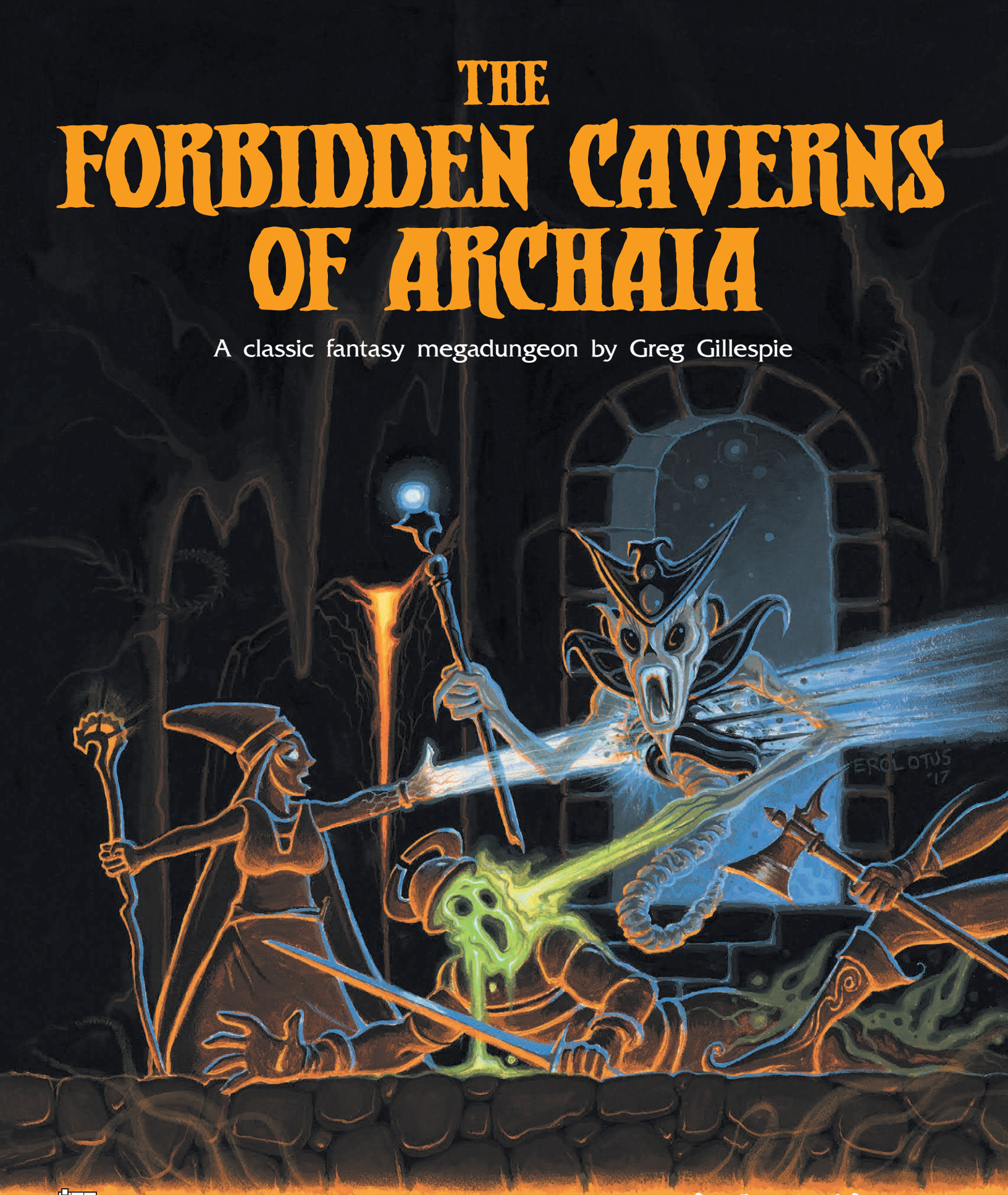
THE FORBIDDEN CAVERNS OF ARCHAIA

A classic fantasy megadungeon by Greg Gillespie



Labyrinth Lord
Compatible Product

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Greg Gillespie



A Classic Fantasy Megadungeon for Labyrinth Lord™

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Compatible Product

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Introduction

The Forbidden Caverns of Archaia is an exploration-style megadungeon for Labyrinth Lord™ and other classic fantasy role-playing games. Players begin with first level characters and continue through mid and high level play. The Forbidden Caverns of Archaia starts in the town of Eastdale located in a cool temperate region known as The Prelacy of Middenmark, situated in the Northern Reaches. Over the course of the adventure, players will learn that various tribes of monstrous humanoids have gathered in the sunken city of Archaia under the banner of great evil.

Forbidden Caverns is intended to support an extended campaign lasting months and years. Unlike some megadungeons (constructed vertically with descending levels and sub-levels corresponding to character ability), Forbidden Caverns presents a vast, and dynamic, outdoor sandbox environment with opportunities for dungeon exploration and discovery. As the player characters (PCs) move across the map, and descend into the great volcano that towers over the ruins of Archaia, the monsters increase in power and the treasures increase in value. Subject to the choices made by the PCs, this megadungeon presents opportunities for more than one end-game scenario.

This book is divided into the following parts: The first is a gazetteer that outlines The Prelacy of Middenmark, paying particular attention to the town of Eastdale. The second details The Horde of the Rotting Hand and the third hex-crawling in The Forbidden Zone and Archaia. The fourth provides information on dungeon exploration within the sunken city, and the fifth, sixth, and seventh detail the dungeons located on The Forbidden Caverns of Archaia Hex Map (the interior and exterior walls, and finally the Hellfire Furnace). The final sections provide all the supplementary material such as magic items, monsters, random tables, illustrations, and maps.

Although the scope of the dungeon might seem daunting at first, The Forbidden Caverns of Archaia is written to aid Referees and facilitate immediate play. You can begin merely by creating characters and setting off to the dungeon. If you want to set the broader context of the adventure for players, then read through the gazetteer information first.

The Forbidden Caverns Of Archaia: A Brief History

Long ago, an ancient people, the Archaians, built a thriving civilization in the shadow of a great mountain. Among their accomplishments, they studied the dark mysteries of arcane energy. Through knowledge of the cosmos, the Archaians learned to harness their innate magical abilities and bend the rules of spell-casting to their will. Over time, the Archaians became reclusive, selfish, and lost themselves within the eldritch energies they studied. The three greatest Archaian sorcerers, called The Archons of the Trium, or simply, the Archons, grew in power and challenged their god, Anu-Eya.

From his celestial ziggurat, the great Anu-Eya cast down the Archons and punished his people. Anu-Eya wracked Archaia with lightning from above and with great earthquakes from below. The quakes swallowed the city into the ground and created a labyrinth of canyons and sunken ruins where a thriving civilization once stood. Finally, the Hell-Fire Furnace exploded in an eruption of fire and brimstone that bombarded the city ruins and turned the once fertile region into a barren, desolate wasteland. In the centuries that followed, the land remained lifeless.

Despite the cataclysmic punishment of Anu-Eya, the Archons survived. Their bodies wracked and ruined, they secretly reconstituted themselves over the centuries.

In order to seek their revenge on Anu-Eya, the Archons struck a bargain with an ancient evil deity—Impurax the God of Corruption, Rot, and Decay. Through worship of Impurax, the Archons grew in power and are now on the verge of exacting their revenge. In return, the Archon's agreed to help Impurax's priesthood build an army of monstrous humanoids and, using their magical abilities, and the ancient power of the Archaian Hengegates, gate an aspect of Impurax onto the Material Plane.

Are you brave (or foolish) enough to enter The Forbidden Caverns of Archaia?

The introductory background above is kept purposefully brief and should not be immediately available to player characters. Players should only be able to advance their understanding of the larger context through dungeon exploration, discovery, and roleplay. Not all of the information is available in the dungeon, nor is all the information available in Eastdale. The history and background of the dungeon is delivered in a deliberate and purposeful manner. It is likely that only the most conscientious of players will be able to weave together the various threads of the broader backstory. If the players want more information they need to work for it. Whether they chose to hunt for details in the dungeon, or are more interested in killing monsters, it is their decision to make.

Section I: Prelacy of Middenmark Gazetteer

This section introduces the district known as The Prelacy of Middenmark. The area draws its name, Middenmark, from its central geographical location in the Northern Reaches (the name of the region in which Barrowmaze and Forbidden Caverns are both located) but also from its form of (tenuous) religious government devoted to St. Ygg. Also called Middenmark, The Red Prelacy, or The Crimson Prelacy, this region was seeded to the church of St. Ygg a mere decade ago to organize settlement and bring the rule of law to the wilderness.

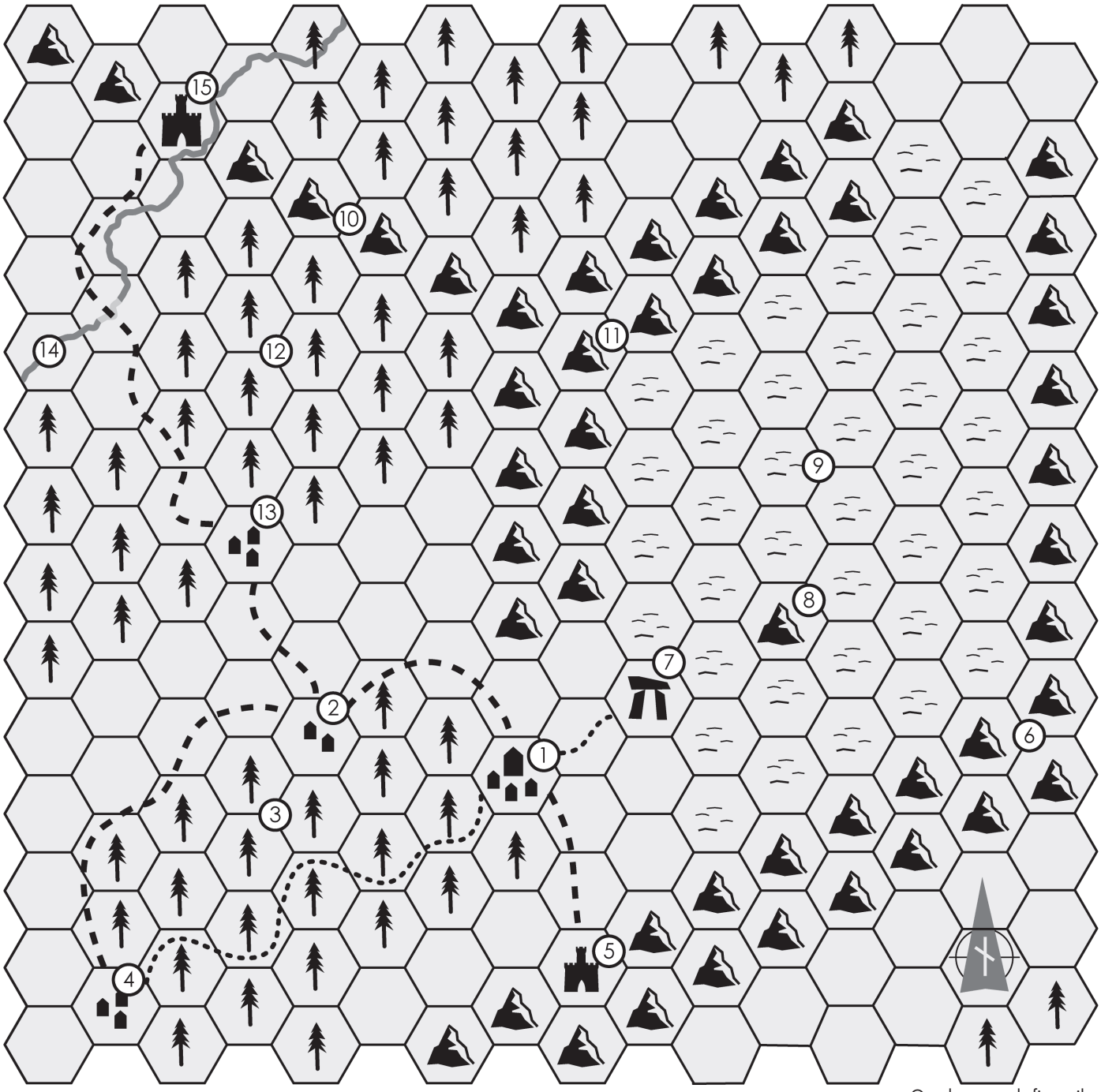
The regional hex map provides a geographical overview of the district. This map uses the rough guideline that a human can march a maximum of 18–20 miles a day (in 8 hours) given the nature of the rugged wilderness terrain. The trails in Middenmark are considered "rough" for travel purposes. If marching, the caravan route from Eastdale to Kirkliston takes a full day or the equivalent of about 8 hours or 20 miles. Caravans and wagons move about 15 miles a day and unencumbered horses about 30 miles per day (subject to conditions). Note that due to the loose soil and broken terrain, movement in the badlands of The Forbidden Zone slows mounted travel by one third.

In terms of Archaia, player characters will find themselves in a difficult position. It takes about a half-day's march (4 hours or 10 miles), to travel from Eastdale to Dragon's Teeth Henge. It then takes another half-day's march through The Forbidden Zone to reach Archaia. This means that players will need to use Dragon's Teeth Henge as a waypoint or risk travelling at night. Control of Dragon's Teeth Henge is constantly in flux. Monstrous humanoids



Marching Time in Hours (h)/Distance in Miles(mi)

Locations	Eastdale	Westkeep	Kirkliston	Raven's Pass	Citadel Silver	Threshold	Archaia	Dragon's Teeth Henge
Eastdale	—	12h/30	8h/20	12h/30	6h/15	24h/65	8h/20	4h/10
Westkeep	12h/30	—	12h/30	18h/45	18h/45	32h/80	20h/50	16h40
Kirkliston	8h/20	12h/30	—	6h/15	14h/35	20h/50	16h/40	12h/30
Raven's Pass	12h/30	18h/45	6/h15	—	20h/50	14h/35	22h/55	18h/45
Citadel Silver	6h/15	18h/45	14h/35	20h/50	—	34h/85	14h/35	10/h25
Threshold	24h/65	32h/80	20h/50	14h/35	34h/85	—	36h/90	32h/80
Archaia	8h/20	20h/50	16h/40	22h/55	14h/35	36h/90	—	4h/10
Dragon's Teeth Henge	4h/10	16h/40	12h/30	18h/45	10h/25	32h/80	4h/10	—



One hex equals five miles

The Prelacy of Middenmark

Key

- Village
- Town
- Castle
- Forest
- Henge
- Mountain
- River
- Road
- Wasteland
- Trail
- Hamlet

Locations

1. Eastdale
2. Kirkliston
3. Darkwood Forest
4. Westkeep
5. Citadel Silver (Silverhame)
6. The Spine
7. Dragon's Teeth Henge
8. The Caverns of Archaia
9. The Forbidden Zone
10. Coal Hills
11. The Black Peaks
12. The Red Thicket
13. Raven's Pass
14. River Isenduin
15. Threshold

occupy the site as often as adventurers. Although it can be done, players should be strongly encouraged to return to Eastdale whenever possible as the area around the henge is quite dangerous.

The chart approximates the distances between the villages and towns of Middenmark. The roads in the region are little more than pot-holed dirt (or mud) trails.

In addition, for every hex travelled by caravan the Referee should roll 1d6 with a 1 indicating that a wagon has broken a wheel (or sustained road damage of some sort) and must be repaired or abandoned along the caravan trail.

History, Social, and Economic Structure

Like most of the Northern Reaches, Middenmark has been a lawless frontier until recently. In order to better protect the small, scattered villages from the ever-present threats of orcs and worse, the authorities in Threshold ceded control of the region to the church of St. Ygg. The region was structured into The Prelacy of Middenmark under **His Venerable Mercy, Prelate Mordicar Justhand**. The priests of St. Ygg established their political and administrative center at the Red Temple in Eastdale, as well as sending priests and building small shrines in the villages of Kirkliston, Westkeep, and Raven's Pass.

Although the clerics of St. Ygg have a presence in each of the villages in Middenmark, their enforcement of ecclesiastical law, called the Red Laws, is strongest at the center in Eastdale than elsewhere. St. Ygg's faith tends to be puritanical on matters of morality, and the Red Laws forbid gambling, prostitution, and alcohol (with a notable exception, see The Saucy Tart). The Red Laws also promote Sabbath observance and worship. These religious edicts have created an illegal underground network, facilitated by a small thieves' guild, that traffics in forms of contraband. Only the senior-most priests of St. Ygg are aware of the guild, and occasionally use their services in a highly discreet manner for the greater good (or what they perceive as the greater good).

Geography

Darkwood Forest

The Darkwood Forest is known for its density of vegetation and roughness of terrain. The forest consists of a tall canopy of oaks, beech, and birch trees that nearly blocks out the sun. The terrain is difficult to penetrate due to rolling hills and escarpment ridges. Located between these spaces are small dangerous bogs. The rugged and densely-wooded nature of the terrain limits agriculture but the forest is rich in timber, stone, and charcoal (the latter serves as a fuel source). The forest is also abundant in game (deer and moose, in particular). The villages of Eastdale, Kirkliston, and Westkeep, as well as the dwarven holdfast of Silverhame, all benefit from their proximity to the Darkwood Forest. The largely human towns also tend cattle, goats, and sheep in the shadows of the wood.

A treacherous caravan route cross-sects the forest from Eastdale to Westkeep. This old path doubles the likelihood of a wagon wheel breaking (2 on d6) and a random encounter (2 on d6) but almost halves the distance. Merchants pay double wages to men-at-arms who run "The Gauntlet" through the Darkwood Forest. Most refuse to take that route, as they fear the trolls and other monsters that ambush caravans. The local folk believe that mischievous sprites, fairies, and will-o-the-wisps live in the wood. There are also stories of an ancient giant's tomb, and an Archaian Hengegate, hidden somewhere in forest.

The Spine

The Spine of the Northern Reaches is a mountain range that runs from south of the Darkwood Forest to the northern edge of The Forbidden Zone. It also represents the eastern edge of the Middenmark region. The mountains in the center of The Spine are ice-capped. The range is known to be rich in minerals and gemstones.

The dwarves of Citadel Silver (Silverhame) mine iron ore, silver, and gold. Bards still sing songs about the first dwarves and how they built a great kingdom in the mountains. Waves of monstrous humanoids, orcs, goblins, trolls, and giants from the far north, pushed them out and they fled to the southern tip of The Spine. The ancient abandoned halls of the dwarves are located in the center of the range and run deep below the mountains. Some say the dwarves even found a single vein of Mithril, the most rare and precious of metals, running through the mountains.

Coal Hills

The Coal Hills extend twenty miles northwest of the Black Peaks toward Threshold. These Highlands are mined for coal and iron—key resources for the nearby city. However, there are goblin tribes that live in the hills closest to the Black Peaks and they occasionally raid the small mining camps set along the northeastern edge of the ridge. The hills are rocky and they possess very little arable land. The hills have game: deer and rabbits in particular. Sheep are also shepherded in the hills immediately adjacent to Threshold.

The Black Peaks

The Black Peaks are a mountainous range along the western border of The Forbidden Zone. The mountains have numerous named peaks of various sizes and elevations including Mount Yst, the White Mount, The Fang, and Mount Desolate. These range in size from 9,000 to 12,000

feet high. Sages believe there are at least two passes, likely on either side of the articulation with the Coal Hills, through the mountains to the badlands of The Forbidden Zone. Monstrous humanoids use the passes to raid north of the peaks. There is also at least one orc stronghold, maybe more, somewhere in the range. Lead, iron, copper, and silver, can be found in the mountains but they have not been mined by humans, as of yet.

The Red Thicket

The Red Thicket is unique. The wood consists of gigantic white and red birch trees, the tallest of which can grow as high as 300 feet and have a width of 22 feet. The white trees have red leaves throughout the year and the red trees have the reverse. These trees live for approximately 600–1000 years. The forest is a distinctly beautiful, and yet sublime and otherworldly, feature of the Northern Reaches.

Raven's Pass, a small thorp, is found on the southern edge of the forest. A pass about 15 miles long extends from Raven's Pass to the Ford-at-the-River-Isenduin. The ford must be crossed to reach Threshold. The first human settlers logged the forest immediately around Threshold. Gnolls and orcs know the Red Thicket Pass, and the Ford-at-the-River-Isenduin, provide excellent points to ambush caravans and waylay merchants seeking to conduct trade. Caravans must be well-armed and there is always work for a strong sword-arm. Giant eagles, giant spotted owls, black bears, owlbears, and other monsters wander the forest. Some say giant treants protect the forest and attack those who cut down the trees.

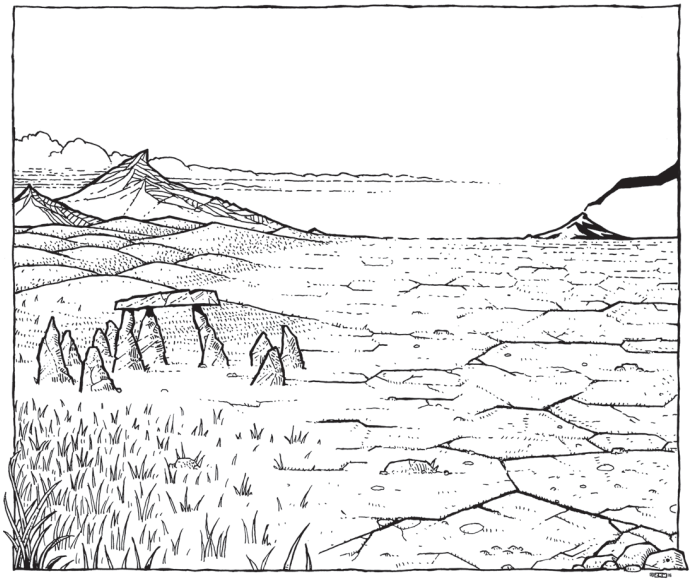
River Isenduin

The River Isenduin, and its tributaries, dominates the geography of the Northern Reaches. Moving from the north it winds its way southwest towards Threshold and the westernmost settlements in the Duchy of Aerik. The Isenduin is broad and deep, although there are fords and bridges where men and wagons can pass. Both men and monsters alike know the importance of these locations and they are often the site of skirmishes, ambushes, and battles. The best known is called the Ford-at-the-River-Isenduin. The other crossings have variant names based on the locale. This ford is absolutely crucial to The Prelacy of Middenmark as it provides the only route to conduct trade with Threshold, the capital of the Northern Reaches. Merchants in Middenmark can conduct trade directly with those in the Duchy of Aerik but this is rare. There is a caravan trail and river-ford west of Westkeep that winds its way to Ironguard Motte but this path is fraught monsters, danger, landscape hazards.



The Forbidden Zone

The Forbidden Zone is a central feature of Middenmark. The zone is a badland that was created in the wake of Anu-Eya's cataclysm that destroyed the ancient city of Archaia. Such was his wrath that he laid waste to the entire region. The badland is dry, sandy, or cracked-earth terrain, with low short hills and almost no vegetation. The soil is black or black-grey in colour. Traversing The Forbidden Zone is very dangerous. The badland is wracked by flash storms that include dust squalls, extreme high winds, earthquakes, sinkholes, meteor showers, acid rain, and wide variance in temperature. Detail on hex-crawling The Forbidden Zone is provided later in this book.



Dragon's Teeth Henge

Dragon's Teeth Henge is one of a network of magical henges, called Hengegates, built by the Archaians. These henges served as teleportation sites to facilitate travel across the vastness of the Northern Reaches. Most of these henges were destroyed by Anu-Eya in the great cataclysm, and knowledge of others was completely lost, but some yet remain. Only mid-to-high level wizards can activate the magic of the Hengegates and this requires use of a special Archaian magic item called a *Hengegate Keystaff.*

As noted earlier, players will need to use Dragon's Teeth Henge as a waypoint or risk travelling at night. In addition, the henge is the only landmark for miles in any direction. Control of Dragon's Teeth Henge is in flux and Referees are encouraged to situate the hold on the location as tenuous. Both monstrous humanoids from Archaia and adventurers from Eastdale use the henge as a base of operations to either raid caravan routes or set off on an expedition to the ruins. The humans of Eastdale are well aware of the situation but do not have the sword-arms to maintain control. Random Monster Encounters at Dragon's Teeth Henge take place on a result of 1–2 on D6.

Each time players arrive at Dragon's Teeth Henge the Referee should roll the following Table:

The Henge is:	
1–5	Abandoned
6	Occupied: Adventurers (Roll the Rival Adventuring Party Subtable)
7–9	Occupied: Humanoid Monsters (Roll the Archaia Tribal Patrol Table, p. 31)
10	Special (Roll the Special Encounter Subtable)

Dragon's Teeth Henge: Rival Adventuring Party Subtable	
1	Inglorious Bastards
2	Two... and a Half-Man
3	Sons of Arkhos
4	Booty Snatchers
5	Red Bannerman
6	The Dirty Rotten Scoundrels
7	The Heathens
8	Roll twice (ignore 8)

Dragon's Teeth Henge: Special Encounter Subtable	
1	Dead adventurers (looted)
2	Forbidden Zone Scarecrow
3	Vultures: dead men-at-arms and monstrous humanoids (Referee's choice)
4	Insane, emaciated human slave. Babbles incoherently
5	Recent campfires and gnawed human bones
6	As PCs approach the henge, a group of adventurers standing in the center disappear in a flash of light



Religion, Faith, and The Gods

Old and New Gods: Anganach and Futurus In The Prelacy of Middenmark

The Ancient Ones, called the Anganach by the people of the region, represent the elder gods.

Some believe they preexisted in the forests, swamps, and streams of the land—such as Silvanus (Green Man), Cromm Cruach, Herne the Hunter, Valdghar, Malachai, Nergal, and Impurax. Others believe the first nomadic humans brought their gods with them. No one knows for certain.

With the founding and growth of the population of Threshold, new religions sought to expand into the Northern Reaches. These faiths are called the New Gods or the Futurus. The church of St. Ygg has been the most aggressive in establishing itself in Threshold and The Prelacy of Middenmark. The church has been less successful in more peripheral, and more traditional, regions like The Duchy of Aerik. The clerics of St. Ygg are dismissive of the Ancient Ones and position them as backward, primitive, and irrelevant. In addition to St. Ygg, the followers of Arcantryl have also established churches and followers. However, they are less aggressive than the priests of the Red God.

Despite the success of the New Gods in The Red Prelacy, local people still consider it a good omen to wander across the face of the Green Man carved into a great tree or rockface in the wilderness.

Beyond the Anganach and the Futurus, there are stories of "foreign" religions including Athena the Goddess of Military Strategy or Thor the God of Thunder and Lightning. The referee can add other deities subject to the needs of his/her game.

Deities in The Prelacy of Middenmark

Anu-Eya
Greater God of the Archaians,
Archaian Magic, Archomancy, and Knowledge
Neutral Evil
Symbol: A crowned, sneering face



Anu-Eya is an ancient deity from the time before time. He long predates the arrival of demi-humans and humans to the Northern Reaches. He is a greater god and creator of the Archaians. Anu-Eya gave life to his people and bestowed many gifts upon them. These included innate magical abilities and knowledge of the cosmos. When the Archons of the Trium sought to ascend to godhood and challenge him, Anu-Eya wrought destruction upon

the great city of Archaia. His wrath cracked the earth, swallowed the city, and destroyed his people… or so he thought. The Archons survived and, with the help of Impurax, have been plotting their revenge. Anu-Eya is tall, lithe, with slightly pointed ears. He is often depicted wearing a large round headdress and loincloth. His arms, neck, fingers, ankles and toes are decorated in gold and platinum jewelry. He is a vengeful god.

Arcantryl (Magus)
Goddess of Magic
Lawful Neutral
Symbol: A star within a star



Arcantryl derives her power from knowledge of the laws of the universe and existence. She believes in understanding the structure of the cosmos and harnessing (and bending) that knowledge to express magical energies. Instead of branching out immediately to the smaller villages of the Northern Reaches, the clerics of Arcantryl focused on developing followers in the larger centers of the Reaches. These include the city of Threshold, Eastdale in The Prelacy of Middenmark, and Ironguard Motte in The Duchy of Aerik. One might see a humble, or impromptu, shrine for prayer located in other towns or villages.

Crom (Cromm Cruach)
God of Strength and Battle
Chaotic Neuttral (Good)
Symbol: A silver crown over a white-capped mountain



Crom, or Crom Cruach, is worshipped largely by warriors, mercenaries, and humble frontiersmen. Crom is considered grim and gloomy. He prizes feats of strength, valour, and daring in battle. He rarely answers prayers. Instead, he prefers to watch resilient and resourceful warriors blaze their own path to glory. His followers use his name as a blessing, a curse, or in astonishment. Crom's symbol is a crown atop a great mountain. The crown represents his position as the greatest of warriors. His followers, upon death, must climb Crom's great mountain and stand in judgement before him. If they have been cowardly, or fled in the face of battle, Crom will laugh at them and cast them out. However, if a warrior has been stout of heart and died well he will be embraced and welcomed into the afterlife. Crom is often depicted as a barbarian with black hair and blue eyes.

Denara (Pecuna)
Demi-Goddess of Wealth, Bureaucracy, Trade
Lawful Neutral
Symbol: The scales of trade



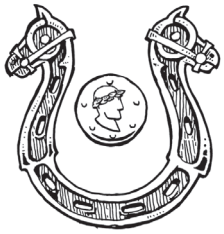
Denara's sphere includes the areas of trade, wealth, and administration, broadly defined. Her followers include entrepreneurs, merchants, traders, government bureaucrats, and the wealthy. Denara is not as fickle as Fortuna. She believes in judicious treatment of wealth, the hierarchical distribution of capital, and lawful organization of trade and trade agreements.

Dogma (Illuminatus)
God of Knowledge, Scholars, Learning
Lawful Neutral
Symbol: A sunrise within a book

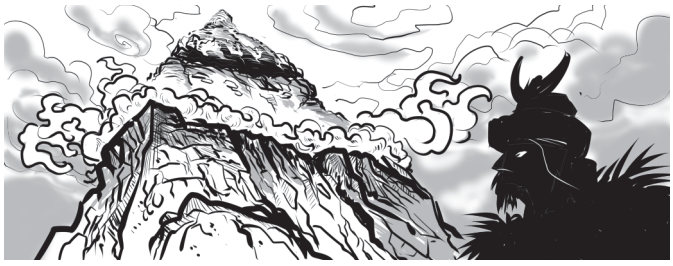


Dogma appears as an old, thin, grey-bearded man in a monk's habit carrying a great book under his arm. The Learned One is the patron of those who seek knowledge and those who create new knowledge, such as scholars, inventors, alchemists, and mages. Dogma embodies the notion of enlightenment through higher education.

Fortuna (Fortunatus)
Demi-Goddess of Luck, Gamblers, Adventurers
Chaotic Good and Chaotic Neutral
Symbol: A coin in the center of a horseshoe



Fortuna is the patron of luck, gambling, and adventuring. She is sometimes referred to as Lady Luck. Fortuna is known as being flighty, moody, capricious, and temperamental. Her (notoriously brief) favour often relates specifically to the acquisition of wealth (such as gambling or adventuring). Adventurers often pray to her if they face life-or-death circumstances. Fortuna appears as a beautiful, golden-haired woman. Her symbol is an upraised horseshoe with a gold coin in the center. Lady Luck is allied with Denara.



Imperiosa (Imperator)
Goddess of Tyranny, Domination, Destruction
Lawful Evil
Symbol: A clawed black fist



Imperiosa, The Conqueror, appears most often as a beautiful black-skinned human warrior. Her symbol is a defiant, clawed black fist, which represents the spheres of domination and destruction. Her church is militaristic and encourages conflict and hate. They seek to identify weakness and destroy it, both within their faith and without. She is the patron of all those who seek military conflict, destruction, and domination. Her motto is "By our swords, we rule."

Impurax (Impuratus)
God of Rot, Decay, Corruption, and Pestilence
Neutral Evil
Symbol: A rotting fanged hand or a rotting raven's head



Impurax, also called The Rotten God or The Fanged God, is a deity cloaked in mystery. Impurax was an ally of Nergal (the apparently deceased God of the Dead and the Underworld) and his faith seemed to disappear for a time until their recent resurgence in The Forbidden Zone. Impurax traditionally granted his followers power of pestilence, rot, and fungal life. His clerics, called The Putrescalate, have powers akin to cleric-druids. Impurax also has a order of warriors called The Fanged Legion which possess paladin-like powers.

Malachai (Frumentus)
Demi-God of Agriculture (Corn) and the Harvest
Neutral Evil
Symbol: A black face crowned with corn stalks



Malachai, or He-Who-Walks-Between-the-Stalks, is one of the Ancient Gods or Anganach. His followers believe that they must make ritual blood sacrifices to appease Malachai or he would fail to provide them with a bountiful harvest. His symbol is a sneering black face crowned with corn stalks. The arrival of St. Ygg to Middenmark has all but extinguished Malachai's faith, although some peasant folk still utter his name in hushed tones. Some believe he may be connected to the sphere of fertility.

St. Ygg (Veridicus)
God of Righteousness
Lawful Good
Symbol: A red cross on a white field



St. Ygg is the deity of righteousness and light. St. Ygg believes in the highest moral standards. He is sanctimonious and has an indignant temper with those who fail to see the just nature of his actions. The faith of St. Ygg is the most well known of the new organized religions in the Northern Reaches. The central-southern district, known as Middenmark, was seeded to the faith of St. Ygg in order to extend their faith and bring order to the region. The Red Temple in Eastdale is the epicenter of St. Ygg's faith in The Prelacy. His followers include clerics and a small group of paladins known as the Order of the Crimson Cross. The Red Bannermen, as they are also called, are based out of Threshold and have a small detachment stationed in Eastdale. Paladins are, generally speaking, extremely rare in the Northern Reaches.

Valdghar
Demi-God of the Valdghardt,
Nomadic barbarians, Bloodlust
Chaotic Neutral
Symbol: A woolly mammoth



Sages are unclear as to whether Valdghar is a distinct demi-god, or an aspect of Crom acclimatized to northern warrior tribes and barbarians. Valdghar appears as a brawny barbarian with black hair and cold blue eyes. He wields a broad-bladed battle-axe and rides a woolly mammoth into combat. He values strength and brave feats of arms. Sages believe he instills his bravest and most loyal warriors with a inspiring bloodlust. The barbarian tribes that range across the most northern aspect of the Reaches worship him exclusively. The Valdghardt barbarians consist of a number of small distinct tribes, such as Cougar Claw, Black Wolf, Green Griffon, Three-Eyed Raven, Horned Stag, Great Moose, Blood Moon, and others. They have their own dialect, totems, worldviews, and spiritual beliefs. The tribes are fiercely independent but will ally themselves with neighbouring tribes for security or war.



Zuul (Elementus)
Demi-God of Chaotic Elements
Chaotic Evil
Symbol: The four elements



Zuul, also called The Destructor, embodies the chaotic and deadly nature of the four elements. He appears as a winged demon with four arms. When the land cracks open and swallows the earth, or a harsh winter culls the living, or extreme heat dries rivers, or tornados destroy villages, Zuul is said to be displeased. The Elemental God is uncaring, uncompromising, and cruel. Zuul is one of the Ancient Ones, or Anganach, and the status of his cult is unknown.

Towns and Settlements

Citadel Silver (Dwarven Stronghold)

Population: 2154
Alignment: Lawful Neutral
Demographics: Dwarves
Political Structure: Hereditary Kingship
Industry and Trade: Mining (Iron, Silver, Gold), Metal working, Weapon and Armor Smithing

The dwarves of Citadel Silver are relatively few, but highly skilled warriors and craftsman. Centuries ago they settled in the center of The Spine of the Northern Reaches but after many centuries were pushed out by relentless attacks from orcs, goblins, and giants. They fled south and built a new home for themselves called Silverhame. Although they trade with the humans of Eastdale, they are recluse and prefer the company (and trust) of their own people. Legends say that the dwarves found a single vein of mithril running through The Spine and crafted wondrous magical treasures.



Kirkliston (Hamlet)

Population: 362
Alignment: Lawful Neutral
Demographics: Human, approximately 50 elves, half-elves, and halflings
Political Structure: Ecclesiastical Law (St. Ygg); Petre of St. Ygg (Level 4 Human Cleric)
Industry and Trade: Primarily Livestock (Sheep) and Agriculture (Corn), Mead, Lumber.

Kirkliston is named after the church, or kirk, at its center. The church, alongside the Red Temple in Eastdale and the Watchtower in Westkeep, provide the three key centers of faith, administration, and governance in The Prelacy of Middenmark. However, unlike the more puritanical stance of the clerics in Eastdale, The Red Laws are more relaxed in Kirkliston and the immediate surrounding area.

Threshold (City)

Population: 25,021
Alignment: Any (predominantly Lawful Neutral)
Demographics: Any (Primarily Human)
Political Structure: Hereditary Kingship
Industry and Trade: Financial, Political, and Trade Capital of Northern Reaches.

Threshold is the capital of the Northern Reaches. Five years ago, the city was attacked by a horde of monsters from the Black Peaks. The army included orcs, goblins, and hill giants who nearly leveled the city and destroyed the stone fortifications. The warriors of Threshold, alongside support from the high clerics and wizards, barely repulsed the army. Currently, only half the city is habitable. The other half was completely destroyed and remains under construction.

Raven's Pass (Thorp)

Population: 110
Alignment: Chaotic Neutral
Demographics: Human, Elf, and Half-Elf
Political Structure: Ecclesiastical Law (St. Ygg)
Industry and Trade: Lumber

Raven's Pass is a small village on the southern edge of the Red Thicket. The village was established as a layover location for merchant caravans heading to and from Threshold. Over time, it became home to a few hardy souls who support themselves by logging the giant red and white birch trees of the Thicket. The village has no means of defense and is merely a small collection of homesteads, stables, and a tavern called The Mason's Apron. Although there is a statue devoted to St. Ygg in Raven's Pass, only a single young acolyte is stationed in the village. The Red Laws are (at best) loosely observed.

Westkeep (Village)

Population: 649
Alignment: Lawful Neutral
Demographics: Human, Elf, Half-Elf, and Halflings
Political Structure: Ecclesiastical Law (St. Ygg); Endra of St. Ygg (Level 6 Human Cleric)
Industry and Trade: Horses, Bison, Livestock (Cattle, Pigs, Sheep), Lumber, Charcoal.

A village on the far western edge of the Middenmark, Westkeep draws its name from a single watchtower-monastery built by the local populace and the clerics of St. Ygg. The watchtower serves as a means of protection but also a place of study and training for young apprentice clerics. The door to the watchtower is 20 feet above the ground and accessed by a temporary wooden staircase. In the event of an attack the populace retreats to the watchtower and the staircase can be destroyed or burned to ensure their safety. The Red Laws are observed in Westkeep, but not as strictly as Eastdale.

Eastdale (Town)

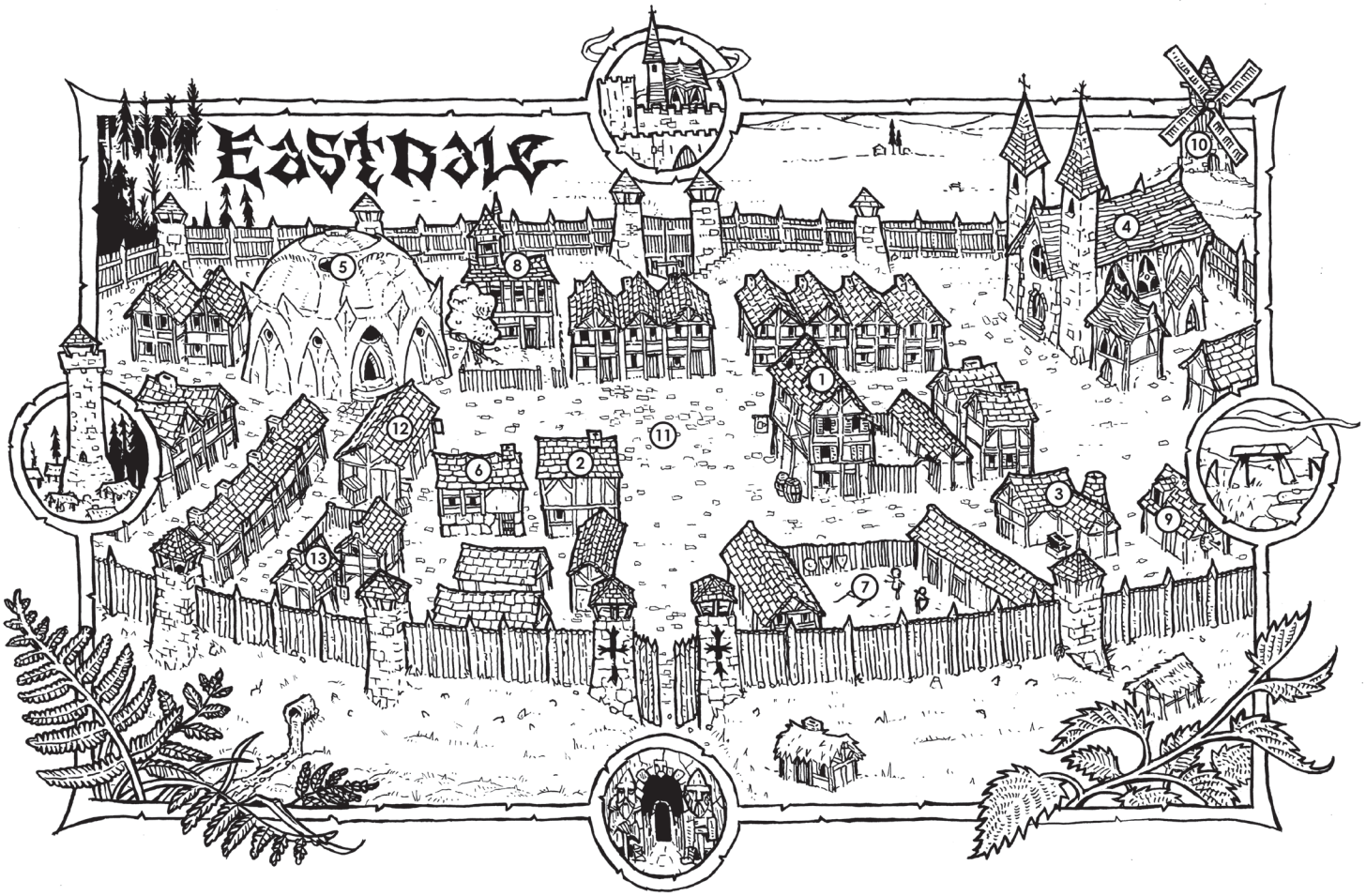
Population: 2,057
Alignment: Lawful Good and Lawful Neutral
Demographics: Primarily humans with dwarves. Some elves, half-elves, and halflings.
Political Structure: Ecclesiastical law (St. Ygg); His Venerable Mercy and Prelate of Middenmark, Mordicar Justhand (Level 8 Human Cleric)
Industry and Trade: Trade and Financial Center, Lumber, Charcoal, Livestock (Cattle, Pigs, Sheep), Agriculture (Corn), Corn Whisky (underground), Thieves Guild (underground).

