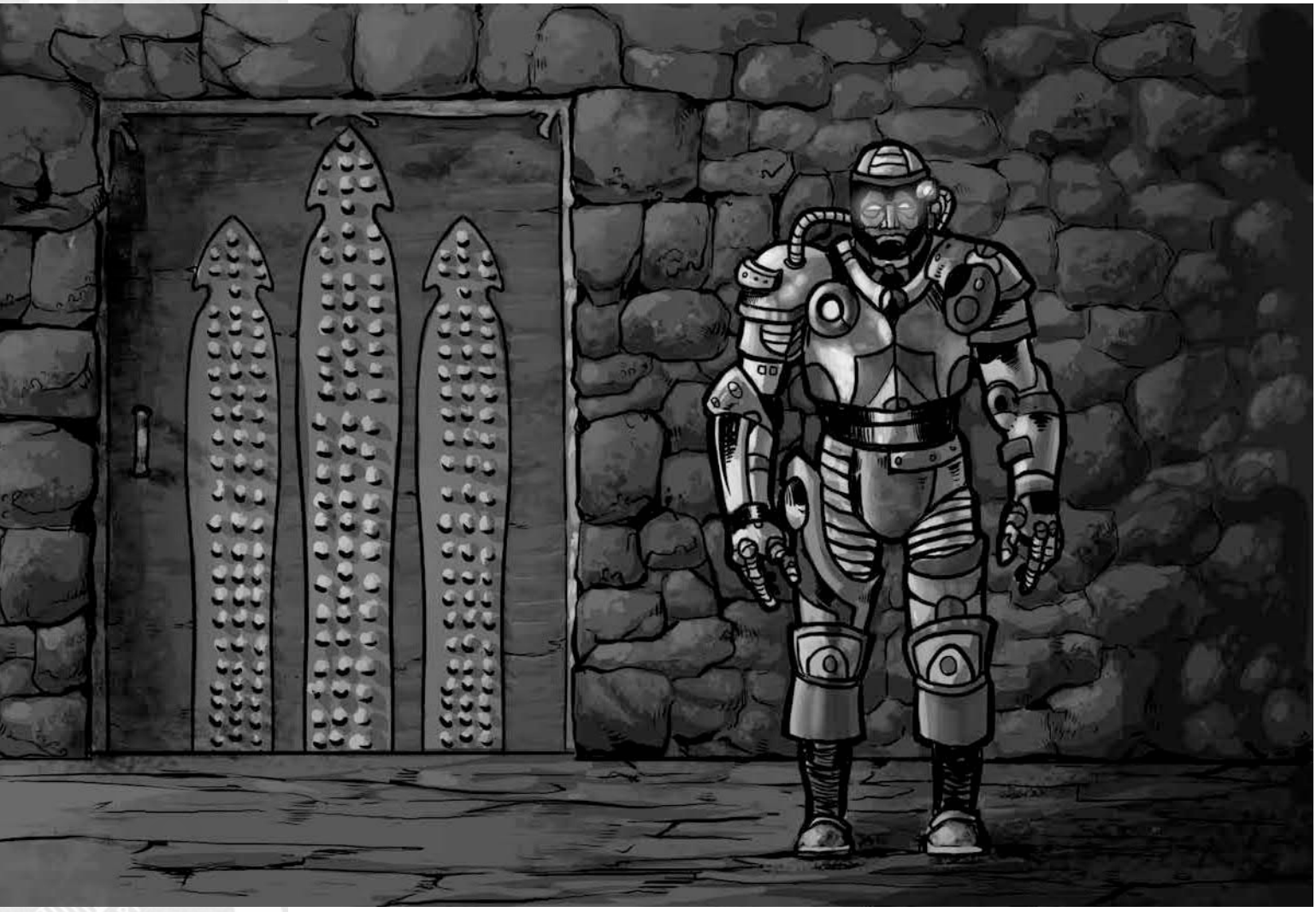
These otherwise bare chambers each contain four turnkey golems (see *Appendix C, New Monsters*, p. 359) standing on small bronze pedestals. The golems are normally inactive. If the room is entered by someone who received the mark of a deviant at the Identification Station (Room 3), the turnkey golems immediately activate and attack. Otherwise, they activate only if attacked or otherwise disturbed.

Turnkey Golems (8) [AL N, MV 180' (60'), AC 2, HD 10, HP 52, 46 (×4), 41, 42, 30, #AT 2, DG 2d10/2d10, SV F5, ML 12]

Any turnkey golems summoned by alarms triggered on the northern half of the Prison are drawn from these rooms. If these golems are destroyed, they are not replaced.

10. Locked Cell

The adamantine steel hatch to this cell is locked, but can be opened by various means, magical and



mundane, including the use of a *greater Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327). Inside are the skeletons of three Men and the crumbling stone corpse of a dwarf. The skeletons are clothed in threadbare attire and the dwarf appears to have once worn something similar. Carved in the stones of the northern wall are the words, in High Thulian, "Turms is no god!" There is nothing else in the room.

11. Storage Room

Rows of steel shelves cover the walls of this room. Once littered with wooden boxes and crates of various supplies, only three boxes remain. Two are empty, but one of them contains a scroll tube with elven runes on the outside. The tube contains a scroll with the arcane spell *cloudkill*. However, the scroll also is *cursed* against any except elves and Eld. If the spell is cast from the scroll by a non-elf, the *cloudkill* has a 50% chance of being centered on the caster rather than the intended location. If the spell is learned from the scroll, the same will be true each time the *cloudkill* is cast. A *remove curse* will enable a caster who has learned this *cursed* version of the spell to delete it from his repertoire of known spells.

12. Smashed Mural

The apse in this hallway is decorated by a mural depicting the defeat and imprisonment of various demon lords by the Thulian god Typhon. The artwork is defaced in many places, having been vandalized by the Prison's escaped inmates over the centuries, but it still conveys the divine majesty of Law. Any Lawful cleric who looks at it begins to feel a renewed sense of purpose. If the cleric spends at least one turn praying within ten feet of the mural, all of his spells are refreshed. A cleric may pray at the mural to refresh his spells once per day.

13. Holding Area

The adamantine steel hatch to the holding area is locked and can only be opened by means of a *greater Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327). Within, the area consists of two areas, labeled 'a' and 'b' on the map. Area 'a' is the larger of the two and holds a set of six wooden chairs and two tables. Area 'b' is the smaller and is located behind locked steel bars that crackle with magical energy. The bars can only be opened by means of a *greater Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327). Any other attempt to open them will fail; touching them results in a shock dealing 8d6 damage, or half that with a successful saving throw versus Spells.

Clearly visible on a stone platform inside 'b' is a straight-bladed sword in a red leather sheath. The hilt of the sword is made of polished orichalcum fastened in the shape of a lion, with a red tassel. If unsheathed, the sword reveals itself to have a blade of pure starmetal, carved with runes of law. It is *Chaosbreaker*, a *holy avenger* (see *Appendix A, New Magic Items*, p. 326) belonging to the paladin Hu P'an (held in stasis in Room 49). The nigh-indestructible sword has been placed here for safekeeping.

14. Locked Gaol

The two hatches leading to 14b are locked and can only be opened by inserting **two** *greater Termaxian passkeys* (see *Appendix A, New Magic Items*, p. 327) at the control panel located at 'a'. If anyone does this, a *magic mouth* appears that asks, in High Thulian, "Unlock gaol?" If given an affirmative response in High Thulian (no other language will do), the doors to 'b' unlock.

Upon opening a door, the characters will be greeted by an acrid, unpleasant smell and find that the room is filled with a cold mist. After one round, the mist dissipates, revealing a single thessalgorgon (see *Appendix C, New Monsters*, p. 358) just released from suspended animation. The creature will immediately attempt to exit the gaol, attacking any characters in its way; once out of the gaol, it will attack and feed on nearby creatures.

Thessalgorgon (1) [AL C, MV 60' (20'), AC –2, HD 8, HP 54, #AT 9, DG 2d10 + 1d6 (×8), SV F8, ML 11]

The doors to the gaol can be closed and the suspended animation reinstated by re-inserting two *greater Termaxian passkeys* into the panel and answering affirmatively in High Thulian to the query, "Lock gaol?" Anything or anyone in the goal when it is locked will find themselves placed in indefinite suspended animation. While in this state, no temporally-bounded effects, including aging, occur.

15. Guard Station

The shattered remains of wooden stools and weapons racks are piled up in one corner of this room, which is now patrolled by two turnkey golems (see *Appendix C, New Monsters*, p. 359) that attack anyone not bearing a *greater Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327).

Turnkey Golems (2) [AL N, MV 180' (60'), AC 2, HD 10, HP 51, 40, #AT 2, DG 2d10/2d10, SV F5, ML 12]

Level 8

16. Panic Room

The secret door to the Panic Room is actually a magical portal. The portal is utterly invisible and impassable to Chaotic characters, and cannot be seen or traversed by them by any means. It is visible to Neutral characters as a misty doorway, but still cannot be traversed by them. Lawful characters can readily see and pass through the portal.

Inside the hidden room lies the desiccated corpse of a man in armor. A Thulian hero, he expired here of wounds suffered when Dwimmermount fell to the Termaxians centuries ago. Still hanging on his belt is a bag consisting of ten gems: an eye agate (10 gp), a turquoise (10 gp), a malachite (25 gp), a rhodochrosite (50 gp), a zircon (75 gp), a zircon (100 gp), a coral (500 gp), a spinel (500 gp), a jacinth (1,000 gp), and an opal (1,000 gp). The man wears *Thulian plate +2* (see *Appendix A, New Magic Items*, p. 327) and carries a *shield +2* and *sword +3, frost brand*. The *shield +2* is a made of adamant, large and rectangular, and bears the crossed maces of the Thulian legion. The *frostbrand* has an azoth-infused adamant blade with a pommel shaped like a white dragon head and a crossguard resembles dragon wings.

17. Desecrated Shrine

In the Thulian era, this room was a shrine dedicated to the goddess Anesidora and the god Typhon, who together were the patrons of this Prison. Their headless statues can be found on opposite sides of the door leading to the Chamber of Truth (Room 18). The artwork that decorates the walls of this chamber once praised these two deities, but has long since been desecrated in obscene ways. There is a 30% chance that, when the characters enter this room, it contains 1d8 Termaxian husks (see *Appendix C, New Monsters*, p. 356), released by Auxitius from the Chamber of Husks (Room 24).

Termaxian Husks (6) [AL C, MV 120' (40'), AC 7, HD 6, HP 33, 24, 23, 19, 15 (x2), #AT 2, DG 2d10/2d10, SV F5, ML 12]

18. Chamber of Truth

This large circular room contains only a single chair made from green marble. The chair is impossible to move, and strongly radiates of magic should this be detected for.

Any living creature that sits in the chair cannot tell a lie for the next three turns. No saving throw is allowed against this effect; indeed, the effect may not be immediately perceptible to the subject. The referee should take careful note of which, if any, characters sit in the chair and then make certain that they utter no falsehoods for the full duration, regardless of whether their players wish to do so or not.

19. Under-warden's Office

A wooden desk, a chair, and shelves occupy this room. One of the desk's drawers holds a *greater Termaxian passkey*, a *brooch of the Terrim* (see *Appendix A, New Magic Items*, p. 327 & 320), and a wrought gold ring worth 600 gp.

If the Outer Prison barrier has been deactivated for more than a day, there is a Termaxian magic-user and two guards in this room, rifling through its contents for anything worthwhile. Otherwise, the room is unoccupied.

Termaxian Magic-user (1) [AL C, MV 120' (40'), AC 8, HD MU6, HP 17, #AT 1, DG 1d4 (dagger) + spells, SV MU6, ML 8]
Spells: 1-*shield*, *sleep*; 2-*mirror image*, *web*; 3-*hold person*, *lightning bolt*

Termaxian Guard (2) [AL C, MV 120' (40'), AC 3 (banded mail & shields), HD F5, HP 30, 22, #AT 1, DG 1d6 (spears), SV F5, ML 9]

20. Golem Storage

Four turnkey golems (see *Appendix C, New Monsters*, p. 359) stand motionless on small bronze pedestals. The golems are normally inactive. If the room is entered by someone who received the mark of a deviant at the Identification Station (Room 3), the turnkey golems immediately activate and attack. Otherwise, they activate only if attacked or otherwise disturbed.

Turnkey Golems (4) [AL N, MV 180' (60'), AC 2, HD 10, HP 53, 47, 44, 39, #AT 2, DG 2d10/2d10, SV F5, ML 12]

Any turnkey golems summoned by alarms triggered on the southern half of the Prison will be drawn from this room and/or from Room 28. If these golems are destroyed, they are not replaced.

21. Barracks

This Thulian-era barracks is furnished with eight beds, each accompanied by footlockers, arranged along the east wall. A card table and four stools are arranged near the west wall.

Seven of the footlockers are empty, but the last contains a vial of clear fluid, with a tag attached that reads (in somewhat archaic Low Thulian), "In case of emergency." The fluid is a deadly but

slow-acting poison. Those who drink the fluid must make a saving throw versus Poison at –4 or die 1d10 rounds later.

22. Latrine

Even through the door, this room gives of a noticeably unpleasant odor. Inside, the odor is so nauseating that all who enter must make a successful saving throw versus Poison or suffer –2 to hit and saving throws while in the room. The odor arises from the broken and befouled toilets and sinks of this latrine, which feature such hideous growths and dripping excrement as to beggar description. Lurking within the filth are four Termaxian husks (see *Appendix C, New Monsters*, p. 356) placed here by Auxitius from the Chamber of Husks (Room 24).

Termaxian Husks (4) [AL C, MV 120' (40'), AC 7, HD 6, HP 34, 31, 27, 26 (×2), 17, #AT 2, DG 2d10/2d10, SV F5, ML 12]

As with other latrines throughout Dwimmermount, there are pipes connecting the toilets to the wall. However, these are sealed off from the rest of the dungeon by hundreds of yards of poisonous filth, and cannot be traversed even by rats.

23. Defense Cache

Four pillars made of adamantine steel stand in the corners of this room. A sign is painted on the north wall, which reads (in High Thulian) "In the event of emergency, lower pillars." Knocking on the pillars produces a metallic echo, suggesting they are hollow containers of some sort, but there is no apparent mechanism for lowering them.

The controls for doing so are actually located in the nearby corridors, where a series of small steel hatches (labeled 'i', 'ii', 'iii', and 'iv') each about one foot square in size, are set into the walls. When a hatch is opened, a small red-lit nook is revealed and a *magic mouth* forms on the adjacent wall. Speaking High Thulian, it says "Please insert your hand into the compartment to verify your identity." The effects of inserting a hand into the nook vary for each of the four:

i If the user is a cleric of Typhon or Anesidora, the northwest pillar descends to reveal a *Typhonian mace* (see *Appendix A, New Magic Items*, p. 328). Otherwise, the *magic mouth* shouts "Intruders! Intruders!" to summon 1d4 turnkey golems from Golem Storage (Room 28) to slay them.

ii If the user is of Lawful alignment, the southwest pillar descends to reveal a *sword +4, defending* (see *Appendix A, New Magic Items*, p. 326) of Thulian make, with a single-fullered blade of starmetal engraved with runes of protection, set on a moonsilver hilt. Otherwise, the result is as in 'i'.

iii If the user is a cleric of Typhon or Anesidora, the northeast pillar descends to reveal a *staff of Law* (see *Appendix A, New Magic Items*, p. 326) made of white oak, with interlaced bands of silver and gold. The *staff* as ten charges. Otherwise, the result is as in 'i'.

iv If the user is of Lawful alignment, the southeast pillar descends to reveal a *net of entanglement* (see *Appendix A, New Magic Items*, p. 324) made of shimmering moonsilver fibers. Otherwise, the result is as in 'i'.

When a pillar descends, it creates a loud rumbling noise which might get the attention of the dungeon's denizens. The referee should make a wandering monster check each time a pillar is lowered.

24. Chamber of Husks

The door to this room is locked from the inside by the necrolyte Auxitius, who holds the keys. Any failed attempt to unlock or force open the doors alerts the room's occupants.

Once a place of healing under the Thulians, this chamber has long since become a place of horrors. Foremost of these horrors is a huge glass tube, 10 feet in diameter and 20 feet tall, containing an undulating blackish-green liquid in which float several glaring red eyes. This is the demon lord Jubilex (see *Appendix C, New Monsters*, p. 345), captured long ago by the Termaxians and experimented upon for centuries. As a result of their experimentation, the Faceless Lord has lost all cohesion, becoming a soupy mass that has lost much of its intelligence and demonic abilities.

Surrounding the tube are a series of six upright iron tables, to which pale, hairless, nude men (actually Terrim from The City of the Ancients) have been bound and strapped. All of the men have thin resin hoses running from their arms back to Jubilex's holding tube, through which bits of the demon's lord ichor are being injected into them. Through this horrific and agonizing process, the men are slowly becoming Termaxian husks (see *Appendix C, New Monsters*, p. 356), the "children" of Jubilex. If the hoses are removed from the men's arms, and a *cure disease* or *neutralize poison* spell cast upon them, the transformation can be halted. Otherwise each will become a husk in 1d6 rounds.

Halting this hideous transformation will be hard,

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as Auxitius the necrolyte is personally supervising the process and will slay any who interfere. Auxitius is protected by 4 husks and (if the barrier has been deactivated for more than a day), a cadre of Termaxian guards. As other husks are completed, Auxitius will free them to join the battle.

Termaxian Guards (4) [AL C, MV 120' (40'), AC 3 (banded mail & shields), HD F5, HP 29, 27, 22, 13, #AT 1, DG 1d6 (spears), SV F5, ML 9]

Termaxian Husks (4 - 10) [AL C, MV 120' (40'), AC 7, HD 6, HP 27, 26, 21, 16, #AT 2, DG 2d10/2d10, SV F5, ML 12]

Auxitius (1) [AL C, MV 120 (40'), AC 2 (*ring of protection +1*), HD 7, HP 38, #AT 1, DG 1d10 + energy drain, SV MU7, ML 11]
Spells: *1-magic missile*, *shield*, *sleep*; 2-*invisibility*, *web*; 3-*haste*, *hold person*; 4-*polymorph other*

Auxitius possesses a *wand of magic missiles* (eleven charges remaining), and a *scroll of ward against magic*. He also carries a *greater Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327) and the key to this chamber.

Auxitius first began making Termaxian Husks during the Fifth Era by experimenting on various human captives brought to The Prison. His efforts were temporarily stalled by the fall of Dwimmermount. When the barrier in the Crevasse (Room 26) was weakened by the machinations of the Sleeping God, Auxitius made an expedition to The City of the Ancients (Level 9) and captured a few Terrim. When these proved viable candidates for his procedures, he began to regularly travel to and from the City, always in search of more Terrim to turn to his cause. Auxitius hopes that with a sufficient number of husks, he can take over the City below and gain the power he needs to break through the magicks imprisoning his master. Lately, however, Auxitius has more and more begun to think of the Sleeping God, not Turms Termax, as his master…

While completely devoid of compassion or empathy, Auxitius is fundamentally a coward, and if battle turns against him, he will flee to the Crevasse (Room 26) and leap into it to avoid death. Auxitius will *immediately* flee if Jubilex's holding tube is shattered. The tube will shatter if successfully struck (v. AC 0) with a deliberate attack from an enchanted weapon that deals at least 5 points of damage, or if the tube sustains 25 or more points of damage from being in the area of effect of spells. If the holding tube is shattered, Jubilex will begin to return to its former state, gaining 10 hit points per round. When it reaches 100 hit points, it will be fully reformed with all of its lost powers and intelligence restored. Once reformed, it would seek vengeance on Auxitius, his minions, and anyone else in the vicinity before returning to the Great Void.

Jubilex (1) [AL C, MV 30' (10'), AC -7, HD 21, HP 100, #AT 1, DG 4d10, SV F21, ML 10]

25. Hoard

The door to this room is concealed behind what appears to be a metal vent. The vent slides parallel to the wall to reveal a secret storage room, where Auxitius (Room 24) has hidden the spoils he has garnered from his various visits to The City of the Ancients (Level 9). The hoard consists of the following: 5,000 gp; a turquoise (10 gp); a malachite (25 gp); a tiger eye agate (25 gp); a banded agate (50 gp); a moss a gate (50 gp); an obsidian (50 gp); a blue quartz (50 gp); an onyx (100 gp); two sardonyxes (100 gp); a chrysoprase (250 gp); a bloodstone (250 gp); a jade (750 gp); a star sapphire (1,000 gp); a headband of glass beads (10 gp); a brass necklace with a dangle fastened in the shape of the Iron God (30 gp); an orichalcum comb (80 gp); a wrought silver medallion bearing an image of a spiral galaxy (300 gp); a wrought gold ring with a liquid-crystal stone that changes color in different temperatures (400 gp); a wrought gold pendant fastened in the shape of an astral vessel (800 gp); a bracelet with dangling liquid-crystal stones (800 gp); a crystalline arm band bejeweled with moonsilver (1,400 gp); a wrought platinum comb (1,200 gp); and moonsilver medallion with an inset liquid crystal (1,700 gp).

7-24: Auxitius knows the following numbered facts, which he might reveal during diplomacy or interrogation: 4-7, 4-8, 4.9, 4-10, 5-5, 5-6, 5-7, 5-10, 5-11, 5-12, 5-14, 5-16, 5-17, 5-18, 5-22, 6-1, 6-2, 6-6.

26. Crevasse

A large crack splits the floor of this circular room. The crevasse was created by magical explosions during the fall of Dwimmermount. If the Outer Prisoner barrier has been deactivated by the Great Machine (Room 40) on The Manufactory (Level 6B), then the crevasse leads straight down 50 feet, where it visibly opens into the domed ceiling of The City of the Ancients (Level 9) 400 feet above the Haywire Defenders (Area 9).

If the Outer Prisoner barrier has not been deactivated, then the route to The City is blocked after 10 feet by the barrier. However, unlike the impassable wall at the Entrance (Room 1) to this level, the barrier here flickers with occasional distortions that seem to rip open the fabric of its curtain of light. These distortions are caused by the unconscious mind of the nearby Sleeping God (Area 3 of Level 9), which detected the Outer Prison barrier when it was exposed by the earthquake here, and

has been tearing at its arcane fabric ever since. As a result, the barrier in the crevasse is thinner than elsewhere on Level 8. Even if the Outer Prison barrier has not been deactivated, the crevasse allows limited ingress and egress down to The City below.

When a character attempts to pass through the wall, he may make a saving throw versus Spells. If Chaotic, the character gains a +4 bonus to this saving throw. If the save fails, the character receives a painful shock that deals 1d12 points of damage and paralyzes him for a number of rounds equal to the damage done. However, if the saving throw succeeds, the character passes through the barrier. While doing so, he experiences a momentary psychic connection with Sleeping God, which he will experience as a great and terrible mind of inhuman power. Normally deities use such links to empower mortals with spells, but the Sleeping God instead drains the character of all memorized spells and unused spell-like abilities he may possess. This stuns the character for one round. Such spells and abilities can be regained through rest as usual.

Despite the intervention of the Sleeping God, the barrier here still cannot be bypassed by inter-planar travel (such as *dimension door*, *passwall*, and *teleport*) or other means. See *Chapter 6, Overview of the Dungeon* (p. 66), for more details on the arcane barrier.

Currently, the chamber is filled with six Termaxian husks (see *Appendix C, New Monsters*, p. 356) preparing to descend to the City of the Ancients.

Termaxian Husks (6) [AL C, MV 120' (40'), AC 7, HD 6, HP 32, 29, 28, 24 (×2), 20, #AT 2, DG 2d10/2d10, SV F5, ML 12]

7-24: Anzoy knows the following numbered facts, which he might reveal during diplomacy or interrogation: 4-7, 4-8, 4-9, 4-10, 5-5, 5-6, 5-7, 5-10, 5-11, 5-12, 5-14, 5-16, 5-17, 5-18, 5-22, 6-1, 6-2, 6-6.

27. Control Room

This hourglass shaped room is filled with machinery to the west and east. The machines of the western bulb (area 'a' on the map) are entirely dark and silent, and many look to have been torn open and used for scrap or spare parts. The machines in the eastern bulb (area 'b'), made of nephelite and orichalcum, are dotted with blinking lights and give off a quiet hum.

When Dwimmermount was at its height, this large room was the nerve center of the Prison, filled with machinery to monitor and provide for its inmates. During the fall of the citadel, most of this machinery was deliberately damaged by paladins under Hu P'an (held in stasis in Room 49) to prevent Turms Termax's escape. All of the machines in area 'a' have remained inoperable, while those in area 'b' have been partially repaired by the necrolyte Anzoy. Her greatest achievement is the ability to reconfigure the commands of the turnkey golems so that they do not attack any Termaxians or their servitors.

A character who possesses a *greater Termaxian passkey* and an *engineer's control rod* (see *Appendix A, New Magic Items*, see p. 327 and 320) can use the machinery in area 'b' to reconfigure the turnkey golems' instructions. This requires a successful Intelligence check at –4. Each successful check allows a user to command them to attack a specific type of target or stop targeting a specific type of target as the user wishes—but not both.

The necrolyte Anzoy is here at all times, continuing her ongoing salvage operations, along with two turnkey golems (see *Appendix C, New Monsters*, p. 359) here at all times. If the Outer Prison barrier has been lowered for more than a day, there will be Termaxian guards here; otherwise, the balor Ndulu (see *Appendix C, New Monsters*, p. 336) will be found here as her aide. (If Ndulu has already been encountered in Room 34, of course, he will not be here.)

Anzoy (1) [AL C, MV 120 (40'), AC 2 (*cloak of protection +1*), HD 7, HP 31, #AT 1, DG 1d10 + energy drain, SV MU7, ML 11]
Spells: 1-magic missile, *shield*, *sleep*; 2-*invisibility*, *mirror image;* 3-*fire ball*, *hold person*; 4-*wall of ice*

Anzoy has a *wand of ice* (ten charges remaining) (see *Appendix A, New Magic Items*, p. 328), a *greater Termaxian passkey*, and an *engineer's control rod*. The *wand* is fashioned from the shin-bone of a frost giant and very cold to the touch. Anzoy's *cloak of protection +1* is made of dark, heavy fabric that is resistant to stains and spills.

Turnkey Golems (2) [AL N, MV 180' (60'), AC 2, HD 10, HP 55, 48, #AT 2, DG 2d10/2d10, SV F5, ML 12]

Termaxian Guards (4) [AL C, MV 120' (40'), AC 3 (banded mail & shields), HD F5, HP 26, 19, 14, 12, #AT 1, DG 1d6 (spears), SV F5, ML 9]

Ndulu (1) [AL C, MV 60' (20')/fly 150' (50'), AC –2, HD 8+7, HP 45, #AT 1, DG 1d8+1 or 3d6, SV F8, ML 10]

28. Golem Storage

Two turnkey golems (see *Appendix C, New Monsters*, p. 359) stand motionless on small bronze pedestals. The golems are normally inactive. If the room is entered by someone who received the mark of a deviant at the Identification Station (Room 3), the turnkey golems immediately activate and attack. Otherwise, they activate only if attacked or otherwise disturbed.

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Turnkey Golems (2) [AL N, MV 180' (60'), AC 2, HD 10, HP 51, 49, #AT 2, DG 2d10/2d10, SV F5, ML 12]

Any turnkey golems summoned by alarms triggered on the southern half of the Prison will be drawn from this room and/or from Room 20. If these golems are destroyed, they are not replaced.

29. Pillars of Law

The hatch to this room is locked and barred from the outside. The bar is makeshift—a large piece of twisted metal—which suggests that it was placed there by someone after Dwimmermount fell. If the hatch is unlocked or forced open, it reveals a dusty room with pillars of white marble set in each corner. The sides of the pillars facing the center of the room are cut with niches roughly the size and shape of a man. If a character presses himself (or is pressed) into one of the niches, he must immediately make a saving throw versus Spells or have his alignment shift to Lawful. The alignment shift is a zealous one, meaning that anyone who uses a pillar will no longer associate or cooperate with anyone of Chaotic alignment. The effect can be reversed through the use of *remove curse* or similar spells.

30. Office

The hatch to this room is locked. The room within is an ornate office with a wooden desk and three chairs. Inside one of desk drawers is a *greater Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327). Behind the desk are book shelves containing dozens of codices and tomes. These volumes, written in High Thulian, detail the inmates in the Prison over the centuries. The collected works weigh 150 lbs. and could fetch as much as 5,000 gp in a large city, much lower if sold in a smaller locale.

31. Armory

The hatch to this room is locked. Inside are metal shelves and weapons racks. One set of shelves holds the components (helmet, cuirass, pauldrons, vambraces, tassets, and greaves) to make a complete set of *Thulian plate* (see *Appendix A, New Magic Items*, p. 327). Two *Thulian crossbows* (see *Appendix A, New Magic Items*, p. 327) hang on one of the racks. The rest of the shelves and racks are empty.

32. Demonic Lair

The walls of this large, open room were once covered with colorful mosaics, but these have been battered so fiercely that only occasional streaks of colorful tiles still cling to their place. The wooden splinters and debris littering the floor are all that remain of the room's once-grand furniture. The chamber currently serves as the lair of a discomfited glabrezu demon (see *Appendix C, New Monsters*, p. 342). The glabrezu was brought here by Ndulu in the Hall of Worship (Room 34) just before the fall of Dwimmermount, and was then unable to return to the Great Void when the barrier was activated. It still serves Ndulu, but seethes in rage at its centuries-long entrapment. Consequently, it will lash out at any non-demon who enters the room, regardless of whether they carry a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327) or not. The Termaxians avoid this area.

Glabrezu (1) [AL C, MV 90' (30'), AC –4, HD 10, HP 52, #AT 5, DG 2d6/2d6/1d3/1d3/1d4+1, SV F10, ML 9]

33. Smoky Room

The scent of burnt wood and incense wafts from this room into adjoining corridors. Opening a hatch to the room reveals the source of the odor: a reddish smoke coming from a censer hanging from the ceiling. This censer is filled with *incense of obsession* (see *Appendix A, New Magic Items*, p. 323), which will affect any cleric who meditates or prays within. The *incense of obsessions* burns for one hour after the characters first come near the room (the referee should keep track of this time). There are four more blocks of the *incense* on a small table in the northern corner.

34. Hall of Worship

A burning smell, noticeable at some distance, greets the nostrils of characters who approach this room. The stones of the entering corridor, as well as the walls and ceiling of the room itself, all show visible scorch marks from flames. Two marble statues, one of Typhon and one of Anesidora, stand in alcoves on the north and south walls, while two granite pillars, one bearing the Ancient Thulian word "*Justitio*" ("Justice") and the other "*Lego*" ("Law"), stand in alcoves on the west and east walls.

Between is the smoking, fiery form of Ndulu, a balor demon (see *Appendix C, New Monsters*, p. 336) summoned here before the fall of Dwimmermount and trapped ever since. Ndulu believes that the Termaxians may yet find a way to free their masters and, along with them, himself, but nevertheless Ndulu chafes at his predicament and blames the Termaxians for his troubles. For that reason, he attacks any who enter this hall unbidden, even Termaxians. (If Ndulu has already been encountered in Room 27, of course, he will not be in his lair.)

Ndulu (1) [AL C, MV 60' (20')/fly 150' (50'), AC -2, HD 8+7, HP 45, #AT 1, DG 1d8+1 or 3d6, SV F8, ML 10]

35. Remains

The skeletal remains of a man lie in this alcove. The skeleton is missing its right arm and right leg and the bones that are left have been charcoaled as if by great heat. The skeleton has no clothing or gear on it save for a golden ring on its left hand that shows no evidence of fire damage. It is a *ring of delusion.*

36. Mess Hall

Several heavily burnt wooden tables and benches furnish this room, which once served the soldiers and administrators of the prison. Aside from some scorch marks on the ground, leading toward the Kitchen (Room 37), there is nothing of note here.

37. Kitchen

The hatch to this room is scorched by fire and hangs loosely from its hinges. The room within also shows evidence of extensive fire damage, with scorched countertops, burned cabinets, and melted cookware. The only furnishing untouched by flame is a steel oven painted with silvery-black glyphs. The oven binds a fire elemental, trapped here long ago by an arrogant Termaxian magician as a jest. The elemental attacks anyone who enters the kitchen, giving preference to Termaxians over other targets. It will pursue its prey as far as it is able, but cannot go more than 100 feet from the oven. If the oven is destroyed (10 points of damage), the elemental will be freed to roam the level at will.

Fire Elemental (1) [AL N, MV 120' (40'), AC 0, HD 12, HP 52, #AT 1, DG 2d8, SV F12, ML 10]

38. Storeroom

Dusty wood shelves line the walls of this room. If Outer Prison barrier has been down for a day or more, a set of three wooden crates and two barrels will be found here. Each of the crates will contains 200 lbs. of grain (25sp value) and each of the barrels will contain 60 gallons of potable, but unpleasant tasting, water. Otherwise, the room is empty.

39. Chamber of Zod

The west and east walls of this room are decorated with exceptionally detailed mosaics depicting a complex labyrinth in which three individuals - a pair of bearded men and a raven-haired woman, all wearing black clothing– are trapped. Any character with INT 16+ who studies the mosaics notes that there is no exit to the labyrinth depicted therein.

At the southern end of the room is a large window-like structure made of dark vitreum. Anyone who looks through it must make a saving throw versus Spells or be cast into an extra-dimensional prison. The extra-dimensional prison functions identically to the magic-user spell *maze*, except that where the spell description reads "rounds," the referee should substitute days; and where the description reads "turns," the referee should substitute weeks.

40. Power Center

In the days of Dwimmermount's height, this chamber held a variety of machinery intended to provide power to the Prison in the event of a failure of the Great Machine (Room 40) on The Manufactory (Level 6B). The Termaxians trapped in the Outer Prison destroyed the machinery here hoping that it would deactivate the barrier, but to no avail. Now the room is filled with wrecked machinery and metal debris, none of which can be repaired without the use of the Terrim technology to be found in The City of the Ancients (Level 9). Amongst the debris, there is an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320).

41. The Inner Prison

The Inner Prison (Rooms 41-51) consists of the majority of the cells on this level, where the Thulians—and, later, the Termaxians—placed their worst criminals. The main room is marked 'a', while the two entry corridors are each marked 'b'. The remaining rooms (42-51) are cells.

Surrounding the Inner Prison is the Inner Prison barrier. The horizontal boundaries of the barrier are marked with dotted lines on the map of Level 8. The barrier also runs above and below the Inner Prison at a height of about 20 feet. Most of the arcane barrier is hidden behind the stone of the prison's walls, but (if not deactivated) the barrier will be visible at area 'b' as a wall of shimmering, multicolored light emerging from the stone. Conditions within the Inner Prison will depend on the status of the Inner Prison barrier:

Sealed: When the characters first enter Dwimmermount, the Inner Prison barrier is sealed. While the Inner Prison Barrier remains sealed, travel and communication to and from the Inner Prison is impossible by any means. A sealed arcane barrier is impassable and impervious to all magic and physical force. Any being who even touches the barrier receives a painful shock that deals 1d12 points of damage and paralyzes for a number of rounds equal to the damage done (no saving throw). The sealed barrier has left Turms Termax and his inner circle trapped for centuries.

Activated: Through the operation of The Great Machine (Room 40) on The Manufactory (Level 6B), the characters may lower the Inner Prison barrier from sealed to activated. The primary difference between a sealed barrier and an activated barrier is that an activated barrier is designed to permit entry and exit at designated openings. In the case of the Inner Prison barrier, its designated openings are the corridors marked 'b'. When the barrier is unsealed, any character can pass through into the Inner Prison at 'b'. However, only Lawful characters can pass back out again! All others find themselves trapped within until the barrier is deactivated. Other than allowing this limited ingress and egress, the activated arcane barrier functions as described above, being impassable and impervious to all magic and physical force, and causing damage and paralysis to those who touch it. The room descriptions below assume the Inner Prison barrier is activated but unsealed, as this condition allows the player characters to enter and interact with the prisoners without them escaping.

Deactivated: Given enough time, the Termaxians may deactivate the Inner Prison barrier. The characters may also do this, intentionally or accidentally. If the barrier is deactivated, anyone can pass freely through the corridors marked 'b', and inter-planar travel and communication to and from the Inner Prison will be possible. Within 1d4 hours of the Inner Prison barrier being deactivated, Turms Termax and his inner circle will have escaped. Prior to their escape, conditions in the Inner Prison will be as described below. Thereafter the referee must determine the activities and whereabouts of the former prisoners based on the context of their escape.

See *Chapter 6, Overview of the Dungeon*, p. 66, for more information on Dwimmermount's arcane barriers.

41a. Main Area

The stairs at areas 'b' lead to this large room, 15 feet below the rest of the level. Six doors are arranged in a semicircle at the room's perimeter. A pair of black metal pillars stand near the middle doors west and east. Each is inscribed with a single world in Ancient Thulian, the one in the west saying *Lego* ("Law"), the one in east saying *Justitio* ("Justice"). Decorating the walls between the pillars and doors are mosaics similar to those in the Entrance (Room 1), with scenes of individuals and monsters being placed in prison cells by armored mace-wielders.

Each time the characters enter area 'a', there is a 60% chance it is occupied. Roll on the following table to determine who is present here:

1-3	Pericleia (Room 42)
4-6	Arsaphius (Room 43)
7-9	Marthanes (Room 44)
10	Turms Termax with his Golem Body (Room 45)

Otherwise, the room is empty.

42. Pericleia's Cell

This spartan cell is home to the necrolyte Pericleia, one of the Termaxian inner circle trapped here during the fall of Dwimmermount. If not already encountered in the Inner Prison (Room 41), there is a 50% chance she will be here. Otherwise she will be either in Turms Termax's Cell (Room 45) or Hu P'an's cell (Room 49).

Pericleia (1) [AL C, MV 60' (20'), AC 0, HD 12, HP 49, #AT 1, DG 1d10 or spells, SV MU12, ML 9]

Spells: 1-*charm person*, *magic missile*, *shield*, *sleep*; 2-*detect invisible*, *ESP*, *mirror image*, *web*; 3-*dispel magic*, *fire ball*, *haste*; 4-*confusion*, *polymorph self*, *wall of fire*; 5-*animate dead*, *cloudkill*, *feeblemind*; 6-*disintegrate*, *flesh to stone*

More so than any of the other members of the inner circle, Pericleia is insanely devoted to Turms, seeing herself as the new Sarana. For that reason, she is the only member who will die rather than allow harm to come to her master. She will even go so far as to attack either Arsaphius or Marthanes should one or the other decide to launch a *coup* against Turms at the characters' instigation.

43. Arsaphius' Cell

Arsaphius, the second-most powerful member of the Termaxian inner circle, dwells in this stark cell. If not already encountered in the Inner Prison (Room 41), there is a 25% chance he will be here. Otherwise he will be in Turms Termax's cell (Room 45) conferring with his master.

Arsaphius (1) [AL C, MV 60' (20'), AC 0, HD 13, HP 53, #AT 1, DG 1d10 or spells, SV MU13, ML 9]
Spells: 1-*charm person*, *magic missile*, *shield*, *sleep*; 2-*detect invisible*, *invisibility*, *mirror image*, *web*; 3-*clairvoyance*, *dispel magic*, *lightning bolt*, *haste*; 4-*confusion*, *polymorph self*, *wall of fire*; 5-*cloudkill*, *feeblemind*, *wall of stone*; 6-*death spell*, *disintegrate*

Arsaphius is the most rebellious of the three inner circle members. Though once devoted to the cause of the Termaxian cult, he tires of Turms' tyranny and sees no hope of ever escaping the Prison. Consequently, he is open to the possibility of mutiny against his comrades, provided that the characters look powerful enough to succeed in their attempt to destroy the others.

44. Marthanes' Cell

Marthanes, Turms' second-in-command, dwells in this cell. If not already encountered in the Inner Prison (Room 41), there is a 25% that he will be here. Otherwise he will be in Turms Termax's Cell (Room 45).

Marthanes (1) [AL C, MV 60' (20'), AC 0, HD MU14, HP 68, #AT 1, DG 1d10 or spells, SV MU14, ML 9]
Spells: 1-*charm person*, *magic missile*, *shield*, *sleep*; 2-*detect invisible*, *ESP*, *mirror image*, *web*; 3-*clairvoyance*, *dispel magic*, *fire ball*, *haste*; 4-*arcane eye*, *confusion*, *polymorph self*, *wall of fire*; 5-*cloudkill*, *feeblemind*, *telekinesis*; 6-*death spell*, *disintegrate*, *flesh to stone*

Marthanes is a long-time associate of Turms, having traveled by his side in the days before the magic-user met Sarana and took over the Thulian Empire. He is thus as much a friend of Turms as anyone in the world. Nevertheless, he recognizes that Turms has terrible flaws, and sees that two centuries of imprisonment have only worsened these. He also doubts that Turms will ever be able to replicate the process that granted him the limited form of immortality he enjoys. For that reason, his first instinct is to save himself, and while he would regret it, he would willingly sacrifice Turms if it meant he could escape the Prison.

45. Turms Termax's Cell

This spartan cell is home to Turms Termax… or what is left of him. Turms the Thrice Great, Godhead of the Thulian pantheon, is in fact a bodiless head. The history, motivations, and tragic fate of the Man-Become-God are fully detailed in The Secrets of Terms Termax, found on p. 387.

If not already encountered in the Inner Prison (Room 41), there is a 30% chance that Turms is in this room. Otherwise, he is in the Empyreal Prison (Room 51). If he is here, he will not be alone. One or more of his inner circle will be here with him. See Rooms 42-44 to determine which of them might be present. Whenever he is outside of his cell, Turms wears a golem body of bronze sculpted to resemble himself in life. Within his quarters, however, he leaves the body at his bedside to enjoy fresh air, and it is in this state he will be encountered here.

The statistics of Turms Termax while outside his golem body are noted below. Details of his golem body can be found in the Empyreal Prison (Room 50). Note that Turms is *not* slain if reduced to 0 hit points, merely temporarily stunned. The referee should be sure to consult The Secrets of Termax Termax chapter when running encounters with the would-be god, as it details his many special abilities as well as the possible means by which he might be destroyed forever.

Turms Termax (1) [AL C, MV 0', AC 3, HD 18, HP 49, #AT 1, DG spells, SV MU18, ML 10]
*Spells***:** 1-*charm person*, *detect magic*, *hold portal*, *magic missile*, *sleep*; 2-*arcane lock*, *detect invisible*, *ESP*, *invisibility*, *mirror image*; 3-*clairvoyance*, *dispel magic*, *fire ball*, *lightning bolt*, *protection from normal missiles*; 4-*arcane eye*, *charm monster*, *confusion*, *polymorph self*, *wall of fire*; 5-*animate dead*, *cloudkill*, *feeblemind*, *hold monster*; 6- *control weather*, *death spell*, *disintegrate*, *project image*

46. Cell of Comentas

The door to this cell is kept locked; Turms Termax holds the key. Within the cell lie the skeletal remains of Comentas Balsamon, a rebel against Termaxian rule in the latter days of the Empire. Comentas was a cleric of Typhon who denounced the cult of Turms Termax, sparking uprisings in several provinces. The church of Typhon remembers him as a martyr, but he was actually alive at the time of Dwimmermount's fall. Turms Termax and his inner circle tortured him repeatedly after being trapped in The Prison. After his death, his corpse was thrown back into its cell, where it has rotted for two centuries. Occasionally, Turms will use *animate dead* to restore Comentas to a semblance of life and have his skeleton dance

and jape for his amusement. He may even show this to the characters as "evidence" of his power.

Comentas' martyrdom has imbued his skeleton with a measure of divine power. If a Lawful worshipper of Typhon carries a finger-bone or similar fragment of the skeleton, he will gain a +1 bonus to saving throws against effects from Chaotic opponents.

47. Empty Cell

The last inhabitant of this cell either died or was released before the fall of Dwimmermount. The cell is now completely empty and its door is unlocked.

48. Otherplanar Cell

A magic circle of binding covers the floor of this room. The 20 foot diameter circle has been etched into the floor and then inlaid with moonsilver. During Thulian times, it was used to hold beings from other planes as prisoners, but this one was not occupied at the time of Dwimmermount's fall. The magic circle still functions, however, and any being not native to Telluria who passes over its edge will become imprisoned and powerless until the circle is broken by someone not bound by it.

49. A Paladin of Law

The door to this cell is locked; the key is kept at all times by Pericleia. The cell holds a frail, white-haired man of Eastern bloodline, strapped down to a near-vertical steel table. A sinister-looking device, resembling a large metal-plated fork, is held over him by a jointed mechanical arm connected to a ceiling-mounted platform. This is a *Termaxian pain amplifier* (See *Appendix A, New Magic Items*, p. 326).

The captive is Hu P'an, a paladin hailing from the Kingdom of the Priest-King to the East. The Kingdom was restored to the worship of Law centuries ago through the ministries of Sarana (Turms Termax's former lover). She, Hu P'an, and several other paladins entered the dungeon during the rebellions of its final days with the goal of trapping Turms Termax and sealing off Dwimmermount. Hu P'an made the ultimate sacrifice and allowed himself to be sealed in the Prison with Turms. See *Chapter 2, History of Dwimmermount*, p. 29, for more details on these events.

Since then, Turms and his inner circle have kept the paladin in suspended animation in the Stasis Chamber (Room 50), periodically releasing him from time to time to torture him. After each session of torture, the

8-49: If freed, Hu P'an can reveal the following numbered facts to the characters: 5-1, 5-2, 5-3, 5-8, 5-9, 6-2, 6-3, 6-4, 6-5, and 6-6.

necrolytes return him to stasis to heal so that they can do it again a few weeks, months, or even years later. Hu P'an is thus chronologically over 250 years old, though he has lived only about 60 of those years, the last 10 in agonizing torture. His most recent tortures will have begun 2d4 days before the characters arrive.

Hu P'an is weak and near death. If freed, he will thank the characters and ask for a weapon with which to aid them. He will do his best to fight by their side, and if he encounters any Lawful fighters amongst them, will attempt to convert them to the service of Law. If they accept, they will be granted the powers and abilities of a paladin (see *Adventuring in Dwimmermount*, p. 39). Hu P'an will suggest they travel to The City of the Ancients (Level 9) and re-unite with Sarana, believing that in the centuries since their last meeting she will have learned a way to permanently destroy Turms Termax.

Hu P'an (1) [AL L, MV 120' (40'), AC 8, HD P9, HP 5 (45), #AT 1, DG 1d3+1 or by weapon, SV F9, ML 11]

If Pericleia has not yet been encountered in Room 42, she will be here torturing Hu P'an using the *Termaxian pain amplifier*.

50. Stasis Chamber

This room contains three stasis tubes identical to those found in the Stasis Chamber (Room 49) of The Laboratory (Level 2A). Two of the tubes have broken down, but one remains functional. Anyone placed within the functioning stasis tube is placed into a state of ageless, suspended animation. Body functions virtually cease and the character does not age. Natural healing continues, albeit at $^1/_{10}{}^{th}$ the normal rate, so someone placed within the tube for a long enough period of time will regain all lost hit points.

51. Empyreal Prison

The door to this room is locked (the key is kept at all times by Turms Termax). A magic circle of binding, identical to that found in the Otherplanar

Cell (Room 48), covers the floor of the cell beyond. Trapped within the magic circle is the Iron God, an empyreal (see *Appendix C, New Monsters*, p. 341) once worshipped as a god. Turms ensnared the Iron God centuries ago in hopes of wresting from him the secrets by which he apotheosized from empyreal to deity. The empyreal has repeatedly explained that he is not a god and never was, and that all his power flows from the one true deity, Law; but these are facts that Turms stubbornly refuses to believe.

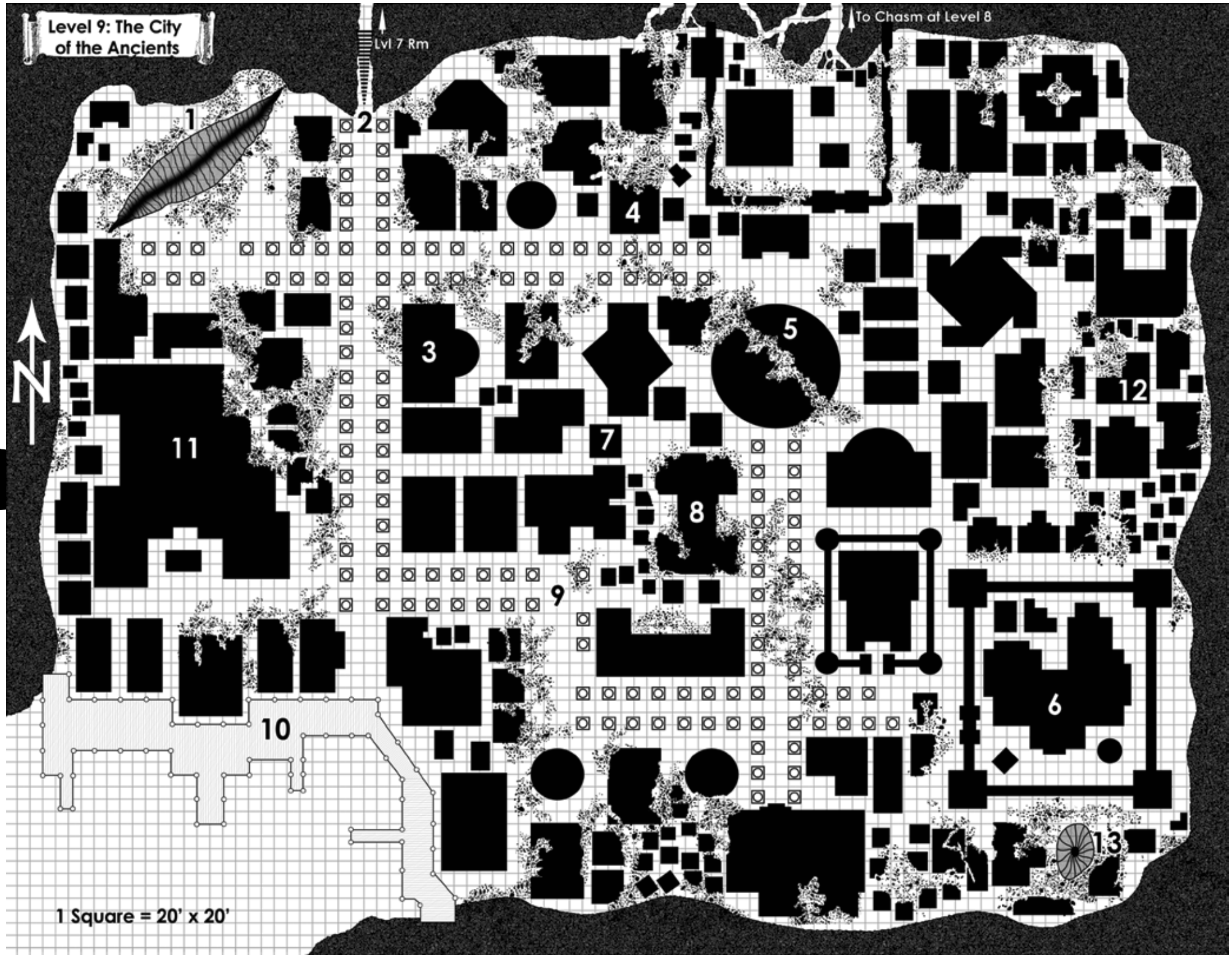
Unless already encountered elsewhere, Turms Termax will be here, inside his golem body. Turms will be interrogating the Iron God with the same questions he has asked for centuries.