Eastdale is located on the eastern tip of the Darkwood Forest. The town consists primarily of humans and dwarves from Citadel Silver. There is a smattering of elves, half-elves, and halfings. The dwarves of Citadel Silver trade almost exclusively with Eastdale and their raw materials and finished goods filter across the rest of the region from that point. The dwarves and men of the region maintain strong relations for trade and defense. The local "men 'o' dale" as they are called, are hardy folk drawn from the nomadic tribes that migrated across the Northern Reaches long ago.

The church of St. Ygg holds political and administrative control of the town. The clerics both lead and employ men-at-arms to defend the town's wooden palisade. They also serve as civil and religious authorities. In addition, Eastdale is the religious center of Middenmark and provides everything from the training of new adepts to barracking a small company of Red Bannermen, St. Ygg's order of sacred paladins.

Due to ecclesiastical law, Eastdale has a reputation as a stern and somber place. However, the prohibition of alcohol, prostitution, and gambling has served to give rise to a small thieves' guild and driven less-savory pursuits underground into the sewers.





Places of Note: Town Map of Eastdale

1. The Saucy Tart (Tavern)

The Saucy Tart is a three-floor tavern in the center of Eastdale. **Cravos Blackburn** runs the tavern and employs his two nieces **Skye** and **Ivanna** as bartenders. As a result of the Red Laws the tavern only serves alcohol for a few hours each evening, except for a complete prohibition on the Sabbath. As a result, The Saucy Tart teems with merrymaking and music during the select hours **Blackburn** serves alcohol. The demographic of the tavern reflects the surrounding area—largely humans with a small mix of demi-humans. Adventuring bands and mercenaries make up a significant portion of the taverns patrons. There is a secret access to the sewers in the wine cellar of The Saucy Tart.

2. Fletcher

Eldrex the Fletcher or **Eldrex Half-Elven** crafts arrows and crossbow bolts for the local militia, as well as the mercenary guild, and adventuring companies. Although he possesses the skill, he rarely crafts bows or crossbows. Those weapons, or composite bows (if used in your campaign), need to be ordered from Threshold through **Eldrex**, Garrick's Trade Goods, or The Broken Hilt, at regular cost plus 15%. **Garrick** sells dwarven crossbows from Citadel Silver at normal rates.

3. The Broken Hilt (Weaponsmith and Blacksmith)

The Broken Hilt has a poor reputation in Eastdale, but it is largely unwarranted. The smith, **Samuel Armstrong**, is a gruff, impolite man and his personality rubs people the wrong way. Given time and money, **Armstrong** can craft any weapon. He specializes in the broadsword (Cost: 8gp, 1d6+1 damage) and the spear, the weapons of choice among the warriors of the Northern Reaches. He can also craft specialty metal items for dungeoneering. **Armstrong** will have two suits of any armour (except platemail) on hand at any time. It takes a week for him to replenish his stock from Threshold. Those who want to buy armour normally see the dwarf **Garrick Ironmane**, as he oversees the trade caravans between Citadel Silver and Eastdale. Caravans run regularly and he can normally get a suit of armour in two days.

4. The Red Temple (St. Ygg)

The Red Temple bustles with activity from dawn to dusk. The temple is the cultural, political, and administrative center of The Prelacy of Middenmark. Priests in each of these spheres are always coming and going conducting the business of the faith. A small company of paladins (10), called The Order of the Crimson Cross (aka The Red Bannermen), is based at the church barracks. The order

is primarily based in Threshold. The church consists of 40 low level clerics (Levels 1–2), 10 mid level clerics (Levels 3–6), and **His Venerable Mercy, Mordicar the Justhand**, Prelate of Middenmark (Level 8 Human Cleric).

5. The Temple of Seven Stars (Arcantryl)

Kelda of the Seven-Stars, the Grand Magus of Arcantryl, oversees the Temple of the Seven Stars in Eastdale. The temple is the largest church devoted to Arcantryl outside of Threshold. **Kelda** commands a score of low level priests (usually multi-class cleric-magic-users). Together they manage the needs of followers and administer the temple library. The library at the Temple of the Seven Stars is the largest in Middenmark and those from around the region come to study within its walls. The huge domed ceiling of the temple is painted to represent the stars and the heavens. It is an architectural marvel. **Muirron the Magician** often consults the temple library.

6. Garrick's Trade Goods

The dwarf **Garrick Ironmane** is the trade representative of Citadel Silver in Eastdale. **Ironmane** can provide any of basic equipment found in the Labyrinth Lord™ Rulebooks. He also has an assortment of dwarven weapons and armour excluding platemail. He has three sets of armour on hand at any moment and can replenish his stock or order armour on a cash upfront basis within two days. Platemail requires payment in full and in advance. He can rush orders (one day) at a 25% markup.

7. Hudson's Grey Company (Mercenary Guild)

Radloc Hudson is the master of Hudson's Grey Company, the mercenary guild in Eastdale. The guild structure includes barracks and a central, open-air training area. The dependence on trade in Middenmark, and the security of caravans, means that **Hudson** is constantly looking for strong sword-arms. He also recruits unskilled labour to serve as porters, torch-bearers, and guides, to support adventurers. The Referee should randomly determine the roster of men and women available for hire. I suggest *Meatshields: The Classic Fantasy Hireling and Henchmen* Generator available at **http://www.barrowmaze.com/meatshields**.

8. The Estate of Muirron the Magician

The wizard **Muirron** owns a multi-level mansion near the center of Eastdale. **Muirron** employs a number of servants who carefully manicure his lawns. The mansion is constructed in a Tudor style. **Muirron** rarely makes public appearances but is known as a responsible citizen and contributes to the defense of the town when needed.

Muirron spends his retirement studying numerous subjects, but specializes in the history of Archaia. Periodically, he hires groups of adventurers, to explore the sunken city specifically for scrolls, books, or etchings that could broaden his understanding of their society, magic use, or Hengegates. **Muirron** is aware that some Archaians could manipulate the nature of magic to cast spells in different ways (called Archomancy). He is eager to understand their use of magic and will pay handsomely for new information and arcane lore. **Muirron** has no desire to mentor apprentices, but he will buy magical scrolls and spellbooks.

9. Retep's Relics (Antiquities Dealer)

Retep Garnetstone is the proprietor of Retep's Relics, a small antiquities shop in Eastdale. **Garnetstone** trades items made of precious metals into cash. He then trades these items again for a profit via caravan trade with contacts in Threshold.

Although **Garnetstone** makes a good living through antiquities, his shop is really a front for the Darkeyes thieves' guild in Eastdale. As the guildmaster, **Garnetstone** will quickly identity new thieves that enter his shop. While making an attempt to draw the attention of others to something of interest in his store, he will use a series of subtle Thieves' Cant hand-signs (imperceptible to anyone but a thief) to ascertain the identity of the person, his/her reason for being there, and to pay his 10% to the guild (or else). Just because a new thief pays his 10% does not provide access to the guild hideout. That perk has to be earned.

10. Miller (Windmill)

There are several windmills dotted outside the palisade walls of Eastdale. These mills serve a vital purpose for the town by grinding grain. **Jon the Miller** lives in, and operates, the largest of these windmills. At first glance, **Miller** appears like a normal member of the community. How-



ever, he has secretly turned to the worship of Impurax and receives gold in payment for the periodic use of his windmill as a clandestine meeting place in the dark of night for the agents of Impurax. **Miller** also receives the odd payment from the local Thieves Guild to smuggle people under the floorboards of the mill.

11. Marketplace

The marketplace is the central meeting place in Eastdale. There are several small structures in this location. First, there is a large sundial on a dais that marks time during the day. There is also a rectangular monolith ten feet high. The clerics of St. Ygg use this stone structure to mark the days of the week by moving a white stone from one monolith box to the next. They also mark the passage of the months of the year on the same structure. The priests of St. Ygg oversee these duties each day. Disturbing the stones is a criminal act and is punishable by a public flogging. Finally, there is a small wooden stage. The stage is used each morning by the crier, a cleric of St. Ygg, to communicate news and information to the townspeople. In the case of an emergency, this stage will be used to convey information and rally the citizenry. People can use the stage throughout the day for any purpose; however, criticism of St. Ygg or the Red Laws is forbidden and also punishable by a public flogging, three days in the marketplace pillory, or both.

12. Gambling House (Closed)

This derelict, boarded-up house was a gambling den prior to the arrival of the church of St. Ygg to Eastdale ten years ago. The establishment was closed as gambling is prohibited under the Red Law edicts. There is a secret access point to the sewers located in this rundown locale.

13. The Golden Crown (Jeweler and Moneylender)

The Golden Crown is the primary moneylending establishment in Eastdale. **Randle Oliver** operates the shop. In addition to financing, he is a trained jeweler and can appraise and trade gemstones for gold. **Oliver** will lend money at a rate of 400gp/level at an interest rate of 20%. Oliver also takes deposits. Each transaction: appraisal, deposit, withdrawal, etc., costs 5% of the total gold piece value.

Personalities of Eastdale

Cravos Blackburn, Owner and Barkeep of The Saucy Tart, **Level 2 Human Fighter**, AL: NG, AC: 10, HP: 15, #AT: 1, DMG: 1d4 (fist); S 13, I 12, W 12, D 9, C 12, Ch 15.

Blackburn, the owner and barkeeper of The Saucy Tart, is a friendly and trusting soul. He knows that his tavern sees a number of unsavoury characters but ultimately focuses on the coin. A bar-fight is the one thing that gets **Blackburn** upset. He is as likely to jump in as call the authorities to break it up. **Blackburn** is aware of recent news regarding caravan shipments and local adventuring parties. He may be able to clarify rumours, or provide new ones, for a few gold coins (he cannot be plied with copper or silver). Two of his barmaids, **Skye** and **Ivanna**, are his nieces. They work at The Saucy Tart so he can keep his eye on them. **Blackburn** knows everyone in town and is a worshipper of Denara and Fortuna.

Skye the Barmaid, Level 0 Human AL: CG, AC: 8, HP: 2, #AT: 1, DMG: 1d2 (Serving Platter); S 13, I 12, W 11, D 16, C 15, Ch 16.

The barmaid **Skye** is the niece of **Cravos**. She is young, beautiful, charitable, and a bit of a hell-raiser when **Cravos** is not looking. She has become a social alcoholic and there is a chance 50% that she may be drunk (or well on her way) while at work. **Skye** has long, dark, red hair.

Sultra the Barmaid, Level 0 Human AL: LN, AC: 10, HP: 2, #AT: 1 DMG: 1d2 (Serving Platter); S 13, I 110, W 8, D 10, C 13, Ch 15.

Sultra has an exotic appearance. She has a tanned complexion consistent with the lands far to the south of the Northern Reaches. Unlike the other girls who speak northern vernacular, she speaks with a civilized, cultured accent that, alongside her appearance, sets her apart in any crowd. **Sultra** is a former slave, although she admits it to no one in Eastdale. She was trained as the personal assistant to a great queen but fled to find a new life in the north. **Sultra** has a thin, curvaceous figure and long black hair.

Ivanna the Barmaid, Level 0 Human AL: CG, AC: 10, HP: 2, #AT: 1 DMG: 1d2 (Serving Platter); S 13, I 110, W 8, D 10, C 13, Ch 13.

Ivanna is the sister of **Skye** and the niece of **Cravos**. Unlike **Skye**, **Ivanna** is pessimistic about life and people. She expresses her pessimism through a dark sense of humour and stinging sarcasm. **Ivanna** is proud and can handle herself in a tavern full of drunks and lowly adventurers. **Ivanna** often wears a fresh flower in her mid-length strawberry-blonde hair.

Retep Garnetstone, Proprietor of Retep's Relics, Antiquities Dealer, Level 7 Gnome Thief and Thieves' Guild Master, AL: N, AC: 0 (Bracers AC2 and Dex), HP: 35, #AT: 1, DMG: *Dancing Shortsword +3* (1d6); S 13, I 14, W 15, D 17, C 15, Ch 16. Thief Skills: PL 65%, F/RT 65%, PP 58%, MS 63%, CW 83%, HS 57%, HN 1–4. Magic Items: *Amulet versus Crystal Balls and ESP, Hat of Disguise, Amulet against Possession, Ring of Proof Against Detection and Location, Cloak of invisibility.*



Samuel Armstrong



Cravos Blackburn



Fanig of St. Ygg



Mordicar the Justhand



Ser Haldric de Luisignon

Retep is the proprietor of Retep's Relics and the master of the thieves' guild in Middenmark. He is an immaculately dressed, well-mannered, and well-groomed gnome. His manner is aristocratic, clam, and controlled. He wears a ring with the holy symbol of St. Ygg on one side and the holy symbol of Fortuna on the other. **Garnetstone** may (50%) try and modestly swindle people if he can. He will steer clear of egregiously deceiving his patrons, as that would draw undue attention from the ecclesiastic authorities.

His guild, called the Darkeyes, uses his shop and the sewers underneath Eastdale as its base of operations. Due to the Red Laws, the guild does a brisk trade in alcohol, gambling, and prostitution. They also facilitate passage in and out of the town for those who prefer to stay clear of religious authorities. Referee's should note that the Darkeyes serve an exclusive and wealthy clientele. In most instances the guild acts as a neutral middleman and offers services to the organizations of chaos and law in the region. The highest members of the church of St. Ygg know of the guild, as well as the clerics of Impurax, but neither has been able to ascertain the identity of the guildmaster.

The secret hideout of the guild is a maze of secret rooms and doors accessed through sewer sluiceways. There are only a handful of sewer accesses within Eastdale, in addition to a number of secret entrances such as the one located in his shop. The others are subject to the discretion of the Referee. There are many traps that must be negotiated to enter the hideout and there are several secret escape tunnels that lead outside Eastdale's wooden palisade. A guild member must accompany a prospective client (blindfolded) to gain entry to the hideout.

Samuel Armstrong the Blacksmith, Level 3 Human Fighter AL: LN, AC: 8, HP: 24, #AT: 1, DMG: 1d6 (Hammer); S 14, I 12, W 9, D 16, C 15, Ch 12.

Armstrong comes from a long line of blacksmiths. His reputation for providing low quality weapons and materials is more rumour than anything else. The name of his shop "The Broken Hilt" hinders his reputation and he is often gruff, grumpy, and rough around the edges. He often meets people with a stodgy, "Whadda you want? I'm busy!" **Armstrong** does excellent work but his demeanor, in a town like Eastdale, is off-putting for most new-comers.

His Venerable Mercy, Mordicar the Justhand, Prelate of Middenmark, Level 8 Human Cleric AL: LG, AC: 0 (*Platemail +1 and Shield +1*), HP: 55, #AT: 1, DMG: *Mace +2* (1d6+2); S 12, I 16, W 16, D 12, C 15, Ch 16. Spells (4/3/3/2): *Command, Cure Light Wounds, Protection from Evil, Detect Evil, Augury, Bless, Hold Person, Cure Blindness, Cure Disease, Remove Curse, Cure Serious Wounds, Neutralize Poison.*

Justhand is the highest-ranking priest of St. Ygg in Middenmark. He is self-righteous, pious, smug, and superior. He is committed to advancing the church of St. Ygg, even if it means bending religious dogma to accomplish his goals. In the event of an imminent threat to the town he will lead his forces in battle.

Justhand works with **Ser Haldric de Luisignon**, a High Paladin of the Order of the Crimson Cross, to administrate the Prelacy. These paladins, known among the commoners as The Red Bannerman, are a special force of men and women used by the church on only the most essential, and often perilous, missions. The Prelate also oversees a vast network of officials and bureaucrats who govern The Red Prelacy.

Justhand is aware of the monstrous humanoid presence in The Forbidden Zone and the increased attacks on caravans. He also believes they are based in the sunken city of Archaia. He periodically sends a detachment of Red Bannermen into The Forbidden Zone on reconnaissance missions to gather intelligence. He has no knowledge of the Archons or the machinations of the priests of Impurax.

Ser Haldric de Luisignon, the Earl of Cloves and High Paladin of the Order of the Crimson Cross, Level 7 Paladin AL: LG, HP: 65, AC: –4 (*Platemail +2, Shield +2*, Dex), #AT: 1, DMG: *Longsword +3 Frost Brand* (1d8), *Mace +2* (1d6), *Lance +2* (1d10) (mounted), *Dagger +2* (1d4); S 18 (17), I 15, W 16, D 16, C 17, Ch 18. Paladin Abilities: *Lay on Hands, Cure Disease, Immunity to Disease, Detect Evil* (60 feet), *Protection from Evil* (10 feet), *Turn Undead, Summon Warhorse—Heavy Warhorse* (Clyde): AC: 5, HD: 5+5, HP: 40 and movement of 180 (60). Magical Items: *Gauntlets of Ogre Power, Helm of Free Action.*



Eldrex Half-Elven



Garrick Ironmane



Kelda of the Seven-Stars



Muirron the Magician



Randle Oliver

Ser Haldric de Luisignon is a veteran soldier and priest. He is under the command of **Mordicar the Justhand**, and as **Mordicar's** most trusted advisor, wields significant influence in the governing of Middenmark. **Luisignon** has a detached, superior, and pious personality. He is sanctimonious and firm in his faith and his fellow knights. **Luisignon** is imposing and statuesque—he is 6'5", 250lbs with a long mane of black hair and a long handlebar moustache.

Fanig of St. Ygg, Level 6 Cleric AL: LG (CE), AC: 1 (Platemail and *Shield +1*), HP: 39, #AT: 1, DMG: Mace (1d6); S 14, I 14, W 16, D 9, C 12, Ch 12. Spells (3/2/2): *Command, Cure Light Wounds, Protection from Evil, Augury, Speak with Animals, Striking, Cure Disease.* Magic Items: *Ring of Proof Against Alignment Detection*.

Fanig is a disillusioned mid-level cleric in the church of St. Ygg. He is tall but very slender and has dark rings under his eyes. **Fanig** walks with his head down and rarely makes eye contact. He was recently recruited by the agents of Impurax and converted to the faith of the Fanged God. He wears a *Ring of Proof Against Alignment Detection* that hides his alignment change. **Fanig** is currently passing sensitive information, through the thieves' guild, to the acolytes of Impurax in Archaia.

Kelda of the Seven-Stars, Grand Magus of Arcantryl, **Level 6 Human Cleric/Level 7 Magic-User** AL: N (Lawful tendencies), AC: 2 (*Bracers AC 4*, *Ring of Protection +1, Cloak of Protection +1*), HP: 28, #AT: 1, DMG: Staff (1d6); S 9, I 17, W 15, D 12, C 12, Ch 14. Spells (Cleric (3/3/2) and Magic-User (3/2/2/1): *Command, Cure Light Wounds, Protection from Evil, Hold Person, Augury, Speak with Animals, Animate Dead, Cure Disease; Magic Missile, Burning Hands, Spider Climb, Invisibility, Mirror Image, Lightning Bolt, Fly, Lesser Globe of Invulnerability.*

Kelda possesses a serious mind, and a playful sense of humour. Although she is middle aged, she has a forgiving, grandmotherly demeanor. Her hair is jet black with a hint of grey. She wears black robes dotted with sequins that give the appearance of the night sky. Her clerics provide assistance to the poor with food and clothing.

Muirron the Magician, Level 6 Human Magic-user AL: NG, AC: *5* (Bracers AC*7, Ring of Protection +2*), HP: 16, #AT: 1, DMG: *Staff +2* (1d6+2); S 12, I 16, W 14, D 10, C 12, Ch 12. Spells (2/2/2): *Magic Missile, Mazakala's Mucilaginous Effluvium, Baltron's Effusive Bloodboil, Magic Mouth, Pyrotechnics, Rope Trick*.

Muirron is a wealthy mage who lives with his servants in an estate house in Eastdale. **Muirron** has a quirky personality and often loses his train of thought. He has a manly physique with broad shoulders for a wizard. He often wears red wizardly robes and a brocade renaissance cap. **Muirron** spent a number of years as an apprentice wizard in Threshold. After he finished his training, he travelled with the Company of Seven—a famous adventuring fellowship in the Northern Reaches. He retired to Estdale and now prefers to spend his time studying new forms of magic and enlisting adventurers to retrieve ancient artifacts and knowledge from Archaia. **Muirron** is very personable and conversational. However, his servants have a highbrow attitude and look down their nose at adventurers.

Randle Oliver, Proprietor of The Golden Crown, Jeweler and Moneylender, Level 0 Human Merchant AL: LN, AC: 10, HP: 4, AT: 1, DMG: Dagger 1d4, S 10, I 14, W 12, D 11, C 15, Ch 10.

Oliver is a friendly chap who runs a small business in Eastdale. **Oliver** is a jeweler by trade but also offers moneylending and exchanging services. A wooden sign outside his shop door reads, "Gems for Gold! Gems for Gold!" He often hires a young boy as a crier to stand outside his shop and draw attention with the slogan. **Oliver** is an honest dealer and has a good reputation in the town.

Radloc Hudson, Master of Hudson's Grey Company, Level 5 Human Fighter AL: LN, AC: 1 (*Chain +2* and *Shield +1*), HP: 45, AT: 1, DMG: *Broadsword +2* (1d6+1), S 16, I 9, W 8, D 12, C 13, Ch 15.

Hudson is a stout, but well-built, middle-aged man. He is stern and serious-minded. He is a veteran warrior who established Hudson's Grey Company, the mercenary guild in Eastdale. The members of the guild work as caravan guards and also have been hired, on occasion, to bolster the ranks of the men-at-arms who protect town and nearby

farms. In times of imminent danger to the town or its people, **Hudson** leads the Grey Company.

Eldrex the Fletcher, **Level 2 Half-Elf Ranger** AL: CG, AC: 4 (Studded Leather and Dex), HP: 21, AT: 1, DMG: *Spear +1* (1d6), Broadsword (1d6+1), Longbow with 20 Arrows (1d6), S 15, I 15, W 14, D 17, C 15, Ch 16.

Eldrex Half-Elven is a ranger from the far north of the Northern Reaches. His father was an elven warrior and his mother a human druid. In his adolescence he wandered the great forests of the land until he settled in Eastdale. He makes a living by crafting arrows and hunting game in the Darkwood Forest. He found life-balance through these two pursuits. **Eldrex** leans toward his elvish ancestry in appearance and his human ancestry in worldview. He is lithe, dexterous, and has long black hair (typical of elves in the Northern Reaches).

Jon the Miller, **Level 0 Human** AL: NG (CE), AC: 10, HP: 3, AT: 1, DMG: Dagger (1d4), S 10, I 9, W 9, D 9, C 13, Ch 8.

Miller lives alone and operates a windmill outside the wooden palisade of Eastdale. He serves a vital purpose for the town by milling grain for consumption by the local populace. **Miller** was recently converted by the agents of Impurax and now wears a holy symbol of St. Ygg around his neck that is actually an *Amulet of Proof Against Alignment Detection*. He seems pleasant enough on a first meeting, but his inner nature might (35%) reveal itself on successive meetings. Agents of Impurax from Archaia use his windmill, conveniently located outside of Eastdale, as a secret meeting location in the dark of night.

Garrick Ironmane, **Level 0 Dwarven Merchant** AL: LG, AC: 8, HP: 5, #AT: 1, DMG: 1d6 (Hammer); S 16, I 14, W 13, D 16, C 17, Ch 10.



Ironmane operates Garrick's Trade Goods in Eastdale. He is a dwarf of northern stock and was designated by the dwarves of Citadel Silver to live in Eastdale and serve as a commercial intermediary between town officials and the dwarven stronghold. **Ironmane** is a merchant and not a warrior. He has a keen mind for business and ensures that caravans run smoothly. He is a businessman first and also makes the well-being of his kinsmen his a priority. When he retires to The Saucy Tart he drinks as well as any dwarf.

The Campaign Begins

Adventure Hooks

Referees are encouraged to design their own adventure hooks. However, the following are provided to set the players within the game and get them started.

- The owner of Retep's Relics in Eastdale sometimes hires adventurers to explore the ruins of ancient Archaia and return with rare antiquities.

- A caravan was waylaid by large orcs near The Forbidden Zone. The Red Temple is organizing a party to look into the matter. A call for strong sword-arms has been made.

- Have you heard? **Murrion the Magician** pays good coin for ancient lore (books, scrolls, and etchings) from the sunken ruins of Archaia. Locals say an adventuring group called the Inglorious Bastards walked away from the wizard's mansion with more than a few platinum pieces.

- A caravan guarded by Hudson's Grey Company set out from Eastdale yesterday intent on running "The Gauntlet" through the Darkwood to Westdale. Two mercenaries staggered back a few hours later babbling about a great monster (owlbear) that destroyed their caravan and ate their brothers-in-arms! **Radloc Hudson** is personally leading a company of mercenaries to hunt and kill the beast—50gp to all comers!

- Sitting in The Saucy Tart you overhear several adventuring groups talking about the importance of moving in force and working together to tackle the great dangers of Archaia. Hey! That sounds like a good idea to avoid a real job! Excuse me, what's your name?

- **Herrick Broadside**, a ranger from Westkeep, claims to have found a huge barrow mound and standing stones in the Darkwood Forest. Before he could investigate, **Broadside** and his companions were driven off by trolls. He wants to go back to the location armed in force.

- An adventuring group known as The Heathens recently returned from Archaia with an ornate gem-encrusted chalice. The ancient artifact was apparently sold for 5,000 gold pieces in Threshold. The Heathens claim to have a map and plan on returning to the location.

Forbidden Caverns of Archaia Random Rumour Table

Roll this table two or three times for each adventurer beginning play. Hirelings and henchmen can also know a rumour or two, subject to the Referee:

Random Rumour Table	
1	Raids are more common than ever along local caravan routes.
2	The antiquities dealer in Eastdale pays good coin for Archaian artifacts.
3	The Forbidden Zone is dangerous. Some even say the area is magic dead.
4	The ruins of Archaia can be found to the south. (F)
5	Hudson's Grey Company is always looking for strong sword-arms.
6	The caravan route through the Darkwood is called "The Gauntlet" by local mercenaries.
7	Elves are viewed with suspicion in the Middenmark. Nobody trusts a stinkin' elf!
8.	Humans can't really tell one halfling from another. They all look the same. Humans generically refer to them as "pecks"—a corruption of the word "speck."
9	The Saucy Tart is the best place to hear local scuttlebutt.
10	The Forbidden Zone is unpredictable. There are flash storms, tribal warbands, and great monsters. Beware!
11	In the Northern Reaches warriors prefer the broadsword and the spear. The broadsword (1d6+1) is better in close quarters and the spear can be used close, as a reach weapon, or as a thrown weapon.
12	In a recent raid, a caravan was destroyed by a group of orcs led by a hill giant. They made off with the cargo and took the human passengers.
13	There is no thieves' guild in the region. (F)
14	The blacksmith, **Samuel Armstrong**, doesn't have a very good reputation in Eastdale.
15	The local wizard, **Muirron the Magician**, will pay gold for books, scroll, and ancient Archaian lore.
16	In the time between the fall of Archaia and now, locals interred their dead in the walls of the canyon. Although that practice hasn't been done for a long time.
17	In the past the men of Eastdale and its neighboring villages have fought skirmishes against goblins and orcs.
18	Dragon's Teeth Henge, at the edge of the Forbidden Zone, is haunted. (F)
19	Adventurers like you have recently come into town. They are usually getting drunk at The Saucy Tart.
20	Roll two more times. Ignore doubles and 20.



Coinage and Conversions

The exploration and plundering of Archaia has brought forth a new coinage into Middenmark. The locals call the coins Archinium, or Archinium Pieces (ap). These coins are not in broad circulation and are highly valuable (1ap equals 25gp in conversion). Due to the value of these coins they are not used in everyday business unless large sums of money are exchanging hands. In Eastdale, Retep's Relics or the Golden Crown can exchange these coins (for a percentage).

Coinage and Conversions						
	AP	**PP**	**GP**	**EP**	**SP**	**CP**
AP	1	5	25	50	250	2500
PP	1/5	1	5	10	50	500
GP	1/25	1/5	1	2	10	100
EP	1/50	1/10	1/2	1	5	50
SP	1/250	1/50	1/10	1/5	1	10
CP	1/2500	1/500	1/100	1/50	1/10	1

Section II: The Horde of the Rotting Hand

This section details the tribes of monstrous humanoids that patrol The Forbidden Zone and occupy the sunken city of Archaia. The Archons and the Impurites raised an army called The Horde of the Rotting Hand to help gate the Abomination of Impurax onto the Prime Plane and destroy the Northern Reaches. The Horde of the Rotting Hand consists of five divisions, which represent the fingers and thumb of the decaying hand of Impurax. They include:

Leaders, Tribes, and Clans

Archons of the Trium
Names: Maz'Mak-Mal-Mog, Al'Ak-Al-Zod, and Gul-Duz-Ath-Aa
Alignment: Lawful Evil



The Archons of the Trium are shadows of their embodied selves and the last of their race. The Archons used dark eldritch energies to maintain what was left of their corporeal forms after their defeat at the hands of Anu-Eya. Their purpose is to exact vengeance on their former deity. They are expressionless, distant, aloof, and unfeeling. They are cold and calculating in their machinations. Until the Archons are ready to use the Great Henge to gate The Abomination of Impurax onto the Prime Plane, they are unlikely to be seen on the surface or in the sunken city. The most powerful of the Archons, **Maz'Mak-Mal-Mog**, leads the Trium. The symbol of the Archons is three claw marks (the center one up and the outside two down). This strange symbol typically adorns the clan and tribal symbols of each warband in The Horde of the Rotting Hand.

The Putrescalate
Name: Acolytes of Impurax, Impurites
Alignment: Lawful Evil
Leader: Grand Priestess Selucta



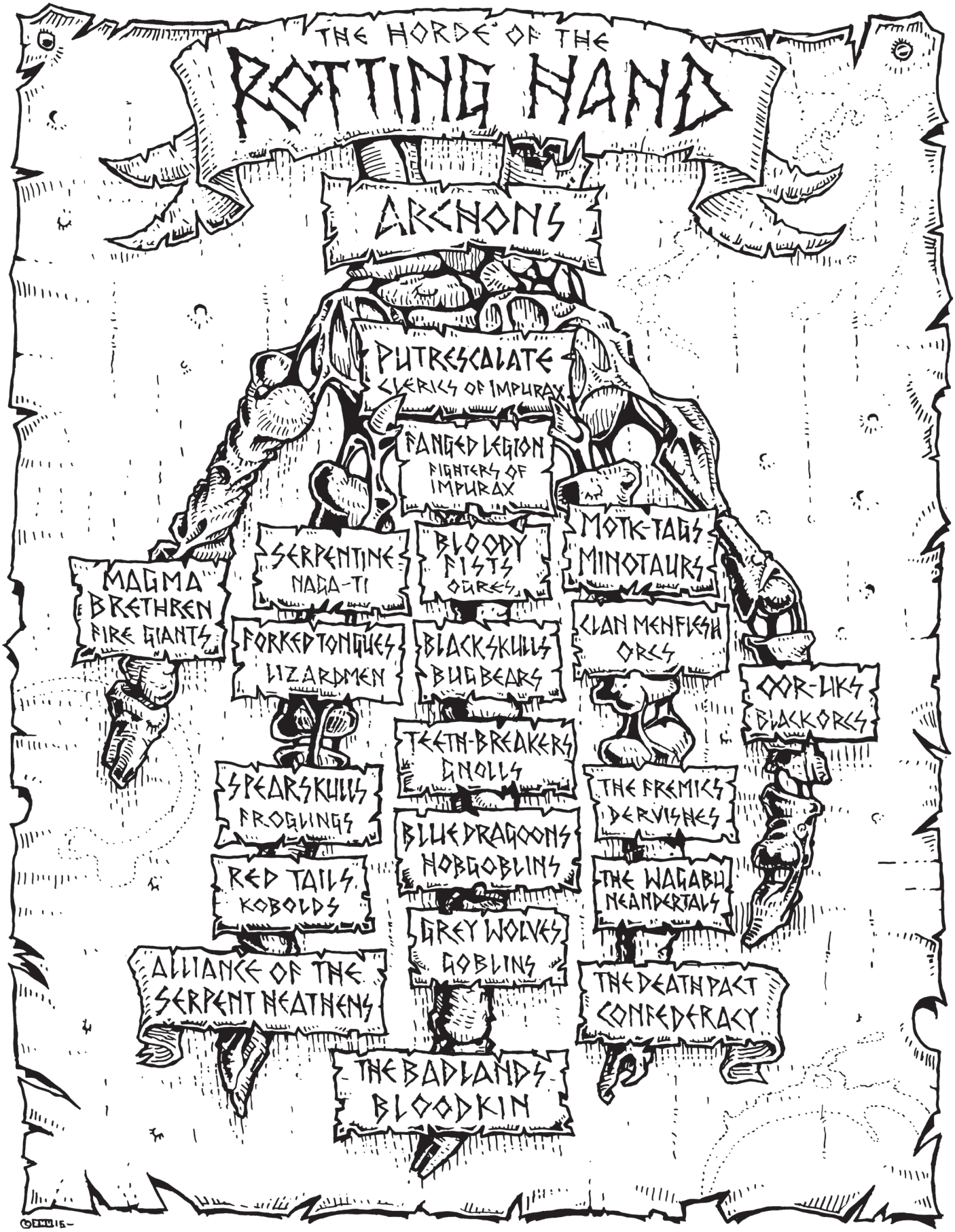
The priesthood of Impurax, called The Putrescalate, oversees the organization and training of The Horde of the Rotting Hand. They have sent missionaries to each tribe to help convert them to the faith of Impurax and thereby tighten their control. The Putrescalate is a fanatical cult devoted to gating The Abomination of Impurax onto this plane of existence. They are religious zealots motivated by their faith and hierarchical structure. **Selucta**, the Grand Priestess of Impurax, leads the sect and is an outstanding battlefield commander. There are three ranks in the church: Acolyte, Prelatus, and Putrescate.

The Fanged Legion
Name: The Fangs of Impurax, Fanged Legionaries
Alignment: Lawful Evil
Leader: High Blade Maddox Greatsword



The Fanged Legion is an order of religious, fanatical warriors. They are skilled swordsmen and have sent some of their Legionaries, alongside the missionaries of Impurax, to the various humanoid tribes to train them for war against The Prelacy of Middenmark. **Maddox Greatsword**, the High Blade of Impurax, leads the Fanged Legion. Their symbol is a rotting open hand with a fanged maw in the center. There are three ranks in the legion: Fang, Blade, and High Blade.




THE HORDE OF THE
ROTTING HAND
ARCHONS
PUTRESCALATE
CLERICS OF IMPURAX
FANGED LEGION
FIGHTERS OF IMPURAX
SERPENTINE
NAGA-TI
BLOODY FISTS
OGRES
MOTK-TAGS
MINOTAURS
MAGMA BRETHREN
FIRE GIANTS
FORKED TONGUES
LIZARDMEN
BLACKSKULLS
BUGBEARS
CLAN MENFLESH
ORCS
OOR-LIKS
BLACK ORCS
TEETH-BREAKERS
GNOLLS
SPEARSKULLS
FROGLINGS
THE FREMICS
DERVISHES
BLUE DRAGOONS
HOBGOBLINS
RED TAILS
KOBOLDS
THE WAGABU
NEANDERTALS
GREY WOLVES
GOBLINS
ALLIANCE OF THE SERPENT HEATHENS
THE DEATH PACT CONFEDERACY
THE BADLANDS
BLOODKIN

The Alliance of the Serpent Heathens

This first division is led by snakemen called The Serpentine (Naga-Ti) and consists of the Forked Tongues (Lizardmen), Spear-Skulls (Froglings), and Red Tails (Kobolds).

The Serpentine
Tribe: Naga-Ti
Alignment: Neutral Evil
Chieftain: Salazzz Poisonteeth



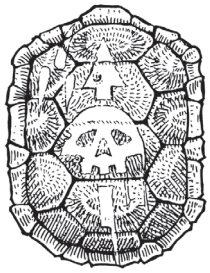
Some scholars believe the Archons created the naga-ti as a servant under-class for the Archaian people. Whether that legend is true or not, the remaining Serpentine are unflinchingly loyal to the Archons. Some possess limited spell-casting power and knowledge of Archomancy. They are the only tribe to outright refuse Impurite missionaries, preferring to deal directly with the Archons, their own kind, and their kin (lizardmen, froglings, and kobolds).

The Forked Tongues
Tribe: Lizardmen
Alignment: Neutral Evil
Chieftain: Lizard King Krallisss



Led by their chieftain, **King Krallisss**, the lizardmen are a fierce, proud, and independent tribe. They are universally reviled by the goblinkind of the army but have strong relations with the naga-ti, kobolds, and froglings. The symbol of the Forked Tongues is a black totem face of a lizardman.

The Spear Skulls
Tribe: Froglings
Alignment: Chaotic Evil
Chieftain: King Qtol'Esshanuk'aa



Like the kobolds and the goblins, the froglings of the Spear Skull tribe understand their place in the bottom of the martial hierarchy. They are adept at ambush and often are used as scouts. They are routinely bullied by the goblinkind of the horde. Their King, **Qtol'Esshanuk'aa**, chose a skull impaled on a spear as the symbol of their tribe.

The Red Tails
Tribe: Kobolds
Alignment: Lawful Evil
Chieftain: Bulgark the Big-Yin

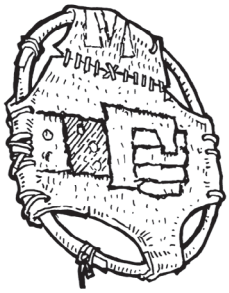


The Red Tail kobolds understand the importance of strength in numbers. Individually, they are small and weak, but together they are dangerous. What the Red Tails lack in battle prowess, they make up for in intelligence. They are adept at creating and leading intruders into traps. The kobold war-chief, **Bulgark the Big-Yin** (an uncommonly large specimen), has overseen their strong defensive position. The other humanoid tribes (except goblins, froglings, and lizardmen, with whom they share a similar lot) bully the small kobolds. Their symbol is a small lizard skull.

The Badlands Bloodkin

The second division is lead by the Bloody Fists (Ogres), and includes the Black Skulls (Bugbears), Teeth-Breakers (Gnolls), Blue Dragoons (Hobgoblins), and the Grey Wolves (Goblins).

The Bloody Fists
Tribe: Ogres
Alignment: Chaotic Evil
Chieftain: Drogmatog Elf-Eater



The ogre chieftain, **Drogmatog Elf-Eater**, is a thuggish brute. Not particularly intelligent, he relies on the council and wisdom his ogre-magi, and the priests of Impurax, to lead his tribe. The ogres currently have a blood-feud with the hobgoblins (in their own division) and are allies with the neanderthals. Their symbol is a clenched fist.

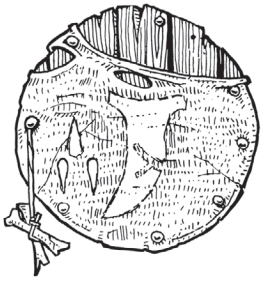


The Black Skulls
Tribe: Bugbears
Alignment: Chaotic Evil
Chieftain: Vokrog the Vicious



The Black Skull bugbears, led by **Vokrog**, are a mid-rank tribe in The Horde of the Rotting Hand. They are friendly with the goblins, their distant kin, but currently have a blood-feud with Moktag's minotaurs. The Impurites keep the two groups separate at all costs. The Black Skulls are an arrogant tribe and take poor care of their weapons, preferring instead to use their muscle, rather than discipline, in battle. They ritualistically blacken the skulls of their fallen tribesmen and wear them as necklaces. Their tribal name comes from this macabre practice.

The Teeth Breakers
Tribe: Gnolls
Alignment: Chaotic Evil
Chieftain: Ggrradur the Gruesome



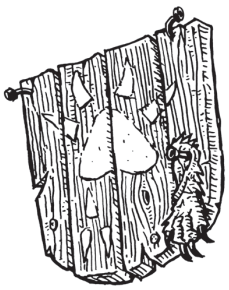
The clerics of Impurax recruited the Teeth Breakers from The Forbidden Zone. Under the leadership of their Chieftain, **Ggrradur the Gruesome**, the gnolls are a vicious and undisciplined fighting unit. The Law of the Hunt governs the gnolls, an ancient honour code passed down through the generations. The Teeth Breakers tend to possess a pack mentality and this makes them disorderly on the battlefield. The Teeth Breakers took their name from the warrior's right to take trophies after a successful kill and each has a necklace of teeth that corresponds with their place in the tribe. The gnolls have fought with the Fremics (Dervishes) over control of the sands of The Forbidden Zone for centuries. They are bitter enemies. The gnolls are culturally distinct from the rest of the humanoid tribes, and, as a result, they have no allies. Their symbol is a large cracked fang.

The Blue Dragoons
Regiment: Hobgoblins
Name: Lawful Evil
King: Matsuato the Merciless



The Blue Dragoons are unique among the goblinoids. The culture of the hobgoblins is martial and hierarchical in the extreme. **Matsuato the Merciless**, the Hobgoblin King, leads the tribe. They are highly disciplined and veteran soldiers bred for war. They understand battle tactics, drill constantly, and have a high morale—particularly in front of their chieftain and/or battle standard. The hobgoblins are friendly with their kin, the goblins. However, despite being in the same division, they hate the ogres who slaughtered one of their patrols recently. The symbol of the tribe is a blue serpent.

The Grey Wolves
Tribe: Goblins
Alignment: Lawful Evil
King: Garhdgak the Goblin King



The Grey Wolves possess little discipline and are more akin to bloodthirsty rabble. They take poor care of their weapons and armour. Their tribe venerates the great grey wolf and they use wolves as steeds to bolster their forces and provide cavalry support. Their chieftain is **Garhdgak** the Goblin King. The clan symbol is a wolf paw print.

The Deathpact Confederacy

The third division is lead by Moktag's Minotaurs, and consists of Clan Manflesh (Orcs), the Fremics (Dervish Nomads), and the Wagabu (Neanderthals).

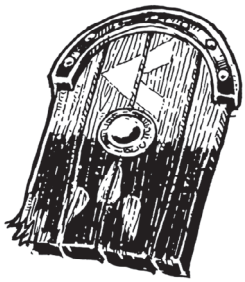
Moktag's Minotaurs
Tribe: Minotaurs
Alignment: Chaotic Evil
Chieftain: Moktag the Mutilator



Moktag, the largest and strongest of the minotaurs, leads his tribe of man-beasts. The minotaurs are strong, tough, and ferocious in battle. They are confident and arrogant. The minotaurs are prone to rage and bloodlust in combat. Their tribal symbol is a battle axe. Through strength of arms, the minotaurs command the division called The Deathpact Confederacy.

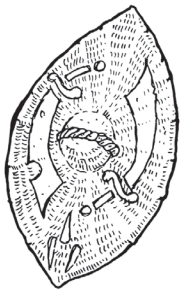


Clan Manflesh
Tribe: Orcs
Alignment: Chaotic Evil
Chieftain: Dolbogk the Bastard



Similar to the Goblins of the Grey Wolf tribe, the orcs of Clan Manflesh are largely unorganized. The orcs are indolent and the tribe is ruled through fear. They have little regard for their weapons and armour. They maintain an iron mine, deep in their lair, to provide ore and weapons to the horde. The orcs also use giant bats as steeds from the aeries atop their stronghold. The clan took its name from the ritual of eating human flesh after victory in battle. Clan Manflesh is hostile toward The Fremics. Their chieftain is a large evil specimen by the name of **Dolbogk**. The symbol of the clan is a white chevron.

The Fremics
Tribe: Dervish Nomads (Humans)
Alignment: Neutral Evil
The Great Kahl: Madir-Mamad



Prior to the arrival of the acolytes of Impurax, The fremics were a small, fragmented group of nomadic tribes that ranged across The Forbidden Zone. Impurax missionaries converted the tribes to the faith of The Rotting God and brought them under one banner. Only one tribe, the Hazzak-Letheye (Desert Rats), refused to yield and remain alone outside the sunken city of Archaia. The fremics are fierce warriors and disciplined religious zealots. Their symbol is a scimitar.

The Wagabu
Tribe: Neanderthals
Alignment: Neutral (Evil)
Chieftain: Tsor Bear-Killer



The Wagabu neanderthals have long arms and sloped foreheads. **Tsor**, their Chieftain, is the largest and most powerful of their tribe. The cavemen are stronger and more intelligent than they appear. They have a simple spoken language, spiritual belief system, and can make traps and weapons. They also raise and train saber-toothed tigers and rust monsters. Their tribal symbol is a woolly mammoth or a woolly mammoth tusk.

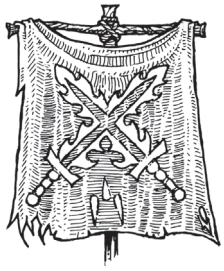
In addition to the three divisions above, there are two special units:

The Oor-Uks
Tribe: Black Orcs
Alignment: Lawful Evil
War-Chieftain: Golg Dwarf-Killer



The Oor-Uks (pronounced Uur-Ooks) are a special tribe of orc bred by the Archons for war on humankind. They are bigger, stronger, and faster than typical orcs. Their skin is black with a slight blue sheen and their large fangs protrude from their mouths. Their martial culture is more akin to the hobgoblins than the other goblinoids. These orcs can fight in daylight and are highly skilled in tactics, strategy, and combat techniques. The Oor-Uks are allies with the orcs of Clan Manflesh and the fire giants of the Magma Brethren. Their symbol is a white hand on a black field.

The Magma Brethren
Tribe: Fire Giants
Alignment: Lawful Evil
Chieftain: MacDrogal Smoldenbeard, Son of Gurtak, and Blood of Rottengar



A clan of fire giants guards the halls below the Hell-Fire Furnace. This is also the inner sanctum of the Archons. The fire giants are a proud and fierce race. They have the appearance of stout, twelve-foot tall dwarves. The giants have dark coal-like skin, orange-red beards, and thick broguish accents. They typically wear rough-hewn platemail of their own creation. The large bodies of fire giants make them somewhat indolent and they reek terribly of body odor from constant sweating. The clan symbol is a sword, or two crossed swords, each wreathed in flame.



Section III: Hex-Crawling The Forbidden Zone and Archaia

The Forbidden Zone: Overview

The Forbidden Zone is a massive badland created in the wake of Anu-Eya's Great Cataclysm. The badland is largely sandy, or dry cracked-earth terrain, with low short hills and no vegetation. The soil is black or black-grey in colour.

Under the direction of the Archons and the Impurites, the tribes of The Horde of the Rotting Hand took possession of The Forbidden Zone. They constructed tall scarecrows to instill fear and discourage humankind from approaching the sunken city of Archaia.

Traversing The Forbidden Zone is dangerous. The badland is wracked by flash storms that include dust squalls, extreme high winds, earthquakes, sinkholes, meteor showers, acid rain, and extreme variance in temperature.

The monstrous tribes of The Horde of the Rotting Hand are well acclimated to the unpredictable nature of the weather in The Forbidden Zone. They carry heavy furs for flash snowstorms, use sand goggles to see in various weather conditions, and travel in single file to hide their numbers. They also carry blankets and, in a heavy sandstorm, will quickly dig a small foxhole and cocoon themselves until it dissipates. New adventurers will likely learn the hard way, unless they are especially inquisitive in Eastdale before they set out on their first expedition.

The Forbidden Zone and Archaia: Magic Potent and Magic Dead Hexes

So powerful was Anu-Eya's wrath, that his Great Cataclysm disrupted the nature of arcane magic in The Forbidden Zone and the sunken city of Archaia. Anytime the PCs enter a new hex—in either location—the Referee must roll one 1d6. A result of 1 indicates a hex is either Magic Potent (1–3) or Magic Dead (4–6).

Magic cast in a Magic Potent hex increases the power of the spell. Any arcane spell-caster (magic-user or illusionist) who throws a spell in a Magic Potent hex casts at three levels higher (with all attendant bonuses to length, duration, dice, etc).

A Magic Dead hex means that arcane spells (magic-user or illusionist) cannot be cast in the hex whatsoever. Any attempt to cast results in failure and the loss of the spell. Moreover, all magic items are dampened and do not function in Magic Dead hexes. PCs must be extremely wary of combat in these spaces.

Note that divine spell-casters, clerics and druids, are unaffected by Magic Potent and Magic Dead Hexes due to the nature of their prayer based spell-casting.

The Referee can play Magic Potent and Magic Dead hexes two different ways:

First, you can predetermine the results by rolling each hex in advance. As players experiment and learn which hexes are potent or dead they will learn to negotiate these spaces and can use them to their advantage (for example, smart PCs will conduct ambushes on the edge of a Magic Potent hex).

Second, you can choose to have these unique hexes constantly changing to provide a more dynamic environment. This will encourage PCs to slow down, keep them on their toes, and address each hex in a slow and cautious manner.

Note the following exceptions: Hengegate hexes are always Magic Potent, including Dragon's Teeth Henge. In addition, magic cast into a Magic Dead hex will be absorbed by the hex in a fizzle of sparks with no effect.

The Forbidden Zone: Hexcrawling and Random Encounters

In addition to determining Magic Potent and Magic Dead hexes, Referees must also roll 1d6 to determine if there is a random encounter. If a 1 is rolled consult The Forbidden Zone: Random Hex Encounter Table:

The Forbidden Zone: Random Hex Encounter Table	
1–2	Tribal Patrol: Roll The Forbidden Caverns of Archaia Special Patrol Table
3–4	Monster: Roll The Forbidden Caverns of Archaia: Random Monster Table 1.1
5	Sandstorm*
6	Earthquake (see below)
7	Acidic Rain*
8	Forbidden Zone Scarecrow (see below)
9	Roll 1d6: 1–3 Heads on Pikes, or 4-6 Pillar of Smoke 1 hex away. Roll for a random direction (see below)
10	Temperature Change, Roll 1d6: 1–3 Extreme Scorching Heat, or 4–6 Extreme Freezing Rain/Snowstorm (treat as *Heat (or Freeze) Metal*
11	Sinkhole*
12	Insect Plague*

*See The Forbidden Caverns of Archaia Random Hex Hazards Table later in this section.

Earthquake: A quake rocks the area. Make a Dexterity check or fall to the ground. There is a 4 on d6 chance of a fissure opening within sight of the PCs and a 1 on d6 chance it opens right below them.

Forbidden Zone Scarecrow: Players see a humanoid form in the distance. As they move closer they recognize it as an eight foot high scarecrow constructed by (d6): 1. Goblins, 2. Orcs, 3. Bugbears, 4. Gnolls, 5. Lizardmen, 6, Unknown. These scarecrows are used to deter humans and adventurers from travelling to Archaia. They are typically made of scrap metal, wood, bones and other rubbish, tied or pieced together with nails.

Heads on Pikes: There appears to have been a battle. The PCs come across a pile of bodes and number of decapitated human and demi-human heads set on spikes. The monstrous tribes are sending a message.

Pillar of Smoke: A pillar of smoke snakes slowly up into the sky some distance away. The exact nature of the smoke, if investigated, could be Heads on Pikes, a burning Forbidden Zone Scarecrow, or a burning caravan wagon. Referees are encouraged to create new possibilities for inquisitive PCs.

The Forbidden Caverns of Archaia: Overview

The ruined, sunken city of Archaia is located in a vast canyon. The canyon is approximately 3 miles in length, 2.5 miles in width, and 600 feet deep. Like The Forbidden Zone, the canyon is fraught with danger including monsters (on the surface, above, and below), patrols of monstrous humanoids, and special landscape hazards. Each hex represents approximately 300 feet in length (roughly the length of an American football field). The sunken city is highly dangerous.

The Forbidden Caverns of Archaia: Hexcrawling and Random Encounters

Roll Table 1: The Forbidden Caverns of Archaia Random Hex Encounter Table each time the PCs move into a new hex and then consult the appropriate subtable(s).

Table 1: The Forbidden Caverns of Archaia Random Hex Encounters

1–4	Empty
5	Monster: Roll Table 1.1 Random Monsters
6–7	Special Patrol: Roll Table 4.1 Tribal Patrol and Motivation
8–9	Hazard: Roll Table 2.1 Random Hex Hazards
10	Special: Roll Table 3.1 Random Hex Specials

Table 1.1: The Forbidden Caverns of Archaia: Random Monsters

	Low-Level Encounters (1–3)
1	Pterodactyl (1d3)
2	Giant Rat (3d6)
3	Dimetrodon (1)
4	Velociraptor (1d10)
5	Skeleton (1d10)
6	Zombie (1d6)
7	Rock Reptile (1d2) 2HD
8	Terrordactyl (1d2)
9	Giant Mosquito (1d6)
10	Axe Bleak (2d6)
11	Owlbear (1)
12	Giant Blister Beetle (1d6)
13	Giant Earthworm (1d6)
14	Megalocentipede (1d2)
15	Wolf (2d6)
16	Giant Scorpion (1d4)
17	Giant Draco Lizard (1d2)
18	Giant Rattlesnake (1)
19	Giant Ant (2d6)
20	Roll Levels 4–7
	Mid-Level Encounters (4–7)
1	Giant Dragonfly (1d2)
2	Dust Digger (1d2)
3	Sand Stalker (1d2)
4	Giant Saw-Toothed Beetle (1d2)
5	Mummy (1d6)
6	Deinonychus (1d2)
7	Hydra (1)
8	Wight (1d4)
9	Giant Pterodactyl (1d2)
10	Manticore (1d2)
11	Giant Pterodactyl (1d2)
12	Giant Sliver Beetle (1d3)
13	Troll (1d4)
14	Rock Reptile (1d2) 5HD
15	Ghoul (1d6)
16	Wraith (1d3)
17	Giant Beetle Exoskeleton (1)
18	Sandling (1d3)
19	Giant Scorpion (2d6)
20	Huge Scorpion (1d4+1)

The Forbidden Caverns of Archaia Random Hex Hazards

Referees should consult the table below if a random hazard is rolled on Table 1: The Forbidden Caverns of Archaia Random Hex Encounters.

Table 2.1: The Forbidden Caverns of Archaia Random Hex Hazard Table

1	Earthquake
2	Rockslide
3	Sinkhole
4	Sandstorm
5	Acid Rain
6	Insect Plague
7	Meteor Shower
8	Temperature Change

Earthquake: A quake rocks the canyon. Make a Dexterity check or fall to the ground. There is a 1–2 on d6 chance of unearthing a new cave/dungeon opening within sight of the PCs. Roll 1d6: 1–2. Natural Cave, 3. Ruined Arch, 4–5. Crypt (Sealed), 6. Sewer.

Rockslide: A quake starts a massive rockslide near the player characters. PCs take 1d4 points of damage per average party level (rounding down). Save for half.

Sinkhole: The badlands are littered with sinkholes. Approaching a sinkhole can be very dangerous. If a player character walks or runs into a sinkhole they must make a Constitution check to keep from sliding down. Each subsequent round the character must roll a Constitution check (with a +1 penalty for each round in the sinkhole) until they fail or are saved. A rolled 20 means the PC is immediately sucked down. Unless the sinkhole has a predetermined exit, PCs sucked down a sinkhole are considered lost.

Sandstorm: A whirling sandstorm picks up amidst the player characters. Visibility is reduced to zero. There is an 80% chance the party (or individuals) turns off course (determine randomly). Movement slows to one quarter. Players must halt to avoid getting lost.

Acid Rain: Dark reddish clouds form overhead. Acid rain falls from the sky causing 1d4 points of damage per round (per level) to exposed flesh. Metal and clothing are unaffected. The rain lasts for 2d4 rounds.

Insect Plague: An insect plague moves through the hex (Roll 1d6: 1–3, Locusts, or 4–6, Beetles). PCs must dig a hole, cover themselves, or light torches and stand together or be separated and swept away in the chaos. Lost characters are carried into a random adjacent hex.

Meteor Shower: A shower of meteors enters the atmosphere above the characters and pulverizes the hex. Characters take 1d6 points of damage per level.

Temperature Change: A snowstorm or scorching flash of heat changes the climate of the hex. The effect is the same as the spell *Freeze/Heat Metal* and lasts for 10 hours. Movement is slowed to half.

The Forbidden Caverns of Archaia Random Hex Special Encounters

Referees should consult the table below if a special encounter is rolled on Table 1: The Forbidden Caverns of Archaia Random Hex Encounters.



Table: 3.1: Forbidden Caverns of Archaia: Random Hex Special Encounter Table

1	Dwarf crushed in hill giant footprint
2	Broken white stone obelisk sticks out of ground
3	Decomposing body of emaciated human slave
4	Severed heads on pikes: two human and an elf
5	Sun-bleached pile of human skulls
6	The remains of a campfire (two days old)
7	Broken white marble face sticks out of ground
8	Screeches of **pterodactyls** are heard in distance
9	Pillar of smoke extends to sky (random direction)
10	Roar of a **dimetrodon** heard in distance
11	Dark clouds gather quickly, sun blocked 1d4 turns
12	**Wyvern** passes overhead. Take cover!
13	PC trips over shallow grave, 50% bag of 1d4 gems
14	A screech, like a battle cry is heard, then silence
15	A deer stops, watches for a moment, then flees
16	Party of 1d6 adventurers lay dead. Looted
17	Dark clouds, thunderstorm in random direction
18	A broken white marble fountain
19	Chest sticks out of the ground. Check HC XX
20	Something catches the eye. A *Dagger +1* in sand
21	A small hovel in ground, gate for a **Phase Ghoul**
22	**Giant Vultures** (3d6) circle in a random direction
23	A **Roc** flies overhead! Ahhhh!
24	Battle: **Two Special Patrols** over 2d4 bound slaves
25	Broken sewer pipe (6 ft tall) sticks out of ground
26	**Velociraptor** tracks
27	*Disk of Kar'Koon* sticks out of the ground
28	Body of halfling clutching a partial map. GM choice
29	Booted footprints heading in a random direction
30	**Goblin** footprints, signs of a recent patrol
31	White marble ruins (no roofs) 30x40 imprint
32	Eerie silence for 1d2+1 turns
33	1d4 white marble pillars, worn by sand and time
34	1d4 human slaves hide behind a rock, save us!
35	Crazed mage, whipped/beaten, staggers to you
36	Chest sticks out of sand (1d4 **Spitting Cobras**!)
37	Sarcophagus sticks out of sand. Ruby Ring 500gp
38	Wooden coffin in shallow grave: **Zombie**!
39	A pouch with long stem pipe weed
40	Windstorm! Shelter or thrown into adjacent hex
41	**Orcs** riding **Giant Bats** overhead! Duck for cover!
42	Three dwarven heads, no tongues, on a rock
43	A *Runic Tablet* (see Barrowmaze Complete)
44	Two splayed baboon skins on rack, drying in sun
45	Forbidden Zone Scarecrow
46	Hex is Magic Potent (cast as 3 levels higher)
47	A henge, largely destroyed
48	Bleached bones of a huge brontosaurus
49	A wandering mule. 50% supplied
50	Forbidden Zone Scarecrow
51	Dead horse baking in the heat, giant bite mark
52	Massive snake skeleton
53	20 foot high pile of humanoid bones and skulls
54	**Wolves** (2d4) chewing on orc corpses
55	Forbidden Zone Scarecrow
56.	Body of elven warrior pierced by black arrows
57.	**Chimera** flies overhead. Hide!
58.	Rock with unholy symbol of Impurax drawn in blood
59	Copse with small cave. Body of dwarf and map
60	Lone wolf howls in the distance
61	Collapsed ruined walls
62	Fallen white marble statues 1d4+1
63	40 foot tall broken statues set into nearby wall
64	Shallow grave. 50% **Wight**, 50% 25pp
65	Pillar inscribed with glyphs
66	Tribal Pillar: 1) Goblin, 2) Orc, 3) Troll, 4) Ogre
67	Crater: 1) 50 ft, 2) 100ft, 3) 150ft, 4) 200ft
68	Melting snow
69	Dead animal: 1) Bear, 2) Lizard, 3) Mountain Lion
70	Tree of Woe: 1) Lvl 3 Fighter, 2) Lvl 3 Cleric
71	Surface burnt black
72	Fire giant skull
73	Random adventuring party
74	Paladins of the Crimson Cross
75	Caravan guard with amnesia
76	Leper in dirty rags
77	Diseased pilgrim with open sores
78	**Hobgoblin** patrol forcing 2 slaves into deathmatch
79	**Axe Beaks** eating a giant lizard
80	**Velociraptors** eating a **Landshark**
81	**Manticore** with deer in mouth flies overhead!
82	Sacrifice: two chained women by Impurax clerics
83	**Bandits** (3d6) digging up buried treasure
84	**Red Dragon** flies overhead. Run!
85	**Axe Beaks** race on sand, **Ankhegs** rise and feed
86	Vaguely hear "Help!" from fissure in ground
87	Random gemstone (1d4x100gp)
88	Magical broadsword in sand (1-3: +1, 4-5: +2)
89	A pouch of spell components
90	A scroll with three spells (see New Spells)
91	Chalk marks on rock in goblin: Die Infidels!
92	A broken wagon wheel
93	Hex is Magic Dead
94	Hex is Magic Potent (cast as 3 levels higher)
95	A small pond (poisoned)
96	Charnel pit—feeding station for nearby predator
97	PCs see an **Archon**, he sees them, teleports away
98	Forbidden Zone Scarecrow
99	Hex is magic dead
00	Roll twice on this table

Tribal Patrols: Encounters and Motivations

Referees must consider a number of important factors with regard to the various tribes of The Horde of the Rotting Hand.

First, the Impurites use fear and religion to keep control of the tribes. As a result, there is a truce between most of the them. However, the truce is, at best, tenuous. The peace is fragile because select tribes have long-standing racial enmity with others. In addition, resources are exceedingly scarce in the sunken city. Ultimately, each tribe needs to survive and this includes periodic trading, raiding, fighting, or skirmishing each other, for resources like food, water, slaves, gold, and weapons.

Set in this context, their relationship to each other is dynamic and subject to change as play evolves. Savvy PCs can use these relationships to their advantage. The chart below is intended to provide Referees with a starting point to begin play. The relationships of the tribes to each other are summarized as follows: Ally (A), Friendly (F), Neutral (N), Hostile (H), or Enemy (E).

In sum, reptile-like humanoids, specifically the naga-ti, kobolds, froglings, and lizardmen, are largely despised by goblinkind, broadly defined. However, all the tribes of the horde universally hate the lizardmen (with the exceptions above). In some instances, lesser humanoids like kobolds and goblins will ally for survival against more powerful tribes (if the need arises). Special enmity is also reserved for the neanderthals. Anytime a monster patrol encounter takes place with the lizardmen, the neanderthals, or both, a battle is likely to breakout.

The Impurites have directed all the tribes to transport organic material and waste (wood, refuse, carrion, corpses, bones, excrement, vegetable matter, etc) to the Great Henge and dump it. The Impurite missionaries have made this an important religious duty for all the tribes. This is a spiritual obligation and must be carried out regularly. This activity is reflected in the design of the random patrol tables. In these instances they use wagons, carts, wheel-barrows, or slaves, to transport the waste from their lairs. Each time the PCs visit the Great Henge they should notice the mound of organic filth growing larger and larger, and the smell becoming increasing unbearable. Due to the unpredictable nature of the weather, tracks are hard to find and follow. Eventually, as the game develops, the mound will stand like a tall, broad hill, much larger than the stone columns of the Hengegate itself. See map entry L for the location of the Great Henge.



The Forbidden Caverns of Archaia: Tribal Relations—The Horde of the Rotting Hand

	Kobolds	Goblins	Froglings	Orcs	Hobgoblins	Gnolls	Lizardmen	Bugbears	Neanderthals	Dervishes	Naga-Ti	Ogres	Minotaurs	Black Orcs	Fire Giants
Kobolds	—	F	F	H	H	E	F	H	H	H	F	H	N	H	H
Goblins	F	—	N	N	N	H	E	F	N	N	H	H	H	H	H
Froglings	F	N	—	H	H	N	F	H	N	N	A	H	N	H	H
Orcs	H	N	H	—	N	N	E	H	H	H	N	N	H	A	N
Hobgoblins	H	N	H	N	—	N	E	N	N	N	N	E	H	N	N
Gnolls	E	H	N	N	N	—	E	N	H	H	H	N	N	N	E
Lizardmen	F	E	F	E	E	E	—	E	E	E	A	E	E	E	E
Bugbears	H	F	H	H	N	N	E	—	N	N	H	N	H	N	N
Neanderthals	H	N	N	H	N	H	E	N	—	F	N	A	H	H	N
Dervishes	H	N	N	H	N	H	E	N	F	—	N	N	N	H	N
Naga-Ti	F	H	A	N	N	H	A	H	N	N	—	N	N	H	N
Ogres	H	H	H	N	E	N	E	N	A	N	N	—	N	N	F
Minotaurs	N	H	N	H	H	N	E	H	H	N	N	N	—	H	N
Black Orcs	H	H	H	A	N	N	E	N	H	H	H	N	H	—	A
Fire Glants	H	H	H	N	N	E	E	N	N	N	N	F	N	A	—

The various tribes and factions of The Horde of the Rotting Hand move about the floor of the sunken city as necessary. The exact composition of the patrol and their motivation(s) are determined by consulting the following table and nested subtables. Referees are encouraged to determine the results of these tables several times in advance of play:

Table 4.1: Tribal Patrol and Motivation

1 _____ transporting carrion and waste to the Great Henge.
(Subtable 4.2)

2 _____ returning with _____
(Subtable 4.2) (Subtable 4.5)

3 _____ scavenging for _____
(Subtable 4.2) (Subtable 4.5)

4 _____ fighting with _____ over _____
(Subtable 4.2) (Subtable 4.2) (Subtable 4.5)

5 _____ raiding on _____ for _____
(Subtable 4.2) (Subtable 4.2) (Subtable 4.5)

6 _____ trading _____ with _____ for _____
(Subtable 4.2) (Subtable 4.5) (Subtable 4.2) (Subtable 4.5)

Subtable 4.2: Tribal Patrol Encounter Type Subtable

1–3	Patrol I*	**1**	Kobolds
		2	Froglings
		3	Goblins
		4	Orcs
		5	Dervishes
		6	Fanged Legion
4–6	Patrol II*	**1**	Hobgoblins
		2	Gnolls
		3	Lizardmen
		4	Bugbears
		5	Neanderthals
		6	Referee's Choice (Patrol I or II)

*Reroll results that provide the same monster type.

Note that referees should repopulate the types of monstrous humanoids with ogres, minotaurs, and black orcs, etc., as the PCs advance to mid level and beyond.



After selecting the humanoid monster type, determine the composition (numbers, hit points, and weapons) of the patrol(s) by consulting the appropriate subtables below. If a Special is encountered, roll Table: 4.4: Patrol Specials Subtable.

Note that slings will have 10 stones, short and longbows will have 12 arrows, crossbows will have 8 bolts, and javelins are carried in 3s.

Table 4.3: Tribal Patrol I Composition Subtables

Kobold Patrol

	Composition		Weapons
1	(6) 1, 2x2, 3, 2x4	**1**	Shortsword and Javelin
2	(6) 1, 1, 2x2, 2x4 + Special	**2**	Shortsword and Spear
3	(8) 2, 3x2, 4x4	**3**	Shortsword and Thatch Shield
4	(8) 1, 5x2, 2x3 + Special	**4**	Spiked Club and Thatch Shield
5	(10) 2x1, 3x2, 2x3, 1x4,	**5**	Javelins and Dagger
6	(10) 4x1, 2x2, 2x3, 2x4 + Special	**6**	Spear

Orc Patrol

	Composition		Weapons
1	(4) 2, 3, 2x5	**1**	Scimitar and Shield
2	(4) 5, 2x6, 8 + Special	**2**	Spear and Shield
3	(6) 3x2, 2x5, 6	**3**	Crossbow and Shortsword
4	(6) 2, 2x3, 2x5, 8 + Special	**4**	Scimitar and Hand Axe
5	(8) 2x2, 2x3, 3x4, 6	**5**	Scimitar and Shortbow
6	(8) 2, 3, 4, 2x6, 2x7, 8 + Special	**6**	Spear and Dagger

Frogling Patrol

	Composition		Weapons
1	(6) 3x2, 3, 2x6	**1**	Spear and Net
2	(6) 2x2, 3x3, 7 + Special	**2**	Spear and Shield
3	(8) 2x2, 3, 2x4, 2x5, 7	**3**	Club and Sling
4	(8) 2x4, 2x3, 2x5, 6, 7 + Special	**4**	Spear and Sling
5	(10) 1x3, 3x4, 2x5, 2x6, 2x7	**5**	Club and Net
6	(10) 3x2, 3x3, 2x4, 5, 7 + Special	**6**	Club and Javelins

Dervish Patrol

	Composition		Weapons
1	(4) 4, 5, 6, 8	**1**	Scimitar
2	(4) 3, 2x4, 6 + Special	**2**	Scimitar and Buckler Shield
3	(6) 3, 4, 5, 3x7	**3**	Scimitar and Shortbow
4	(6) 2, 4, 2x5, 7, 8 + Special	**4**	Shortsword and Shortbow
5	(8) 2, 2x3, 2x5, 6, 7, 8	**5**	Spear and Buckler Shield
6	(8) 2x2, 4, 2x6, 3x8 + Special	**6**	Scimitar and Spear

Goblin Patrol

	Composition		Weapons
1	(6) 3x2, 3, 2x7	**1**	Scimitar
2	(6) 2x2, 4, 5, 2x6 + Special	**2**	Scimitar and Sling
3	(8) 4x2, 3, 4, 5, 6	**3**	Scimitar and Shortbow
4	(8) 2x2, 2x4, 2x5, 2x7 + Special	**4**	Club and Shield
5	(10) 2x2, 2x3, 2x4, 2x5, 6, 7	**5**	Spear and Buckler Shield
6	(10) 2, 2x3, 4x4, 3x6 + Special	**6**	Club, Shield, and Sling

Fanged Legion Patrol

	Composition		Weapons
1	(4) 2xL1 (8), 1xL2 (15), 1xL3 (22)	**1**	Scimitar, Shield, Light Crossbow
2	(4) 2xL1 (8), 2xL2 (15) + Special	**2**	Scimitar, Shield, Light Crossbow
3	(6) 4xL1 (8), 1xL2 (15), 1xL3 (22)	**3**	Scimitar, Shield, Heavy Crossbow
4	(6) 4xL2 (15), 2xL3 (22) + Special	**4**	Spear, Shield, Light Crossbow
5	(8) 5xL2 (15), 2xL3 (22), 1xL3 (22)	**5**	Spear, Shield, Light Crossbow
6	(8) 4xL2 (15), 4xL3 (22) + Special	**6**	Spear, Shield, Heavy Crossbow

Hobgoblin Patrol

	Composition*		Weapons
1	(4) 3, 3x5	**1**	Scimitar and Shield
2	(4) 4, 6, 8, 9 + Special	**2**	Halberd
3	(6) 2x3, 4, 5, 2x7	**3**	Scimitar and Shortbow
4	(6) 2x2, 3, 5, 7, 8 + Special	**4**	Morningstar and Dagger
5	(8) 4x3, 4, 3x7	**5**	Morningstar and Shortbow
6	(8) 2x2, 2x5, 6, 8, 2x9 + Special	**6**	Spear and Shield

*There is a 1 on d6 chance that a Hobgoblin Patrol includes one of the following:

1–2: Muggle (1) AL: CE, AC: 5, HD: 2, HP: 10, #AT: See entry, DMG: See entry.

3–4: Carnivorous Ape (1) AL: N, AC: 6, HD: 5, HP: 25, #AT: 2 or 3, DMG: 1d4/1d4 (1d8).

5–6: War Dogs (1d4) AL: N, AC: 6, HD: 2+2, HP: 10 each, #AT: 1, DMG: 2d4.



Gnoll Patrol

	Composition*		Weapons
1	(4) 9, 10, 2x11	**1**	Scimitar and Longbow
2	(4) 7, 8, 11, 12 + Special	**2**	Halberd and Scimitar
3	(6) 6, 8, 2x9, 10, 11	**3**	Battleaxe
4	(6) 5, 9, 2x10, 2x11 + Special	**4**	Hand Axe and Shield
5	(8) 4, 3x5, 8, 10, 13, 15	**5**	Longbow and Scimitar
6	(8) 3, 6, 3x8, 2x9, 15 + Special	**6**	Halberd

*There is a 1 on d6 chance that a Gnoll Patrol includes one of the following:

1–3: War Dogs (1d4) AL: N, AC: 6, HD: 2+2, HP: 10 each, #AT: 1, DMG: 2d4.

4–6: Hyenas (2) AL: N, AC: 7, HD: 3, HP: 16, #AT: 1, DMG: 2d4.

Lizardman Patrol

	Composition*		Weapons
1	(4) 6, 9, 14, 14	**1**	Spear
2	(4) 3, 5, 6, 12 + Special	**2**	Trident
3	(6) 7, 8, 9, 10, 13, 14	**3**	Morningstar and Javelins
4	(6) 7, 9, 12, 2x14, 17 + Special	**4**	Bardiche
5	(8) 2x8, 9, 10, 3x11, 14	**5**	Longsword and Javelins
6	(8) 2x7, 9, 10, 11, 14, 16, 17 + Special	**6**	Shortsword and Javelin

*There is a 1 on d6 chance that a Lizardman Patrol includes a Young Adult Giant Draco Lizard (1) AC: N: HD: 3+1, HP: 18, #AT: 1, DMG: 1d8.

Bugbear Patrol

	Composition		Weapons
1	(4) 15, 16, 19, 21	**1**	Morningstar
2	(4) 12, 13, 20, 23 + Special	**2**	Mace and Javelins
3	(4) 8, 11, 15, 20	**3**	Battleaxe
4	(6) 2x13, 16, 17, 20, 21 + Special	**4**	Spear
5	(6) 11, 12, 2x13, 15, 19	**5**	Bardiche and Javelins
6	(6) 8, 10, 12, 14, 16, 18 + Special	**6**	Halberd

Neanderthal Patrol

	Composition*		Weapons
1	(4) 7, 8, 9, 11	**1**	Stone Axe
2	(4) 3, 8, 2x10 + Special	**2**	Stone Axe and Spear
3	(6) 6, 2x8, 10, 2x12	**3**	Club
4	(6) 4, 6, 3x10, 13 + Special	**4**	Spear
5	(8) 5, 7, 3x9, 12, 13, 16	**5**	Club and Spear
6	(8) 6, 2x8, 4x9, 12 + Special	**6**	Club and Stone Axe

*There is a 1 on d6 chance that a Neanderthal Patrol includes a Young Adult Sabre-Tooth Tiger (1) AL: N, AC: 6, HD: 4, HP: 19, #AT: 3, DMG: 1d8/1d8/2d8.

Subtable 4.4: Tribal Specials

1	Level 4 Acolyte of Impurax AC: 4 (Chain and Shield), HD: 4, HP: 21, Mace (1d6) and Sling (1d4) with 20 stones (10% 1 item is +1), Spells (3/2): *Entangle, Fistfang, Ray of Decay, Hold Person, Moldskin*.
2	Level 4 Acolyte of Impurax AC: 4 (Chain and Shield), HD: 4, HP: 21, Flail (1d6) and Sling (1d4) with 20 stones (10% 1 item is +1), Spells (3/2): *Entangle, Fistfang, Ray of Decay, Hold Person, Moldskin* and a Level 3 Fang of Impurax AC: 2 (Plate and Shield), HD: 3, HP: 22, Spear (1d6), Scimitar (1d8), and Dagger (1d4). (10% 1 item is +1)
3	Ogre AL: C, AC: 5, HD: 4+1, HP: 21. #AT: 1, Weapon: Giant Club (1d10). Ogres are +2 on damage rolls.
4	Roll 1d6: (1–3) 1d8+4 Human Slaves or (4–6) 1d8+4 Mixed Slaves (Human, Demi-Human, Kobold, Orc, or Goblin).
5	Roll 1d6: (1–3) Minotaur AL: CE, AC: 6 (unarmoured), HD: 6, HP: 27, #AT: 1, Weapon: Battle Axe (1d8). Minotaurs are +2 on damage rolls; or (4–6) Tricerotaur AL: CE, AC: 4, HD: 8, HP: 47, #AT: See entry, Weapon: Massive Morningstar (2d8). Tricerotaurs are +3 on damage rolls.
6	Two of the above (reroll 6s)



Subtable 4.5: Motivation Type

1	Slaves (1d8+4)
2	Dead bodies and organic waste[1]
3	Food[2]
4	Water (1–4) or Mead (5–6) in barrels
5	Weapons[2]
6	Coin[2]

[1] Enroute to the Great Henge.

[2] See Subtable 4.6: Random Patrol Motivation.

Subtable 4.6: Random Patrol Motivation (Type and Details)

	Food	Weapons	Coin	Carried in
1	Rice	Broad-swords (1d4x10)	1d6+1d100gp, 1d4+1d100sp	Chests (1d4+1)
2	Grain	Wooden shields (1d4x10)	1d4+1d100gp, 1d4+1d100sp	Sacks (2d6+2)
3	Axe Beak legs	Bows and arrows (1d4x10)	1d4+1d100gp, 1d6+1d100sp	Wooden crates (2d4)
4	Dinosaur steaks	Scimitars (1d4x10)	1d2+1d100gp, 1d8+1d100sp	Barrels (2d4)

Note: Reroll similar results, if required.

Section IV: Exploration in The Forbidden Caverns of Archaia

Dungeon Exploration

The Forbidden Caverns of Archaia requires a diligent and detail-oriented Referee. There are numerous checks that must be made to make the ruined and unstable environment come alive for players.

Dungeon Keyes and Entries

Like Barrowmaze, the Forbidden Caverns of Archaia uses a shortened entry style. I discourage reading boxed text to players. Instead, I keep entries brief so Referees can skim the relevant information quickly and then convey the scene or situation while making eye contact with players. This approach encourages Referees to play with your players rather than just reading aloud to them. This style also allows the Referee to play the dungeon with minimal preparation time. In the text monsters have been **bolded** and magic items *italicized* to facilitate quick play.

Accessing Archaia: Trails and Climbing Rules

The walls of the sunken city are steep and dangerous. There are three elevation tiers and each represents 200 feet. The slope of each is approximately 55 degrees and is considered "rough."

The PCs will first arrive at the bottom left corner of The Forbidden Caverns of Archaia Hex Map (the trail located closest to entrance #1). Over time, the tribal warbands have made trails down to the canyon floor. These provide the surest footing but are perilous. They are steep and wind back and forth over 600 feet down to the floor of the sunken city. A moderate to severally encumbered character cannot climb up the trails and they are too steep for standard pack animals. Due to the passage of tribal warbands, there is twice the likelihood of a random encounter when accessing a trail. If an encounter is rolled proceed to Subtable 4.2: Random Patrol Encounter Type. Note that combat on a trail may (15%) lead to a rockslide.

PCs may also choose to climb up or descend the walls of the canyon. Unencumbered thieves can climb 40 feet per round in this terrain with a successful Climb Walls roll. All other unencumbered PCs can climb approximately 20 feet per round and must roll a Dexterity check (bonuses and negatives apply) each round or risk sliding or falling.

If a check is failed, the PC must roll 1d6. A result of 1–5 indicates a slide, and a roll of 6 indicates a fall. To determine how far the character slides sh/e must roll another 1d6x10 feet and take 1d3 points of damage per 10 feet (for levels 1–3, 1d6 for 4–7). If the character falls s/he must roll 1d6x10 feet and take 1d6 points of damage per 10 feet of the fall (for levels 1–3, 2d6 for 4–7). Adjust as necessary if the PC falls shorter than the noted distances.

PCs may attempt to rope themselves together to climb or descend the walls of the canyon. Roped PCs may only move as fast as their slowest member and will need 30 feet of rope between them. Roping together provides both advantages and disadvantages. On one hand, they run the risk of everyone falling, but on the other, are more likely to avoid losing a single member to a slide or a fall.

Roped PCs must make Dexterity checks every 20 feet. However, if a slide or fall is indicated, the characters both above and below must make a Strength check to stop the slide or fall. If one Strength check is successful and the other fails, the successful character must make a second Strength check to hold on. Each time a fallen character is added to the chain of fallen characters, additional Strength checks must be made until the chain is stopped or everyone slides or falls. In the case of a fall, a penalty of –1 is added to the Strength check for each character supported.

Roped Party Example:

An adventuring party known as Archaian Acquisitions, consisting of Aggro, Big Tam, Fletta, and Medivh (all human, no thieves, and in climbing order) decide to ascend from the floor of the sunken city. They all make three successful checks and are now 60 feet above the ground. Aggro makes his fourth straight Dexterity check, Big Tam fails and slides, Fletta is successful, and Medivh fails and falls. Aggro and Fletta must make successful Strength checks to keep Big Tam from sliding and Fletta must make an additional Strength check to keep from falling with Medivh. Aggro and Fletta make their checks to stop Big Tam from sliding (he takes 1d3 damage). Fletta makes her second check (despite the –1 falling penalty for Medivh) and keeps her grip to arrest Medivh's fall. Medivh is now dangling at the end of the rope below Fletta.

Whether the PCs decide to ascend (or descend) the walls of the sunken city, or take a trail, accessing the sunken city should be a dangerous undertaking. Despite the higher probability of a random monster patrol along the trails, they remain the safest way (other than Hengegates at higher levels) to access the sunken city. Player Characters must be extremely diligent, in the form of scouting and camouflage, when accessing these locations.

Caves and Cavern Hazards

The Forbidden Caverns of Archaia provide numerous challenges for player characters to overcome.

Crevasses: Due to the constant quakes and tremors, the earth has heaved and cracked open. Caves and/or dungeon hallways have been split by crevasses. In some instances the other side of a broken tunnel may be 10s of feet above or below the player characters. Unless otherwise stated these crevasses are bottomless.

Sinkholes: The caves and dungeons of Archaia are also littered with sinkholes caused by water erosion. Approaching a sinkhole can be very dangerous. If a player character walks or runs into a sinkhole they must make a Constitution check to keep from sliding down. Each subsequent round the character must roll a Constitution check (with a +1 penalty for each round in the sinkhole) until they fail or are saved. A rolled 20 means the PC is immediately sucked down. Unless the sinkhole has a predetermined exit, PCs sucked down a sinkhole are considered lost.

Razor Rock: Razor rocks are stone formations that are extremely sharp, jagged, and abrasive. Movement over razor rock is reduced to ¼ normal rate. Moving faster will necessitate a Dexterity check. A failed check results in 1d6 points of damage. Attempts to run through this type of hazard will bring a +4 penalty to the ability check and 2d6 point of damage if failed. Standard mounts will refuse to walk over razor rock.

Glassy Rock: Glassy rock is a field of extremely slippery, flat stone. Movement over glassy rock is reduced to ¼ normal rate. Moving faster than this rate necessitates a Dexterity check. If a PC runs, unknowing steps on glassy rock, or attempts combat, they must make a Dexterity check to avoid falling and sliding 1d4+4x10 feet until they stop or crash into a wall. Fallen PCs will be stunned for 1d6 rounds. Standard mounts will refuse to walk over glassy rock.

Ledgeway: There are numerous elevation shifts in the deep caverns and caves of Archaia. These ledgeways vary in height and must be climbed, as per normal climbing rules. Unless otherwise stated, ledgeways in the underdark are slippery surfaces.

Wormholes: In some instances the monsters of the deep, or through natural means, have created areas riddled with narrow holes and tunnels. These can be inhabited (1–4 on d6) or abandoned (5–6 on d6). Monsters could include giant earthworms, giant ants, giant cockroaches, giant beetles, giant centipedes, megalocentipedes, giant spiders, or rock reptiles.

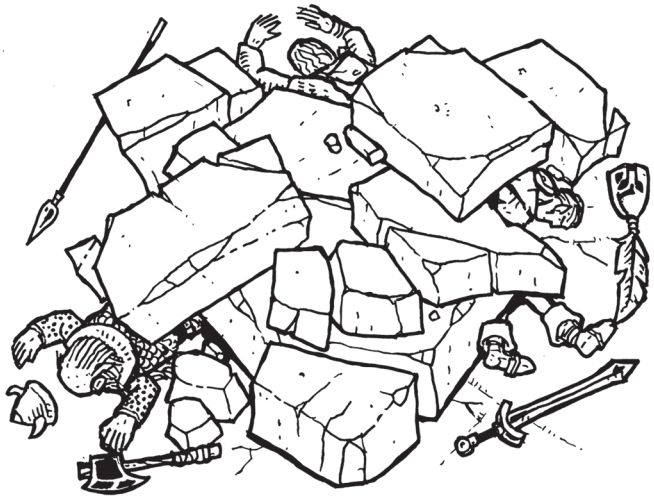
Fungal Forests: A fungal forest is covered with colorful mushrooms of all shapes and sizes as well as fungal undergrowth. A fungal forest is a rich, moist environment dotted with hazards like sinkholes and ledgeways. Many subterranean fungi are bioluminescent, and in the absence of torches or lanterns, humans may be able to see, albeit in poor light. These unique and otherworldly environments are home to monsters and creatures of all types. Unless otherwise stated, In these lush environments, random monsters are encountered on a 1–2 on d6. If an encounter takes place, consult the Fungal Forest Random Monster Table located below. Referees should adjust this table as required by party level.

Fungal Forest Random Monster Table	
1	Giant Cave Cricket (1d10)
2	Basidirond (1)
3	Blooderfly (See entry)
4	Cinnamon Mold (1)
5	Crystalline Cluster (1d4)
6	Faze Fungus (1d2)
7	Megalocentipede (1d2)
8	Giant Blister Beetle (1d6)
9	Giant Cockroach (1d8)
10	Hook Horror (1)

Collapses and Cave-Ins

Almost every dungeon in Archaia is on the verge of collapse. The Great Cataclysm and the centuries of earthquakes, landslides, and storms, have made the entire area unstable.

Any dungeon room or cavern, *either noted in the text or represented with rubble on a map*, may be susceptible to further collapse. While PCs are in these rooms, there is a 1–2 on d6 chance (per turn) of a cave-in. If caught in a collpase, characters between levels 1–3 will take 2d6 points of damage (or 1d6 if a save versus Petrification is made). Characters between levels 4–6 take 4d6 unless a save for half damage (2d6) is successful.