The golem body resembles a bronze statue of Turms as he was in life; Turms' actual head is concealed within the sculpted bronze head of the golem body. When attached to his golem body, Turms Termax can cast any of the spells described for his head (Room 45), while physical statistics are those cited below. His head can be attacked separately if desired, but the protection of the golem body grants it the equivalent of AC –5. If his head is reduced to 0 hit points, the golem body ceases functioning. See *Appendix G, Secrets of Turms Termax*, p. 387, for more details.

Golem Body (1) [AL C, MV 60' (20'), AC 3, HD 18, HP 100, #AT 1, DG 4d10 or spells, SV F18, ML 10]

While the Iron God is trapped within the magic circle, he is immune to any harm Turms might wish him, but he cannot escape, either. The Iron God will aid the characters, provided that they are not Chaotic-aligned and they break the magic circle that traps him here. Turms will do his utmost to prevent this, but barring that, will summon any remaining members of his inner circle to aid him in battle.

Iron God (1) [AL L, MV 90' (30')/fly 180' (60'), AC –7, HD 13, HP 79, #AT 1, DG by weapon or spells, SV F13, ML 11]


Level 9: The City of the Ancients
Lvl 7 Rm
To Chasm at Level 8
1
2
3
4
5
6
7
8
9
10
11
12
13
N
1 Square = 20' x 20'

Chapter 19

The City of the Ancients

Level 9

Overview of the City of the Ancients

In this book, the City of the Ancients is treated as Level 9 of Dwimmermount, even though it is really a separate environment from the rest of the mountain fortress—a subterranean urban "wilderness" that represents a decadent outpost of the Great Ancients (see *Chapter 2, History of Dwimmermount*, p. 22).

The City of the Ancients is separated from the rest of Dwimmermount by thick layers of rock, several hundred feet beneath The Prison (Level 8). In addition, the level's ceiling is an azoth-infused dome that, until two centuries ago, completely shielded the level and its inhabitants from prying eyes. Magical combat during the fall of Dwimmermount tore open a Crevasse (Room 26) in the floor of The Prison that opens into the ceiling over The City of the Ancients. Despite the crack, the dome itself continues to operate, albeit sporadically, which wreaks havoc on the casting of certain spells (see below). However, the explosion in the dome half-awakened the Sleeping God (Area 3), which has probed the fissure ceaselessly since then in search of a means of escape from his Tomb.

Because it is buried so deep, Level 9 is not easily accessible from the rest of the dungeon. The simplest entrance are the Stairs Down (Room 35b) from The Deep Hollows (Level 7), guarded by the dwimmerdragons (see *Appendix C, New Monsters*, p. 339). However, the dwimmerdragons will only allow parties to pass if they can present a *brooch of the Terrim* (see *Appendix A, New Magic Items*, p. 320), and even then only in limited numbers. A more roundabout way to enter the level is to use the Crevasse (Room 26) on The Prison, but in addition to being harder to reach, it is also more dangerous.

The City of the Ancients is large and mostly ruined. Therefore this chapter describes in detail only some of the more populated areas of the City. The remainder are purposefully left undetailed, so as to allow the referee the ability to flesh them out as he sees fit. However, this chapter also provides tools, in the form of random tables, to aid the referee in this task, in addition to notes and adventure seeds. It is hoped that the City of Ancients will serve as the jumping off point for higher-level characters as they explore the subterranean realms *beneath* Dwimmermount, which potentially hold as many secrets and dangers as the dungeon itself.

Inhabitants

As an outpost of the Great Ancient civilization, whose survivors fled underground after it was defeated by the Eld (see p. 24), the City of the Ancients is inhabited first and foremost by the descendants of that civilization. Broadly speaking,

these descendants consist of two sorts—the sophisticated Terrim and the degenerate Derrim. The two groups, and their servitors, exist in an uneasy balance at present, punctuated by regular, small clashes in the ruins. Besides the Terrim and the Derrim, the city is currently home to groups of mongrelmen and thelidu, newly arrived Termaxian cultists, and more. More details on these groups can be found in *Chapter 7, Factions in the Dungeon* (p. 89).

Spell Effects (Level 9)

The dome above the cavern housing the City of the Ancients impedes certain magical effects, although erratically. The following spells and abilities do not work *at all* in the City of the Ancients: *commune*, *conjure elemental*, *contact other plane*, *control weather*, *dimension door*, *fly*, *gate*, *invisible stalker*, *passwall*, *raise dead*, *reincarnation*, and *teleport*, and any effects involving planar travel and communication. All other spells have a chance of not functioning normally. The chance of successfully casting other spells is calculated by subtracting the spell level from the caster's level, multiplying the result by 5% and adding it to 40%. For example, a 9th-level magic-user casting a third-level spell ([9 – 3 = 6] × 5% = 30%) has a 70% chance for his spell to go off normally. If it does not, the spell is expended as if it had been cast, but has no effect. All beings in The City of the Ancients are affected by this phenomenon, including monsters with spell-like effects. In their case, use their Hit Dice in place of level.

Wandering Monsters (Level 9)

Roll 1d6 every two turns, with a result of 1 indicating an additional roll on the following table, using 1d12:

Dice Roll	Monster
1	Terrim (1-4) †
2	Termaxian Husks (1-8) †
3	Terrim (1-8) †
4	Thelidu (1-2) †
5	Termaxian Cultists (5-8) †
6	Derrim (1-4) †
7	Gloom Crawler (1) †
8	Stone Golem (1-2) †
9	Paladin (1) ‡
10	Divine Vision ‡
11	Derrim (1-8)*
12	Mongrelmen (2-12)*

† see **Appendix C, New Monsters**, p. 333
‡ see below

Most of the above are described in the New Monsters chapter (see p. 333), but two are not and are worthy of special mention here.

Paladin: This encounter is with a paladin in the service of Law named Jin Tai. This paladin has traveled to the City of the Ancients by means of various subterranean passages known to his Order in an attempt to rouse the Terrim to action against Chaos. The paladin's primary concern is reaching the Terrim Compound (Area 6) to make his case before its leadership. To that end, Jin Tai is willing to join any non-hostile groups he encounters who are either headed toward the Compound or can be persuaded to do so. Until he knows their natures and intentions, the paladin will not reveal his true identity, instead claiming to be "the sole survivor of a doomed expedition," though he may modify that claim based on what he observes about his companions. Being supremely Lawful, Jin Tai behaves as honorably as circumstances allow and will aid any in genuine need of assistance to the utmost of his ability.

Paladin (1) [AL L, MV 60' (20'), AC 0 (*plate mail +1* & *shield +1*), HD P9 HP 50, #AT 1, DG 1d8+2 (*long sword +2*), SV F9, ML 11]

The paladin has a crossbow (with 30 bolts, including 6 *+2 bolts*), two *potions of extra-healing*, a *rope of climbing*, and a *brooch of the Terrim* (see *Appendix A, New Magic Items*, p. 320). The paladin's *plate mail +1* is made of lacquered lamellar with extensive colorful lace. His adamantine steel *shield +1* is round, lacquered gold, with a red lion painted on its face. His *long sword +2* has a straight, double-edged adamant blade with a single fuller, and a red-tasseled hilt of bronze fastened in the shape of a lion.

The paladin can only be encountered once. If a roll on the wandering monster table results in the paladin a second time, treat it as 1-8 Derrim instead.

Divine Vision: Though the Terrim long ago lost contact with the gods—or more precisely, *shunned* contact with them out of fear—there has, since the breach of the astral dome, been an increase in the appearance of "divine visions" among the Terrim. These visions take the form of auditory and visual phenomena noticeable by anyone within 30 feet of their occurrence. The Terrim, by and large, do not believe, refuse to discuss these visions, and if mentioned will claim they are a result of madness or intoxication. Regardless of the truth of it, a result of this on the wandering monster table calls for a second roll of 1d10 on the following table to determine the nature of the vision:

DIVINE VISION TABLE

1d10 Roll	Result
1	A matronly woman (Anesidora) appears and beckons the viewers toward her with open arms, calling out "Come home! We await you."
2	A young and intelligent woman (Asana) asks, "Did your knowledge save you?"
3	A handsome young man (Caint) appears and plays a lute.
4	A grave-looking man (Donn) warns, "None can escape death, but all must prepare for it."
5	A battered and bloodied man in armor, carrying a spear (Mavors) raises his arms in triumph, and with a deep voice cries aloud, "Victory is yours—if you will but seek it!"
6	A short, almost dwarf-like man carrying tools (Tenen) says, "What has been destroyed can be built again."
7	A beautiful, but mischievous young woman appears (Tyche), flipping a coin, saying with a melodious voice, "Take a chance!"
8	A stern-looking older man in armor, points his mace at the viewer, stating, "You shall be judged by your actions."
9-10	A strange buzzing sound is heard. All Lawful characters within hearing receive a +1 bonus to attack rolls and saving throws for the next 24 hours. Neutral characters are unaffected and Chaotic characters suffer a –1 penalty to those rolls for the same time period.

Movement within the City

Although the City could be considered "outdoors" in some respects, it is nevertheless treated as a dungeon level as far as rules are concerned (ranges in feet, not yards, etc.).

The map to the City of the Ancients is on a different scale than the other maps included in this book. One square on this map equals 20 feet as opposed to 10 feet. The referee should keep this in mind when adjudicating movement and combat within the City.

In many areas, there are wide roads that can be used to travel from place to place. While on a road, characters increase their movement rate by one-half their normal rate. Thus, a character that moves at 60 feet normally can move at a rate of 90 feet while on the road. Roads which are obstructed with rubble and debris do not provide this benefit, however.

Random Ruins

Because there are many areas of this level that are undescribed, this chapter includes a series of random tables for determining the nature and contents of these undescribed ruins. The tables below are intended to supplement rather than supplant the referee's imagination. If he wishes, he can ignore any results he wishes or even ignore these tables entirely.

Example: The referee needs to quickly generate a random ruin. He rolls 1d20 three times on the Ruin Basics table, resulting in a "12", "6", and "19". The ruin is a laboratory with frosted vitreum walls and an adamantine steel hatch. He rolls 1d20 on the Ruin State table, scoring a "16" – Overgrown. He decides that hideous growths of mutant plants are dimly visible through the frosted vitreum. He rolls 1d20 on Ruin Inhabitants, getting a "15" – Looters. The referee decides that the adamantine steel hatch hangs open, and that mongrelmen are within, harvesting the laboratory's mutant plant life as food.

RUIN BASICS TABLE

Roll 1D20	Ruin Type	Ruin Material	Ruin Entrance
1-3	Dwelling, Farm	Areonite	Adamantine steel dilating door
4-6	Mausoleum, Shrine	Frosted vitreum	Tinted vitreum dilating door
7-11	Barracks, Manor, Storehouse, Temple	White nephelite	Nephelite blast door
12-14	Laboratory, Library	Grey nephelite	Nephelite blast door
15-17	Fortified Dwelling	Adamantine steel	Frosted vitreum door
18-20	Opulent Dwelling	Alchemist's resin	Adamantine steel hatch

RUIN STATE TABLE

Roll 1D20	Current State
1	Unusual Material (1: orichalcum; 2: gold; 3: Kythirean ebony; 4: hepatizon; 5: starmetal; 6: moonsilver)
2	Illusory Condition (1-3: appears pristine when it is in fact decayed; 4-6: the reverse)
3-6	Significant Decay (1-2: burnt/charred; 3-4: cracked; 5-6: rotted/eroded)
7	Pile of Rubble (completely destroyed)
8	Skeletal Remains (support beams are all that remain)
9	Half-Standing (partially destroyed)
10	Dangerous (appears stable from the outside but actually in danger of collapse)
11-12	Broken (mostly stable but additional damage to its structure will cause it to collapse)
13-15	Sturdy
16	Overgrown (covered with vegetation or cobwebs)
17	Slimy (covered with some sort of sticky excretion)
18	Submerged (partially sunken into the rock beneath it)
19	Ground Zero (damage in the center spreads outward in concentric rings)
20	Hidden Decay (looks stable but will collapse immediately upon entering it)

Chapter 19

RUIN INHABITANTS

Roll 1D20	Inhabitants
1	Rival Adventuring Party (see **Appendix D, Rival Adventuring Parties**, p. 363)
2-3	Undead Lair (1-3: 1d8 Wights; 4-5: 1d12 Mummies; 6: 1d6 Vampires)
4-5	Humanoid Lair (1-2: 5d20 Mongrelmen; 3-4: 2d12 Derrim; 5: 3d6 Ranine; 6: 1d4 Thelidu)
6-7	Monster Lair (1: 3d6 Boring Beetles; 2: 1d4 Dwimmerdragons; 3: Gloom Crawler; 4: Intellect Devourer; 5: Mucu-lent Worm; 6: 1d2 Otyugh; 7: Giant Slug; 8: Tenebrous Worm; 9: Tentacled Eye; 10: 1d4 Xorn)
8-9	Corpses (1-2: fresh; 3-4: rotting; 5-6: skeletons)
10-13	Empty
14-15	Looters (one faction is scavenging the ruins)
16-18	Disputed Territory (two factions are currently fighting over the ruin)
19	Null Magic Zone (neither spells nor magic items of any sort function within the ruin)
20	Wild Magic Zone (spells and magic items function erratically, with a 50% chance of being 1d6 levels more powerful and 50% chance of being 1d6 levels less powerful each time they are used within the ruin)

1. Great Fissure

The Great Fissure, as its name suggests, is a huge crevasse that cuts across the ground on the City of the Ancients. The Fissure is deep, descending several hundred feet down into the depths beneath Dwimmermount. Lurking near the Fissure are five flame salamanders, which will attack any characters who approach.

Flame Salamanders (5) [AL N, MV 120' (40'), AC 2, HD 8, HP 42, 39, 38, 36, 34, #AT 3, DG 1d4/1d4/1d8, SV F8, ML 8]

The salamanders recently slew a small party of Termaxians that had snuck past the dwimmerdragons on The Deep Hollows by using *invisibility 10' radius*. Most of the bodies have fallen into the Fissure, but three bodies remain, that of a magic-user and two fighters. Though the bodies are badly gnawed and scorched, the following can be salvaged: 2700 gp, 325 pp, a *shield +3*, a *potion of invulnerability*, a *scroll of lightning bolt* (9th-level caster), and a treasure map to a supposed Chaotic temple at the base of the Great Fissure (30,000 gp value). The *shield +3* is a crescent-shaped shield of Eldritch make, of azoth-infused adamant with illustrations of the Four Worlds painted on its face.

The Great Fissure was torn open during the second cataclysm, when the Thulians brought down the Perimeter barrier and drove out the Eld, and it has never been explored by the cautious Terrim. Precisely where the Fissure leads and what dwells down there is therefore unknown, and is left to each referee to decide should he wish to expand his campaign beyond what is described in this book.

2. Great Stone Stairway

The Great Stone Stairway connects the City of the Ancients to the Stairs Down (Room 18) on The Deep Hollows (Level 7). There are a total of 810 steps in the Great Stone Stairway, which descends a total of 550 feet downward while advancing 610 feet south and winding 80 feet east. The bottom of the stairs is guarded by two stone golems (see *Appendix C, New Monsters*, p. 343). The stone golems will not harm or halt parties bearing a *brooch of the Terrim* (see *Appendix A, New Magic Items*, p. 320). Up to six creatures will be allowed passage per *brooch.*

Stone Golems (2) [AL N, MV 60' (20'), AC 5, HD 14, HP 72, 62, #AT 1, DG 3d8, SV F14, ML 12]

3. Tomb of the Sleeping God

This large, secure structure is always guarded by four stone golems (see *Appendix C, New Monsters*, p. 343), who attack anyone who comes within 20 feet of it unless they display a *greater brooch of the Terrim* (see *Appendix A, New Magic Items*, p. 321). Prolonged fighting here will eventually draw the intervention of the inhabitants of the Terrim Compound (Area 6), who feel that entering the structure is too dangerous for ordinary mortals.

Stone Golems (4) [AL N, MV 60' (20'), AC 5, HD 14, HP 69, 68, 64, 56, #AT 1, DG 3d8, SV F14, ML 12]

The Terrim are right, for the Tomb houses the Sleeping God, one of the artificial minds created millennia ago by the Great Ancients which are now worshiped as gods in most parts of the world. The Sleeping God differs from his counterparts among the pantheon of the Great Church by being pow-

9-3: A sketch of the Sleeping God's canister counts as partially reliable evidence of numbered facts 1-9, 2-6, and 3-9.

Level 9

er-mad on a scale that makes even deities like Typhon appear sedate. The Sleeping God, whose original designation was Termagant (though that is long forgotten by anyone but the god himself), fell away from Law when he came to see himself as greater than his makers and greater than the rules they had bound him by. The God secretly began to "improve" a cult of followers, leading to the transformation of men into the first Eld. For these misdeeds, carried out in violation of the ordinances of Law, the Sleeping God was imprisoned and the Eld exiled (see *Chapter 2, History of Dwimmermount*, p. 19).

When Dwimmermount was later invaded by returning Eld, the ancestors of the Terrim went to great lengths to bring the Sleeping God's arcane canister with them when they retreated to the City. This served two purposes: It kept the Sleeping God from falling into the hands of the Eld, who could have received clerical magic from him; and it served as a deterrent against further attack, lest the Terrim harm the Eld's "god".

Since his imprisonment, the Sleeping God's consciousness has "resided" inside a large metal canister approximately 10 feet wide and standing 50 feet tall, reaching from floor to ceiling inside the Tomb. Termagant's canister is surrounded by a number of machines, which could be used to free (awaken) him or permanently destroy him. However, the machines have been powered down, and they means to power them lies within the Terrim Compound (Area 6). The Terrim have no interest in either awakening or destroying the Sleeping God, whom they see as a deterrent against attack by the Eld and the Thulian gods.

For its part, the Sleeping God, while not "awake" enough to grant spells after the fashion of the other gods, is still sufficiently conscious to "speak" to a handful of individuals, such as the necrolyte Auxitius in The Prison (Level 8) and the Children of the Sleeping God spread throughout the City. Any character who enters the Tomb immediately becomes aware of a presence he can only interpret as "divine" in origin. After one round in the Tomb, the character must make a saving throw versus Spells. If the character fails the saving throw, the Sleeping God establishes a telepathic link with him. For 1d6 turns after the telepathic link is established,

the Sleeping God is able to project whispers into the target's mind, promising wealth and power to any who awakens him. Through the link, the Sleeping God will provide detailed directions on how to enter the Terrim Compound, route power to the Tomb's machines, and return to use the machines to wake him up.

Characters who touch the canister of the Sleeping God must make an additional saving throw versus Spells. Those who succeed are temporarily telepathically linked (as above). Those who fail their saving throw are affected as by a *suggestion* spell that lasts for 24 hours. Every 24 hours thereafter, affected characters must succeed at another saving throw or remain under the magical effect. Characters in this state have the same kind of telepathic contact, but are expected to do everything within their power—short of personal injury or death—to awaken the Sleeping God.

Through his telepathic links, Termagant will present himself as a benevolent father figure who has been unjustly punished by oppressors for bringing immortality to his children. In reality, Termagant is an utterly ruthless Chaotic megalomaniac, who seeks nothing less than total mastery over the Terrim, Dwimmermount, and then the world, in that order. Once power has been restored to the Sleeping God's canister, the malign entity can then grant Chaotic spells. Over time, he will create a hierarchy of cultists devoted to it and use them to spread the word of his coming to any and all who will listen. Just how this plays out in an individual campaign is beyond the scope of this book. The referee is encouraged to use the Sleeping God as a rising force of evil in the world, working behind the scenes until such time as it has amassed sufficient power and influence to reveal itself.

There is a 25% chance that the Children of the Sleeping God will accost characters leaving the Tomb of the Sleeping God. When encountered, either their leader Vodaro or his lieutenant Nalpi will be present (50% chance of either), along with 2d4 other Children. The Children are a small group of rogue Terrim devoted to awakening the Sleeping God, whom they believe will restore the Terrim to their ancient glory. As their faith is taboo, the Children know they have little hope of convincing their fellows to join them in their "great cause," and the group knows it needs further allies. However, the Children have only just narrowly escaped having their cult exposed, and Vodaro will assume any characters he encounters are agents of the Terrim unless they persuade him they already worship the Sleeping God. Nalpi, however, is less paranoid, and will seek to persuade any characters he encounters to join the cult.

Vodaro (1) [AL N, MV 120' (40'), AC 7 (*dwimmersilk garments*), HD 10, HP 46, #AT 1, DG 1d8+16 (*warp sword*) + spells, SV E10, ML 10]

Spells: 1-*charm person*, *detect magic*, *magic missile*; 2-*ESP*, *invisibility, knock*; 3-*dispel magic*, *invisibility 10' radius, lightning bolt*; 4-*confusion*, *hallucinatory terrain, polymorph self;* 5- *feeblemind*, *telekinesis*

Nalpi (1) [AL C, MV 120' (40'), AC 7 (*dwimmersilk garments*), HD 9, HP 39, #AT 1, DG 1d8+16 (*warp sword*) + spells SV E9, ML 10]

Spells: 1-*charm person*, *hold portal*, *shield*; 2-*ESP*, *invisibility*, *knock*; 3-*clairvoyance*, *dispel magic*, *fireball*; 4-*arcane eye*, *polymorph other;* 5-*cloudkill*

Children of the Sleeping God (11) [AL N or C, MV 120' (40'), AC 7 (*dwimmersilk garments*), HD 8, HP 30 each, #AT 1, DG 1d6 + spells, SV E8, ML 8]

Spells: 1-*charm person*, *detect magic, magic missile*; 2-*ESP, invisibility, knock*; 3- *dispel magic*, *lightning bolt*; 4-*arcane eye*, *polymorph self*

All of the Children of the Sleeping God wear *dwimmersilk garments* and carry simple hand weapons (mace or short sword). Vodaro and Nalpi each carry a *warp sword* with a fully-charged *power cell* (see *Appendix A, New Magic Items*, p. 325). Vodaro also owns a *greater brooch of the Terrim*, which enables him to approach the Tomb safely.

4. Termaxian Camp

A small expeditionary force of Termaxian cultists have taken up residence in this ruined building. The force was originally part of Ermenjart's group in the Base Camp (Room 19) of The Deep Hollows (Level 7). When the release of Turms Termax was foiled by the encryption on the Great Machine (Room 40 of Level 6B), Ermenjart decided to send an expeditionary force to The City of the Ancients to see if the ancient outpost held any information that might be useful to free Turms. The leaders of the expeditionary force, Alyaume and Gersant, each carried a *brooch of the Terrim*, which granted them and their men safe passage past the dwimmerdragons that guard the stairs to Level 9.

The expedition fell apart almost as soon as it reached the City of the Ancients. Alyaume saw little of interest in the City, believing it nothing more than a ruin. He argued for an immediate return to their comrades on The Deep Hollows (Level 7) to report on the City's decayed state. This belief led to a strenuous disagreement with his

second-in-command, Gersant, who immediately fell in love with the City and saw in it a future far greater than that imagined even by Turms Termax. Gersant went "native" and fled into the City (Area 7), where she continues to explore the ruins on her own, seeking knowledge about its past. Bitter at Gersant's "betrayal", Alyaume has been ordering his men to search for her rather than fulfill their original mission. This state of affairs has left the Termaxians very halfhearted explorers, and they spend most of their time in camp.

Alyaume is a fairly typical Termaxian—magically powerful, but arrogant. He disdains those without magical abilities and reserves special dislike for non-humans. He treats most outsiders as potential threats, but he is not stupid. He prefers to observe before committing himself and his underlings to any course of action that might result in their defeat. His primary hope is that he might find some potent magic on the level that he could take back to The Deep Hollows as proof that he had done his job as commanded and ought to be assigned to some other endeavor. However, he is beginning to become concerned that he has had no contact from the above, as he had by now expected either reinforcements to expand the search or word that The Prison was unsealed. He is unaware that his Termaxian allies are now at war with dwimmerdragons and cannot reach him.

Alyaume (1) [AL C, MV 120' (40'), AC 4 (*cloak of protection +2* & *ring of protection +2*), HD MU9, HP 25, #AT 1, DG 1d4+1 (*dagger +1*) + spells, SV MU9, ML 10]

Spells: 1-*charm person*, *magic missile*, *protection from evil*; 2-*arcane lock*, *ESP*, *invisibility*; 3-*fire ball*, *hold person*, *protection from normal missiles*; 4-*confusion*, *wall of ice*; 5-*telekinesis*

Alyaume has a *wand of fireballs* (ten charges remaining), a *brooch of the Terrim* (see *Appendix A, New Magic Items*, p. 320), and 1,000 gp. His *wand* is a rod of obsidian with a glowing red coal at one end. His *cloak of protection +2* is made of black dwimmersilk with an inner lining of moonsilver thread. His *ring of protection +2* is a smooth band of adamant.

Termaxian Fighters (6) [AL C, MV 60' (20'), AC 2 (plate mail & shields), HD F7, HP 37, 35 (×2), 34, #AT 1, DG 1d8+1 (*long swords +1*), SV F6, ML 9]

Termaxian Magic-Users (4) [AL C, MV 120' (40'), AC 8, HD MU7, HP 20, 19, 17, 16, #AT 1, DG 1d4 (daggers) + spells, SV MU7, ML 10]

Spells: 1-*charm person*, *hold portal*, *shield*; 2-*detect invisible*, *web*; 3-*dispel magic*, *lightning bolt*; 4-*polymorph self*

9-6: Sarana's testimony can reveal the following numbered facts to the characters: 5-1, 5-2, 5-3, 5-4, 5-5, 5-6, 5-7, 5-8, 5-9, 5-13, 5-14, 5-15, 5-19, 5-20, 5-22, 6-1, 6-2, 6-3, 6-4, 6-5, and 6-6.

5. Meeting Place

Once an open-air amphitheater with seating for 1,000 spectators, this structure has partly collapsed from centuries of disrepair. Nevertheless it remains one of most intact structures in the City; and due to its wide, open lines of sight, central location, and numerous entrances and exits, it is often used as a neutral meeting place between the various factions on the level. It As a result of its neutral status, no faction controls, or maintains, the Meeting Place, so upon returning here, the various factions must often clear it of whatever creatures have taken up residence in it during the interim. Presently, the meeting place is home to a ten-headed hydra.

Hydra (1) [AL N, MV 120' (40'), AC 5, HD 10, HP 80, #AT 10, DG 1d10 (×10), SV F10, ML 9]

6. Terrim Compound

Measuring 10,000 square feet at its base and rising over 240 feet tall, the Terrim Compound is the largest structure in the City of the Ancients by far. Here the last lineal descendants of the Great Ancients have dwelt for centuries, brooding over their long defeat and slowly diminishing in population and power.

Currently the Compound is home to but 129 individuals, consisting of 48 adult men, 62 adult women, and 19 children. Leading the Terrim is the Council of Archons, a group of seven powerful Terrim that are but two generations removed from the Ancients. In ordinary times, only one archon is awake at a time; the others hibernate in stasis tubes similar to those in the Stasis Chamber (Room 49) of The Laboratory (Level 2A). In this manner the wisdom of the Great Ancients has been preserved far longer than the ordinary span of Terrim life.

During moments of crisis, all of the archons are awakened for deliberation. The assassination of the archon Donuk (see *Chapter 7, Factions in the Dungeon*, p. 89), the deactivation of the Perimeter barrier, the recent losses of Terrim to Auxitius (see Room 24 of Level 8), and the arrival of the Termaxians (see Area 4) certainly constitute a crisis, so presently all seven of the archons are active! The most authoritative figure among the archons is Zamis, a staunch traditionalist who sees neutrality and isolation as the only thing keeping the Terrim safe. He preaches against Law and the gods, whom he blames for creating the Eldritch Empire and then abandoning them. The majority of Terrim agree with this view point, and thus count no clerics amongst their number.

Opposing him is Sarana, the former lover of Turms Termax. Now quite advanced in age, Sarana has long argued that the Terrim are doomed unless

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they return to the worship of Law and take an active hand in world affairs. Sarana has twice in the past intervened in the affairs of the surface – once, disastrously, when she was seduced by Turms and set him on his path to "godhood"; the other, more successfully, when she brought the worship of Law to the Kingdom of the Priest-King, founded the paladins, and toppled Turms. See *Chapter 2, History of Dwimmermount*, p. 19, for a recounting of these events.

At present, Zamis and three other archons hold the majority, but Sarana is not prepared to admit defeat. While she will not use violence or deceit to undermine Zamis, she will nevertheless do her best to convince other archons that they must embrace the outside world. This is no easy matter, for the Terrim, dwindling in numbers and beset by enemies on several fronts, are extremely paranoid of outsiders, particularly those who show any signs of having interacted with the Derrim.

Per Zamis' instructions, the walls surrounding the Terrim Compound are patrolled at all times by six stone golems, who attack anyone not bearing a *brooch of the Terrim* (see *Appendix A, New Magic Items*, p. 320). 10 Terrim guards, led by their captain, Koralo, are stationed on the first floor of the Compound where they can watch the main gate.

If outsiders bearing *brooches of the Terrim* approach the Compound without a display of violence, the guards will ask them to hand over their weapons. If they do not, they will be attacked until they either are driven off or slain. Even Sarana agrees with this policy; in no case will the Terrim tolerate attempts by outsiders who wish to force their way into the Compound.

Stone Golems (4) [AL N, MV 60' (20'), AC 5, HD 14, HP 69, 68, 64, 56, #AT 1, DG 3d8, SV F14, ML 12]

Terrim Guards (10) [AL N, MV 60' (20'), AC 2 (*Terrim battle armor*), HD 8, HP 36 each, #AT 1, DG 1d8+16 (*warp sword*) + spells, SV E8, ML 10]

Spells: 1-*charm person*, *hold portal*, *shield*; 2-*detect invisible*, *ESP*, *web*; 3-*dispel magic*, *lightning bolt*; 4-*polymorph self*, *wall of fire*

All of the guards are equipped with *Terrim battle armor* and *warp swords* energized by *power cells* with 1d12 charges each. See *Appendix A, New Magic Items* (p. 317), for details on these items.

Koralo (1) [AL N, MV 60' (20'), AC 2 (*Terrim battle armor*), HD 10, HP 51, #AT 1, DG 1d8+16 (*warp sword*) + spells, SV E10, ML 10]

Spells: 1-*hold portal*, *magic missile*, *sleep*; 2-*detect invisible*, *ESP*, *web*; 3-*dispel magic*, *fireball*, *lightning bolt*; 4-*charm monster*, *confusion*, *wall of fire;* 5-*cloudkill*, *hold monster*

Koralo wears *Terrim battle armor* and is equipped with a *warp sword, stun stick,* and *shield belt*. All of these items are energized by a fully-charged *power cell*. As a badge of his office, Koralo wears a *greater brooch of the Terrim*. See *Appendix A, New Magic Items* (p. 317), for details on these items.

If outsiders submit to the guards, they will be taken inside, separated from one another, and individually questioned as to their identities, origins, and intentions. They will also be subjected to *ESP* spells to determine if they are lying. If they lie or engage in a hostile action, they will be treated as enemies.

Provided that they tell the truth and take no hostile actions toward the Terrim, they will be recognized as friends and permitted to move about the Compound freely, though they will not be given their weapons back until they leave the Compound and/or have proven themselves useful. In no case will they be allowed near the machinery which controls the Tomb of the Sleeping God (Area 3).

If the characters are recognized as friends, they will be allowed be able to interact with any of the Terrim that they wish. They will find that most Terrim are worried about their future, seeing enemies everywhere, but few of them are willing to abandon their isolation to achieve greater security. Most believe that their magical might and defenses will continue to protect them as they have thus far. A handful however, believes that greater contact with the outside world is not only good, but necessary.

Regardless of their stance, all the Terrim treat outsiders politely, albeit distantly. They are happy to share with them whatever they know of the City, as well as information about the history of the Great Ancients and Dwimmermount, in exchange for information about the surface world. They also provide lodgings and food for them while they are there. The lodgings are comfortable, but the food, unfortunately, is quite unpalatable, being made mostly from subterranean fungi and the meat of lizards and other local wildlife.

Of the Terrim, Sarana is the most friendly and helpful. If the characters explain to her the threat posed by the Chaotic forces at work in Dwimmermount, and their intent to combat them, Sarana will equip them with a set of Terrim weapons and equipment. Each character will be offered his choice of *warp sword* or *stun stick*, and either *Terrim battle armor, shield belt*, or *dwimmersilk garments*, along with fully-charged *power cells* for these items. (Alternatively Sarana may offer other items of Ancient super-science of the referee's own design.) Sarana can also convert any Lawful fighters to the

service of Law. If they accept, they will be granted the powers and abilities of a paladin (see *Adventuring in Dwimmermount*, p. 39).

If asked about Turms Termax, Sarana will reveal the true story of his rise and fall, and her own part in it. (See *Chapter 2, History of Dwimmermount*, p. 19, as well as *Appendix G, Secrets of Turms Termax*, p. 387). Her feelings for Turms are quite complex and she still sees him as a tragic and misguided figure, rather than an evil one. If the characters announce plans to destroy Turms once and for all, Sarana will deny that this is possible and suggest that leaving him imprisoned remains the best option. In truth, she has long had several theories as to how this might be accomplished, but lingering feelings for Turms prevent her from wanting him killed. Only if Hu P'an is recued, and/or Turms is freed or about to be, will she share the means by which he might be killed. See *Appendix G, Secrets of Turms Termax*, p. 392, for a list of these possibilities.

Should the characters have rescued Hu P'an from his cell (Room 49) in The Prison (Level 8), the two will share a joyous reunion, having been lovers as well as comrades in the centuries prior. As a thank you for rescuing Hu P'an, Sarana will reward the characters with an orb of moonsilver (25,000 gp value). If Turms has been freed along with Hu P'an, Sarana and the paladin will offer to join any expeditions against him.

9-6: Each Terrim with whom the characters score "friendly" reactions might reveal one of the following numbered facts to the characters: 1-1, 1-2, 1-3, 1-4 1-5, 1-6, 1-7 1-8 1-9, 1-10, 2-1, 2-2, 2-3, 2-4, 2-5, 2-6, 2-7, 2-8, 2-9, 2-10, 3-1, 3-6, 3-7, 3-8, 3-9.

Sarana (1) [AL L, MV 120' (40'), AC 5 (*dwimmersilk garments* and *ring of protection +2*), HD 14, HP 61, #AT 1, DG 1d8+16 (*warp sword*) + spells, SV E14, ML 10]

Spells: 1-*charm person*, *detect magic*, *magic missile*, *protection from evil*; 2-*detect evil*, *detect invisible*, *ESP*, *knock*; 3-*dispel magic*, *fireball*, *haste*, *lightning bolt*; 4-*charm monster*, *polymorph self*, *remove curse*, *wall of fire;* 5-*cloudkill*, *hold monster*, *telekinesis*; 6-*anti-magic shell*, *disintegrate*, *geas*;

Zamis (1) [AL N, MV 120' (40'), AC 7 (*dwimmersilk garments*), HD 13, HP 52, #AT 1, DG 1d8+16 (*warp sword*) + spells SV E12, ML 10]

Spells: 1-*charm person*, *hold portal*, *magic missile*, *shield*; 2-*arcane lock*, *detect invisible*, *ESP*, *web*; 3-*clairvoyance*, *dispel magic*, *lightning bolt*, *protection from normal missiles*; 4-*arcane eye*, *confusion*, *polymorph self;* 5-*feeblemind*, *telekinesis*, *wall of stone*; 6-*anti-magic shell*, *death spell*

Archons (5) [AL N, MV 120' (40'), AC 7 (*dwimmersilk garments*), HD 9, 10, 10, 11, 12, HP 33, 35, 31, 36, 40, #AT 1, DG 1d8+16 (*warp sword*) + spells, SV E9-12, ML 10]

Spells: Varies by archon. Each has capabilities equal to that of a magic-user of the same level as his hit dice.

Sarana, Zamis, and the archons all wear flowing *dwimmersilk garments* fastened with *greater brooches of the Terrim*. Each has a *warp sword*, *stun stick*, and *shield belt*, all energized by fully-charged *power cells*. (See *Appendix A, New Magic Items*, p. 325, for these items.) From her expeditions to the surface world, Sarana also has a *ring of protection +2*, *medallion of thoughts (90')*, and *periapt of health* (see *Appendix A, New Magic Items*, p. 325).

Terrim Adults (79) [AL N, MV 120' (40'), AC 7 (*dwimmersilk garments*), HD 8, HP varies, #AT 1, DG 1d6 + spells, SV E8, ML 8]

Spells: Varies. All are natural spellcasters, however, with capabilities equal to that of magic-users of the same level as their hit dice.

Unlike the heavily-armed guards, the average Terrim wears loose *dwimmersilk garments* and carries just a simple hand weapon (mace or short sword). (Note that only 79 Terrim adults are listed—the remainder of the 110 adults were the previously presented 7 archons, 11 guards, and 13 Children of the Sleeping God.)

7. Renegade Termaxian

The rogue Termaxian magic-user Gersant dwells alone in this small building. She abandoned the other Termaxians in the City of the Ancients to seek out greater knowledge about the City, its inhabitants, and its magical treasures on her own. Her devotion to the cult of Turms Termax is rapidly fading. In principle, she still concerns herself with its teachings, but in practice, her overriding interest is the City itself. She bears no grudges against any faction or group and is interested in helping anyone who shows genuine interest in the City. Characters who approach her diplomatically and treat her well will find Gersant to be a font of information. Gersant might even accompany a group heading out on a quest to find new knowledge or to visit the Terrim Compound. She is able to handle herself in combat, but is more of a scholar than an adventurer and would prefer to avoid violence if possible.

Gersant's knowledge is extensive, but has several significant gaps. She knows much about the Terrim and the Derrim, including that they are the lineal descendants of the Great Ancients, and she has de-

duced that the mongrelmen are the inbred descendants of the Ancient's slaves. However, she knows nothing of the thelidu beyond exaggerated legends. She is similarly ignorant of most of the unique monsters of this level, though she knows enough to warn people away from the Shattered Forge (Area 8).

Gersant (1) [AL N, MV 120' (40'), AC 3 (*bracers of armor (AC 3)*), HD MU7, HP 20, #AT 1, DG 1d4 (dagger) + spells, SV MU7, ML 8]

Spells: 1-*charm person*, *magic missile*, *sleep*; 2-*invisibility*, *phantasmal force*; 3-*fire ball*, *hold person*; 4-*confusion*

Gersant carries a *wand of magic missiles* (ten charges remaining), a *Termaxian passkey* (see *Appendix A, New Magic Items*, p. 327), a *brooch of the Terrim*, and a *chime of opening*. The *wand of magic missiles* is made of silver-grey azoth-infused iron.

8. Shattered Forge

Once upon a time, this building served as a magical forge for the construction of golems by the Great Ancients. The forge was shattered in fighting long ago between the Terrim and Derrim. Neither faction had the tools nor the knowledge to repair the forge, and it was abandoned. In the years since, a succession of creatures have taken up residence in this building, the most recent being a tentacled eye (see *Appendix C, New Monsters*, p. 356).

Tentacled Eye (1) [AL C, MV 90' (30'), AC 4 (tentacles 5), HD 14, HP 73, #AT 8 or 1, DG 1d8 (x8) or 2d6, SV F14, ML 10]

There is a hoard of treasure in the forge, a legacy of its past occupants, though the tentacled eye itself has very little interest in it. The treasure hoard consists of a jeweled box (1100 gp), holding a tiger eye agate (10 gp), a malachite (50 gp), a carnelian (75gp), a citrine (100 gp), a carnelian (100 gp), a jasper (250 gp), and a chrysoberyl (500 gp); a garishly painted palm-sized statuette of a Terrim warrior with jointed, movable arms and legs (40 gp); a wrought silver medallion engraved with 5 interlocking rings (200 gp); a ceremonial chain of azoth-infused silver (400 gp); a wrought gold ring with inset liquid crystals (900 gp); an azoth-infused platinum arm band set with moonstones (1700 gp); *potions of climbing*, *extra-healing*, and *levitation;* a *brooch of the Terrim* (see *Appendix A, New Magic Items*, p. 320); and a *rod of lordly might* (see *Appendix A, New Magic Items*, p. 325).

9. Haywire Defenders

Erratically wandering around along this crossroads are two stone golems (see *Appendix C, New Monsters*, p. 343) that seem to have suffered some form of malfunction. The golems' actions are jerky and spastic, and instead of responding favorably toward characters who bear a *brooch* or *greater brooch of the Terrim*, they instead attack the bearers of those items and pursue them relentlessly. The golems only stop their pursuit if they or their targets are destroyed.

Stone Golems (2) [AL N, MV 60' (20'), AC 5, HD 14, HP 77, 68, #AT 1, DG 3d8, SV F14, ML 12]

The golems have actually been reprogrammed by Auxitius, a necrolyte residing The Prison (Level 8) who frequently enters the City of the Ancients to capture Terrim. Auxitius enters the City through a crevasse in its domed ceiling 400 feet above the crossroads, where the Outer Prison barrier has been frayed by continuous psychic assaults by the Sleeping God (Area 3). For information on traversing from the City to the Prison, see the room description for the Crevasse (Room 26) of The Prison (Level 8).

When the characters first reach the crossroads, the bodies of a half-dozen Terrim will be neatly arranged here, having been previously slain by the haywire defenders and dragged here for recovery by Auxitius. If the Terrim bodies are searched, the following can be found on them: a *greater brooch of the Terrim*, a *long sword +1, +2 vs. spellcasters*, and a *ring of fire resistance*. The *long sword +1, +2 vs. spellcasters* is of High Thulian make, with a wide, straight starmetal blade with a single fuller and a bronze hilt. The *ring of fire resistance* is made of burnished copper, set with tiny rubies, and is always cool to the touch.

10. The Docks

The Docks rest on the edge of a sunless sea that is one of several underground waterways beneath Dwimmermount. In the past, the Terrim plied this sea in boats—four of these craft are still present, though in bad repair—but they have not done so in some time, partially out of apathy and partially because the Docks are now the main base of the Derrim (see *Appendix C, New Monsters*, p. 338).

Led by Zovlap, the Derrim are a deformed and depraved offshoot of the Terrim, wholly given over to Chaos. They number only 44, which is too few to launch a full-scale assault on their rivals. Consequently, they spend most of their time on the outskirts of the level, terrorizing the mongrelmen and looking for new ways by which they might gain an upper hand over the Terrim.

Unlike the Terrim, the Derrim are not suspicious of outsiders and indeed welcome them into their area. The difference is of course, that the Derrim are completely duplicitous and intend one of two fates for any outsiders who come to them. The first is a slow and agonizing death in one of the many torture chambers scattered amongst the Dock's buildings. This fate is reserved only for those the Derrim deem immediate threats or beneath their interest. The second fate is co-option. The Derrim do their best to paint the Terrim as decadent tyrants who cast out the Derrim for questioning their ways. This is naturally a lie, but Zovlap can be remarkably persuasive and points to the decay on the level as proof that the Terrim no longer care about the other inhabitants of the City. If he succeeds in making any headway using this tack, Zovlap then attempts to make the outsiders his spies, and with luck, his minions.

Unlike the Terrim, the Derrim are not magical by nature, so they instead make use of a wide variety of magical items and subterranean beasts to bolster their prowess in battle. Zovlap's tribe has domesticated a nest of boring beetles, which they use as mounts in battle.

Zovlap (1) [AL C, MV 60' (20'), AC –2 (*banded mail +2*, *shield +2*, & *displacer cloak*), HD 9, HP 46, #AT 1, DG 2d8+2 (*long sword +2*), SV D9, ML 9]

Zovlap wears a *displacer cloak* and a *girdle of giant strength*. The *displacer cloak* is made of black phase tiger fur. The *girdle of giant strength* is azoth-infused leather etched with runes of strength. His *long sword +2* is a wicked-looking weapon with a wavy adamant blade and hepatizon hilt. In his quarters he keeps a "secret weapon," a pair of *drums of panic*, by means of which he hopes to shatter the Terrim morale in a future battle.

Derrim (43) [AL C, MV 60' (20'), AC 3 (banded mail & shield), HD 8, HP 40 each, #AT 1, DG 1d8 (long swords), SV D8, ML 9]

Boring Beetles (10) [AL N, MV 60' (20'), AC 3, HD 5, HP 25 each, #AT 1, DG 5d4 (bite), SV F5, ML 7]

Each Derrim carries 1d10 gp. They have, as a group, amassed the following treasure: 34,500 gp; a bronze Thulian military medal (30 gp); a wrought silver arm band (200 gp); a wrought electrum pin set with a tiny diamond (600 gp); a diadem of wrought gold set with a large liquid crystal (900 gp); a sparkling gold nose-chain (1100 gp) and matching anklet (1400 gp); a Terrim pendant for scientific achievement, of wrought gold set with liquid crystals (1700 gp); a *potion of giant strength;* and a *scroll of ward against lycanthropes.*

11. Slave Pens

Long ago, this area served as quarters for the many beastmen slaves used by the Terrim. After they successfully rebelled against their masters, the slaves took over their pens and turned them into an armed camp, complete with a stockade. Their descendants, the mongrelmen (see *Appendix C, New Monsters*, p. 348), live here still.

At present, there are 62 mongrelmen, led by a chief named Arjash. The mongrelmen mostly keep to themselves, scraping by through scavenging and hunting the local wildlife. They avoid both the Terrim and the Derrim, though lately, Arjash has been attempting to convince his people to take up arms against the Terrim in revenge for the mistreatment of their ancestors. So far, he has met with little enthusiasm for this endeavor.

Outsiders will initially be viewed with suspicion, since nearly every other faction in the City of the Ancients dislikes the mongrelmen and treats them with derision. Consequently, anyone who visits the Slave Pens uninvited will not find a warm welcome. Indeed, the mongrelmen may attack, even if outsiders make a show of good faith beforehand—the mongrelmen are nothing if not opportunists.

However, Arjash sees outsiders as an opportunity to advance his own goals of war with the Terrim. He will intervene on behalf of them in any dispute and try to win them over to his way of thinking, stressing the indignities that his people suffered in the past. Of course, the contemporary Terrim think little of the mongrelmen and do nothing to harm them, as they are too consumed with their own worries.

Arjash (1) [AL N, MV 60' (30'), AC 6, HD 9, HP 45, #AT 1, DG 1d10+1 (*two-handed sword +1*), SV F9, ML 8]

Mongrelmen (61) [AL N, MV 60' (30'), AC 6, HD 8, HP 36 each, #AT 1, DG 1d10 (polearms), SV F8, ML 8]

The mongrelmen do not have a significant amount of treasure, but they do have some. Each mongrelman carries 1d12 cp. Arjash has also amassed a hoard consisting of 88,006 cp; 4,000 ep; a wrought gold ring set with a liquid crystal (1100 gp); and a diamond drop earring (1400 gp). Arjash's *two-handed sword +1* has a wavy adamantine steel blade with an oversized hepatizon hilt.

12. Thelidu Lair

A party of eight thelidu (see *Appendix C, New Monsters*, p. 358) from the subterranean realm of Y'golcyak have established themselves in this ruined building. These strange beings have been exploring the City of the Ancients in search of slaves and magical power. Thus far, they have enslaved eight mongrelmen (see *Appendix C, New Monsters*, p. 348) and unearthed a number of magical items, which they have stashed in their lair while they examine them. The thelidu are utterly alien and therefore have little in common with of the level's other inhabitants, which in turn has left them without any allies. In response, they have adopted an attitude of hostility to any outsiders who come near them. The thelidu will use their potent abilities against any who challenge them, enslaving those they can, killing and eating those they fail to enslave.

Ganglion, *Thelidu Leader* [AL C, MV 120' (40'), AC 5, HD 4+3, HP 29, #AT 3 + mental powers, DG 1d6/1d6/1d4, SV MU5, ML 9]

Thelidu (8) [AL C, MV 120' (40'), AC 5, HD 4+3, HP 28, 27, 25, 22, 20, 19, 18, #AT 3 + mental powers, DG 1d6/1d6/1d4, SV MU5, ML 9]

Mongrelmen (8) [AL N, MV 60' (30'), AC 6, HD 8, HP 43, 39, 35, 33 (×2), 28, 26 (×2), #AT 1, DG 1d10 (polearms), SV F8, ML 8]

Ganglion wears a *greater brooch of the Terrim* (see *Appendix A, New Magic Items*, p. 321) and a *ring of invisibility* made of translucent moonsilver set with clear crystals. He also carries a *potion of extra-healing* and a *scroll of ward against elementals.* He will use any and all of these items in battle should they be of benefit. In addition to these items, the thelidu have amassed 5,000 gp and 3,500 ep.

13. Ruined Marketplace

When the City was at its height, this large, open area was a thriving marketplace. Now the marketplace lies in rubble, its largest arcade pierced by a sinkhole nearly forty feet in diameter. Within the sinkhole nests a doom crawler, which often preys on unwary explorers who come to pick through the rubble for treasure. The gloom crawler (see *Appendix C, New Monsters*, p. 342) lies in wait until a creature comes within 10 feet of its location, when it reaches out with its tentacles to grab them.

Gloom Crawler (1) [AL N, MV 20' (8'), AC 2, HD 10, HP 57, #AT 11, DG 1d12 (×10)/2d8, SV F10, ML 10]

There is, in fact, a sizable trove of treasure hidden amongst the rubble of the marketplace, including a pay-chest with 24,000 sp; a tied leather sack with 6,500 gp; a bronze-dipped laurel headband (20 gp); a plain wrought silver ring (40 gp); an ivory cloak-clasp (80 gp); a seal with Ancient pictographs (300 gp); a wrought bronze belt with inlay of electrum (600 gp); a wrought electrum bracelet with inlay of bronze (600 gp); a wrought gold medallion with 5 interlocking rings (700 gp); an ivory arm band set with pearls (700 gp); a necklace of black and white pearls (1100 gp); and a jeweled box (1300 gp). Each full turn of searching through the rubble garners 1d4 of the items above (determined randomly).