It is crucial Referees communicate the unstable nature of the underground environment to players. This is a central motif of the adventure. Referees should check in rounds three and nine (1–2 on d6) while dungeoneering for a cave-in/collapse. If indicated, consult the table below.

For example, if the Referee rolls two 5s tell players "you feel a distant tremor behind you to the south. The ground rumbles and earth and stones drop from the ceiling. Everyone is covered in dust. Then silence." and, as a result, dust and small stones descend on their heads from the ceiling, or they hear and feel a rock-slide in the canyon while underground. These kinds of descriptions are important because they add flavour and texture to gaming sessions while communicating the motif of the setting and the precarious nature of dungeon delving in the sunken city of Archaia.

Collapses and Cave-Ins

	Direction		Collapse Effect
1	North	**1**	Loud, close, ground shakes[1]
2	Northeast	**2**	Loud, close, ground shakes[2]
3	East	**3**	Loud, close, ground shakes[3]
4	Southeast	**4**	Low rumble, distant
5	South	**5**	Low rumble, distant
6	Southwest	**6**	Low rumble, distant
7	West	**7**	Faint, far
8	Northwest	**8**	Faint, far

1: Roll 1d6. There is a 1 in d6 chance of a crevasse (1–3), or a sinkhole (4–5), or new dungeon passage (6) opening within 1d4x10 feet of the player characters.

2: Roll 1d6. There is a 2 in d6 chance of a crevasse (1–3), or a sinkhole (4–5), or new dungeon passage (6) opening within 1d4x10 feet of the player characters.

3: Roll 1d6. There is a 3 in d6 chance of a crevasse (1–3), or a sinkhole (4–5), or new dungeon passage (6) opening within 1d4x10 feet of the player characters.

Note: Crevasses will be 1d6x10 feet in length and 1d3x10 feet in width (at its widest point). A sinkhole will be 1d4x10 feet in length by 1d4x10 feet in width.

Crevasse Note: There is a 2 on d6 chance that if a crevasse opens the ground heaves up (1–3) or down (4–6) by 1d6x10 feet.

Sinkhole Note: A sinkhole can open up from the ceiling (1–2) and spill muddy water onto the ground or open up on the floor (3–6). If a sinkhole opens within 10 feet of player characters roll Dexterity checks to see if they get sucked in.

Dungeon Note: For new dungeon passages consult Table 2.1: The Forbidden Caverns of Archaia Random Hex Hazard Table (Earthquakes).

Random Monsters

Random monsters are critical to classic fantasy roleplaying games. Under normal circumstances, the Referee should roll for random monsters every other turn with a 1 on d6 indicating an encounter. There are numerous other instances in this adventure that, either due to the dungeon atmosphere or player choice, may necessitate additional random monsters checks. For example, random monster rolls should be made anytime players declare they are searching for something, making too much noise, or if they engage in prolonged battle. In these instances, it is critical to roll the checks. The Referee must balance the potential upside of searching for treasure, or spending time doing tasks, with the possibility of an encounter with random monsters.

Random Monsters, Silence, and Disturbances

The monstrous humanoid tribes gathered in the sunken city of Archaia know how to move about the terrain quietly and avoid unwanted attention. They camouflage in colours that match the natural environment and cover their tracks. They scout ahead and use lookouts. They also do not march out in the open unless absolutely necessary. The monstrous humanoids (and other land based monsters) know there are several large avian predators that make it dangerous to linger outside or in the open. The tribes also know how to negotiate the ubiquitous landscape hazards. Smart players must acclimatize themselves to the environment of the sunken city in the same manner… and quickly.

Unless noted in the text, subterranean lairs will be quiet and dark. Ambient noises will change with the dungeon type (sewer, cave, dungeon, crypt, or lair). To reiterate, unless noted these locations are marked by their stillness. Monsters know how to stay alive in these environments and noisy PCs will draw the attention of hungry denizens.

The stillness of the dungeon atmosphere puts added pressure on players and encourages a measured and judicious approach to dungeon exploration. For example, how much time do players want to spend searching for treasure? Do they want to stop and pry gems out of the wall? Do they want to search for a secret door? Break down a stuck door or a bricked-up wall? How much noise are they making? These examples of play take time and will cause disturbances unless PCs take great care (and more time). These decisions can compromise their position in the dungeon and pique the interest of monsters.

Random Tables

The Forbidden Caverns of Archaia is ready to play. However, there are a number of random tables presented at various points throughout the book that the Referee can consult as needed to add flavour to the dungeon. These tables also allow for replayability. In particular, Referees are encouraged to roll the Random Monster Patrol Table and the Saucy Tart Random Patron Generator several times before play.

Light, Sight, and Time

There are no torches or lit areas other than those specifically identified in the text. Referees must manage time, movement, and light. Remember that torches cast light in a 30ft radius and last for four turns (40 mins). They are susceptible to water and gusts of wind. Lanterns cast light the same distance but require one oil flask every two hours (12 turns) before they burn out. If a character is holding a light source they will likely have their weapon or shield sheathed and this may slow their participation in combat. Also, monsters that prefer the dark may target light-wielding characters first.

Random Dungeon Restock

Referees should keep track of all dungeon rooms explored. Each time the PCs return to Eastdale, the Random Dungeon Restock Table should be consulted to replenish a dungeon.

Restocking caves and dungeons between forays provides a sense of verisimilitude, gives the game a unique evolving character, and ensures that the PCs never get complacent. Referees may the random tables provided or create their own. In terms of treasure, Referees can consult the tables provided at the end of this book.

Stuck Doors

Unless otherwise stated, the doors in Archaia are made of wood. Some have been swollen shut with moisture and age and are indicated in the text. In the case of a stuck door, players must force the door open or break it down. A roll of 1–2 on a d6 indicates a player character has broken the door down. This roll is adjusted by the strength bonus/penalty of the character (example: 15 Strength (+1 bonus) would open the door on a 1–3 on a d6). Check for random monsters.

Desecrated Crypts, Green Ziggurats, and Turning Undead

A number of crypts line the walls of the sunken city of Archaia. The acolytes of Impurax plundered and desecrated many of these tombs looking for gold. After the Impurites loot the crypts they gather the skeletal remains and use their fell magic to construct a Green Ziggurat. A Green Ziggurat is a small pyramid of skulls with magical emeralds set into the eye sockets. The emeralds slowly pulse with the sickly green energy of Impurax. The evil corruptive magic of these foul monuments seeps outward and despoils and defiles the sacred remains within the burial catacombs. A Green Ziggurat calls the dead to rise and also encourages spores, molds, and funguses to grow. There are always discarded bones, corpses, petrified remains, as well as molds and funguses, in its immediate vicinity. In addition, Hoard Type VII can also be found around a ziggurat.

A Green Ziggurat varies in size, usually a total of 5d4 skulls. The larger the ziggurat, and the more skulls used in its construction, the greater its power and the greater the total number of emeralds (200gp total per skull, or 100gp for each eye).

A Green Ziggurat possesses 5 hit points per skull and has an armour class of 4.

Each time a Green Ziggurat is struck by a melee weapon it emits a shockwave of sickly green energy that causes 1 hit point of damage for each skull in the ziggurat (successful save versus Poison for half damage, round up). Ranged attacks do not issue a shockwave. However, each time a Green Ziggurat takes damage (melee or ranged) there is a 1–2 on d6 chance of it spontaneously spawning undead from the bones and fungal refuse around it. These fell magic constructs take no damage from non-magical fire.

Thus, a Green Ziggurat with 10 skulls, if struck, would emit an energy shockwave for 10 points of damage (with a save for half). Those who fail their save are also thrown to the ground by the force. If two of the skulls were destroyed, it would emit a blast for 8 points of damage, and so on.

Green Ziggurat Spawning Table	
1	Skeletons (3d6)
2	Zombies (2d4)
3	Coffer Corpses (1d6)
4	Ghouls (1d6)
5	Ghasts (1d4)
6	Sons of Gaxx (1d4)

Note: Referees should adjust this list subject to PC level.

Once a Green Ziggurat is destroyed, there is a 1 on d6 chance (per skull) that its emeralds were shattered. Green Ziggurats take only half damage from piercing or slashing weapons. Bludgeoning weapons do full damage. Green Ziggurats have 10% magic resistance. A successful turn attempt (1 HD per skull) dampens the ziggurats ability to spawn undead when struck by weapon damage (melee or ranged).



Use the following chart to determine the ziggurat's ability to animate the dead and spawn spores, molds, and funguses in its desecrated tomb. Note that spawned undead may wander away within 1d4 weeks after spawning.

Green Ziggurat: Number of Skulls 5d4 (Spawns per month)

	1–5 (4x/month)	6–10 (3x/month)	11–15 (2x/month)	16–20 (1x/month)
1	Skeletons (3d6)	Amber Jelly (1d6)	Greater Crypt Shade (1d2)	Barrow Abomination (1)
2	Zombies (2d4)	Ghaist (1d6)	Crypt Thing (1)	Brown Pudding (1)
3	Coffer Corpses (1d4)	Giant Ant Exoskeleton (2d4)	Icterine Fungi (1d4)	Crypt Knight (1d8)
4	Shadows (1d8)	Ghoul (3d4)	Mummy of Zuul (1d4)	Mummy Lord (1)
5	Yellow Mold (1)	Fossil Skeleton (2d4)	Basidirdond (1d4)	Rot Pudding (1)
6	Brown Mold (1)	Son of Gaxx (1d4)	Giant Beetle Exoskeleton (2d4)	Skeletal Naga (1)
7	Crypt Shade (1d3)	JuJu Zombie (1d4)	Mantrap (1d3)	Phase Ghoul (1d2)
8	Poltergeist (1d2)	Ravenous Zombie (1d8)	Red Snappers (2d8)	Shambling Filth (2d4)
9	Purple Moss (1)	Carnivorous Vines (1)	Shadow Demon (1d2)	Ghost (1)
10	Blooderflies (3d4+2)	Grey Ooze (1d4)	Vargouille (1d6)	Shambling Mound (1d3)
11	Cinnamon Mold (1)	Crystalline Cluster (1d4)	Fungus Men (4d6)	
12	Shrieker (2d4)	Faze Fungus (1d4)	Crystal Ooze (1d4)	
13	Gas Spore Fungus (1d6)	Yellow Musk Creeper and Zombies (1d4)	Mummy (2d4)	
14	Grub Globules (1d4+1)	Incendiary Fungus (1d6)	Ochre Jelly (1d3)	
15	Mephical Mold (1)	Phycomid (2d4)	Gibbering Mouther (1d2)	
16	Oozies (2d8)	Vampiric Vapour (1d4)		
17	Sallow Cysts (2d4)	Tri-Flower Frond (2d8)		
18	Vegepygmy (3d10)	Stun Jelly (1)		
19	Russet Mold (1)	Sunburst Lichen (1)		
20	Gelatinous Cube (1)	Ghast (1d6)		

The presence of a Green Ziggurat makes turning undead in desecrated crypts more difficult. All turn attempts are increased by one number based on the Labyrinth Lord™ Turning Undead Table. For example, a level one cleric would require an 8 to turn 1 HD undead, 10 for 2 HD, 12 for 3 HD, etc). Moreover, clerics will find the process of calling on their deities more draining in the presence of a Green Ziggurat. To reflect this, each turn attempt further increases the difficulty by one per attempt. In this context, players must carefully consider turning undead.

Green Ziggurat: Turning Undead Table

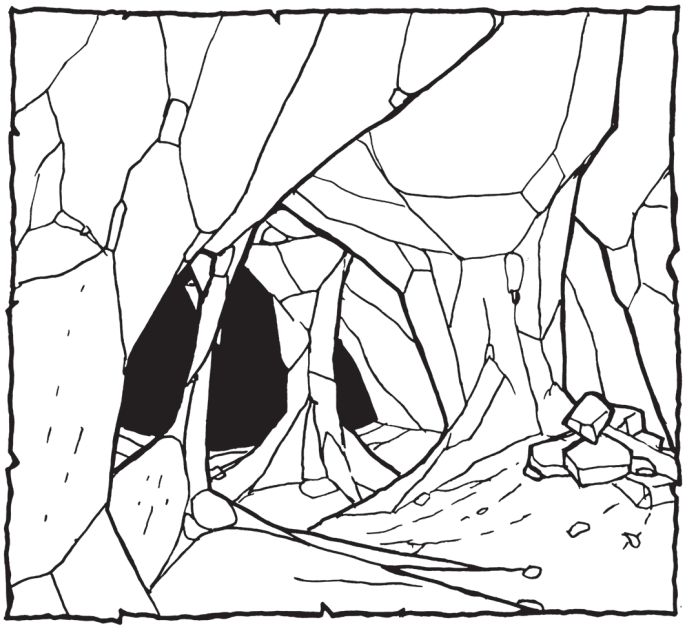
	Cleric Level											
Undead HD	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**
1	8	6	4	2	T	T	D	D	D	D	D	D
2	10	8	6	4	2	T	T	D	D	D	D	D
3	12	10	8	6	4	2	T	T	D	D	D	D
4		12	10	8	6	4	2	T	T	D	D	D
5			12	10	8	6	4	2	T	T	D	D
6				12	10	8	6	4	2	T	T	D
7					12	10	8	6	4	2	T	T
8						12	10	8	6	4	2	T
9							12	10	8	6	4	2
Infernal*								12	10	8	6	4

*This category includes very powerful undead, or unholy beings such as demons.

Note that turn attempts in sealed crypts use the standard Labyrinth Lord™ Turning Undead Table.

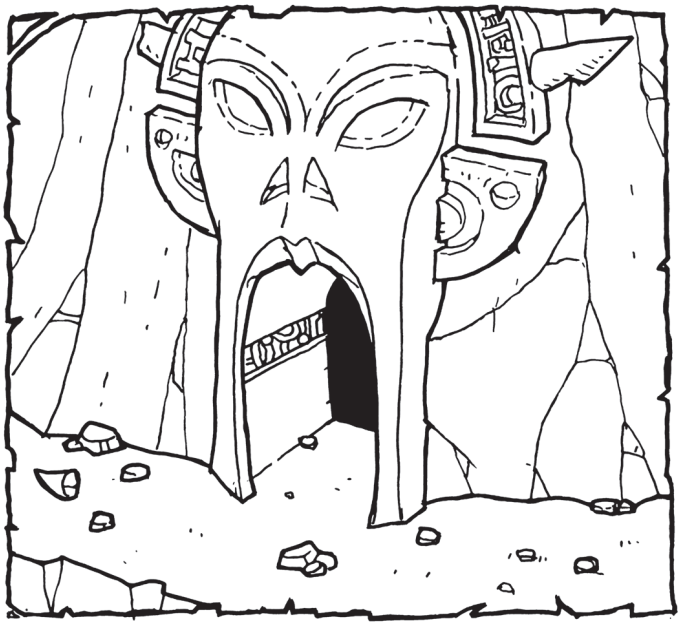
Entrances

Natural Caves



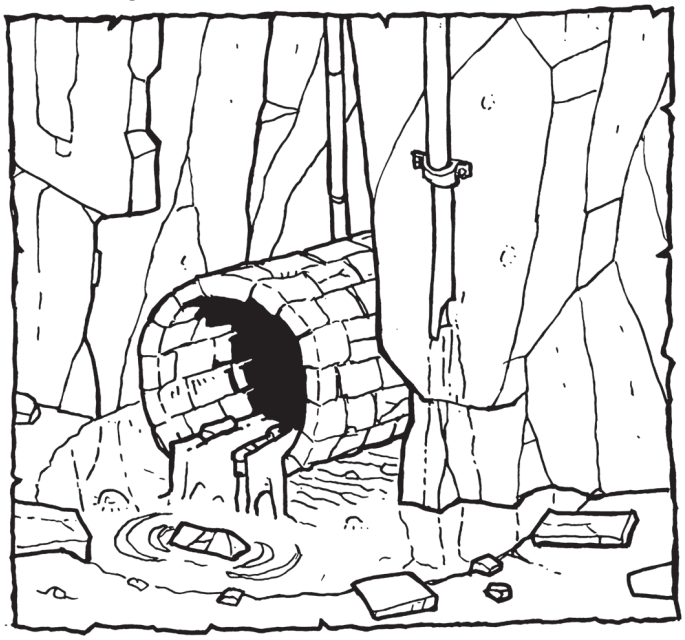
The sunken city of Archaia is dotted with natural caves and cavern openings. Some of these lead to vast networks of passages while others are relatively small. They contain all manner of humanoid tribes and terrifying monsters.

Hellmouths



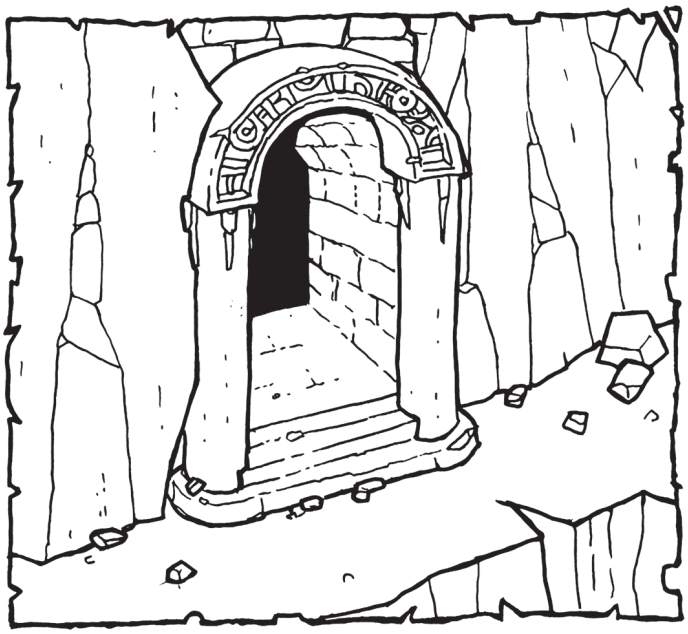
During their Golden Age, the Archaians created wondrous architectural monuments and elaborate entrances. They look like large gaping mouths of various sorts and motifs. Most of them were completely destroyed. However, some remain. Adventurers refer to these as Hellmouths.

Sewer Pipes



The Great Cataclysm that destroyed Archaia cracked and heaved the earth. This laid bare the passages, tunnels, and sewers underneath the city. These massive sewer pipes, in some instances several hundred feet in the air and still draining water, spray an obscuring mist down hundreds of feet into the canyon. They have also become the refuge of strange monsters.

Ruined Archways



Ruined Archways typically lead to dungeon environments, but not exclusively so. Others include both structured dungeons and a network of caves.

Sealed Crypts

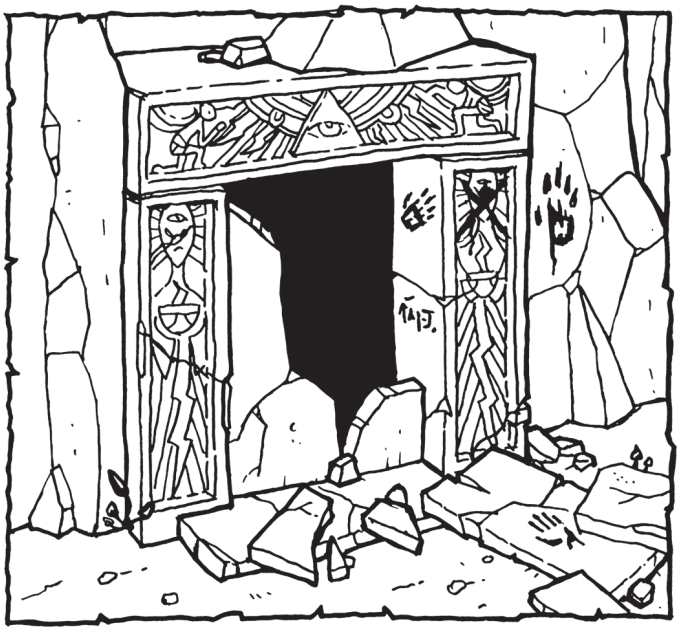


The ancient Archaians buried their dead underground in elaborate crypts. Earthquakes and tremors have revealed some of these entrances. Moreover, in the time since the fall of Archaia, and prior to its occupation by the Horde of the Rotting Hand, elves and humans entombed their leaders and the wealthy in the canyon walls of the sunken city. The elves, the longest and oldest of the demi-human races, held the Archaians in the highest esteem for their understanding and manipulation of magic. They were the first to honour their esteemed dead through burial in the sunken city of Archaia.

Following the elvish custom, the founders of Eastdale engaged in the practice for decades prior to the arrival of St. Ygg and the puritanical doctrines enforced by his priesthood. Many of these crypts remain sealed, while others have been plundered and become home to foul beasts that lurk in the dark.

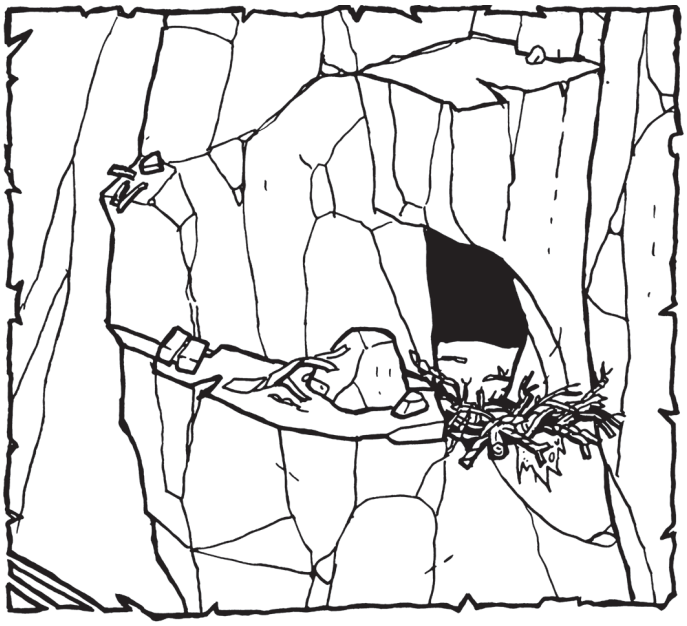


Desecrated Crypts



Since their arrival in the sunken city, the acolytes of Impurax have plundered, desecrated, and defiled the sealed crypts of Archaia. In addition to adding gold to their coffers to build The Horde of the Rotting Hand, they also constructed Green Ziggurats to defile the burial catacombs, call the dead to rise, and encourage the cultivation of spores, molds, and funguses. Green Ziggurats look like green skull piles with emerald eyes that pulse with the fell magic of Impurax.

Aeries



Numerous birds of prey, and flying monsters, make their nests in the rocky crag walls and peaks of the sunken city. Some adventurers say they have seen flying dinosaurs, a wyvern, a red dragon, and even a great roc. Others believe these are just fish-tales.

New Treasure Types

The Disks of Kar'koon

During the Golden Age of Archaia, an Archaian sorcerer, historian, and archivist named Kar'koon created a library of platinum disks. Some disks contained ancient lore and/or spells. Other disks had magical properties and some had deadly curses placed upon them. His library was destroyed in the Great Cataclysm and the Disks of Kar'koon were scattered.

Each time a player reads a Disk of Kar'koon consult the random table below. All the disks detect as magical and, like a *Wand of Wonder* or a *Deck of Many Things*, represent both risk and reward for players. The disks also insert a level of randomness and a sense of high-stakes dice-rolling into each game session. They are one-use items.

Disk of Kar'koon Random Results	
1	Save versus Death or die.
2	Save versus Spells or suffer curse (Amnesia).
3	Save versus Spells or suffer curse (Blindness).
4	Save versus Spells or suffer curse (Bad Luck: –3 on all future saving throws. *Remove Curse* to dispel).
5	Save versus Spells or suffer curse (Clumsiness: –3 on all Dex Checks. *Remove Curse* to dispel).
6	Save versus Spells or suffer *Enfeeblement*.
7	Save versus Spells or suffer *Feeblemind*.
8	Save versus Spells or suffer *Confusion*.
9	Reader will fail their next save attempt.
10	*Glyph of Warding* (PC Level 1–3: Fire: 10hp/save for ½; Level 4–6: Fire 20/save for ½).
11	Disk provides historical detail on Archons (Referee's choice).
12	Disk provides historical details on Anu-Eya.
13	Disk provides insight into Archomancy (Referee's choice).
14	Disk is a partial map (Referee's choice).
15	Disk is a random magic-user spell (1d4: Corresponds to spell level).
16	Disk is a random cleric spell (1d4: Corresponds to spell level).
17	Disk functions as a *Ring of Protection* (d6: 1–3 +1, 4–6 +2).
18	Disk functions as a random *Wand* with 1d8+5 charges (see Labyrinth Lord™ Rulebooks).
19	Reader will succeed on next save attempt.
20	Reader receives +1 to prime requisite ability score(s).



The Forbidden Caverns of Archaia: Endgame

The Forbidden Caverns of Archaia provides Referees with several endgame options. The most likely scenario is that the PCs begin exploration and learn at lower levels that the monstrous humanoid tribes are working in concert with some greater evil. They will likely decipher that the tribes are transporting organic waste and carrion to the Great Henge for some unknown purpose. At this early point the Archons should remain nameless and obscure. Instead, allow the chieftains of the various tribes to serve as the primary overlords of the sunken city.

At mid-level, or slightly above, the PCs may have pieces of (or a complete) *Hengegate Keystaff* and the knowledge to operate the gates. This will allow them to scout and approach monster lairs in a much more efficient manner. The pile of waste at the Great Henge will be a reeking hill of waste at this point.

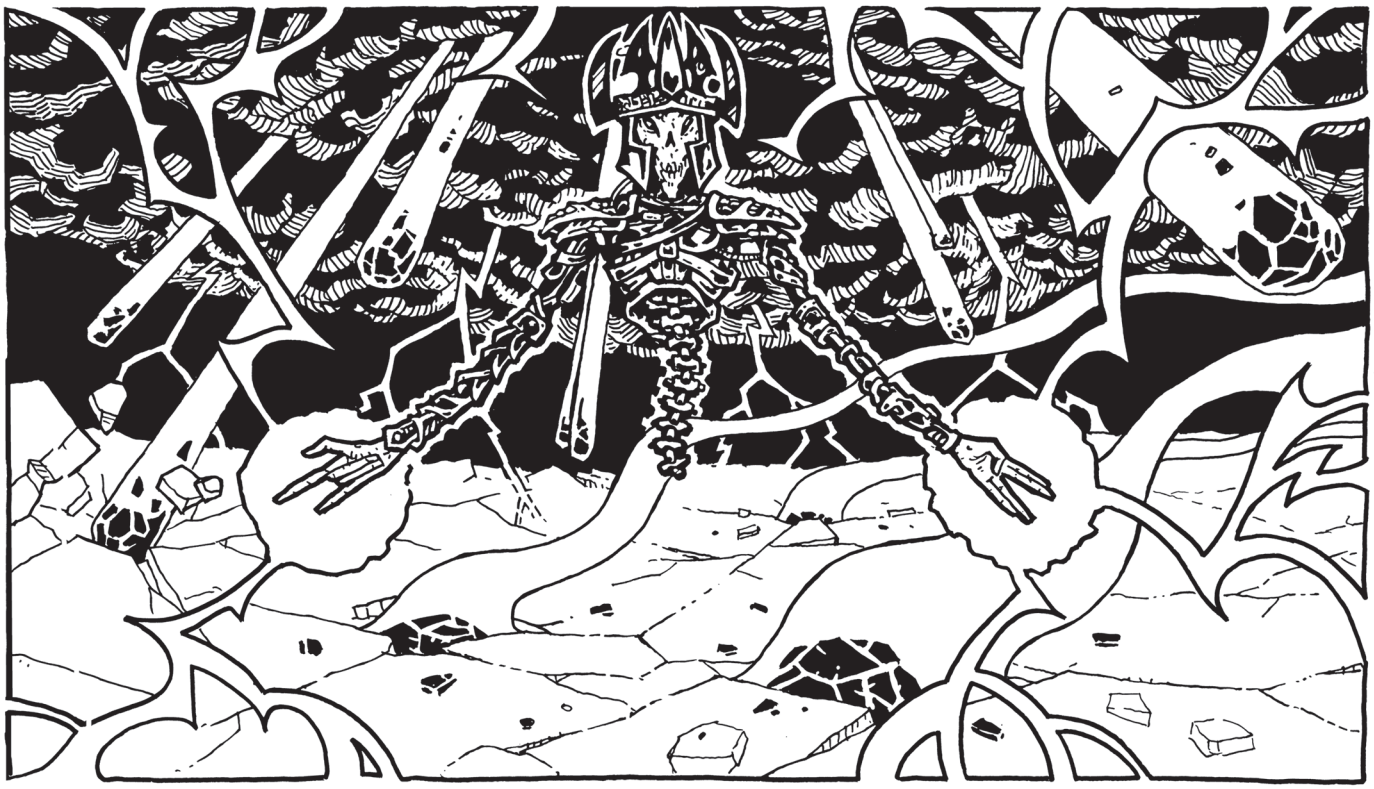
By the time the players attempt to slay the thesselhydra and enter the Hell-Fire Furnace (volcano) the mound of refuse and filth will have completely overtaken the Great Henge. The Archons, alongside the Impurites, are now ready to gate the Abomination of Impurax onto the Prime Plane and destroy humanity alongside The Horde of the Rotting Hand. Recruiting the reliquary guardian to help distract the thesselhydra may be a great boon to the chances of the player characters.

The PCs will likely have learned of the Archons and their purpose by this point and now need to create a strategy to stop them, or, if players prefer a more low fantasy game, then perhaps they will feel the danger outweighs the coin and not bother.

In order to gate Impurax, the three Archons must be positioned at each of the northern, southeastern, and southwestern Hengegates in order to draw and direct their power towards the Great Henge and allow The Rotting God to enter and assume the form of The Abomination.

However, if one or both of Al'Ak-Al-Zod, and Gul-Duz-Ath-Aaa have been slain under the Hell-Fire Furnace, the most powerful Archon, Maz'Mak-Mal-Mog, can gate Impurax on his own at the Great Henge. He will drain two-thirds of his total Spell Points to do so and will be severely weakened by the incantation. Fearing the attention and wrath of Anu-Eya, Maz'Mak-Mal-Mog will likely teleport himself away in order to heal and exact his revenge on Anu-Eya and the PCs another day. If the gating of Impurax is successful, the Abomination and what remains of The Horde of the Rotting Hand will sweep through the Middenmark, destroy the towns and villages, and enslave its peoples. The Abomination will grow with each town and forest it consumes and proceed to destroy the city of Threshold.

Regardless of how exactly the game climaxes, Referees must respond to player choices. This is their sandbox adventure, not mine or yours. They will choose their own path. Regardless of how the adventure plays out, Forbidden Caverns of Archaia will be an open-ended exercise that is subject to the decisions made by players.



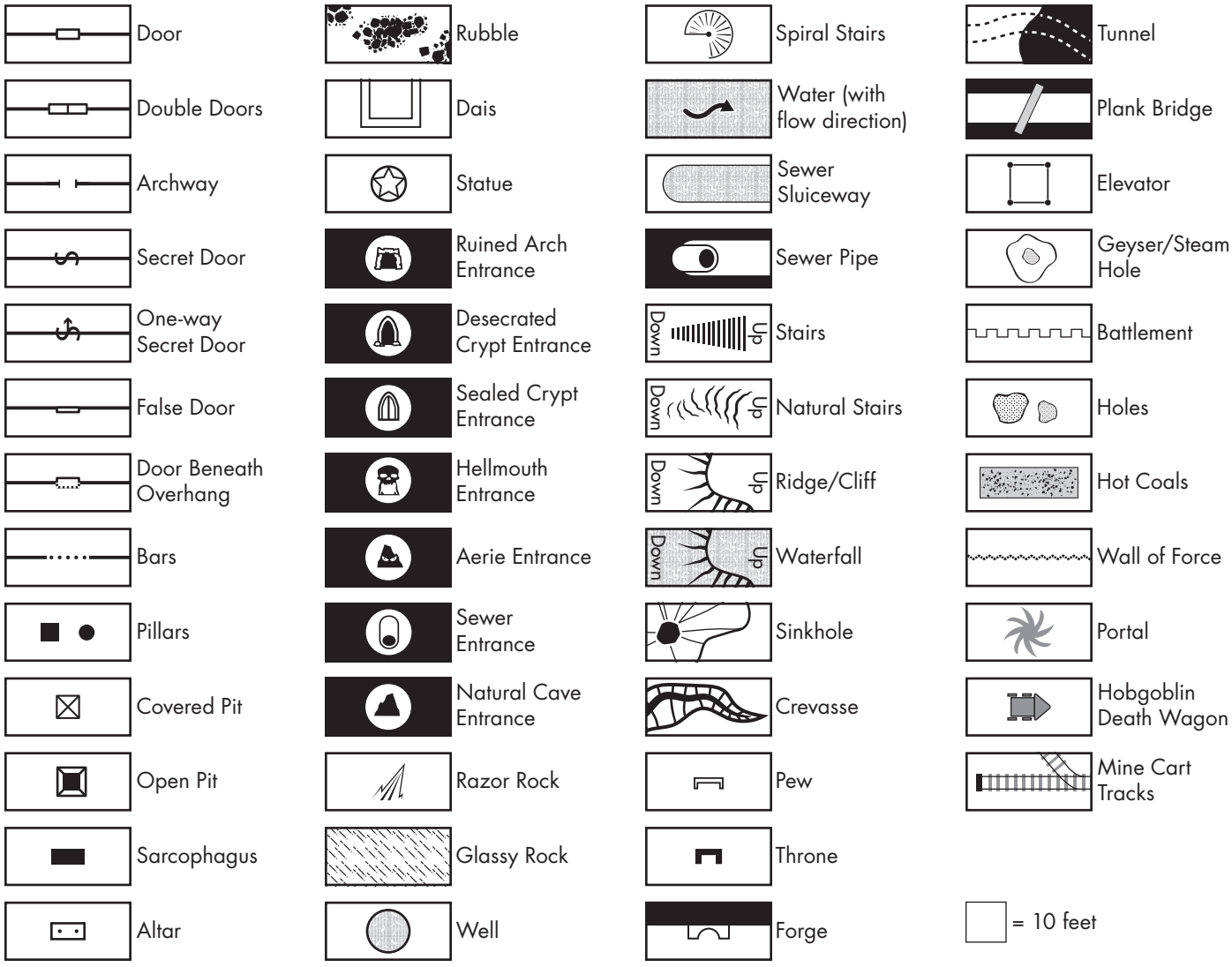
Approaching the Sunken City of Archaia

Within a mile of the canyon (or Start on the Archaia Hex Map), players characters will be confronted by Forbidden Zone Scarecrows. **Show the players Forbidden Caverns Illustration #1.** As they reach the crest of the canyon, they will see a vast sunken city laid out before them. **Show the players Forbidden Caverns Illustration #2.** A steep trail slowly snakes its way down to the canyon floor (to A) some 600 feet below. The walls of the sunken city are dotted with white marble ruins, cave openings, and large sewer pipes than spill water like an obscuring mist down into the sunken city of Archaia. A lone volcano stands in the distance. A plume of smoke extends across the sky.

Interior Hex Map Entry Key (Areas A to R)

In order to speed play, Referees should familiarize themselves with the entry chambers of each dungeon, especially for the kobold, orc, hobgoblin, and bugbear lairs.

Map Legend



Section V: Dungeon Key for Areas A-R

A. The Redoubt of the Red Tails (Kobolds)

Level 1 (Ground)

Kobolds are –1 on all damage rolls.

1. The kobolds face annihilation from most of the tribes in Archaia and have therefore constructed an elaborate "kill-zone" in the floor, walls, and ceiling, of their entranceway. When the players proceed halfway down #1, **show them Forbidden Caverns Illustration #3.**

This is a rough-hewn dungeon-stone passageway with a slight uphill gradient. The two secret doors are newer construction (see J and I) and easily noticeable by dwarves and gnomes. These are distractions and lead to pits.

The third secret door slightly to the north is very difficult to detect. An active search roll must be made to find it.

A. The floor of this area is littered with small holes and old blood-splatter. The kobolds below on Level 2 (#1) will thrust their spears upwards through the holes when ordered. There are five spear holes (1d6 per) per 10-foot square.

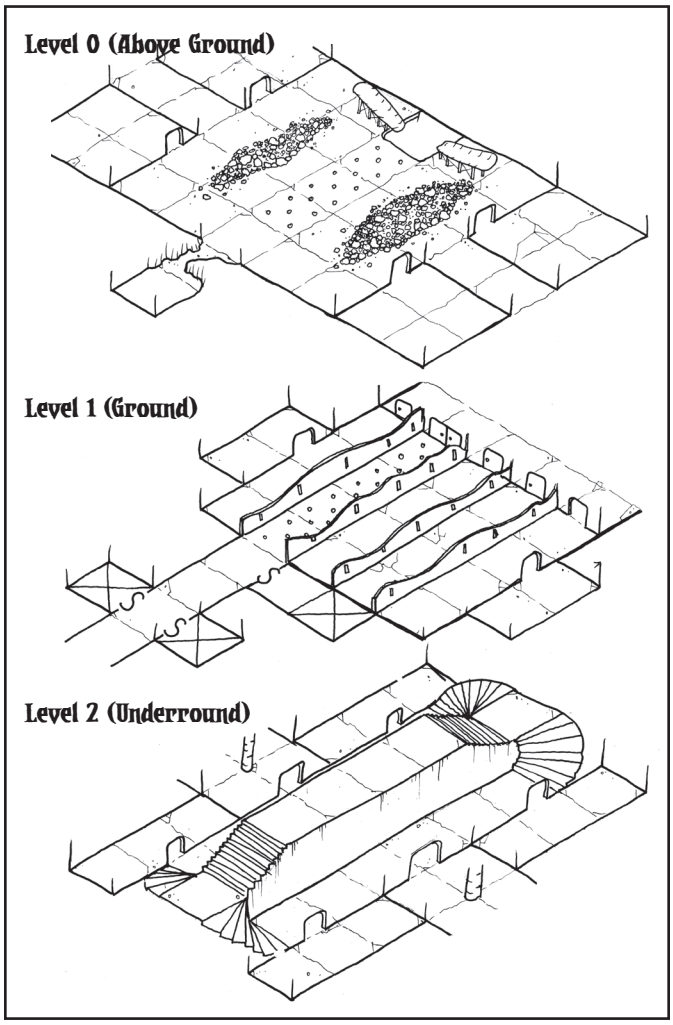
The walls of this passageway are also designed with holes so that warriors in B and D can use their spears (1d6) and ranged weapons from a defensive position. There are five holes on the east and west walls of this passageway.

The ceiling is potted with murder holes and kobolds above this floor on Level 0 (#1) will throw stone debris through the holes (1d6 per stone). There are three holes per 10-foot square of ceiling.

Finally, there is a 10-foot open space in the ceiling immediately above the fake double door at the end of A. The warriors on Level 0 (#1) will roll a large eight foot wide ball of stone down a chute into A that will roll south and out of the main entrance. There are two stone balls and each does 3d6 points of crushing damage (save versus Death for half).

The kobolds will let adventurers approach right up to the fake double door before springing their trap in order to maximize their kill-zone and destroy any potential threat.

B. There are six **Kobolds** AL: CE, AC: *7*, HD: 1d4hp, HP: 3x3, 3x2, #AT: 1, Weapons: Spear (1d6) and Dagger (1d4) on duty here or resting in C. They have 12sp, 23cp, 2cp, 11gp, 16cp, and 16cp.



C. A small sentry room with benches.

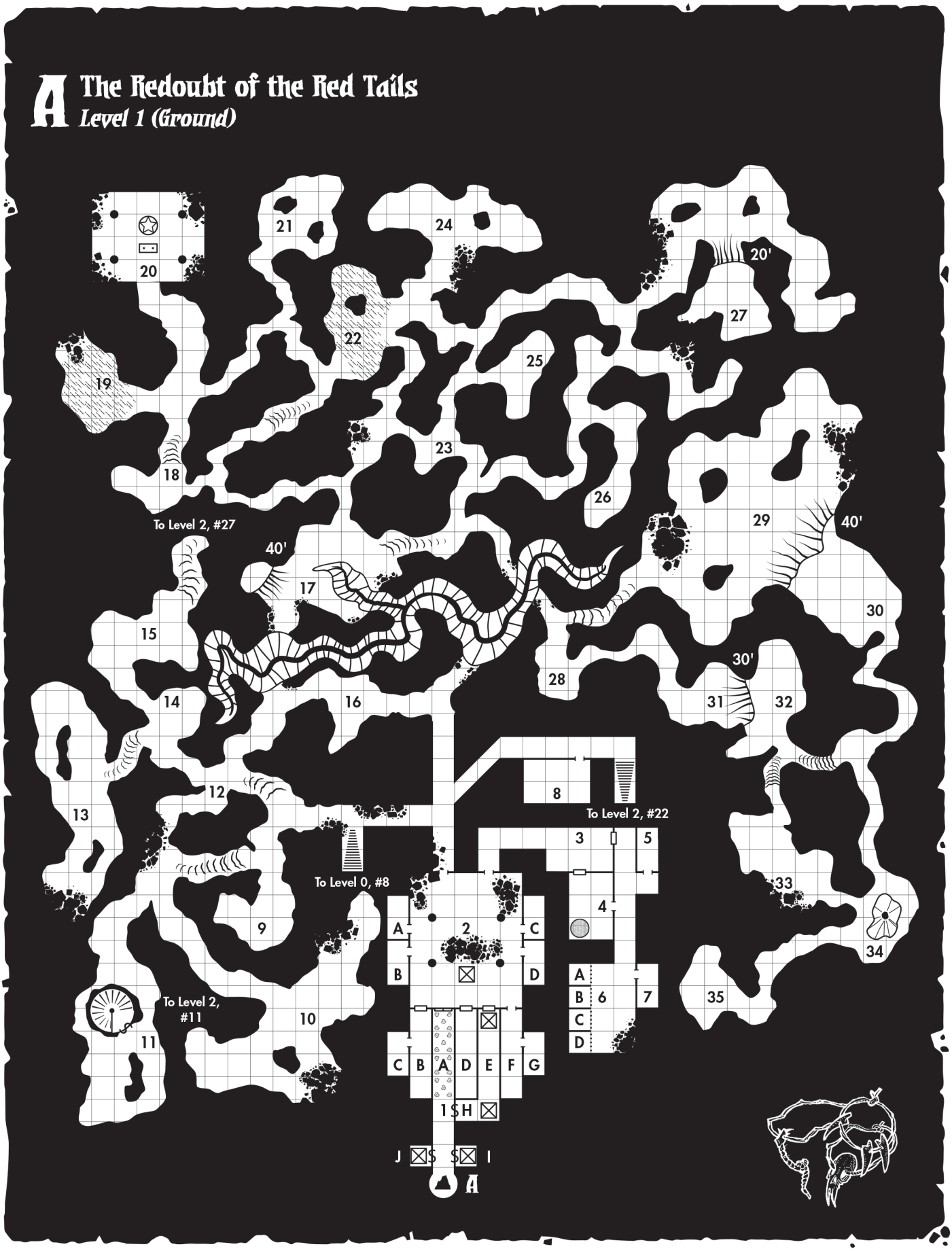
D. There are six **Kobolds** AL: CE, AC: *7*, HD: 1d4hp, HP: 4, 4x2, 2, #AT: 1, Weapons: Spear (1d6) and Dagger (1d4), on duty here. They have 18gp, 6cp, 20sp, 10ep, and 8ep.

E. This is a secret passage that allows entry into the main complex. There is a three-foot ledge on the outside aspect of both pits that allows the kobolds movement through the passage. Pit H leads to Level 2 (#3A) and the pit mechanically resets by a lever in F.

F. There are four **Kobolds** AL: CE, AC: *7*, HD: 1d4hp, HP: 3x2, 2, #AT: 1, Weapons: Spear (1d6) and Dagger (1d4), on duty here and can attack anyone in E through holes in the wall. They have 8gp, 8cp, 19ep, and 10sp.

G. A small sentry room with benches and dice on the floor.

H. This resetting pit trap leads down to a prison cell on Level 2 (#3A). Anyone falling takes 1d6 falling damage.


A The Redoubt of the Red Tails
Level 1 (Ground)
To Level 2, #27
To Level 0, #8
To Level 2, #22
To Level 2, #11

I. This resetting pit trap leads to Level 2 (#4A).

J. This resetting pit trap leads to Level 2 (#5A).

2. The large chamber is in ruins. If the alarm has been raised, **Grak, Kobold Subchief** AL: CE, AC: 4 (Chainmail and Shield), HD: 2, HP: 11, #AT: 1, DMG: Shortsword (1d6) and Light Crossbow and 20 Bolts (1d6), will be stationed here. He will gather the warriors in #2A–D and set them up in a defensive position behind the central rubble pile.

A. Kobolds (4) AL: CE, AC: two with 7 (Wicker Shields) and two with 6 (Studded and Shield), HD: 1d4hp, HP: 2x4, 2x3, #AT: 1, Weapons: Two with Scimitar (1d8) and Sling with 8 Stones (1d4) and two with Shortsword (1d6) and Javelins x3 (1d6). These kobolds possess 8cp, 10sp, 1ep, and 10sp.

B. Kobolds (4) AL: CE, AC: 7 (Wicker Shield), HD: 1d4hp, HP: 4, 2x2, 1, #AT: 1, Weapons: Two with Scimitar (1d8) and Sling with 8 Stones (1d4) and two with Spiked Club (1d4+1) and Sling with 10 Stones (1d4). They have 23sp, 24ep, 21gp, and 7ep.

C. Kobolds (4) AL: CE, AC: 7 (Wicker Shield), HD: 1d4hp, HP: 4x2, #AT: 1, Weapons: Two with Shortsword (1d6) and Javelins x3 (1d6) and two with Spiked Club (1d4+1) and Sling and 12 Stones (1d4). In pouches tied to their waist they have 7ep, 4sp, 16cp, and 10ep.

D. Kobolds (4) AL: CE, AC: 7 (Wicker Shield), HD: 1d4hp, HP: 3x3, 1, #AT: 1, Weapons: Shortsword (1d6) and Javelins x3 (1d6). Treasure: 2sp, 18cp, 4ep, and 17sp.

3. This room is empty.

4. This is an empty guardroom with a well.

5. A small sentry room with two **Kobolds** AL: CE, AC: 7 (Leather and Wicker Shield), HD: 1d4hp, HP: 3, 1, #AT: 1, Weapons: Scimitar (1d8) and Sling with 12 Stones (1d4). Treasure: 5cp, 25ep.

6. This is a small prison with four cells:

A. This cell is empty.

B. There are two goblin slaves, **Blug** and **Wog**, in this cell.

C. Danwise the Halfling Man-at-Arms. **Danwise** currently has 1 hit point from repeated beatings. However, when fully healed (5hp) he can serve as a man-at-arms and will be grateful for the opportunity, if treated properly.

D. There are four emaciated human slaves here. They had their tongues cut out. They are beyond healing and near death.

7. A small sentry room with **Kobolds** (4) AL: CE, AC: 7 (Leather and Wicker Shield), HD: 1d4hp, HP: 4, 2x3, 2, #AT: 1, Weapons: Spiked Club (1d4+1) and Sling with 10 Stones (1d4). Treasure: 9sp, 25ep, nothing, 23sp.

8. This is a guardroom for the nearby stairwell. **Kobolds** (4) AL: CE, AC: 7 (Wicker Shield), HD: 1d4hp, HP: 2x4, 2x3, #AT: 1, Weapons: Shortsword (1d6) and Javelins x3 (1d6). Treasure: 24cp, 10cp, 4cp, 23ep.

9. This is a small guard chamber that opens into the cave system. **Kobolds** (2) AL: CE, AC: 6 (Studded Leather), HD: 1d4hp, HP: 2x4, #AT: 1, Weapons: Spiked Club (1d4+1) and Sling with 6 Stones (1d4). Treasure: 4gp, 7cp.

10. This cave is littered with cave-in stone debris spread across a sandy floor. A light bioluminescence can be seen behind some large rocks to the south of the room. A group of **Fire Beetles** (5) AL: N, AC: 4, HD: 1+2, HP: 10, 9, 2x7, 4, #AT: 1, DMG: 2d4, are consuming some unsatisfying fungus.

11. This room is empty. A large natural column has been modified to include a secret door with a small claustrophobic stairwell down to Level 2 (#11).

12. The kobolds have grown a **Faze Fungus** AL: N, AC: 6, HD: 3, HP: 16, #AT: See entry, DMG: See entry, in this cave intersection. The fungus does not shriek at kobolds.

13. In darkness, a bioluminescence can be seen at the opening to this room. Arriving at the bottom of the natural stairs, PCs will see hundreds of small mushrooms that have been obviously farmed for food use. There are three **Cave Crickets** AL: N, AC: 4, HD: 1, HP: 6, 5, 4, #AT: 1, DMG: 1d4 or spit, here feeding and may be caught by surprise.

14. This cave is empty.

15. Two **Kobolds** AL: CE, AC: 7 (Wicker Shield), HD: 1d4hp, HP: 3, 2, #AT: 1, Weapons: Scimitar (1d8) and Sling with 12 Stones (1d4) guard the stairway down to Level 2 (#27). Treasure: Nothing, 13cp.

16. A human skeleton lay prone on the ground half buried in sand. It points towards the northwest.

17. There is a **Cave Fisher** AL: N, AC: 4, HD: 3, HP: 18, #AT: See entry, DMG: 1d8/1d8, located on a ledge 40 feet above the floor in the western portion of this cave. A *Sling +1* can be found amongst some bones.

18. This cave is empty.

19. The floor of this cave is covered with **Glassy Rock**. **Glassy Rock** is difficult terrain and is also extremely slippery. It can be traversed at ¼ movement rate. However, if an unknowing PC steps on **Glassy Rock**, or attempts combat, they must make a Dexterity check to avoid falling and

sliding 1d4+4x10 feet until they stop or crash into a wall. PCs that crash into a wall will be stunned for 1d6 rounds.

20. This chamber is on the verge of collapse. For each turn the party spends here roll a d6. On a 1 there is another cave-in causing 1d6 damage. This continues by adding and additional 1 and an additional d6 of damage until the entire room collapses.

This was a small shrine to Anu-Eya, the God of the Archaians, and contains a large statue of him behind a sacrificial altar. The statue is an **Archaian Sentinel** AL: N, AC: 3, HD: 3, HP: 15, #AT: 1, DMG: 1d6, that activates if the altar is touched. For each attack made by the sentinel there is a 15% chance it knocks over a pillar causing a collapse in the room resulting in 2d6 points of damage (Dexterity check for half damage).

The altar is ornate and engraved in bas-relief depicting Anu-Eya above his followers. If the eyes are pushed in it will reveal a secret compartment with a long dagger. This is a *Stoutblade +1* (see *Barrowmaze Complete*).

21. This cave contains a number of **Giant Cockroaches** (4) AL: N, AC: 4, HD: 1, HP: 2x7, 2x5, #AT: 1, DMG: 1d6, scrounging for food.

22. The floor of this cave is covered with **Glassy Rock**.

23. This cave is empty.

24. The floor of this cave is littered with the husks of dead giant cockroaches. On the ceiling are a number of ravenous **Piercers** (10) AL: N, AC: 3, HD: 1, HP: 5 per, #AT: 1, DMG: 1d6.

25. Assorted bones lay on the floor (kobolds).

26. Shadows (4) AL: C, AC: 7, HD: 2+2, HP: 15, 12, 10, 8, #AT: 1, DMG: 1d4 plus special, will emerge from a pile of bones if anyone lingers in this cave. Under the bones is an *Ebon Staff*.

27. Giant Jumping Spiders (5) AL: N, AC: 5, HD: 1, HP: 8, 2x6, 5, 4, #AT: 1, DMG: 1d6 plus poison. There are 67cp strewn across the floor.

28. This cave is empty.

29. This massive cave is home to a colony of **Vegepygmies** (22) AL: N, AC: 4, HD: 1, HP: 5 per, #AT: 1, DMG: Half have Spears (1d6) and the other half are armed with Clubs (1d4).

The colony is led by a sovereign called simply **Viceroy** in their strange language of chest thumping and foot stomping AL: N, AC: 3, HD: 4, HP: 20, #AT: 1, DMG: 1d8 as well as a **Vegemancer** AL: N, AC: 6, HD: 4, HP: 16, #AT: 1, DMG: 1d6. Spells (2/2): *Wall of Vapor, Colour Spray,*



Mirror Image, Blur. The **Vegemancer** can use the following spell-like abilities once per day: *Control Plants*, *Plant Growth, Entangle, Faerie Fire, Find Plants, and Speak with Plants*. The **Vegemancer** bears a *Ring of Destination* (#5 HG1, HG2, HG5).

The moldmen cultivated a large colony of **Purple Moss** AL: N, AC: N/A, HD: 2, HP: 3, #AT: Sleep, DMG: Special, on the ceiling of the natural stairs that lead down to #29. Those who fall asleep will be taken prisoner by the warriors and brought before the **Viceroy** and the **Vegemancer**.

The **Vegepygmies** have also cultivated a large **Sunburst Lichen** AL: N, AC: N/A, HD: 3, HP: 20, #AT: 1+ Special, DMG: Special, that grows up the wall to #30. It provides a dim bioluminescence throughout the cavern and completely ignores the moldmen. When the moldmen capture prisoners (normally the odd kobold) they prod them at spear-point into the lichen.

If the PCs return the vegepygmy warrior from Level 2 (#19), the **Viceroy** and the **Vegemancer** will reward them with four jars of fungal healing ointment (2d4+2 hit points per), three random potions (Referee's choice), and send them on their way.

30. This area is 40 feet above the floor of #29. The wall and upper edge are covered by the **Sunburst Lichen** from #29.

31. The vegepygmies from #29 have cultivated two **Crystalline Clusters (Blue and Green)** AL: N, AC: 4, HD: 3, HP: 17 and 19, #AT: See entry, DMG: See entry, in this cave to deter anything from proceeding up the ledge to #32.

32. This area is 30 feet above the floor of #31. This cave contains a number of five foot tall subterranean mushrooms that the vegepygmies harvest periodically to create tools, shafts for weapons, etc.

33. The chamber of the **Vegemancer** looks like vaguely like an alchemist's laboratory. The **Vegemancer** brews potions and experiments with molds, funguses, and mushrooms in order to create new, and sometimes exotic, mixtures:

In a carved out hollow of rock along the wall are a dozen containers of various sizes and shapes. They are made from a spongy fungal material and sealed with a waxy substance (Note that these potions last for 1d6 turns).

Potion 1 (Tall Yellow): A mix of *Giant Control* and *Diminution*. The imbiber shrinks and believes he or she is a hill giant.

Potion 2 (Tall Round Red): *Potion of Healing.*

Potion 3 (Medium Round Dark Green): *Oil of Slipperiness.*

Potion 4 (Short Conical Blue): A mix of *Plant Control* and a *Philter of Love*. The imbiber falls in love with a plant and refuses to be separated from it.

Potion 5 (Tall Round Blue): *ESP.*

Potion 6 (Medium Flute Orange): A mix of *Poison* and *Delusion*. The imbiber believes he or she has not drank a potion of poison for the duration of the potion. At the end of the potion effect he/she must save versus death at +2 or die.

Potion 7 (Short Snifter Burnt Orange): *Sweet Water.*

Potion 8 (Short Round Dark Green): *Climbing.*

Potion 9 (Medium Flute Dark Green): *Delusion* and *Undead Control*. The imbiber believes that he/she is a mummy for the duration of the potion.

Potion 10 (Stout Snifter Purple): *Invisibility.*

Potion 11 (Stout Snifter Red): *Animal Control* and *Water Breathing*. The imbiber believes that he/she is a fish and will flop around like a fish out of water for the duration of the potion.

Potion 12 (Stout Conical Red): *Extra-Healing.*

There are also a couple of scrolls the **Vegemancer** has acquired over the years, although he does not understand how to use them: *Ward against Elementals*, cleric scroll with 3 Spells: *Cure Light Wounds* x2, *Silence 15' Radius*, magic-user scroll with two spells: *Sleep, Web,* illusionist scroll with two spells: *Color Spray, Dancing Lights*.

34. This sinkhole leads to Level 2 (#19).

35. This is the private chamber of the **Viceroy**. In this chamber he oversees the creation of new moldmen via **Russet Molds** (3) AL: N, AC: Always hit, HD: 1, HP: 7, 5, 4, #AT: None, DMG: 2d6 + special. There are three growing on the floor around his throne. Above the throne is a *Hammer +1* the **Viceroy** acquired at some point in the past.



Level 2 (Underground)

1. This raised room platform is immediately underneath Level 1 (#1A). **Kobold** warriors stand on the platform and use their spears through the holes in the ceiling to kill intruders. At any point two of the four groups of guards A–D will be on the platform while the other two rest. Once the alarm is raised, all four groups will be on the platform.

A. Kobolds (3) AL: CE, AC: *7*, HD: 1d4hp, HP: 4, 3, 2, #AT: 1, Weapons: Spear (1d6) and Dagger (1d4). Treasure: 6sp, nothing, and 15cp.

B. Kobolds (3) AL: CE, AC: *7*, HD: 1d4hp, HP: 2x3, 2, #AT: 1, Weapons: Spear (1d6) and Dagger (1d4). Treasure: Nothing, 23sp, 10cp.

C. Kobolds (3) AL: CE, AC: *7*, HD: 1d4hp, HP: 4, 2x3, #AT: 1, Weapons: Spear (1d6) and Dagger (1d4). Treasure: 11cp, 8sp, and 22ep.

D. Kobolds (3) AL: CE, AC: *7*, HD: 1d4hp, HP: 3x2, #AT: 1, Weapons: Spear (1d6) and Dagger (1d4). Treasure: 21ep, 25gp, and 13gp.

2. This sentry box holds two **Kobolds** AL: CE, AC: *7*, HD: 1d4hp, HP: 4, 2, #AT: 1, Weapons: Scimitar (1d8) and Sling and 8 Stones (1d4). Treasure: 20sp, Nothing.

3. This is a small guardroom for those who fall through pit H on Level 1. There is a **Kobold** guard AL: CE, AC: *7* (Wicker Shield), HD: 1d4hp, HP: 3, #AT: 1, Weapons: Shortsword (1d6) and Sling and 8 Stones (1d4). He has 6sp in a pouch at his waist.

A. Pit H on Level 1 leads to this cell. This cell contains a rotting human corpse.

4. This is another small guard room located adjacent to cell.

Kobolds (2) AL: CE, AC: *7* (Leather and Wicker Shield), HD: 1d4hp, HP: 3, 2, #AT: 1, Weapons: Scimitar (1d8) and Sling and 8 Stones (1d4). Treasure: 22ep and nothing.

A. Pit I on Level 1 leads to this cell. The cell is empty.

5. This is a guardroom with makeshift wooden stools. One **Kobold** AL: CE, AC: 6 (Studded Leather and Shield), HD: 1d4hp, HP: 3, #AT: 1, Weapons: Shortsword (1d6) and Sling and 8 Stones (1d4), is located here and the second guard is asleep in 5B. Treasure: 3cp and 12sp.

A. Pit J on Level 1 leads to this cell. The cell contains a cobwebbed orc skeleton.

B. Kobold AL: CE, AC: 6 (Studded Leather and Shield), HD: 1d4hp, HP: 4, #AT: 1, Weapons: Shortsword (1d6) and Javelins x3 (1d6). Treasure: 5ep.

6. This is the quarters of **Bogarhdt, Level 3 Fang of Impurax** AL: LE, AC: 3 (Half-Plate), HD: 3, HP: 20, Weapons: Scimitar (1d8), Heavy Crossbow with 10 Bolts (1d8), Dagger (1d4). Treasure: 3ap, 10pp, and 25gp. The room contains a single bed, table and chair, and a locked chest (with his coinage, he has the key).

7. Guldar and **Freeda**, **Bogarhdt's** underlings, are garrisoned here. **Guldar, Level 2 Fang of Impurax** AL: LE, AC: *5* (Scale and Shield), HD: 2, HP: 16, Weapons: Spear (1d6), Light Crossbow and 10 Bolts (1d6), Dagger (1d4), and **Freeda, Level 1 Fang of Impurax** AL: LE, AC: 6 (Scale), HD: 1, HP: 10, Weapons: Spear (1d6), Light Crossbow and 8 Bolts (1d6), Dagger (1d4). Treasure: 5pp and 2ap; 25gp. The room contains two single beds, table and chairs, and locked chests (with their coins, they have the keys).

8. This room is a shrine to Impurax. A large statue of Impurax stands behind an altar with dried blood. There is a 20% likelihood that **Acolyte Agon** is in the shrine working with his apprentices. If not, they will be located in their rooms #11–13 until the sound of battle is heard. If the entire complex is on alert, there is a 25% chance that these priests will be found in the throne room on Level 0 (#6).

9. This is a private room the clerics use for meditation, weapon instruction, and spell education. The western wall is painted with a large fresco depicting a large blob-like mass marked with a fanged maw destroying a city. There is also a weapon dummy made of wood and straw padding.

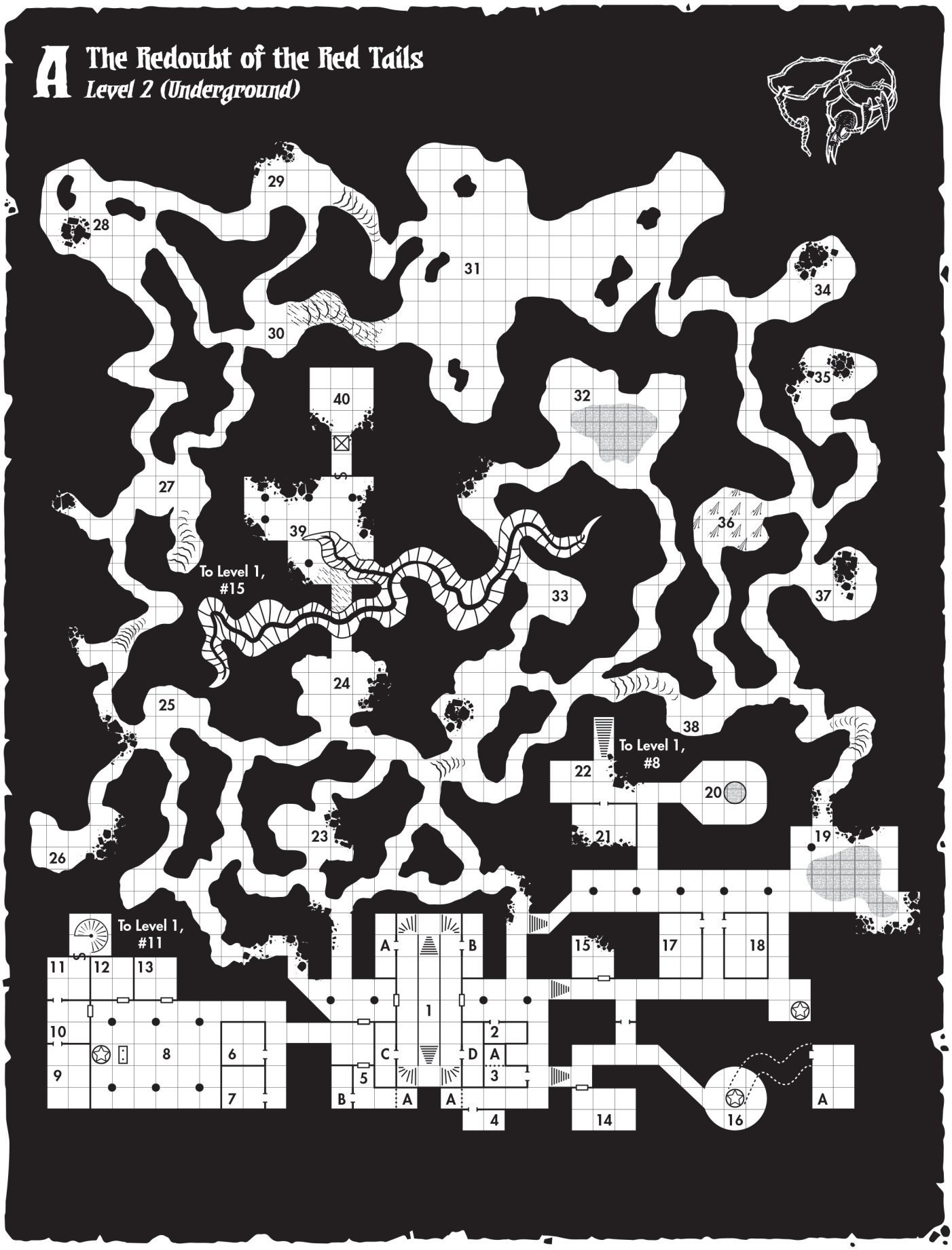
10. This is **Acolyte Agon's** private audience room. It contains tapestries of Impurax (no value) and small wooden benches.

11. This is the personal quarters of **Agon, Level 3 Acolyte of Impurax** AL: LE, AC: 4 (Chain and Shield), HD: 3, HP: 16, Weapons: Mace (1d6) and Sling with 10 Stones (1d4), Spells (2/1): *Fistfang, Command, Hold Person*. Treasure: 32gp. His room is spartan with a single bed, desk, and maps of Eastdale and the surrounding caravan routes.

Agon has two apprentices **Landon** and **Ulnar**.

12. This is the quarters **Agon's** apprentice, **Landon, Level 2 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 8, Weapons: Spiked Cudgel (1d4+1) and Sling with 10 Stones (1d4), Spells (2): *Fistfang, Darkness*. Treasure: 45sp and 16gp. The room contains a bed, desk, and stool.

13. This is the quarters another apprentice, **Ulnar, Level 2 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 8, Weapons: Spiked Cudgel (1d4+1) and Sling with 10 Stones (1d4), Spells (2): *Shillelagh, Entangle*. Treasure: 25gp. The room contains a bed, desk and stool.


A The Redoubt of the Red Tails
Level 2 (Underground)
To Level 1, #15
To Level 1, #8
To Level 1, #11

14. This is a storeroom and contains sacks of dried mushrooms, barrels of rice, and dried meat (unknown).

15. This room is used for weapon repair. There are many half constructed spears, leather for slings, javelin tips, and sling stones in crates.

16. Show the players Forbidden Caverns Illustration #4. This circular room contains a statue of a fanged hand (Impurax). The maw of the statue is open. If one reaches into the maw they will find a lever that if pulled (down and to the right) will move the statue backwards and reveal a tunnel to #16A. If the lever is pulled up or down or to the left the maw will close on the arm causing 1d6+2 points of damage and there is a 25% chance the arm will be severed just below the elbow by mechanical teeth.

16A. A small natural tunnel leads to an archway and a 20x30 roughhewn chamber. Inside is a set of gleaming chainmail on an armour stand (*Chainmail +1*) and a chest. The chest is locked. Inside are two **Clockwork Centipedes** AL: N, AC: 2, HD: 1, HP: 4, 2, #AT: 1, DMG: 1d3 plus poison, as well as 40ap, a *Potion of Heroism*, a *Potion of Invisibility*, two *Potions of Healing*, and a *Ring of Destination* (#6: HG1, HG2, HG6).

17. This room is empty.

18. This room appears to be an armour workshop. Specifically, there is a stack of leather skins, a barrel of studs, wooden shields in mid-repair, and wicker shields.

19. A pool has formed in the center of this room from a sinkhole located in the ceiling. The room has partially collapsed. The sinkhole extends from Level 1 (#34) and cannot be climbed. At the back of the room, behind some rubble, is a **Vegepygmie Warrior** (HP: 4) called **Little Shroom** who has fallen through the sinkhole and cannot return to his tribe. He can communicate his name by thumping his chest twice followed by drawing his right hand from left to right like a rainbow. If the PCs can return him to his tribe they will be rewarded by the **Viceroy** in Level 1 (#29).

20. This is a well used to draw water for the complex.

21. There are two off duty **Kobolds** AL: CE, AC: *7* (Leather and Wicker Shield), HD: 1d4hp, HP: 4, 1, #AT: 1, Weapons: Spiked Club (1d4+1) and Sling with 8 Stones (1d4) sleeping in this room. Treasure: nothing and 20sp.

22. There are two **Kobolds** AL: CE, AC: *7* (Leather and Wicker Shield), HD: 1d4hp, HP: 4, 1, #AT: 1, Weapons: Shortsword (1d6) and Sling with 8 Stones (1d4), on duty here. Treasure: 6cp and 22cp.

23. Two kobold sentries guard this location. **Kobolds** AL: CE, AC: *7*, HD: 1d4hp, HP: 4, 3, #AT: 1, Weapons: Shortsword (1d6) and Sling with 14 Stones (1d4). Treasure: 10gp and 10cp



24. Show the players Forbidden Caverns Illustration #5. This cave is cut by a large crevasse that blocks entry to the northern passage. The crevasse is approximately 15 feet across at this point. The floor of the chamber on the other side (if enough light is used) appears shiny. The crevasse is bottomless.

25. Kobolds guard this location (4) AL: CE, AC: *7* (Wicker Shield), HD: 1d4hp, HP: 4, 3x3, #AT: 1, Weapons: Spiked Club (1d4+1) and Sling with 6 Stones (1d4). Treasure: 1sp, nothing, 6cp, and 9cp.

26. The kobolds purposefully blocked this passage. Either they wanted to keep something out or keep something in. In this case it was the latter. A giant rhinoceros beetle infected with rot grubs died in this cave and multiple **Grub Globules** began to grow from it. In order to contain the infestation, and to keep the whole tribe from being infected, they closed off the cave. **Grub Globules** (4) AL: N, AC: 10, HD: 1hp/cyst, HP: 1hp, #AT: See entry, DMG: See entry. The four globules possess 5, 3, 4, and 2 cysts.

27. Kobold sentries guard this natural stairway to Level 1 (#15). **Kobolds** (4) AL: CE, AC: *7* (Leather and Wicker Shield), HD: 1d4hp, HP: 2x4, 2x2, #AT: 1, Weapons: Spiked Club (1d4+1) and Sling with 10 Stones (1d4). Treasure: 25ep, nothing, 16sp, and 14ep.

28. This cave is covered in small subterranean mushrooms with a soft purple bioluminescence. This light can only be seen in the darkness. There is a group of **Cave Crickets** (*7*) AL: N, AC: 4, HD: 1, HP: 8, *7*, 2x6, 2x5, 4, #AT: 1, DMG: 1d4 or spit. In the far back corner of the room are three dead kobolds. One has an armband made of Archinium worth 400gp.

29. This cave contains a variety of subterranean mushrooms as an outgrowth of the fungal forest located in #31.

30. Fat mushrooms, six feet in height, dominate this cave. The stairs down to #31 are covered in **Glassy Rock**.

31. This massive cave is a thick and wondrous fungal forest. Mushrooms of all types, varieties, and colours grow from the floor and the walls of this vast cave.

All manner of monsters live in this dense subterranean environment. For every 30 feet traveled Referees must roll the Fungal Forest Random Monster Table located below. A roll of 1–2 on a d6 indicates a random encounter.

Fungal Forest Random Monster Table	
1	Giant Cave Crickets (1–10)
2	Basidirond (1)
3	Blooderflies (See entry)
4	Cinnamon Mold (1)
5	Crystalline Clusters (1d4)
6	Faze Fungus (1d2)
7	Megalocentipedes (1d2)
8	Giant Blister Beetles (1d6)
9	Giant Cockroaches (1d8)
10	Hook Horror (1)*

*Only encountered once. See Level 2 (#34).

32. Water drips from the ceiling of this cave onto the floor. The floor is thick with muck and home to **Mudmen** (2) AL: N, AC: 10, HD: 2, HP: 13, 10, #AT: See entry, DMG: See entry.

33. Access north of this cave is blocked by a large crevasse 20 feet across.

34. This is the lair of the **Hook Horror** AL: N, AC: 3, HD: 5, HP: 30, #AT: 2, DMG 1d8/1d8, located in the random table in #31. There are gnawed bones of various creatures littered throughout the room. If the hook horror was encountered in #31 it will not be here. If the monster was not encountered, there is a 65% chance it will be present. Otherwise it will be out foraging for food.

The hook horror has gathered a number of shiny baubles in its nest including 5ap, 13pp and 10 gems: Large Light Blue Lapis Lazuli (40gp), Large Flawed Moss Agate (35gp), Medium White Chalcedony (50gp), Huge Deep Blue Azurite (75gp), Large Exquisite Pale Blue Quartz (100gp), Tiny Exquisite Obsidian (62gp), Large Flawed Deep Purple Amethyst (225gp), Very Large Finely Cut Red-Brown Spinel (300gp), Large Flawed Brown-Green Garnet (525gp), and a Very Large Clear Green Zircon (100gp).

35. This cave is empty.

36. This cave is filled with **Razor Rock**.

37. A small natural shaft in this room blows hot air every two rounds. It is enough to extinguish torches and makes an unnatural eerie sound that can be heard well before entering this room. The shaft heads downward and is too small, even for a halfling.

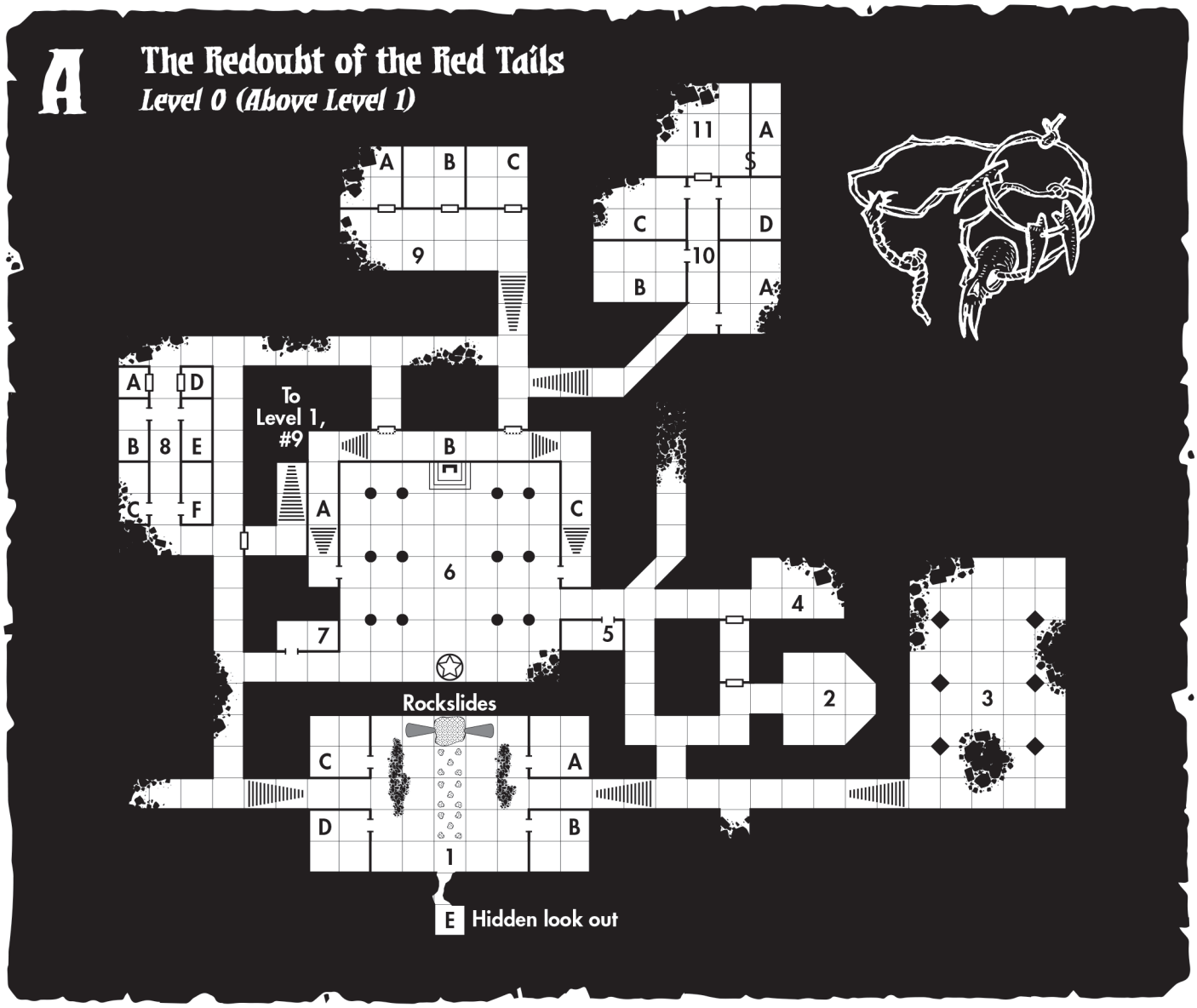
38. Kobolds guard this cave (4) AL: CE, AC: 7 (Wicker Shield), HD: 1d4hp, HP: 3x3, 2, #AT: 1, Weapons: Spiked Club (1d4+1) and Javelins x3 (1d6). Treasure: 12sp, 3sp, 13ep, and nothing. They are aware of the hook horror and are fairly terrified by the creature. They will flee if they hear the monster in battle with the PCs or its terrifying chittering noises.

39. This chamber is on the verge of collapse. It remains supported by five of its remaining columns but even these are in poor condition. The southern most section, between the two crevasses is covered in **Glassy Rock**. Anyone who lands on the southern most section of this chamber will likely slip and slide into the second crevasse (bottomless).

40. This secret room has not been opened in centuries and the floor is covered in thick dust and stone pebbles from the ceiling. A set of ancient Archaian gauntlets lie on a pedestal in the center of the room. The gauntlets and pedestal are covered by a magical force field. Anyone who touches either will take 1d6 points of damage. Each successive touch increases the damage die by one (so 2d6 on the second try, 3d6 on the third, and so on).

On the wall, is a depression for a unique *Disk of Kar'Koon* (located in Level 0, #11A). This disk must be inserted to disable the force field and take the *Gauntlets of Strength* (+1 to attack and damage rolls).





Level 0 (Above Level 1)

1. At any time, two of the four (A–D) groups of kobold warriors will be on duty in this room. The others will be sleeping (50%) or resting (50%) in their barracks. The barracks consist of impromptu beds of cloth, rags, and mangy pelts.

A. Kobolds (4) AL: CE, AC: 7 (Leather and Wicker Shield), HD: 1d4hp, HP: 4x4, #AT: 1, Weapons: Shortsword (1d6) and Javelins x3 (1d6). Treasure: 13ep, 14sp, 7ep, and 7sp

B. Kobolds (3) AL: CE, AC: 6 (Studded Leather and Shield), HD: 1d4hp, HP: 2x3, 2, #AT: 1, Weapons: Scimitar (1d8) and Sling and 8 Stones (1d4). Treasure: 9sp, 16gp, 23cp, and 12cp.

C. Kobolds (3) AL: CE, AC: 6 (Studded Leather and Shield), HD: 1d4hp, HP: 3x3, #AT: 1, Weapons: Shortsword (1d6) and Javelins x3 (1d6). Treasure: 16ep, 15sp, nothing, and 12sp.

D. Kobolds (4) AL: CE, AC: 7 (Wicker Shield), HD: 1d4hp, HP: 2x4, 2x2, #AT: 1, Weapons: Spiked Club (1d4+1) and Sling with 10 Stones (1d4). Treasure: 17ep, 20ep, 10sp, and 3cp.

E. Kobolds (2) AL: CE, AC: 7 (Leather and Wicker Shield), HD: 1d4hp, HP: 2x4, #AT: 1, Weapons: Shortbow and 20 Arrows (1d6) and shortsword (1d6). Treasure: 1ap and 1pp.

2. This room contains two barrels: water and wine. There are also six sacks of rice and two sacks of dried mushrooms. The latter are from Level 1 (#13).

3. This is the training arena for kobold warriors. The room has partially collapsed and has no occupants. There are a number of shields too large for kobolds (presumably scavenged or from their victims) leaning against the wall. One rather mundane-looking shield is a *Shield +1*. There are four straw dummies. A number of broken spears and javelins litter the floor.


RUSS

4. The ceiling of this room has partially collapsed the northern wall. Water also trickles in from the collapsed area. This room is unsafe. For each turn the party spends here roll a d6. On a 1 there is another cave-in causing 1d6 damage. This continues by adding and additional 1 and an additional d6 of damage until the entire room collapses.

5. Kobolds (3) AL: CE, AC: 6 (Studded Leather and Shield), HD: 1d4hp, HP: 3x2, #AT: 1, Weapons: shortsword (1d6) and Sling and 8 Stones (1d4). Treasure: Nothing, 3cp, 13gp.

6. This massive chamber is the kobold throne room. **Bulgark the Chieftain** is currently meeting with delegates from the froglings. His bodyguards stand on either side of his throne and six kobolds (three each) stand on either side of them.

There is an open balcony on either side of the room and above the throne. Two doors exit at the back of the room on either side under the balcony. A large statue of Impurax stands against the southern wall.

These kobolds will fight to the death to protect their chieftain.

Bulgark the Big-Yin, Chieftain of the Red Tail Kobolds AL: CE, AC: 4 (Chainmail and Shield), HD: 2+2, HP: 16, #AT: 1, DMG: *Battle Axe +1* (1d8). Note that the morale of the kobolds raises to 8 in the presence of their chieftain. The chief also has three keys around his neck for the chests in room #11A. Treasure: 4ap and 25gp.

Kobold Bodyguards (2) AL: CE, AC: 5 (Chainmail), HD: 2, HP: 10, #AT: 1, Weapon: Spear (1d6) and Dagger (1d4). Treasure: 11cp, and 12sp, and two keys (chests in #9B).

Frogling Delegates (3) AL: CE, AC: 6, HD: 1-1, HP: 7, 3x3, #AT: 1, DMG: Club (1d4) and Sling with 10 Stones (1d4). Treasure: 23sp, 15cp, and nothing.

There is also **Jock, Level 3 Fang of Impurax** AL: LE, AC: 2 (Plate and Shield), HD: 3, HP: 18, #AT; 1, DMG: Longsword (1d8), Mace (1d6), and Dagger (1d4). Treasure: 10pp and 34sp.

There are six **Kobolds** AL: CE, AC: 7 (Wicker Shield), HD: 1d4hp, HP: 3x3, 3x2, #AT: 1, Weapons: Two have Shortsword (1d6) and Javelins x3 (1d6), two have Spear (1d6) and Sling with 10 Stones (1d4), and the last two have Spiked Club (1d4+1) and Sling with 10 Stones (1d4). Treasure: 25cp, 25sp, 17cp, 1cp, 5sp, and 24cp.

A. Kobolds (2) AL: CE, AC: 7, HD: 1d4hp, HP: 4, 3, #AT: 1, Weapon: Shortsword (1d6) and Javelins x3 (1d6). They will exhaust their ranged weapons from the balcony before entering melee. Treasure: 6sp and 24sp.

B. Kobolds (2) AL: CE, AC: 7, HD: 1d4hp, HP: 2x3, #AT: 1, Weapon: Spiked Club (1d4+1) and Javelins x3 (1d6). They will exhaust their ranged weapons from the balcony before entering melee. Treasure: 9cp and 2ep.

C. Kobolds (2) AL: CE, AC: 7, HD: 1d4hp, HP: 2x2, #AT: 1, Weapon: Club (1d4) and Sling with 10 Stones (1d4). Treasure: 6ep and 24ep. They will exhaust their ranged weapons before entering melee.

7. Guardroom: **Kobolds** (3) AL: CE, AC: 7 (Wicker Shield), HD: 1d4hp, HP: 3x3, #AT: 1, Weapons: Scimitar (1d8) and Sling with 14 Stones (1d4). Treasure: 11ep, 7cp, and 6cp.

8. This hallway contains six small barracks. They are largely empty at the moment.

A. This room is a small storeroom with javelins (10) and bags of sling stones (5).

B. There are two off-duty **Kobolds** AL: CE, AC: 7 (Wicker Shield), HD: 1d4hp, HP: 2x3, #AT: 1, Weapons: Shortsword (1d6) and Sling and 10 Stones (1d4). Treasure: 22sp and 21cp, asleep here.



C. This barrack is empty.

D. This room is a small storeroom with rusty scimitars (4) and spears (8).

E. This barrack is empty. There are two locked chests: one contains a Silver Cup worth 50gp and the other an Ornate Bone Comb worth 35gp.

F. This barrack is empty.

9. This chamber has partially collapsed along its western wall.

A. Four rough beds are in this room. Two frogling pouches (containing 2ap and 25cp) lie on the beds.

B. This is the barrack of the chieftain's two bodyguards. There are two beds covered with flea-infested furs and two locked chests. The first contains a bag of five *Sling Stones +1* and a Gold Arm Band worth 40gp. The bodyguards wear the keys.

C. This barrack has three beds. It appears unused.

10. This hallway contains barracks for the kobold female non-combatants and young.

A. Two **Kobolds** stand guard here AL: CE, AC: 6 (Studded Leather and Shield), HD: 1d4hp, HP: 2x2, #AT: 1, Weapon: Club (1d4) and Sling with 9 Stones (1d4). Treasure: 11ep and 24sp.