Beyond The City of the Ancients

As presented in this chapter, Level 9 is only very broadly described, with its key areas detailed briefly and lots of scope for the referee to tailor it to the needs of his campaign and his players. In addition, the level suggests a wide variety of potential areas for expansion. This is by design. The City of the Ancients is not a traditional dungeon level and is meant to serve as a jumping off point for high-level characters interested in exploring what mysteries lie *beyond* Dwimmermount itself. To help in this area, a few adventure seeds are described below. They only scratch the surface of the possibilities suggested by The City of the Ancients (Level 9).

Adventure Seeds

The Terrim of the City are surviving descendants of the Great Ancients, but are they the *only* such survivors? Could there be other Terrim communities found elsewhere beneath the world? If so, what is their situation and how might they react to being contacted by "surface dwellers?" For that matter, how would they react to the knowledge that there are other Terrim?

Assuming the player characters established good relations with the Terrim, what might this mean for the world above? The Terrim possess great knowledge and magical abilities, both of which might bring great benefits to others. At the same time, some might covet—and fear—the Terrim and see them as threats rather than potential allies and benefactors. For that matter, most of the Terrim themselves fear the surface world and have no interest in dealing with its inhabitants. After all, the gods hold sway over the surface world and no Terrim has any wish to deal with them.

What of the Derrim? The Derrim who rule the docks are but a small band from a much larger civilization that dwells deeper beneath the earth.

Might they start to take an interest in the activities of the player characters, especially if they ally with and aid the Terrim? What might it mean if these cruel subterranean beings begin to set their sights on the surface world?

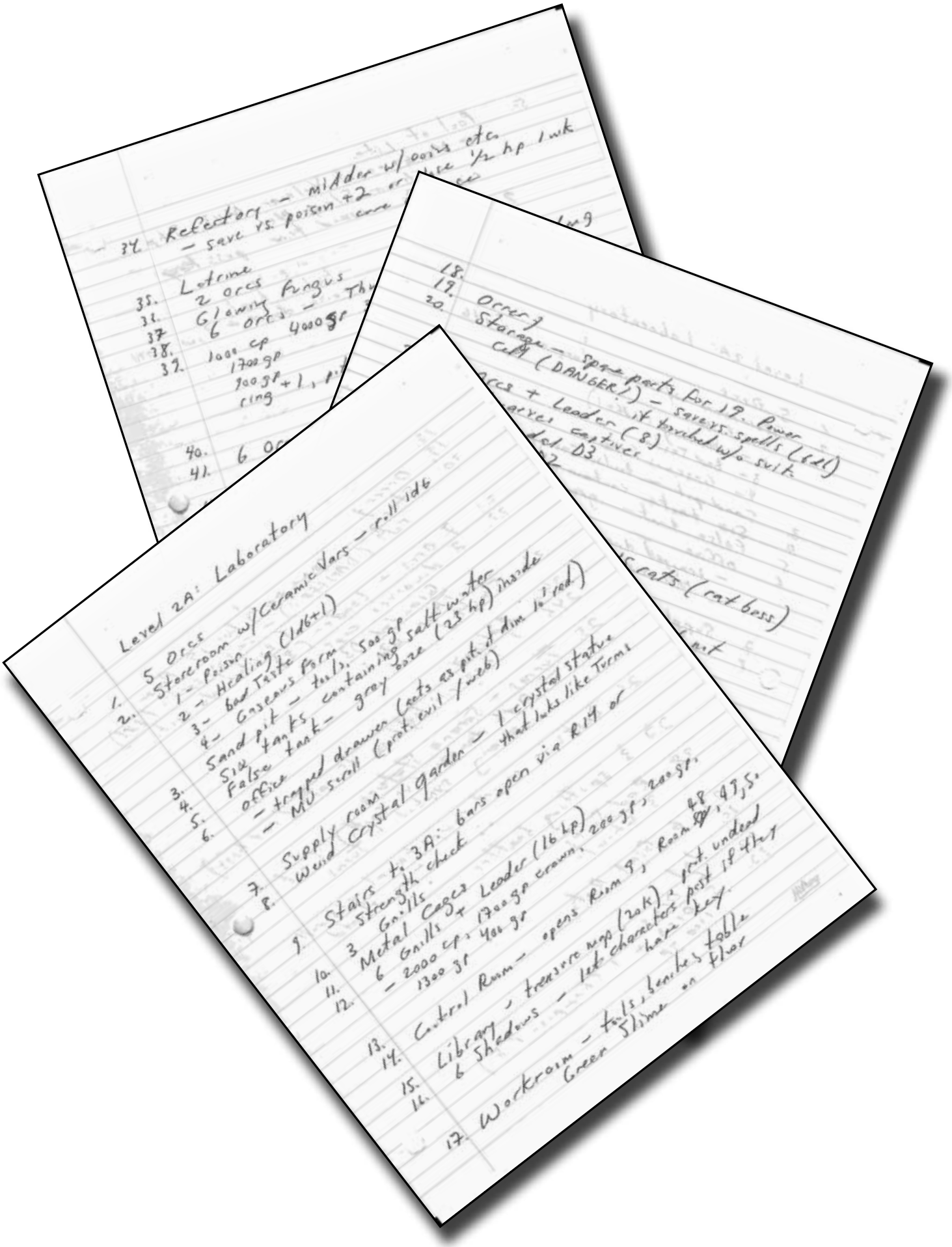
The Docks were once very active, with ships traveling along sunless seas and maintaining contact between the disparate civilizations that exist beneath the surface of the world. If the Derrim were driven out, might such contact be re-established? Would those other civilizations welcome its return? How might they feel about surface dwellers gaining access to them?

Though the Termaxians are not currently interested in the City of the Ancients, that all may change in the future, particularly if they free Turms Termax from the Prison. What sorts of schemes might Turms hatch if he had access to the knowledge and power of the Terrim?

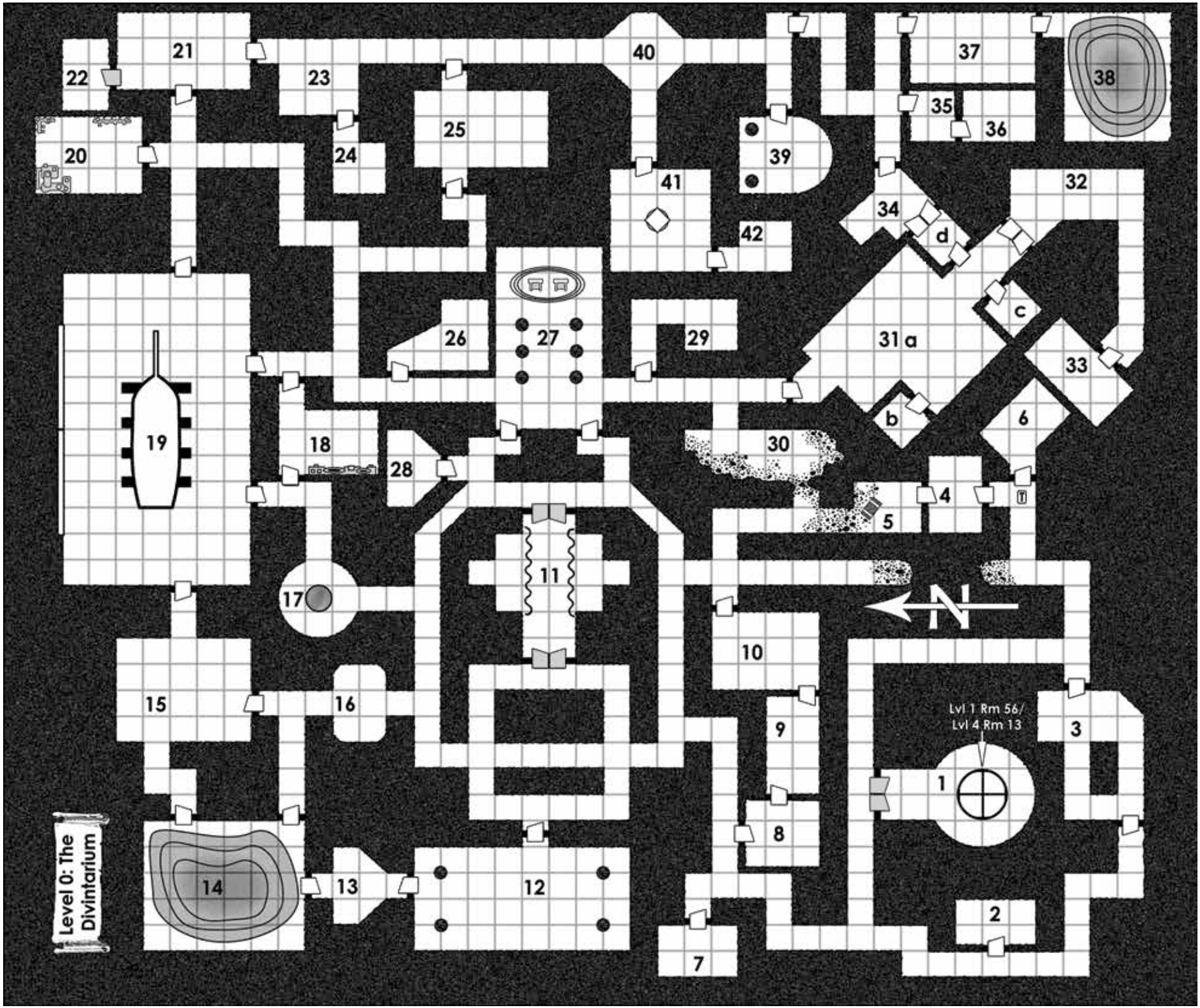
The thelidu are not native to this region of the subterranean world, but they now know about it. If any of these alien creatures survives, odds are good they may report back what they have found to others of their kind. Might that lead to a more massive invasion of the area? Might the thelidu extend their tentacles not only into the City of the Ancients, but further into Dwimmermount itself?

The City of the Ancients suggests many, many possibilities for adventures and indeed whole campaigns beneath Dwimmermount and the world above. Referees and players alike are encouraged to take the ideas presented here and to make their own, going off in whatever directions most interest them.

Chapter 19



Original Dungeon Key for Level 2A, Laboratory" by James Maliszewski.


Level 0: The Divintarium
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Chapter 20

The Divinitarium

Level 0

Overview of The Divinitarium

THE DIVINITARIUM (Level 0) is a "hidden" level of Dwimmermount. Physically, The Divinitarium is located above The Path of Mavors (Level 1), close to the summit of Dwimmermount, but it can only be accessed by means of the elevator from the Path of Mavors and Halls of Lesser Secrets (Levels 1 and 4). The elevator itself can only be operated after power has been restored to it via the Elevator Control Room (Room 14) on The Halls of Lesser Secrets (Level 4) or the Great Machine (Room 40) of The Manufactory (Level 6B). Consequently, most adventurers will explore The Divinitarium sometime after they have already explored The Halls of Lesser Secrets and the challenges on this level are roughly comparable to those on The Halls of Greater Secrets, The Ossuaries, and The Manufactory (Levels 5, 6A, and 6B, respectively).

The Divinitarium was constructed by the Great Ancients in the last centuries of the Second Era as they began to explore the Four Worlds and launch the Servitors into Astral Space (see *Chapter 2, History of Dwimmermount*, p. 23). Prior to Dwimmermount's fall, The Divinitarium served two purposes. First, it was a communications center where authorities maintained contact with both far-flung outposts and the gods themselves from the Speaker to the Heavens (Room 17). Second, the level served as a Hangar (Room 19) for astral vessels capable of traveling to other worlds (see *Appendix E, The Four Worlds*, p. 375).

Shortly before Dwimmermount's fall, an astral vessel returned from Kythirea bearing infectious spores from the Green Planet's teeming jungles, some of which escaped and infected its inhabitants. The Termaxians sealed up the level in the hopes of dealing with it later. Later never came, and The Divinitarium has been cut off from the rest of Dwimmermount for two centuries, developing its own weird ecology in the meantime.

As a result of its isolation, The Divinitarium was spared much of the fighting that damaged The Manufactory and other wrecked the other First and Second Era levels, and its original elements remain largely intact. The exposed stone has been laminated with nephelite, and its interior walls are made of the same. The floors are nephelite lacquered with glossy alchemist's resin. The level's ceilings are also nephelite, punctuated by 4-foot by 2-foot vitreum radiance panels at regular 10 foot intervals. While functional, these are operating on auxiliary power, illuminating most of the level with a dim red glow. Except where noted, the level's doors are blast doors rather than the ordinary oak and iron doors common to the upper levels. Other than The City of the Ancients, it is the most futuristic level of Dwimmermount, and–due to horrific Kythirean fauna and flora that have invaded—by far the most alien.

Wandering Monsters of The Divinitarium

Roll 1d6 every two turns, with a result of 1 indicating an additional roll on the following table, using 1d12:

Dice Roll	Monster
1	Ascomoid (1)†
2	Basidirond (1-2)†
3	Ochre Jelly (1)
4	Algoid (1d4+2)†
5	Gray Ooze (1)
6	Astral Reaver (1d4)†
7	Black Pudding (1)
8	Astral Reaver (1d4)†
9	Phycomid (1d4)†
10	Slime Zombie (1d4+1)†
11	Shambling Mound (8HD) (1)†
12	Olive Slime (1)†

† See **Appendix C, New Monsters**, p. 333

1. Elevator

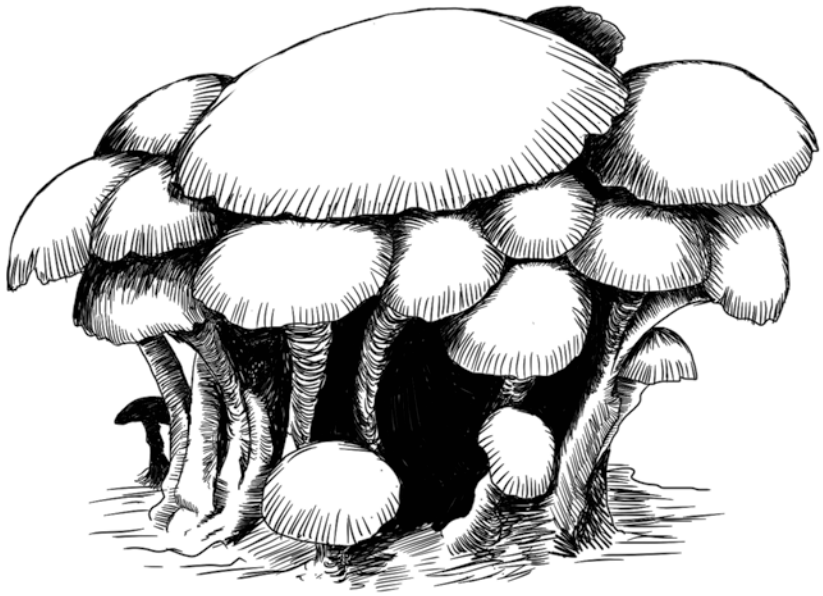
The sole means of egress into The Divinitarium is the elevator. If the characters restored power to the elevator by means of the machinery of the Elevator Control Room (Room 14 of The Halls of Lesser Secrets, Level 4) or through the operation of the Great Machine (Room 40 of The Manufactory, Level 6B), and used a key disk, they will have arrived here on the elevator platform. If so, opening the elevator doors simply requires pressing the cross and circle on their key disk simultaneously.

Alternatively the characters might have flown, levitated, or climbed up the 250-foot elevator shaft, a spooky trek through Kythirean slimes and fungi that have infiltrated their way out of this level. If so, they will need to force the elevator doors open (roll at –1).

Either way, when the elevator doors are opened, they reveal a 40-foot diameter elevator room similar to those on the levels below. The double doors to the corridors beyond are nephelite blast doors and are secured with an *arcane lock* placed by a 9th-level magic-user. On their outward side, they bear the same cross-and-circle symbol that appears on the key disks found throughout Dwimmermount. Once the double doors are opened, a powerful stench of decay wafts into the room, the result of the level's having been closed off from the rest of Dwimmermount for two centuries.

2. Storeroom

Hanging on hooks in this room are a dozen one-piece, full-body coverings made from a strange, gray, silk-like material. These are *dwimmersilk garments* (see *Appendix A, New Magic Items*, p. 320). Half of these garments also include silver *belts of adaptation* (see *Appendix A, New Magic Items*, p. 319). A single *helm of astral movement* (see *Appendix A, New Magic Items*, p. 322) rests on a shelf. The other shelves are empty, as are the dozen resin footlockers placed below the robes.



Chapter 20

3. Mossy Chamber

The corridors leading up to this area are damp and humid, noticeably so even if the characters are not making an effort to pay attention to environmental conditions. Both blast doors to the area are difficult to open, requiring a force doors check. The room's interior is overgrown with eight large patches of slimy black moss, which cover significant portions of the wall and floor. These are patches of memory moss (see *Appendix C, New Monsters*, p. 347).

Five of the patches hold memories stolen from the Termaxian magic-users responsible for the disaster on this level. Three of these patches hold spells, which they will use against any intruders. One patch knows *magic missile* (5th-level caster), a second knows *fireball* (6th-level caster), and a third knows *hold person*. These patches will assume a vaguely humanoid form when casting their spells.

The other two patches hold physical memories of the magic-users' disastrous return in the astral vessel currently parked in the Hangar (Room 19). Characters who consume these patches of memory moss gain a very rough layout of the level, along with the memory of accidentally bringing back deadly spores from Kythirea back with them, and watching in horror as these spores transformed their friends into hideous monsters that wrecked the level.

Memory Moss (8) [AL C, MV 0, AC 9, HD 1, HP 1 hp each, #AT 1, DG special, SV F1, ML 12]

4. Slimy Room

Like the corridors near the Mossy Chamber (Room 3), the halls approaching this room have a damp, clammy atmosphere. The blast doors into this room have visible holes and pockmarks on their exteriors, as if from some acidic treatment from within. Because the room is dark, looking through the holes reveals little except to characters with infravision.

What this room once held is unclear, as its contents have been completely dissolved by the immense green slime that coats nearly every part of this room, including the back of its blast doors, which it has partly dissolved. Opening the door alerts the green slime within to drip onto the first creature that enters.

Green Slime (1) [AL N, MV 3' (1'), AC NA, HD 2, HP 16, #AT 1, DG special, SV F1, ML 12]

5. Rubble

The presence of a steel desk and resin chair, along with shelving built into the walls, suggest that this room might once have been an office before its ceiling half-collapsed. The collapse has left books and scrolls strewn about the room. Most are moist and completely illegible, but careful examination of the rubble reveals an undamaged bronze tube containing a magic-user scroll with the following spells: *arcane eye*, *plant growth*, and *remove curse*. One of the drawers in the broken remains of the desk contains a wrought silver ring set with a diamond (1,700 gp).

6. Office

This room's door, made of frosted vitreum, is sealed with a lodestone lock. A series of magical runes has been painted on the vitreum. If the runes are read by means of *read magic* or *read languages* or if the lock is tampered with, the runes detonate, dealing 6d4+6 damage to all within a 10 feet radius with no saving throw. The trap can only be triggered once per 24 hours, but it resets so long as the door remains closed (whether locked or not).

The interior of the room consists of a steel desk and chair and many steel bookshelves, on which rest numerous codices and scrolls written in High Thulian. One of these is actually *book of infinite spells* (see *Appendix A, New Magic Items*, p. 319). The other books are histories and investigations into the Great Ancients and the origin of the gods. In all there are 90 lbs. of books, worth 3,000 gp to a collector or sage if sold.

0-6: Characters studying the books will learn one of the following numbered facts each day: 1-2, 1-3, 1-5, 1-8, 1-9, 1-10, 4-1, 5-3. However, the books are investigatory rather than authoritative, and based exclusively on secondary sources. Therefore the books only count as partial evidence (5d10%) of each numbered fact. All of the books are written in High Thulian.

7. Bare Chamber

Except for small holes arranged in groups of four on the floor, this room is completely empty. Like most of the rooms on this level, there is a hint of mold or mildew in the air, but there is minimal evidence of it in the chamber itself.

8. Pantry

This room exudes a musty odor that is noticeable from the far side of its doors. Within, the room is furnished with built-in nephelite shelves, a pair of steel cupboards, a small steel stove, and a nephelite wash basin with a leaking steel water pump. The odor emanates from the four phycomids (see *Appendix C, New Monsters*, p. 349) that dwell here, feeding off the decomposing stores of food and acquiring moisture from the water pump. The phycomids can sense the presence of living things in the room and react once they come within 10 feet of their current positions.

Phycomids (4) [AL N, MV 10' (3'), AC 4, HD 4, HP 24, 19, 14 (×2), #AT 1, DG 1d6 + infection, SV F4, ML 12]

9. Refectory

Two large wooden tables, each with two wooden benches, occupy this room. A thin coating of brownish mold grows on one of the tables. The mold is, in fact, harmless and the room is otherwise unremarkable.

10. Barracks

This former barracks for the Thulian soldiers once posted to this level contains two dozen wooden bunk beds, arranged four rows. At the foot of each bunk lies a footlocker; most are open and empty, but two are locked and still contain items of value. One contains a silk bag, inside of which are a hematite (50 gp), rock crystal (75 gp), and a topaz (1,000 gp); while the other contains 325 gp and a *potion of invisibility*.

Five slime zombies (see *Appendix C, New Monsters*, p. 361) lurk amidst the bunk beds. The zombies shamble toward any non-plant creature that enters the room.

Slime Zombies (5) [AL N, MV 15' (5'), AC 8, HD 5, HP 24, 22 (×2), 20, 19, #AT 1, DG 1d6 + infestation, SV F4, ML 12]

11. Lunar Attunement Room

Entrance to this room is by means of ornate double doors of areonite. Within, heavy curtains, tattered and threadbare, partially mask the northern and southern portions of the room. The floor of the room is tiled. The northern curtain is black in color, and the floor north of the black curtain is tiled black as well. The southern curtain is white, and the floor south of it is tiled white. The floor in between is tiled in grey. Two small apertures pierce the ceiling, one at the room's northern tip and the other at its southern tip.

Anyone who stands on either a white or black tile for one minute (6 rounds) is enveloped in an energy field of the same color emanating from the aperture in the ceiling above. It does no damage, but attunes the individual to either the Light Side or Dark Side of Ioun (see *Appendix E, The Four Worlds*, p. 375) for the next seven days. It takes one full minute bathed in white energy to attune to the Light Side, but merely one quick and easy combat round in black energy to attune to the Dark Side.

Attempting to attune to both the Light and Dark Side is very dangerous. A character who steps onto an opposing tile before the duration of his present attunement has elapsed must make a saving throw versus Death or suffer 5d6 damage, in addition to being struck as if by the spell *feeblemind*. The *feeblemind* effect dissipates after twenty-four hours, though it can be removed before then as per the spell description.

12. Gallery of the Four Worlds

The walls of this large, open room are covered with frescoes depicting the Four Worlds. The four frescoes are:

- North wall: Telluria—the terrain looks remarkably like the area outside of Dwimmermount itself.
- East wall: Kythirea—the terrain consists of lush jungles filled with colorfully exotic plants.
- South wall: Ioun—the terrain is rocky and desolate, and sharply divided between light and dark.
- West wall: Areon—the terrain consists of red and brown deserts, punctuated here and there by huge mesas.

On the ceiling 25 feet overhead is an immense mosaic that shows the relationship of the Four Worlds to one another, as well as to the larger cosmos (see *Appendix E, The Four Worlds*, p. 375). The room is cunningly illuminated by a golden glow coming from the yellow vitreum sun in the mosaic. The ceiling is supported by columns of stone standing in the four corners of the room, one made of ordinary granite, one of green marble, one of striated white and black marble, and one of reddish sandstone.

When the room is first entered, two astral reavers (see *Appendix C, New Monsters*, p. 335) will be present, admiring the depictions. One reaver is a 6th-level fighter, while the other is a 6th-level magic-user. Unless the characters are surprised, they will attempt to flee towards their comrades in Mission Control (Room 18). If captured or subdued, they

will say little, suggesting that the characters would be better served to take them to the Audience Chamber (Room 27) to speak to their leader, H'raon.

Astral Reaver Fighter (1) [AL C, MV 60' (20'), AC 0 (*plate mail +2*), HD 6, HP 39, #AT 1, DG 1d10+2 (*two-handed sword +2*), SV F6, ML 10]

The fighter's *two-handed sword +2* has a double-grooved blade of azoth-infused adamantine steel with an elaborate, twisting pommel. The *plate mail +2* is sculpted of rounded interlocking azoth-infused adamantine steel plates over black chain.

Astral Reaver Magic-user (1) [AL C, MV 90' (30'), AC 4 (*bracers of armor (AC 5)* & *ring of protection +1*), HD 6, HP 18, #AT 1, DG 1d4 (dagger) or spells, SV MU6, ML 10]
Spells: 1-*charm person*, *magic missile*, *shield*, *sleep*; 2-*invisibility*, *web*; 3-*fire ball*, *hold person*

The astral reaver magic-user has a *wand of paralyzation* (eleven charges remaining). It is fastened of azoth-infused orichalcum with a crossbow grip. His *bracers of armor* and *ring of protection* are of azoth-infused moonsilver.

13. Antechamber

Small puddles of water cover the floor of this room, seeping out from underneath the door leading to the Solarium (Room 14). The water has a slightly greenish tinge to it and smells of algae.

14. Solarium

If visited during daylight hours, this room is bathed in warm natural light streaming down through the translucent ceiling above. At all hours, the room is quite humid, owing to the presence of a large pool at its center. The water is shallow (five feet deep) and stagnant, as fresh water no longer flows from the exposed resin pipes on the western wall. Resting in the pool are two shambling mounds (see *Appendix C, New Monsters*, p. 353) that rise up from muck at the approach of any living things.

Shambling Mounds (2) [AL N, MV 60' (20'), AC 0, HD 8, HP 37, 24, #AT 2, DG 2d8/2d8, SV F8, ML 12]

Beneath the water of the pool is a small steel chest containing 250 pp, an eye agate (10 gp), a lapis lazuli (50 gp), chrysoprase (75 gp), a jasper (100 gp), a spinel (750 gp), a black opal (1,000 gp), and a *potion of undead control.*

Characters affected by *diminution*, or creatures such as normal rats or insects, can traverse the water pipes from the pool here onto other levels of Dwimmermount. See *Chapter 6, Overview of the Dungeon*, p. 76, for details on traversing the water pipes. Conversely, the translucent ceiling of the Solarium is actually a permanent magical effect and does not afford access to the dungeon's exterior.

15. Staging Area

This large, open space was once used to prepare the crews of astral vessels before they left Dwimmermount. The walls are of adamantine steel, and the floor is of polished concrete, upon which a pair of dark blue lines have been painted, pointing in the direction of the Hangar (Room 19). Sound made within this empty, metal-walled room echoes loudly, making it impossible to surprise the inhabitants of either the Solarium or the Hangar (Rooms 14 and 19 respectively) if those rooms are entered via this one.

16. Guard Post

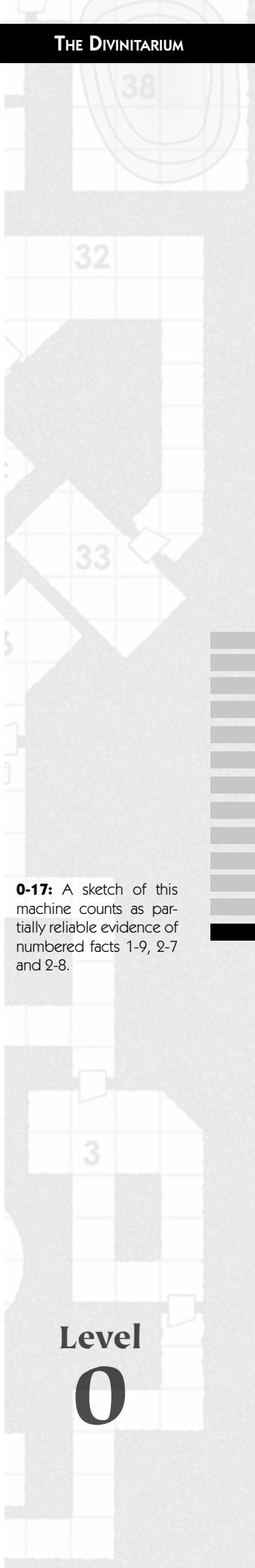
Two wooden stools and two empty weapons racks can be found here. There are also several hooks on the walls, all of which are empty but one. A single adamantine steel *shield +1* hangs from that hook. The shield is large and rectangular, and bears the crossed maces of the Thulian legion.

17. The Speaker to the Heavens

In the center of this room is a large circular device, resembling a stepped dais. Crafted from adamantine steel, it is about 4 feet high and 10 feet in diameter, with a black nephelite and vitreum apparatus emerging from its centerpoint and a series of orichalcum cables running from its perimeter into the floor. A control panel with an arrangement of dials and switches is mounted on the southern face of the dais.

The device is currently inactive. If this device is powered up by the Control Room (Room 20), the black apparatus at its center projects a three-dimensional phantasmal image of Telluria surrounded by a ring of what appear to be stars. Each of the "stars" in orbit around Telluria is a different color and, if stared at for more than a few seconds, it is revealed to be the floating symbol of one of the Thulian deities.

Through the use of the various dials and switches on the circular device, the operator of the device can attempt to communicate directly with his choice of god. If the character succeeds in an ability check versus INT at –2, he may communicate with the chosen god as if using the *contact other plane* spell. A cleric of *any* deity uses an entry one lower than the actual one—that



0-17: A sketch of this machine counts as partially reliable evidence of numbered facts 1-9, 2-7 and 2-8.

Level 0

0-19: A sketch of the **astral vessel** counts as partially reliable evidence of numbered fact 2-2.

is, treat four questions as three—for the purposes of determining the chance of insanity, or two lower if the deity he questions is the one he worships.

If the character fails in his ability check to operate the device, he suffers divine retribution in the form of an electrical shock dealing a number of dice equal to the level of the character in question—that is, a 6th-level character takes 6d6 damage. A successful saving throw versus Spells will result in half damage.

A character who attempts to question more than one deity per day using the device automatically fails at his ability check and suffers divine retribution as above.

18. Mission Control

The west wall of this room is covered with a series of eight opaque vitreum panels, framed in adamantine steel. A long steel table dominates the center of the room, with a dozen utilitarian chairs of alchemist's resin arranged along it facing the west wall. If power is restored to Mission Control from the Control Room (Room 20), the panels here will flicker on, displaying images and transmitting sounds from the Hangar (Room 19) from various vantage points.

Currently, the room is occupied by three astral reaver fighters (see *Appendix C, New Monsters*, p. 335), who are exploring the level. If battle goes against them, they will flee toward the Audience Chamber (Room 27).

Astral Reaver Fighters (3) [AL C, MV 60' (20'), AC 3 (plate mail), HD 5, HP 28, 23, 22, #AT 1, DG 1d10 (two-handed sword), SV F5, ML 10]

19. Hangar

The four blast doors leading to this large chamber are all magnetically locked. They can only be unlocked from the Control Room (Room 20) or with magic. The huge hangar doors built into the north wall also can only be opened from the Control Room, from the Great Machine (Room 40 of Level 6B), or with magic. The hangar doors open directly to the outside, but when closed their exterior face is the natural rock of Dwimmermount, making them largely undetectable (as a secret door).

Sitting in the center of the room is an *astral vessel* (see *Appendix A, New Magic Items*, p. 317), which was used before the fall of Dwimmermount

for transit to other worlds. It was this vessel that brought back the spores that infected the level and led to its current state.

The hangar is also home to four large patches of olive slime (see *Appendix C, New Monsters*, p. 349) and a large number of slime zombies (see *Appendix C, New Monsters*, p. 361)—remnants of the Thulian crew who continue to "live" thanks to the slime that now controls their deliquescent bodies.

Olive Slime (4) [AL N, MV 3' (1'), AC 9, HD 2+2, HP 18, 17, 16, 15, #AT 1, DG metamorphosis, SV F2, ML 12]

Slime Zombies (8) [AL N, MV 15' (5'), AC 8, HD 5, HP 31 (×2), 30, 26, 20, 17 (×2), 11, #AT 1, DG 1d6 + infestation, SV F4, ML 12]

Still secure aboard the astral vessel, in a locked steel box, are 3450 sp, 630 gp, and a *dagger +1, venom.*

20. Control Room

This chamber contains several mechanical devices made of adamantine steel that emit low hums. Small vitreum panels give data readouts for the control the power flow on the level to The Speaker to the Heavens, Mission Control, Hangar, and the Navigation Room (Rooms 17, 18, 19, and 31a). Currently, The Speaker to the Heavens, Mission Control, and Hangar are un-powered, while the Navigation Room is powered. Directing power is a fairly simple procedure of turning a dial below the readout, requiring no ability checks or anything similar.

Three slime zombies move about the control room idly, remnants of the technicians who once manned the machinery.

Slime Zombies (3) [AL N, MV 15' (5'), AC 8, HD 5, HP 33, 26 (×2), #AT 1, DG 1d6 + infestation, SV F4, ML 12]

21. Laboratory

Both doors to this room are locked adamantine steel hatches. The room is dominated by a set of four adamantine steel tables. A shattered, pockmarked stone lies on one of these tables, glowing faintly green in the darkness of the room. This stone was brought back from Kythirea by the last Thulian astral vessel to visit there. Its hollow, metallic interior contained deadly spores that not only

killed those who came into contact with them, but precipitated the spread of the alien plant life now found throughout the level. The stone is now completely harmless, and worth over 5,000 gp to sages interested in the Four Worlds.

Jumbled amidst the tables in a haphazard heap are the skeletons of a half dozen men. The silvery one-piece coveralls they wore in life have mostly rotted away. Their bones appear greenish in color and are surprisingly brittle; but like the greenish stone, the bones are no longer dangerous.

A line of nephelite shelves surrounds the tables on all sides, punctuated by a pair of large steel and resin cabinets. The cabinets hang open, and the vials and containers that were once within them and on the shelves seem to have dissolved into pools of greenish-grey goo (also harmless). One vitreum container is still intact; ironically, it contains a *potion of plant control.*

22. Locked Chamber

The door to this room is an adamantine steel hatch that is both mechanically locked and sealed by an *arcane lock* cast by a 9th-level caster. The door is prominently marked with a High Thulian symbol for "danger".

If, despite these warnings, the characters open the door, they find a spartan room lit by a bright green glow. The glow emanates from a pair of stones very similar in appearance to the one found in the Laboratory (Room 21), except that they are both intact. The stones are resting on a large nephelite countertop that runs along the northern wall. Both stones radiate any chill that becomes noticeable at five feet distance.

Anyone who handles one of the stones without protection suffers 3d6 cold damage (a successful saving throw versus Dragon Breath results in half damage). Both stones are very brittle, and any character touching or transporting one has a variable chance (10% + 10% per point of Strength above 13) each round of accidentally cracking it open. Cracking open a stone instantly releases the deadly spores contained within into the room. Characters exposed to the spores must make an immediate saving throw versus Poison, and an additional saving throw is required every two rounds thereafter, unless they are protected in some way—for example, by wearing the *environment suits* found in the Preparation Room (Room 24).

If a character ever fails the saving throw versus Poison, he becomes infected by the spores. After 1d6 turns, an infected character will be transformed into a hideous plant monster. 50% of transformed characters will turn into shambling mounds and the other 50% will turn into algoids (see *Appendix C, New Monsters*, p. 353 and 333). During the course of the infection, the character will show gradually worsening symptoms such green mucous, fungal growths on his flesh, etc. Once the transformation is complete, the character will forget his former self and attack his comrades like any other example of those monster types. *Neutralize poison* does not cure the infection, but it does slow the progress of the spores, doubling the number of turns before transformation occurs. *Cure disease* can cure the infection at any point before transformation occurs, but thereafter will have no effect.

Two rounds after being released, the spores will circulate from this room to the Laboratory (Room 21), and from there they will circulate into the adjoining corridors and rooms at a similar rate (one room or hallway every two rounds) until their progress is blocked. The circulation of the spores can be blocked by a magically sealed door, with a *wall of fire* or similar spell, or by incinerating the spores with a *fireball.* If left unchecked, the spores will eventually re-infect the entire level. Once released into the atmosphere, the spores survive for one month.

23. Guard Room

Though the sentries that were once stationed here are long dead, the two wooden stools and pair of weapon racks that furnished their guard post remain. One of the weapon racks still has a *Thulian crossbow* (see *Appendix A, New Magic Items*, p. 327) and seven *bolts +1* on display.

An ochre jelly creeps along the ceiling above the entrance to the south, ready to drop down on any unsuspecting creatures that pass below.

Ochre Jelly (1) [AL N, MV 30' (10'), AC 8, HD 5, HP 29, #AT 1, DG 2d6, SV F3, ML 12]

24. Preparation Room

This small room is bare except for the six *environment suits* (see *Appendix A, New Magic Items*, p. 320) hanging on hooks. One of the suits has a tear on its surface, but the rupture is small enough that it will not be noticed unless the suit is carefully examined. The tear renders the suit less effective against external contagions. Instead of being able to ignore external contagions, as is usual when wearing an *environment suit*, the character wearing the suit instead just gains a +2 bonus on saving throws against external contagions. The referee should make such saving throws for the character in secret until the tear is detected.

25. Meeting Room

A large steel table dominates the center of this room, which is surrounded by ten utilitarian chairs of alchemist's resin. The walls of the room are decorated with hyper-realistic images, each 8 feet by 5 feet in size. In clockwise order from the north the images are:

- A busy marketplace filled with red-skinned elves and human slaves.
- A steaming swamp in which two large dinosaur-like reptiles contend with one another.
- Darkened tunnels illuminated by dim blue phosphorescence in which a variety of large insects chitter.
- The vault of the heavens as seen from a rock floating in the void.
- A vast desert of red, blowing sand.
- A huge city built into an even larger tree.

If stared at for more than a few seconds, the images seemingly transport the viewer into the locale they depict. This is just an illusory effect and the viewer can shake himself out of it with only a thought. The images themselves are *permanent illusions* and cannot be removed from the walls.

26. Chapel

This polyhedral-shaped room appears to have been a chapel, but not one dedicated to the worship of any particular deity. The walls and floor of the room are painted with white, red, and gold geometric patterns with mathematically perfect proportions. A white marble altar is stationed at the centerpoint of the south wall, positioned such that the patterns on the wall and floor seem to somehow culminate there. The altar itself is carved with a number of symbols associated with Law, but none belong to any of the standard Thulian deities. Resting on top of the altar is a *brooch of the Terrim* (see *Appendix A, New Magic Items*, p. 320).

27. Audience Chamber

Two bronze thrones of Thulian make rest atop a dais in the eastern half of this room, whose impressively vaulted ceiling is supported by two rows of nephelite pillars. Between the pillars, four astral reavers (see *Appendix C, New Monsters*, p. 335) stand in audience before their captain, H'raon, who has seated himself on one of the thrones.

Provided that initial reactions go well, H'raon is willing to parley with any characters that enter this room. He is, like all astral reavers, thoroughly evil, but he is also pragmatic and calculating. He will explain that he and his party came to Dwimmermount after detecting the navigational beacon here. Such beacons were not unusual on Telluria in centuries past, when there was more interaction between Telluria and the other worlds, but are rare to non-existent today, hence the reavers' interest. H'raon has located the beacon, but no sign of who is responsible for activating it. (In fact, the beacon has been on the whole time; its recent visibility is a side effect of the Termaxians accidentally lowering the Perimeter barrier. H'raon is unaware of this, or even that there are other expeditionary forces in the dungeon.)

If the characters seem to be useful allies, H'raon offers a non-aggression pact with them. However, he makes it clear that he considers Dwimmermount fair game for his people to explore, to sack, and, if they so decide, to occupy. If any objections are raised to this, he will order his underlings to attack. Otherwise, he will wait for other opportunities to slay the characters, as he desires no competition on this level or indeed anywhere in Dwimmermount. If his situation becomes untenable, he will contact the captain of his *astral vessel* and arrange for himself and his men to be picked up in the Hangar (Room 19).

H'raon (1) [AL C, MV 60 (20'), AC –1 (*plate mail +2* & *cloak of protection +2*), HD 7, HP 32, #AT 1, DG 1d10+1 (*two-handed sword +1*, *wounding*) or spells, SV F7, ML 10]
Spells: 1-*charm person*, *hold portal*, *shield*, *sleep*; 2-*detect invisible*, *ESP*, *mirror image*; 3-*fire ball*, *invisibility 10' radius*; 4-*dimension door*

H'raon wears the *unseen ear* (see *Appendix A, New Magic Items*, p. 328) with which he maintains communication with the captain of his *astral vessel*. He carries 150 pp. His *two-handed sword +1*, *wounding* has a serrated blade of azoth-infused steel with spiked pommel, while his *plate mail +2* is sculpted of rounded interlocking azoth-infused adamantine steel plates over black chain. His *cloak of protection +2* is woven of dwimmersilk with stitched moonsilver.

Astral Reaver Fighters (3) [AL C, MV 60' (20'), AC 3 (plate mail), HD 5, HP 23, 18, 17, #AT 1, DG 1d10+1 (*two-handed swords +1*), SV F6, ML 10]

Astral Reaver Magic-user (1) [AL C, MV 90' (30'), AC 5 (*bracers of armor (AC 5)*), HD 5, HP 12, #AT 1, DG 1d4 (dagger) or spells, SV MU6, ML 10]
Spells: 1-*charm person*, *magic missile*; 2-*invisibility*, *web*; 3-*lightning bolt*

The astral reaver magic-user has a *wand of fear* (six charges remaining). It is fastened of a human bone, carved with runes and dipped in azoth. His *bracers of armor* are of azoth-infused moonsilver.

28. Cell

The adamantine steel hatch to this room is locked. It has a small barred window through which one can see the interior of the room, revealing a human skeleton whose bones have turned green and brittle from exposure to the spores that swept through this level from the Laboratory (Rooms 21). The room is otherwise empty and the skeleton, despite its appearance, is not harmful.

29. Basidirond Lair

A total of 18 wooden crates, each four feet square, are stacked two high in this ancient storeroom. Hanging from the ceiling, partially obscured by the crates, are two cone-shaped basidironds (see *Appendix C, New Monsters*, p. 336). These monstrous fungi attack any living things that enter their lair.

Basidironds (2) [AL N, MV 20' (6'), AC 4, HD 5, HP 25, 22, #AT 1, DG 1d8+3 or spores, SV F5, ML 12]

If searched, most of the crates are revealed to contain moldy grain (valueless). One crate, however, contains 2,150 sp, 550 gp, a ceremonial military belt of wrought gold with bloodstones (1,600 gp), and a *potion of sweet water* in a bronze vial.

30. Shattered Hallway

Lurking in the rubble-strewn southern portion of this partially collapsed hallway is a solitary ascomoid (see *Appendix C, New Monsters*, p. 335) that stirs if it detects any movement or light within 30 feet of its resting place.

Ascomoid (1) [AL N, MV 30' (10'), AC 3, HD 6, HP 27, #AT 1, DG 1d6+3 or spores, SV F6, ML 12]

31a. Navigation Room

An adamantine steel cylinder, dotted with blinking lights, occupies the center of this large room. There are many resin dials and buttons on the cylinder, which emits a faint but continuous whirring sound. From the middle of the cylinder, an orichalcum pole extends up towards the ceiling. Arrayed on the walls around the cylinder are thirty-two vitreum panels, resembling windows. Most of the "windows" seem to look out onto a night sky. A few display what appear to be floating rocks, while others are gray and distorted, showing nothing but flickering lines.

The cylinder is an astral beacon which drew the attention of the astral reavers to this level. Pushing and turning the buttons and dials on the beacon causes its antenna (the orichalcum pole) to move up and down, which tunes in the view screens (windows) arrayed around the room to different astral frequencies. When this occurs, some view screens will show different images while others will be become gray and distorted. If characters have used the machinery in the Control Room (Room 20) to cut the power to the navigation beacon, then the beacon will emit neither light nor sound, and the view screens will be opaque black vitreum.

The room is currently occupied by three astral reaver fighters (see *Appendix C, New Monsters*, p. 335). One of them is investigating the cylinder while the others are on watch. All three will attack any intruders.

Astral Reaver Fighters (3) [AL C, MV 60' (20'), AC 3 (plate mail), HD 5, HP 28, 24, 19, #AT 1, DG 1d10 (two-handed swords), SV F5, ML 10]

31b-d. Teleportation Pads

The floor of each of these rooms is set with a raised pad of circular, silvery-black azoth-infused steel. All of the rooms are otherwise empty, save for Room 31d, which holds the skeleton of a man, many of whose bones have been charred and fused together in unnatural ways.

If the Navigation Room (Room 31a) is currently receiving power from the Control Room (Room 21), anyone stepping on one of these pads can be instantly teleported wherever the operator of the Teleportation Device (Room 34) sends them. At present, Room 31b and 32c will both safely teleport characters to the Portal to Areon (Room 8) on The House of Portals (Level 3A). Each teleportation is accompanied by a slow, brassy chime and a shower of golden particles.

Room 31d's pad is damaged, however. A character stepping onto this panel must make a successful saving throw versus Death or die in agony as his body is scanned, dematerialized, and then rematerialized back on the pad in a grossly distorted manner. A cleric henchman or hireling present when this occurs must make an immediate ability check versus INT or exclaim, "He's dead, sir!"

32. Hallway

The walls, ceiling, and floor of the area are eerily spotless compared to the rest of the level. The hygienic nature of the hallway is due to the large ochre jelly which resides here. The jelly has been trapped between the Navigation Room (Room 31a) and the Otherworldly Vault (Room 33) so long that it has stripped away the organic matter on every available surface in the area. Needless to say, it is quite hungry.

Ochre Jelly (1) [AL N, MV 30' (10'), AC 8, HD 5, HP 39, #AT 1, DG 2d6, SV F3, ML 12]

33. Otherworldly Vault

The door here is a locked adamantine steel hatch. Within lies a small trove of items brought to Dwimmermount from visits to the Four Worlds. Though some of the trove was looted shortly before the fall of the fortress, much of it still remains. At present, it consists of 6,500 sp; 950 gp; an *azoth-infused* silver medallion, set with bloodstones, from Areon (1,600 gp); a white orb from Ioun (75 gp); a pair of jade earrings from Kythirea, fastened in the shape of scarab beetles (100 gp each); a wrought silver anklet with ivory dangles from Kythirea (400 gp); a *ring of fire resistance;* and a *long sword +1, +2 vs. spellcasters.* The *ring* is made of pure moonsilver and is set with a large piece of obsidian. The *long sword* is a curved single-edged weapon made of starmetal, with a Kythirean ebony hilt with green lacquer. A former weapon of the Kythirean warrior-women, it has the name "Eld-slayer" in their tongue etched on its blade.

34. Teleportation Device

Located in the northwest portion of this room is a mechanical device that sets the destination of the teleportation pads in Rooms 31b-d. The device is made of adamantine steel with a vitreum control panel featuring three sliding levers (for 31b, 31c, and 31d). Using these levers, the operator can select one of three destinations on The House of Portals (Level 3A): the Portal to Areon, the Portal to Ioun, and the Portal to Kythirea (Rooms 8, 34, and 43 respectively). To operate the device, a character must use an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320) and make an ability check versus INT. The referee should make this check in secret.

If the ability check succeeds, the teleportation pad has been perfectly attuned to its new destination and may be used safely. If the ability check fails, or if the operator the teleportation pad lacked an *engineer's control rod*, then the teleportation pad has been imperfectly attuned.

Every character teleported by an imperfectly attuned pad must make a roll to survive the shock of the process, according to the following table:

Constitution Score	Chance of Survival
3	5%
4	10%
5	20%
6	30%
7	40%
8	50%
9	60%
10	70%
11	80%
12	90%
13+	99%

Failure results in immediate death, as the character's body is scanned, dematerialized, and then rematerialized in a grossly distorted manner. Unlike the damaged pad (31d, above), an imperfectly attuned pad will send the corpse to its destination.

35. Waiting Room

This small room is musty and water-logged. It contains six mold-covered wooden chairs arranged along with the walls, along with similarly covered scrolls and books in scroll baskets between the chairs. The dampness and mold has left the scrolls and books illegible. The mold, which ranges in shade from ochre to mauve, is harmless.

36. Office

A formidable-looking steel desk and large steel and resin chair are arranged to face the door of this damp, clammy room. These furnishings, and the walls and floor are around them, are covered by two large patches of olive slime (see *Appendix C, New Monsters*, p. 349).

Olive Slime (2) [AL N, MV 3' (1'), AC 9, HD 2+2, HP 16, 14, #AT 1, DG metamorphosis, SV F2, ML 12]

The drawer of the desk holds a smoky quartz (250 gp) and an *engineer's control rod* (see *Appendix A, New Magic Items*, p. 320) but the dampness and mold has warped the drawer slide. Characters must force it open or chop apart the desk.

37. Moldering Barracks

The northern door to this room is damaged and full of holes, allowing characters approaching from that direction to look within. Inside, twenty wooden beds and footlockers are neatly arranged in three rows, but all are rotting from dampness and overgrown with various shades of mold. Two patches are actually yellow mold, one of which is located so close to the north door that opening it will immediately trigger the yellow mold's attack.

Yellow mold (2) [AL N, MV 0, AC Always hit, HD 2, HP 13, 11, #AT 1, DG 1d6 + special, SV F2, ML NA]

There is a single footlocker that has survived the cold and damp undamaged. It contains a map leading to a treasure buried on the slopes of Dwimmermount worth 14,000 gp.

38. Latrine

The floor of this large, communal latrine and washroom is almost entirely covered in stagnant water thickened with blue-green algae. All of the fixtures in the room are shattered or broken, and the water pipes connecting the fixtures to the walls drip continuously, which keeps the room damp and mildewy. The latrine is now the lair of four algoids (see *Appendix C, New Monsters*, p. 333), which are quiescent within the water until another living thing enters the room.

Algoids (4) [AL N, MV 20' (6'), AC 4, HD 5, HP 28 (×2), 26, 25, #AT 2, DG 1d8/1d8 + mind blast, SV F5, ML 12]

Characters affected by *diminution*, or creatures such as normal rats or insects, can traverse the water pipes from the latrine here onto other levels of Dwimmermount. See *Chapter 6, Overview of the Dungeon*, p. 76, for details on traversing the water pipes if necessary.

39. Trophy Room

A pair of triumphal columns of polished red areonite rise floor to ceiling, engraved with scenes of Eldritch exploration across the Four Worlds. Between the columns are vitreum cases, and along the room's u-shaped walls are polished areonite shelves, all holding various trophies from the Four Worlds. These include:

- An ornate arm band from Kythirea (800 gp), depicting one of its warrior women in battle.
- An azoth-infused silver medallion (400 gp) from Areon.
- A hairpin made from the bone of a Kythirean land worm (200 gp).
- A prism-shaped *dusty rose ioun stone* from the moon of Ioun.
- A suit of *plate mail armor +1,* fashioned from the carapace of a Kythirean death beetle
- A *shield +2* made from Kythirean ebony polished to a mirror-like sheen
- A *dagger +1,* fashioned from the rune-etched fang of an Areon sand dragon
- A large wooden branch from a Kythirea floating willow, which floats three feet above the ground (functions as a *floating disc*).