B. There are four non-combatant females here with two young.

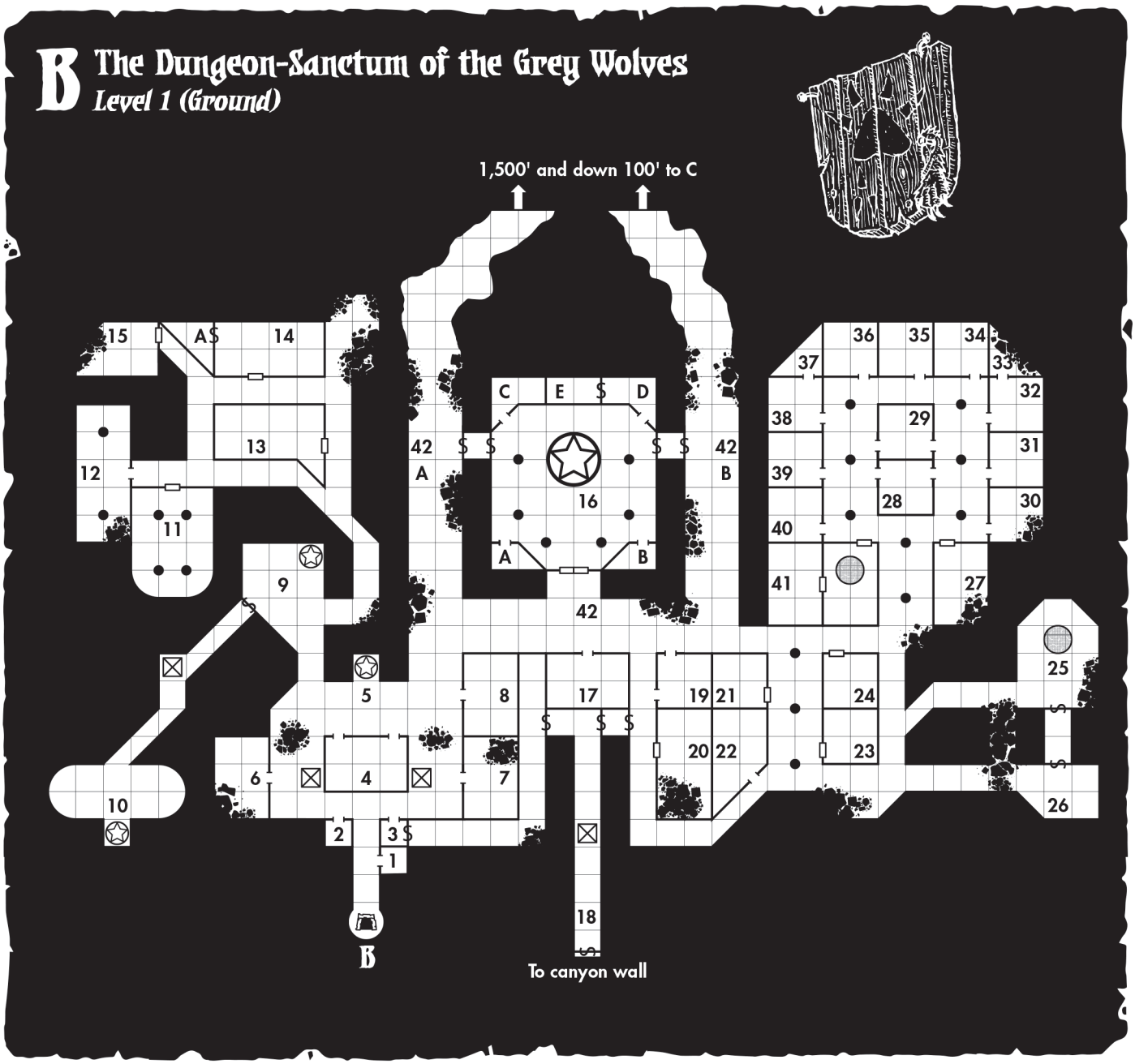
C. There are six non-combatant females with three young.

D. There are five non-combatant females and two young.

11. The ceiling of this room has partially collapsed. This room is unsafe. For each turn the party spends here roll a d6. On a 1 there is another cave-in causing 1d6 damage. This continues by adding an additional 1 and an additional d6 of damage until the entire room collapses. Opening the secret door will add another 1 to the roll.

A. This secret room contains the tribal treasure hoard. Three large chests rest on the floor against the northern wall (large, medium and small). The floor in first 20 feet of this room is trapped with pressure plates that, when depressed, shoot darts from the eastern wall toward the western wall. The darts will reset three times. There are four darts per 10 feet and they attack as a 2 hit die monster and score 1d3 points of damage each. The large chest is locked (poison needle trap, save versus Poison or die at +2) and contains 5,154gp. The medium chest is locked and contains 4,385sp and two *Disks of Kar'Koon* (one is unique and disables the force field on Level 2, #40). The small chest is locked and contains 1,624ep and a pouch with three gemstones: a Huge Exquisite Golden Yellow Topaz (1,000gp), a Medium-Sized Deep Purple Amethyst (500gp), and a Tiny Finely Cut Pale Green Tourmaline (275gp). The kobold chieftain has all three keys.





B. The Dungeon-Sanctum of the Grey Wolves (Goblins)

Level 1 (Ground):

1. Two sentries are always on duty here. **Goblins** (2) AL: CE, AC: 7 (Leather and Shield), HD: 1–1, HP: 6, 4, #AT: 1, Weapons: Club (1d4) and Sling with 9 Stones (1d4) and Spear (1d6) and Dagger (1d4). Treasure: 16ep and nothing.

2. Goblins (2) AL: CE, AC: 6 (Studded and Shield) and 7 (Studded), HD: 1–1, HP: 7, 2, #AT: 1, Weapons: Both have Shortsword (1d6) and Sling with 10 Stones (1d4). Treasure: 23sp and 10ep.

3. The two goblins on duty here are bored and tormenting a rat. **Goblins** (2) AL: CE, AC: 7 (Leather and Shield) and 7 (Studded), HD: 1–1, HP: 2x5, #AT: 1, Weapons: Shortsword (1d6) and Sling with 12 Stones (1d4) and Spear (1d6) and Dagger (1d4). Treasure: 10ep and 4ep.

4. There are holes in the southern wall of this chamber that overlook the entranceway. The **Goblins** (4) AL: CE, AC: two with 7 (Leather and Shield) and two with 7 (Studded), HD: 1–1, HP: 2x6, 2x4, #AT: 1, Weapons: Clubs (1d4) and Shortbows with 20 arrows (1d6), will use their bows through holes in the wall to shoot at intruders approaching them from the cave opening. Treasure: 4sp, 5ep, 3gp and 9ep.

5. A statue of Anu-Eya broken and defaced.

If the alarm has been raised the goblins located in #6, #7, and #8 will take position behind the rubble piles and use ranged attacks. They hope to goad intruders into attacking and falling into the pits (10 feet deep) before closing on the remainder with melee weapons.

6. Goblins (4) AL: CE, AC: one with 7 (Leather and Shield) and three with 7 (Studded), HD: 1–1, HP: 6, 2x5 4, #AT: 1, Weapons: One is armed with Club (1d4) and Sling with 14 Stones (1d4) and the other three possess Spear (1d6) and Dagger (1d4). Treasure: 1sp, 6cp, 8cp, and nothing.

7. Goblins (4) AL: CE, AC: one with 6 (Studded and Shield) and three with 7 (Studded), HD: 1–1, HP: 2x4, 2x3, #AT: 1, Weapons: Two are armed with Club (1d4) and Sling with 14 Stones (1d4) and the other two have Shortsword (1d6) and Sling with 14 Stones (1d4). Treasure: 17cp, nothing, 20cp, and nothing.



8. Goblins (2) AL: CE, AC: 7 (Leather and Shield), HD: 1–1, HP: 2x6, #AT: 1, Weapons: Club (1d4) and Sling with 12 Stones (1d4) and Club (1d6) and Sling with 10 Stones (1d4). Treasure: 19cp and 13ep.

9. There is a statue to Anu-Eya in the corner of this room. The statue has been vandalized and broken into pieces. However, the right arm still points to the southwest and the secret door.

10. Show the players Forbidden Caverns Illustration #6. This secret room has not been opened for centuries. A large stone statue of a great Archaian mage stands in a recessed 10x10 foot space. He holds a broad staff. At the top of the staff is an ornate headpiece with three rings. The walls are covered in bas-relief. For every two turns the PCs spend studying the bas relief allow one roll on the Hengegate and Keystaff Random Hint Table (to a maximum of three attempts).

11. This is a small shrine to Impurax. Painted murals depict the fanged hand. Three Impurite missionaries oversee the religious indoctrination of the goblins. **Gundahar** is here instructing his pupils **Nuln** and **Bandar** unless the alarm has been raised throughout the complex. In this case, they will be with the chieftain in #16.

Gundahar, Level 3 Acolyte of Impurax AL: LE, AC: 4 (Chain and Shield), HD: 3, HP: 15, Weapons: Mace (1d6) and Sling with 10 Stones (1d4), Spells (2/1): *Fistfang, Entangle, Hold Person*, 40gp, **Nuln, Level 2 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 10, Weapons: Spiked Cudgel (1d4+1) and Sling with 8 Stones (1d4), Spells (2): *Fistfang, Darkness*. Treasure: 61sp and 21gp, **Bandar, Level 2 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 8, Weapons: Spiked Cudgel (1d4+1) and Sling with 12 Stones (1d4), Spells (2): *Fistfang, Entangle*. Treasure: 27gp.

12. Acolyte Barracks: There are three makeshift beds and three locked footlockers. The footlockers are not trapped and contain two scrolls: *Cure Light Wounds*, *Hold Person*, and a Jeweled Ceremonial Dagger (65gp), and a Scroll: *Hold Person.*

There is also a bookshelf with 12 books. Valuable titles include The Worship and Praise of The Rotting God (50gp), Volgar's Goblin-Common Dictionary (32gp), and Halvar's Treatise on The Nomadic Tribes of the North (15gp). There is also a *Disk of Kar'koon*.

13. Goblin Armoury: Numerous weapons including 5 spears, four scimitars, and six small to medium-sized shields rest along the walls. They are in poor repair.

14. This is the barracks of the Fanged Legion detachment to the goblins. They are tasked with preparing the goblin warriors for battle with the human armies of the Northern Reaches. There are three beds in this room with three small locked chests (each warrior has his respective key). The first contains 30ep and 45gp. The second contains a Gold Unholy Symbol of Impurax 45gp and the third contains a *Potion of Healing*.

Rutgan the Ruthless, Level 4 Blade of Impurax AL: LE, AC: 2 (Plate and Shield), HD: 4, HP: 20, #AT; 1, Weapons: Scimitar (1d8), Mace (1d6), and *Dagger +1* (1d4). Treasure: 3ap, **Jobllot, Level 2 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 2, HP: 15, #AT: 1, Weapons: Spear (1d6), Light Crossbow with 10 Bolts (1d6), Dagger (1d4). Treasure: Gold Ring (25gp), **Gerben, Level 2 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 2, HP: 18, #AT: 1, Weapons: Spear (1d6), Light Crossbow with 10 Bolts (1d6), Dagger (1d4). Treasure: 3pp.

14A. At one point, prior to the goblins taking this dungeon as their lair, a group of adventurers used this small secret area to hide a stash of equipment. The goblins are unaware of its existence. The trove includes four healing balms in sealed jars (1d4+1 hit points each), 50 feet or rope, a sledgehammer, climbing gear for six, and a grabbling hook. There is also a clerical scroll with 3 random Level 1 spells and a *Disk of Kar'Koon*. The rations have petrified.

15. This is a storeroom that contains two barrels of dried rice and two barrels of corn.

16. A massive statue of Impurax dominates this vaulted room. Under normal circumstances the goblin king will be found here in discussion with the hobgoblin delegates. If the alarm has been raised he will send two goblin warriors to run to #42 A and B to warn the wolves' den in C (#3) to bring reinforcements in one turn. Once they arrive he will lead his forces in full against the intruders.

Garhdgak, Goblin King AL: CE, AC: 3 (*Half-Plate +1*), HD: 3, HP: 21, #AT: 1, Weapons: *Scimitar +1* (1d8). **Garhdgak** is +1 to damage due to his great strength. The presence of the king raises the morale of all goblins to 9. Treasure: 5ap.

Garhdgak's Bodyguards (4) AL: CE, AC: 6 (Studded Leather and Shield), HD: 1, HP: 7 each, #AT: 1, DMG: Shortswords (1d6) and Light Crossbows with 20 Bolts (1d6). Treasure: 1d3ap, 10gp, 2pp, Chest Key (#16b).

Bulgag the Mystic, Goblin Shaman, AL: CE, AC: 8, HD: 3, HP: 16, #AT: 1, DMG: 1d4. **Bulgag** has the casting ability of a **Level 3 Cleric/Magic-User**. Cleric Spells (2/1): *Command, Protection from Good, Hold Person*. Magic User Spells (2/1): *Burning Hands, Magic Missile, Mirror Image.* Treasure: 3ap, 45gp, a *Ring of Destination* (#7: HG3, HG7, HG8), and spellbook with the above.

Goblins (3) AL: CE, AC: 7 (Leather and Shield), HD: 1–1, HP: 3x4, #AT: 1, Weapons: Two are armed with Spear (1d6) and Dagger (1d4) and the other has Shortsword (1d6) and Sling and 12 Stones (1d4). Treasure: 25cp, 9cp, and 3 cp.

Hobgoblin Sergeant AL: LE, AC: 3 (Half-Plate and Shield), HD: 2, HP: 13, #AT: 1, Weapons: Battleaxe (1d8). Treasure: 4pp, and **Hobgoblins Delegates** (2) AL: LE, AC: 5 (Chainmail), HD: 1+1, HP: 2x7, #AT: 1, Weapons: Scimitar (1d8) and Longbow with 20 Arrows (1d8). Treasure 12gp each.

A. This is the temporary quarters of the hobgoblin delegates. There are three beds and nothing of value.

B. This is the quarters of the goblin king's bodyguards. There are 3 beds and three small locked chests (each carries their respective key. The first contains 50gp, the second 3ap, and the third contains 15 *Arrows +1*.

C. This is the quarters of the goblin shaman. It contains all sorts of foulness like bat wings, newt eyeballs, and pickled human fingers. There is also a small prayer stool and a symbol of Impurax painted on the wall. The shaman carries his spellbook on his person.

D. This is the goblin king's private audience chamber. It contains a small throne and several stools.



E. Treasure Room: 3,542cp, 3,183ep, four Jewelry: Crystal Chalice (1,100gp), Platinum Cup Encrusted with Emeralds (1,100gp), Golden Statuette of Anu-Eya (1,000gp), Silver Earrings (20gp), and a *Disk of Kar'Koon*.

17. Goblins (4) AL: CE, AC: two with 7 (Leather and Shield) and two with 7 (Studded), HD: 1–1, HP: 7, 4, 3, 2, #AT: 1, Weapons: Two are armed with Club (1d6) and Sling with 8 Stones (1d4) and the other two have Spear (1d6) and Dagger (1d4). Treasure: 25cp, 9cp, 3cp, and 11ep.

18. This is a secret passageway outside to either flee or to attack potential intruders from behind, as necessary. This secret door would be very difficult to find unless a dwarf sought to identify new stone construction.

19. Goblins (2) AL: CE, AC: 7 (Leather and Shield), HD: 1–1, HP: 2x4, #AT: 1, Weapons: Spear (1d6) and Dagger (1d4) and Club (1d4) and Sling with 8 Stones (1d4). Treasure: Nothing and 7sp.

20. This is a larder. A dwarf, elf, human, and a norker hang on the wall here. There is a table covered in blood with numerous cleavers stuck into it. There are large blood pools on the floor.

21. This is a kitchen. There is a fireplace with a chimney that vents through the ceiling. There are four noncombatant females working here to prepare meals for the tribe. They will flee or cower in the face of intruders.

22. This is a storeroom. It contains two barrels of water and one of wine. There are also six sacks of rice. Two indolent **Goblins** (2) AL: CE, AC: 6 (Studded and Shield) and 7 (Leather and Shield), HD: 1–1, HP: 2x5, #AT: 1, Weapons: Both have Club (1d4) and Sling with 8 Stones (1d4). Treasure: 25sp and 24cp, are here drinking wine.

23. This room is empty.

24. This room contains four barrels of dried fish and three crates of grain.

25. The well in this chamber is the main water source for the complex. The goblins are unaware of the secret door.

26. A large, heavy wooden chest rests against the southern wall of this chamber. The chest is locked and double-trapped. First, the lock has a poisoned needle (save or die at +1). If the chest is forced or broken open it will release a paralytic gas cloud (Save or be paralyzed for 1d4+1 rounds). If the chest is removed from the room a *Magic Mouth* will appear and scream *Intruders! Intruders!* For three minutes. Be sure to roll for a random goblin patrol once per round during this time with a 2 on d6 chance of success. The chest contains 2,437sp and 3,182cp.

27. This room has partially collapsed and is empty.

28. This chamber contains three non-combatant females, two young goblins, and three warriors. **Goblins** (3) AL: CE, AC: 7 (two with Leather and Shield) and 7 (Studded), HD: 1–1, HP: 6, 3, #AT: 1, Weapons: Two with Spear (1d6) and Dagger (1d4) and one with Club (1d4) and Sling with 15 Stones (1d4). Treasure: 6ep and 3sp.

29. This room contains 2 noncombatant female goblins.

30. This room is empty.

31. This chamber contains 3 noncombatant females and two young goblins.

32. This chamber is empty.

33. This room has partially collapsed and has been abandoned.

34. This chamber is empty.

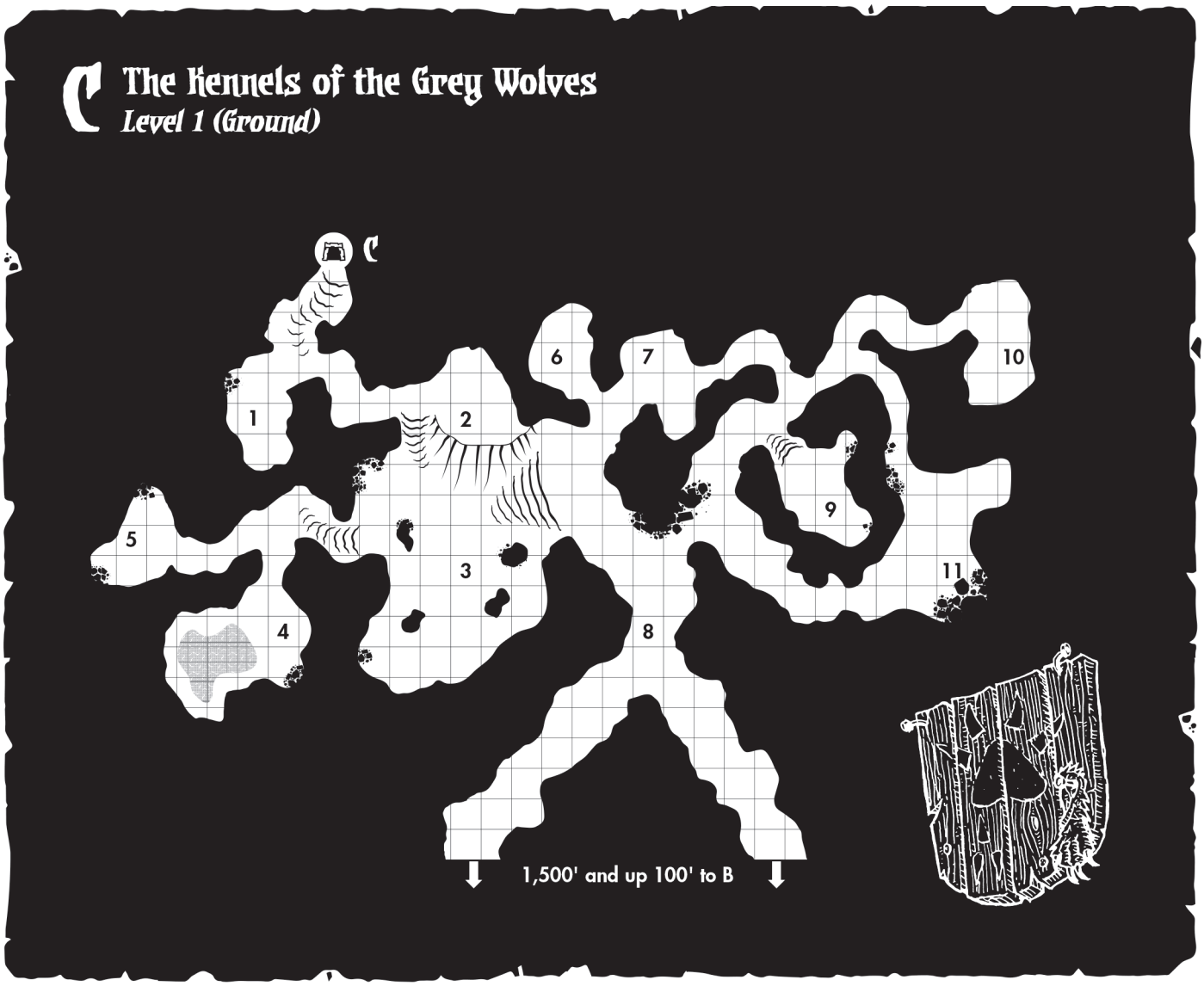
35. This room is empty.

36. This chamber contains four noncombatant females and two young goblins.

37. This room contains three young goblins.

38. This room is empty.

39. This chamber contains 4 noncombatant female goblins.



40. This room contains 4 noncombatant females and 2 young goblins.

41. This room is empty.

42 A and B. These 2 large passageways change from dungeonstone to natural cavernous passages. They extend north towards the wolves' den (C) about 1,500 feet.

C. The Kennels of the Grey Wolves (Goblins)

1. Goblins (4) AL: CE, AC: one with 6 (Studded and Shield) and three with 7 (Studded), HD: 1–1, HP: 7, 2x6, 5, #AT: 1, Weapons: Two are armed with Club (1d4) and Sling with 15 Stones (1d4) and the other two have Scimitar (1d8) and Sling with 9 Stones (1d4). Treasure: 15sp, 25cp, 8sp, and 4sp.

2. Goblins (3) AL: CE, AC: 7 (Leather and Shield), HD: 1–1, HP: 2x5, 3, #AT: 1, Weapons: Two are armed with Spear (1d6) and Dagger (1d4) and the other has Scimitar (1d8) and Sling with 9 Stones (1d4). There is a 35% chance that these goblins have snuck off to #9 to drink mead stolen in a recent caravan raid. Treasure: 9ep, 18cp, and nothing.

3. The goblin wolf pack is kept in this cave. There are 6 **Wolves** (6) AL: N, AC: 7, HD: 2+2, HP: 13, 3x12, 11, 9, #AT: 1, DMG: 1d6, This excludes the large male who is the **Wolf Pack Leader** (and the steed of the goblin king) AL: N, AC: 5, HD: 3, HP: 19, #AT: 1, DMG: 1d8, and three **Young Adults** AL: N, AC: 8, HD: 1+2, HP: 10, 8, 6, #AT: 1, DMG: 1d4.

4. This cave has a large pool that serves as the water source for the inhabitants and wolves.

5. This is a goblin lair. There are several straw beds on the floor and the embers of a small campfire.

6. This cave is a lair for goblins on duty by #1. Similar to #5 there are some straw and fur beds and the remains of a fire. The small bones of an unknown animal are strewn throughout the cave.

7. Shields, spears, shortbows and arrows, are lined against the wall of this passageway.

8. Goblins (2) AL: CE, AC: 6 (Studded and Shield) and 7 (Studded), HD: 1–1, HP: 7, 2, #AT: 1, Weapons: Both have Scimitar (1d8) and Sling with 10 Stones (1d4), are on guard here 75% of the time. If they are not here they are getting drunk in #9. Treasure: 5cp and 1ep.

9. There are three large barrels of mead stored in this cave. The goblins sacked them from a caravan. There is a 35% chance that the goblins from #2 are here drinking instead of being on duty.

10. This is the chamber of **Nal-tuz, Goblin Subchief** AL: CE, AC: 4 (Chainmail and Shield), HD: 2, HP: 12, #AT: 1, Weapons: Battleaxe (1d8). Treasure: 3ap and 4pp. **Nal-tuz** was given command of the wolf pack. There is a 30% chance he is located in this cave. If he is not present, he will be checking (20%) on the guards at #8, grooming (25%) the wolves, or keeping an eye (25%) on the mead barrels in #9 to ensure his warriors are not getting drunk.

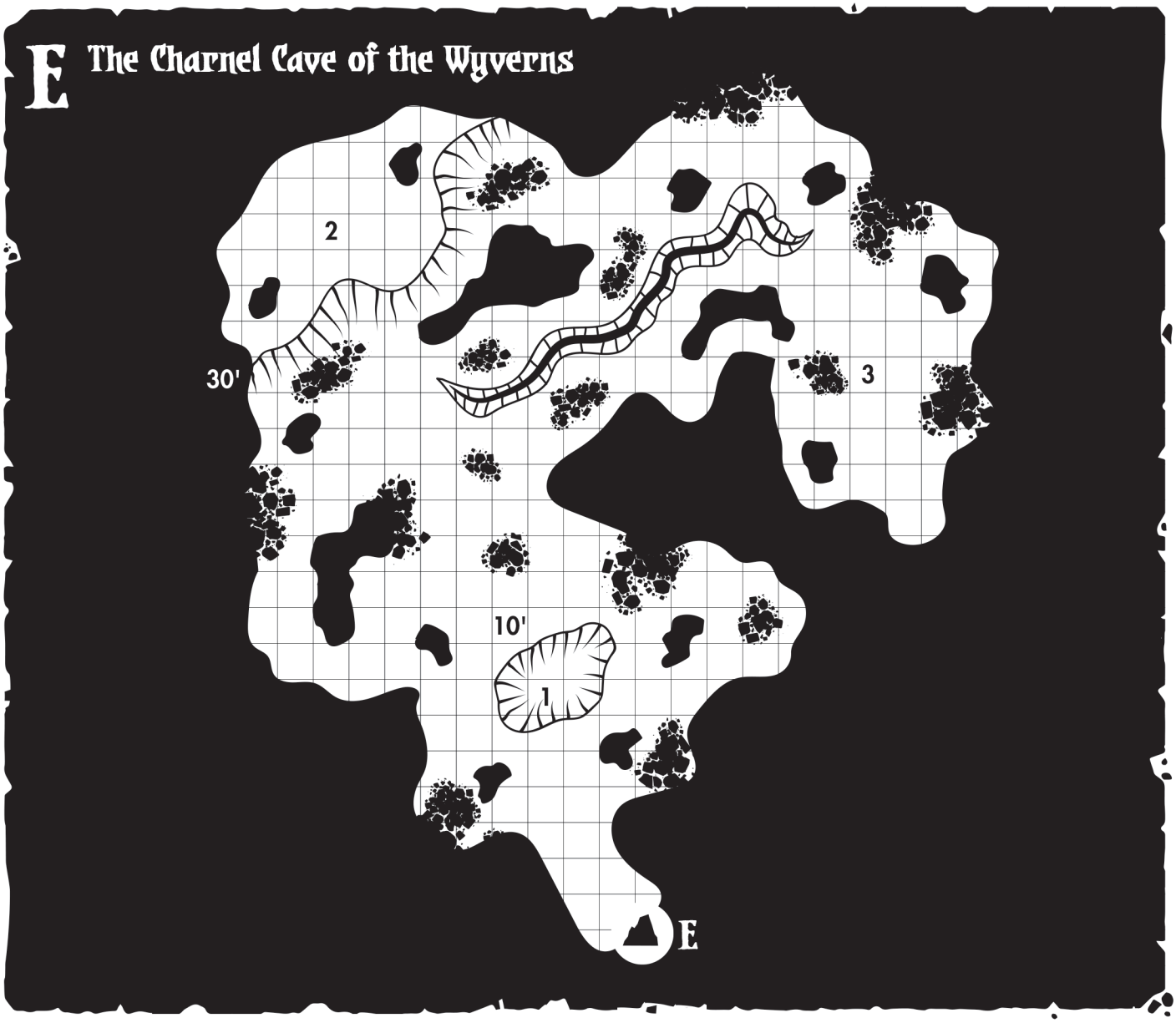
11. Ultkar the **Bugbear** (1) AL: CE, AC: 5, HD: 3+1, HP: 15, #AT: 1, Weapons: Morningstar (2d4), uses this cave as his lair. He has chosen by the bugbear chieftain to live among the goblins and serve as a liaison between the two tribes. His bed is a large mass of straw, grass, furs, and sticks. He wears a *Disk of Kar'Koon* as a necklace. He has no idea how it functions and cannot read. Underneath his bed is the following treasure: 25ap, 54gp, and scroll tube he looted from a wizard he killed. The scroll contains: *Burning Hands, Identify, Shield, Mirror Image, Magic Mouth*, and *Ray of Enfeeblement.*



D. Southwestern Hengegate

Show the players Forbidden Caverns Illustration #7. This henge is completely covered by a massive **Carnivorous Vine** AL: N, AC: 6, HD: 20, HP: 89, #AT: See entry, DMG: See entry. This patch occupies forty 10x10 foot squares of space. PCs will note the density of the patch and its red blooming flowers. They will barely be able to make out the tops of the standing stone. The stone platform in the centre of the henge cannot be seen and is completely overrun with growth. Note that all hengegates are Magic Potent hexes. This has contributed to the overgrowth of this man-eating plant. The vine will use its ability to mimic a recent victim's death throes in a very faint and slow "Help me" and repeat this every 25 to 60 seconds as long as it can sense the PCs presence. This large patch has 20 vines that it can extend outward 40 feet. However, it can only use 4–6 on any given side at one time due to its size.

PCs who approach within the reach of the vines range (40 feet its peripheral edge) may notice the glint of treasure and skeletal remains in its undergrowth. The treasure of its past victims includes 16cp, 14sp, 9ep, 8gp, 325pp, 2ap, and 5 gems in a leather pouch: Very Large Finely Cut Red-Brown Spinel (300gp), Tiny Flawed Red Garnet (75gp), Very Large Finely Cut Dark Green Alexandrite (475gp), Medium Broken Clear Blue Sapphire (750gp), Medium Finely Cut Blue Quartz (55gp).



E. The Charnel Cave of the Wyverns

Bones litter the entrance to this cave and it smells of death. A search will reveal a few dragon-like scales near the entrance.

1. A large charnel pit. This is effectively a feeding station for the wyverns that inhabit this cave. Bones of all manner of monsters, humanoids, and creatures can be found littered throughout the pit. They glint of silver can also be seen. A chest in the pit (formerly attached to a horse) has burst open and 2,362sp is spread throughout. There is a 75% likelihood that rummaging in the pit will bring the young wyverns to investigate.

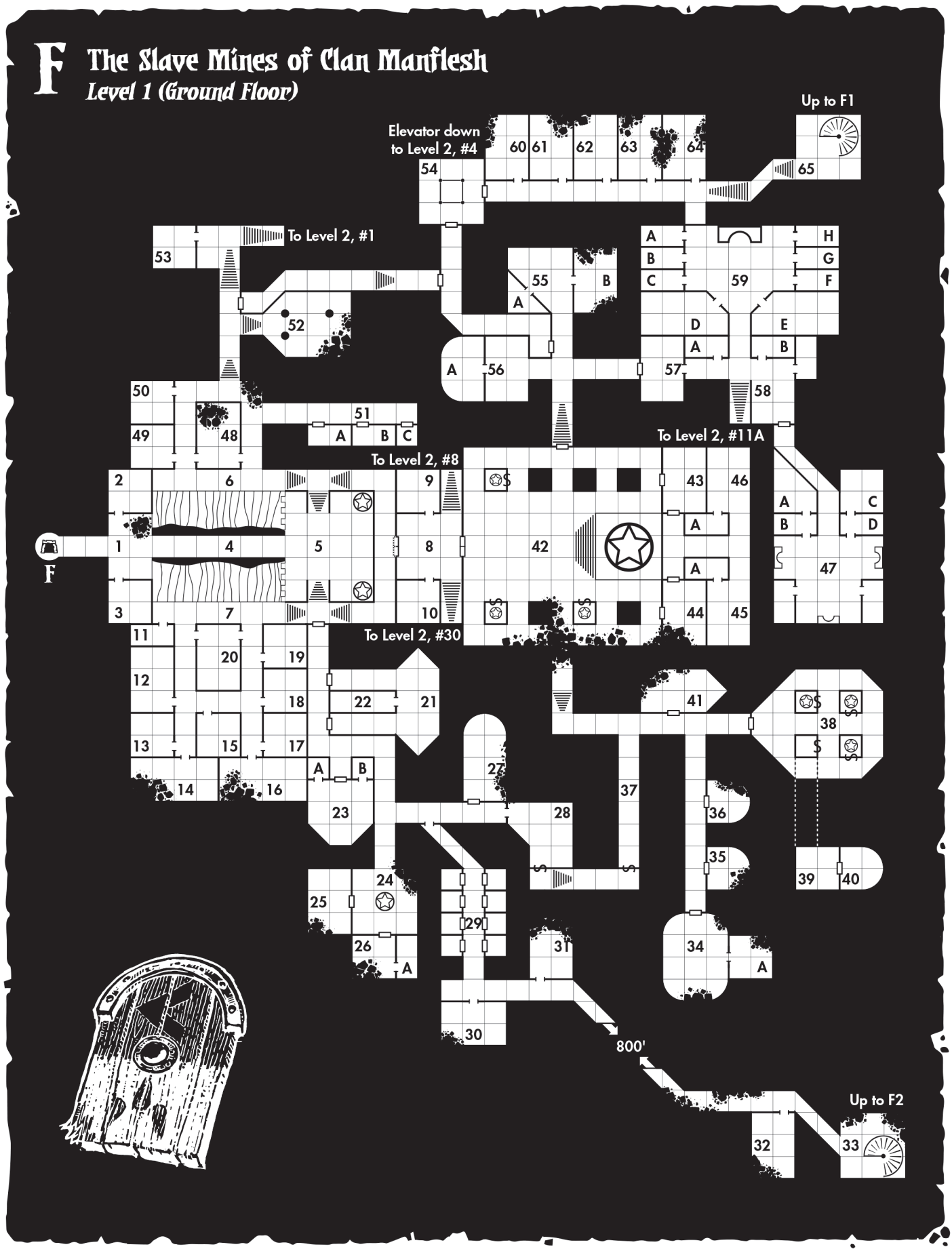
2. Two **Young Adult Wyverns** AL: CE, AC: 5, HD: 4, HP: 23, 17, #AT: 2 (1d4+1/1d4+1 (poison saves against the young adults are made at +2) are perched on this ledge-way that is 30 feet off the floor of the cave. The ledge is littered with bones. Among them is a scroll tube with the following magic-user spells: *Animate Statue, Zozomir's Stentorian Shout, Ool's Broiling Exhalation, Zurgosmel's Heeded Echo,* and *Demambala's Sepulchral Soup.*

3. A **Large Female Adult Wyvern** AL: CE, AC: 3, HD: 7, HP: 48, #AT: 2, DMG: 2d8/2d8 (poison) recently consumed a patrol of orcs and is curled up asleep. If her two young adult wyverns engage in battle, there is an 85% likelihood she will hear and fly to their aid.

She has collected a number of shiny baubles in her nest of rocks and bones. These include a large rusted metal chest with 5,721ep, 3 gemstones: Large Gray-Black Hematite (50gp), Huge Deep Blue Azurite (75gp), Large Broken Dark Green Alexandrite (275gp), as well as an Archaian Emerald Headdress (200gp) and a Small Silver Box (100gp) with three Pearls (200 each or 600gp total).

F The Slave Mines of Clan Manflesh

Level 1 (Ground Floor)

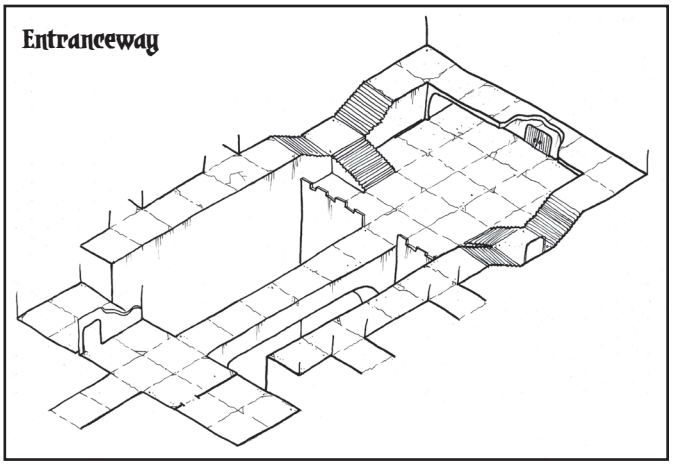


F. The Slave Mines of Clan Manflesh (Orcs)

Level 1 (Ground):

Prior to running this dungeon be sure to roll Room #42 to determine the location of the **Chieftain Dolbogk**, **Shaman Moqzok**, *and* **Molgk the Ogre**.

1. This is the entranceway to the mine-lair of the orcs. There are guardrooms immediately adjacent (#2 and #3). There is a 75% chance that one of those two groups will be standing-guard in #1. **Show the players Forbidden Caverns Illustration #8** if they engage in battle on the bridge.



2. Orcs (4) AL: CE, AC: two with 6 (Studded and Shield) and two with 7 (Leather and Shield), HD: 1, HP: 6, 4, 3, 2, #AT: 1, Weapons: two with Scimitar (1d8) and Shortbow with 15 Arrows (1d6) and two with Hand Axe (1d8) and Dagger (1d4). Each has a bag at the waist with: Tobacco (15gp), Semi-Precious Gem (15gp), Petrified Hand, Maggoty Bread, respectively.

3. Orcs (3) AL: CE, AC: one with 6 (Studded and Shield), and two with 7 (Leather and Shield), HD: 1, HP: 6, 2x3, #AT: 1, Weapons: Battle Axe (1d8) and Javelins x3 (1d6) and two with Scimitar (1d8) and Dagger (1d4). There is also an **Orc Patrol Leader** (1) AL: CE, AC: 6 (Studded and Shield), HD: 1, HP: 8, #AT: 1, Weapons: Scimitar (1d8). He is +1 to damage rolls due to strength. Each has a pouch with one item from this list: Precious Gem (30gp), Copper Earing (5gp), Necklace: Ears, Broken Belt Buckle.

4. This is a stone bridge suspended across a vast, deep chasm that disappears into the darkness below. Combat on the bridge is dangerous. Anyone who takes damage in battle must make a Dexterity check at +2 or fall off. The chasm is bottomless.

5. The orcs stationed here are the second line of defense. If attacked they will take cover behind the battlements and use their light crossbows. **Orcs** (8) AL: CE, AC: 7 (Ringmail), HD: 1, HP: 2x8, 6, 2x3, 3x2, #AT: 1, Weapons: Scimitar (1d8) and Light Crossbow with 20 Bolts (1d6). There is also an **Orc Patrol Leader** AL: CE, AC: 5 (Chainmail), HD: 1, HP: 8, #AT: 1, Weapons: Scimitar (1d8). He receives +1 to damage rolls due to strength. Each has one of the following items: Copper Earing (8gp), Silver Earing (10gp), Flask: Wine, Tack Hammer, Human Teeth, Ornamental Gem (8gp), Earing Disc, Precious Gem (30gp), Gold Ring (140gp).

6. This is a walkway on the north side of the chasm. The area is completely open and 10 feet above the level of the bridge. The **Orcs** (5) AL: CE, AC: 7 (Ringmail), HD: 1, HP: 2x8, 2x6, 4, #AT: 1, Weapons: Scimitar (1d8) and Shortbow with 20 Arrows (1d6), here have an open field of fire on the bridge. Each has one of these items located in a bag or pouch: Copper Earing (5gp), Semi-Precious Gem (15gp), Silver Earing (10gp), Stinky Black Ichor in Wineskin (*Potion of Heroism*), Electrum Earing (18gp).

7. This is a walkway on the south side of the chasm. The area is completely open and 10 feet above the level of the bridge. The **Orcs** (4) AL: CE, AC: 6 (Studded and Shield), HD: 1, HP: 5, 2x3, 2, #AT: 1, Weapons: Scimitar (1d8) and Light Crossbow with 20 Bolts (1d6), have an open field of fire on the bridge. The orcs have one item each: Rusty Pliers, Small Pot: White Face Paint, Small Pot: Animal Grease, Ornamental Gem (5gp).

8. This is the antechamber to the great hall (#42). There are guardrooms immediately adjacent (#9 and #10). Unless an alarm has been raised, there is a 60% chance that one of those two groups will be standing guard here.

9. Orcs (3) AL: CE, AC: one with 5 (Chainmail) and two with 7 (Leather and Shield), HD: 1, HP: 8, 2x4, #AT: 1, Weapons: Battle Axe (1d8) and Javelins x3 (1d6) and two with Scimitar (1d8) and Dagger (1d4). Treasure: Tobacco (15gp), Necklace: Ears, Platinum Ring (35gp).

10. Orcs (3) AL: CE, AC: two with 5 (Chainmail) and one with 6 (Studded and Shield), HD: 1, HP: 8, 6, 5, #AT: 1, Weapons: two with Spear (1d6) and Dagger (1d4) and one with Hand Axe (1d6) and Javelins x3 (1d6). Treasure: Rusty and Bloody Pliers, Platinum Earing (45gp), Ornamental Gem (5gp).

11. This is a small guardroom with 2 stools.

12. Barrack: Four piles of flea-infested furs on the floor.

13. Barrack: Three makeshift beds on the floor.

14. Barrack: Six beds made of mangy furs and straw on the floor. This room has partially collapsed.

15. Barrack: There are two **Orcs** AL: CE, AC: 6 (Studded and Shield), HD: 1, HP: 8, 3, #AT: 1, Weapons: Spear (1d6) and Light Crossbow with 20 Bolts (1d6), here shirking their duties. The first orc has Bone Dice in a pouch and the second has a Rusty Shiv tucked in his belt.

16. Barrack: Seven beds made of straw. This room has partially collapsed.

17. Barrack: Three makeshift beds made of straw and furs.

18. Barrack: Four beds made of dirty blankets.

19. Barrack: There are two **Orcs** AL: CE, AC: *7* (Leather and Shield), HD: 1, HP: 2x*7*, #AT: 1, Weapons: Hand Axe (1d6) and Dagger (1d4), here playing dice. The first has a Fluffy Cat Tail and the second a Copper Ring (8gp).

20. Barrack: Off-duty **Orcs** (3) AL: CE, AC: 6 (Studded and Shield), HD: 1, HP: 2x6, 2, #AT: 1, Weapons: All three have Scimitar (1d8) and Shortbow with 6 Arrows (1d6) and an **Orc Patrol Leader** AL: CE, AC: 5 (Chainmail), HD: 1, HP: 8, #AT: 1, Weapons: Scimitar (1d8). He is +1 to damage rolls due to strength. Each orc has one of the following: Helmet with Ear Trophies, Copper Ring (5gp), Tobacco (15gp), Silver Earing (15gp).

21. This is a weapons storage room. There are three bundles of javelins (10 each), four bundles of spears (8 each), and a dozen rusty metal shields.

22. This small chamber contains arrow quivers (10 with 20 arrows each) and crossbow quivers (8 with 10 bolts each).

23. This is the barrack of the Fanged Legion detachment to the orcs of Clan Manflesh. Within the room are stools and benches as well as two wooden dummies for sword practice.

A. This is a small, spartan room with a bed, a stool, and a small statuette of Impurax. This is the living quarters of **Mantol, Level 4 Blade of Impurax** AL: LE, AC: 1 (Plate and *Shield +1*), HD: 4, HP: 32, #AT; 1, Weapons: Scimitar (1d8), Mace (1d6), and Dagger (1d4). Treasure: 3ap. **Mantol** oversees the training of the orcs along with his underlings **Jursen**, **Hanray**, and **Usel**, as well as the acolytes.