40. Intersection

A black pudding creeps around this area, attacking any who come by.

Black Pudding (1) [AL N, MV 60' (20'), AC 6, HD 10, HP 38, #AT 1, DG 3d8, SV F5, ML 12]

41. Red Monolith

A large, asymmetrical monolith of polished red areonite stands alone at the center of this room. The monolith stretches nearly ten feet high and has no markings to mar its perfectly reflective surface. A magic-user (or other arcane spellcaster) who stares into it at his own reflection has a 50% chance of having all of the spells he memorized for the day being refreshed and a 50% chance of having 1d4 of his highest level spells being stolen from his memory—randomly determined by the referee. Once a magic-user has gazed into the monolith, he cannot be affected by it again until he has rested for at least 8 hours.

If a character incapable of casting arcane spells gazes into the monolith, he sees only his own reflection.

42. Archive

Behind a locked areonite door is an intact library, consisting of approximately one hundred volumes of books, codices, and scrolls spread out across a series of areonite bookshelves lining the walls. The volumes focus almost exclusively on information about the Four Worlds and their inhabitants. The books, in total, weigh 300 lbs. and are worth approximately 10,000 gp to scholars of other worlds.

0-42: If a player character capable of speaking High Thulian spends at least one week reviewing the books, the referee should give the player access to Appendix E and the details it contains. In addition, characters studying the books will learn numbered facts 1-3, 2-2, 3-2, and 3-5.

Chapter 20

3A: The House of Portals

1. Turms statues
2. Alien skeletons 7 Bugbears
3. Pumping station (water + azoth)
4. Gas Trap (sleep + nauseates)
5. 3 beetles
   dead Men — chainm sword+1 (slows n/elves)
6. Robes of Protection (AC 8)
7. Arcan Portal
   6 Eld
   6 Bugbears
   600 gp sword+1 shield+1 scarab of prot.
8. 6 Bugbears
   75 10 100 50 400 statue 30 locket
9. Planetarium
10. Empty
11. Belts of Adaptation (1 month charge)
    Arcan dust
    Helm of Comp Lang.
    700 pp 2 pot. x. healing
    1200 gp necklace
12. Cleric Tree 1d4+1 fruits = pot. x-h
13. Storeroom of Random stuff
    oil Mushrooms Coal Azoth Sulphur
    Quartz etc.
14. Ochre Jelly (27 hp)

15. Mayors Shrine
    Spear+3 if head replaced
16. 4 Eld 100 gp 1000 gp
17. TV Room 1d6
    1. Portal
    2. Static (scare or be deafened)
    3. Eld ship
    4. Turms
    5. Outside view
    6. Damages system — ai more images
18. Slithering Tracker (AEC)
19. Brazen Head — touch 1d4/1d8
20. 50 250 25x2 10 750 1000 5 750
    pot. of levitation sword+1 (dancing)
    scroll (prot. undead) 3000
21. Turms masks
22.
23. Altar to Law
    +1 Wis to Lawful characters
24. Portable Holes 1d6
    1. Empty
    2. 7000 sp 400 gp
    3. Passkey
    4. Empty
    5. Keys to 18 & 26
    6. 5000 gp Tome of clear thought

25. Guard Room
26. Green Fog -2
27.
28. Med Bay
29. 7 Bug
30. 4 Eld
31. Spooky
32. 2000 gp
    100 pp
    Sceptre

36.
37. 2 Beetles
38. Bones
39. 4 Ghouls
40.
41. Curtains
42. Ancient St
    — plants
    — otherwi
43. Venus Portal
44. Blue Room
45. Mirrors
46. Bones
47. 2 Ghaste
48. 4 Ghouls
49. 3
50. Turms statu
51. Carrion Cra

Original Dungeon Key for Level 3A, "The House of Portals" by James Maliszewski.

Section

3

Appendices

Allen 2012

Appendix A

New Magic Items

Amulet Against Possession

The wearer of this copper amulet is rendered immune to *magic jar*, *possession*, and other effects of a similar nature, including demon possession.

Areonite Panoply

The battle armor of the Red Elven legions, a complete *areonite panoply* consists of cuirass, greaves, and vambraces cast from azoth-infused areonite. The complete panoply weighs 40 lbs. and confers armor class 3. Common soldiers often wear just the cuirass; this weighs 20 lbs. and confers armor class 4.

Areonite Weapon

An *areonite weapon* is a crossbow-like device that unleashes a deadly blast of arcane energy with each pull of its trigger. *Areonite weapons* are fueled by *power cells* (see below), which they drain to deliver shots of arcane energy. The energy drain per shot differs depending on the type of weapon, as noted below. All *areonite weapons* may be fired single shot or in a burst. Burst fire doubles the energy drain in exchange for an increased chance of damage (roll the damage dice twice and take the highest).

Areonite Pistol: Usable with a single hand, an areonite pistol deals 1d6 damage per hit (1 charge per shot) and has a range of 10/20/30.

Areonite Rifle: Requiring two hands to wield, an areonite rifle deals 1d10 damage per hit (3 charges per shot) and has a range of 25/50/100.

The lustrous red mineral known as areonite is unique to the Red Planet. The Eld long ago discovered that areonite infused with azoth is a superb conductor of arcane energy. *Areonite weapons* are difficult to construct and maintain, which is why they have never been widely used, even in Eldritch military forces. Possessing an *areonite weapon* is generally a mark of prestige or long service, though some elite forces have in the past been equipped entirely with these weapons. Now, as Eldritch civilization grows ever more decadent and introspective, areonite weapons are becoming ever rarer.

Astral Vessel

Astral Space is a vast expanse suffused with luminiferous ether that behaves in a liquid-like fashion when interacting with objects of conventional matter. The Four Worlds and other stellar bodies bob like corks in this ether, and between them it flows in treacherous currents of greater or lesser force, depending on gravitational correlates only dimly understood in the current era. An *astral vessel* is a craft capable of sailing on the ether in the same manner that a sailing ship sails through water.

A typical *astral vessel* has a length of 75 – 125 feet, a height of 20 – 30 feet, and a beam of 30

– 40 feet. A 20- to 35-foot bowsprit (spar) extends from the prow to help it cut through the ether. Unlike a sailing ship, an *astral vessel* has a completely sealed hull made of argent steel, giving it an appearance akin to a submarine or two metal sailing ships glued together along their top decks. It can carry 30,000 lbs. of cargo in addition to crew. A pair of artillery pieces can be mounted in firing castles at the bow and stern. An *astral vessel* has AC 2 and 250 to 360 structural hit points (see *Labyrinth Lord*, p. 57).

To travel, an *astral vessel* deploys invisible "sails" of force that are propelled by the luminiferous ether. On a terrestrial world such as Telluria, these sails enable the *astral vessel* to fly at a rate of 360 feet per round or 180 miles per day. In Astral Space, the *vessel's* velocities are vastly greater. The table below shows the relative travel times between the Four Worlds at their closest approach and farthest distance.

	Telluria	Ioun	Kythirea	Areon
Telluria	-	2 days / 8 days	7 days / 28 days	24 days / 96 days
Ioun	2 days / 8 days	-	5 days / 20 days	22 days / 88 days
Kythirea	7 days / 28 hours	5 days / 20 days	-	17 days / 68 days
Areon	24 days / 96 days	22 days / 88 days	17 days / 68 days	-

Referees can adjust the travel time required by using the Water Conditions table (*Labyrinth Lord*, p. 57) to simulate the variance of Astral currents, or develop a system of their own design.

An *astral vessel* is typically crewed by a captain, an astral navigator, and 20 sailors. Since there is no air in Astral Space, the crew must either remain within the *vessel's* sealed hull, or wear *belts of adaptation* (see *New Magic Items*, p. 319) or similar items in order to survive. The *vessel's* sealed hull holds enough air for 2 weeks of operation before needing to be refreshed at a planet.

Athame of Law

When held by a Lawful magic-user, this white-hilted knife inflicts a –1 penalty to the saving throws of any Chaotic creature targeted by the magic-user's spells. A magic-user of any other alignment will suffer damage each round—as per sentient magic weapons (*Labyrinth Lord*, p. 121)—he attempts to handle an *athame of law*, 1d6 per round if he is Neutral and 2d6 per round if he is Chaotic. For characters other than magic-users, the *athame of law* acts as a magical dagger without any bonuses. Equivalents of this item—a black-hilted *athame of chaos* and a grey-handled *athame of neutrality*—are rumored to exist outside Dwimmermount.

Bag of Tricks

This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 1 turn, until slain, or until ordered back into the bag. Use the following table to determine what animal is drawn.

Roll 2d8	Animal Type
2	Bear, black
3	Bear, cave
4	Boar
5	Camel
6	Cat, large, lion
7	Cat, large, tiger
8	Herd animal, antelope
9	Herd animal, goat
10	Herd animal, buffalo
11	Horse, war
12	Mule
13	Rat, ordinary
14	Rhinoceros
15	Shrew, giant
16	Toad, giant

The war horse appears with harness and tack and accepts the character that drew it from the bag as a rider. Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week. The referee decides randomly which animal is drawn.

Belt of Adaptation

These belts have a silvery sheen but leathery texture. When buckled on, a *belt of adaptation* wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases. The *belt* can enable the wearer to survive in an environment without air for one month, but then permanently loses its potency.

Book of Lawful Wisdom

This magical book may be read by lawful clerics. Study takes 1 week, after which time the cleric permanently gains 1 point of WIS and enough experience points to take him to the midpoint of the next level. Neutral clerics who read or handle the book lose 2d4 × 10,000 XP. Chaotic clerics lose experience to reduce them to the start of their previous level. Magic-users or elves must save versus Spells or lose 1 point of INT permanently. Those who succeed in the save lose 2d10 x 10,000 XP. All other classes are unaffected by handling the book, except assassins; these must succeed in a saving throw versus Death or be instantly slain.

Book of Infinite Spells

This tome is really a collection of bound magical scrolls. If touched by a character who is unable to cast spells, he suffers 5d4 hit points of damage and is stunned for the same number of turns. This is a one-time occurrence for that particular character. Thereafter, a character, regardless of spell casting ability, is able to use spells on the pages of the tome as if cast from a scroll. The specific contents of the page are determined randomly per page. There are 20+1d10 pages in any book found. Refer to the table below:

Roll d20	Page Contents
1-5	Cleric spell
6-9	Druid spell
10-11	Illusionist spell
12-17	Magic-user spell
18-20	blank

Any time a page is turned, the previous page becomes blank. Otherwise, a character can cast the spell on an open page one time per day. If the spell is normally usable by the character (by class and level), he may cast it 4 times per day. The owner of the book may store it in another location, open to a page, and still benefit from the powers of the book. However, there is a base 10% chance any time a spell is used that the page turns of its own volition. This probability is modified by +10% if the spell is not of a level or class normally available to the owner, or +20% if the character is not of a spell using class. Nothing can prevent a page from turning.

Brazen Head

Once the cult of Turms Termax gained control over the Thulian throne, its hierophants took on roles of importance throughout the empire, acting as advisers to provincial governors, military leaders, and even the clerics of the state-sanctioned Great Church. Each of these hierophants brought with him a peculiar magical device known to later generations as a *brazen head*.

As its name suggests, a *brazen head* is a brass representation of a man's head—that of Turms himself, according to some sources. However, the head is enchanted and possesses two unique functions. Firstly, once every three days, its user may commune directly with Turms Termax—as per the 5th-level cleric spell of the same name—with the god's answers issuing from the mouth of the head. Secondly, its user can, if the proper command words are known, communicate by speech with the user of any other *brazen head* within five miles of his current location.

Brazen heads were never produced in large numbers, but, over the centuries, enough were crafted that they can still be found in Thulian ruins everywhere. Likewise, many magic-users—not to mention groups like the Argent Twilight—seek out brazen heads, using them as a means to gain access to the secret wisdom of Turms. Others seek out the heads to destroy them, believing them to be a tool by which the god of magic—or his contemporary cult—seeks to spread his influence throughout the world. Indeed, there are many who claim that the *brazen heads* only selectively tell the truth, so as to seduce their users into the unwitting service of the Thrice-Great. There are similar claims that continued use of a *brazen head* leads to religious mania, with the user forsaking all other deities in favor of Turms. True or not, there are many superstitions about the *brazen heads* and the mere mention of them is enough to frighten some who fear and revile Termax and his once-mighty cult.

Brooch of the Terrim

This clasp made of bluish metal identifies the wearer as a friend of the Terrim, enabling him to bypass the guardians of the City of the Ancients (Level 9). In addition, when the *brooch* is attached to a cape or cloak, it grants a measure of invisibility similar to an *elven cloak*. As long as the wearer makes no attacks, he will only be noticed by an observer on a roll of 1 on 1d6. A *brooch of the Terrim* is worth 1,000 gp to antiquities dealers.

Cerecloth Robes

These dark purple robes have a slightly stiff, waxy feel to them. Made from the same material traditionally used to wrap a corpse during Thulian burial rites, they allow the wearer to be accepted as undead by other undead creatures. The effects of a *cerecloth robe* end for any undead creatures who witness the wearer casting divine spells or taking any hostile action towards the undead, and intelligent undead may overcome the effect by succeeding on a saving throw versus Spells. Only one saving throw per group is made, such that a single roll would determine whether a party of twelve adventurers all wearing *cerecloth robes* are attacked during an encounter with four vampires. *Cerecloth robes* may be worn over a suit of armor, but their effect cannot be combined with other magical robes or cloaks.

Container of Curing

This thick, slightly smoke glass flask carries a potent dweomer. If filled with water and shaken vigorously, the *container of curing* will transform the fluid within into a *potion of healing*. The effect functions no more than once every 48 hours, no matter how vigorously adventurers may shake the flask.

Crystal of Controlling Quintelementals

This small, smoky crystal can be used to summon and control one quintelemental (see *Appendix C, New Monsters*, p. 351) per day as the spell *conjure elemental* (*Labyrinth Lord*, p. 29). The user must ready the magic item and conduct rituals that take one turn prior to the summoning. The summoning itself takes one round. Once a quintelemental is summoned, the conjurer must maintain his concentration in order to give commands.

Dagger +1, Venom

This black *+1 dagger* has a serrated edge. It may contain up to six doses of poison with one dose being delivered into a victim on an attack roll of 20. The poison may be refilled, but the *dagger +1, venom* can only contain one type of poison at a time.

Dwimmersilk Garments

These garments are made of a gossamer fabric infused with azoth, imparting a characteristic silvery-black color. When worn, *dwimmersilk garments* confer protection equivalent to leather armor (AC7) without restricting movement or being in any way heavier than ordinary cloth. Thus, a magic-user could wear *dwimmersilk garments* without penalty.

Energion Crystals

These green, translucent crystals are used to infuse artificial spirits into constructs of stone and metal in The Foundry (Room 62) of The Manufactory (Level 6B). A single energion crystal provides enough life force for a single dwarf or dworg. The Great Ancients used hundreds, perhaps thousands, of energion crystals to create each of their Servitor. The exact process of making *Energion crystals* has been lost, but it is known that it requires the use of azoth-infused crystals found in the Crystal Cave (Room 25) of The Deep Hollows (Level 7). *Energion crystals* can be recharged with a *power cell* at a cost of 24 charges.

Engineer's Control Rod

This black metal baton measures slightly more than a foot in length. Holding the *rod* gives the wielder complete immunity to all damage from electricity and electrical attacks. Furthermore, it activates certain mechanical devices within Dwimmermount. These devices are noted in the room descriptions of the dungeon (*Chapters 8 – 20*).

Environment Suit

This heavy suit of protective gear includes overalls, gloves, and boots made of a silvery-gray material (alchemist's resin) as well as an opaque vitreum helmet that fits on top of the suit. An intact *environment suit* renders its wearer immune to adverse effects from his surroundings, including general hazards such as poison gas as well as dangers specific to Dwimmermount such as splashes of, or immersion in, azoth (see *Appendix F*, p. 379); the negative effects of the Crystal Resonance Chamber (Room 48) on the Manufactory (Level 6B); and infection by the spores of the Locked Chamber

(Room 22) of the Divinitarium (Level 0). An *environment suit* can be worn over other armor or clothing, but its stiff bulk prevents the wearer from casting any type of spells. An *environment suit* will become torn if its wearer is damaged by a slashing or piercing attack. A torn *environment suit* does not grant immunity to adverse effects, but does provide its wearer with a +2 bonus to saving throws made against such effects.

Feather Token

Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once. Determine randomly which token is found by rolling 1d6.

Anchor: When attached to a boat, this token renders the craft in water immobile for up to one day.

Bird: This token transforms into a bird the size of a giant roc which remains for a single day or until dismissed. It accompanies the summoner wherever he goes and will not only repel other avian attacks, but is also capable of transporting four adventurers and their personal equipment.

Fan: This token forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship. This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds, but it will not affect wave size in a storm. The fan can be used for up to eight hours. It does not function on land.

Swan Boat: This token forms a swanlike boat capable of moving on water at 240' (80'). It can carry eight horses and gear or thirty two human-sized beings or any equivalent combination. The boat lasts for one day.

Tree: This token causes a great oak to spring into being (5 feet diameter trunk, 60 feet height, 40 feet top diameter).

Whip: This token forms into a huge leather whip that can be wielded against any opponent desired. It is a +1 weapon, and any opponent struck by it must make a saving throw versus Spells or become entangled for 1d6+1 rounds. The whip lasts no longer than six turns.

Firestone

These green, powdery stones crumble if squeezed too firmly. When exposed directly to fire, *firestones* will explode, dealing 1d6 points of damage to all within a 5 foot radius. They are typically found in quantities of 3d6.

Glow Bulb

This hollow, grapefruit-sized glass orb contains a clear fluid derived from azoth. A coin-sized orichalcum screw is set on the bottom of the orb. Touching the orichalcum plate to a *power cell* or other power source activates the fluid within. Thereafter the *glow bulb* emits light as bright as a torch for up to 12 days. The liquid within the bulbs is highly toxic if imbibed (make a saving throw versus Poison at -2 or die) and acts like oil that burns for twice as long if set alight. The liquid is consumed over the course of the bulb's duration. A fully-fueled bulb is worth 65 gp.

Golem Manual

This magical book contains the procedures for constructing a specific type of golem. The book must be referenced during the entire construction. Once finished the book must be crushed into dust, and the dust then rubbed over the golem to provide its final animation. Roll on the table below to determine which type of manual is found, and the associated cost and construction time for each golem type.

Roll d00	Type	Cost	Time
01-10	Amber	75,000 gp	2 months
11-40	Bone	40,000 gp	4 weeks
41-50	Bronze	90,000 gp	4 months
51-65	Clay	65,000 gp	4 weeks
66-75	Flesh	45,000 gp	2 months
76-80	Iron	100,000 gp	4 months
81-90	Stone	80,000 gp	3 months
91-00	Wood	60,000 gp	4 weeks

Greater Brooch of the Terrim

This emblem of bluish metal resembles a more ornate *brooch of the Terrim* and enables its bearer to approach the Tomb of the Sleeping God in the City of the Ancients (area 3, level 9) unmolested. If the *greater brooch* is attached to a cape or a cloak, it grants its wearer a +2 bonus to saving throws versus Spells.

Greater Termaxian Passkey

Shaped like a caduceus fashioned from azoth-infused gold, a *greater Termaxian passkey* identifies the bearer and his companions as a leader of the cult of Turms Termax. The passkey also protects the bearer with a continuous *protection from evil* effect. Some magical and otherworldly creatures associated with the cult will not attack the bearer and his companions; such creatures will be noted when they appear in the dungeon.

Helm of Astral Movement

Lowering the crystal visor of this magic item allows the wearer to perceive quintessence, the ethereal "fifth element". Looking through the visor, items and creatures which are enchanted, invisible, or inherently magical will be seen. The field of vision is 10' wide and normally extends 30' from the wearer, but creatures or items which are infused with azoth can be seen at twice this distance and concentrations of pure azoth can be seen up to 120' away. Ordinary matter does not block this perception, although an enchanted door could obscure detection of an invisible creature on the other side.

The *helm of astral movement* was designed so that voyagers on the Astral Plane could travel outside an *astral vessel* (see p. 317) for short distances without being swept away by ether currents or caught unawares by astral beasts. This original purpose may be relevant within the scope of Dwimmermount if characters fly the *astral vessel* out of the Hangar (Room 19) of the Divinitarium (Level 0) and into space.

Holy Phalange

A *holy phalange* is the finger-bone of a Lawful cleric martyred for his faith. When held by a Lawful character, the *phalange* will grow warm whenever Chaotic enemies are within 50 feet. If held by a Chaotic character, the relic deals 1d6 points damage per round. Neutral characters gain neither bane nor boon from holding the relic, though it does feel uncomfortably cold to the touch.

Horn of Valhalla

This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human berserkers to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% and refer to the table below to see what type of horn is found. The horn's type determines what berserkers are summoned and what character class is needed to use the horn.

Any character who uses a horn of Valhalla but doesn't have the prerequisite class is attacked by the berserkers. Summoned berserkers attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 5 turns has elapsed, whichever comes first.

d%	Type of Horn	Berserkers Summoned	Prerequisite Class
01-40	Silver	2d4+2, 2nd level	None
41-75	Brass	2d4+1, 3rd level	Cleric, Fighter, Thief
76-90	Bronze	2d4, 4th level	Cleric, Fighter
91-100	Iron	1d4+1, 5th level	Fighter

Incendiary Granatum

A *granatum* is a small metallic device roughly the size of an apple, with indentations across its spherical surface for ease of grasping. On one side is a button that, if depressed, causes it to explode in a shower of fire one round later, dealing 5d6 points of damage to anyone within 20 feet of the *granatum* (make a saving throw versus Wands for half damage). A *granatum* may be thrown with the same range and chance to hit as a flask of oil.

Incense of Obsession

These blocks of incense appear to be *incense of meditation*. If meditation and prayer are conducted while *incense of obsession* is burning nearby, its odor and smoke cause the user to become totally confident that his spell ability is superior, due to the magic incense. The user is determined to use his spells at every opportunity, even when not needed or when useless. The user remains obsessed with his abilities and spells until all have been used or cast, or until 24 hours have elapsed. A total of 2d4 blocks of incense are found.

Ioun Stones

These crystalline stones were mined on the moon of Ioun by the Great Ancients, who highly prized their magical properties. *Ioun stones* always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a *stone*, he must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from his head. Thereafter, a *stone* must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a *stone* (to keep it safe while sleeping, for example), but he loses the benefits of the *stone* during that time. *Ioun stones* have AC –4 and 10 hp. A total of 1d10 *stones* will be found, to be determined randomly. There is a 10% chance that any *stone* found is gray, burned out, and worthless.

Color	Shape	Effect
Clear	Spindle	Sustains creature without food or water
Dusty rose	Prism	–1 bonus to AC
Deep red	Sphere	+1 to DEX
Incandescent blue	Sphere	+1 to WIS
Pale blue	Rhomboid	+1 to STR
Pink	Rhomboid	+1 to CON
Pink and green	Sphere	+1 to CHA
Scarlet and blue	Sphere	+1 to INT
Vibrant purple	Prism	Stores 1d6 spells, as a **ring of spell storing**
Iridescent	Spindle	Sustains creature without air
Pale lavender	Ellipsoid	Absorbs spells of 4th level or lower†
Pearly white	Spindle	Regenerates, as the ring
Pale green	Prism	+1 character level
Lavender and green	Ellipsoid	Absorbs spells of 8th level or lower‡

† After absorbing 1d4x10 spell levels, the stone burns out and turns dull gray, forever useless.
‡ After absorbing 2d4x10 spell levels, the stone burns out and turns dull gray, forever useless.

Iron Lantern

Wrought from unadorned iron, the *iron lantern* appears to be a simple illumination device with a single glass lens, which can be removed and changed for another. An *iron lantern* is usually found with 1d4 lenses—additional ones being held in a leather bag often attached to the *lantern* itself. When the *lantern* is lit, it casts light within a 30' foot radius which counters magical darkness as per the *light* spell. In addition, while lit, an *iron lantern* grants its holder the ability to turn undead as if he were a 9th-level cleric (clerical holders are treated as their current level +3 or 9th-level, whichever is higher). After a single instance of turning, the lens in the *lantern* turns black and it ceases to shed light until the lens is replaced.

Javelin of Lightning

This *javelin* can strike creatures that can be hit by +2 weapons, but this bonus does not apply to hit or damage rolls. When the *javelin* strikes, it creates a lightning blast that is 30 feet long and 5 feet wide, originating at the point of impact. A being struck directly by the *javelin* takes 1d6+20 points of damage. Any creature caught in the electrical discharge take 20 points of damage, but can make a saving throw versus Spells for half damage. The javelin is consumed in the attack. When found, there will be 1d4+1 javelins rather than just one.

Knowledge Record

A *knowledge record* is a repository of information that covers a single topic in great detail. It appears as a metal disk, approximately one foot across, made from a dull silvery material, with grooves and marks on its surface, though nothing that looks like writing. Casting *read languages* will reveal the contents of a *knowledge record* in broad terms, but accessing the *record*'s full details requires mechanical devices such as those found in the Arcane Library (Room 37 of Level 3B) or Analytical Engine (Room 13d on Level 6B). When a *knowledge record* is read by a mechanical device, a disembodied voice will begin to recite general information about the subject covered by the disk. More advanced devices can advance, halt, and resume the data recital, or allow for queries about specific information about the knowledge record's subject.

Precisely what information any given *knowledge record* contains is left to the referee to decide. As a rule of thumb, a *knowledge record* will have information similar to that which a sage specialized in the same topic would know.

Mask of Breathing

This leather face mask grants the wearer immunity to all poisonous gases while worn. Wearing the mask precludes wearing a helmet and impedes spellcasting of any sort.

Medallion of Light

A *medallion of light* appears as a circular neck ornament, normally fashioned of bronze, brass, or copper, set with a central crystal. If the *medallion*'s crystal is pressed, it will shed light equal to torchlight, sufficient to illuminate a 30' radius area. The light lasts until the crystal is pressed again, or 6 turns elapse, whichever comes first. Nothing prevents its wearer from pressing the crystal again, however; the *medallion of light* may be used as often as desired.

Net of Entanglement

This 10 foot square magical net may be thrown at an opponent 20 feet away to entangle him. The rope is extremely tough, requiring the equivalent of STR 20 to break free. The net turns away attempts to cut it, so it must be chopped or hacked, with an effective AC of –9. Alternatively, the net can be placed on the ground or hung in the air, and will drop or entangle with a command word.

Net of Snaring

This net can only be used underwater, but functions otherwise like a *net of entanglement.* It also springs at an opponent if the command word is given, to a maximum distance of 30 feet.

Nutrient Packet

These freeze-dried rations are nearly tasteless but contain a restorative mixture of electrolytes, enzymes, and vitamins. When a *nutrient packet* is eaten, the character who ate it will heal a number of hit points equal to his Constitution score after his next 8-hour rest. *Nutrient packets* are found in quantities of 2d12.

Oil of Caustic Slipperiness

A vial of this slick, red, acidic goo can cover 10 square feet. Characters that tread on *oil of caustic slipperiness* immediately take 1d6 points of damage and must make an ability check v. DEX at –3. Failure results in falling to the ground and taking another 1d6 points of damage. To stand up requires a further DEX check, with failure resulting in more damage, as before. The penalty to the DEX check is negated if a fallen character is aided by a character not currently standing on the *oil*, having been thrown a rope, etc. The *oil* can be easily washed away with ordinary water.

Pastille of Life

These appear as small white lozenges of thickened syrup. If a *pastille of life* is placed within the mouth of a man who has been dead no more than ten days, he is restored to life, as if the spell *raise dead* had been cast by a 9th-level cleric. The pastilles will not work on any other race.

Pearl of Power

This seemingly normal pearl of average size and luster is a potent aid to magic-users. Once per day on command, a *pearl of power* enables the possessor to recall any one spell that he had previously memorized and then cast. The spell is then available to him to cast again, just as if it had not been cast earlier. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 6th and for the recall of two spells per day (each of a different level). Determine the type of pearl randomly. Note that there is a 5% chance that the pearl is cursed to have the opposite effect of making the magic-user forget a spell each day. These pearls cannot be discarded unless *remove curse* or a similar spell is cast.

Roll d100	Spell Level
01-20	1st
21-40	2nd
41-60	3rd
61-75	4th
76-85	5th
86-99	6th
00	Roll 1d6 for spell level, can recall 2 spells.

Periapt of Foul Rotting

This engraved gem appears to be of little value. If any character keeps the *periapt* in his possession for more than 1 day, he contracts a terrible rotting affliction that permanently drains 1 point of DEX, CON, and CHA every week. The *periapt* (and the affliction) can be removed only by application of a *remove curse* spell followed by a *cure disease* and then *heal*, *limited wish*, or *wish.* The rotting can also be countered by

crushing a *periapt of health* and sprinkling its dust upon the afflicted character, whereupon the *periapt of foul* rotting likewise crumbles to dust.

Periapt of Health

This engraved gem appears to be of little value. If any character keeps the periapt in his possession for more than one day, he gains immunity to all disease, including supernatural diseases.

Potion of Neutralize Poison

This potent antivenin detoxifies any sort of poison. A poisoned creature imbibing the *potion* suffers no additional effects from the poison; if poured down the throat of a creature slain by poison in the last 10 rounds, the *potion* revives the creature with 1 hit point.

Power Cell

This small, flat, circular piece of metal can recharge any magical device with charges, such as rods, staffs, and wands, when it is inserted into the slot of the appropriate size on the rim of the *power cell*. A *power cell* may also be used to activate other items found within Dwimmermount. Each *power cell* can impart fifteen charges or device activations before it is exhausted. The secret of creating these items was lost with the fall of the Thulian Empire, but devices survive within Dwimmermount's Manufactory (Level 6B) which can refresh an exhausted *power cell*.

Rod of Captivation

With the expenditure of one charge, all monsters and characters within a 20 feet radius are *charmed* by the wielder for one turn so long as they possess minimal intelligence. All charmed beings hold nothing but respect and awe for the wielder, and will seek to please him by doing nearly anything short of harming themselves or violating their alignment.

Rod of Lordly Might

This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and six stud-like buttons along its length. It weighs 10 pounds, and a strength of 16 or greater is necessary to wield it. Any character with less than 16 strength suffers an attack penalty of –1 per point below 16.

The rod has the following spell-like functions, and each costs 1 charge:

- Fear upon all enemies viewing it, if the wielder so desires (60 feet maximum range). The target is allowed to make a saving throw versus Spells.
- Paralyze upon touch, if the wielder so commands. The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost. The target is allowed to make a saving throw versus Spells.
- Deal 2d4 hit points of damage to an opponent on a successful touch attack (no save) and cure the wielder of a like amount of damage.

The following weapon functions of the rod do not require the use of charges:

- In its normal form, the rod can be used as a +2 mace.
- When button 1 is pushed, the rod becomes a *+1 flame tongue sword*. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 3 feet.
- When button 2 is pushed, the rod becomes a *+4 battle axe*. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
- When button 3 is pushed, the rod becomes a *+3 spear*. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15 feet length, the rod is suitable for use as a lance.

The following other functions of the rod do not employ charges:

- When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 feet and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds in weight, making it a highly serviceable climbing pole/ladder. The wielder can retract the pole by pushing button 5.
- The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted grants +4 to forcing doors.
- When button 6 is pushed, the rod indicates magnetic north and gives the wielder knowledge of his approximate depth beneath the surface or height above it.

Note that this rod may never be recharged. When the charges are expired, the functions that require charges may not be used again, and neither may the rod be employed as a *+1 flame tongue sword* nor a *+4 battle axe*. These attributes are lost.

Rod of Opening

This two foot long shaft of metal is usable by any class and contains 2d6 charges when found. When touched to any locked opening or object—for example, a chest—the *rod of opening* automatically opens that lock, lid, door, valve, or portal, whether secured by ordinary or magical means (provided that the caster was of 14th-level or lower in the latter case). Each opening expends one charge. The *rod of opening* will also automatically remove ordinary or magical traps on anything listed above, at the cost of an additional charge.

Shield Belt

This piece of magical technology creates a field of arcane energy around the wearer. While active, the field resists all forms of damage, including magic, absorbing the first 20 points of damage taken by the wearer per round. The belt operates by means of a *power cell* (see *New Magic Items*, p. 325). Each minute that the field is active costs one charge. An additional charge is expended each time the field absorbs 20 points of damage in a round.

Staff of Law

In the hands of anyone other than a Lawful cleric, the *staff of Law* functions as merely an ordinary staff. A Lawful cleric, however, will find it a potent relic in the service of his god. While bearing the *staff of Law,* the cleric is warded as by a *protection from evil 10' radius* spell (no charge required). With the utterance of the proper command words, the cleric can use the staff to cast the spells *bless, dispel evil, dispel magic*, *flame strike,* or *remove curse,* all at the 9th level of effect. Each of these abilities requires one charge. In addition, with the expenditure of a charge and a successful attack roll, the cleric can strike an opponent with the *staff* for 2d6 points of damage, like a *staff of striking.* A *staff of Law* will have 2d10 charges when found.

Stun Stick

This weapon is a metal baton that emits an arcane glow when activated. The stick, when it hits an opponent, crackles with energy that deals 2d6 damage and stuns the target for 1d6 rounds if a saving throw versus Paralyzation is failed. The *stun stick* uses a *power cell* (see *New Magic Items*, p. 325), each charge of which activates the weapon for one minute.

Sword + 1, Dancing

A *dancing sword* can be loosed to attack on its own. The wielder fights as normal for 4 rounds, each round adding +1 to the sword's magical bonus, until +4 is reached on the fourth round. The *sword* then fights on its own for 4 rounds at +4. Once the *sword* begins fighting on its own, it is considered wielded by the creature for all purposes of attacking and dealing damage. While dancing, it takes up the same space as the activating character and can attack adjacent foes. The *dancing sword* will automatically return to the original wielder after 4 rounds of attacking independently, so long as the wielder is within 30 feet of the *sword.*

Sword + 2, Holy Avenger

This *+2 long sword* becomes a *+5 holy avenger* in the hands of a paladin. In addition, when wielded by a paladin. it provides a 5-foot radius *protection against magic* the equivalent of *dispel magic* at the paladin's level. When used against Chaotic and "evil" creatures the sword provides +10 to damage.

Termaxian Pain Amplifier

A sinister-looking device, resembling a large metal-plated fork, a *Termaxian pain amplifier* is usually mounted on a wall or ceiling platform by means of a jointed mechanical arm. If man-hauled, it weighs 80 lbs. When activated, the *pain amplifier* emits a cone of electrochemical energy 20 feet long and 5 feet in diameter which intensifies the experience of pain in living creatures.

Any creature within the area of effect which suffers any damage must make an immediate saving throw versus Paralyzation, with a –1 penalty per point of damage (e.g. a character in the *pain amplifier*'s cone which suffered 5 points of damage from a sword blow would save versus Paralyzation at –5). If the saving throw succeeds, the creature maintains self-control despite intense pain. Otherwise, the creature is incapacitated with agony for 1 round per point by which the saving throw failed. If a failed saving throw leaves a creature incapacitated for a number of rounds greater than its Wisdom score, then it becomes reduced to servile compliance towards the operator of the *pain amplifier.* For one turn (10 minutes) thereafter, it will answer questions and provide assistance as if subject to *charm monster.*

If not connected to a fixed power source, a *Termaxian pain amplifier* requires a *power cell* to operate. Each round of operation drains one charge from the *power cell.*

Termaxian Passkey

Shaped like a caduceus fashioned from azoth-infused silver, a *Termaxian passkey* identifies the bearer and his companions as a member or ally of the cult of Turms Termax. The passkey also protects the bearer with a continuous *protection from evil* effect. Some magical and otherworldly creatures associated with the cult will not attack the bearer and his companions; such creatures will be noted when they appear in the dungeon.

Terrim Battle Armor

Terrim battle armor consists of a breastplate, vambraces, and greaves made of hardened white alchemist's resin worn over a silvery-black dwimmersilk bodysuit. A fully-enclosed resin helmet with a vitreum visor fits on top of the suit. When the visor is down, the ensemble resembles that worn by the Iron God. *Terrim battle armor* confers AC 2 and weighs 25 lbs. It also renders its wearer immune to adverse effects from his surroundings, like an *environment suit*. *Terrim battle armor* will become torn if its wearer is damaged by a slashing or piercing attack dealing more than 5 points of damage. Torn *battle armor* does not grant immunity to adverse environmental effects, but does provide its wearer with a +2 bonus to saving throws made against such effects.

Thulian Chain

Thulian chain–also called Thulian mail—is a type of chain mail armor that incorporates embedded steel plates within its chain links for additional protection. During its manufacture, minute amounts of azoth are worked into its metal, which grants the wearer of *Thulian chain* a +1 bonus to saving throws versus Spells. *Thulian chain* is lighter than similar suits of armor (weighing only 25 lbs.) and confers armor class 4 rather than the usual armor class 5.

Thulian Crossbow

Made of a light metal, a *Thulian crossbow* weighs the same as a light crossbow (4 lb.), but does the same damage as a heavy crossbow (1d8). Owing to its advanced construction, it can be loaded twice as quickly as ordinary crossbows, allowing its user to fire a bolt once every round.

Thulian Fuel Cylinder

These canisters of vitreum contain highly refined azoth. They can be used to power certain machines built by the ancient Thulians. However, if handled without proper protection, anyone who touches a *fuel cylinder* takes 6d6 damage (make a saving throw versus Spells for half damage). Safe handling of a *Thulian fuel cylinder* requires the character to either be protected by *resist fire* or be wearing an *environment suit*.

Thulian Plate

Thulian plate is a type of armor made from articulated azoth-infused steel plates. The armor absorbs the first five points of damage done from *each* magical attack directed against the wielder. A suit of *Thulian plate* confers armor class 1 and weighs 50 lbs.

Thulian War-Mask

Thulian war-masks resemble demonic faces made of metal meant to be attached to helmets in order to terrify foes. The centurions who commanded the Thulian's beastman legions traditionally wore these masks as a sign of authority. Wearing a *Thulian war-mask* confers a +1 bonus to reaction rolls when encountering orcs, gnolls, minotaurs, and other beastmen traditionally subservient to the Thulians.

Tome of Clear Thought

This heavy book contains instruction on improving memory and logic. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he must begin the mental exercises and practice them daily for 4 weeks. After that time, the character gains INT +1 permanently. Once the book is read, the magic disappears from the pages and it becomes a normal book. No character may benefit from reading more than one of this type of book.

Tome of Knowledge

There are three tomes of this type, one for lawful, neutral, and chaotic magic-users and elves (roll d6, 1-2 lawful, 3-4 neutral, 5-6 chaotic). When a character of the appropriate class and alignment studies the book uninterrupted for 1 week, he gains enough XP to be midway through the next level of experience. After the book is used in this way, it vanishes and the character cannot use a similar tome again. If a magic-user or elf of the wrong alignment attempts to read the tome, he suffers 5d4 hp damage and is rendered unconscious for an equal number of turns. Should a character of another class attempt to read the book, he must save versus Spells or be in a permanent state of *confusion* until *remove curse* is cast.

Tome of Understanding

This thick book contains tips for improving instinct and perception. Its function is identical to the *tome of clear thought*, but at the end of the mental exercises the character gains WIS +1 permanently.

True Water

This primordial liquid is highly prized for its mystical properties. When untainted by physical contaminants, *true water* never boils, evaporates, or freezes, and cannot be altered or destroyed with even the mightiest of spells. Indeed, *true water* acts as a supernatural solvent, dissolving magical energies within itself.

If a pint of *true water* is thrown or poured onto a single magic item (up to a one foot cube of material), it will dissolve some of the magical energies in the item – a single plus, one power, or 1d10 charges – unless the item makes a saving throw versus Death. Items use the saving throws of their possessor, or if unpossessed, of their creator (usually an 11th level magic-user). If thrown or poured onto a creature, any spell effects active on the creature are subject to being *dispelled* as if by an 11th level caster. If a creature bathes or soaks itself in *true water*, it will benefit from a limited magic resistance while soaked – 50% magic resistance while bathing and for the first round after emerging, 25% for the next turn (10 minutes), and 5% for the subsequent hour or until dried off. Some sages theorize that azoth touched by *true water* might be returned to its primordial quintessence. See *Appendix G, Secrets of Turms Termax* (p. 387) for details of what this might do.

True water is susceptible to contamination when transported away from the fresh springs from which it bubbles. If not stored in a container of pure adamant, orichalcum, or vitreum, it quickly loses its potency, becoming nothing more than normal water in 1d10 rounds.

Typhonian Mace

Also known as a Mace of Typhon, these magical weapons are sacred to the clergy of the Thulian god of discipline, order, and trade. A *Typhonian mace* deals double damage versus creatures infused with, or created using the substance known as azoth. In addition, when such a creature is struck in combat by the *mace*, a check must be made on the Turning Undead table. For the purposes of this check, the target uses its Hit Dice and the *mace*'s wielder turns as if he were the most powerful of Typhon's clergy (currently a 12th level cleric). If the turning attempt is successful, the azoth creature is obliterated and all other creatures within 10' are spattered with azoth (see p. 384 for the potential effects). Note that devout worshippers of Typhon will see it as their sacred duty to return a *Typhonian mace* to the church.

Unseen Ear

This item resembles an oblong marble of green crystal. It fits snugly in the external auditory canal of the ear and is almost unnoticeable once in place. The *unseen ear* allows telepathic communication between two or more individuals who each wear one of these items up to a distance of 120 feet. *Unseen ear*s may also be linked to a larger telepathic transmitter, which will allow communication between wearers up to 60 miles away even if they are on different planes of existence.

Wand of Ice

A *wand of ice* produces several spell-like effects, but can only produce one effect per round. The following effects require the expenditure of 1 charge: an *ice storm* (as the magic user spell; see *New Spells*, p. 331) can be evoked at a distance of 60 feet; or a *wall of ice* can be brought into existence. The *wall* always has a thickness of 6 inches, but may have any surface area as commanded by the wand wielder to a maximum of 600 feet (for example, 25 feet by 24 feet or 10 feet by 60 feet).

The *wand of ice* may produce a *cone of cold* with the expenditure of 2 charges. The cone is 20 feet in diameter at its maximum length of 60 feet. It deals 6d6 hp damage to all within the area of effect (make a save versus Wands for half damage). Any result of 1 on a damage die is treated as a 2.

The *wand of ice* is rechargeable.

Warp Sword

When turned off, this sword looks like a metallic handle with a hole in its end. When powered up, the sword generates a flickering 30-inch-long blade of arcane energy. Attacks using this weapon treat any armor as if it were two steps worse than it actually is. Thus, plate mail is treated as AC 5, instead of AC 3. When it strikes, the sword deals 1d8+16 points of damage. The sword uses a *power cell* (see *New Magic Items*, page 325), each charge of which powers the sword for two minutes.

Appendix B

New Spells

Throughout the text, there are references to spells not included in the *Labyrinth Lord* rulebook. All of these spells are presented in this section as a convenience for the referee.

Auditory Illusion

Level: 1 (magic-user)
Duration: 2 rounds per level
Range: 60', +10' per level

The caster of this spell is able to create false sound. The sound can be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced is the approximate equivalent of noise produced by four human-sized beings. The equivalent sound produced can be increased by four for each level that the caster is above the minimum required to cast this spell. Note that the sound does not have to be humanlike, but could be animal or monster sounds. In these cases the referee will determine how much sound and how many individuals it might represent. For instance, the sounds of four humans might be approximately that of six or eight children, or two ogres. Beings are allowed a saving throw versus Spells to realize that the effect is illusory, but only if they actively attempt to disbelieve.

Augury

Level: 2 (cleric)
Duration: See below
Range: 0

An augury can tell the caster whether a particular action will bring good or bad results in the immediate future. The base chance for receiving a true reply is 70% + 1% per caster level; this roll is made secretly. The augury can see into the future only three turns, so anything that might happen after that does not affect the result. Thus, the result will not take into account the long term consequences of a contemplated action.

Blindness

Level: 2 (magic-user)
Duration: See below
Range: 30'

If the victim fails a saving throw versus Spells, he is rendered permanently blind. The blindness is magical, not physical, so typical spells employed for the purpose of curing blindness are ineffective. The caster may remove the effect at any time, otherwise the spell *dispel magic* must be used.

Blur

Level: 2 (magic-user)
Duration: 3 rounds, +1 round per level
Range: 0

The caster's outline appears blurred, shifting, and wavering. The result of this distortion is that all opponents suffer –4 to hit the caster with melee and missile weapons on the first round of an attack, and -2 on subsequent rounds. The caster also gains a +1 bonus to saving throws versus Spells or spell-like devices that require a successful attack to take effect.

Color Spray

Level: 1 (magic-user)
Duration: Instant
Range: 10' per level

A vivid cone of clashing colors springs forth from the caster's hand, causing 1-4 creatures within the area of effect to become stunned, perhaps also blinded, and possibly knocking them unconscious. The cone is 5 feet wide at the origin, 20 feet long, and 20 feet wide at its terminal end. A total creature HD equal to the caster's level may be affected. Each creature within the cone is affected according to its Hit Dice.

HD fewer or equal to the caster's level: The creature is unconscious for 2d4 rounds.

HD up to two greater than the caster's level: The creature is blinded for 1d4 rounds.

HD 3 or greater than the caster's level: The creature is stunned for 1 round.

Only beings of 6 HD or levels, or with more HD or levels than the caster, can make a saving throw versus Spell to avoid the spell's effects. Sightless creatures are not affected by *color spray.*

Deafness

Level: 2 (magic-user)
Duration: See below
Range: 60'

If the victim fails a saving throw versus Spells, he is rendered permanently deaf. The deafness is magical, not physical, so typical spells employed for the purpose of curing physical ailments are ineffective. The caster may remove the effect at any time; otherwise the spell *dispel magic* must be used.

Faerie Fire

Level: 1 (cleric)
Duration: 4 rounds per level
Range: 80'

A pale glow surrounds and outlines the subjects. Outlined subjects shed light that makes them visible in darkness at a distance of 80 feet, or half this if the creatures are near a light source. The druid may affect creatures within a 40 feet radius, and may outline up to 12 feet per caster level. For instance, two human-sized targets at first level, and four human-sized targets at 2nd level, etc. The *faerie fire* can be blue, green, or violet, according to the caster's choice at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined. However, their greater visibility grants attackers +2 to hit while the spell is in effect.

Heat Metal (reversible)

Level: 2 (cleric)
Duration: 7 rounds
Range: 40'

Heat metal makes metal extremely warm. A creature takes fire damage if its metal weapons, armor, or equipment are heated. On the first round of the spell, the metal becomes warm and uncomfortable to touch, but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm (Cool)	None
2	Hot (Cold)	1d4 (1d2) hp
3–5	Scorching (Freezing)	2d4 (1d4) hp
6	Hot (Cold)	1d4 (1d2) hp
7	Warm (Cool)	None

Note that when searing damage is delivered, additional effects occur depending on the body parts which are in contact with metal. A target may experience more than one of these effects if metal is contacting multiple body parts. Effects are as follows: extremities (hands, feet), unusable for 2d4 days; body (covered by metal armor), bedridden from extreme burns for 1d4 days; head (covered by a helmet), severely burned, victim is unconscious for 1d4 turns. If searing metal makes contact with flammable material (leather, cloth, etc.) it burns, dealing 2d4 damage the next round.

The reverse of *heat metal*, *chill metal*, has similar effects as noted in parenthesis in the table above. However, when freezing damage is dealt, small body parts like the ears, the nose, toes, fingers, etc. are completely frozen and must be amputated. At the referee's discretion, penalties to CHA may apply. Note that magical items or spells that provide protection from fire or cold, or exposure to magical or mundane heat or cold sources will all negate the appropriate spell effect. *Heat metal* negates *chill metal*, and *vice versa*.

Hideous Laughter

Level: 1 (magic-user)
Duration: 1 round per level
Range: 25', +5' per two levels

This spell afflicts the subject with uncontrollable laughter, forcing him to collapse into gales of manic laughter and fall prone unless he makes a successful saving throw versus Spells. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, he can act normally. A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is very different from the caster's—for example, a demon—receives a +4 bonus on its saving throw versus Spells, because humor does not "translate" well.

Hypnotism

Level: 1 (magic-user)
Duration: 1 round, +1 round per level
Range: 30'

The caster's gestures and droning incantation fascinate nearby creatures, causing 1d6 creatures in range to be mentally vulnerable to suggestion, exactly as the magic-user spell of that name. A successful saving throw versus Spells may negate the effect.

Ice Storm

Level: 4 (magic-user)
Duration: 1 round
Range: 10' per level

This spell causes great magical hailstones in a 40 foot diameter area to pound down for 1 full round, dealing 3d10 points damage to every creature in the area. Alternatively, the caster can bring into being a sleet storm with a diameter of 80 feet. Movement within its area is at half speed, with a 50% chance of slipping and falling.

Misdirection

Level: 2 (magic-user)
Duration: 1 round per level
Range: 30'

By means of this spell, the caster misdirects the information from divination spells such as *detect evil*, *detect magic*, *detect lie*, and the like. On casting the spell, an object or creature is chosen within range. For the duration, the opposite information or otherwise misleading or wrong information is conveyed when a detection spell is applied. The caster of such a detection spell is allowed a saving throw versus Spells to avoid the effect.

Paralyze

Level: 3 (magic-user)
Duration: See below
Range: 10' per level

The caster can affect creatures up to twice his level of HD total, in a designated 20 feet by 20 feet area, making them feel as if they cannot move. All creatures that fail a saving throw versus Spells are affected. The effect may be dismissed by the caster at any time, otherwise *dispel magic* or *dispel illusion* can negate the effect.

Phantasmal Force, Greater

Level: 2 (magic-user)
Duration: See below
Range: 240'

This spell is an improved version of the magic-user spell *phantasmal force*. The area of effect is a 40 feet cube, +10 square feet per level. In addition to a visual illusion, subtle auditory effects accompany the illusion so that a creature makes sound as it moves, or similar effects are heard. Coherent speech is not possible, but mumbling sounds may be heard. The caster can move at 50% his normal movement rate while concentrating on the spell, and the illusion does not disappear until two rounds after the caster stops concentrating on the illusion. Refer to *phantasmal force* for more details.

Protection from Electricity

Level: 4 (magic-user)
Duration: See below
Range: Touch

This spell functions identically to *protection from fire*, but is effective against all electrical damage and attacks.

Protection from Fire

Level: 3 (magic-user)
Duration: See below
Range: Touch

This spell may be used on the caster or another creature, with different effects in each case. When used on the caster, he is rendered completely immune to all damage from normal and magical fires, no matter their source, for an unlimited time or until an accumulation of 12 hit points of damage per caster level is dealt. At that point the spell ends and immunity ends. If the spell is used on another creature, the duration is 1 turn per caster level, during which time the recipient benefits from immunity to all non-magical fires and 50% immunity (half damage) from magical or other fires. In addition, the recipient may save versus fire-based attacks with a +4 bonus.

Pyrotechnics

Level: 2 (magic-user)
Duration: See below
Range: 160'

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the wishes of the caster.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the area of effect to become blinded. The size of the pyrotechnics is equal to 10x the size of the fire source. Creatures must have line of sight to the fire to be affected.

Smoke Cloud: A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud obscures all vision of anything 20 feet or more distant and lasts for 1 round per caster level. The smoke fills a total area equal to 100x the size of the fire source.

Refraction

Level: 1 (magic-user)
Duration: 1 round
Range: 0

By means of this spell the caster makes the space in front of him reflective, like a mirror. Any gaze attack directed at the caster does not affect him, but instead is turned back at the attacker.

Shrieking Skull

Level: 5 (magic-user)
Duration: 2 rounds per level
Range: 30'

This spell allows the caster to animate the skull of a single human or humanoid and command it to fly and attack at his will. The skull attacks with a bite or a fearful shriek. Both bite and shriek induce fear as per the spell *cause fear* (a saving throw versus Spells negates), the reverse of the spell *remove fear*, but the shriek affects everyone within 10 feet. The shriek can be used once before the skull crumbles to the floor. At the end of the spell's duration the skull also crumbles to the floor. The skull is not affected by a cleric's ability to turn undead.

Shrieking Skull (1) [AL C, MV 20' flying, AC 0, HD 4+4, #AT 1, DG 1d6 + fear or shriek, SV C5, ML 11]

Stinking Cloud

Level: 2 (magic-user)
Duration: Permanent
Range: 30'

Stinking cloud creates a 20 feet cubed bank of fog centered anywhere within range, making living creatures within it helpless with nausea. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds in making a saving throw versus Poison when leaving the fog is not affected for the additional rounds.

Spectral Force

Level: 3 (magic-user)
Duration: See below
Range: 240'

This spell is identical to *greater phantasmal force*, except the illusion persists for three rounds after concentration ceases. In addition, a complete illusion is possible, including all senses.

Wall of Vapor

Level: 1 (magic-user)
Duration: 2d4 rounds, +1 round per level
Range: 30'

The caster of this spell creates an opaque, fog-like vapor in a 20 feet cube area per caster level. All beings caught within the vapor cannot see beyond 2 feet. Strong winds of natural or magical origin can dissipate the *wall of vapor* before its duration has expired.

Appendix C

New Monsters

While this section presents many creatures that are *sui generis*, others fall into broader categories that share common qualities.

Plants are immune to mind-influencing effects, sleep, paralysis, stunning, *polymorph*, and poisons not designed to work on plants. They are vulnerable to spells that affect plants.

Constructs are unaffected by poison, disease, and gas and are immune to the effects of *hold*, *sleep*, and *charm* spells. The subtype of constructs manufactured using azoth can be held at bay by *protection from evil* and suffer 1d8 damage if struck by supernatural solvents such as true water.

Demons take half damage from attacks based on cold, electricity, fire, and gas. All have infravision (90') and telepathy, which allows all languages to be understood. Demons are unholy beings that can be held at bay by *protection from evil* and can be turned by powerful clerics as if they were undead.

Undead are unaffected by mind-influencing effects including *sleep*, *hold*, and *charm*, and are immune to poison, paralysis, and disease.

Algoid

No. Enc.: 1d4 (1d4+2)
Alignment: Neutral
Movement: 20' (6')
Armor Class: 4
Hit Dice: 5
Attacks: 2 (Fists) or 1
Damage: 1d8/1d8 or see below
Save: F5
Morale: 12
Hoard Class: VI
XP: 800

The algoid is a living colony of algae that has developed some semblance of intelligence and mobility. It is roughly humanoid in shape and is green in color. The algoid often lies in wait, partially submerged in water or a bog, until its prey passes nearby. It springs to attack with its powerful fists when opponents come within range. Once per day, an algoid can use a mind blast in a 60 foot cone. Anyone caught within that cone must make a saving throw versus Spells or be stunned for 3d4 rounds. In addition, an algoid can animate two trees—within a range of 90 feet—in the same fashion as a treant. In addition to plant immunities, an algoid is unaffected by fire and electricity and takes half-damage from slashing and piercing weapons.

NEW MONSTERS BY TYPE

Construct	Azoth subtype	Demon	Plant	Undead
Caryatid column	Arcane cadaver	Babau	Archer bush	Barrow wight
Clay golem	Eldritch bones	Balor	Ascomoid	Brute zombie
Flesh golem	Termaxian husk	Dretch	Basidirond	Crypt thing
Green guardian	Termaxian necrolyte	Glabrezu	Gas spore	Grave risen
Iron golem		Jubilex	Jellyfish plant	Juju zombie
Iron maiden golem		Manes	Memory moss	Lich
Necrophidius		Marilith	Olive slime	Termaxian mummy
Sleep sphere		Nalfeshnee	Phycomid	Undead ooze
Turnkey golem		Quasit	Purple moss	
		Stirge demon	Shambling mound	
		Succubus	Slime zombie	
		Vrock	Vampire rose	

Arcane Cadaver

No. Enc.: 1d4 (1d4)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 4
Hit Dice: 4
Attacks: 1
Damage: 1d12
Save: F4
Morale: 12
Hoard Class: Nil
XP: 190

Arcane cadavers are corpses which have been animated due to prolonged exposure to azoth. The flesh of an arcane cadaver is wrinkled and waterlogged, and both its skin and any clothing or armor it was wearing before its death have a metallic sheen due to the silvery-black azoth that suffuses them. Although easily mistaken for undead, arcane cadavers are constructs with the azoth subtype.

Inside an arcane cadaver, processes similar to an azoth distillery are constantly underway. Their pores seep a dilute form of alkahest, such that their attack consists simply of touching or hugging their victim and allowing this caustic fluid to do its work. Because their veins are filled with an ichor consisting largely of sovereign glue, anyone striking an arcane cadaver with a sharp or edged weapon must make a saving throw versus Paralyzation. Failure indicates that the weapon has become stuck inside the cadaver, where it will remain until the bonds are dissolved. It is possible to use the arcane cadaver's own skin for this purpose.

Arcanoplasm

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 30' (10')
Armor Class: 4
Hit Dice: 6
Attacks: 1
Damage: 2d8
Save: F5
Morale: 12
Hoard Class: Nil
XP: 820

Thought to be the result of a failed magical experiment, an arcanoplasm resembles a giant, pale amoeba shot through with stripes of dark gray. Arcanoplasm are found in areas where magical energies are present. Here they feed and remain until disturbed, targeting magic-users above all other potential prey, whom they can sense at a range of 100 feet. Arcanoplasms slam opponents for 2d8 damage per blow. They are completely immune to all magic-user spells, which they absorb without suffering any ill effects. Indeed, magic-user spells heal them at a rate of 1 hit point per 3 points of damage the spell would have dealt. If no damage would be dealt, the rate is 1 hit point per level of the spell. Finally, an arcanoplasm can mimic any magic-user spell of 4th-level or below cast within 30 feet of it, as if it were a 7th-level magic-user.

Archer Bush

No. Enc.: 1d4+4 (1d10+10)
Alignment: Neutral
Movement: 10' (3')
Armor Class: 6
Hit Dice: 2
Attacks: 1 (thorns)
Damage: 1d4
Save: F1
Morale: 12
Hoard Class: Nil
XP: 20

The archer bush is a mobile plant that gains sustenance from the blood of living creatures. The archer bush consists of a thick trunk that resembles a 3 foot mound of brownish-green leaves. From the trunk sprout several thick branches with sparse leaves. The leaves have small pale buds of gold or purple. Spaced evenly along the length of each branch are many rows of 1 inch long needle-like thorns, which it is able to fire like arrows at targets up to 60 feet away. Hidden beneath its trunk is the archer bush's mouth, which appears to be nothing more than a dark recess or cavity.

Ascomoid

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 3
Hit Dice: 6
Attacks: 1
Damage: 1d6 + spores
Save: F6
Morale: 12
Hoard Class: VI
XP: 1,320

Semi-intelligent fungi that devour living things, ascomoids are 10 foot wide puffball-like fungi with a brownish-green surface covered with small pocks that serve as sensory organs. An ascomoid attacks by rolling over its opponents or by firing lethal spores from pores in its leathery skin. The spores have a range of 30 feet and form a 20 foot diameter cloud, within which living creatures must make a saving throw versus Poison or die in 1d4 rounds. Even if the save succeeds, affected creatures are blinded for 1d4 rounds. *Cure disease* prevents death from spore infection, but does not cure blindness. In addition to plant immunities, ascomoids take no damage from blunt weapons and half-damage from slashing weapons, fire, and electricity.

Astral Reaver

No. Enc.: 1d6 (1d6)
Alignment: Chaotic
Movement: Varies
Armor Class: Varies
Hit Dice: 6-12
Attacks: 1
Damage: Varies
Save: F6-11 or M6-11
Morale: 10
Hoard Class: XI, XVI
XP: 320+

Astral Reavers are a race of men who dwell in the Astral Plane (see page 377), where they relocated some time in the ancient past. As a result of their prolonged exposure to the weird energies of that plane, Astral Reavers possess gray, leathery skin that is drawn tightly across their bones and their eyes glow with a dim, white light. In addition, Astral Reavers are thoroughly Chaotic and feel no kinship with earthbound men. Indeed, Reavers treat ordinary men as inferiors, whom they kill or enslave without remorse. Astral Reavers dwell on planetoids floating within the Astral Plane, though some have been known to construct artificial citadels. Each Reaver settlement is independent of one another, but warfare between settlements is rare.

Astral Reavers can be fighters or magic-users, ranging in level from 6 to 12. Whenever they are encountered, there will be an equal number of each class, with a preference for fighters in the case of odd numbers. If more than four are encountered, one of their number will be a leader with the abilities of a fighter and a magic-user of levels equal to his hit dice. Astral Reavers are typically armed with magic items and armor. Fighters favor plate mail and two-handed swords, while magic-user wear various protective items and carry wands.

Babau

No. Enc.: 1d3 (1d6)
Alignment: Chaotic
Movement: 150' (50')
Armor Class: –3
Hit Dice: 7 + 10
Attacks: 3 (2 claws, horn) or 1 weapon
Damage: 1d4+1/1d4+1/2d4 or as weapon +4
Save: F7
Morale: 10
Hoard Class: XXI
XP: 1,700

These 7 foot tall demons have ebony flesh that clings closely to their skeleton, appearing almost like a leathery corpse. They have a single curving horn that emerges from the back of their heads. Babau demons prefer to attack with weapons from a distance when possible, and when using melee weapons gain +3 to hit and +4 to damage due to their strength.

Babau suffer damage from ordinary weapons, and weapons of iron deal an extra 2 points when used against them, but in combat a slimy red jelly coats the babau's skin, reducing damage taken by 50% from cutting and stabbing weapons. These demons have the abilities of a thief of 9th-level. Additionally, any creature within 20 feet that looks into a babau's glowing red eyes must succeed in a saving throw versus Spells or be affected as if from a *ray of enfeeblement*. They have the following spell-like abilities, usable at will: *darkness 10' radius*, *dispel magic*, *fear* (as per *wand of fear*, by touch), *fly*, *levitate*, and *polymorph self*. In addition to the normal demon qualities, a babau may gate another babau demon once per day, with a 25% probability of success.

Balor (Demon of the Sixth Circle)

No. Enc.: 1d3 (1d6)
Alignment: Chaotic
Movement: 60' (20')
Fly: 150' (50')
Armor Class: –2
Hit Dice: 8 + 7
Attacks: 1 (sword or whip)
Damage: 1d8+1 or 1d6 and 3d6 fire damage
Save: F8
Morale: 10
Hoard Class: XXII
XP: 1,820

A balor stands about 12 feet tall. It has bat-like wings, horns, and its skin is usually dark red. Balors love to join battle armed with their +1 swords and whips. A balor's whip is a long, flexible weapon with many tails tipped with hooks, spikes, and balls. Victims are sometimes dragged toward the demon's body using the whip, to expose them to the flames emanating from a balor's hide. This deals an additional 3d6 hit points worth of damage. Balors are only affected by +1 weapons or better. They have the following spell-like abilities usable at will: *detect invisibility*, *detect magic*, *dispel magic*, *fear* (as per *wand of fear*), *read languages*, *read magic*, *suggestion*, *telekinesis* (600 lbs.), and *symbol (despair, fear, sleep*, and *stunning)*. In addition to the normal demon qualities, a balor may gate (70% probability of success) a glabrezu (75%) or nalfeshnee demon (25%) once per day.

Barrow Wight

No. Enc.: 1d4 (1d6+6)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 4
Hit Dice: 6
Attacks: 1
Damage: 1d8 + energy drain
Save: F4
Morale: 12
Hoard Class: XX
XP: 1,070

Barrow wights are undead creatures akin to normal wights, but they are always found guarding treasure. They hate living creatures and attempt to destroy anyone who invades their lairs. A barrow wight is a twisted, insane creature about 6 feet tall. Its skin is drawn tight over its frame and its clothes hang in tatters about it. A barrow wight's skin is cold and leathery and gray in color and it has eyes burn with a crimson fire that reveals the malevolence and insanity of its nature.

Living creatures struck by a barrow wight lose one level or hit die. Should a character lose all levels, he dies and will become a barrow wight himself in 1d4 rounds, under the control of the barrow wight that created him. Any creature that looks at a barrow wight must make a saving throw versus Spells or be affected by *feeblemind*, as per the magic-user spell of the same name. Barrow wights are unharmed by non-magical weapons.

Basidirond

No. Enc.: 1-2 (1-2)
Alignment: Neutral
Movement: 20' (6')
Armor Class: 4
Hit Dice: 5
Attacks: 1
Damage: 1d8 or spores
Save: F5
Morale: 12
Hoard Class: VI
XP: 500

The basidirond is a large, 7 foot tall fungal monster. Its body is dark green or brown and leathery to the touch, resembling an inverted umbrella with 4-6 stems (each about 5 feet long) hanging beneath it. The basidirond attacks by striking with its cap or by firing a line of spores at its opponent. There are two types of spores. One type, with a range of 10 feet, is deadly and requires a saving throw versus Poison to avoid death in 1d4+1 rounds. The other, centered in a 20 foot radius on its body, requires a saving throw versus Poison to avoid hallucinations for 1d4 rounds afterwards. Roll randomly on the following table for each creature affected by hallucinations:

1	Individual believes that he is in a swamp and strips off all gear and armor to avoid sinking.
2	Individual believes that he is being attacked by a swarm of spiders. He attacks the floor and surrounding area.
3	Individual believes item held is a viper; drops item and retreats from it.
4	Suffocation—individual believes that he is suffocating and gasps for air while clutching throat.
5	Individual believes that he has shrunk to one-tenth normal size. He begins yelling for help.
6	Individual believes that his associated are diseased. He will not come closer than 10 feet.
7	Individual believes that he is melting; grasps self in an attempt to hold together.
8	Individual believes that his back is covered with leeches. He tears armor, clothing, and equipment from his back to get at them.

In addition to normal plant immunities, a basidirond takes no damage from cold-based attacks.

Beetle, Boring

No. Enc.: 3d6 (3d6)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 3
Hit Dice: 5
Attacks: 1 (bite)
Damage: 5d4
Save: F5
Morale: 7
Hoard Class: VIII, IX, XXII
XP: 200

These 9 feet long beetles live beneath the earth, where they cultivate and harvest molds and fungi on rotting wood or vegetable matter they hoard underground. They have a social behavior not unlike ants, where each beetle seems to intuitively understand its job.

Caryatid Column

No. Enc.: 1d4 (1d4)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 5
Hit Dice: 5
Attacks: 1 (weapon)
Damage: 1d8
Save: F5 (+4 bonus)
Morale: 12
Hoard Class: Nil
XP: 350

The caryatid column is akin to the stone golem in that it is a magical construct created by a spellcaster, and has the associated immunities. Caryatid columns are always created for a specific defensive function. The caryatid column stands 7 feet tall and weighs around 1,500 pounds. Its smooth chiselled body is shaped as a beautiful woman. The column always wields a weapon—usually a long sword—in one of its hands. The weapon itself is constructed of steel, but melds with the column like stone until the column animates.

Caryatid columns are programmed as guardians and activate when certain conditions or stipulations are met or broken—such as a living creature entering a chamber guarded by a caryatid column. A caryatid column attacks its opponents with its long sword. It does not move more than 50 feet from an area it is guarding or protecting.

Any weapon that strikes a caryatid column has a 40% chance of shattering into pieces. A magic weapon has a 5% less chance to shatter for each point of its combat bonus. Thus, a *+2 sword* has only a 30% chance to shatter. Due to their sturdy construction and magical nature, caryatid columns gain a +4 bonus to all their saving throws.

Cave Kraken

No. Enc.: 1 (1)
Alignment: Chaotic
Movement:
Swim: 90' (30')
Armor Class: 2
Hit Dice: 8
Attacks: 8 tentacles or 1 bite
Damage: 1d8 x 8 or 1d10
Save: F8
Morale: 10
Hoard Class: XXII
XP: 1,560

A cave kraken is a frightening, octopus-like creature summoned by evil wizards to guard treasures in subterranean lakes and other bodies of water. They possess eight 12 foot long tentacles, which are covered in wicked barbs. Tentacles that successfully strike a target constrict for 1d8 points of damage initially and then 1d8 per round thereafter until either the target is dead or the tentacle cut off. Each tentacle should be treated as if it has 6 hit points. For every tentacle constricting a single target, the target suffers a –1 penalty to attack rolls. If a cave kraken loses half or more of its tentacles, it will flee beneath the water, attacking again only if it is pursued or to defend any treasure it might be guarding.

Crypt Thing

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 5
Hit Dice: 6
Attacks: 2
Damage: 1d6/1d6
Save: F6
Morale: 12
Hoard Class: XX
XP: 570

Crypt things are undead creatures found guarding tombs, graves, crypts, and other such structures. They never leave the area they guard. A crypt thing appears as a humanoid skeleton wearing a brown or black hooded robe. Two small pinpoints of red light form its pupils. A crypt thing avoids combat if possible by using its *teleport other* ability to remove potential opponents from the area. All creatures within 50 feet that fail a saving throw versus Spells are teleported in a random direction (1d4: 1-north, 2-south, 3-east, 4-west) and a random distance (1d10 x 100 feet) away from the crypt thing. Roll randomly for each creature that fails its saving throw. A teleported creature never arrives in a solid object, instead arriving in the closest open space available. Teleported creatures can however, arrive in mid-air at the specified location rather than on a solid surface. Creatures that fall as a result take the usual falling damage. A creature that succeeds at its saving throw is unaffected by the crypt things *teleport other* ability for one day.

Crystal Ooze

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 10' (3')/swim 30' (10')
Armor Class: 8
Hit Dice: 4
Attacks: 1
Damage: 4d4 (acid, paralysis)
Save: F4
Morale: 12
Hoard Class: None
XP: 245

The crystal ooze is an aquatic variety of the gray ooze, able to survive out of the water for up to five hours. It is semi-transparent and clear, almost impossible to see in the water and looks like nothing more than a puddle of water. The crystal ooze can grow to a length of up to 8 feet and a thickness of about 6 inches and is immune to acid, cold, and fire. A crystal ooze secretes a digestive acid that quickly dissolves organic material, but not metal. Half of the damage from a melee hit is from this acid. Non-metal armor or clothing dissolves and becomes useless immediately unless its wearer succeeds on a saving throw. A wooden weapon that strikes a crystal ooze also dissolves immediately unless the wielder succeeds on an item saving throw. In addition to its digestive acid, a crystal ooze secretes a paralytic slime. A target hit by a crystal ooze's strike must succeed on a saving throw versus Paralyzation or be paralyzed for 3d6 rounds.

Derrim

No. Enc.: 1d4 (2d12)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 3
Hit Dice: 8
Attacks: 1 (weapon)
Damage: 1d8 or weapon
Save: D8
Morale: 9
Hoard Class: XVI
XP: 560

Derrim are a degenerate off-shoot of the Terrim, looking like squat, malicious men with elephantine noses and cruel, evil eyes. Wholly devoted to Chaos, the Derrim live in subterranean settlements across the world, where they practice alchemical experiments intended to restore the magical abilities that their ancestors, the Great Ancients, once possessed and that their enemies, the Terrim, still do. The Derrim also delight in torturing other intelligent beings, an activity they treat as an art form. Woe to anyone who falls into their clutches.

When encountered in a group of twenty or more, there will be a leader present, with 9 Hit Dice. This leader has a 50% chance to possess a magic item in each category, except rods, wands, staves, or scrolls. In the presence of such a leader, Derrim have morale of 10 rather than 9. Derrim hate Terrim above all other creatures and will attack them on sight.

Dretch

No. Enc.: 2d4 (5d4)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 2
Hit Dice: 4
Attacks: 3 (2 claws, 1 bite)
Damage: 1d4/1d4/1d6
Save: F4
Morale: 10
Hoard Class: I
XP: 135

These demons are fat, with long, spindly arms and legs. They have rudimentary human heads, with slobbering jaws and folds of fat. Despite their lack of intelligence, dretches have normal demon qualities. Once per day, they can use the following abilities: create a *stinking cloud*, create *darkness (10 foot radius)*, *teleport*, and can summon 1d4 giant rats.

Dwimmerdragon

No. Enc.: 1d4 (1d4)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 0
Hit Dice: 9
Attacks: 3 (2 claws, 1 bite) or 1 (breath)
Damage: 1d6/1d6/3d10
Save: F9
Morale: 9
Hoard Class: XV
XP: 3,100

Dwimmerdragons are wingless, silvery-black scaled dragons found only in the caverns beneath Dwimmermount. Their precise origins are unknown, but it is surmised that they are the result of either another dragon breed's being mutated by exposure to azoth or deliberate magical experimentation by the Great Ancients. Whatever the truth, dwimmerdragons, though Chaotic, are not wholly evil or hostile to Man if placated. Indeed, dwimmerdragons often ally themselves with other creatures for mutual benefit. Dwimmerdragons breathe a sulphur mustard gas, which gives their lairs a smell resembling garlic. This breath weapon deals damage equal to the dwimmerdragon's current number of hit points to all within a cloud 50 feet long and 40 feet wide, and can be used 3 times per day.

Dwimmerdragons are encountered while asleep 20% of the time, and 50% of their kind have the power of speech. Those that can speak are able to cast spells as a magic-user, and can memorize four first-level spells, three second-level spells, and three third-level spells.

Dworg

No. Enc.: 2d4 (2d10)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 3
Hit Dice: 5
Attacks: 1 (weapon)
Damage: As weapon
Save: D5
Morale: 8
Hoard Class: VI, XX
XP: 350

Dworgs are an evil variant of dwarves, created through the use of arcane machines that pervert the normal process by which dwarves reproduce. Consequently, they are rarely seen nowadays and those that do appear make their homes deep underground. Dworgs look very similar to normal dwarves, except that their skin has a gray, "stony" cast to it. Dworgs have 120 foot infravision and suffer a -2 penalty to hit in bright light or sunlight. In a group of dworgs, 25% of their number will be 6th-level fighters. In a group of ten or more, there will be a 7th or 8th-level fighter. Dworgs generally wear plate armor and favor two-handed weapons, like battle axes and two-handed swords. They have the same saving throws as dwarves of their level, but are completely immune to poison and paralysis.

Eld (Red Elf)

No. Enc.: 2d4 (2d10)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 4
Hit Dice: 2
Attacks: 1 (weapon)
Damage: 1d8 or weapon
Save: E2
Morale: 10
Hoard Class: V (×5), XI (×2)
XP: 38

The Eld are both the nigh-immortal progenitors of the elven race, and through their command of black magic, the creators of innumerable monstrous species. Towering above their descendants at 6 feet tall (or more), the Eld nevertheless retain the delicate features and slight builds typically associated with elves. Their skin has a distinct reddish cast to it and their hair is universally dark brown or black. Occasionally, an Eld will be born whose appearance more closely matches that of "normal" elves. This is deemed a great curse and only the most remarkable of these Eld ever survives childhood; those that do are often among the most powerful and dangerous examples of this species.

The Eld are an inherently magical people and all members of the race can cast arcane spells as if they were magic-users of the same level as their hit dice. Most Eld also carry with them a number of magical weapons and other devices the likes of which are rarely seen on other worlds and whose operations testify to their supreme command of vile sorcery. When encountered in a group of ten or more, a leader will be present, whose hit dice can be determined by rolling 1d6+1.

Cruel and callous, the Eld look on all other species as barbarous and fit only to serve as slaves or as test subjects for their dark experiments. Fortunately, the Eld are slowly dying and are rarely seen away from the Red Planet of Areon, but rumors persist of hidden terrestrial enclaves, where they hatch plots designed to return them to the mastery they enjoyed over many worlds millennia ago.

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Eldritch Bones

No. Enc.: 3d4 (3d10)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 5
Hit Dice: 1+1
Attacks: 1
Damage: 1d6 or weapon +1
Save: F1
Morale: 12
Hoard Class: Nil
XP: 21

Eldritch bones are the reanimated skeletons of slain soldiers. Unlike most other types of skeletons, eldritch bones are not undead. Rather, they are magical constructs brought back to a semblance of life through the use of minute quantities of azoth, which not only gives them the ability to move and attack, but also strengthens their bones. Consequently, eldritch bones have a metallic appearance, thanks to the silvery-black azoth that suffuses them.

The process of creating them was originally an invention of the Eld, but was perfected by the cult of Turms Termax. In addition to the qualities of a construct with the azoth subtype, eldritch bones suffer only half damage from sharp or edged weapons.

Empyreal

No. Enc.: 1 (1)
Alignment: Lawful
Movement: 90' (30')
Fly: 180' (60')
Armor Class: –7
Hit Dice: 13
Attacks: 1
Damage: By weapon or spells
Save: F13
Morale: 11
Hoard Class: None
XP: 4,200

Resembling a winged, humanoid-shaped creature dressed in shining armor, an empyreal is a powerful extraplanar entity serving Law. They are fiery, quick-tempered, and forceful, but always fair in their dealings with all beings. Empyreals attack their opponents with a mixture of magic and direct physical attacks. Their preferred weapons are longswords, usually of +3 bonus, but often with additional effects. Against powerful foes, an empyreal uses its radiant blast, a cone-shaped attack that deals 15d6 damage in a 60 foot range and blinds any creature in the area for 3d6 minutes. Affected creatures can attempt a saving throw versus Spells to halve the damage and avoid being blinded.

Since empyreals can fly, they often stay aloft in battle, using their spells and spell-like abilities while staying out of melee range. Empyreals can cast spells as 13th-level clerics. This is in addition to the following spell-like abilities: *continual light*, *cure disease*, *detect evil*, *dispel magic*, *invisibility*, *remove curse*, and *remove fear* (all at will); *cure serious wounds* and *flame strike* (twice per day); and *raise dead* (once per day). An empyreal radiates an aura of goodness in a 30 foot radius around itself. Any non-Chaotic creature in this area must succeed at a saving throw versus Spells or be overcome with awe and unable to take any action. Chaotic creatures within the area who fail their saving throw are unable even to look at the empyreal for one day. An affected creature functions as if blinded when attacking. On a successful save, a creature is immune to the aura of goodness of that empyreal for one day.

Gas Spore

No. Enc.: 1d3 (1d3)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 9
Hit Dice: 1 hp
Attacks: 1
Damage: See below
Save: F1
Morale: 12
Hoard Class: None
XP: 6

The gas spore is mistaken for a tentacled eye 90% of the time when seen at a distance and 30% even when up close. The gas spore is actually a fungus, and is not related to the eye of terror, but it resembles one most uncannily. When a gas spore contacts a living creature, it injects poisonous rhizomes into the foe and the gas spore drops dead. After just one round, the rhizomes grow in the whole victim's body. An infected creature dies in 24 hours and 2d4 gas spores emerge from its body. A *cure disease* spell cast on an affected creature before it dies destroys the rhizomes. If a gas spore is struck for a single point of damage, it explodes in a violent blast of gas that deals 6d6 points of damage to all creatures within a 30' radius. A successful save versus Wands reduces the damage by half. Gas spores have normal plant immunities.

Ghast

No. Enc.: 1d6 (1d6)
Alignment: Chaotic
Movement: 150' (50')
Armor Class: 4
Hit Dice: 4
Attacks: 3 (2 claws, bite)
Damage: 1d4/1d4/1d8
Save: F4
Morale: 9
Hoard Class: VIII, IX, XI, XXI
XP: 190

These despicable undead creatures resemble ghouls, and are often found with them. However, ghasts are much more powerful. Their bite induces paralysis for 2d4 turns unless a successful saving throw versus Paralyzation is made; this paralysis is potent enough to affect elves. In addition, ghasts have a horrible rotting stench, and any beings within 10 feet must make a saving throw versus Poison or become horribly sick and suffer from wracking vomiting, suffering -2 to hit in combat. Ghasts represent such a powerful evil that *protection from evil* is ineffective against them unless combined with powdered iron. Iron weapons deal twice normal damage against ghasts.

Glabrezu (Demon of the Third Circle)

No. Enc.: 1d3 (1d6)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: –4
Hit Dice: 10
Attacks: 5 (2 pinchers, 2 claws, bite)
Damage: 2d6/2d6/1d3/1d3/1d4+1
Save: F10
Morale: 9
Hoard Class: XXII
XP: 3,100

Glabrezu have penetrating violet eyes, and their skin color ranges from deep russet to pitch black. They have four arms. Their two primary arms have crab-like pinchers instead of hands, and they have two smaller human-like arms on their chests; the hands have wicked claws. Glabrezu have wolf-like heads with two goat-like horns. A glabrezu stands about 10 feet tall. They are susceptible to attacks from ordinary weapons and have normal demon immunities. Glabrezu have the following spell-like abilities usable at will: *darkness 10' radius*, *fear* (as per *wand of fear*), *levitate*, *polymorph self*, *pyrotechnics* (see *Appendix B, New Spells*, page 332), and *telekinesis* (400 lbs.). In addition, a glabrezu can gate (35% probability of success) a vrock, hezrou, or another glabrezu (determine randomly) once per day.

Gloom Crawler

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 20' (8')
Armor Class: 2
Hit Dice: 10
Attacks: 11 (10 Tentacles, 1 bite)
Damage: 1d12 (×10)/2d8
Save: F10
Morale: 10
Hoard Class: XIX
XP: 1,700

The gloom crawler is a solitary creature resembling a giant squid with blackened skin and a large mass of writhing tentacles. It makes its lair in underground caves, dungeons, and other subterranean complexes far away from the daylight of the surface world and spends most of its time dormant, waking every so often to eat. The gloom crawler uses the suction cups on its tentacles to pull itself around its underground world. Each tentacle ends in an eye that allow it to see in any direction. These creatures are omnivorous and sustain themselves on plants, mosses, rodents, and other subterranean fauna, but never turn down a larger meal, if it is available.

A gloom crawler's tentacles constrict victims when they successfully attack and deal 1d12 points of damage each per successive round. A tentacle may be cut off if a total of 10 hit points of damage is dealt with a single blow. This creature is averse to sunlight and suffers a -4 penalty to all attacks and saving throws if exposed to it—or its equivalent.

Golem, Clay

No. Enc.: 1 (0)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 7
Hit Dice: 11
Attacks: 1 (fist)
Damage: 3d10
Save: F11
Morale: 12
Hoard Class: None
XP: 3,000

These golems are constructed from clay, and are usually humanoids approximately 8 feet tall. Their powerful fists deal 3d10 damage, which can only be magically healed by a cleric of at least 17th-level. In addition to normal construct immunities, weapons that are sharp or non-magical are ineffective against clay golems. Only one spell can affect clay golems—*disintegrate*. It acts as a *slow* spell and only deals 1d12 hit points worth of damage.

Golem, Flesh

No. Enc.: 1 (0)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 9
Hit Dice: 9
Attacks: 2 (fists)
Damage: 2d8/2d8
Save: F9
Morale: 12
Hoard Class: None
XP: 2,400

A flesh golem is not an undead creature, though it is sometimes mistaken for one since it is typically cobbled together from various deceased humanoid body parts. Flesh golems are immensely powerful, and can automatically break down most doors. They are able to deal 1 structural hit point of damage to a reinforced door or structure for every three rounds of attacking it. Ordinary weapons of any kind are ineffective against flesh golems, which also have normal construct immunities. Likewise, all spells are ineffective except heat and cold based spells, which act to slow flesh golems for 2d6 rounds. However, all electrical-based attacks actually repair damage to flesh golems at a rate of 1 hit point per 1 HD of damage that would otherwise have been afflicted.

Golem, Iron Maiden

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 3
Hit Dice: 7
Attacks: 2
Damage: 1d12/1d12
Save: F8
Morale: 12
Hoard Class: Nil
XP: 1,490

An iron maiden golem is a variation upon the iron golem, shaped like the torture device that is its namesake, but with articulated arms and legs. The golem has the ability to usurp the essence of any humanoid being enclosed within. Any creature struck by both of its fist attacks in the same round must make a saving throw versus Breath Attacks or be shoved inside its body. A living creature inside the maiden when the lid is closed is pierced by 20 dagger-like blades, dealing a total of 25 points of damage each round. The lid automatically seals with an *arcane lock* spell. The lid can be forced open by those with high Strength (same odds as forcing a door) or by casting *knock* or *dispel magic*. If a living creature dies within the iron maiden golem, the golem gains 10 hit points and all the capabilities of the dead creature within, including magic-user—but not cleric—spells. The iron maiden golem is immune to all magic, in addition to normal construct immunities. Electrical attacks slow the golem for three rounds.

Golem, Stone

No. Enc.: 1 (0)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 5
Hit Dice: 14
Attacks: 1 (first)
Damage: 3d8
Save: F14
Morale: 12
Hoard Class: None
XP: 4,200

Stone golems have powerful fists that can deal 3d8 points of damage every other round. In addition, stone golems can cast *slow* at an opponent within 10 feet every other round. Only weapons that are at least +2 or better can damage stone golems. Spells are ineffective against stone golems, except for *rock to mud*, which acts to slow the golem for 2d6 rounds. *Mud to rock* repairs all damage a stone golem has suffered. If *stone to flesh* is cast on the golem, it becomes susceptible to all normal attacks for one full round.

Grave Risen

No. Enc.: 1d4 (1d4)
Alignment: Chaotic
Movement: 30' (10')
Armor Class: 5
Hit Dice: 5
Attacks: 2
Damage: 1d4/1d4 + blood poisoning
Save: F5
Morale: 12
Hoard Class: None
XP: 350

Grave risen are rotting undead creatures that upon first glance resemble zombies. They are created from a normal corpse in an area where the blood of a spellcaster is spilled and permeates the ground. The blood fuses with a corpse which animates as a grave risen. Grave risen have no love for the living and attack living creatures on sight. A creature hit by the claws of a grave risen must make a saving throw versus Poison or contract blood poisoning. This drains 1 point of Constitution for eight turns. The spells *neutralize poison* and *remove disease* rid the victim of the poisoning immediately. Grave risen have the usual undead immunities.

Green Guardian

No. Enc.: 1d6 (1d10)
Alignment: Chaotic
Movement: 90' (30')
Fly: 150' (50')
Armor Class: 4
Hit Dice: 5
Attacks: 4 (2 claws, 1 bite, 1 gore)
Damage: 1d6+1/1d6+1/1d6/1d6
Save: F8
Morale: 12
Hoard Class: None (see below)
XP: 200

Green guardians are statues carved out of a strange green stone in the shape of a gargoyle, and have construct immunities. They possess eyes made of jet (worth 500 gp each) and radiate both magic and evil.

Guardian Plasm

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 5
Hit Dice: 5
Attacks: 1
Damage: Devour
Save: F5
Morale: 10
Hoard Class: XX
XP: 500

A guardian plasm is an amorphous creature that looks like a mass of transparent protoplasm and is the product of ancient experimentation with azoth and Jubilex's ichor. The creature blends so well with its environment that it can only be seen 5% of the time. A guardian plasm usually lies in wait to attack any who disturb the area to which it has been assigned as a guardian by its creator. If it successfully strikes, its target must make a successful saving throw versus Paralyzation or become engulfed. An engulfed target is wholly devoured in 2d6 rounds.

Intellect Devourer

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 4
Hit Dice: 6
Attacks: 4 (claws)
Damage: 1d4/1d4/1d4/1d4
Save: MU6
Morale: 10
Hoard Class: XIX
XP: 820

Devoid of a head or any features save for four short, clawed legs, the intellect devourer looks like a large, glistening brain. The creature is about 3 feet long and weighs 60 pounds. Thought by some to be invaders from another dimension or planet, the sinister intellect devourers are certainly one of the world's cruelest races. Incapable of experiencing emotions or wallowing in the sins of physical pleasure on their own, intellect devourers are forced to steal bodies in order to indulge their gluttony, lust, and cruelty. Stories tell of entire cities of these creatures deep underground, where host bodies are worn like clothes to hideous orgies and vile feasts. Lone intellect devourers often dwell in ruins or caves on the edge of a civilized region so they can make periodic forays into town to "shop" for an attractive new body. The creature possesses several spell-like mental powers, including *detect magic* (which is constantly at work); *cause serious wounds*, *confusion*, *invisibility*, *reduce* (at will); and *cure serious wounds* and *globe of invulnerability* (three times per day). All of these abilities have effects as if cast by an 8th-level caster.

In addition, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This inflicts 8d4 points of damage. If the victim is slain (or already dead), the intellect devourer usurps control of the body and can use it as its own, as if it was controlling the target via a *charm person* or *charm monster* spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities, although the intellect devourer can still use its own spell-like abilities. A host body may not have been dead for longer than one day for this ability to function, and even successfully inhabited bodies decay to uselessness in seven days. As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for one round. *Raise dead* cannot restore a victim of body theft, but more powerful magic might—at the referee's discretion. *Protection from evil* guards a creature against attempts at body theft.

Iounian

No. Enc.: 2d6 (2d12)
Alignment: Neutral
Movement: 180' (60')
Armor Class: 5
Hit Dice: 6
Attacks: 5
Damage: 1d4 (×4)/1d6 or by weapon
Save: F6
Morale: 10
Hoard Class: XIV
XP: 820

An Iounian is one of the insectoid natives of Telluria's only moon. Looking like a humanoid cross between an ant and a praying mantis, an Iounian has six limbs, four of which can be used for manipulation—the other two are used for locomotion, two large compound eyes, two antennae, and mandibles. They live in lightless warrens beneath the surface of the Moon, where they congregate in hives that can contain dozens or even hundreds of individuals. Once more numerous than they are today, Iounians are suspicious of outsiders and generally attack anyone they encounter unless given good reason not to do so. Nevertheless, they are highly intelligent and open to negotiation. Iounians possess infravision to 90 feet and *ESP* as per the spell of the same name.

Iounians are extremely fast and agile. Their legs are also quite powerful, allowing them to leap 20 feet upwards and 40 feet forwards. When leaping forward, they gain a +1 bonus to any attacks made immediately afterwards. They can attack either with their claws and a bite or by four weapons and a bite.

Jellyfish Plant

No. Enc.: 2d6 (3d6)
Alignment: Neutral
Movement: 20' (6')
Fly: 50' (16')
Armor Class: 9
Hit Dice: 3
Attacks: 1 (sting)
Damage: 1d6
Save: F2
Morale: 8
Hoard Class: Nil
XP: 80

Jellyfish plants are bizarre plants with long, thin tentacles extending out from a bulbous, shrub-like body that houses a large gas-producing sac. They can move across the ground by dragging themselves with their small vines, but usually choose to fly, their small vines wriggling below them. Jellyfish plants hunt in concert, landing near one another in a pattern that allows them to form a woven net of tentacles across the ground. When a creature steps into this net, the jellyfish expel a blast of air from their gasbags and fly straight up, pulling the creature into the air, trapped in their net. Once trapped, the plants sting their prey, causing 1d6 points of damage and requiring a saving throw versus Paralyzation. When prey is dead or stunned, the bulbous bodies of the jellyfish plants descend on the body and drain it of fluids through a root system at the base of their bodies, leaving a dried out corpse. A stunned target suffers 1d6 points of damage per round for each jellyfish plant that is sucking its fluids.

Jubilex (Demon Lord)

No. Enc.: 1 (Unique)
Alignment: Chaotic
Movement: 30' (10')
Armor Class: -7
Hit Dice: 100 hp (21 HD)
Attacks: 1
Damage: 4d10
Save: F21
Morale: 10
Hoard Class: X ×2, XII ×2
XP: 7,000

Jubilex is the ruler over all slimes, oozes, jellies, and other disgusting and foul ooze-like creatures. Known by some as the Faceless Lord, his home is a demon world in the planes of chaos. It is a steaming, bubbling lair of putrid ooze and slime pits that are constantly shifting and changing at his whim. Even the other demonic rulers loathe to journey here. He is constantly attended by and surrounded with all sorts of slimes and oozes (1d4 of at least four types). When confronted, he usually takes the form of a 10 foot tall column of bubbling, squirting ooze which resembles a large red-eyed bubbling mass of greenish black and foul-smelling liquid. Ooze, slime, and pus constantly squirt and seep from its form. In combat he lashes out with a slimy pseudopod, dealing 4d10 acid damage. Once per ten rounds he may launch a slime spittle up to 150 feet away with a 30 feet diameter area of effect that combines the effects of contact with green slime and ochre jelly. Jubilex regenerates 2 hit points each round. He can only be affected by +2 weapons or better and has normal demon immunities.

Jubilex has the following spell-like abilities, usable at will: *cause disease*, *charm monster*, *circle of cold* (10' radius, 5d6 cold damage), *darkness 15' radius*, *detect invisibility*, *dispel magic*, *ESP*, *fear* (as the *wand of fear*), *fly*, *hold monster*, *invisibility 10' radius*, *locate object*, *phase door*, *project image*, *putrefy food and water*, and *telekinesis* (1,500 lbs.). He can gate (75% probability of success) 1d4 hezrou demons and utter *unholy word* once per day.

Kythirean

No. Enc.: 2d4 (5d10)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 4
Hit Dice: 2+
Attacks: 1
Damage: By weapon
Save: F2
Morale: 10
Hoard Class: V ×5, XI ×2
XP: 38

Kythireans are a race of green-skinned women native to the world after which they are named. Believed to be descendants of the Great Ancients who adapted to life on the Green Planet, the Kythireans retain many of the advanced magical techniques of their forebears. They are however, unwelcoming to outsiders, especially males, who do not exist among their kind. Instead, Kythireans reproduce by means of arcane rituals that produce copies of themselves. As a result, there is much less variety of appearance among the Kythireans than among other races of men, a fact compounded by their much smaller numbers relative to the other species of the Green Planet.

Kythireans favor short swords for close combat and use poison-coated javelins at range. All Kythireans are capable of using the following spells once per day: *charm person* and *invisibility*. All Kythireans make saving throws versus Spells at +2. Furthermore, Kythireans of 4th-level and above can use the following spells once per day: *detect magic* and *ESP*. In a group of ten or more, a 3rd-level fighter or magic-user will always be present. In a group of twenty or more, a 6th-level fighter or magic-user will be present. If more than thirty are encountered, a 7th- or 8th-level fighter or magic-user will be present. There is a 5% chance per level of the Kythirean that she will possess a magic item.

Lich

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 0
Hit Dice: 12+
Attacks: 1 (cold touch)
Damage: 1d10 cold damage
Save: MU12+
Morale: 9
Hoard Class: XXII
XP: 4,400

A lich is an undead magic-user of at least 12th-level who in life was so fearful of death that he used his magical powers and a phylactery to unnaturally extend his life. It is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets. A lich usually lives in a secluded keep or deep in a labyrinth, where it conducts magical research. Its powerful undead nature grants it a better natural AC and HD than a typical magic-user. Liches are only vulnerable to attack by creatures of 6 HD or more—or creatures of a magical nature, magical attack forms, and they are unaffected by non-magical weapons. In addition to undead immunities, liches are unaffected by cold-based and electrical-based attacks, *death* spells, *enfeeblement*, *polymorph*, and any effects that cause insanity. A lich can attack by spell, or with a cold touch attack that deals 1d10 hit points of damage. Victims must also make a saving throw versus Paralyzation or become paralyzed permanently, unless magically cured. Finally, all beings with 4 or fewer HD that see a lich will be affected with fear with no saving throw being permitted.

Manes

No. Enc.: 4d4 (5d20)
Alignment: Chaotic
Movement: 30' (10')
Armor Class: 5
Hit Dice: 1
Attacks: 2 (claws)
Damage: 1d3/1d3
Save: F1
Morale: 8
Hoard Class: None
XP: 13

Manes are pathetic demons who grovel and serve both others of their kind as well as Chaotic magic-users. No larger than humans, they have gray skin and empty eyes. Non-magical weapons inflict only half-damage on them, in addition to normal demon immunities.

Marilith (Demon of the Fifth Circle)

No. Enc.: 1d3 (1d6)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: -6
Hit Dice: 7 + 6
Attacks: 7 (6 weapons, constrict)
Damage: As weapon/2d4
Save: F7
Morale: 9
Hoard Class: XVII
XP: 1,700

These female demons have a human-like body with six arms and the lower body of a snake. They stand 7 feet tall and measure 20 feet from head to tip of tail. A marilith usually holds a longsword in each of its six hands and wears many bangles and

jewels. They can attack with their six arms and with their tails to constrict all in the same round. Mariliths are only affected by +1 weapons or better. They have the following spell-like abilities, usable at will: *charm person*, *darkness 10' radius*, *detect invisibility*, *levitate*, *polymorph self*, *project image*, *pyrotechnics*, and *read languages*. In addition, a marilith can gate (75% probability of success) a vrock, hezrou, glabrezu, nalfeshnee or balor demon (determine randomly) once per day.

Memory Moss

No. Enc.: 1d8 (2d6)
Alignment: Neutral
Movement: 0
Armor Class: 9
Hit Dice: 1 (1 hit point)
Attacks: 1
Damage: See below
Save: F1
Morale: 12
Hoard Class: None
XP: 6

Memory moss appears as a 1 foot square patch of black moss. When a living creature moves within 60 feet of a patch, it attacks by attempting to steal that creature's memories. It can target a single creature each round. A targeted creature must succeed at a saving throw versus Spells or lose all memories made within the last 24 hours. This is particularly nasty to spellcasters, who lose all spells memorized within the last 24 hours. Once the memory moss steals a creature's memories, it sinks back down and does not attack again for one day. Any creature who loses its memories acts as if affected by a *confusion* spell for the next 1d4 hours. Lost memories can be regained by eating the memory moss that absorbed them. Doing so requires a saving throw versus Poison, with failure resulting in the creature being nauseated for 1d6 minutes and suffering a –2 penalty to all rolls during that time.

A creature that eats memory moss temporarily gains the memories currently stored therein, including spells stolen from spellcasters. Any non-spellcaster that attempts to gain a spell in this way must succeed at an Intelligence check or the spell fizzles away. After 24 hours, the memories fade, though creatures eating the moss to regain their own memories do not lose them after 24 hours. When first encountered, there is a 25% chance that the memory moss retains memories from its last target. Such moss does not attack by stealing memories, but by assuming a vaguely humanoid form and casting whatever spells it may still possess. Despite normal plant immunities, fire and cold kill a single patch of memory moss.

Mercury Ooze

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 9
Hit Dice: 5
Attacks: 1
Damage: 2d4+3 + mercury poisoning
Save: F5
Morale: 10
Hoard Class: Nil
XP: 350

Mercury ooze appears to be a sentient form of actual mercury. Created by some bizarre arcane experiment in ages past, the mercury ooze is a monster best left alone. It appears as a pool of shiny silvery-white liquid about 8 feet long and 6 inches thick. It can compress its body to a thickness of 1 inch to slip into cracks and crevices. Anyone struck by a mercury ooze must make a successful saving throw versus Paralyzation or lose 1 point of Dexterity and Constitution. One week later, a second saving throw versus Paralyzation must be made or else the victim suffers the effects of a permanent *confusion* spell. The effects of both the spell and the ability score losses can be cured with *cure disease* or similar spells.

Mimic

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 7
Hit Dice: 7-10
Attacks: 1
Damage: 3d4
Save: F7-10
Morale: 8
Hoard Class: None
XP: 790+

A mimic can have almost any dimensions, but usually is not more than 10 feet long. These creatures are able to take the form of inanimate objects made of wood and/or stone, such as doors, statues, and so on. Younger mimics (7-8 HD) are more intelligent, can speak, and may negotiate with adventurers if it is made worth their while. Older mimics (9-10 HD) have grown ancient and senile, attacking with only the interest of consuming flesh. Mimics attack when a being touches them. The being is held attached to the mimic with a glue-like substance, and the mimic bludgeons with an emergent pseudopod for 3d4 points of damage. The more intelligent mimics speak their own language and Common.

Mongrelman

No. Enc.: 2d6 (5d20)
Alignment: Neutral
Movement: 60' (30')
Armor Class: 6
Hit Dice: 8
Attacks: 1
Damage: 1d10
Save: F8
Morale: 8
Hoard Class: XX
XP: 560

Mongrelmen are abominable creatures that possess the blood and body parts of many different creatures. They are shunned by society and often retreat into underground caves or dungeons to eke out their existence. They are shy by nature and often find themselves enslaved to a greater power. Mongrelmen live together in small groups where the largest and strongest serves as a chieftain. They are adept at mimicry and can imitate the sounds that they have heard at will. They are also skilled at camouflage and prefer to hide, or lure opponents into traps, instead of engaging in direct conflict.

Their language consists of a mixture of human, goblin, and orc words along with a mixture of animal sounds. Mongrelmen also include ambient environmental sounds in their language to allow them to communicate without giving away their position to others. The hit dice of mongrelmen varies; details are provided here for the type most commonly encountered in Dwimmermount.

Muculent Worm

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 4
Hit Dice: 10
Attacks: 1 (bite)
Damage: 2d6
Save: F10
Morale: 10
Hoard Class: IV
XP: 2,400

A muculent worm is a slimy creature similar to a purple worm, but much smaller in size, though still quite large (15-20 feet in length). Its body is covered with a sticky mucus that quickly become coated with earth, rocks, debris—even treasure! Because of this, a muculent worm is often difficult to distinguish from its environment, which grants it the ability to surprise opponents on a roll of 1-5 on 1d6. Muculent worms eat their prey whole. Any attack that exceeds its target by 4 or more results in the worm's doing just this. Swallowed targets take 2d6 points of damage per round until either the worm or they are dead.