B. There are two bunk beds in this small room. These are the living quarters of **Mantol's** assistant instructors: **Jursen, Level 2 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 2, HP: 15, #AT: 1, Weapons: Spear (1d6), Light Crossbow and 10 Bolts (1d6), Dagger (1d4). Treasure: 21gp), **Hanray, Level 2 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 2, HP: 18, #AT: 1, Weapons: Scimitar (1d8), Light Crossbow and 8 Bolts (1d6), Dagger (1d4). Treasure: Silver Ring (15gp), **Usel, Level 1 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 1, HP: *7*, #AT: 1, Weapons: Scimitar (1d8), Light Crossbow and 12 Bolts (1d6), Dagger (1d4). Treasure: 45cp, 12ep.

24. This is a small shrine to Impurax. A statue of The Rotting God (a large fanged hand) stands in the center of the room.

25. The barracks of two underling priests: **Golk, Level 2 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 9, Weapons: Spiked Cudgel (1d4+1) and Sling with 8 Stones, Spells (2): *Fistfang, Cause Light Wounds.* Treasure: 32ep and 25gp, **Randman, Level 2 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 8, Weapons: Spiked Cudgel (1d4+1) and Sling with 12 Stones, Spells (2): *Fistfang, Entangle.* Treasure: 4pp.

26. Yastic, Level 3 Acolyte of Impurax AL: LE, AC: 3 (Chain, Shield, Dex), HD: 3, HP: 17, Weapons: *Mace +1* (1d6) and Sling with 10 Stones, Spells (2/1): *Fistfang, Entangle, Ray of Decay*, Treasure: 4ap.

A. This is the personal chamber of **Acolyte Yastic**. There is a small private shrine to Impurax and several red candles. A book stands on a lecturn before the shrine. The tome details the unholy rites of Impurax and may be worth 300gp to a book dealer.

27. This is a weapons training room. There are two straw dummies punctured with spears and arrows. The room has partially collapsed.

28. Like #*27*, this is a weapons training room. There are three straw dummies punctured with crossbow bolts. The room has partially collapsed. The orcs and acolytes have not found the secret door.

29. These are cells used, at one point, to hold slaves the orcs used to build the complex. The doors are open and they have been abandoned. Three have decomposing human slaves.



30. This room has partially caved-in. Wooden beams lean against the southwestern wall to brace against further collapse.

31. This chamber has partially collapsed. Five wooden beams brace the northern wall against further collapse.

32. This is a guardroom for the nearby stairwell (#33). There are two **Orcs** AL: CE, AC: *7* (Leather and Shield), HD: 1, HP: *7*, 3, #AT: 1, Weapons: Spear (1d6) and Dagger (1d4), on guard here. The first orc has a Copper Earing (8gp) and the second a Rusty Tack Hammer.

33. This spiral staircase leads up approximately 400 feet to F2.

34. Show the players **Forbidden Caverns Illustration #9**. The door to this room is made of metal. The door is decorated in many concentric circles. In the center of these circles is a unique keyhole. This mechanical Archaian lock is extremely complex. To pick this lock three successful "Pick Locks" attempts must be completed. However, each time a PC makes an attempt (success or failure) the Referee must respond as the door by rolling the Player Character's "Pick Locks" percentage. Failure by the Referee means nothing, success means one of the concentric rings has shifted and now the PC must make a fourth successful "Pick Locks" roll, and so on. Referee's should keep track in his/her notes as the PCs might wait until there are of sufficient level to return and try again.

The interior walls of this chamber contain decaying murals depicting **Vilan-An-Tok** an Archaian sorcerer-adventurer (Magic-User/Thief) and his many deeds in life.

34A. Vilan-An-Tok's skeletal remains lay on a low stone slab covered in a decayed burial shroud. Beside him are a *Shortbow +1*, Finely Crafted Archinium Lock Picks that add +10% to a thief's pick locks ability, and a *Dagger +2* with a pommel shaped like an great tree.

35. This room has partially collapsed. The room is empty.

36. See #35.

37. A number of Archaian undead, now **Funeral Pyre Zombies** (6) AL: CE, AC: *7*, HD: 2, HP: 15, 12, 10, 8, 5, 4, #AT: 1, DMG: 1d8, mull about this hallway.

38. Three **Archaian Sentinels** (3) AL: N, AC: 3, HD: 3, HP: 18, 15, 14, #AT: 1, DMG: 1d6, guard this chamber hidden in giant square columns. If the secret door in the fourth column is opened, they will attack. Also, if any of their secret doors are opened the rest will also attack. The fourth column has a set of metal rings that head down 30 feet and then to a 40 foot long tunnel to #39.

39. This room contains the Archaian alphabet in bas-relief on the southern wall. The stone door to #40 reads (in Ancient Archaian) "Speak Beloved, and You Shall Enter." Filagree in patters of six are engraved along the edges of the door. The key to this puzzle is a cipher. If the alphabet began on the sixth letter (F), instead of A, the answer would be "WZGJQZY" or "Beloved."

40. The door to this chamber is made of stone. If the word "Beloved" is pronounced to the doorway, the stone door will slide down into the floor. Folded neatly on top of a large stone pedestal in the center of the room is a *Monk's Habit* (see *Barrowmaze Complete*). As well as a small urn (remains) and a set of *Bracers of Free Action*.

41. This chamber has partially collapsed. It is empty.

42. This is the great hall of Clan Manflesh. Four massive columns and a giant statue of Impurax (that extends to the ceiling) support this vaulted chamber.

Unbeknownst to the orcs, three of the square columns secretly hold **Archaian Sentinels** (3) AL: N, AC: 3, HD: 3, HP: 18, 15, 14, #AT: 1, DMG: 1d6, that have been dormant for untold centuries. A quake or a collapse while the PCs are in this room will crack the pillars and release the constructs. They will attack the closest opponent until they are destroyed.

A detachment of orcs normally guard this chamber (85%). If not, they may be training in #27-28. **Orcs** (*7*) AL: CE, AC: one with *5* (Chainmail), two with 6 (Studded and Shield), and four with *7* (Leather and Shield), HD: 1, HP: 2x8, *7*, 6, 2x3, 2, #AT: 1, Weapons: one with Battle Axe (1d8) and Javelins x3 (1d6), two with Spear (1d6) and Dagger (1d4), and four with Scimitar (1d8) and Shortbow and 20 Arrows (1d6). Each orc has one item: Copper Ring (5gp), Elf Arrow Heads, Dwarf Scalp, Platinum Earing (45gp), Ornamental Gem (5gp), Copper Earing (8gp), Pipe and Weed.

It is 50% likely that **Molgk the Ogre** AL: CE, AC: *5*, HD: 4+1, HP: 21. #AT: 1, Weapon: Giant Club (1d10) is here. If not, he may (25%) be in his chambers (#56A) or near the slave pits (25%) on Level 2 (#10). Note that ogres are +2 on damage rolls.

It is 45% likely **Dolbogk** is here accompanied by his elite bodyguards. If not, he may (25%) be inspecting the forge (#59) or in the shrine (#24) with the acolytes (30%).

Dolbogk the Bastard, Chieftain of Clan Manflesh AL: CE, AC: 3 (Platemail), HP: 4, HP: 26, #AT: 1, Weapons: Great Spear (1d8). The chieftain is +2 damage due to strength. **Boggog** wears a jeweled and engraved minotaur horn around his neck (350gp) as well the keys to the chest and coffer in #43.

Grashnak, Ukgat, and **Laktog, Dolbogk 's Elite Black Orc Bodyguards** AL: LE, AC: 4 (Half-Plate), HD: 3+3, HP: 20, 19, 16, #AT: 1, Weapons: Broadsword (1d6+1) and Heavy Crossbow with 10 Bolts (1d8). The Orr-Uks are +2 on damage rolls. The three black orcs carry: a Gold Earring (50gp) and 3ap, a Platinum Nose Ring (65gp) and 24gp, and a Silver Bracer (45gp) and 10pp. They each have a key to their belongings in #44.

It is 35% likely that **Moqzok** is present. If not, he may (45%) be in his private quarters (#55B) or inspecting the primary defenses #5 (20%).

Moqzok, Orc Shaman, Level 2 Acolyte/Level 3 Magic-User AL: CE, AC: 5, HD: 4, HP: 16, #AT: 1, Weapons: *Staff of the Magus +1* (1d6). This staff can cast the following spells once per day: *Detect Magic, Read Magic,* and *Light*. Cleric Spells (2): *Fistfang* and *Cure Light Wounds*. Magic-User Spells (2/1): *Magic Missile, Shocking Grasp*, and *Web*. The shaman carries 24ep, 26gp, and a Magic-User Scroll with *Burning Hands* and *Spider Climb*. **Moqzok** carries his spellbook with him at all times.

43. This is the chieftain's private audience chamber. A small throne stands against the eastern wall with several stools set in front. There is a small chest on one side and a small coffer on the other. **Dolbogk** wears the keys around his neck.

The Small Wooden Chest (reinforced with metal) is locked and trapped with a scything blade (save versus Poison or die). The chest contains the kingly sum of 320ap.

The Small Metal Coffer is locked and trapped with poison gas (save versus Poison (+2) or die). It contains eight gemstones including: Small Flawed Gray-Black Hematite (10gp), Tiny Exquisite Blue Quartz (12gp), Medium Flawed Pale Blue Quartz (15gp), Medium Striated Green Malachite (20gp), Medium Dark Green Malachite (20gp), Very Large Broken Moss Agate (40gp), Large Deep Blue Azurite (40gp), Huge Flawed Deep Blue Azurite (45gp).

44. Bodyguard Barracks: There are three unkempt beds with dirty furs. At the foot are two small metal boxes and the third has a small chest. They are all locked (the bodyguards bear the keys). One contains an Electrum Bracelet (100gp), the second a *Potion of Healing*, and the third has three *Crossbow Bolts +2*.

45. This is one of the chieftain's personal chambers. The walls are adorned with **Dolbogk's** trophies including a minotaur skull, an owlbear skull, and the bashed and dented platemail of a knight of St. Ygg (the armour is no longer of any value).

A. This is a bedchamber. It contains a huge pile of furs. None are valuable. However, under the furs, beneath a loose stone, is a *Potion of Super-Heroism*.

46. This is the second of the chieftain's personal chambers. There is an 80% likelihood of 1d6+2 female orc concubines present. They are noncombatants and will flee in terror given the opportunity.

A. This is the bedchamber of the concubines. There is nothing of value.

47. This is the secondary forge for the crafting of armour. There are four **Dwarven Slaves** AL: NG, AC: 10, HD: 1, HP: 2 each, #AT: 1, DMG: Forge Hammer (1d6), at work.

A–D: Dwarven Slave Barracks.

48. This is a guardroom. There is an **Orc Patrol Leader** AL: CE, AC: 4 (Chainmail and Large Round Shield), HD: 1, HP: 8, #AT: 1, Weapons: Large Club (1d8 +1 to damage rolls due to strength) and four **Orcs** AL: CE, AC: one with 6 (Studded and Shield) and three with 7 (Leather and Shield), HD: 1, HP: 3x8, 6, #AT: 1, Weapons: one with Spear (1d6) and Dagger (1d4) and three with Scimitar (1d8) and Shortbow with 15 Arrows (1d6), stationed here. They each have one item: Earing (no value), Semi-Precious Gem (15gp), Elf teeth, and Maggoty Meat. The patrol leader has a piece of parchment folded several times and marked with bloodstains and sweat. This is actually a cleric scroll with *Cure Light Wounds* (x2) he looted from an adventurer months ago.

49. This barrack is empty. The orcs are currently on duty (#6). There are five scraps of dirty cloth, blankets, and straw used as beds.

50. Two **Orcs** AL: CE, AC: 7 (Studded), HD: 1, HP: 7, 3, #AT: 1, Weapons: Cleavers (1d6), are busy preparing food. There is a small fire in a pit in the center of the room and they appear to be cooking the meat of some unknown dinosaur. There are two barrels of water and one of wine.

51. This hallway leads to the private quarters of three orc patrol leaders.

A. This chamber contains a pile of furs on the floor that serve as a bed. Behind a stone on the southern wall (at the base of the wall) is a Silver Ring (35gp).

B. This chamber contains a heap of straw and flea-infested blankets. There is nothing of value.

C. This room is a latrine. Anyone who opens this door must make a Constitution check or vomit uncontrollably for 1d4+1 rounds.

52. This partially collapsed room is a larder and kitchen. The naked bodies of three human men hang on the walls. There is a table covered in blood and two cleavers sunk in the wood. A pile of human clothes has been thrown in the corner. Amongst other mundane articles of clothing is a human-sized *Cloak of Elvenkind*.

53. This is a guardroom for the stairs that lead down to Level 2 (#1). **Orcs** (2) AL: CE, AC: 7 (Leather and Shield), HD: 1, HP: 2x7, #AT: 1, Weapons: Spear (1d6) and Dagger (1d4). The first orc has a flask (wine) and the second three links of chain.

54. This room is a mechanical elevator (lever to operate) down to Level 2 (#4). There are two guards: **Orcs** AL: CE, AC: 7 (Leather and Shield), HD: 1, HP: 2x5, #AT: 1, Weapons: Scimitar (1d8) and Dagger (1d4). The first has some moldy meat (unknown) in a belt pouch and the second has **Rot Grubs** (1d3) in a bag.

55. This, along with A and B, are the private chambers of **Moqzok the Orc Shaman** (see #42). The walls of this room have been painted in black and red. They depict a large red mass with black eyes (the Abomination of Impurax). Hanging on a peg is a *Cloak of Protection +1*. Leaning in the corner is an *Ebon Staff*.

A. This is a private shine to Impurax. It contains a prayer mat and an Ivory Statuette of the Fanged Hand worth 50gp.

B. The skin of a cave bear (100gp) rests atop a makeshift bed. A handful of chicken bones lay within a small arcane circle.

56. With the exception of the chieftain and the shaman, the orcs of the complex give this room a wide berth. These are the chambers of **Bolgk the Ogre** who has the reputation for ripping orcs in two with his bare hands. This room has partially collapsed.

A. This room smells terrible and is **Bolgk's** sleeping chamber. Hidden under his mound of smelly furs and pelts is a small pile of treasure: an Electrum Earring (20gp), Medium Blue Quartz (25gp), a Dented Silver Goblet (40gp), a Medium Finely Cut Blue Quartz (50gp), a Huge Finely Cut Red-Brown Spinel (1,000gp), a Platinum Medallion set with Rubies (1,000gp), and an Archinium Clasp (1,100gp).

57. Empty.

58. Guardroom for the stairwell leading to Level 2 (#11).

A. There are **Orcs** (2) AL: CE, AC: 7 (Leather and Shield), HD: 1, HP: 5, 4, #AT: 1, Weapons: Spear (1d6) and Dagger (1d4), on guard at this location. The first has a Gold Nose Ring (20gp) and the second has a Buckler Shield tied to his chest (over his armour).

B. This guardroom is empty.

59. This is the forge. The orcs use eight beleaguered dwarven slaves to craft their weapons and armour (and another four in #47). **Dwarven Slaves** (8) AL: NG, AC: 10, HD: 1, HP: 2, #AT: 1, DMG: Forge Hammer (1d6). The last dwarf's name is **Nog Ironbrew**. **Nog** is a **Level 4 Fighter/Level 2 Cleric** AL: LG, AC: 8 (Dex), HD: 4, HP: 2 (32), #AT: 1, DMG: Forge Hammer (1d6). The orcs cut out his tongue to keep him from casting spells. However, **Nog** has managed to adapt and has learned to cast first level spells to help keep his kin alive. In time, and with level advancement, he may learn to cast additional spells (subject to the Referee). **Nog** and his fellow dwarves were ambushed on a caravan run from Citadel Silver to Eastdale four years ago and were enslaved and forced into labour. He will want to ensure his clansmen are set free and then seek vengeance on the orcs and their masters.

A. Two **Orcs** (2) AL: CE, AC: 6 (Studded Leather and Shield), HD: 1, HP: 8, 4, #AT: 1, Weapons: Scimitar (1d8) and Dagger (1d4), oversee and discipline the dwarves who work the forge. They have no treasure.

B. Dwarven Slave Barracks: There is nothing of value.

C. See #B.

D. This is a storeroom for raw metals mined on Level 2. There are 12 crates of iron ore.

E. This is a storeroom for finished products. There are 24 scimitars and four crates of spear-heads.

F. See #A.

G. See #A.

H. This room is empty. It is used as a latrine.

60–62. Four non-combatant females with 1d3 young each live in these three chambers. They will flee in terror given the opportunity.

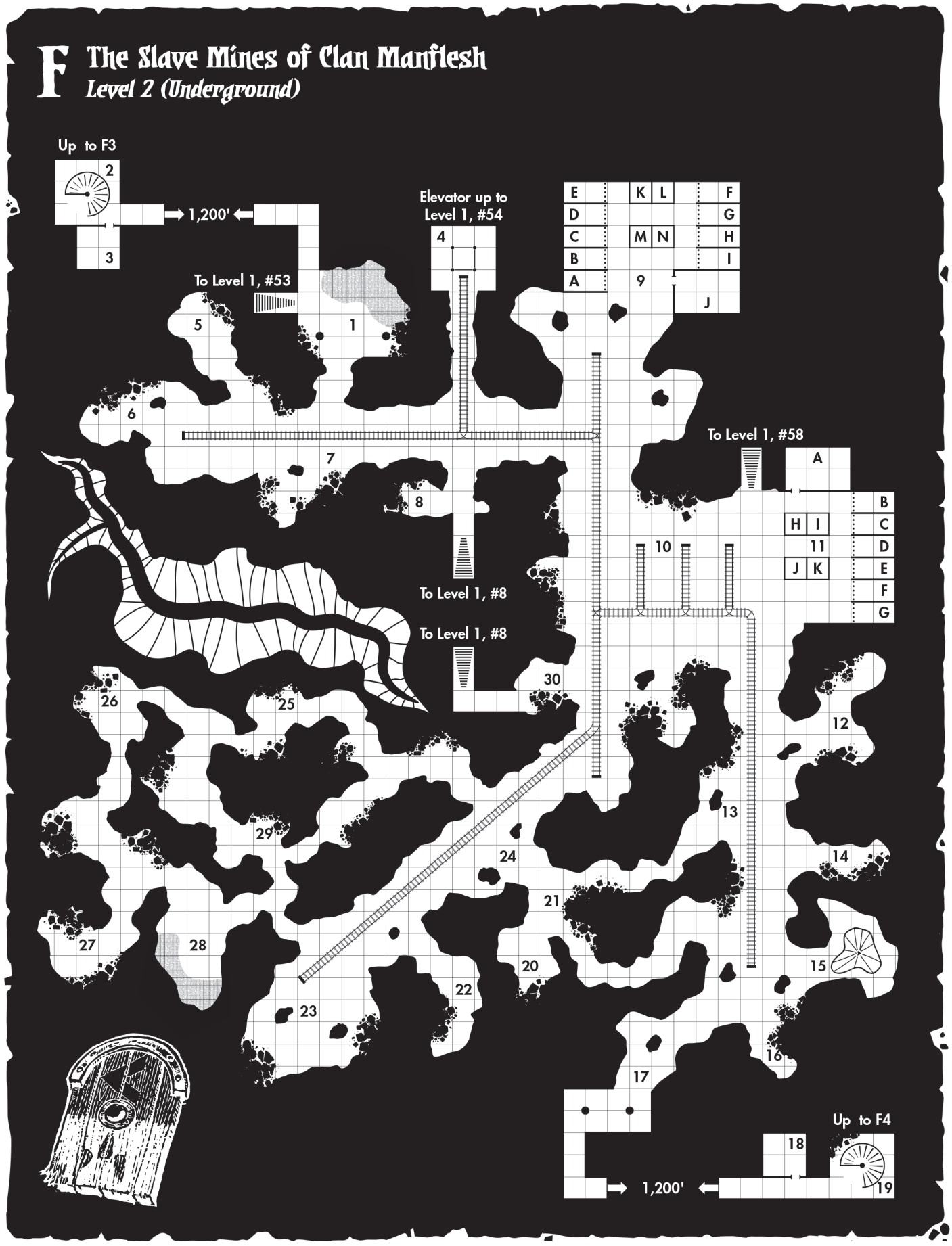
63. This room is empty.

64. This is a guardroom for the nearby stairwell (#65). There are two **Orcs** AL: CE, AC: 7 (Ringmail), HD: 1, HP: 7, 6, #AT: 1, Weapons: Spear (1d6) and Hand Axe (1d6), on duty. Treasure: Tobacco (25gp) and St. Ygg militia arrowheads.

65. This spiral staircase leads up 400 feet to F1.



F The Slave Mines of Clan Manflesh
Level 2 (Underground)



Level 2 (Underground):

This level consists primarily of a mine and slave pits. The orcs use the slaves to mine iron ore to construct weapons and armour for The Horde of the Rotting Hand.

1. This room has partially collapsed and a pool of water has formed. A stairwell leads up to Level 1 (#53) and the northern passage leads 1,200 feet west to #2 and a spiral staircase up to (F3). There is normally an **Orc Patrol Leader** AL: CE, AC: 4 (Chainmail and Large Round Shield), HD: 1, HP: 8, #AT: 1, Weapons: Large Club (1d8). He is +1 to damage rolls due to strength) and five **Orcs** AL: CE, AC: one with 4 (Chainmail and Shield), one with 6 (Studded and Shield) and three with 7 (Ringmail), HD: 1, HP: 4x6, 2, #AT: 1, Weapons: One with Scimitar (1d8) and Dagger (1d4), Hand Axe (1d6) and Dagger (1d4), and three with Spear (1d6) and Dagger (1d4), stationed here. Each has one item: Semi-Precious Gem (15gp), Corpse hand, Silver Ring (10gp), Copper Ring (5gp), Maggoty Bread, Silver Arm Band (50gp).

2. This room has a spiral staircase that ascends approximately 500 feet to F3.

3. Two **Orcs** AL: CE, AC: 6 (Ringmail and Shield) and 6 (Studded), HD: 1, HP: 6, 4, #AT: 1, Weapons: Scimitar (1d8) and Shortbow and 15 Arrows (1d6), are posted here as staircase guards. Treasure: Catgut, Gold Earing (20gp).

4. There is a mechanical elevator that leads upward to Level 1 (#54). Two **Orcs** AL: CE, AC: 6 (Ringmail and Shield), HD: 1, HP: 5, 4, #AT: 1, Weapons: Spear (1d6) and Dagger (1d4), guard the elevator. The first has sand goggles and the second has a Silver Earing (10gp).

5. The corpses of several dead slaves have been piled in this room. The stench is unbearable. The corpses are infested with **Rot Grubs** (20) AL: N, AC: 9, HD: 1hp, HP: 1hp each, #AT: N/A, DMG: N/A.

6. Wooden debris and old mine tracks have been dumped in this area.

7. A collapsed goblin slave by the name of **Gluz** (1HP) has been left for dead. He will die in six turns if not healed. **Gluz** knows the layout of the mines and may be able to provide some insight if treated well or released. He will eventually flee.

8. This is a guardroom for the stairway that leads to Level 1 (#8). **Orcs** (3) AL: CE, AC: one has 5 (Chainmail) and the other two AC: 6 (Studded and Shield), HD: 1, HP: 3x5, #AT: 1, Weapons: all three have Scimitar (1d8) and Dagger (1d4). They have one item each: Semi-Precious Gem (15gp), Electrum Ring (20gp), Halfling Fingers.

9. This area is lit by torches (for the human slaves).

This room is lined with cells for the slaves that work the mines. There are also four slave pits (10 feet deep) set into the floor with iron grates overtop. Four ladders lay beside the pits.

Cells:

A. Elf (Male), Lizardman (Male), Kobold (Male), Kobold (Female)

B. Goblin (Male), Gnome (Female), Halfling (Male), Human (Male), Human (Male)

C. Human (Male), Halfling (Female), Norker (Male), Dwarf (Male)

D. Dwarf (Male), Neanderthal (Female), Hobgoblin (Female), Goblin (Female), Gnome (Female), Halfling (Female)

E. Human (Male), Goblin (Female), Gnoll (Male), Gnome (Female)

F. Norker (Female), Goblin (Male), Hobgoblin (Male), Neanderthal (Female), Norker (Female), Dwarf (Male)

G. Norker (Female), Human (Male), Neanderthal (Male), Human (Female)

H. Gnome (Female), Human (Male), Neanderthal (Male), Human (Female)

I. Gnoll (Female), Gnome (Female), Goblin (Male), Gnome (Male)

J. An orc patrol leader and four warriors oversee the cells and slave pits: **Orc Patrol Leader** AL: CE, AC: 4 (Chainmail and Large Round Shield), HD: 1, HP: 8, #AT: 1, Weapons: Spear (1d6). He is +1 to damage rolls due to strength and **Orcs** (4) AL: CE, AC: one with 4 (Chainmail and Shield), one with 6 (Ringmail and Shield), and two with 7 (Leather and Shield), HD: 1, HP: 2x7, 6, 3, #AT: 1, Weapons: one with Hand Axe (1d6) and Dagger (1d4), one with Scimitar (1d8) and Dagger (1d4), and two with Club (1d4) and Javelins x3 (1d6). The orcs each have one of the following: Electrum Ring (15gp), Flask: Old Wine, Tobacco (15gp), **Rot Grubs** (1d2), Gold Ring (25gp).



Slave Pits:

K. Goblin (Male), Lizardman (Male), Lizardman (Female), Norker (Male)

L. Gnoll (Male), Dwarf (Female), Hobgoblin (Female), Hobgoblin (Male)

M. Elf (Male), Gnoll (Male), Goblin (Female), Lizardman (Female), Neanderthal (Male)

N. Human (Male), Dwarf (Male), Neanderthal (Female), Human (Female), Human (Male), Lizardman (Male), Human (Female)

10. This area is lit by torches (for the human slaves).

Mine carts are brought to this station for unloading. The slaves then carry the iron ore in baskets up the stairway to Level 1 (#58) to the forges. There are numerous baskets and crates here.

11. This area is lit by torches (for the human slaves).

Like #9, there are six (B–G) cells for mine slaves and four slave pits set into the floor. There are also 10x10 foot pits (10 feet deep) with locked iron grates overtop. Four ladders lay beside the pits.

A. An **Orc Patrol Leader** AL: CE, AC: 4 (Splintmail) HD: 1, HP: 8, #AT: 1, Weapons: Morningstar (2d4 +1 to damage rolls due to strength) and **Orcs** (4) AL: CE, AC: 7 (Ringmail), HD: 1, HP: 7, 2x5, 4, #AT: 1, Weapons: Spear (1d6) and Shortbow with 20 Arrows (1d6). Treasure: Gold Earing (20gp), Electrum Ring (20gp), Sounding Horn, Tobacco (15gp), Elf Scalp (still bloody).

Cells:

B. Dwarf (Male), Hobgoblin (Male), Gnoll (Male), Gnoll (Male), Goblin (Male), Gnome (Female).

C. Gnoll (Female), Gnome (Female), Dwarf (Male), Half-Elf (Male)

D. Gnome (Male), Human (Male), Human (Male), Half-Elf (Male), Elf (Female)

E. Halfling (Female), Lizardman (Male), Human (Female), Goblin (Female)

F. Norker (Female), Kobold (Female), Hobgoblin (Male), Gnoll (Male)

G. Empty



Slave Pits:

H. Lizardman (Female), Half-Elf (Female), Dwarf (Male), Human (Female)

I. Kobold (Male), Gnoll (Male), Gnome (Female), Dwarf (Male)

J. Hobgoblin (Male) Goblin (Male), Hobgoblin (Male), Kobold (Male)

K. Lizardman (Male), Gnoll (Female), Human (Male), Human (Male)

12. This cave is empty.

13. A small group of slaves, overseen by three **Orcs** AL: CE, AC: 7 (Ringmail), HD: 1, HP: 7, 2x6, #AT: 1, Weapons: Scimitar (1d8) and Dagger (1d4). Treasure (one each): an Electrum Ring (28gp), Silver Dagger (25gp), and an Tiger-Eye Agate (30gp), lifts iron ore into a mine cart at this location. The slaves consist of a Dwarf (Male), Gnome (Male), Neanderthal (Male), Gnoll (Female), and a Lizardman (Male).

14. This area is lit by a single torch (for human slaves).

A group of slaves with pick axes, bound with iron manacles, are digging here for iron ore. They fill small baskets and dump the ore at area #13. The slaves consist of a Neanderthal (Female), Gnome (Female), Human (Male), Norker (Male), Kobold (Male), Neanderthal (Male), and a Dwarf (Female).

15. A large sinkhole dominates this cave. Water drips from the ceiling into the center of the sinkhole.

16. This cave is empty.

17. The rough natural cavern gives way to a pillared room of worked dungeonstone. Just beyond this room a hallway leads over 1,200 feet southeast to #18.

18. This is a guardroom for the spiral staircase in room #19. Three **Orcs** AL: CE, AC: 6 (Ringmail and Shield), HD: 1, HP: 8, 7, 4, #AT: 1, Weapons: Scimitar (1d8) and Dagger (1d4), are stationed here. The orcs have (one each) an Electrum Earing (18gp), Silver Ring (10gp), and an Ornamental Gem (5gp).

19. This staircase ascends approximately 500 feet to F4.

20. This area is lit by a single torch (for human slaves). A group of slaves are digging for iron ore. They fill baskets and dump the ore at #24. The slaves include a Goblin (Male), Dwarf (Male), Human (Male), Elf (Male), Kobold (Male), Neanderthal (Male), Human (Male), Human (Male), and a Dwarf (Male).

21. Two **Orcs** AL: CE, AC: 7 (Rusty Ringmail), HD: 1, HP: 8, 5, #AT: 1, Weapons: Whip (1d4), Spear (1d6) and Dagger (1d4) oversee the slaves digging for iron ore in #20.

22. Iron ore sits in three baskets awaiting transport to the mine cart at #24.

23. This large open cave is supported by two natural columns. Just behind the columns, to the south, three **Archaian Piercers** (3) AL: N, AC: 3, HD: 1, HP: 8, 6, 5, #AT: 1, DMG: 1d6, hang from the ceiling. The orcs are aware of the monsters and throw refuse (wood and broken mine carts) to the back of the cave.

24. This area is lit by torches on stands near the mine cart tracks (for human slaves). There are three **Orcs** AL: CE, AC: 7 (Rusty Ringmail), HD: 1, HP: 6, 2x5, #AT: 1, Weapons: Whip (1d4), Spear (1d6) and Dagger (1d4) who oversee the loading of the cart and whip the slaves mercilessly. A small group of slaves fill the mine carts: Goblin (Male), Halfling (Female), Human (Male), Gnome (Male), and a Dwarf (Female).

25. This cave is empty except for a burning torch on the wall.

26. This area is lit by a single torch.

There are two **Orcs** (2) AL: CE, AC: 7 (Rusty Ringmail), HD: 1, HP: 5, 4, #AT: 1, Weapons: Whip (1d4), Scimitar (1d8) and Dagger (1d4), here who oversee a small group of slaves digging for iron ore. The slaves include a Human (Male), Dwarf (Male), Human (Male), Goblin (Female), Kobold (Male), and a Neanderthal (Female).

27. This area is lit by a single torch (for human slaves).

There are three **Orcs** AL: CE, AC: 7 (Studded), HD: 1, HP: 2x7, 4, #AT: 1, Weapons: Whip (1d4), Scimitar (1d8) and Dagger (1d4) who oversee slaves digging for iron ore. The slaves include a Norker (Female), Gnome (Male), Human (Male), Human (Male), Human (Female), Dwarf (Female) Lizardman (Male) Human (Male), and an Elf (Female).

28. A pool of murky water fills most of this cave. There are three **Giant Poisonous Frogs** (3) AL: N, AC: 8, HD: 1, HP: 6, 4, 3, #AT: 1, DMG: 1hp + poison (Save at +4), in the pool. They will attack if disturbed. In the pool there is a sealed scroll case with the following magic-user spells: *Aztazibar's Acrid Finger, Baltron's Black Sheen*, and *Filangee's Sycophantic Praise*.

29. This cave is empty except for a burning torch on the wall.

30. This is a guard area for the stairway that leads to Level 1 (#8). **Orcs** (3) AL: CE, AC: 8 (Leather), HD: 1, HP: 3x6, #AT: 1, Weapons: Spear (1d6) and Light Crossbow with 20 Bolts (1d6). Each orc has one of the following: Silver Ring (12gp), Drinking Horn, Rusty Cup.



Level 0 (Above Level 1)



1. An **Orc Patrol Leader** AL: CE, AC: 4 (Splintmail) HD: 1, HP: 8, #AT: 1, Weapons: Great Spear (1d8) +1 to damage rolls due to strength. Treasure: Electrum Arm Band (50gp).

2. Orcs (4) AL: CE, AC: 7 (Ringmail), HD: 1, HP: 3x6, 4, #AT: 1, Weapons: Scimitars (1d8) and Shortbows with 20 arrows (1d6). They each have one item: Maggoty Meat, Silver Ring (12gp), Tobacco (10gp), Nothing.

3. Orcs (4) AL: CE, AC: 7 (Ringmail), HD: 1, HP: 7, 2x5 3, #AT: 1, Weapons: Scimitars (1d8) and Shortbows with 20 arrows (1d6). The orcs each have one item: Peasant cap, Copper Ring (8gp), Gold Earing (20gp), Silver Nose Ring (10gp)

4. This is a storeroom with three barrels of water and three crates of dried meat (unknown).

5. This spiral staircase descends to Level 1 (#65).



1. An **Orc Patrol Leader** AL: CE, AC: 5 (Chainmail) HD: 1, HP: 8, #AT: 1, Weapons: Battle Axe (1d8 +1 to damage rolls due to strength) and Heavy Crossbow with 10 Bolts (1d8). The patrol leader has the following items: Wineskin: Black Ichor (*Potion of Strength*), Jar: White Paint, Elf Arrow Heads.

2. Orcs (5) AL: CE, AC: 7 (Studded), HD: 1, HP: 7, 3x6, 2, #AT: 1, Weapons: Light Crossbows with 20 Bolts (1d6) and Scimitars (1d8). They have the following items: Copper Ring (5gp), Goblin Arrow Heads, Crusty Dwarf Scalp, Platinum Earing (45gp), Maggoty Bread,

3. There is a statue of Anu-Eya here that has been broken, defaced, and vandalized by the orcs.

4. Orcs (3) AL: CE, AC: 7 (Studded), HD: 1, HP: 4, 3, 2, #AT: 1, Weapons: Light Crossbows with 20 Bolts (1d6) and Scimitars (1d8). The **Orcs** have the following items: Silver Ring (30gp), Peasant Cap, Drinking Horn,

5. This spiral staircase descends to Level 1 (#33).



1. Bat guano covers the floor of this chamber. There are **Giant Bats** hanging from the ceiling in this room. These bats are used as flying mounts. **Giant Bats** (6) AL: N, AC: 6, HD: 2, HP: 13, 2x12, 10, 2x8, #AT: 1, DMG: 1d4.

2. An **Orc Patrol Leader** AL: CE, AC: 5 (Chainmail) HD: 1, HP: 8, #AT: 1, Weapons: Broadsword (1d6+1) +1 to damage rolls due to strength and Longbow and 20 Arrows (1d8). Treasure: Gold Bracer (100gp).

3. This chamber is used as a storeroom and weapons cache. There are two barrels of water and six crates of a dried, unknown meat. There are also six scimitars and four shortbows.

4. Orcs (8) AL: CE, AC: 7 (Studded), HD: 1, HP: 2x8, 7, 6, 2x5, 3, 2, #AT: 1, Weapons: Shortbows with 16 Arrows (1d6) and Shortswords (1d6). The nine possess the following personal treasure: Electrum Ring (15gp), Copper Ring

(5gp), Silver Ring (12gp), Eye-patch, Electrum Ring (15gp), Orc Fangs, Catgut, Petrified hand. This room has partially collapsed.

5. This spiral staircase descends to Level 2 (#2).



1. Bat guano covers the floor of this chamber. The bats, and their orc riders, are currently out on patrol.

2. Bat guano covers the floor of this chamber. There are **Giant Bats** in this room. The orcs use the bats as flying mounts for reconnaissance. **Giant Bats** (4) AL: N, AC: 6, HD: 2, HP: 12, 10, 9, *7*, #AT: 1, DMG: 1d4.

3. This is a guardroom for the nearby stairwell. There are normally two **Orcs** AL: CE, AC: *7* (Ringmail), HD: 1, HP: 2x4, #AT: 1, Weapons: Light Crossbows with 20 Bolts (1d6) and Spears (1d6). They possess: Chalk, Platinum Earing (45gp).

4. This spiral staircase descends to Level 2 (#19).

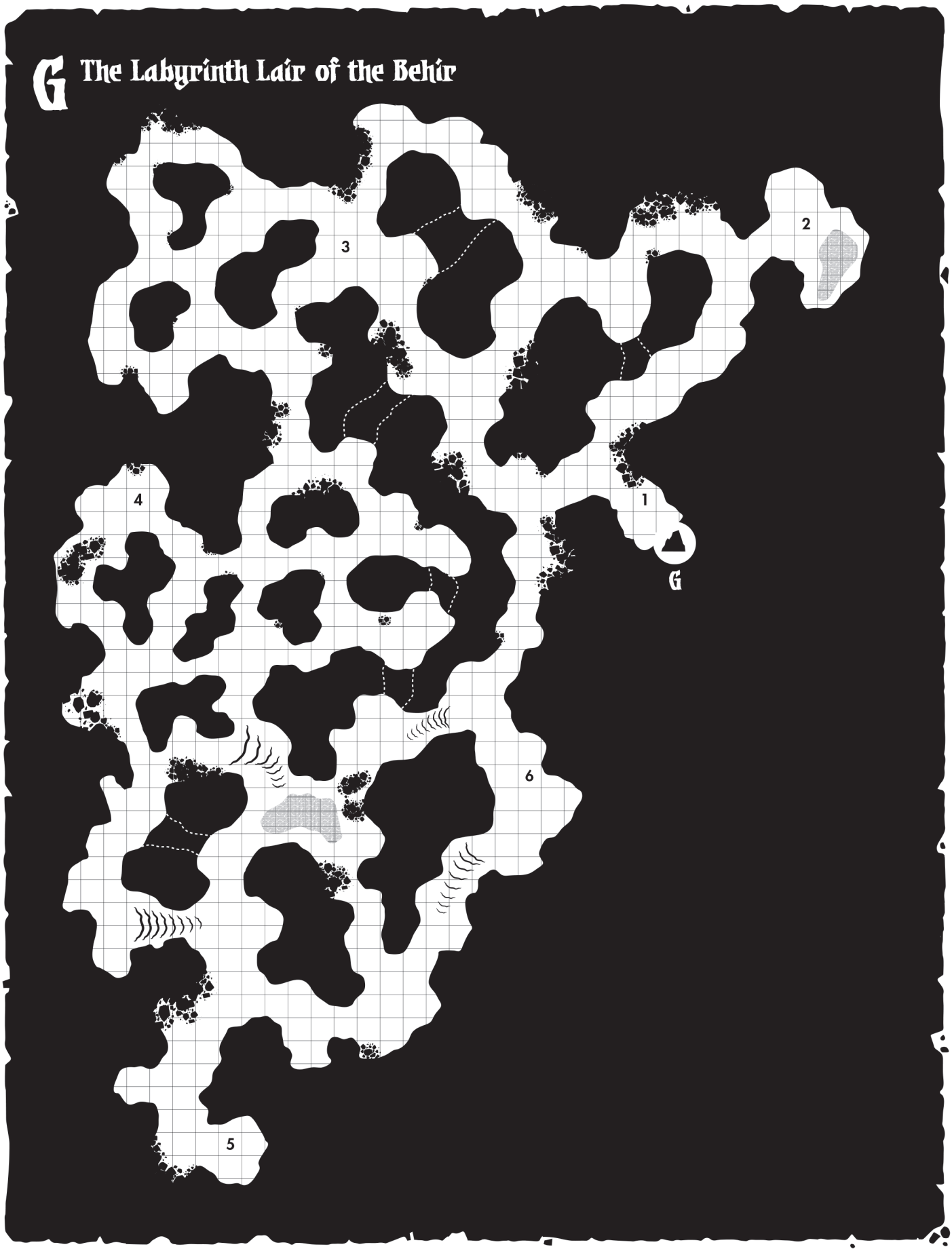
5. An **Orc Patrol Leader** AL: CE, AC: 4 (Half-Plate) HD: 1, HP: 8, #AT: 1, Weapons: Two-Handed Sword (1d10) +1 to damage rolls due to strength and Longbow and 10 Arrows (1d6). Treasure: *Potion of Healing*.

6. Orcs (4) AL: CE, AC: *7* (Ringmail), HD: 1, HP: 8, 2x6, 4, #AT: 1, Weapons: Light Crossbows with 20 Bolts (1d6) and Scimitars (1d8). They have the following: Precious Gem (30gp), Rusty Buckle, Copper Ring (8gp), Ornamental Gem (5gp),

7. Orcs (4) AL: CE, AC: *7* (Ringmail), HD: 1, HP: 2x*7*, 2x6, #AT: 1, Weapons: Light Crossbows with 14 Bolts (1d6) and Spears (1d6). They have the following items: Unholy Symbol: Impurax, Moldy Cheese, Maggoty Bread, Black Ichor in Wineskin (+1 Strength for 1d4+1 rounds).






G
The Labyrinth Lair of the Behir
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G. The Labyrinth Lair of the Behir

This is the lair of a huge horrifying monster—a behir. He is very intelligent, has acute senses, and knows his ground. He will use the labyrinthine tunnels and underpasses of his lair to engage in hit and run tactics. The creature has a morale of 12 and will not flee. It will make a last stand at its nest located at #4.

When the PCs enter, the behir will be resting at #4 (90%) or drinking at the pool #2 (10%). Regardless, there is a 65% chance the behir will smell the PCs when they enter at #1 and be immediately alerted to their presence. Note the Behir can also climb vertical walls and the ceiling, albeit at a reduced movement rate (see entry).

Referees should be ruthless and devious playing the behir. He is the second largest predator in the sunken city and fears nothing. Fighting in his lair means fighting on ground of his choosing. He will be surgical in his hit and run tactics prior to engaging PCs in prolonged combat.

1. The rocks near the entrance to this cave show blast marks (from the behir's past electrical attacks). There are also a few burned shields, broken spears, as well as skeletal remains just inside the entrance. The floor of this cave system is sand.