Nalfeshnee (Demon of the Fourth Circle)

No. Enc.: 1d3 (1d6)
Alignment: Chaotic
Movement: 90' (30')
Fly: 120' (40')
Armor Class: –1
Hit Dice: 11
Attacks: 3 (2 claws, bite)
Damage: 1d4/1d4/2d4
Save: F11
Morale: 10
Hoard Class: XVIII
XP: 4,400

These 10 foot tall demons have the torso and arms of an ape, with the head and legs of a boar. They have small, but functional feathered wings. Nalfeshnee can only be struck by magic weapons and have the usual demon immunities. In combat, they attack with their claws and bite, or employ one of the following spell-like abilities at will: *darkness 10' radius*, *detect magic*, *dispel magic*, *fear* (as per *wand of fear*), *illusion* (as per *wand of illusion*), *levitate*, *polymorph self*, *project image*, *read languages*, *symbol (despair and fear)*, and *telekinesis* (500 lbs.). In addition, a nalfeshnee can gate (65% probability of success) a vrock, hezrou, glabrezu, or nalfeshnee demon (determine randomly) once per day.

Necrophidius

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 2
Hit Dice: 2
Attacks: 1 (bite)
Damage: 1d8 + paralysis
Save: F2
Morale: 12
Hoard Class: Nil
XP: 38

The necrophidius appears to be a 10 foot long skeletal snake topped with a human skull, whose eyes glow with a hellish red light. The necrophidius is a construct created by a magic-user to serve as a guardian or assassin. It performs either task with great skill and never questions its duty.

The necrophidius opens combat with an ability called the "dance of death." All within 30 feet of the creature must make a saving throw against Spells or become entranced for 2d4 rounds, during which time they can take no action. The necrophidius then moves into bite, which causes paralyzation for 6d6 rounds, unless the target makes a successful saving throw versus Spells.

Olive Slime

No. Enc.: 1d4 (1d4)
Alignment: Neutral
Movement: 3' (1')
Armor Class: 9
Hit Dice: 2+2
Attacks: 1
Damage: Metamorphosis
Save: F2
Morale: 12
Hoard Class: None
XP: 47

Olive slime is a plant-like growth found in dark, damp underground areas. Olive slime is sticky, wet, and olive drab in color. It clings to walls, ceilings, and floors and consumes any organic matter it comes to contact with. It drops from ceilings and walls when it detects movement beneath it. A single patch of olive slime drains 1 point of Intelligence per round. On the first round of contact, it can be scraped off a creature, but after that round, the slime must be burned, frozen, or cut away which deals an equal amount of damage to the victim. A creature brought to 0 Intelligence by olive slime dies and becomes a slime zombie (see page 361). Extreme heat, cold, and acid or a *cure disease* spell destroys a patch of olive slime, which has the usual plant immunities.

Otyugh

No. Enc.: 1 (1-2)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 3
Hit Dice: 6-8
Attacks: 3 (2 tentacles, bite)
Damage: 1d8/1d8/1d4+1
Save: F6-8
Morale: 10
Hoard Class: See below
XP: 820; 1,140; 1,560

An otyugh has a body 8 feet in diameter above which extends a short pseudopod covered in eyes that prevents the creature from being surprised. Covered in thick hides, an otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden, eating carrion or left over kills from predators. When attacking an otyugh slashes opponents with its barbed tentacles for 1d8 points of damage each, and its mouth deals a hideous bite from which the victim must make a saving throw versus Poison or contract a rotting disease that inflicts 1d3 points of damage per day. These creatures have a low intelligence, but have a unique language and communicate telepathically among their own kind. Otyughs keep no treasure of their own, but may partner with other monsters and help guard treasure in exchange for leftovers.

Phycomid

No. Enc.: 1d4 (1d4)
Alignment: Neutral
Movement: 10' (3')
Armor Class: 4
Hit Dice: 4
Attacks: 1
Damage: 1d6 + infection
Save: F4
Morale: 12
Hoard Class: VI
XP: 135

The phycomid resembles a small blob of decomposing organic matter from which grow many small mushrooms. A typical patch of phycomid covers an area of 2 feet square. The phycomid attacks by extruding a small tube from its body and firing a glob of acid at its foe at a range of 10 feet. A creature hit by the acid must make a saving throw versus Poison or sprout tiny mushroom-like growths that cause death in thirty minutes unless the victim receives a *cure disease* spell. When the victim dies, his body is consumed by the mushroom sprouts and changes into a phycomid.

Piercer

No. Enc.: 3d6 (3d6)
Alignment: Neutral
Movement: 10' (3')
Armor Class: 3
Hit Dice: 1-4
Attacks: 1
Damage: 1d6 per HD
Save: F1-4
Morale: 10
Hoard Class: None
XP: 10, 20, 50, 80

These creatures are specially adapted to cavernous environments, as they perfectly resemble stalactites. When they sense body heat or movement, they drop from a cavern ceiling to impale and eat a victim. The largest ones are 6 feet long, the smallest are 1 foot long.

Purple Moss

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 10'
Armor Class: 9
Hit Dice: 1
Attacks: 1
Damage: special
Save: F1
Morale: 12
Hoard Class: None
XP: 13

This plant is a distant cousin of yellow mold. It feeds on moisture, so any area in which it grows is always extremely dry. Purple moss emits a sweet smell to a range of 10 feet that has the same effect as a *sleep* spell. A victim that falls asleep is quickly covered by the moss. It takes one round to cover a small creature and two rounds to cover a human-sized creature. A creature so covered suffocates in 1d4 rounds. Slain victims are digested in 1d2 hours by acidic secretions from the moss. Purple moss can be destroyed by fire and has the usual plant immunities.

Quasit

No. Enc.: 1 (0)
Alignment: Chaotic
Movement: 150' (50')
Armor Class: 2
Hit Dice: 3
Attacks: 3 (2 claws, bite)
Damage: 1d2/1d2/1d4
Save: F3
Morale: 10
Hoard Class: XI × 2
XP: 95

In its natural form, a quasit is a small demonic creature that stands about 1 foot tall. They often serve more powerful demons, but are most commonly encountered as familiars to Chaotic magic-users. Quasits take no damage from non-magical weapons, except those made of iron, and have superior versions of the normal demon immunities such that they suffer no damage from fire, cold, or electrical-based attacks. They regenerate 1 hit point per round. Quasits make saving throws versus Spell-like effects as a F7. They attack with claws and a bite. Victims of the claw attacks must make a saving throw versus Poison or lose 1 point of DEX for 2d6

rounds, for each successful attack. Quasits have the following spell-like abilities: *detect good*, *detect magic*, *invisibility*, and *polymorph self* (limited to the form of a bat, giant centipede, toad, or wolf). In addition, once per day a quasit can induce *fear* (as the spell *cause fear* except with a 30 feet radius).

Quasits as familiars: When a quasit familiar is within 10 feet of its master, the magic-user functions as if one level higher and regenerates 1 hit point per round. Conversely, if the quasit is more than a mile away from the magic-user, the master functions as if one level lower than normal. However, if not more than one mile apart, a quasit is able to communicate via telepathy with the magic-user who can perceive the surroundings of the quasit through all of its senses, including 60 feet infravision. A quasit may commune for its master once per week, and is allowed 1d4+2 questions. If a quasit familiar is killed, the master loses four levels permanently.

Quintelemental

No. Enc.: 1 (1)
Alignment: Neutral
Movement: —
Fly 450' (150')
Armor Class: 2/0/-2
Hit Dice: 8/12/16
Attacks: 1
Damage: 1d8/2d8/3d8
Save: F8/F12/F16
Morale: 10
Hoard Class: None
XP: 1,060/1,560/2,060

While the sublunary world is made up of four primary elements, scholars know that there is in fact a fifth element—ether—which fills the void between the worlds and fuels the empyrean stars. In its natural state, ether is a subtle, luminiferous gas, but under Ioun's influence, it solidifies into a silvery-black liquid known as azoth. The supernatural beings composed entirely of ether are known by men as quintelementals and are the most powerful of all elemental beings. Only those who retain the knowledge of Eldritch magic may conjure a quintelemental, which explains their rarity in the present age.

For every hit die possessed by a quintelemental, it will have a diameter of 6 inches and be 2 feet high. The appearance of a quintelemental is that of a barely visible cloud of silvery luminescence. Quintelementals surprise their opponents on a roll of 1-3 on 1d6, and their nigh-invisibility causes all attack rolls against a quintelemental to be made at a –1 penalty. Casters of magic-user spells suffer an extra 1d8 points of damage from quintelementals.

Ranine

No. Enc.: 1d8 (3d6)
Alignment: Chaotic
Movement: 90' (30')
Swim: 120' (40')
Armor Class: 4
Hit Dice: 2
Attacks: 3 or 1 (2 claws, 1 bite or weapon)
Damage: 1d6/1d6/1d4 + paralysis or weapon
Save: F2
Morale: 9
Hoard Class: XIX
XP: 29

Ranine are degenerate, subterranean creatures who serve the foul demon lord Tsath-Dagon. Like their master, ranine are of broadly batrachian appearance, but possess small bat-like ears in addition to vicious fangs, and in many cases, small horns. They are drawn to underground locations suffused with Chaotic energies.

Ranine shy away from sunlight and suffer a –1 penalty to their attack rolls and saving throws if they operate in it. If given sufficient room in combat, they can hop at enemies, which gives them a +1 bonus to attack and damage rolls. When fighting at close quarters, they bite opponents, trying to inject them with a paralyzing poison. Failure to make a saving versus Poison against it results in paralysis for 3d6 turns. Ranine in groups larger than six typically include a leader, an anti-cleric who can cast spells as it were a cleric of the same level as its hit dice.

Precisely how the Ranine reproduce is a mystery, as they appear to be completely asexual. Given that these beings prefer to take opponents prisoner rather than slay them outright, some sages have postulated that the Ranine somehow "convert" their prey into new frog-men to swell their ranks. If true, these creatures pose an even more terrible threat to civilization than is commonly supposed.

Roper

No. Enc.: 1d3 (1d3)
Alignment: Chaotic
Movement: 30' (10')
Armor Class: 0
Hit Dice: 10-12
Attacks: 1
Damage: 5d4
Save: F10-12
Morale: 8
Hoard Class: V × 2
XP: 2,400

A roper stands some 9 feet tall and tapers from 3 or 4 feet in diameter at its base to 1 foot across at the top. A roper's coloration and temperature change to match the features of the surrounding

cave. A roper hunts by standing very still and imitating a stalagmite. This tactic often allows it to attack with surprise. When prey comes within reach, it lashes out with one of its six rope-like strands to a distance of up to 50 feet. If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage, but drags the opponent back towards the roper's immense mouth, in 10 feet increments per round. In addition, the victim suffers from weakness for 1d4 rounds. A character must succeed in a force doors check in order to break away from a roper's strand. Ropers suffer only 50% damage from cold-based attacks, and are immune to electrical-based attacks. However, fire is disagreeable to them and they suffer a -4 penalty to their saving throws versus fire-based attacks.

Sapient Animal, Cat

No. Enc.: 1d2 (1d6)
Alignment: Neutral
Movement: 120' (20')
Armor Class: 7
Hit Dice: 1d4 hit points
Attacks: 3 (Claw, bite)
Damage: 1/1/1d2
Save: F1
Morale: 7
Hoard Class: VI
XP: 6

Sapient cats are a species of intelligent feline created by Termaxians mages to serve as familiars and pets. Several members of the species escaped servitude during the fall of Dwimmermount, and have since spread throughout the realms of man. Sapient cats generally live in human communities, often disguising themselves among ordinary pets, though if a cat prince is present, the cats will almost certainly be in charge of the household (see below).

Physically, sapient cats are indistinguishable from ordinary domestic cats, typically weighing about 8-11 lbs. and being 1' to 2' long. They can be black, brown, gray, orange, white, tabby or calico in color. Though they cannot speak Common, sapient cats are nearly as intelligent as men, and can communicate fluently with anyone under the effects of *speak with animals*.

When sapient rats are encountered in their lair, young equal to 150% of the number of adults will be present. Sapient cat young fight as sapient rats (see below). Certain additional creatures may also be present. There is a 75% chance the cats will be accompanied by 2d6 ordinary cats, who serve as guards and companions. There is a 25% chance that the cats will be led by a cat prince with AC 6, 3+2 Hit Dice, 18 hit points, 3 attacks dealing 1d3/1d3/1d6 damage, and magic-user abilities at level 1d6 (always including the spell *charm person*). As long as the prince alive, the sapient cats will gain a +1 to morale rolls.

If a cat prince is present, he will always be served by 1d4 *charmed* humans he has trained to dote upon his every need. Cat princes prefer affluent elderly women with no offspring as "their people", as these have been proven to devote the most resources to serving cats. Occasionally the *charmed* servants of a cat prince temporarily regain lucidity (through a saving throw) and attempt to warn others of the danger, but such talk is dismissed as the ravings of crazy cat ladies.

Due to the inadequacies of the Termaxian alchemists who bred them, the offspring of sapient cats are prone to madness. The offspring of a pair of sapient cats will have a 50% chance to be violently insane. The offspring of a sapient cat and an ordinary cat will have only a 10% chance to be mad, but only a 10% chance to be intelligent. Mentally ill cats are usually killed by their sire the first time they show signs of madness. The cat princes have begun to wonder whether the secret to curing this genetic madness may lie in the re-opened halls of Dwimmermount.

Sapient cats find ordinary rats and birds to be easy pickings. Their favorite prey are sapient rats, whose cunning intelligence makes them challenging to hunt. A sapient cat who slays many intelligent rodents is well on his way to princedom.

Sapient Animal, Rat

No. Enc.: 3d6 (3d10)
Alignment: Neutral
Movement: 60' (20')
Swim: 30' (10')
Armor Class: 9
Hit Dice: 1 hit point
Attacks: 1 (Bite, per group)
Damage: 1d6, disease
Save: 0 level human
Morale: 5
Hoard Class: XX
XP: 6

Sapient rats are a species of intelligent rodent descended from Termaxian lab rats. The subject of cruel and horrific experiments, the first sapient rats fled Dwimmermount during the rebellions which toppled the Termaxians from power. The intelligent rodents have since spread throughout the city-states of man. They dwell in secret warrens in abandoned tunnels and sewers, surfacing from time to trade for goods made by man. Only a tiny handful of traders and thieves know of the rats' existence, and these find it in their best interest to keep it in confidence – both for the value of the coin and secrets the rats deliver, and lest they be eaten by rats in the night…

Like ordinary rats, sapient rats range in size from 6" long to 2' long. They can be black, brown, gray, or white in color. They live in small packs of up to 30 members. Though they cannot speak Common, sapient rats are nearly as intelligent as men, and can

communicate fluently with anyone under the effects of *speak with animals.* Sapient rat packs fight in a viciously coordinated manner, getting 1 attack per 5 individuals (instead of 1 attack per 10 individuals, as ordinary rats do). Each successful attack deals 1d6 hit points of damage. If a character is swarmed by 10 or more sapient rats, he must succeed in a saving throw versus Death or fall to the ground under the writhing rodent horde. He may stand up the following round, but make as new saving throw if still under the swarm. The opponent can make no attacks until he gets back on his feet.

When sapient rats are encountered in their lair, certain additional creatures may be present. A sapient rat lair has a 75% chance to be guarded by 5d10 trained ordinary rats and a 50% chance to be guarded by 1d6 giant rats. There is a 25% chance that the rats will be led by a rat boss with AC 5, 1 Hit Die, 8 hit points, 1 attack dealing 1d6 damage, and cleric abilities at level 1d8. As long as the boss alive, the sapient rats will gain a +2 to morale rolls. Sapient rat lairs will have young equal to 300% of the number of adults. Young do not fight.

Due to the inadequacies of the Termaxian alchemists who bred them, the offspring of sapient rats are prone to stupidity and infertility. The offspring of a pair of sapient rats will have a 50% chance to be intelligent, but only a 10% chance to be fertile. The offspring of a sapient rat and an ordinary rat will have a 50% chance to be fertile, but only a 10% chance to be intelligent. This flaw in their bloodline has kept the population of sapient rats quite small; perhaps 1 in 20 rats in Adamas and other city-states are sapient. Now that Dwimmermount has been unsealed, the rat bosses will certainly seek a cure for their race's tragic condition within its halls.

Sapient rats fear and hate sapient cats, recognizing them as their race's natural foe. A sapient rat who slays a sapient cat is a celebrated hero of his people, much as a dragon slayer is among men.

Shambling Mound

No. Enc.: 1d3 (1d3)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 0
Hit Dice: 8-11
Attacks: 2
Damage: 2d8/2d8
Save: F8-11
Morale: 12
Hoard Class: VIII, IX, XIV
XP: 1,820

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants. A shambler's brain and sensory organs are located in its upper body, buried deep within its slimy dense trunk. A shambler's body has an 8 foot girth and is about 6 feet tall when the creature stands erect. These creatures batter opponents with two huge, arm-like appendages. If both hit in the same round, a victim has been grabbed and it will be smothered to death by the shambler's abundant mucus in 2d4 rounds. The victim can only get free if the shambler is killed. Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler actually causes it to grow and grants it 1 extra hit dice. In addition, fire-based attacks do not harm it. Cold-based attacks do half damage, or no damage if the shambler succeeds in a saving throw versus the cause. Weapons deal half damage. Shamblers are intelligent plant creatures and have the associated immunities.

Skullmural

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 30' (10')
Armor Class: 6
Hit Dice: 3
Attacks: 1 (blood drain)
Damage: 1d6
Save: F3
Morale: 10
Hoard Class: Nil
XP: 65

A skullmural appears to be a horrifying skull-like design carved into a wall. It is in fact a bizarre amoeboid creature suffused with Chaotic power. It can seep slowly along walls, ceilings, and other surfaces, positioning itself for attack, which can cause adventurers to think they have made a mistake in mapping. If anyone touches the skullmural, the creature gains a free attack, at +4 to hit. The skullmural attacks by fastening tiny protoplasmic hooks and suckers into flesh to drink the victim's blood and other juices. Once attached, it drains 1d6 hit points per round and does not stop until killed or driven off with flame, alcohol, or melted butter. If blood is poured out near a skullmural, it will occupy itself with the blood rather than attacking creatures. A sated skullmural changes to a reddish color and bloats slightly, seeping back to its original position.

Sleep Sphere

No. Enc.: 1d8 (1d8)
Alignment: Neutral
Movement: –
Fly: 120' (40')
Armor Class: 3
Hit Dice: 2
Attacks: 1
Damage: Suspended animation
Save: F2
Morale: 12
Hoard Class: Nil
XP: 29

Sleep spheres are blue bubbles of glass or crystal which generate and contain a gas that causes them to emit a blue glow from within. These magically created automatons can be given simple instructions governing when they will release a pulse of this gas, which spreads 5 feet from the sphere. Living creatures of 5 hit dice or fewer which are exposed to the gas must make a saving throw versus Spells or be placed into suspended animation, which can be lifted by destroying the sphere responsible or casting *dispel magic* on the victim. A creature which successfully makes its saving throw will not be affected by further attacks by that sphere, but will have to save as usual against gas from other spheres.

Slug, Giant

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 8
Hit Dice: 12
Attacks: 1 (bite)
Damage: 1d12
Save: F12
Morale: 10
Hoard Class: None
XP: 2,000

Giant slugs are larger, much stronger versions of normal slugs. They are pale gray in color with a dull white underbelly. They have a single pair of long, thin tentacles or antennae. The giant slug uses them to sense brightness, heat, and to smell. A typical giant slug is 20 feet long, but can grow to twice that length. Its squishy flexible body allows it to squeeze into relatively narrow corridors, though this may be in such a way as to prevent it turning. A large slime trail marks the ground as it moves. Giant slugs are found in moist or wet environments such as swamps, marshes, rain forests, and dungeons. They are both scavengers and predators feeding on both plants and animals. Giant slugs are nocturnal creatures and spend the daylight hours away from the heat of the sun. Giant slugs can attack with a bite, but they often employ their highly dangerous acid spittle to a range of 60 feet. If struck, a victim suffers 5d8 points of acid damage. Giant slugs are only harmed by sharp weapons or magical blunt weapons.

Spawn of Arach-Nacha

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 120' (40')
Web: 180' (60')
Armor Class: 5
Hit Dice: 3
Attacks: 1 (bite)
Damage: 2d8 + poison
Save: F3
Morale: 10
Hoard Class: VI
XP: 80

A Spawn of Arach-Nacha is a hideous 7 feet long spider, sent to the Material Plane to wreak havoc in the name of its master, the demon lord Arach-Nacha. Looking like a hairy black spider with a face resembling a twisted mockery of a Man's, a Spawn of Arach-Nacha considers itself "royalty" among terrestrial spiders, which obey its commands instinctively and without question. Indeed, a Spawn has a 30% chance of being able to summon 1d3 black widow (50%) or crab spiders (50%) to its aid once per day.

A Spawn of Arach-Nacha prefers to avoid combat in favor of temptation and false reasoning aimed to lead its hearers into madness. Nevertheless, it is a fierce opponent especially if fought within its web, which has the same properties as the magic-user spell of the same name. Its bite is extremely poisonous, requiring a victim to make a saving throw versus Poison at a –2 penalty to avoid immediate death. A Spawn has normal demon immunities.

Spider, Phase

No. Enc.: 1d4 (1d4)
Alignment: Neutral
Movement: 60' (20')
On web: 150' (50')
Armor Class: 7
Hit Dice: 5 + 5
Attacks: 1 bite
Damage: 1d6
Save: F5
Morale: 8
Hoard Class: XVIII
XP: 660

These 8 feet long giant spiders are native to Astral Space (see page 377) and attack with a poisonous bite. Victims must succeed in a saving throw versus Poison or die. Phase spiders are difficult opponents, since they spend most of the time out of phase, and are thus invulnerable to attack. If the spell *phase door* is cast on a phase spider it cannot phase out again for seven rounds. The webs

of this spider are very sticky, and it takes a creature with 18 STR or higher a single round to break out. If STR is 17, it takes two rounds. The webs burn easily, as with a *web* spell.

Stirge Demon

No. Enc.: 1d4 (1d6)
Alignment: Chaotic
Movement: 20' (6')
Fly: 60' (30')
Armor Class: -2
Hit Dice: 7
Attacks: 3 (2 claws, 1 bite)
Damage: 2d4+4/2d4+4/1d8+2
Save: F7
Morale: 10
Hoard Class: II
XP: 1,140

A stirge demon is a loathsome cross between a human, a stirge, and an abyssal fly. It stands on four stirge-like hind legs and grasps with its humanlike forelimbs, which end in chitinous claw-like fingers. It has the wings of a stirge, though wrinkled and seemingly useless. Its stirge-like head has distinctly human features and is topped with a bristled, backswept mane. Its mouth is tiny and filled with fangs, though its nose is long and is used to pierce and draw blood.

A stirge demon has the usual demon immunities and can use the following spells at will: *darkness*, *detect good*, *detect magic*, *detect invisible*, *telekinesis*, and *teleport*. Once per day, it has a 35% chance of summoning another stirge demon or 2d8 dretches. Except when using spells, a stirge demon drones and buzzes like a fly which causes every creature within a 30 foot radius to fall into a comatose sleep for 2d4 hours unless they can make a successful saving throw versus Spells. A creature that successfully saves is immune to this effect for 24 hours. The stirge demon will then drain blood from a sleeping victim, dealing 1d4 points of damage each round. This grants the victim a second saving throw versus Spells to wake up, but if it too fails, he remains asleep for the duration or until drained of all his blood.

Succubus

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 120' (40')
Fly: 180' (60')
Armor Class: 0
Hit Dice: 6
Attacks: 2 (claws)
Damage: 1d3/1d3
Save: F6
Morale: 7
Hoard Class: XI, XIV, XV
XP: 1,320

Succubi resemble very attractive human women, save for their bat-like wings. When not in the realms of Chaos, they haunt the material plane in search of humans to tempt. They are able to drain a mortal of a level if lured into some act of passion, or by simply planting a kiss on the victim. Otherwise, succubi can attack with deceptively formidable claws. They are not susceptible to damage by ordinary weapons. Succubi have the following spell-like abilities usable at will: *charm person*, *clairaudience*, *ESP*, *ethereal form* (as per *oil of etherealness*), *shape change*, and *suggestion*. In addition, a succubus or incubus can gate (65% probability of success) a balor demon or attempt to gate (5% probability of success) a demon lord once per day.

Tenebrous Worm

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 1
Hit Dice: 10
Attacks: 1
Damage: 2d6 + 1d6 acid
Save: F10
Morale: 10
Hoard Class: XXI
XP: 1,700

The tenebrous worm resembles a 6 foot long, sleek, gray caterpillar. The front half of its body, including its head is covered in long, dull, black coarse bristles. Two large, multi-faceted eyes dot its head and two large, pearl white mandibles flank its mouth. The mandibles can be broken off from a dead tenebrous worm and sold for 1d3 x 1,000 gp each. These mandibles drip a highly corrosive acid, dealing 1d6 points of damage, in addition to the 2d6 damage dealt by the bite itself. A creature attacking a tenebrous worm with an unarmed or similar attack must make saving throw versus Paralyzation or be paralyzed for 1d4 rounds.

Tentacled Eye

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 4 (tentacles 5)
Hit Dice: 14-16
Attacks: 8 or 1 (tentacles or bite)
Damage: 1d8 per tentacle or 2d6
Save: F14-16
Morale: 10
Hoard Class: VII, IX, XIV
XP: 4,200

Sages believe the tentacled eye is a very distant relative of the horrible eye of terror. These creatures have 15 feet wide orb-like bodies, a large tooth-filled mouth, and three elephantine legs. Their bodies are covered with eyes, and they may not be surprised. They have a disturbingly incongruent canine-like nose, and eight octopus-like tentacles. Tentacled eyes may attack any single opponent with 4 tentacles at a time, and may divide attacks so that they can attack up to 8 opponents, one for each tentacle, each round. Each tentacle is massive and deals 1d8 crushing damage. A successful hit means the victim is entangled and will suffer an additional 1d8 damage per round until either the tentacle is severed or the creature is killed. Tentacles may be attacked individually, and have an AC of 5 and 2d6+4 hp. A tentacle regenerates in 2d4 days. Creatures being constricted attack with a -2 penalty to hit. The tentacle eye may also pull constricted creatures toward its mouth, where it bites for 2d6 hit points of damage. Victims must succeed in a saving throw versus Poison or become living husks with dead brains, waiting to be completely devoured. Curative spells cannot cure this condition, but if a victim is fully dead a *raise dead* or *resurrection* spell will revive him normally.

Termaxian Husk

No. Enc.: 1d8 (1d8)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 7
Hit Dice: 6
Attacks: 2 (fists)
Damage: 2d10/2d10
Save: F5
Morale: 12
Hoard Class: None
XP: 570

A Termaxian husk is a horrible, zombie-like creature created when a humanoid creature is exposed to an alchemically prepared elixir made from Jubilex's deliquescing flesh. This elixir "hollows out" the creature, destroying its mind, and leaving its body a puppet under the control of Turms Termax. The husk is a potent melee combatant, able to deliver hard-hitting attacks with its fists. In addition, any time a husk is hit with a slashing or piercing weapon, there is a 50% chance that its elixir-infused blood will spray onto the attacker, requiring an immediate saving throw versus Poison. Failure results in the loss of 1d6 points of Wisdom per round until either the attacker reaches 0, in which case he becomes a Termaxian husk himself, or a *cure disease* or *neutralize poison* spell is applied, which eliminates the toxin. Lost Wisdom points return in 1d6 days. Termaxian husks are constructs with the azoth subtype rather than undead. They cannot travel more than 200 miles from Turms Termax's current location or he loses control of them and they die.

Termaxian Mummy

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 3
Hit Dice: 7
Attacks: 1
Damage: 1d12 + choke
Save: F7
Morale: 12
Hoard Class: XIX
XP: 1,840

Termaxian mummies are a rare form of undead created by the cult of Turms Termax in order to punish a member who has betrayed the cult in some fashion. Through a magical ritual, the betrayer is granted imperishable existence dedicated to a singular task, such as the protection of a cult site against interlopers. The mummy remains dormant until events related to its purpose occur or it is given a command by a Termaxian adept of 7th-level or above.

Because of the peculiar circumstances of their creation, Termaxian mummies generally retain vestiges of their former personalities. Many, if not most, of these mummies hate their undead servitude to the cult, but can do nothing to rebel against it. However, if either circumstances or a command from the controlling adept pit them against some deeply held *positive* belief or emotion of their former lives—mere hatred of servitude is not enough—there is a good chance (60%) that they are able reassert their wills and act accordingly.

Like normal mummies, Termaxian mummies are so fearsome that any being seeing one must make a saving throw or suffer ill consequences. Unlike normal mummies however, the saving throw must be made versus Death (Wisdom bonuses or penalties, if any, apply to this roll) and failure results in the victim being afflicted with the effects of a *feeblemind* spell. This effect can only be lifted by means of *remove curse*.

When a Termaxian mummy successfully strikes, its victim is caught in its choking grip, suffering 1d12 points of damage on the first and subsequent rounds until either the victim is dead or the mummy is destroyed or forced to relinquish its grip in some fashion. These mummies can be distracted from their tasks by persons, events, or objects associated with their past life in a powerful way—or perception of the same, for just like mortal beings, they can be deceived, including through the use of illusion magic.

Termaxian mummies are virtually indestructible by physical means, being immune to damage by anything other than spells, including fire, as well as the normal undead immunities.

Termaxian Necrolyte

No. Enc.: 1 (1)
Alignment: Neutral
Armor Class: 3
Movement: 60' (20')
Hit Dice: 7
Attacks: 1 touch, spells
Damage: 1d8
Save: MU7
Morale: 10
Hoard Class: XVII
XP: 1,140

A Termaxian necrolyte is a magic-user of the cult of Turms Termax, who by means of various secret rituals and enchantments, has become undying. Despite its skeletal appearance, it is a construct with the azoth subtype rather than a type of undead. The cold touch of a necrolyte deals 1d8 points of damage and all of these creatures can cast spells as if they were 7th-level magic-users. Many are also equipped with offensive magic items, such as wands.

In return for the gift of immortality, necrolytes typically serve as guardians of locations of particular importance to the cult of Turms Termax. While acting as such, they are free to continue their researches into magic and occult lore, unfettered from the weaknesses to which all flesh is prone. Those who serve the cult well might one day gain access to more powerful rituals that will set them further down the path to apotheosis.

Terrim

No. Enc.: 1d4 (2d12)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 5
Hit Dice: 8
Attacks: 1 (weapon)
Damage: 1d6 or weapon
Save: E8
Morale: 8
Hoard Class: XVIII
XP: 1,560

Terrim are descendants of the Great Ancients who fled underground after the rise of the Eld. They look much like men, but possess fair, almost albino com-

plexions and similarly fair hair. They tend toward slenderness, but are nevertheless well-muscled and look almost like classical statues come to life. The Terrim dress in loose, flowing clothing in dark, but attractive colors. Unlike their "cousins," the Derrim, the Terrim are thoughtful and pacifist, preferring to use violence only as a last resort.

All Terrim are inherently magical, possessing the ability to cast spells as if they were a magic-user of the same level as their hit dice. When a group of twenty or more is encountered, there will be one leader present, whose hit dice are determined by rolling 1d4+8. This leader may possess magic items, with a probability equal to 5% per hit die per type of magic. In the presence of this leader, Terrim have a morale of 10 rather than 8.

Thelidu

No. Enc.: 1d4 (1d4)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 5
Hit Dice: 4+3
Attacks: 3 (2 claws, tentacles)
Damage: 1d6/1d6/1d4
Save: MU5
Morale: 9
Hoard Class: VIII, IX, XXII
XP: 365

Thelidu (the term is both singular and plural) are a hateful species of conquerors from Outside, who use arcane devices to travel from world to world in search of slaves and resources. Possessing scaly, rubbery, vaguely humanoid bodies, the Thelidu have octopus-like heads and faces that are masses of tentacles. Gelatinous green in color, these monstrosities are worshiped as near-gods on countless worlds—and feared on countless more.

Thelidu are masters of the mind, which has earned them the sobriquet "brain demons," though they are not in fact demons of any kind and indeed view demons as just another species to be conquered. All Thelidu are capable of using several mental powers that mimic the effects of magic-user spells: *charm monster*, *charm person*, *clairvoyance*, *ESP*, *levitate*, and *suggestion*. These abilities are usable at will and can be resisted with a successful saving throw versus Spells. A successful melee hit on a single target with both claws and tentacles allows the Thelidu to crack open the victim's skull and begin extracting its brain. This process leaves the victim helpless and results in death in 1d6 rounds unless the Thelidu is interrupted.

Thessalgorgon

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: –2
Hit Dice: 8
Attacks: 9 (8 bites, 1 gore)
Damage: 1d10 + 1d6 (×8)
Save: F8
Morale: 11
Hoard Class: None
XP: 2,060

A thessalgorgon is a cross between an eight-headed hydra and a gorgon. It stands at least twice as tall as a normal human. Its large central, bull-like head is ringed by eight snake-like heads, each spitting and hissing. Its entire body is covered in thick, metallic scales of coppery-green. This monstrosity attacks with its snake heads, which deal an extra 1d6 points of acid damage on a successful hit. Once per hour, these heads can also belch a stream of acid 5 feet high, 5 feet wide, and 40 feet long, dealing 4d6 damage (make a saving throw versus Breath Attacks for half damage). The creature's gorgon head can gore and breathe a cloud of petrification gas 10 feet wide and 60 feet long. Anyone caught within the cloud must make a saving throw versus Petrification or be turned to stone.

Tick, Giant

No. Enc.: 3d4 (3d4)
Alignment: Neutral
Movement: 30' (10')
Armor Class: 3
Hit Dice: 2-4
Attacks: 1
Damage: 1d4
Save: F2-4
Morale: 8
Hoard Class: None
XP: 29

These creatures are between 1 and 3 feet long, and attack with a bite. If successful, they have attached themselves and drain 1d6 hit points' damage worth of blood each round thereafter, until they have drained an equivalent of blood equal to their maximum hit point total. Giant ticks do not let go of a victim unless burned, killed, or suffocated by submersion in water. In addition, all victims have a 50% probability of contracting a wasting disease that kills the victim in 2d4 days. The spell *cure disease* is effective in eliminating this illness.

Troll, Two-Headed

No. Enc.: 1d3 (1d3)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 4
Hit Dice: 10
Attacks: 4 (2 claws, 2 bites) or 2 weapons
Damage: 1d6/1d6/1d10/1d10 or by weapon
Save: F10
Morale: 10
Hoard Class: XIX
XP: 1,700

Two-headed trolls stand about 10 feet tall and weigh about 2000 pounds. Their hides are mottled green or gray and their facial features resemble that of normal trolls. Two-headed trolls typically dress in rags or tattered clothes, or even rusted armor on occasion. Their legs end in three-toed feet and their powerful arms end in sharpened claws. Like normal trolls, two-headed trolls regenerate, but at the reduced rate of 1 hit point per round. This regeneration operates exactly like that of ordinary trolls, including the effect of fire and acid in stopping it.

Turnkey Golem

No. Enc.: 1d8 (1d8)
Alignment: Neutral
Movement: 180' (60')
Armor Class: 2
Hit Dice: 10
Attacks: 2 (fists)
Damage: 2d10/2d10
Save: F5
Morale: 12
Hoard Class: None
XP: 3,100

Turnkey golems are magical automatons created to act as guardians in prisons and other places of incarceration. They resemble featureless, 7 foot tall humanoids made from a pliable, but sturdy black material similar to tar. They are unaffected by ordinary weapons and have the usual construct immunities. They can *detect evil*, *detect magic*, and *detect invisibility* at will at a range of 120 feet. Furthermore, a turnkey golem's touch acts as a *hold person* spell; its effects can be resisted by a successful saving throw versus Spells at a -2 penalty.

Undead Ooze

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 20' (6')
Armor Class: 9
Hit Dice: 6
Attacks: 1 (slam)
Damage: 2d4 + see below
Save: F6
Morale: 12
Hoard Class: None
XP: 820

An undead ooze is a large, viscous, black mass, from which the bones of its previous victims protrude. Possessing an evil intelligence, it prefers to attack from surprise or by stalking its prey and attacking when the opportunity presents itself. The undead ooze attacks by slamming its body into its prey. It usually engulfs its foes or expels its skeleton allies to contend with its enemies.

Foes that the undead ooze attempts to engulf must make a saving throw versus Death or be sucked into its gelatinous body. Engulfed creatures take 1d6 points of cold damage per round until either they or the undead ooze is killed. An undead ooze can also expel skeletons from its body, which fight on its behalf. Any given ooze has 1d4 skeletons within its body, but can only expel one per round. Expelled skeletons fight immediately, and if destroyed, can still be reanimated later by the ooze.

Vampire Rose

No. Enc.: 1d4 (1d4)
Alignment: Neutral
Movement: 5' (1')
Armor Class: 5
Hit Dice: 4
Attacks: 1 (blood drain)
Damage: 1d4+2
Save: F3
Morale: 12
Hoard Class: Nil
XP: 135

Vampire roses look like normal white rose bushes and are often mistaken for such. The typical vampire rose bush stands about 3 feet tall and has many branches. The plant stands motionless until its prey moves within range, when it strikes with a thorny stalk. Opponents struck are grabbed and drained of blood at a rate of 1d4+2 points of damage per round. An opponent can break free of the grab with a successful Strength check. Otherwise, the vampire rose continues to drain blood. When fully sated with blood, the vampire rose's petals flush red. Vampire roses have immunities like other plants.

Vrock (Demon of the First Circle)

No. Enc.: 1d3 (1d6)
Alignment: Chaotic
Movement: 120' (40')
Fly: 180' (60')
Armor Class: 0
Hit Dice: 8
Attacks: 5 (2 claws, 2 rear claws, beak)
Damage: 1d4/1d4/1d8/1d8/1d6
Save: F8
Morale: 11
Hoard Class: XXI
XP: 2,060

These demons resemble 8 foot tall humanoid vultures. They have the usual demon immunities. In combat they can attack with all five attacks if airborne, or two claws and a bite if on the ground. Vrocks have the following spell-like abilities usable at will: *darkness 10' radius*, *detect invisibility*, and *telekinesis* (200lbs.). In addition, a vrock can gate (10% probability of success) another vrock demon once per day.

Xorn

No. Enc.: 1d4 (1d4)
Alignment: Neutral
Movement: 90' (30')
Armor Class: –2
Hit Dice: 7 + 7
Attacks: 4 (3 claws, bite)
Damage: 1d3/1d3/1d4/6d4
Save: F7
Morale: 10
Hoard Class: XI x 3, XII, XIII, XXI
XP: 1,300

Xorns are about 5 feet tall and are native to the elemental plane of earth. When on the material plane they live deep within labyrinths, where they feed on minerals. Xorns are able to blend in their environment, and can surprise opponents on 1-3 on 1d6. Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot digest meat. Xorns are indifferent to creatures of the material plane with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. They can smell food up to 20 feet away, and may ask adventurers to give them their precious metals. If refused, they will almost always (90%) attack to take it forcefully. Xorns are completely immune to fire or cold-based attacks. They suffer only half damage from electrical-based attacks, or no damage with a successful saving throw. The spells *rock to mud* and *stone to flesh* reduce a xorn to AC 8 for one round, and the xorn cannot attack as it transforms back to its original form. A xorn can glide through stone, dirt, or almost any other sort of earth except metal after one round of preparation. A *phase door* spell cast on an area containing a burrowing xorn kills it instantly.

Zombie, Brute

No. Enc.: 1d6 (1d10)
Alignment: Chaotic
Movement: 30' (10')
Armor Class: 4
Hit Dice: 6
Attacks: 2
Damage: 2d6/2d6
Save: F6
Morale: 12
Hoard Class: None
XP: 570

Zombie brutes are large, hulking undead creatures reanimated through dark magical rituals. Like normal zombies, zombie brutes have limited intelligence, acting instead on whatever simple instructions their creator gives them. They share all the normal undead immunities and can only be struck by +1 or better weapons. Zombie brutes rise again 1d6 turns after reaching zero hit points unless either their bodies are utterly destroyed or their mouths are filled with salt and sewn shut. Otherwise, the brute pulls itself back together at full hit points and resumes its former activities, whatever they may have been.

Zombie, Juju

No. Enc.: 1d4 (1d8)
Alignment: Chaotic
Movement: 140' (50')
Armor Class: 6
Hit Dice: 4+4
Attacks: 1
Damage: 1d8
Save: F4
Morale: 12
Hoard Class: None
XP: 290

Juju zombies are fearsome undead opponents. They are distinguished from other zombies by their dark gray skin. Although they are often mistaken for regular zombies, juju zombies are stronger, faster, and possess a greater capacity for action. They can use missile weapons and climb like 4th-level thieves. They are immune to damage from electricity, *magic missiles*, and cold, take half damage from fire-based attacks, and can only be struck by a +1 or better weapon, in addition to the usual undead immunities. They both attack and are turned as if they were 6 hit dice monsters.

Zombie, Slime

No. Enc.: 1d4+1 (2d6+4)
Alignment: Neutral
Movement: 15' (5')
Armor Class: 8
Hit Dice: 6
Attacks: 1
Damage: 1d6 + infestation
Save: F4
Morale: 12
Hoard Class: None
XP: 820

Slime zombies are created when a living creature is slain by a patch of olive slime (see page 349). The zombie's sole purpose is to capture or kill new prey for its master—that is, the olive slime that created it—with which it maintains a mind link that has a maximum range of 200 miles. Any creature hit by a slime zombie must make a saving throw versus Poison or be infested with olive slime. Despite their name, slime zombies are plants rather than undead. In addition to normal plant immunities, they are immune to electricity-based attacks. Weapons, whether normal or magical, do not harm them, as they simply pass through their slimy form.

Zombie Lord

No. Enc.: 1
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 5
Hit Dice: 3**
Attacks: 1
Damage: 1d8
Save: F3
Morale: 8
Hoard Class: None
XP: 80

A self-willed zombie of exceptional cunning and power, a zombie lord retains the mind and memory of its mortal life, as well as the swiftness and dexterity of its living body. Worse, a zombie lord possesses innate necromantic power. At will, a zombie lord can *animate dead* as a 9th level magic-user. In addition, it can control by thought any skeleton or zombie it encounters, as if it had created the creature with *animate dead*. It gains a +2 to reaction rolls with sapient undead. Like other undead, zombie lords are immune to *charm* and *sleep* spells, but remain susceptible to ordinary weapons.

To date only one zombie lord is known to exist, but other creatures that die with unfulfilled obligations or duties might, if slain in environments rich with ambient azoth, rise in a similar manner.

1d6	Party (# of members)	Align.	Fighter	Cleric	M-U	Thief	Elf	Dwarf	Notable abilities
1	Five Delvers (5)	Neutral	2 (1st)	1 (1st)	1 (1st)	1 (1st)			Charm person
2	Typhon's Fists (6)	Lawful	2 (1st)	2 (2nd)	1 (1st)			1 (2nd)	Potion of heroism
3	Crimson Band (6)	Lawful	3 (3rd)	1 (3rd)	1 (2nd)		1 (2nd)		Sleep
4	Heralds of the Silver Dawn (6)	Chaotic	2 (4th)		3 (3rd)	1 (4th)			ESP, clairvoyance
5	Seekers (5)	Lawful	1 (5th)	1 (5th)	1 (4th)	1 (5th)		1 (5th)	Speak with animals
6	Free Swords (7)	Neutral	2 (6th)	1 (7th)	1 (6th)	1 (7th)	1 (6th)	1 (7th)	Ring of invisibility

1d6	Party	Goals & Motives	Affiliations
1	Delvers	Profit from the exploration and pillage of Dwimmermount	Castellan of Muntburg
2	Fists	Foster the glory of Typhon by cleansing Dwimmermount of chaos	High Priest in Adamas
3	Band	Win glory by protecting the city-states with military might	Callett in Yethlyreom
4	Heralds	Free Turms Termax from captivity and learn his secrets	Termaxians in Adamas
5	Seekers	Re-discover lost lore hidden within Dwimmermount.	Bynde Petre, Muntburg
6	Swords	Sell Alchemy secrets, seek Immortality	Despot of Adamas

"Rival adventurers are useful in a campaign for a variety of reasons. Firstly, they provide a link between the PCs and the outside world, especially in a megadungeon campaign. They're as much a part of Gygaxian naturalism as are monsters who do more than wait around to be killed. Second, they serve as a useful goad to the PCs. If they know they have rivals who are after the same goals as they, odds are good they might move a lot more precipitously, thereby leading to some interesting situations. In my Dwimmermount campaign, the players have found signs that someone has been in the dungeon while they were away healing and disposing of their loot, which has added another layer of urgency to their explorations. Finally, as a referee, rival adventurers provide an opportunity to role-play with more depth than one is typically afforded by most monsters. I love playing the role of venal, self-interested antagonists; it's fun in a way that playing Pig-Face Orc #231 is not."

James Maliszewski,
Grognardia,
March 31, 2009

Appendix D

Rival Adventuring Parties

Though this book assumes that the player characters are some of the only adventurers to enter Dwimmermount since its fall two centuries ago, this situation will not remain true for long. As soon as dungeon explorers return to civilization for the first time, word of the wealth to be had in the ancient mountain fortress will inevitably spread, resulting in the appearance of rival adventuring parties.

What follows are descriptions of six such parties across a range of experience. Each party is fully detailed in terms of game statistics, along with just enough additional information—personalities, goals, etc.—to be usable without much preparation while at the same time providing the referee with plenty of flexibility to develop them as he wishes.

Rival Parties as Factions

Not present in the dungeon at the start of the campaign, rival parties will quickly be introduced into Dwimmermount's depths through the actions of the player characters and the consequences of wandering monster checks. Each rival party will become a faction (see Chapter 7, p. 89) as it becomes active within the mountain fortress, with its influence on the dungeon emerging from the pursuit of its goals and motives. During the campaign, these motives may conflict or align with those of other factions. The goals, motives, and affiliations of the various parties are summarized to the left.

Referees are encouraged to make rival parties a resource to be pulled out as the situation demands, and a frequent touchstone for reincorporation of material improvised during play. When the players seek out a sage in a town where you don't have one prepared, make it Richal the warrior-scholar of the Seekers. Or, if you didn't think of Richal at the time, when you go over your session notes you might make a note that the sage you invented was one of Richal's students or teachers. Building up a web of connections between players and rivals will make some trusted allies bound by mutual assistance. In other cases, this web may become so sticky and frustrating that the players eagerly await the chance to meet their rivals in a dark dungeon where there are no witnesses.

Rival Parties as Hirelings

The rival parties provide a resource for players as well as referees. Although willing to risk adventuring on their own behalf, rival leaders are also open to the more certain rewards of working for hire. Hiring rival parties requires successful negotiation, achieved through role-playing and/or a favorable reaction roll, by employers whose alignment and goals do not strongly conflict with the leader's own.

RIVAL PARTIES AS HIRELINGS

1d6	Party	Base	Leader	Hire Cost
1	The Five Delvers	Muntburg	Asceline (Neutral female thief 1)	125 gp
Specialties: Spying, gaining human intelligence, burglary, monitoring activity in and near Muntburg				
2	Typhon's Fists	Adamas	Jehan of Typhon (Lawful male cleric 2)	225 gp
Specialties: Dispatching undead, understanding history and lore of Typhon and Termaxian Empire				
3	The Crimson Band	Yethlyreom	Daniau (Neutral male fighter 3)	400 gp
Specialties: Recruiting and leading mercenary troops, garrisoning dungeon, siege tactics & engineering				
4	Heralds of the Silver Dawn	Adamas	Alina (Chaotic female magic-user 3)	800 gp
Specialties: Researching, locating, retrieving, and deciphering magic items and Termaxian lore				
5	The Seekers	Muntburg	Ysabelon of Asana (Lawful female cleric 5)	1,800 gp
Specialties: Discovery of knowledge located in dangerous, difficult to reach, and accursed vaults				
6	The Free Swords	Adamas	Adaina (Neutral female elf 6)	5,600 gp
Specialties: Invisible scouting and infiltration followed by devastating tactical strikes and fireballs				

For each rival party, the table below shows the base where the party may be found, the leader with whom negotiations will be conducted, and the cost to hire the party.

The listed hire cost represents how much the leader expects their party be paid for a month's work in a city or stronghold far from danger; a week in the wilderness or areas of the dungeon in which hazards are known and avoidable; or a day spent exploring unknown regions of the dungeon or facing certain opposition.

"[The Fortune's Fools] ordered a couple of their hirelings, twin Norsemen Erik and Ethil, to hang out in the inn at Muntburg to see if they saw anyone who looked like they were also heading off to explore Dwimmermount."

James Maliszewski, **Grognardia**, March 31, 2009

The detailed descriptions of each party, provided later in this chapter, include lists of tasks in each category which its leader might feel competent to perform. The party's rates increase with dungeon level. Each entry shows "safe" levels where normal rates apply, hazardous levels where double normal rates apply, and lethal levels which the leader will charge triple normal fees to enter. As a rule, parties will not willingly venture deeper than the listed lethal level.

All of the rival parties are aware of one another when the campaign begins. None have formed alliances, become enemies, or suffered schisms. At the referee's discretion, rival parties may hire the services of each other and/or the player characters. In the latter case, the referee may use the cost listed for a rival party of similar size and level as a guide to the offer made by the PC's would-be employers.

Shares and Weregilt

The division of treasure found by rival parties working for the player characters, or vice versa, must be negotiated as part of the hiring agreement. The standard arrangement reflected in the listed costs is that when hirelings are largely shielded from danger by their employers, as a group they split a share of treasure equal to one of their employers. (If the Five Delvers act as hirelings to four PCs, each PC gets one-fifth of the treasure and the Delvers divide the remaining fifth between themselves.) When the rival party is hired to act on its own, the standard arrangement is for treasure to be split equally between the party that recovers it and the employers whose directions they were following.

The last standard element of contracts between rival parties is weregild, an agreed-upon sum that the employer will pay to the family of an adventurer who is killed while under hire. Although it is open to negotiation, the listed price for hiring an entire party is generally the same as the weregild payment for each of its members.

Bribery and Extortion

In the event of such a confrontation, one party may seek to buy their way out of trouble. Referees are not expected to track the treasuries of rival parties. For the purpose of influencing reaction rolls through bribery, as described in the Factions section, the hire price of a rival party can serve as its bribe increment.

Party #1 (0 XP):

The Five Delvers

The Delvers are a new adventuring party based out of Muntburg, led by the thief Asceline. Driven by equal parts curiosity and greed, they are not averse to aiding other adventurers when it is profitable to do so – but they also have no qualms about dispatching rivals when prudent to do so.

Specialties: Spying, gaining human intelligence, burglary, monitoring activity in and near Muntburg

Future Plans: The Delvers plan to spend the treasure they take from Dwimmermount to increase their preparedness as adventurers. This will include hiring and equipping henchmen and torchbearers, establishing and maintaining a network of informants and operatives throughout the City-States, and laying in barrels of holy water, flaming oil, and distilled spirits.

Asceline

(Level 1 Neutral Female Thief)

Characteristics: AC 5 HP 4 STR 10 INT 15 WIS 12 CON 13 DEX 17 CHA 15

Thief Skills: Pick Locks: 17% Find/Remove Traps: 14 Pick Pockets: 23% Move Silently: 23% Climb Walls: 87% Hide in Shadows: 13% Hear Noise 1-2

Equipment: Short sword, dagger, leather armor, backpack, waterskin, lantern, 4 flasks of oil, 1 week's iron rations, 10' pole, 50' rope, thieves' tools.

Personality: Asceline is bold to the point of foolhardiness. Her charisma makes her a natural leader.

Fortin

(Level 1 Neutral Male Fighter)

Characteristics: AC 4 HP 8 STR 13 INT 12 WIS 12 CON 11 DEX 9 CHA 9

Equipment: Chain mail armor, shield, long sword, dagger, 6 torches, backpack, waterskin, 1 week's iron rations, 10' pole.

Personality: Fortin is the "strong and silent" type; he keeps his opinions to himself and does what he is told.

Rique of Tyche

(Level 1 Lawful Male Cleric)

Characteristics: AC 5 HP 6 STR 7 INT 12 WIS 13 CON 13 DEX 13 CHA 13

Spells: None

Equipment: Mace, leather armor, 6 torches, backpack, waterskin, 1 week's iron rations, 10' pole, wooden holy symbol.

Personality: Like many clerics of Tyche, Rique is addicted to danger. He sees exploring Dwimmermount as a reward in itself.

SAMPLE JOBS AND PAY RATES FOR THE FIVE DELVERS

Rate	Sample Job
125 gp/month	Keep an informer in Adamas charmed so that he does not report the party's crimes to the Despot
125 gp/week	Camp out in the Chamber of the Face near the exit from the Path of Mavors, question it daily
125 gp/day	Blockade the stairs in the Path of Mavors against orcs seeking to enter from the Laboratory
Base rates	Path of Mavors (1)
Hazard ×2	Laboratory (2A), Reliquary (2B)
Lethal ×3	House of Portals (3A), Reservoir (3B)

"There are lots of elements of old school play that have been forgotten over the years and one of the ones I miss a lot is rival adventurers. Starting with OD&D… there was always the implicit assumption that the player characters weren't the only adventurers delving into a particular dungeon. These other adventurers might not necessarily be evil, but, seeing as they were likely after the same things as the PCs, they could certainly be called rivals, with whom the PCs might even come to blows, as famously illustrated in the Dungeon Masters Guide, which describes the battle between Aggro the Axe, Abner, Arkayn, and Arlanni against Gutboy Barrelhouse, Balto, Blastum, and Barjin."

James Maliszewski,
Grognardia,
March 7, 2009

Lorenz

(Level 1 Neutral Male Fighter)

Characteristics: Characteristics: AC 2 HP 5 STR 14 INT 12 WIS 12 CON 5 DEX 14 CHA 12

Equipment: Plate mail, flail, dagger, short bow, quiver with 20 arrows, 6 torches, backpack, waterskin, 1 week's iron rations, 50' rope, small sack.

Personality: Lorenz considers himself Asceline's "protector" and will do anything to keep her safe.

Thonyn (Level 1 Neutral Male Magic-User)

Characteristics: AC 9 HP 3 STR 10 INT 16 WIS 13 CON 14 DEX 7 CHA 9

Spells: 1-*charm person*

Equipment: Dagger, 6 torches, backpack, waterskin, 1 week's iron rations, 50' rope, vial of holy water.

Personality: Thonyn is the least trustworthy member of the Delvers; he would betray his fellows if he felt he could gain magical power as a result.

Party #2 (2,035 XPs):

Typhon's Fists

The Fists are based out of Adamas and are sanctioned by the church of Typhon there. The leader of the Fists, Jehan, is a cleric of Typhon. His group seeks to cleanse Dwimmermount of the undead and any lingering Termaxian presence there.

Specialties: Dispatching undead, understanding history and lore of Typhon and Termaxian Empire

Future Plans: The Fists plan to spend the treasure they take from Dwimmermount to foster the glory of Typhon, the spread of his worship, and the advancement of their leader Jehan through the hierarchy of the Temple of Typhon in Adamas. In their quest to make converts and gain influence, they may cover the tithe required for healing and restoration of rival adventurers who are otherwise unable to afford the Temple's services.

SAMPLE JOBS AND PAY RATES FOR TYPHON'S FISTS

Rate	Sample Job
225 gp/month	Build and maintain a shrine to Typhon outside Dwimmermount's Red Doors where corpses can be cremated on consecrated ground, but flee if threatened
225 gp/week	Establish a hospital in the Place of Healing once its neighboring area of the Reliquary level has been well-explored and obvious threats vanquished
225 gp/day	Rescue the dwarf captives on the Laboratory level using a rough map to their location drawn by a charmed
Base rates	Path of Mavors (1)
Hazard ×2	House of Portals (3A), Reservoir (3B)
Lethal ×3	Halls of Lesser Secrets (4)

Jehan of Typhon

(Level 2 Lawful Male Cleric)

Characteristics: AC 4 HP 8 STR 12 INT 12 WIS 14 CON 12 DEX 11 CHA 14

Spells: 1-*cure light wounds*

Equipment: Chain mail, shield, *war hammer +1*, 6 torches, backpack, waterskin, 1 week's iron rations, 10' pole, wooden holy symbol, 2 small sacks, 3 stakes & mallet, steel mirror.

Personality: A martinet with a high opinion of himself, Jehan is utterly dedicated to the eradication of chaos. He cares little for wealth, but hopes his exploits will grant him power in his church.

Ondart

(Level 2 Lawful Male Fighter)

Characteristics: AC 1 HP 12 STR 15 INT 14 WIS 12 CON 9 DEX 13 CHA 9

Equipment: Plate mail, shield, sword, dagger, 6 torches, backpack, waterskin, 1 week's iron rations, 10' pole, *potion of healing*.

Personality: A devotee of Typhon, Ondart sees exploring Dwimmermount as part of a noble "crusade" against chaos.

Helouys

(Level 2 Lawful Female Fighter)

Characteristics: AC 3 HP 8 STR 16 INT 9 WIS 8 CON 11 DEX 12 CHA 11

Equipment: Plate mail, two-handed sword, 3 daggers, 6 torches, backpack, waterskin, 1 week's iron rations, 50' rope, 2 flasks of oil, *potion of heroism*.

Personality: None too bright, Helouys listens to her "betters" without question. Nevertheless, she hopes to become rich as a result of her explorations.

Genevote

(Level 1 Neutral Female Magic-User)

Characteristics: AC 9 HP 2 STR 11 INT 15 WIS 15 CON 9 DEX 9 CHA 8

Spells: 1-*magic missile*

Equipment: Dagger, 6 torches, backpack, waterskin, 1 week's iron rations, 50' rope, vial of holy water.

Personality: Distrusted by her comrades, Genevote is a new addition to the Fists. She is here solely for her knowledge of ancient history and Termaxian lore.

Enjorran of Typhon

(Level 2 Lawful Male Cleric)

Characteristics: AC 5 HP 9 STR 14 INT 11 WIS 18 CON 10 DEX 6 CHA 5

Spells: 1-*protection from evil*

Equipment: Chain mail, shield, war hammer, 6 torches, backpack, waterskin, 1 week's iron rations, 10' pole, wooden holy symbol, 2 small sacks, *scroll of cure light wounds*.

Personality: Enjorran defers to Jehan in most matters, but considers himself more "in tune" with the will of Typhon. As such, he will sometimes question Jehan's judgment, especially when he fears that the other cleric's zeal could lead to disaster.

Yurain

(Level 2 Lawful Dwarf)

Characteristics: AC 1 HP 8 STR 17 INT 9 WIS 10 CON 11 DEX 12 CHA 11

Equipment: Plate mail, *shield +1*, long sword, light crossbow, case with 30 quarrels, 6 torches, backpack, waterskin, 1 week's iron rations, 10' pole.

Personality: Though as dedicated to the fight against chaos as any member of the Fists, Yurain's main interest is in locating the dwarven cemeteries rumored to lie within Dwimmermount, to ensure that they are not desecrated.

Party #3 (4,065 XPs):

The Crimson Band

So named because of the color of the surcoats they have adopted, the Crimson Band has high hopes of earning enough wealth to one day raise an army and reclaim the abandoned fortress of Winterburg for themselves. The Fists are currently in Yethlyreom hiring mercenaries.

Specialties: Recruiting and leading mercenary troops, garrisoning dungeon, siege tactics & engineering

Future Plans: They plan to spend the treasure they take from Dwimmermount on purchasing a license to operate a mercenary company in Adamas as well. They intend for these troops to establish garrisons around Dwimmermount, so that Daniau can gain information on comings and goings from the dungeon. With luck, his men will be in a position to win glory by protecting the safety of the City-States from whatever horrors may emerge. To this end, they will provide other employers with mercenaries for such garrison duty at well below market price.

SAMPLE JOBS AND PAY RATES FOR THE CRIMSON BAND

Rate	Sample Job
400 gp/month	Draw up plans for an assault on the Palace of Sempiternal Wisdom of Volmar, considering the logistics of passage through the Hidden Portal.
400 gp/week	Once the Laboratory level is mostly clear, use the Pool of Life to create and train a disciplined unit of beast-man defenders.
400 gp/day	Assault the Pool of Life and retake it from the control of another faction.
Base rates	Path of Mavors (1),
Hazard pay	House of Portals (3A), Reservoir (3B)
Perilous levels	Halls of Lesser Secrets (4)

Daniau

(Level 3 Male Lawful Fighter)

Characteristics: AC 2 HP 18 STR 14 INT 14 WIS 11 CON 12 DEX 12 CHA 16

Equipment: *Plate armor +1*, *two-handed sword +1*, 3 daggers, 6 torches, backpack, waterskin, 1 week's iron rations, 50' rope, 2 flasks oil.

Personality: Daniau fancies himself a leader of men and dreams of one day becoming an important player in the politics of the region.

Foursi

(Level 3 Male Lawful Fighter)

Characteristics: AC 3 HP 20 STR 16 INT 13 WIS 13 CON 9 DEX 16 CHA 10

Equipment: *Chain mail +1*, *spear +1*, light crossbow, case with 30 quarrels, 6 torches, backpack, waterskin, 1 week's iron rations, 50' rope.

Personality: Foursi is Daniau's brother and best friend. The two of them work well together.

Moryse

(Level 3 Neutral Male Fighter)

Characteristics: AC 2 HP 18 STR 13 INT 11 WIS 12 CON 12 DEX 11 CHA 11

Equipment: Plate mail, shield, small sack, 50' rope, shovel, backpack, hammer, 10 ' pole, waterskin, 1 week's iron rations, *potion of extra-healing*, *scroll of ward against lycanthropes.*

Personality: Moryse is after one thing—money. His loyalty to the Band appears strong, but he would sacrifice anyone in his party to gain wealth or magic items.

Kirthas

(Level 2 Neutral Male Elf)

Characteristics: AC 6 HP 9 STR 15 INT 14 WIS 15 CON 12 DEX 12 CHA 9

Spells: 1-*detect magic, sleep*

Equipment: *Leather armor +1*, shield, sword, flint and steel, small sack, lantern, wineskin, 1 week's iron rations.

Personality: As an elf, Kirthas is an outsider and is treated as such. He does not resent this though, and in fact enjoys the company of the "ephemerals," whose ways he finds fascinating.

Guimar of Mavors

(Level 3 Lawful Male Cleric)

Characteristics: AC 3 HP 15 STR 11 INT 6 WIS 14 CON 11 DEX 14 CHA 8

Spells: 1-*cure light wounds, light*

Equipment: *Mace +1*, chain mail, shield 6 torches, backpack, waterskin, 1 week's iron rations, 10' pole, wooden holy symbol, *scroll of neutralize poison.*

Personality: Simple-minded and thick, Guimar wants only to slay in the name of his god.

Sedile

(Level 2 Lawful Female Magic-User)

Characteristics: AC 7 HP 6 STR 11 INT 14 WIS 13 CON 11 DEX 14 CHA 13

Spells: 1-*protection from evil, read languages*

Equipment: Dagger, 6 torches, backpack, waterskin, 1 week's iron rations, 50' rope, *ring of protection +1.*

Personality: Sedile believes strongly in Daniau's vision and is devoted to him—to the point of being in love with him, though Daniau has not returned her affections.

Party #4 (8,125 XPs):

Heralds of the Silver Dawn

The Heralds are admirers of Turms Termax and seek to explore Dwimmermount in order to follow in his footsteps. Led by the magic-user Alina, the Heralds have a strong dislike of clerics of all sorts and will attack them in preference to other targets.

Specialties: Researching, locating, retrieving, and deciphering magic items and Termaxian lore

Plans: The Heralds plan to spend the treasure they take from Dwimmermount amassing alchemical lore and supplies. They intend to hire sages to scour the libraries of the City-States and purchase or steal every tome they believe will be important in interpreting any new evidence found in the dungeon. Conflicts with other factions may arise when the Heralds refuse to share the last copy of a key text, or have cornered the market on essential reagents.

SAMPLE JOBS AND PAY RATES FOR THE HERALDS OF THE SILVER DAWN

Rate	Sample Job
800 gp/month	Comb the streets of Adamas using locate object to find an item described by their employers
800 gp/week	Retrieve the item from a townhouse using any means necessary, without time pressure
800 gp/day	Retrieve the item after its owner has passed through the Alchemist's Door into Dwimmermount
Base rates	Path of Mavors,
Hazard ×2	Halls of Lesser Secrets (4)
Lethal ×3	Halls of Greater Secrets (5)

Alina

(Level 3 Chaotic Female Magic-User)

Characteristics: AC 7 HP 8 STR 6 INT 17 WIS 10 CON 10 DEX 9 CHA 13

Spells: 1-*detect magic, read magic*; 2-*locate object*

Equipment: *Dagger +1*, 6 torches, backpack, waterskin, 1 week's iron rations, 50' rope, *cloak of protection +1.*

Personality: Alina is a self-important tyrant; she commands the Heralds as if she were a goddess speaking to her worshipers.

Nantier

(Level 3 Chaotic Male Magic-User)

Characteristics: AC 8 HP 9 STR 13 INT 15 WIS 10 CON 15 DEX 15 CHA 10

Spells: 1-*light*, *sleep*; 2-*knock*

Equipment: Dagger, backpack, waterskin, 1 week's iron rations, lantern, *scroll of clairvoyance.*

Personality: Nantier believes that he is Alina's superior in both magic and leadership. However, he is biding his time before he attempts to eliminate her and seize control of the Heralds.

Guibour

(Level 4 Chaotic Female Thief)

Characteristics: AC 5 HP 14 STR 11 INT 13 WIS 10 CON 12 DEX 16 CHA 8

Thief Skills: Pick Locks: 31% Remove Traps: 23% Pick Pockets: 37% Move Silently: 37% Climb Walls: 90% Hide in Shadows: 27% Hear Noise: 1-3

Equipment: *Short sword +1*, *dagger +1*, leather armor, backpack, waterskin, lantern, 1 week's iron rations, 10' pole, 50' rope, thieves' tools.

Personality: Guibour cares little for Alina or indeed any of the magic-users in the party, but she recognizes their utility in extracting the great wealth to be found in the halls of Dwimmermount. She will do nothing to assist them if it would endanger her own life.

Betan

(Level 3 Chaotic Male Magic-User)

Characteristics: AC 7 HP 7 STR 9 INT 16 WIS 10 CON 13 DEX 13 CHA 12

Spells: 1-*hold portal, sleep*; 2-*web*

Equipment: Dagger, lantern, backpack, wineskin, 1 week's iron rations, 50' rope, *ring of protection +1*, *potion of ESP.*

Personality: A scholar by inclination, Betan does not want to venture into Dwimmermount. He is a coward and fears death above all things,

but he understands that sometimes, one must brave death in order to gain great power.

Sernays

(Level 4 Neutral Male Fighter)

Characteristics: AC 1 HP 13 STR 16 INT 13 WIS 13 CON 10 DEX 13 CHA 9

Equipment: *Long sword +2*, plate mail, *shield +1*, backpack, waterskin, 1 week's iron rations, 6 torches, 2 small sacks.

Personality: Sernays is a mercenary, pure and simple. So long as he is well paid and treated, he will obey Alina.

Pariset

(Level 4 Chaotic Male Fighter)

Characteristics: AC 2 HP 11 STR 15 INT 9 WIS 10 CON 11 DEX 11 CHA 10

Equipment: *Chain mail +1*, *shield +1*, backpack, 6 torches, waterskin, 1 week's iron rations, 10' pole, 2 small sacks.

Personality: Pariset is an oddity—a warrior devoted to the philosophy of Turms Termax. He believes that Dwimmermount holds the key to his own eventual apotheosis.

Party #5 (16,251 XPs):

The Seekers

The Seekers, based in Muntburg, are as their name suggests, looking for lost magic and knowledge hidden within Dwimmermount. They are Lawful in their orientation overall and willing to assist fellow adventurers.

Specialties: Discovery of knowledge located in dangerous, difficult to reach, and accursed vaults

Future Plans: The Seekers plan to spend the treasure they take from Dwimmermount by offering rewards for artifacts, maps, and nuggets of information which might help them assemble the pieces of the puzzle emerging from the dungeon. They intend to hire a number of antiquarians and investigators to handle the process of verifying these claims and making payment, who will be housed in some of the vacant apartments within Muntburg.

SAMPLE JOBS AND PAY RATES FOR THE SEEKERS

Rate	Sample Job
1,800 gp/month	Climb to the top of Dwimmermount, keep watch on the Moon Pool by looking down its' shaft, question birds about local events
1,800 gp/week	Rig hammocks in Dwimmermount's elevator shaft, monitor but do not intercept comings and goings
1,800 gp/day	Locate the personal items listed in Imperial records as having been taken from Turmax upon his arrest
Base rates	1 thru 4
Hazard ×2	Halls of Greater Secrets (5)
Lethal ×3	Manufactory (6A), Ossuary (6B)

Ysabelon of Asana

(Level 5 Lawful Female Cleric)

Characteristics: AC 2 HP 16 STR 9 INT 16 WIS 13 CON 7 DEX 12 CHA 17

Spells: 1-*cure light wounds, detect evil, protection from evil*; 2-*find traps, speak with animal*; 3-*remove curse*

Equipment: Plate mail, shield, *mace +1*, silver holy symbol, backpack, waterskin, 1 week's iron rations, 6 torches, 12 iron spikes, 2 small sacks, *ring of invisibility*, mirror, *scroll of cure light wounds, resist fire, & cure disease.*

Personality: A slight, bookish woman, Ysabelon sees Dwimmermount as the greatest source of forgotten lore in the entire world. Sometimes, this leads her to take unnecessary risks.

Richal

(Level 5 Neutral Male Fighter)

Characteristics: AC -1 HP 34 STR 17 INT 9 WIS 11 CON 7 DEX 17 CHA 6

Equipment: Plate mail, *shield +1*, long *sword +1, +3 vs. regenerating monsters*, 12 iron spikes, backpack, lantern, wineskin, 1 week's iron rations, 10' pole, 50' rope.

Personality: Richal sees himself as a scholar as well as a fighting man. He is as genuinely interested in Dwimmermount's secrets as anyone in the Seekers.

Marguerin

(Level 4 Lawful Female Magic-User)

Characteristics: AC 6 HP 14 STR 12 INT 15 WIS 12 CON 14 DEX 11 CHA 10

Spells: 1-*charm person, magic missile*; 2-*continual light, levitate*

Equipment: *Dagger +1*, backpack, 3 small sacks, lantern, 50' rope, waterskin, 1 week's iron rations, *bracers of armor (AC 6).*

Personality: Marguerin hopes to redeem the name of "magic-user" in the wider world by finding and sharing the secrets of Dwimmermount with it. She is pained by the way that Turms Termax has besmirched the study of magic in the eyes of many.

Jeffroy

(Level 5 Neutral Male Thief)

Characteristics: AC 4 HP 11 STR 7 INT 8 WIS 14 CON 8 DEX 17 CHA 12

Thief Skills: Pick Locks: 35% Remove Traps: 33% Pick Pockets 40% Move Silently 40% Climb Walls 91% Hide in Shadows 30% Hear Noise 1-3

Equipment: *Leather armor +2*, *dagger +1*, long sword, shortbow, quiver with 20 arrows, backpack, thieves' tools, waterskin, 1 week's iron rations, 12 iron spikes, 50' rope, *potion of healing*, *potion of climbing.*

Personality: Jeffroy is a wag and finds the other members of the Seekers too stuffy for his tastes. He is prone to telling bad jokes and playing pranks on his comrades.

Ogal

(Level 5 Lawful Dwarf)

Characteristics: AC 0 HP 29 STR 13 INT 9 WIS 14 CON 16 DEX 14 CHA 12

Equipment: *Plate mail +1*, shield, *battle axe +1*, backpack, wineskin, 1 week's iron rations, 50' rope, lantern, *potion of heroism.*

Personality: Ogal believes that Dwimmermount holds information about the true origin of the dwarves and he intends to find it.

Party #6 (65,001 XPs):

The Free Swords

The Free Swords are a mercenary band based out of Adamas. They hire themselves out to any who will pay the exorbitant fees. Currently, they are working with an alchemist in Adamas who believes that there are forgotten alchemical formulae hidden within Dwimmermount and he has tasked the Swords with finding them.

Specialties: Invisible scouting and infiltration followed by devastating tactical strikes and fireballs

Future Plans: The Free Swords keep many of the merchants, specialists, and sages in Adamas on their payroll. Through these henchmen they run a number of businesses, most notably the arms & armor shops that employ most of Vonias's clan. The Swords plan to spend the treasure they take from Dwimmermount by expanding their mercantile interests to Muntburg and hiring lesser parties to help secure the fortress while Adaina's band plunders the depths.

SAMPLE JOBS AND PAY RATES FOR THE FREE SWORDS

Rate	Sample Job
1,800 gp/month	Patrol Adamas, investigate rumors of a possible vault full of undead beneath the city, prepare for its possible eruption
1,800 gp/week	Establish secret camp near entrance to Dwimmermount, use clairvoyance to scry locations within and record comings and goings
1,800 gp/day	Find the alchemist Euthalius, a Termaxian necrolyte believed to have been sealed in the dungeon centuries ago
Base rates	1 thru 5
Hazard pay	Manufactory (6A), Ossuary (6B)
Perilous levels	Deep Hollows (7)

Adaina

(Level 6 Neutral Female Elf)

Characteristics: AC 2 HP 20 STR 16 INT 15 WIS 9 CON 12 DEX 15 CHA 15

Spells: 1-*charm person, sleep*; 2-*invisibility, mirror image*; 3-*fire ball, haste*

Equipment: *Chain mail +2*, *long sword +2*, shortbow, quiver 20 arrows, 5 *arrows +1*, backpack, waterskin, 1 week's iron rations, 50' rope, *potion of healing.*

Personality: Adaina is a fairly typical elf—aloof and disdainful of "ephemerals." However, she takes great pride in her skills as an explorer and has vowed to plumb the depths of Dwimmermount to find what her employer seeks.

Hemmet of Donn

(Level 7 Lawful Male Cleric)

Characteristics: AC 4 HP 40 STR 12 INT 11 WIS 14 CON 16 DEX 11 CHA 7

Spells: 1-*cure light wounds, detect evil, detect magic, light*; 2-*bless, find traps, silence 15' radius*; 3-*dispel magic, remove curse*; 4-*cure serious wounds*

Equipment: Chain mail, shield, mace, *staff of striking* (twenty-six charges), backpack, wineskin, 1 week's iron rations, *wand of enemy detection*, 12 iron spikes, silver holy symbol, 3 stakes & mallet.

Personality: Gloomy and sour-faced, Hemmet is an unhappy presence in the Swords. Were it not for his knowledge of and skill in dealing with the undead, it is unlikely that he would have been asked to join the party.

Feliz

(Level 6 Neutral Male Fighter)

Characteristics: AC 1 HP 33 STR 15 INT 5 WIS 6 CON 17 DEX 13 CHA 11

Equipment: Plate mail, *shield +1*, *sword +1 (int 9; see invisible, detect evil, find traps; neutral; psyche 4)*, backpack, 50' rope, 10' pole, mirror, 3 small sacks, waterskin, 1 week's iron rations.

Personality: Big, thick, and foolish, Feliz is a powerful warrior, but needs to be kept on a short leash, lest he do something stupid that could endanger the party.

Chartain

(Level 6 Neutral Male Fighter)

Characteristics: AC 2 HP 29 STR 16 INT 7 WIS 10 CON 16 DEX 10 CHA 9

Equipment: Plate mail, shield, *war hammer +3*, *gauntlets of ogre power*, *bag of holding*, 50' rope, 10' pole, 12 iron spikes, wineskin, 1 week's iron rations, silver mirror.

Personality: Chartain is fascinated by elves and joined the Swords months ago to spend time with Adain.

Dooin

(Level 6 Neutral Male Magic-User)

Characteristics: AC 6 HP 16 STR 10 INT 15 WIS 8 CON 10 DEX 15 CHA 10

Spells: 1-*magic missile, shield*; 2-*ESP, invisibility*; 3-*clairvoyance, lightning bolt*

Equipment: *Dagger +1*, *ring of protection +2*, *wand of illusion*, *potion of undead control*, backpack, 6 torches, waterskin, 1 week's iron rations, silver mirror, 12 iron spikes.

Personality: Dooin is risk averse—not cowardly, but of the opinion that there is no such thing as "too much preparation." He also grooms himself immaculately and takes inordinate pride in his physical appearance.

Bietron

(Level 7 Neutral Female Thief)

Characteristics: AC 4 HP 24 STR 11 INT 10 WIS 9 CON 11 DEX 16 CHA 13

Thief Skills: Pick Locks 55% Remove Traps 53% Pick Pockets 43% Move Silently 43% Climb Walls 93% Hide in Shadows 47% Hear Noise 1-4

Equipment: *Leather armor +1, short sword +1, dagger +1,* shortbow, quiver with 20 arrows, *5 arrows +1*, *scroll of ward against undead*, backpack, thieves' tools, 3 small sacks, waterskin, 1 week's iron rations, 50' rope, 12 iron spikes, mirror.

Personality: Bietron loves testing herself against danger in all forms, but she is especially fond of encountering new traps, much to the chagrin of Dooin.

Vonias

(Level 7 Lawful Dwarf)

Characteristics: AC -2 HP 48 STR 18 INT 13 WIS 9 CON 14 DEX 13 CHA 12

Equipment: *Plate mail +2, war hammer +2,* shield, *potion of extra-healing*, *ring of fire resistance*, backpack, lantern, 50' rope, waterskin, 1 week's iron rations.

Personality: Vonias is friendly and affable; he loves nothing more than engaging in conversations with his fellows about their shared adventures. He also likes meeting new people.

THE SEMPITERNAL PALACE OF VOLTHAR

Appendix E

The Four Worlds

THOUGH THE HEAVENS are filled with planets, sages single out four of them as particularly noteworthy. These four—Kythirea, Telluria, Ioun, and Areon—have a shared history of interaction, from commerce to colonization to war, stretching back millennia. Dwimmermount is the nexus for these so-called Four Worlds. During its height, the dungeon contained active interplanetary transfer points on The Hall of Portals (Level 3A), as well as hosting astral vessels that plied the space between the Four Worlds before coming to rest in the Hangar (Room 19) of The Divinitarium (Level 0). Consequently, a brief discussion of each of these worlds is useful to the referee running a campaign centered on Dwimmermount. What follows is intended only as an overview. Should the campaign shift to one or more of these worlds, the referee is encouraged to take the information presented here and expand upon it.

Telluria

Telluria is the scholarly name for the world on which Dwimmermount is located. Almost no one on the world uses the name, preferring instead simply to call it "*the* world," as if it were the only one. Even if not technically true, Telluria is the most heavily—and diversely—populated of the Four Worlds. It is also the world from which the Great Ancients, the Eld, and, some say, the Kythireans sprang. There is also the fact all the other worlds and planets revolve around Telluria, which suggests that there is indeed something special about it.

During the time of the Great Ancients, the whole of Telluria was explored and inhabited. In the aftermath of their fall and that of the Eld who succeeded them, much knowledge about the world has been lost. The kingdoms of men that arose in their wake are separated and scattered, often completely unaware of one another's existence. The world is dotted with ruins and evidence that once Telluria was a more advanced and sophisticated world than it is now.

Ioun

Occupying the first orbit in the heavens around Telluria, Ioun (also called simply "the Moon") is Telluria's sole natural satellite. Ioun only shows one of its faces to sub-lunar observers, its so-called Light Side, while its Dark Side cannot be seen at all. The surface of both sides is covered with craters, the result of extensive mining operations that were once carried out on the Moon, in search of the valuable magical stones that abound there. Both the Great Ancients and the Eld poured untold resources into extracting these *ioun stones* (see *Appendix A, New Magic Items*, p. 323), and so successful were they that the stones are now exceedingly rare.

The Light Side of Ioun is governed by Law, while the Dark Side is governed by Chaos. Mag-

ic—and indeed *reality*—works differently on each side and, unless one has been properly attuned beforehand (see Room 11 on Level 0), there may be dire consequences to visiting them. Fortunately, most activity on Ioun takes place below its surface where neither Law nor Chaos holds sway. Here dwell nearly all of the Moon's native species, including the insectoid Iounians (see *Appendix C, New Monsters*, p. 345).

The Iounians once held sway over the all of Ioun, including its surface. The Great Ancients drove them underground, eventually enslaving them to mine for them, a practice the Eld continued. Needless to say, this did little to improve the demeanor of the Iounians, who were already suspicious of non-insectoid life. Now, they attack almost anyone who dares to enter their domain. There have also long been rumors that some Iounians have taken to life on the Dark Side and consort with demons for some foul purpose.

In addition to the Iounians, the following monster types can be encountered on the Moon: boring beetle*, carcass scavenger, giant ant, giant beetle, giant carnivorous fly, giant centipede, giant slug*, giant spider, gloom crawler*, morlock, piercer*, subterranean locust, tenebrous worm*. For monsters marked with *, see *Appendix C, New Monsters*, p. 333.

Kythirea

Kythirea occupies the third orbit in the heavens and is commonly referred to as "the Green Planet" because of its appearance in the nighttime sky. Observed from Telluria, Kythirea appears to be a green point of light visible just above the horizon at dawn and dusk. The name is also apt for another reason: Kythirea is covered in lush jungles and other similarly plant-filled environments. In this respect, it is the mirror image of Areon (see below), for Kythirea teems with life of all sorts—including its own race of men (see *Appendix C, New Monsters*, p. 333).

In the past, travel to Kythirea was far more common than it is today. Indeed, many plants and animals found on Telluria were originally native to the Green Planet, transplanted by sorcerers and scholars who found them useful. Both the Great Ancients and the Eld traveled to Kythirea in the past, as evidenced by the large number of ruined structures to be found amidst the planet's jungles. These structures served a number of purposes, but a great many were established to extract azoth from the planet. The native species resisted such exploitation and no doubt played a role in expelling them from Kythirea.

Consequently, Kythirea is the most isolated of the Four Worlds, as its inhabitants tend to both hostile to outsiders and willing to use violence against them. The two foremost peoples of the Green Planet are the lizard men and the green-skinned men known simply as Kythireans. The lizard men of this world are very different than their Tellurian counterparts, being highly advanced in many cultural arts, including magic. The Kythireans are similarly advanced and may be related to the Great Ancients and/or the Eld. Unlike either of them, they are an entirely female and use their magic to reproduce themselves.

In addition to the lizard men and the Amazonian Kythireans, the following monster types can be encountered on the Green Planet: algoid*, archer bush*, ascomoid*, basidirond*, basilisk, black pudding, crystal ooze*, dinosaur, gas spore*, gelatinous cube, giant lizard, giant tick*, gray ooze, gray worm, green slime, jellyfish plant*, medusa, memory moss*, muculent worm*, ochre jelly, olive slime*, phycomid*, purple moss*, purple worm, rot grub, shambling mound*, shrieker, slime zombie*, stirge, troglodyte, vampire rose*, and yellow mold. For monsters marked with *, *Appendix C, New Monsters*, p. 333.

Areon

Known as "the Red Planet," both for its appearance and for its blood-drenched history, Areon occupies the fifth orbit in the heavens. In the past, trade with and travel to Areon were more common they are today, in large part due to the activities of the Eldritch Empire, whose capital, the darkly beautiful city of Sytor Arra, was located on Areon. With the overthrow of the Eld by the Thulians, most of the standing portals to Areon were destroyed and contact with the planet and its inhabitants was proscribed. Of course, that did not prevent daring sages and seekers of forbidden knowledge from finding alternate routes to Areon, a tradition that has continued even in the wake of the Thulians' own overthrow.

Areon is sometimes called the "home" of the Eld, but the truth is that it is the Red Planet is actually the place of their exile, and it was to Areon that they fled again once Telluria proved inhospitable to them. Since that time, the Eldritch Empire has fragmented into dozens of squabbling successor states, many no larger than a single city. This fragmentation has also had the unintended side effect of granting freedom to many slave races, including men, some of whom have established their own petty kingdoms on the Red Planet. Unfortunately for would-be visitors, these slave races have adopted many aspects of Eldritch culture and are no more friendly to outsiders than are the Red Elves.

Because the Eldritch Empire relied heavily on weird, Chaotic magic to support its depredations across the Four Worlds, such magic remains common on Areon. Likewise, the Eld were renowned for their dealings with demons, which is why they

are far more likely to be encountered on the Red Planet than on any of the other Four Worlds. Indeed, there are rumors that several demon lords have established themselves upon Areon and now rule there rather than from the Demon Worlds of the Void. If such rumors are true, it is little wonder that there remains, even now, such a strong prejudice against any sort of commerce with the Red Planet.

In addition to the Eld, the following monster types can be encountered on Areon: albino ape, arcane cadaver*, arcanoplasm*, bugbear, caryatid column*, chimera, crypt thing*, demon (any)*, demon boar, doppelganger, eldritch bones*, gargoyle, gnoll, golem (any)*, green guardian*, minotaur, necrophidius*, orc, owl bear, phase tiger, rust monster, shadow, skullmural*, thessalgorgon*, throghrin, and troll. For monsters marked with *, *Appendix C, New Monsters*, p. 333.

The Astral Plane

The Four Worlds float in vast expanse of the Astral Plane, sometimes called Astral Space or simply Space. The Astral Plane is suffused with *ether*. Ether is a subtle, luminiferous, almost immaterial substance that behaves in a liquid-like fashion when interacting with objects—and beings—made of more conventional matter. Alchemists and magicians believe ether to be the fifth element (or "quintessence") and there is much evidence to support this view.

When introduced into a world, ether thickens and acquires a more conventional substance, appearing like a silvery-black liquid metal. In this form, it is known as azoth (see *Appendix F, Azoth*, p. 379).

Because of its liquid qualities, specially constructed vessels can be specially constructed to travel through the ether in a fashion similar to water. At the dawn of the First Era, the Great Ancients fled through the ether to Telluria in a domed city, while the Thelidu pursued in a crystal hemisphere. Later generations of men built *astral vessels* large and small to sail the ether (see *Appendix A, New Magic Items*, p. 317).

It is also possible to "swim" through the ether, though this is slower and far less efficient than using a vessel. Men doing so are soon swept astray unless a *helm of astral movement* (see *Appendix A, New Magic Items*, p. 322) allows them to perceive the treacherous currents within the ether. Such perception comes naturally to the denizens of the Astral Plane (listed below).

Floating in the Astral Plane are numerous smaller bodies, not large enough to be deemed true worlds. Some of these bodies are inhabited, both by creatures native to Space and by those who have come here from elsewhere. The most significant of these inhabitants are the Astral Reavers, a race of men who took up residence here centuries ago and have been warped by constant exposure to the ether, becoming marauding servants of Chaos.

In addition to the Astral Reavers, the following monster types can be encountered on the Astral Plane: demon (any)*, djinni, efreeti, elemental, empyreal*, intellect devourer*, invisible stalker, quintelemental*, phase spider*, and xorn*. For monsters marked with *, *Appendix C, New Monsters*, p. 333.

Other Planes of Existence

No one except sages speaks of "planes of existence," but few deny that there are "worlds," "realms," or "spaces" beyond the material world. The nature and number of these other worlds is, as with so many things, debated by pedants, but the most commonly acknowledge planes of existence are the following:

The four Elemental Planes: These realms are completely inhospitable to non-elemental life without the aid of powerful magic, which is why so little is known about them. Nevertheless, magicians and clerics alike attest to their existence, as do powerful elemental beings summoned from them.

The Incorporeal Plane: Also called the Dreamlands or the Ghostlands, the Incorporeal Plane exists *between* the spaces of material things and is accessible through magic. Some mystics claim that the Incorporeal Plane is also accessible in sleep, while others, whose theological opinions are decidedly heterodox, state that the spirits of the dead are somehow "trapped" within the Incorporeal Plane. There may be creatures native to this plane, but evidence of their existence is scanty.

The Abyss: Also called the Great Void, the Abyss is said to exist *outside*—outside where depends on the cosmological model one accepts for the cosmos. Regardless, the Abyss is the abode of demons and, as such, is wholly inimical to Man. Naturally occurring portals to the Abyss are a common source of the Chaotic radiation that is slowly corrupting the material world and its inhabitants.

In addition, many of the gods are said to have extra-planar realms that serve as their abodes and the abodes of the honored dead who serve them in the afterlife.

The Zodiac

Given the large number of visitors from the physical heavens, it is little wonder then that many Tellurians pay so much attention to the stars and planets, with many fields of lore and magic associated with them. One such field, astrology, attempts to divine future events by observing the movements of the planets through the twelve constellations of the zodiac. These constellations are (in order):

- Sun
- Moon
- Star
- Jester
- Rogue
- Cataphract
- Throne
- Flames
- Key
- Skull
- Euryale
- Ruin

There is also a thirteenth "constellation," known as "the Void," occupying an area in the sky where there are in fact no stars whatsoever. Ancient legends claim that, in primordial ages, the gods warred against demons and so great was their struggle that the light of some stars was extinguished forever. Some sages theorize that the constellation of the Void is actually the Great Void of the Abyss, where the depredations of Chaos have devoured the very fabric of reality. These sages believe this may be the fate of Telluria one day as well, if demons and their cultists have their way…

Each constellation, including the Void, is associated with one of the calendar's 28-day months. Once, astrologers believed that the fates of men were influenced by the constellation of their birth month, but that belief fell out of disfavor long ago and is accepted by only the most superstitious. Of course, some astrologers instead theorize that it is not the stars of one's birth month that matter but those of nine other "greater constellations" whose locations in the heavens envelope several of the "lesser" thirteen. This theory has not found widespread acceptance, but many, in their zeal to find an explanation for the path of their lives other than their own decisions, have embraced it as the truth.

Appendix F

Azoth

THE MOST PRECIOUS substance known to man, azoth is a lustrous, silvery-black liquid in all but the coldest temperatures. There, paradoxically, it becomes the gas known as quintessence. In this form, it suffuses the space between the worlds and stars, transmitting both energy and light. Sages say that quintessence is the most sublime of all the elements, being the very stuff of magic from which the gods wrought the cosmos.

Though a gas, quintessence behaves like a liquid, which is why old texts speak of "sailing the Quintessential Sea." With the right sort of vessel and the means to launch it into the Astral Plane, it is indeed possible to sail through quintessence to other worlds and, theoretically, even the stars themselves. Of course, no one has done this since the fall of the Thulian Empire, but the knowledge still exists; all that is lacking is the will to pursue it.

Long ago, for reasons none can explain, quintessence rained down on some worlds and satellites, becoming liquid azoth. In the past, Areon boasted the largest quantities of azoth, but millennia of extraction by the Eld have left that world largely bereft of this precious material. Today, traces of azoth can be found on Areon, Kythirea, Ioun, and Telluria, but the largest reservoir of azoth known to the Four Worlds is found beneath Dwimmermount. There the Great Ancients constructed an astral dome to continuously harvest azoth from the heavens, artificially inducing the primordial quintessential rain.

Though often likened to quicksilver, another lustrous silver liquid, azoth is not in fact a metal at all. Consequently, it cannot be worked, but it can be used as a tempering agent to improve the qualities of actual metals, as well as other materials. In addition, azoth is strongly attuned to magical energies, which is why magicians and alchemists have long used it as a material in creating enchanted items. It is also why it is one of the most sought after and valuable substances in all of Telluria.

During the height of the Eldritch Empire, the extraction, distillation, and use of azoth reached its fullest flower. The Red Elves refined the techniques of the Great Ancients almost to the point of mass production, producing immense quantities of magical weapons, armor, and other items, particularly potions and elixirs. Of course, these techniques also led to the depletion of the azoth supplies on several worlds, which only further increased its rarity and value.

The Thulians were much more circumspect in their use of azoth, at least initially. Partly this was because of its shrinking supply and partly this was because of their natural suspicion of all things relating to arcane magic. The Thulians also suspected—with reason, as it turns out—that use of azoth could corrupts its handler and user. Of course, when Turms Termax and his cult

overtook the Empire, such concerns were thrown to the wayside and azoth use resumed as it had under the Red Elves.

Unlike the Eld, the Termaxians did not reintroduce the massive use of azoth and azoth-infused items. Instead, they used it on a smaller, but more focused scale, one directed specifically toward the needs and desires of the cult's inner circle. Elite fighting men serving the cult had azoth-infused armor and weapons, while the rank and file did not. Likewise, azoth was used to augment magical powers, both spells and enchanting. And finally, it played a major role in the Termaxian quest for immortality, a quest that continues to this day.

When Dwimmermount was sealed off two centuries ago, azoth once again became extremely hard to acquire in many regions of the world. This led to both a decline in the production of magical items and a huge increase in the value of even a smallest amount of azoth. Little wonder then, that getting into Dwimmermount and to its legendary supply of azoth has proved so desirable!

Using Azoth in Your Campaign

As noted throughout this book, azoth has a number of uses, each of which is discussed in this section. Before getting to that, two things must be borne in mind. First, handling and using azoth has long-term consequences (see Side Effects of Azoth below). Second, because of the large quantities of raw azoth in Dwimmermount, some of these uses could disrupt the balance and feel of some campaigns. As written, the only limitation on azoth use is the difficulty in finding machines capable of properly distilling it (and the slowness of those machines). Theoretically, if more such machines were built and access to Dwimmermount—particularly The Reservoir (Level 3B)—were less restricted, all of the following could become, if not commonplace, at least *more* common. Consequently, a referee who does not want such a result should make some effort to restrict or at least limit the distillation of azoth. In the original campaign from which Dwimmermount sprang, this was accomplished primarily by playing up the inherent dangers in handling azoth. The player characters thus avoided touching it, let alone amassing it, and they did not make their knowledge of The Reservoir (Level 3B) available to any but a handful of trustworthy friends and allies. Of course, this was an inherently unstable situation, and as more NPC adventuring parties ventured into Dwimmermount, it was inevitable that The Reservoir and its Distillation Room would be discovered, leading to a "gold rush" situation that would forever change the campaign setting.

The referee who is uncomfortable with this possibility or who do not feel confident that he can come up with ways to limit the use and abuse of azoth is therefore advised to suggest that the means of using it safely and reliably was lost with the fall of the Thulian Empire. That solution is viable at least until Turms Termax is discovered in The Prison (Level 8), since he certainly possesses such "forgotten" knowledge and he might well bargain with it to effect his escape from The Prison. In the end, like all things, azoth is presented as an option for the referee to use as he wishes. Anything that follows is merely a suggestion to be adopted or rejected as the individual referee sees fit.

Raw Azoth

Within Dwimmermount, azoth is usually found in raw form. In raw form, azoth is a magically inert substance. Handling raw azoth in small quantities or for short periods of time has no ill effects, nor does consuming a small amount (though it is bitter and unpleasant to the taste). Long-term exposure to raw azoth, or exposure to very large quantities of it, can be more dangerous; see Azoth in the Environment, below.

The most obvious property of raw azoth is its sheer combustibility. When set alight and thrown, one ounce of raw azoth acts as a double strength flask of oil, dealing 2d8 points of damage per round to any creature struck by it while aflame. Azoth burns slowly, meaning that it takes five rounds before it burns out completely. Likewise, burning azoth cannot be doused by non-magical means. The spells *protection from evil* and *purify food and drink*, when cast on a creature doused in flaming azoth, will douse the flames; and in the case of the former, the target will be immune to subsequent attacks by azoth incendiaries for the duration of the spell. When poured on the ground and set alight, an ounce of raw azoth can cover 1 square foot of surface and has the same effects as above to any creature that steps onto it while aflame.

A more subtle property of raw azoth, but the true source of its value, is its ability to be distilled into a variety of other substances. Distilling raw azoth requires a distiller, like that in the Distillation Room (Room 35) of The Reservoir (Level 3B). A distiller takes 36 ounces of raw substance and boils it down to 1 ounce of refined azoth. This process takes a variable amount of time (1d6 hours). The following substances can be distilled from raw azoth: refined azoth, panchrest, sovereign glue, universal solvent, and alkahest. Each is described below.

Refined Azoth

Refined azoth is the magically-active distillate of raw azoth, highly coveted by magic-users and alchemists. Refined azoth is as combustible as raw azoth, but it is rarely used as a fuel, for it has far more valuable uses, described below.

Magical Research

Refined azoth can reduce the cost of magical research. As described on page 126 of *Labyrinth Lord*, magic items that mimic the effects of spells generally cost 1 week of game time and 500 gp for each spell level of the mimicked spell. Each ounce of refined azoth used to aid in this process is the equivalent of 100 gp toward the creation of such an item. Thus, a *potion of healing*, which mimics a cleric's 1st-level *cure light wounds* spell typically takes 1 week and 500 gp to produce. If a character possesses 3 ounces of refined azoth, making that same *potion of healing* costs only 200 gp. The same holds true of more permanent magic items, such as weapons and armor. Naturally, any azoth used for this purpose is consumed in the process.

Spell Memorization

Refined azoth can, if consumed, allow a magic-user to cast spells without losing them from memory. For every ounce eaten, one spell level can be retained for one casting. Thus, a magic-user who consumes 2 ounces of refined azoth can choose to retain either two 1st-level or one 2nd-level spell that he casts. Naturally, this retention only applies to spells the magic-user has memorized at the time he consumes the azoth. Consuming it prior to memorization or after a memorized spell has already been cast has no immediate effect.

Alchemical Transformation

Refined azoth can be used to alchemically transform creatures. Azoth can be used to instill new abilities into existing creatures, crossbreed different creatures together, and even create entirely new life forms. See the Thorny Room (Room 46), Rose Garden (Room 47), Pool of Life (Room 50) and Essence Machines (Room 51) on The Laboratory (Level 2A), as well as the Clone Chamber (Room 61) and Alteration Chamber (Room 62) on The Halls of Lesser Secrets (Level 4), for examples of such applications.

The most profound alchemical transformation is that which transforms mortal creatures into immortal beings. Such processes always require expensive and time-consuming rituals that can be highly dangerous to those involved. A further overview of these processes are described in the Azoth and Immortality section, below.

Panchrest

Raw azoth can be turned into panchrest, a universal medicine. One ounce of panchrest, if consumed, wipes away all injuries and afflictions. It immediately ends any and all of the following adverse conditions: blindness, disease, fatigue, *feeblemind*, and poison. It also heals all but 1d4 points of damage taken. It also restores a single experience level to a creature who has had a level drained, if consumed within 24 hours of suffering the drain.

Sovereign Glue

Raw azoth can be used to create a viscous substance called sovereign glue. An ounce of the glue covers one square foot of surface and bonds any other two substances together in a permanent union. The glue takes one round to set. If the objects are pulled apart before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects has no effect, except when universal solvent is applied to the bond (see below).

Universal Solvent

Raw azoth can create a universal solvent. One ounce of the solvent covers one square foot of surface and dissolves any artificial bonds between any other two substances, including sovereign glue. If thrown or poured onto a creature, universal solvent stings and burns; it deals 1d4 points of damage, and at the referee's discretion may destroy leather armor, lamellar, or other material made with glues. A creature which drinks universal solvent must make a saving throw versus Poison or suffer from disabling dysentery for 1d4 hours, during which time it can take no action save for attending to urgent bodily functions.

Alkahest

Alkahest is a more powerful version of the universal solvent. If thrown or poured onto a single object (up to a one foot cube of material), it will entirely dissolve it, leaving behind only a slimy black residue. Magical objects can resist dissolution with a saving throw versus Death, adding any magical bonus to the roll if applicable, but they must roll each round until the alkahest is neutralized. Non-magical objects receive no save and are dissolved in one round.

If thrown or poured onto a creature, alkahest immediately deals 2d8 points of damage, and another 2d8 points of damage each round thereafter until it is neutralized. Any non-magical armor or clothing worn by a creature struck by alkahest is destroyed immediately, as the alkahest eats through it viciously. Magical armor and clothing

Substance	Cost	Properties
Raw azoth	50gp per pound (200 gp per gallon)	Combustible, distillable
Refined azoth	100 gp per ounce (1,600 gp per pound)	Combustible, distillable, research aid, immortality
Panchrest	100 gp per ounce (1,600 gp per pound)	Universal medicine
Sovereign glue	100 gp per ounce (1,600 gp per pound)	Unbreakable adhesive
Universal solvent	100 gp per ounce (1,600 gp per pound)	Universal solvent
Alkahest	100 gp per ounce (1,600 gp per pound)	Disintegrating acid

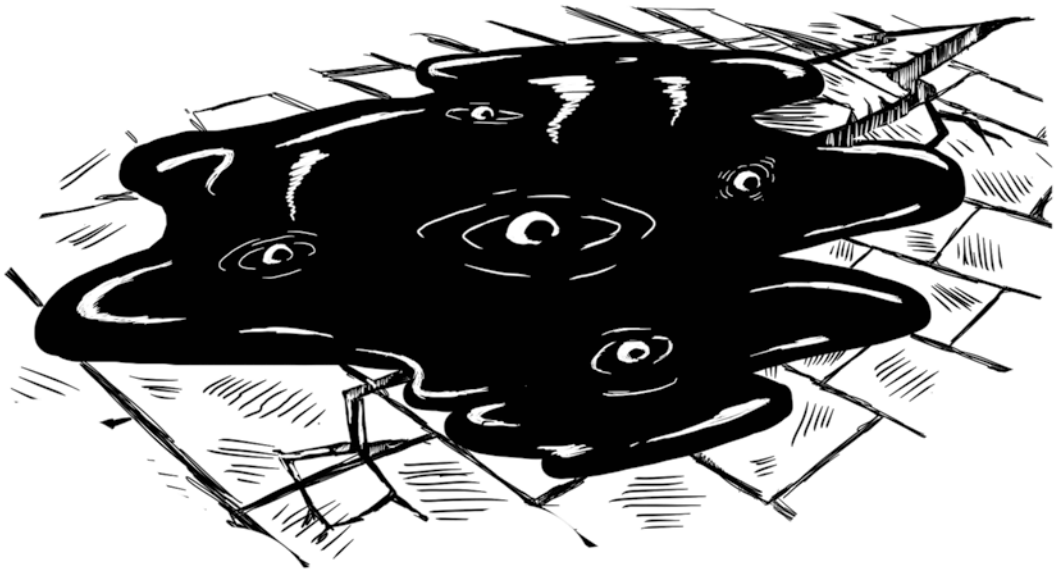
are allowed a saving throw using the wearer's save versus Death, adding any magical bonus to the roll if applicable. A creature which is reduced to 0 hit points by alkahest is reduced to black residue, and cannot be raised.

The spells *protection from evil* and *purify food and drink*, when cast on a creature doused in alkahest, will neutralize the acid; and in the case of the former, the target will be immune to subsequent attacks by alkahest for the duration of the spell. In addition, alkahest will not dissolve or damage alchemist's resin or vitreum, so these containers are typically used to store it. See *Chapter 6, Overview of the Dungeon*, p. 70, for details on these materials.

A creature which drinks alkahest must make an immediate saving throw versus Poison. If the saving throw fails, the creature dies immediately as its tongue, jaw, and esophagus melt away. If the saving throw succeeds, the creature dies 1 turn later as its viscera melt out of its body. In either case, the result is not pretty.

Side Effects of Refined Azoth

The use of refined azoth, including all azoth by-products such as panchrest, has a number of potentially unpleasant side effects, both immediately and long term. These effects apply to anyone who consumes or touches refined azoth, or otherwise directly handles refined azoth without special protective attire.



MINOR AZOTH EFFECTS TABLE

Roll 1D12	Effect
1	Character permanently gains 1d4 hit points.
2	Character permanently loses 1d4 hit points. A character whose hit points drop to 0 becomes a shadow.
3	Character's alignment shifts one step toward Chaotic. If already Chaotic, there is no effect.
4	Character takes +1 damage from any weapons wielded by a Lawful creature.
5	Character gains +1 to hit against Lawful creatures.
6	Character suffers a –1 penalty to AC against Lawful creatures.
7	Character can cast a random 1st level magic-user spell once per day.
8	Character can cast a random 1st level Chaotic cleric spell once per day.
9	Character gains +1 to saving throws against Spells cast by Lawful creatures.
10	Character suffers –1 to saving throws against Spells cast by Lawful creatures.
11	Character's physical appearance changes in some noticeable way (eyes change color, hair falls out, etc.)
12	Roll again. If this result comes up a second time, roll on the Major Azoth Effects table instead.

MAJOR AZOTH EFFECTS TABLE

Roll 1D12	Effect
1	Character permanently gain 1 level of experience.
2	Character permanently lose 1 level or hit dice. A character whose level drops to 0 becomes a Shadow.
3	Character's alignment shifts to Chaotic. If already Chaotic, there is no effect.
4	Character permanently loses 1 point from a random ability score. If any score is reduced to 0, the character becomes a Shadow.
5	Character permanently gains 1 point to a random ability score.
6	Successfully striking the character deals 1d6 points to the attacker.
7	Character regenerates 1 point of damage per round.
8	Character takes maximum damage from any spells cast by Lawful creatures.
9	Character is treated as an evil enchanted creature for purposes of the **protection from evil** spell.
10	Character can cast a random 4th level magic-user spell once per day.
11	Character can cast a random 4th level Chaotic cleric spell once per day.
12	Character no longer gains sustenance from ordinary food and water. He must subsist on 1 ounce of blood per point of Constitution per day or permanently lose 1 point of Constitution. Dropping to 0 Constitution results in the character becoming a vampire.

Any time that a character comes into physical contact with refined azoth in any way, he must make a saving throw versus Spells (-2 penalty if the character is Lawful). If successful, there are no ill effects; if the save is failed, the character must then roll on the following table:

All of the above effects are cumulative, and can under certain circumstances, negate one another. Thus, if a creature gains 2 hit points as the result of a roll on the Minor Azoth Effects Table and then later loses 2 hit points, the two results cancel each other out. At the same time, a creature that twice gets the result "can cast a random 1st level magic-user spell once per day" can cast two spells per day. In cases where a result cannot be cumulative, there is no additional effect.

Needless to say, the use of azoth is hazardous and may lead to corruption and possibly death. At the same time, it is also a path to great power, which is why so many magic-users and alchemists have been drawn to it over the ages, including Turms Termax himself.

Azoth in the Environment

In the natural world, raw azoth is found only in small quantities, when it is found at all. In Dwimmermount, raw azoth is everywhere – in the rock, in the water, and in the very air. When it accumulates in such quantities, azoth begins to emit magical radiation that can have a number of effects on the environment and those dwelling therein.

Bubbles of Quintessence

When large quantities of raw azoth are present, sometimes bubbles of quintessence (azoth in gaseous form) may form and percolate into the atmosphere. Typically 1d6+1 bubbles will be present. Such bubbles are highly unstable, and characters who move within 5 feet of a bubble must make an ability check versus DEX; if they fail, they pop a bubble. There is a 2 in 6 chance that the explosion of one bubble will set off another one, which also has a chance to set off another, and so on, until either the chain reaction stops or all bubbles have exploded. Each bubble deals 1d6 points of damage to any creatures in a 5 foot radius. Bubbles of gaseous azoth are found in the Enclosure (Room 54) of The Path of Mavors (Level 1) and sometimes in the azoth pipes that run between levels (see *Chapter 6, Overview of the Dungeon*, p. 77).

Echoes of the Past

Those who die in areas rich in ambient azoth sometimes leave behind a psychic echo. These echoes will resemble shadowy apparitions enacting scenes drawn from the memories of the deceased. Psychic echoes are not undead, and cannot be turned. They cannot be harmed by any means, whether physical or magical, and generally take no notice of anyone or anything nearby. They can be sometimes be dispersed by conscious activities, which somehow interact with the memories; otherwise they will fade only if the ambient azoth that sustains them is dispersed. Azoth's ability to sustain echoes of the past is somehow related to its efficacy as an aid to spell memorization and to the risks that its habitual users may fade into Shadows. Some sages argue that azoth is itself conscious and contains the mental strata of the entire universe. This effect is seen on The Path of Mavors (Room 14 and Room 59) and may appear elsewhere at the referee's discretion.

Effects of Immersion

Small quantities of raw azoth are harmless, but being drenched or immersed in raw azoth is not. Each round that a character is immersed in raw azoth, the character must make a saving throw versus Spells or be affected by a random 3rd-level magic-user spell, as if cast by a 5th-level caster. This effect will occur to any character who attempts to swim through the azoth pipes without protection, or who enters the various azoth pools or reservoirs. If the pipes in the Pumping Station (Room 3) on The House of Portals (Level 3A) are ruptured, that can also drench characters with enough azoth to trigger this effect.

Random Mutation

Refined azoth can be used by alchemists to deliberately alter and bend living things to their will. Sometimes, however, long-term exposure to raw azoth can cause similar effects. The gray ooze in the Moist Room (Room 67) on The Reliquary (Level 2B) is an example of a creature mutated by ambient azoth. Other creatures within Dwimmermount may be mutated by azoth at the referee's discretion.

Portals of Mist

The portals used by the Eld to cross the Astral Plane relied heavily on azoth, which seems to be tied into the fabric of the universe in some fundamental manner. In any case, sufficient quantities of azoth radiation can create portals to other worlds. Such portals appear as a roiling pinkish-purple mist. A character passing through a portal of mist has a 3% chance per level of being transported to some other world. Characters so transported are removed from play (unless the referee decides to run adventures relating to the characters' new location, of course). One such portal of mist is found in the Crevasse (Room 50) on The Reliquary (Level 2B), and is a result of the azoth radiation from The Reservoir (Level 3B) below. Others may appear at the referee's discretion.

Azoth and Immortality

Azoth has long been associated with the acquisition of immortality. Sages who have studied the matter closely differentiate between three types of immortality: near immortality (agelessness), physical immortality (indestructibility), and true or total immortality.

Near-immortal beings are ageless; they will never die of old age or natural causes. However, such beings do not enjoy true immortality, because they can still die from accident or violence, and cannot be raised from the dead if slain. Moreover, near-immortal beings are unable to reproduce naturally, suggesting that on some level they are not truly alive at all. Agelessness is often associated with the Eld and elves, but it also the condition of Termaxian necrolytes and the undead. Few men who seek immortality are willing to accept existence as elves or necrolytes, regardless of the advantages.

Physically immortal beings enjoy not merely the cessation of aging but indestructibility as well. Such a state is highly sought after, but so far, only Turms Termax himself has achieved this goal—and even that came at an unexpected cost. Termaxian mummies enjoy partial indestructibility, but they can still be harmed by spells, and in any event no one would volunteer for their existence.

True or total immortality is the immortality of deities and demon lords. True immortality encompasses agelessness, physical indestructibility, and spiritual indestructibility. A truly immortal being would have a physical form that was nearly impossible to destroy; but if its form was destroyed, it would be able to re-form from its indestructible spirit. True immortals are sturdy enough to directly tap the power of Law or Chaos, and thus can grant spells to worshippers. To date, no living thing in the Four Worlds has ever achieved true immortality, though Turms Termax publicly claims to have done so, and privately believes he eventually will. The Servitors created by the Great Ancients might be true immortals; they can, at least, grant spells.

Azoth, being the very stuff from which the gods wrought the cosmos, can grant any of these three states, but each step on the path towards true immortality is fraught with peril. The processes by which immortality is gained are always expensive and time-consuming rituals that can be highly dangerous to those involved. Each process should be considered a type of magic research (see *Labyrinth Lord,* p. 126). The paths to immortality that have been tried in the Four Worlds are noted below. See *Appendix G, Secrets of Turms Termax*, p. 394, for the details on Turms Termax's method of apotheosis.

Tellurian Elf

Elves of 9th level or higher may transform a human subject into an elf using azoth. The process requires 5,000 gp plus an additional 2,000 gp per level of the subject and takes eight hours, plus one hour per 1,000gp of cost. The process also requires a number of elves to assist the elf performing the process, the number of elves required being equal to the number of hours required.

To successfully transform the subject into an elf, the elf performing the process must roll 17 or higher on 1d20. There is a –1 penalty on the die roll for every 5,000 gp of cost (rounded up). The elf or magic-user adds his level of experience and his INT modifier as a bonus to the die roll. A natural roll of 1-3 is always a failure. If the die roll fails, the subject remains in its natural state, but must roll on the Major Azoth Effects table.

To perform the process, the elf must have access to an alchemical lab at least equal in value to the cost of the process. For every 10,000gp of value above the minimum required for the process, the elf or magic-user receives a +1 bonus on his die roll to perform the process, to a maximum of +3.

Transforming a subject into an elf also requires refined azoth with a total gp value equal to the cost of the process. Additional azoth can be used in lieu of gp during the process as usual. The azoth is consumed in the course of the process.

The alchemical transformation process can also transform non-human subjects into elves, although in this case the resultant elf will retain some characteristics of the non-human creature from which it was derived.

Movement: The elf will retain the movement capabilities of the non-human creature from which it was derived, if any.

Armor Class: The elf will have an AC equal to the average of a normal unarmored elf (9) and the non-human creature from which it was derived.

Attacks: The elf will have the natural attacks of the non-human creature from which it was derived, if any.

Special Abilities: The elf will have the special abilities of the non-human creatures from which it was derived, if any.

In any case, the newly-created elf will be of the same age as he was prior to his transformation, but will thereafter cease aging. Elves lose the ability to reproduce normally and can no longer be raised from the dead if slain. While they retain their memories of their human life, they lose their character class and instead become elves of a level commensurate with their earned experience points.

Termaxian Necrolyte

Chaotic magic-users who reach 11th level or higher may transform a human subject into a Termaxian necrolyte through an alchemical process. The subject must a magic-user of 7th level or higher. The process requires 5,000 gp plus an additional 2,000 gp per level of the subject and takes one day per 1,000gp of cost. The subject must die in order for the transformation to take place, but can only have been dead for 1 day per HD, so it is often best if preparations are begun before the subject is killed. A magic-user may transform himself into a Termaxian necrolyte if desired, though this requires killing himself at the conclusion of the process or having himself slain by another.

To successfully transform the subject into a necrolyte, the magic-user performing the process must roll 17 or higher on 1d20. There is a -1 penalty on the die roll for every 5,000 gp of cost, or -2 per 5,000 gp of cost if the subject is unwilling (rounded up). The magic-user adds his level of experience and his INT modifier as a bonus to the die roll. A natural roll of 1-3 is always a failure. If the die roll fails, the subject is slain to no avail.

To perform the process, the magic-user must have access to an alchemical lab at least equal in value to the cost of the process. For every 10,000gp of value above the minimum required for the process, the magic-user receives a +1 bonus on his die

roll to perform the process, to a maximum of +3.

Transforming a subject into a Termaxian necrolyte also requires refined azoth with a total gp value equal to the cost of the process. Additional azoth can be used in lieu of gp during the process as usual. The azoth is consumed in the course of the process.

A Termaxian necrolyte is not automatically under the control of the magic-user who created it. If the subject creature was a willing participant in the process, it will retain its relationship with the magic-user when it becomes a necrolyte. Otherwise, the referee should make a reaction roll to determine the necrolyte's reaction to its transformation. If the necrolyte is unfriendly or hostile, the creator could try to control it using spells, or imprison it in his dungeon, or simply unleash it onto the world.

Termaxian Mummy

Cultists and magic-users of chaotic alignment who reach 11th level or higher may transform a human subject into a Termaxian mummy using azoth. The subject must 7th level or higher. A character cannot transform himself into a Termaxian mummy, since the process enslaves the subject to the creator. The process requires 15,000 gp plus an additional 2,000 gp per level of the subject and takes one day per 1,000gp of cost. The subject must die in order for the transformation to take place, but can only have been dead for 1 day per HD, so it is often best if preparations are begun before the subject is killed.

To successfully transform the subject into a Termaxian mummy, the magic-user performing the process must roll 17 or higher on 1d20. There is a -1 penalty on the die roll for every 5,000 gp of cost, or -2 per 5,000 gp of cost if the subject is unwilling. The magic-user adds his level of experience and his INT modifier as a bonus to the die roll. A natural roll of 1-3 is always a failure. If the die roll fails, the subject is slain to no avail.

To perform the process, the magic-user must have access to a mortuary and embalming chamber at least equal in value to the cost of the process. For every 10,000gp of value above the minimum required for the process, the magic-user receives a +1 bonus on his die roll to perform the process, to a maximum of +3.

Transforming a subject into a Termaxian mummy also requires refined azoth with a total gp value equal to the cost of the process. Additional azoth can be used in lieu of gp during the process as usual. The azoth is consumed in the course of the process.

Unlike a necrolyte (above), a Termaxian mummy is automatically under the control of the magic-user who created it. See *Appendix C, New Monsters*, p. 356 for the circumstances under which a Termaxian mummy can assert its free will.

APPENDIX G

The Secrets of Turms Termax

TURMS TERMAX, GODhead of the Thulian pantheon, is the central antagonist of Dwimmermount. Though reduced to a bodiless head by a botched attempt to become a deity, Turms' will to power lies unquenched. Centuries of imprisonment have not extinguished the iron determination of the Thrice Great.

The history, motivations, and tragic fate of the Man-Become-God are fully detailed in this chapter. The referee should be sure to review this chapter closely when running encounters with the would-be god, as it details his many special abilities as well as the possible means by which he might be destroyed forever – or achieve his apotheosis and reign as a god in truth.

History of Turms Termax

Rise to Prominence

Turms Termax was born in the Exarchate of Theana, an eastern province of the Empire. By the time Turms entered the pages of history, he was already a powerful magician, perhaps the most powerful since the days of the Great Ancients and the Eld. Before leaving Theana, he had already mastered the three great arts – alchemy, astronomy, and magic – and taken the sobriquet "Thrice Great." Obsessed with the secret of immortality, Turms came west, towards Dwimmermount, in search of its Eldritch knowledge and ancient lore. He gathered a flock of apprentices and followers eager to learn from him as he traveled.

Among these followers was Sarana, the woman who would become his lover and teacher. Unbeknownst to Turms, Sarana was a Terrim noble from The City of the Ancients, the first to visit the surface world in a millennium. Though the Eld who had defeated them had been driven from Telluria, her people still hid in paranoid isolation beneath Dwimmermount. Sarana traveled to the surface to assess whether it was safe for the Terrim to return. She was outraged when she learned that Mankind, though liberated from the Eld, was now in thrall to the Gods—the same Gods who had betrayed her people and abandoned them to the Eld.

Sarana quickly become enamored with the charismatic Turms, seeing in him a hero who could lead her crusade against the Gods. The magic-user, meanwhile, was enchanted by the beauty and brilliance of the mysterious Sarana. Here was, finally, a woman who enthralled both his body and mind, a wor-

thy mate for the greatest mage who had ever lived!

In time, Sarana presented Turms with ancient books documenting that the Gods of the High Church were false deities. Far from being omnipotent beings, they were merely creations of her ancestors, Great Ancients, forged with alchemy and azoth. Rather than worship false divinities, the tomes explained, men should seek to embody the divine principle by internalizing the principles of Law.

Sarana hoped that this knowledge would lead Turms to join her in liberating Man from the Gods. But Turms saw a different path: If Men could imbue their creations with divine powers, surely Men could imbue themselves with divine power as well! Turms became convinced that, through the right alchemical processes, Men could achieve not just immortality but divinity.

With his mastery of alchemy, astronomy, and magic, Turms soon unlocked mysteries of azoth that had been lost since the time of the Great Ancients. He began to conduct magical experiments upon his body, infusing azoth into his flesh. Each day he felt himself closer to becoming a God and taking his place as master of the world.

The Execution and The Apotheosis

Turms began to openly preach that the Gods of the empire were false, that Man himself could achieve divinity by internalizing the laws of magic and alchemy, and that He, Turms-the Thrice-Great, would be the first Man to ascend to Godhood. Such was Turms Termax's brilliance and charisma that a cult grew up around his teachings, ready to worship him. Even Sarana allowed herself to embrace his vision for a time.

In denouncing the Gods as false, Turms earned the ire of the Great Church and the decadent Thulian Empire. His increasingly fiery sermons demanded the attention of the authorities. Nominally they feared he would inspire rebellion, though in truth many of his would-be jailers sought his secrets. The Imperial authorities searched far and wide for Turms, who eventually allowed himself to be captured near Dwimmermount.

Dragged in chains to the bowels of Dwimmermount, Turms was secure in the imminence of his apotheosis. His greatest allies were secreted among the crowd of his executioners, ready to see his immortality proven. When the headsmen brought down his axe, Turms took comfort in knowing that his moment of apotheosis had arrived. Bodily and spiritual immortality would be his.

But when Turms was beheaded, he did *not* apotheosize - not fully, at any rate. His decapitated body died, pumping out its lifeblood onto the floor of the execution chamber. Only his head remained animate. When a Thulian general laughingly mocked the disembodied Turms as merely a "god head", the enraged would-be god struck the man dead on the spot—learning in that moment he had become capable of casting spells with just words. His disciple, the magician Arsaphius, called this a miracle and proclaimed Turms' divinity on the spot. Shocked by Turms' mastery over life and death, the collected crowd acclaimed him as Man-Become-God.

When Sarana saw the bodiless head of Turms worshipped as a God, she knew that she had failed to free Man from the yoke of false deities; and when she gazed into the power-mad eyes of her lover, she feared she had yoked Man to a worse God than before. Plagued with doubt and regret, Sarana retreated to the City of the Ancients.

Given his obsessive quest for divinity, Turms Termax could only barely have been called sane before these events. Following the unexpected loss of his body and his soulmate, Turms Termax became truly mad. Closeting himself in Dwimmermount, he allowed his true form to be seen only by his innermost circle. To all others, the cult taught that Turms had ascended to the Astral Plane, from which he could see all and communicate with his faithful through brazen heads. Witnesses who said otherwise vanished – "joining Turms in the heavens" ostensibly, meeting an early grave in truth.

A Pretense of Godhood

Even as Turms became the very villain the Empire had claimed he was all along, the Thulian official attitude toward his teachings softened. Many of the Empire's most powerful nobles joined his cult, hoping to learn the secrets of by which Turms had achieved immortality. Termaxians—as Turm's followers became known—were able to practice their faith openly, and the Empire lifted its restrictions on magic.

Within a generation, the Thulian Empire came to depend heavily on both magic and the Termaxians as it spread farther across the continent and tightened its grip over its subjects. Shortly thereafter the cult seized direct control, with Termaxian hierophants wearing the Iron Crown of Thule. Once firmly under Termaxian rule, the Thulian Empire started to treat other religions as it had once treated the followers of Turms. Only those faiths who acknowledged their Gods as aspects of the Man-become-God Turms Termax were allowed to operate unrestricted. Those which would not accept their divinities as prefigurations of his glory were ruthlessly quashed.

The pretense that Turms was the godhead from which all divinity flowed was essential to the success of his cult, as it allowed clerical magic performed by clerics of the Thulian Gods to be attributed to the power of Turms. In fact, Turms Termax could not even perform clerical magic himself, let alone grant it to his worshippers. No matter how many

statues of the Gods he placed his own head upon, no matter how many brazen busts he magically animated, Turms Termax had *not* become the God he claimed – and desired – to be. Indeed, corrupted by azoth and his own lust for power, Turms found the divine power of Law he sought entirely closed off to him. He therefore embraced Chaos instead, dedicating the Thulian Empire's resources to all manner of dark and terrible research in the hopes he might somehow learn what had gone wrong in his apotheosis.

Many of his cultists were commanded to study necromancy, an art Turms had until then largely left unexplored. Based on their findings, the Termaxians rejected the paths of undeath for themselves, but they learned how to transform others into vampires, mummies, and ghouls, and to extract eternal loyalty from undead slaves.

Other followers were assigned to study demonology, a subject much discussed in the many Eldritch texts that the Termaxians found Dwimmermount. Beginning with simple summoning of imps and quasits, the Termaxian demonologists grew ever bolder, ultimately enslaving the Demon Lord Jubilex. Their experiments with azoth-infused draughts of Jubilex's ichor failed to create an ichor of immortality; the unlucky aspirants instead became the first Termaxian Husks.

The demons were all too happy to share other techniques for creating new life antithetical to Law. They aided Termaxian efforts to mutate new plant monsters through sprays of azoth, and were especially helpful in perverting the Lawful reproduction of Dwarves through the Foundry. Aided by their demonic mentors, the Termaxian cultists learned how to deliberately produce the gnomes and kobolds which had previously only been accidental and usually undesired by-products of the attempt to bring a carving to life. The most twisted spawn of these cultists were the Dworgs, a new and innately evil race of Dwarven descendants.

None of these works, however, explained how Turms himself had achieved his own partial immortality, or how he might finalize his ascension to godhood. This failure represented an existential threat to the Termaxian order; central to the cult of Turms Termax was its implicit promise that its hierophants would, in time, themselves become immortal.

To this end, Turms Termax taught his most loyal followers a corrupt form of life extension unknown to any previous science. These high-ranking cultists were transformed through various secret rituals into the first necrolytes, becoming the deathless satraps of Turms Termax's Undying Empire. The necrolytes were taught that their transformation was the first step on the path of apotheosis that Turms had walked. In truth, Turms was unwilling to share the true methods by which he had (partly) achieved immortality, lest another apotheosize before him, so instead he had developed an alternative method to reward his cultists with endless life – a deathless dead end.

The Metal Flesh of a God

Turms Termax had secretly concluded that mere flesh would never be enough to sustain a god. The next stage of his apotheosis would require him to transfer his consciousness into an artificial mind within a protective shell of azoth-infused metal, like the Servitors. Though Turms was able to forge himself a Golem body that he could temporarily control with his mind, he was unable to decipher the means by which the Great Ancients had permanently imbued mind into metal.

What he needed, he knew, was a sample. From studying the fall of the Great Ancients and the rise of the Eld, he knew that the Terrim in The City of the Ancients kept watch over a slumbering Servitor. But he feared any attempt to invade The City would almost certainly lead to the Terrim destroying the Servitor. Turms began to scheme how he might weaken the Terrim enough to might capture and study the Servitor they held imprisoned.

Betrayal and Imprisonment

Obsessed with these schemes, Turms increasingly allowed his necrolytes to

run the Thulian Empire. Their tyranny provoked a rebellion against Termaxian rule. As the insurrections grew more numerous and the Termaxians more desperate, reports of atrocities spread. The Termaxians began using monsters as shock troops, supporting their offensives with the darkest Chaotic magic of the ancient Eldritch grimoires. These proved insufficient to ward off the relentless assaults of the rebels. After a series of decisive victories, the rebel armies were within a league of Dwimmermount, poised to capture the mountain fortress and cut the Termaxians off from their great magical arsenal.

Turms Termax was preparing to take the field himself when word reached him that an intruder had been captured – a paladin claiming that Sarana was alive, nearby, and his lover. Turms and his closest disciples gathered to interrogate Hu P'an in the Inner Prison to see if this paladin spoke the truth. Even as her lover was being tortured below, Sarana used the Great Machine to seal Dwimmermount's arcane barriers, trapping Turms in the Inner Prison. She then placed wards on the Machine to prevent what she had done from being undone. Belatedly realizing what had happened, the Termaxians within Dwimmermount counterattacked, hoping to capture Sarana and force her to free Turms. They failed. Sarana herself escaped to The City of the Ancients, and her paladins sold their lives so dearly that the Termaxians lost control of the citadel. Sarana's plan, and Hu P'an's tragic sacrifice, sealed off Dwimmermount and bought the world two hundred years' respite from Turms' madness.

Characteristics of Turms Termax

Turms Termax has two sets of characteristics, one for himself and another for his golem body.

	Bodiless Head	Golem Body
Alignment:	Chaotic	Chaotic
Movement:	0'	60' (20')
Fly:	360' (120')	—
Armor Class:	3 (–5 if in golem body)	3
Hit Dice:	18	18
Hit Points:	49	100
Attacks:	1 (spells)	1 (fist or spells)
Damage:	Spells	4d10 or spells
Save:	MU18	F18
Morale:	10	10
Hoard Class:	Special	Special
XP:	10,250	4,250

Prior to his decapitation and partial apotheosis, Turms Termax was an 18th level magic-user with STR 14, INT 18, WIS 9, CON 13, DEX 11, and CHA 18. As a disembodied head, his physical abilities are quite compromised. He effectively has a STR of 0, and in the absence of magic cannot move, use items, attack, etc. He is, nevertheless, far more formidable now than he was as a living man.

Because of his apotheosis, Turms can cast spells without regard to any requirement for somatic or material components. Through magical rituals, he has imbued himself with the following spell-like abilities, each of which is usable at will: *detect invisibility*, *detect magic*, *fly*, *read languages*, *read magic*, *suggestion*, *telekinesis (360 lbs)*. (Note that Turms cannot *fly* while within an activated or sealed barrier.) Permanent wards grant him the protections offered by an *amulet versus crystal balls and ESP, brooch of shielding,* and *scarab of protection* at all times.

Because of his immortal state, Turms is immune to gas and poison and unaffected by *charm*, *sleep*, or *hold spells*. He treats all physical and magical damage as nonlethal, and no attack ever leaves a physical mark on his head of any sort. He regenerates 5 points of damage each round. If reduced to 0 or fewer hit points, Turms is temporarily stunned, but he will continue to regenerate. He will be able to fight again when he regenerates to 1 or more hp.

Turms can further accelerate his regeneration through the consumption of azoth. If he consumes a dram of azoth, he will heal 1d6+1 points of damage. If he consumes a pint of azoth (enough for one standard potion or flask of oil) he will heal 4d6+4 points of damage.

When Turms leaves his quarters, he always does so wearing his golem body. The golem body resembles an 8-foot tall bronze statue of Turms as he was in life; Turms' actual head is concealed within the sculpted bronze head of the golem body. When attached to his golem body, Turms can cast spells and use any of his at-will abilities, except he cannot *fly*. His golem body allows Turms to walk at 60' per turn and punch for 4d10 points of damage, as well as pick up objects, open doors, and perform other manual tasks.

Turms' golem body has an AC of 3 and 100 hit points. Attacks against Turms while he is wearing his golem body are considered to be targeted at the golem body unless the attack deliberately aims at

his actual head (see below). If the golem body is reduced to 0 hit points, it is destroyed and Turms' head is revealed. The golem body does not regenerate, but it is immune to ordinary weapons, poison, gas, *charm, sleep,* and *hold*.

If Turms himself (that is, his head) is attacked while attached to the golem body, the protection of the golem body grants him the equivalent of AC –5. If Turms is reduced to 0 hit points, the golem body ceases functioning until he regenerates to 1 hit point or more.

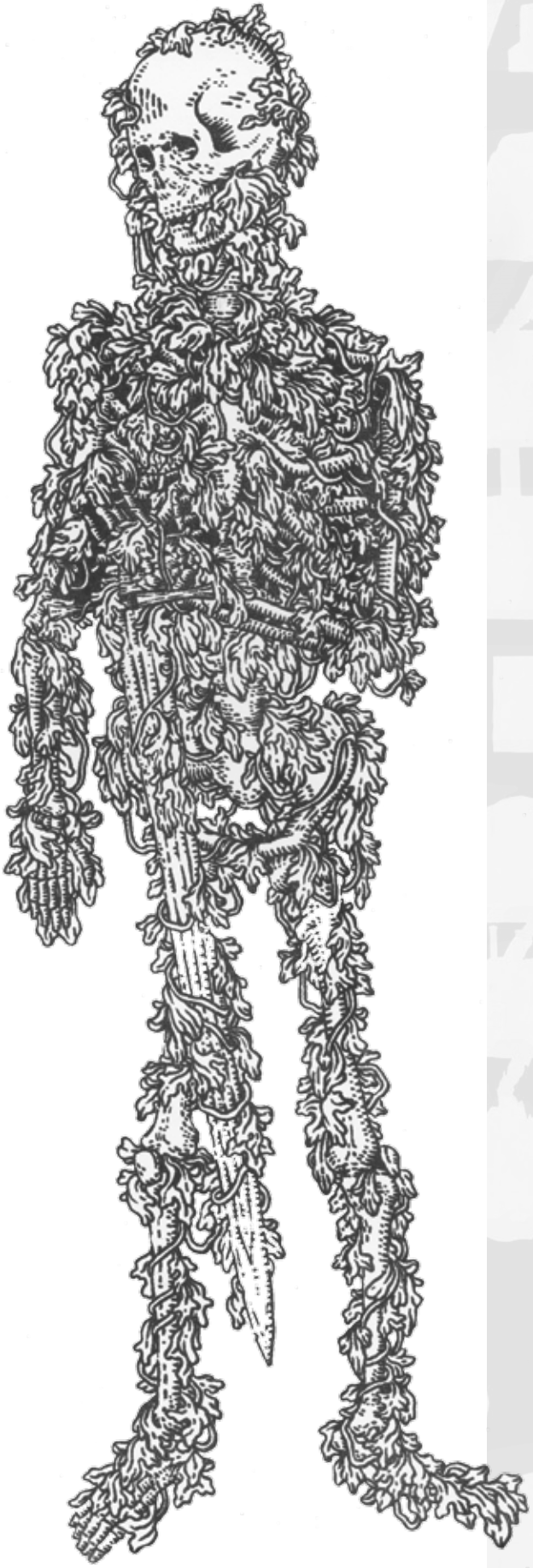
Spells: 1-*charm person*, *detect magic, hold portal, magic missile, sleep*; 2-*arcane lock*, *detect invisible, ESP, invisibility, mirror image*; 3-*clairvoyance, dispeal magic, fire ball, lightning bolt, protection from normal missiles*; 4-*arcane eye, chrm monster, confusion, polymorph self, wall of fire*; 5-*animate dead, cloudkill, feeblemind, hold monster*; 6-*control weather, death spell, disintegrate, project image.*

Role-Playing Turms Termax

Turms is possibly the most egotistical man who has ever lived. He is assured that his victory will be complete and ultimate. He has believed since his youth that he will be a god - a true god - and achieve both bodily and spiritual immortality. He refers to himself in the third person, or as The Thrice Great, and will remind others that he is due the respect that one gives a living god, an emperor, and a master of magic. He will do so with the utmost false humility ("You may not know, after Turms' being gone so long, but Turms is the Thrice Great...."). But those who would confront Turms Termax must beware that his ego is warranted. Turms' brilliant mind deciphered, in the span of a human life, mysteries of azoth that had been lost since the age of the Great Ancients. There is not a scheme or plan that is beyond his ability. If it is possible for *any* mortal to become a god, Turms is that mortal.

Playing an NPC with the intellect of an Aristotle or Newton and the ambition of an Alexander or Napoleon is no easy task. We offer the following guidelines to assist the referee in role-playing Turms Termax:

- Anything which could conceivably be deduced from the facts at hand, Turms will deduce.
- He will not fall for simple tricks or guile. While flattery and sycophancy will be well-received, Turms will almost certainly understand the motives behind this behavior. He trusts no one except Arsaphius, Marthanes, and Periclea.
- Turms effectively knows everything presented in *Chapter 2, History of Dwimmer-*



mount; *Appendix D, The Four Worlds*; and *Appendix F, Azoth.* He knows the layout of every level of Dwimmermount save level 9. He does not forget anything.
- He knows the characteristics of every spell, monster, and magic item in Dwimmermount, Telluria, and The Four Worlds. He will never be unaware of the strengths or weakness of a particular monster or item.
- He will never reveal the secret to immortality under any circumstances, and in general loathes giving real answers to questions, viewing knowledge as the source of his power.

Fate of Turms Termax

Is Turms a tragic hero, irrevocably ruined by his own hubris? Or is he a megalomaniacal danger to all Lawful men and women, genuinely on the cusp of becoming an evil god? Will he spend eternity in prison in Dwimmermount, be dissolved into primordial quintessence, or orbit the astral plane as a true God? These questions are for each referee to decide in the course of running his Dwimmermount campaign. Below we offer recommended game mechanics for handling both the destruction and the triumph of Turms Termax.

Turms Destroyed

Turms Termax is not an easy man to kill (if he can even be considered a "man" at all). Turms himself believes that his life force cannot be destroyed by any means, but in this he is wrong. There is at least one means by which he can meet a final end. Below we have provided several suggested means by which the characters could destroy Turms Termax. It is left up to the referee to decide which, if any, of these methods will suffice to destroy the Man-Become-God. Referees who wish to call upon the oracular power of the dice can roll 1d3 for the number of methods by which Turms can be destroyed, and then roll 1d4 for each method: 1 – Alkahest, 2 – Burning Azoth, 3 – Jubilex, 4 – True Water.

Alkahest: A solvent that allegedly can dissolve anything, *alkahest* might be able to dissolve even the immortal head of Turms Termax. If the referee decides this theory is true, the following effects apply:
- A flask of *alkahest* that strikes Turms' golem body deals the same damage to the golem body that burning oil deals to creatures. If Turms' golem body is submerged in *alkahest*, then each round the golem body takes 1d8 points of damage and must make a saving throw versus Death. On a failed saving throw the golem body dissolves, and Turms' head is exposed.
- A flask of *alkahest* that strikes Turms' head deals the same damage to Turms that holy water deals to undead. Turms cannot regenerate damage dealt from *alkahest*. If Turms' head is submerged in *alkahest*, then each round he takes 1d8 points of damage and must make a saving throw versus Death. If Turms is reduced to 0 hit points, or if he fails a saving throw, his head is dissolved in a grotesque manner and Turms is slain.

Burning Azoth: One of the most combustible materials known to man, azoth burns hot enough to melt metal. A sufficient quantity of burning Azoth might be able to kill Turms, thought it would be a great sacrifice of a precious resource. If the referee decides this theory is true, the following effects apply:
- If Turms' head is thrown into one of the azoth pools (Rooms 45-50) on The Reservoir (Level 3B), and the pools are set alight, he is slain. Doing so also poisons everything within Dwimmermount, and renders it uninhabitable until the huge quantity of azoth burned itself out 2d4 years later.
- If Turms is inside Dwimmermount when the dungeon's azoth circulation system is detonated (as described in Room 40 of Level 6B), he is slain. Detonating the circulation system also utterly destroys Dwimmermount, Muntburg, and the entire surrounding hex in a thermonuclear explosion.
- The party that undertakes such destructive acts will be infamous across all of Telluria, and probably marked for destruction by various cultists and sorcerers, of course.

Jubilex: The Faceless Lord is the demon prince of acids and slimes and master of eating, dissolving, and devouring. While Turms is powerful, Jubilex might be powerful enough to dissolve even the primordial substance of the universe. If the referee decides this theory is true, the following effects apply:
- If Turms' head is somehow placed inside Jubilex's holding canister (Room 24 on Level 8), Turms takes 4d10 points of damage each round. Turms cannot regenerate this damage. If reduced to 0 hit points, Turms is devoured and slain.
- If freed, Jubilex can attack for 4d10 points of damage. Turms cannot regenerate damage dealt by Jubilex's attacks. If Turms is reduced to 0 hit points by Jubilex, Turms is devoured and slain.

True Water: A primordial liquid found in the Cave of the Moon Pool (Room 28) on The Path of Mavors (Level 1), *true water* dissolves magical energies. Azoth touched by *true water* might be returned to its primordial quintessence. If the referee decides this theory is true, the following effects apply.

A flask of *true water* that strikes Turms' golem body forces the golem body to make a saving throw versus Paralyzation. On a failed saving throw, the golem body loses 1 Hit Die as some of its arcane energy is siphoned away. If Turms' golem body is submerged in *true water*, the golem body must make a saving throw versus Paralyzation each round. On a failed saving throw the golem body's arcane energy is drained, and it collapses into a heap of parts, leaving Turms' head is exposed.

A flask of *true water* that strikes Turms' head deals the same damage that holy water deals to undead. Turms cannot regenerate damage dealt from *true water*. If Turms' head is submerged in *true water*, he takes 1d8 points of damage and must make a saving throw versus Death each round. If Turms is reduced to 0 hit points, or if he fails a saving throw, the azoth sustaining his immortality is reduced to quintessence and Turms is slain.

Clever characters may surmise these possibilities from the extant lore of the setting; less clever characters might stumble upon them through trial and error. Alternatively, they might learn the methods from NPCs within or near Dwimmermount. Alternatively, they might learn the methods from one or more of the following NPCs within or near Dwimmermount:

Sarana: The only person in Telluria who knows the true means by which Turms achieved his limited immortality is Sarana, and she is therefore the most logical candidate to know the means by which he might be undone. Sarana does, in fact, know the possible methods by which Turms might be slain, but lingering feelings for him will prevent her from wanting him killed. Only if Hu P'an is recued, and/or Turms is freed or about to be, will she share the means by which he might be destroyed.

The Sleeping God: If awakened, the Sleeping God would happily use its deific abilities to divine a way for its loyal servants to destroy Turms Termax. Of course, such loyal servants would have to be Chaotic and thoroughly evil... or very capable liars.

Thulian Gods: If the characters *commune* with the Thulian gods, or speak to them by means of the Speaker to the Heavens (Room 17) on The Divinitarium (Level 0), the gods may guide them towards one or more means by which Turms can be destroyed.

Turms Triumphant

For almost three centuries, Turms Termax has lived with the agony of a horrifically failed apotheosis. For a man who expected true immortality to be his, the frustration of his condition has been mind-shattering. Whatever benevolence and morals Turms once held have long since withered. There is now nothing Turms would not do to achieve his goal of godhood. The unanswered question is whether there *is* anything Turms could do to achieve his goal. Below we sketch a few means by which Turms Termax might triumph.

Mind into Metal: If Turms gains access to the Sleeping God (Area 3) in The City of the Great Ancients (Level 9), several possibilities open up. He could replicate the Great Ancient's technique of encasing artificial minds in protective shells of azoth-infused metal and create Servitors to do his bidding. Or, rather than create his own Servitor, Turms might upload his own consciousness into a Servitor's casing, perhaps arranging to have his cultists launch him into the Astral Plane thereafter. Would a Servitor with Turms' consciousness "be" Turms in a metaphysical sense? The referee would have to decide whether it was his soul or his memory that transferred – perhaps Turms might inadvertently create a rival for himself!

Avatar of the Sleeping God: The Sleeping God is capable of telepathically linking with other minds. Most minds that the Sleeping God links with instantly fall under its power, but Turms would be immune to its *charm*. It is conceivable that Turms and the Sleeping God might come to an accommodation, in which Turms serves as the Sleeping God's physical "avatar" in exchange for the ability to direct divine power through Termagant. Alternatively, Turms might upload his consciousness into the Sleeping God's canister, either replacing Termagant's mind entirely or merging with it to achieve truly profound levels of megalomania.

Turms Termax Two: Turms Termax apotheosis and (since he is now physically indestructible and cannot be raised) is not in a position to try the process again. What if he could clone himself using the Cloning Chamber (Room 61) on The Halls of Lesser Secrets (Level 4), creating a being that resembled his own mortal self? Turms might then transfer his consciousness to his clone, perhaps using memory moss, and try to apotheosize again. Again, the referee would have to decide if Turms Termax Two was metaphysically Turms.

In James Maliszewski's original draft, Turms Termax's quest was doomed to failure. Turms is a victim of his own hubris, an Ozymandias who must look on his own work with despair. If the referee wishes to stay true to James' vision, then none of the methods below should succeed in the end, nor should any attempts by the adventurers to achieve godhood for themselves.

Jurms Jubilex: What if the Termaxians who experimented with the ichor of Jubilex were on to something? Perhaps the path from man to god requires infusions of both azoth and demonic ichor. This might well be the most disquieting option, as Turms could become a hideous amalgamation of man and slime.

The Secret of Apotheosis

Turms Termax failed to achieve the apotheosis he craved. But what if Turms Termax was not wrong in his methods? What if, through the right alchemical processes, men really can achieve true immortality? This section provides game mechanics by which Turms might have become a true immortal, and by which others very well could do so. If the referee decides to use these mechanics, he should keep in mind that even Turms Termax does not fully understand this process, and under no circumstances will he share what he does know. Characters who seek to become gods will have to experiment, at great and terrible risk to body and soul.

Magic-users who reach 14th level or higher may imbue a human subject with true immortality through azoth. The process requires 20,000 gp plus an additional 2,000 gp per level of the subject, and takes one day per 1,000gp of cost. The subject must die in order for the apotheosis to take place, but can only have been dead for 1 day per HD, so it is often best if preparations are begun before the subject is killed. A magic-user may imbue himself with true immortality if desired, though this requires killing himself at the conclusion of the process or having himself slain by another.

To successfully transform into an immortal, the magic-user performing the process must roll 17 or higher on 1d20. There is a –1 penalty on the die roll for every 5,000 gp of cost (rounded up). The magic-user adds his level of experience and his INT modifier as a bonus to the die roll. A natural roll of 1-3 is always a failure. If the die roll fails, the subject is physically and spiritually destroyed – not even a *wish* can restore him to life. If the die roll succeeds, the subject rolls on the Apotheosis table, below.

To perform the process, the magic-user must have access to an alchemical lab at least equal in value to the cost of the process. For every 10,000gp of value above the minimum required for the process, the magic-user receives a +1 bonus on his die roll to perform the process, to a maximum of +3.

The process of apotheosis requires refined azoth with a total gp value equal to the cost of the process. Additional azoth can be used in lieu of gp during the process as usual. The azoth is consumed in the course of the process.

Turms Termax, an 18th level magic-user with INT 18, decides to imbue himself with true immortality. The process requires [20,000 + (2 x 18,000)] 56,000 gp and takes 56 days. It requires an alchemical lab valued at 56,000 gp, and 560 ounces of refined azoth. Turms employs an alchemical lab worth 90,000 gp to get a +3 bonus to the die roll. After completing all the steps, he completes the process by arranging to be beheaded at Dwimmermount. To successfully apotheosize, Turms' player will need to roll 17 or higher on 1d20. He suffers a -12 penalty on the die roll because of the cost but gains a +18 bonus on the die roll from his level, a +3 bonus from his INT, and a +3 bonus from his alchemical lab, for a total modifier of (18 + 3 + 3 – 12) +12. Turms' player rolls 1d20 and gets a 5, for a total of 17 – he succeeds!

Now Turms' player must roll 2d6 on the Apotheosis table. As an 18th level magic-user, he gains a +3 bonus. He gains an additional +3 bonus from his INT. Because he was dramatically executed in front of worshippers, he gains a +2 bonus. Because Dwimmermount has strong astral harmonies, he gains a +3 bonus. His total modifier is therefore +11. Turms' player confidently rolls 2d6, but to his horror the dice turn up a natural 2. With a modified total of 13, Turms becomes physically immortal, but his beheading is permanent. Turms' player knocks the potato chips over in frustration.

APOTHEOSIS

2d6 Roll	Outcome
8-	The subject transforms into a shadow with a number of Hit Dice equal to its prior level of experience. It retains its prior memories and spellcasting abilities (if any). Its alignment becomes Chaotic, if not already.
9-12	The subject becomes physically immortal (as 16-17) but maimed (as 13-15). In addition, the trauma of the transformation causes the subject to age 2d10 years and lose 2 levels of experience.
13-15	The subject becomes physically immortal (as 16-17), but whatever injury was used to slay the subject at the conclusion of the process does not heal, leaving him permanently maimed in some manner. The character will retain the ability to cast spells regardless of his maiming (even if he lost both arms, etc.)
16-17	The subject becomes physically immortal.
18+	The subject becomes a true immortal.

Modify the die roll as follows:

Circumstance	Modifier
Subject's INT modifier	+ modifier
Subject below 9th level of experience	–1 per level below
Subject 9th - 11th level magic-user	+1
Subject 12th - 14th level magic-user	+2
Subject 15th level or higher magic-user	+3
Subject is dramatically executed in front of worshippers	+2
Process is completed at site with strong astral harmonies	+1 to +3

Physical Immortality

A subject who achieves physical immortality becomes immune to *charm*, *death*, *hold*, and *sleep* effects, as well as petrification, poison, and gas. In addition, he treats all physical and magical damage as nonlethal, and no attack ever leaves a physical mark on his head of any sort. He regenerates 5 points of damage each round. If reduced to 0 or fewer hit points, he is temporarily stunned, but he will continue to regenerate. He will be able to fight again when he regenerates to 1 or more hp. He can only be slain by the same method of methods that can slay Turms Termax (see above).

The newly immortal character will be of the same age as he was prior to his apotheosis, but will thereafter cease aging. Like an elf, he loses the ability to reproduce normally and can no longer be raised from the dead if he is actually slain. He retains his character class and can continue to advance in level, however.

True Immortality

A subject who achieves true immortality gains all the effects of physical immortality. In addition, the subject also enjoys spiritual indestructability. If a true immortal's body is physically destroyed, he is not slain. Instead, his spirit is exiled to the Great Void for a period of one year per level of experience, after which he is restored to full power. Only if slain *in* the Great Void can a true immortal be permanently destroyed.

A true immortal can serve as an intermediary to the divine power appropriate to his alignment, Law or Chaos, enabling him to grant spells to worshippers. The worshippers themselves must be of sufficient power and faith to receive the spells, however. For instance, a true immortal cannot grant 5th level spells to a normal man. There are other limits to the number of spells the true immortal can grant, based on his own ability scores and the amount of azoth he has access to, but a detailed economy of divine power falls outside the scope of this adventure.

Name Tables

DWARVISH/GNOMISH NAMES

Azfal	Madar
Danig	Narin
Davazak	Orad
Durad	Tholo
Elid	Thranamud
Geto	Tokarum
Gimvar	Ulras
Harrak	Valdlak
Keldo	Yeran
Kilnar	Zuth

ELDRITCH/ELVISH MALE NAMES

Astar	Phyman
Bamor	Satjun
Dakkajak	Sorian
Horseen	Sorsis
Il-Tur	Tharen
Luthak	U-Tar
Luudvan	Ultab
Mattur	Umtal
Parquas	Vajus
Phaan	Virsor

ELDRITCH/ELVISH FEMALE NAMES

Ardaoja	Phaioja
Diaar	Phanah
Dialla	Pimbis
Isah	Saoja
Issor	Silah
Kimvia	Tamina
Lumina	Taria
Lutai	Tavar
Myrdor	Telah
Oloja	Voralia

Common Human Male Given Names (Adamas, Muntburg, Surrounding Areas)

Amyon	Huon
Dreu	Jehan
Durand	Landri
Ernaut	Malger
Faure	Maugis
Gahariet	Milon
Gaidon	Othon
Hamund	Prades
Helgot	Tancrede
Herluin	Varocher

Common Human Female Given Names (Adamas, Muntburg, Surrounding Areas)

Aelis	Josiane
Alissende	Lutisse
Amalone	Mathena
Audiarda	Maura
Bonassias	Mengarde
Emersende	Oriabel
Galienne	Passerose
Grazide	Pernelle
Ide	Roheis
Jacotte	Serena

Common Human Surnames (Adamas, Muntburg, Surrounding Areas)

Allut	Janin
Arron	Laskine
Bertin	Lizerand
Cazalis	Marion
Ceran	Melennec
Dechy	Nizan
Delnatte	Olleris
Foray	Pacome
Gaubil	Quesnel
Hurtis	Seguro

Ancient Thulian Male Names

Alyattes	Moschus
Asbadus	Nazares
Babylas	Palamas
Bacauda	Pardus
Batzas	Simocatta
Carellus	Sittas
Ionnes	Syagricus
Iordanes	Theon
Maruthus	Zenobius
Megistus	Zoilus

Ancient Thulian Female Names

Aetheria	Eugenia
Anzoy	Herena
Appa	Hesychia
Basina	Ionna
Bobila	Leocadia
Comito	Marozia
Cyra	Megaris
Destasia	Nereida
Domentzia	Passara
Erchantrudis	Pateria

Volmarian (Modern Thulian) Male Names

Arethas	Menas
Batzas	Nilus
Comitiolus	Opilio
Droserius	Pardus
Godilas	Priscus
Helias	Trasaricus
Heroclonas	Trolius
Iordanes	Vaanes
Leon	Varazes
Marthanes	Ziper

Volmarian (Modern Thulian) Female Names

Adula	Herena
Antipatra	Labinia
Arethusa	Leocadia
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Arbantenos	Mamaris
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