2. A pool of water dominates this dead-end cave. There is a 10% chance the behir is here drinking from the pool.

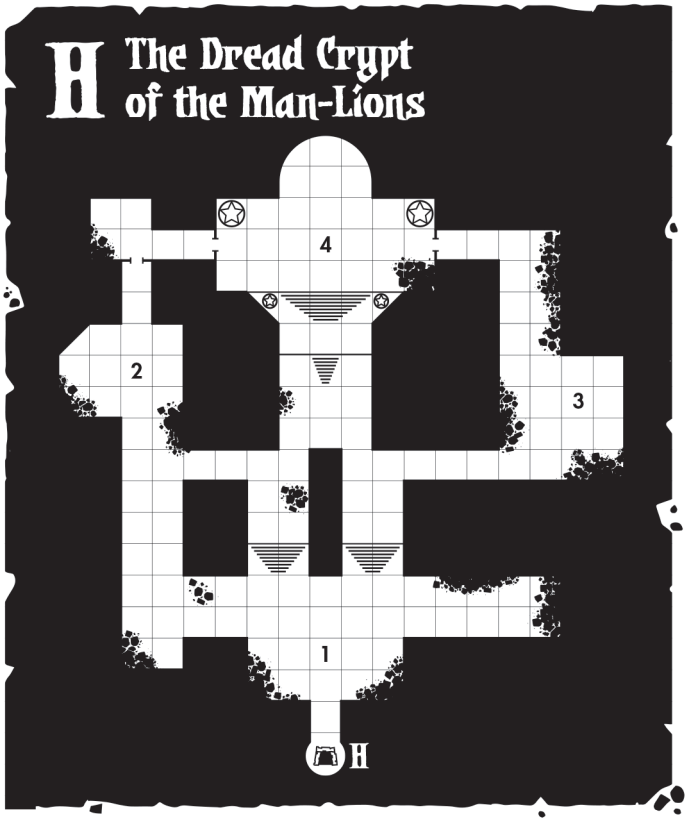
3. There are three **Shriekers** AL: N, AC: 7, HD: 3, HP: 8 each, #AT: Special, DMG: Special, located in this cavernous intersection. There is an 85% chance their noise will alert the behir.

4. Behir AL: NE, AC: 4, HD: 12, HP: 72, #AT: 1 (see entry), DMG: See entry.

The behir has a vast treasure hoard in a massive pile of coins, rocks, and bones. It includes 5,387cp, 4,298ep 123ap, and six gemstones: Tiny Finely Cut Bloodstone (60gp), Very Large Flawed Black Pearl (365gp), Very Large Broken Deep Purple Amethyst (475gp), Very Large Finely Cut Pink Coral (575gp), Tiny Bright Green Emerald (650gp), Very Large Exquisite Lustrous White Pearl (750gp), Very Large Flawed Pale Blue Opal (3,400gp). There are also *Potions of ESP, Speed, Growth, Treasure Finding, Super-Heroism*, and *Extra Healing*, as well as a *Broadsword +3 Frost Brand*.

5. The skeleton of a human warrior rests against the wall of this dead-end. By the blast marks, he was cornered and electrocuted by the behir. In a pouch on the floor is *The Burial Headpiece of the Ancients* (see Hengegates and Keystaves).

6. There is a 40x40 foot patch of **Cinnamon Mold** AL: N, AC: Always hit, HD: 2, HP: 14, #AT: 1 (Spores), DMG: 2d6+1d6, that covers the floor from wall to wall in this section. There is a 75% chance that and coughing or choking noises will alert the behir anywhere in the lair.



H. The Dread Crypt of the Man-Lions

This former crypt is now a manticore lair. There is an large adult male, adult female, and one young adult.

1. This chamber is in ruins and disarray. Broken sarcophagi and bones are strewn throughout this room. Several chambers to the west and east have collapsed and there is a higher than normal likelihood of another (1–2 on d6). The room smells foul.

2. This room contains an intact stone sarcophagus. The lid of the sarcophagus depicts an Archaian noble in his prime holding a staff and the sides show hengegates in bas relief. The name "Alt-ar'an the Low" is carved into the sarcophagus. There are three dials on the lid. **Show the players Forbidden Caverns Illustration #10**. One represents the alchemical symbols for Sodium, Magnesium, and Potassium. The second has the symbols for Iron, Copper, and Zinc, the third has the symbols for Platinum, Gold, and Mercury. If the proper combination is provided (turn the dials to the elements with the lowest atomic number (Sodium, Iron, and Platinum) in order the sarcophagus will open and reveal the skeletal remains of the Archaian holding an *Ebon Staff* and wearing a *Ring of Archomancy* on his finger (see Hengegates and Keystaves).

3. Xanuwadu, a **Young Adult Manticore** AL: CE, AC: 6, HD: 4+1, HP: 22, 3 or 1, DMG: See entry, is here consuming a small pony he killed after chasing off some low level adventurers.

4. This is a large vaulted chamber 60 feet high. **Grathumgra** and his mate **Sanjukk** lair here. **Manticores** (2) AL: CE, AC: 4, HD: 6+1, HP: 40, 28, #AT: 3 or 1, DMG: See entry. There are coins strewn throughout the area (4,734cp and 7,075gp). In a small quiver there are six *Crossbow Bolts +2*. In a wooden box (with red velvet interior) there is a *Decanter of Endless Water*. At the back of the room, behind the beasts, are a *Cloak of Protection +3*, a *Potion of Climbing*, and a *Potion of Fire Resistance*.

I. Southeastern Henge

Show the players **Forbidden Caverns Illustration #11**. This hex is Magic Potent. The henge consists of a circular stone dais surrounded by tall stones. The **Neanderthals** from #J have covered some of the stones in cave paintings.

J. The Black Caves of the Wagabu (Neanderthals)

Neanderthals receive +1 on damage rolls. This dungeon is lit by campfires.

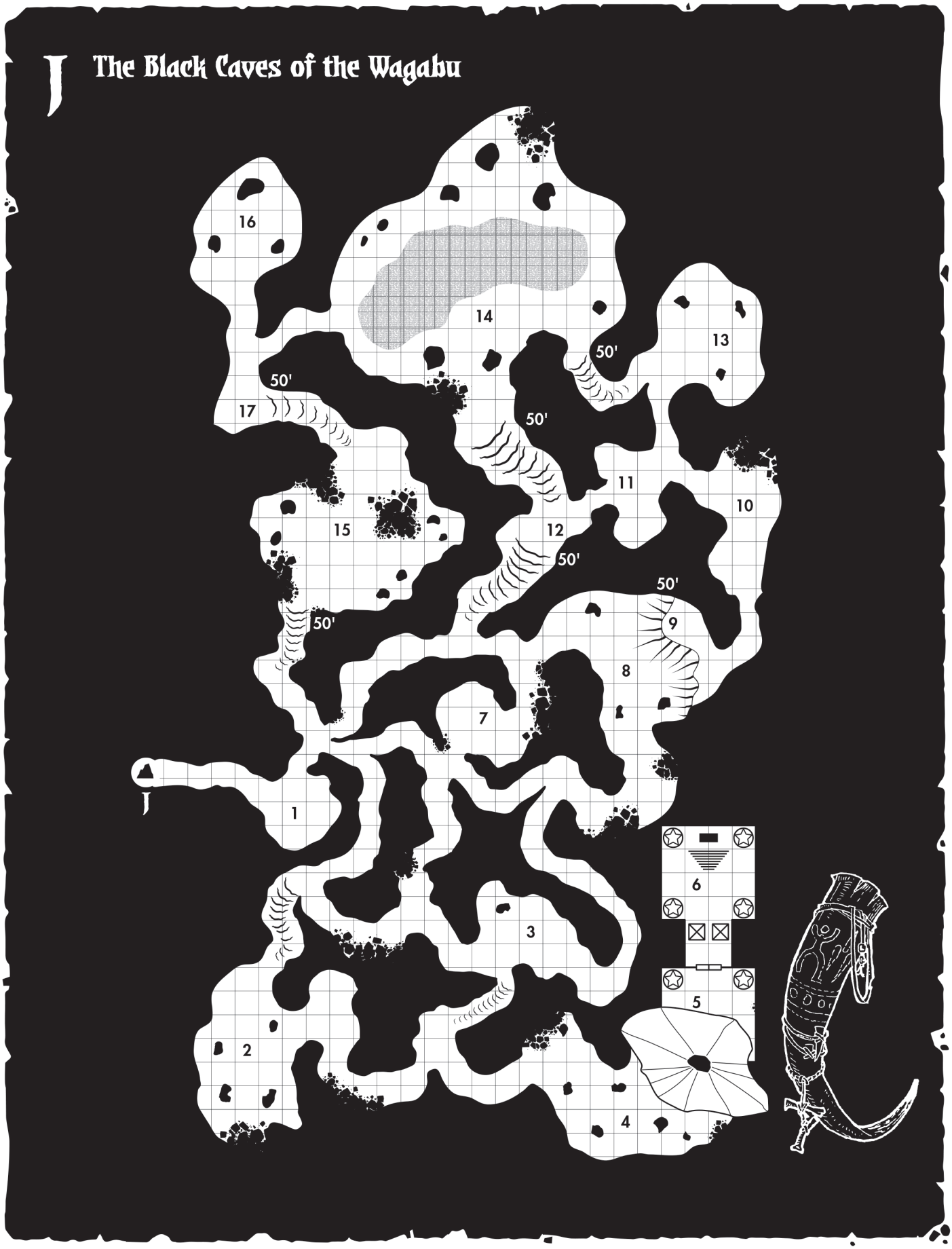
1. Four warriors and a patrol leader are posted at the entrance at all times. **Neanderthals** AL: NE, AC: 8, HD: 2, HP: 14, 10, 8, 6, #AT: 1, Weapon: Two with Stone Battle Axes (1d8) and two with Flint Spears (1d6). **Neanderthal Patrol Leader** AL: NE, AC: 8, HD: 3, HP: 18, #AT: 1, Weapon: Large Wooden Club (1d6). The **Patrol Leader** has a trained **Rust Monster** AL: N, AC: 2, HD: 5, HP: 30, #AT: 1, DMG: See entry. They possess: Uncut Gemstones (1d4/5gp each), Gold Nose Ring (20gp), Uncut Gemstones (1d4/4gp each). The patrol leader wears the pelt of a Giant Beaver (100gp).

2. There is a small group of **Neanderthals** sitting around a fire: (5) AL: NE, AC: 8, HD: 2, HP: 15, 2x14, 2x10, #AT: 1, Weapon: Wooden Clubs (1d6). The walls are decorated in cave paintings showing the cavemen worshipping a great mass with a fanged maw. In pouches these cavemen have: Gold Nose Ring (20gp), Uncut Gemstones (1d4/5gp each), Fur (Giant Ferret) worth 25gp, a Tusk Necklace (15gp), and a Silver Earring (15gp).

3. Neanderthals (4) AL: NE, AC: 8, HD: 2, HP: 16, 15, 10, 8, #AT: 1, Weapon: Two with Flint Hand Axes (1d6) and two with Spears (1d6). Treasure: Uncut Gemstones (1d4/5gp each), Silver Nose Ring (20gp), Small Gold Earring (30gp) and a Copper Earring (10gp).



The Black Caves of the Wagabu



4. This cave is dotted with natural columns. A large sinkhole has opened in the floor. Over forty feet away, on the opposite side of the sinkhole, a dungeonstone room has been revealed. Two statues stand on either side of a large set of double doors.

5. The two statues are **Archaian Sentinels** AL: N, AC: 3, HD: 3, HP: 21 each, #AT: 1, DMG: 1d6, who will attack anyone who approaches the door. The great door has a large dial in its center. There are 26 numbers around the dial. Above the dial, written in Ancient Archaian, are the words "His Name will Live Forever! Glory to the All-Mighty" (referencing Anu-Eya). The decorations around the outside of the door show stars and moons grouped into sixes. The code to opening the door is to spell the word Anu-Eya in numbers using a cipher where the numbering of the alphabet begins with F as number 1. Thus, the code to spell Anu-Eya would be 22-9-16 and 26-20-22.

6. The floor of this 40x40 foot square room is covered in dust and debris. Four statues stand in each corner (they look identical to the **Archaian Sentinels** in #5). A wide staircase ascends 10 feet to a black altar.

On the altar are a hunting horn and a wand. Both radiate magic. The horn, called the *Black Horn of Bara'Kal* is cursed. If picked up it will stick to the PC's hand until a *Remove Curse* spell is cast upon it. Moreover, the bearer must make a save versus Spell every other turn or be compelled to sound the horn. Sounding the horn will summon a pack of **Ravenous Zombies** (2d6) who will immediately attack the bearer and his allies. The zombies will crawl up from the ground when summoned. The wand, if used while casting, increases spell durations by 1 round and spell effects that require saves are made at –1. It is called the called the *Wand of Prestidigitator.*

7. A group of **Neanderthals** (4) AL: NE, AC: 8, HD: 2, HP: 10, 9, 2x8, #AT: 1, Weapon: Two with Stone Battle Axes (1d8) and two with Wooden Clubs (1d6), are sitting around a fire working wooden shafts for spears. Fur (Wolf) worth 18gp, Ivory Nose Ring (20gp), Nothing, Fur (Cougar) worth 35gp. They also have a trained **Rust Monster** AL: N, AC: 2, HD: 5, HP: 21, #AT: 1, DMG: See entry.

8. Two **Neanderthals** AL: NE, AC: 8, HD: 2, HP: 10, 8, #AT: 1, Weapon: Two with Spears (1d6) are here training two **Young Adult Sabre-Tooth Tigers** AL: N, AC: 6, HD: 4, HP: 19, 18, #AT: 3, DMG: 1d8/1d8/2d8. The two cavemen possess an Electrum Nose Ring (15gp) and some Gold Nuggets (1d4/15gp each) in a pouch. There are two small fire pits in the southern and northern areas of the cave.

9. This ledge is 50 feet off the cave floor.

10. It is likely (75%) that the **Neanderthals** (4) AL: NE, AC: 8, HD: 2, HP: 9, 3x7, #AT: 1, Weapon: Three with Flint Hand Axes (1d6) and one with a Spear (1d6), here will hear the sounds of combat coming from #8. They will climb halfway and leap down to #9 with their weapons and attack at +2 on the die. They possess the following treasure and items: Tusk (Unknown) worth 10gp, Silver Nuggets (1d4/3gp each), Pelt (Giant Lizard) worth 25gp, Gold Nuggets (1d4/15gp each).

11. This cave intersection is empty.

12. Three **Neanderthals** AL: NE, AC: 8, HD: 2, HP: 15, 13, 9, #AT: 1, Weapon: Three with Flint Battle Axes (1d8) guard this intersection. Treasure: Silver Nose Ring (15gp), Gold Earring (25gp), Gold Nuggets (1d4/15gp).



13. Four **Neanderthal Females** AL: NE, AC: 8, HD: 2, HP: 12, 2x6, 9, #AT: 1, Weapon: Two with Spears (1d6) and two with Wooden Clubs (1d6), are here working pelts and furs. Treasure: Tusk (Tricerotaur) worth 35gp, Nothing, Fur (Brown Bear) worth 300gp, Silver Nuggets (1d4/10gp each).

14. This massive cave is supported by natural columns and lit by four fire-pits. A large pool of water dominates the room. Unless the alarm has been raised the cavemen here will be sleeping (50%), grooming each other (30%) or tending the fires (20%).

Moktaw, **Neanderthal Subchieftain** AL: NE, AC: 8, HD: 4, HP: 20, #AT: 1, Weapon: Spiked Club (2d4) +2 on damage rolls. Treasure: Pelt (Frost Drake, +2 on saves versus Cold) worth 800gp and a Rough-Hewn Platinum Bracer (350gp).

Sabre-Tooth Tiger AL: N, AC: 6, HD: 8, HP: 42, #AT: 3, DMG: 1d8/1d8/2d8.

Neanderthal Patrol Leader AL: NE, AC: *7*, HD: 3, HP: 20, #AT: 1, Weapon: Great Spear (1d8). Treasure: *Ring of Protection +1*. **Neanderthals** (6) AL: NE, AC: 8, HD: 2, HP: 15, 13, 2x12, 2x10, #AT: 1, Weapon: Four with Wooden Clubs (1d6) and two with Spears (1d6). Treasure: Uncut Gemstones (1d4/5gp each), Gold Nuggets (1d4/15gp each), Pelt (Deer) worth 20gp, Silver Nuggets (1d4/10gp each), Platinum Nose Ring (45gp), Nothing.

Gaww, Neanderthal Shaman, Level 4 Druid AL: NE, AC: 6, HD: 4, HP: 18, #AT: 1, Weapon: Wooden Club (1d6). Spells (2/2): *Fistfang, Faerie Fire, Moldskin, Spore Cloud.*

15. A meeting is taking place in this large cave. **Prelatus Tovar** from the acolytes of Impurax has come to mediate a dispute between **Tsor the Neanderthal Chieftain** and the orcs of Clan Manflesh. **Tsor** and the Fremics have charged the orcs with slaying a Neanderthal patrol and he is demanding blood. There is shouting and the meeting is on the verge of degrading into a bloodbath with **Tsor** threatening to feed the orcs to his pet sabre-toothed tiger.

Tsor, Neanderthal Chieftain AL: NE, AC: 4, HD: 6, HP: 42, #AT: 1, Weapon: Giant Wooden Club (1d10+3 on damage rolls). Fur (Giant Cave Bear) worth 2,500gp and an Archinium and Ivory Necklace 2,100gp.

Sabre-Tooth Tiger AL: N, AC: 6, HD: 8, HP: 31, #AT: 3, DMG: 1d8/1d8/2d8. 50% in #15, 50% in #17.

Gazak, Neanderthal Subchief AL: NE, AC: 8, HD: 4, HP: 22, #AT: 1, Weapon: Flint Battle Axe (1d8). Treasure: Fur (Owlbear) 1,200gp, Ivory Necklace (400gp).

Neanderthal Chieftain Bodyguards (3) AL: NE, AC: 8, HD: 3, HP: 20 each, #AT: 1, Weapon: Great Wooden Club (1d8). Treasure (2 each): Uncut Gemstones (1d4/5gp each), Nothing, Gold Nuggets (1d4/15gp each), Pelt (Elk) worth 25gp, Silver Nuggets (1d4/10gp each), Copper Nose Ring (5gp).

Orcs Delegates (4) AL: CE, AC: one with 6 (Studded and Shield) and three with *7* (Leather and Shield), HD: 1, HP: 3x8, 6, #AT: 1, Weapons: one with Spear (1d6) and Dagger (1d4) and three with Scimitar (1d8) and Shortbow with 12 Arrows (1d6) and an **Orc Patrol Leader** AL: CE, AC: 4 (Chainmail and Large Round Shield), HD: 1, HP: 8, #AT: 1, Weapons: Large Club (1d8) +1 to damage rolls.

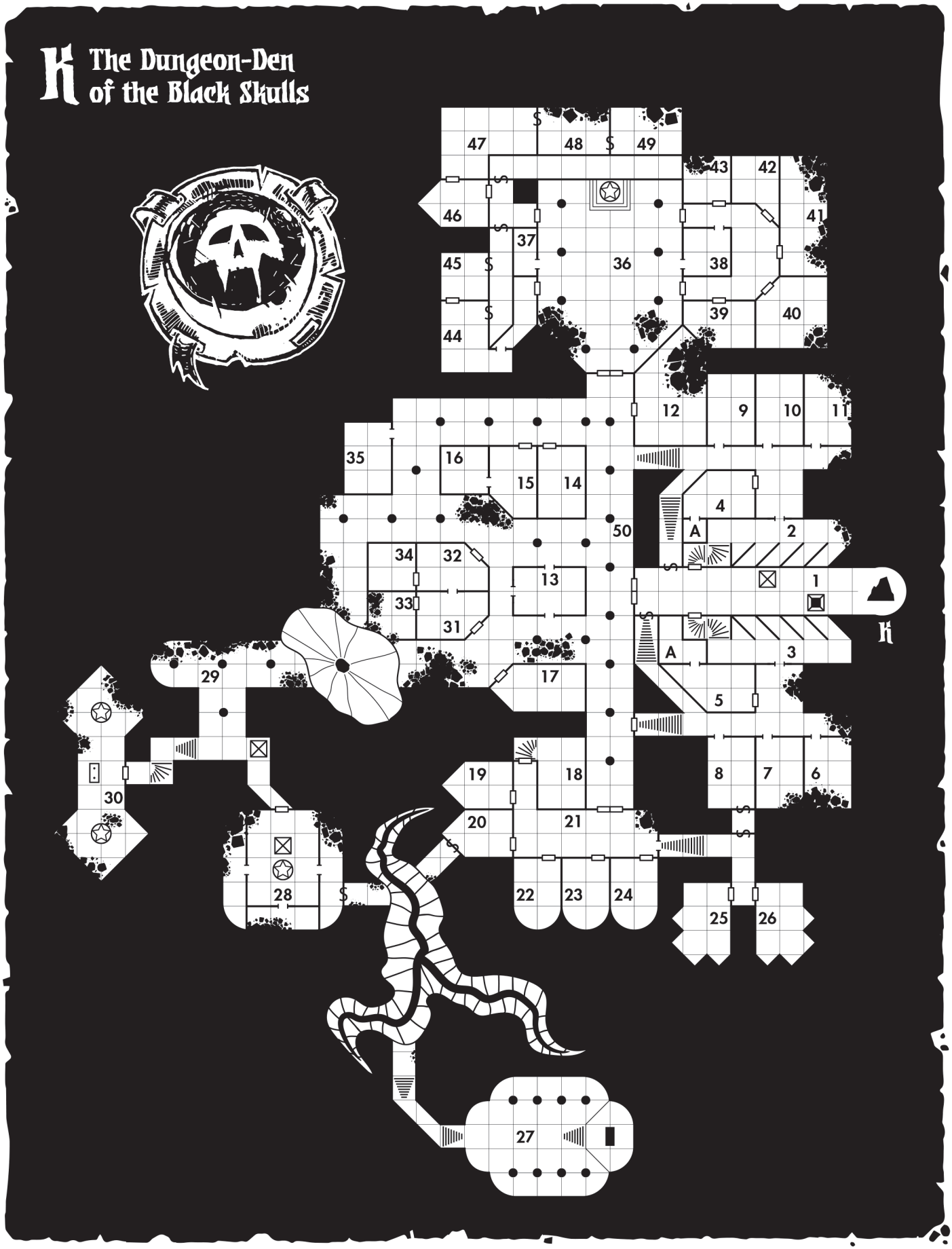
Dervish Nomad Delegates (4) AL: N, AC: 8 (No armour and Buckler Shield), HD: 2, HP: 11 for each, #AT: 1, Weapons: Scimitar (1d8), Dagger (1d4), Javelins x3.

Prelatus Tovar, Level 5 Acolyte of Impurax AL: LE, AC: 0 (*Plate +1*, Shield, Dex), HD: *5*, HP: 29, #AT: 1, Weapons: *Hammer +1* (1d6), Spells (3/2/1): *Fistfang, Darkness, Command, Ray of Decay, Harm, Animate Plant-Based Dead.* Treasure: 17pp, Bag of Bones, and a Scroll: *Cure Light Wounds, Cure Disease, Detect Magic, Striking*. **Ballard, Level 3 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 3, HP: 18, #AT: 1, Weapons: Spiked Cudgel (1d4+1) and Sling with 10 Stones, Spells (2/1): *Shillelagh, Fistfang, Moldskin.* Treasure: 19sp. **Yurt, Level 2 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 9, #AT: 1, Weapons: Spiked Cudgel (1d4+1) and Sling with 20 Stones, Spells (2): *Shillelagh, Entangle*. Treasure: 3sp. **Galldal, Level 2 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 8, #AT: 1, Weapons: Spiked Cudgel (1d4+1) and Sling with 8 *Stones +1*, Spells (2): *Shillelagh, Fistfang*. Treasure: *7*sp.

16. The Neanderthal treasure hoard is piled in this cave. Some of the items they have taken from exploration of the sunken city or stolen from other tribes. There is an open chest with 5,642sp. There are 2d4 very large ivory tusks worth 1,000gp each (two men to carry) and a pile of Silver Nuggets 1d8+2x10 worth 3gp each. There are also two weapons of power: a *Hammer +2, Dwarven Thrower* and a *Broadsword +1, +3 versus Regenerating Creatures.*

17. This chamber is empty. Normally **Tsor's Saber-Toothed Tiger** lairs here on a ledge 15 feet above the floor.




K
The Dungeon-Den
of the Black Skulls
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K. The Dungeon-Den of the Black Skulls (Bugbears)

Bugbears are +1 on damage rolls due to strength.

1. Show the players Forbidden Caverns Illustration #12. The entranceway into the bugbear lair has a non-magical illusion. Located 10 feet of the floor, the ledges at #2 and #3 are angled and thus give the appearance of a solid unbroken wall (unless a specific effort is made to stop and consider them in good light, in which case give each investigating PC a 3 on d6 chance to ascertain the illusion (if they walk past them and look backwards they will immediately ascertain the trap).

The bugbears will wait until intruders approach, or fall into, the concealed pit before they attack. The doors that lead to #2 and #3 have squared barred portals (at eye level) and are locked. The double doors at the end of the entranceway are barred from the inside.

2. There are normally five bugbears on guard here (a patrol leader and four warriors). There are three barrels each with 10 spears. The bugbears will throw these spears (1d6) down on intruders (+1 dmg). Once their ranged weapons are exhausted, they will leap to attack with melee weapons or descend via the stairway. The bugbears will only reveal the secret doors if the battle goes against them and they are pressed to turn the tide of battle.

Bugbear Patrol Leader AL: CE, AC: 4, HD: 4, HP: 25, #AT: 1, Weapon: Battle Axe (1d8). Treasure: *Potion of Extra-Healing*. **Bugbears** (4) AL: CE, AC: 5, HD: 3+1, HP: 21, 2x20, 13, #AT: 1, Weapon: Glaive (1d10), Great Mace (2d4), Morningstar (2d4), Halberd (1d10), respectively. Treasure: Pot: Animal Grease, Pouch: Bloodstones 1d6 (30gp each), Dried Human Hand, Nothing.

3. There are normally four bugbears on guard here. There are three barrels each with 12 spears. The bugbears will throw these spears (1d6) down on intruders when they attack. Once their ranged weapons are exhausted, they will attack with melee weapons.

Bugbears AL: CE, AC: 5, HD: 3+1, HP: 15, 2x14, 12, #AT: 1, Weapon: Great Spear (1d8), Great Hammer (1d8), Battle Axe (1d8), Glaive (1d10). Treasure: Gold Ring (1d100gp), Back Hair Braids, Pouch: Emeralds 1d4 (35gp each), Pouch: Amethysts 1d6 (20gp each).

4. Sentry room: two bugbears sit at table eating. They can be called quickly to area #2 if required. **Bugbears** AL: CE, AC: 5, HD: 3+1, HP: 22, 15, #AT: 1, Weapon: Morningstar (2d4) and Halberd (1d10). Treasure: Coin: 5d10cp, Coin: 2d10gp.

A. There are two mangy beds in this room for off duty sentries.

5. Sentry room: two bugbears are sitting at a table drinking and rolling dice to pass the time. They can be called quickly to area #3 if required. **Bugbears** AL: CE, AC: 5, HD: 3+1, HP: 20, 14, #AT: 1, Weapon: Great Spear (1d8) and Great Hammer (1d8). Treasure: Pouch: Bloodstones 1d6 (30gp each), Shrunken Heads on Necklace.

A. There are two flea-infested beds in this L-shaped room.

6. This room has partially collapsed.

7. Storeroom: This room contains two open barrels of water, four crates of dried meat (unknown), and four shields in poor repair on the floor. This room has partially collapsed.

8. Barrack: Two bugbears are asleep in their beds. **Bugbears** AL: CE, AC: 5, HD: 3+1, HP: 16, 11, #AT: 1, Weapon: Both with Battle Axes (1d8). Treasure: Pot: Animal Grease, Dried Dwarven Hands. They are unaware of the secret door.

9. This room has partially collapsed. It is used as a latrine. The smell is disgusting.

10. Barrack: Two off-duty bugbears are asleep in their beds. **Bugbears** AL: CE, AC: 5, HD: 3+1, HP: 18, 11, #AT: 1, Weapon: Both with Great Mace (2d4). Treasure: Coin: 1d4ap, Back Hair Braids.

11. Barrack: Two bugbears are wrestling over a loaf of moldy bread. **Bugbears** AL: CE, AC: 5, HD: 3+1, HP: 2x15, #AT: 1, Weapon: Morningstar (2d4) and Halberd (1d10). Treasure: Shrunken Head, Nothing.

12. This room has partially collapsed. Three bugbears are moving crates of dried fish from this room to #14. **Bugbears** (3) AL: CE, AC: 5, HD: 3+1, HP: 16, 13, 10, #AT: 1, Weapon: Great Spear (1d8), Great Hammer (1d8), Glaive (1d10). Treasure: Pouch: Emeralds 1d4 (35gp each), Pouch of Tobacco (1d00gp), Nothing.

13. Sentry room: Five **Bugbears** AL: CE, AC: 5, HD: 3+1, HP: 22, 17, 14, 11, 10, #AT: 1, Weapon: Battle Axe (1d8), Great Mace (2d4), Morningstar (2d4), Halberd (1d10), and Great Spear (1d8). Treasure: Ivory Pipe (100gp) and Pipe-weed, Coin: 3d10ep and 2d20sp, Silver Bracelet (1d00gp), Silver Symbol of Impurax (25gp), Emeralds 1d4 (35gp each), led by a **Bugbear Patrol Leader** AL: CE, AC: 4, HD: 4, HP: 25, #AT: 1, Weapon: Battle Axe (1d8). Treasure: Coin: 2d10gp, normally garrison this position. They are responsible for the defense of the double doors that provide access to the complex. There are six stools and a table in this room.

14. Storeroom: This room is filled with crates of dried food (meat and fish). Due to the partial collapse, the bugbears in #12 are moving the remaining crates to this room.

15. Storeroom: This room contains six open barrels of water.

16. Storeroom: This room has four barrels of wine and two of mead.

17. Armoury: This room is filled with weapons, most in disrepair. Rusty halberds and glaives lean into a corner, shields and spears lay strewn in a pile on the floor.

18. This chamber is partially filled ankle-deep with murky water. Three bloated corpses float in the water as well as a stoppered glass tube (*Potion of Extra-Healing*). Hanging from the ceiling are three **Giant Ticks** AL: N, AC: 3, HD: 3, HP: 16, 14, 13, #AT: 1, DMG: 1d4 + special.

Rooms #19 to 26 are lit by torches.

19. This is the quarters of **Dareios, Level 3 Fang of Impurax** AL: LE, AC: 3 (Half-Plate and Shield), HP: 20, Weapons: *Scimitar +1* (1d8), Heavy Crossbow and 10 Bolts (1d8), Dagger (1d4). Treasure: 4d40gp and 1d10pp.

20. This is the quarters of **Vandal, Level 3 Fang of Impurax** AL: LE, AC: 3 (Half-Plate and Shield), HD: 3, HP: 24, Weapons: Spear (1d6), Heavy Crossbow and 10 Bolts (1d8), Dagger (1d4). **Vandal** is unaware of the secret door.

21. The Fanged Legion officers use this room for weapons training with the bugbear warriors. **Kerkyon, Level 2 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 2, HP: 15, Weapons: Spear (1d6), Light Crossbow and 20 Bolts (1d6), Dagger (1d4) and **Sammut, Level 1 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 1, HP: 8, Weapons: Spear (1d6), Light Crossbow and 20 Bolts (1d6), Dagger (1d4), are currently instructing three **Young Adult Bugbears** AL: CE, AC: 5, HD: 2+1, HP: 14, 12, 11, #AT: 1, Weapon: Great Spear (1d8), Great Hammer (1d8), Glaive (1d10). Treasure: Pouch: Amethysts 1d4 (15gp each), Pouch of Tobacco (1d100gp), 2d20gp, in polearm tactics.

Tarturos, Level 2 Fang of Impurax AL: LE, AC: 5 (Scale and Shield), HD: 2, HP: 16, Weapons: Spear (1d6), Light Crossbow and 20 Bolts (1d6), Dagger (1d4) is looking on from a stool outside his room while cleaning his weapons.

22. Barrack: This room has two beds and a table. The room is spartan and clean. This is the personal quarters of **Kerkyon** and **Tarturos**.



23. Barrack: This room contains two bunk beds for the rank and file. They include **Ginnsie, Level 1 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 1, HP: 8, Weapons: Spear (1d6), Light Crossbow and 20 Bolts (1d6), Dagger (1d4), **Stephos, Level 1 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 1, HP: 10, Weapons: Spear (1d6), Light Crossbow and 20 Bolts (1d6), Dagger (1d4), and **Zander, Level 1 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HP: 8, Weapons: Spear (1d6), Light Crossbow and 20 Bolts (1d6), Dagger (1d4). Treasure: 3d10gp each.

24. Barrack: This room contains one bunk bed for two rank and file soldiers. There are also two open barrels of water and crates of dried meat, fish, barley, and beans. **Ptolus, Level 1 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 1, HP: 7, Weapons: Spear (1d6), Light Crossbow and 20 Bolts (1d6), Dagger (1d4), and **Jurvic, Level 1 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 1, HP: 8, Weapons: Spear (1d6), Light Crossbow and 20 Bolts (1d6), Dagger (1d4), are asleep. Treasure: 2d10sp.

25. Stavros the Sinister, Level 5 Blade of Impurax AL: LE, AC: 1 (*Plate +1* and Dex), HD: 5, HP: 41, Weapons: *Warhammer +2* (1d8) and Dagger (1d4), is cleaning his weapons. Treasure: 4d10pp, 20ap.

26. Lysander, Level 5 Blade of Impurax AL: LE, AC: 3 (Plate), HD: 5, HP: 32, Weapons: Battle Axe (1d8), *Heavy Crossbow +1* and 10 Bolts (1d8), Dagger (1d4), is at prayer. Treasure: 5d10gp, 2d10pp, 2d10ap.

27. The ceiling of this chamber has partially collapsed in three places. A short staircase leads up to a stone sarcophagus. Inside the sarcophagus are bones so brittle they will turn to dust if touched. There is also an *Ebon Staff* with The *Headpiece of the Illuminated Oracle*.

28. There are three minor ceiling collapses in the alcoves of this chamber. A **Greater Archaian Sentinel** (1) AL: N, AC: 0, HD: 8, HP: 50, #AT: 6, DMG: 1d6+2 per attack, will protect the crypt from intruders. In one hand the construct holds a *Scimitar +2*.

29. This chamber is empty and on the verge of collapse from the sinkhole.

30. This metal door is locked. **Vokrag** possesses the key (#36). Inside are two statues of Anu-Eya facing a blood stained altar made of stone and steel. The stains are from long ago and the room is covered in dust and debris from the ceiling. The sides of the altar depict Anu-Eya's great celestial ziggurat and sacrifices being made in his honour. Everything depicted on the sides of the altar repeats three times. If the figure of Anu-Eya is pulled out, turned three times to the right, and then reinserted, a small drawer will pop out that holds a *Ring of Icy Glaciate*. Any other result will engage a trap of poison gas in a 10-foot radius around the altar (save versus Poison or die at +1)

31. This room is empty and in disrepair.

32. Two **Bugbears** AL: CE, AC: 5, HD: 3+1, HP: 22, 14, #AT: 1, Weapon: Great Spear (1d8) and Great Hammer (1d8). Treasure: Coin: 2d40sp and a Sealed Scroll Tube: with 1d4+1 random fourth level magic-user spells, are stationed here as guards for the cell #34.

33. This room is empty and has partially collapsed into a large sinkhole.

34. The bugbears use this room as a cell. The door is locked and has a barred portal in the center. The cell contains: Human (Male), Human (Female), Dwarf (Male), Hobgoblin (Female), Norker (Male), Half-Elf (Female), Human (Male), Human (Female).

35. Show the players **Forbidden Caverns Illustration #13**. Hidden in a dark corner of this room is **Felf Briarwood**, a female elf slave. **Felf** is the last surviving member of a party of adventurers commissioned by **Kelda of the Seven-Stars** (the Grand Magus of Arcantryl in Eastdale) to search the sunken city for Archaian lore. The party was ambushed and taken prisoner by the bugbears. She managed to escape recently and has been hiding here contemplating the whereabouts of her spellbook (#49) so she can escape the complex. **Felf** is a **Level 4 Magic-User** with 4 (14) hit points and the following ability scores: S 11 I 17, W 13, D 16, C 13, Ch 15. She will join a party of PCs if they will help her escape back to Eastdale.



Rooms #36 to 43 are lit by torches.

36. Note that the shouts and screams of bugbears and something else (ogres) can be heard from outside this door.

The double doors in this room open into a large domed chamber supported by eight pillars. Debris from the ceiling collapses has been piled in the southwestern and southeastern portions of the room. A 16-foot statue of the fanged hand of Impurax stands on a dais along the northern wall of the room.

Vokrog, Bugbear Chieftain AL: CE, AC: 3 (Half-Plate) HD: 5, AC: 3, HP: 35, #AT: 1, Weapon: *Battle Axe +2* (1d8). Note that the chief is +2 on all damage rolls. Personal Treasure: Coin: 4d40sp and 2d10ap, Pouch with Bloodstones 1d6+4 (30gp each), Emeralds 1d4+2 (35gp each), and a key to #30, is seated on a throne in front of the statue. **Vokrog** and a few of his best warriors are watching a wrestling match between **Kaulg** the **Bugbear Champion** and one of the **Ogres** from the Bloody Fist tribe.

Kaulg, Bugbear Champion AL: CE, AC: 4, HD: 6, HP: 40, #AT: 2 or 3, Weapon: Fists (1d6/1d6). Note that if **Kaulg** successfully hits with both fists he automatically bear hugs for an additional 1d6 points of damage. Treasure: Archinium Nose Ring (600gp).

Bugbear Bodyguards (4) AL: CE, AC: 5, HD: 4, HP: 21, 20, 17, 15, #AT: 1, Weapon: Halberd (1d10), Great Spear (1d8), Great Hammer (1d8), and Battle Axe (1d8). Treasure: Silver Bracelet (1d00gp), Nothing, Pot: Animal Grease, Pouch of Tobacco (1d00gp).

Ogre Delegates (2) AL: CE, AC: 5, HD: 4+1, HP: 30, 21, #AT: 1, DMG: 1d10. Note that Ogres are +2 on damage rolls. Ogre Bags and Treasure: (1) Beehive, Half-Eaten Dwarf, Pelt (Giant Otter worth 1d6x100gp, (2) Large bag of Sage, Large Bag of Pepper, Fur (Dire Wolf worth 1d6x100gp).

37. Empty



38. This is **Vokrog's** personal audience chamber. It contains several stones and wood stumps as seats.

39. This is the personal chamber of the ranking Impurite missionaries to the Black Skull tribe. The room contains two large wooden beds and a desk as well as **Prelatus Lothic**, **Level 6 Acolyte of Impurax** AL: LE, AC: 1 (*Plate +1* and Shield), HD: 6, HP: 42, Weapons: *Morningstar +1* (2d4) and *Sling +2* with 10 Stones (1d4). Spells (3/3/2): *Fistfang, Cause Light Wounds, Darkness, Moldskin, Bless, Hold Person, Insect Swarm, Animate Plant-Based Dead*. Treasure: 25ap, and **Prelatus Madeev, Level 5 Acolyte of Impurax** AL: LE, AC: 0 (*Plate +1*, Shield, Dex), HD: 5, HP: 30, Weapons: *Mace +2* (1d6) and Sling with 8 *Stones +1* (1d4), Spells (3/2/1): *Fistfang, Darkness, Command, Ray of Decay, Harm, Animate Plant-Based Dead*. Treasure: 17pp. In a drawer in the desk is a Clerical Scroll: *Cure Light Wounds, Detect Magic, Animate Dead*, and *Striking*.

40. This room has partially collapsed. The low-level Impurites use this chamber for quiet prayer. A statuette of Impurax (Copper 20gp) stands on a low table on the northern wall.

41. This room has partially collapsed. The acolytes have stored a few crates of dried foods (fruits, mushrooms, and beef), as well as two barrels of wine, in this room.

42. The rank and file acolytes use this room as their personal chamber. There are four beds in this room. They are discussing the finer points of Impurax worship.

Krada, Level 3 Acolyte of Impurax AL: LE, AC: 4 (*Studded +2* and Shield), HD: 3, HP: 19, Weapons: Spiked Cudgel (1d4+1) and Sling with 8 Stones (1d4), Spells (2/1): *Shillelagh, Fistfang, Moldskin*. Treasure: 19gp. **Caros, Level 2 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 10, Weapons: Spiked Cudgel (1d4+1) and Sling with 8 Stones (1d4), Spells (2): *Shillelagh, Entangle*. Treasure: 3sp. **Varis, Level 2 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 9, Weapons: Spiked Cudgel (1d4+1) and Sling with 8 Stones (1d4), Spells (2): *Shillelagh, Fistfang*. Treasure: 7sp. **Morrow, Level 1 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 1, HP: 5, Weapons: Spiked Cudgel (1d4+1) and Sling with 10 Stones (1d4), Spells (1): *Entangle*. Treasure: 23sp.

43. This room has partially collapsed. The Impurites have covered the floor with earth and are growing mushrooms in this room.

44. The mangy bed-piles of four bugbear warriors cover the floor here. The beds are made of dirty blankets, furs, and cloth. They smell terrible and are covered in lice.

45. This is the personal chamber of **Kaulg** the **Bugbear Champion**. A large mound of furs serves as his bed and the severed heads of recent victims (human knight, dwarf, lizardman) are piled in a corner.

46. The chief's personal bodyguards sleep here. The room is filthy and disgusting. The beds are made of straw and mangy furs.

47. Vokrog's personal bedchamber. A large bed covered in furs and blankets rests against the northern wall. There is a table with stacked coins: 25pp, 45gp, 32sp, and 4ap.

48. False Treasury: The bugbears set this room up to appear as their primary treasury. It contains a large wooden chest reinforced with metal. The chest is locked, trapped (poison needle, save versus Poison or die), and contains 666sp and a Gold Archaian Headdress (500gp). The room has partially collapsed.

49. Treasury: This room contains a large metal chest. The chest is locked, trapped (poison gas, save versus Poison at +2 or die), and contains 2,021ep, an Ancient Archaian Amphora (900gp), and a Platinum Goblet encrusted with Rubies (700gp), and a spellbook. Note that the amphora is valuable and brittle. If the PCs engage in combat while carrying it there is a 1–5 on d6 chance the vessel will break.

The spellbook of **Felf Briarwood** contains the following Level 1: *Burning Hands, Light, Magic Missile, Read Magic, Detect Magic, Fennril's Exquisite Strangulation, Hitzemun's Blue Feet, Mazakala's Glassy Facsimile, Zu-Pang's Protracting Eyeball,* and *Mazakala's Mucilaginous Effluvium*. Level 2: *Amnesia, ESP, Invisibility, Knock, Shatter,* and *Galaxina's Scintillating Spark Shower,* and *Mikda-Err's Practical Tilt.* Level 3: *Blink, Flame Arrow, Lightning Bolt, Ool's Broiling Exhalation,* and *Demambala's Sepulchral Soup.*

L. The Great Henge of Archaia

Show the players Forbidden Caverns Illustration #14. The Great Henge at the centre of the sunken city is much larger and grander than the other henges. There are three concentric rings of standing stones that surround a large stone dais covered in runes. A large pile of refuse and carrion has been piled in the centre of the henge. The tracks of monstrous humanoids can be found in all directions, as well as wagon and wheelbarrow tracks. Random monster checks at the Great Henge are 1–3 on d6. If an encounter is rolled, there is a 1–4 on d6 chance of the encounter being a Random Patrol bringing refuse to dump at the henge. This hex is Magic Potent.

Each time the PCs return to the Great Henge report that the pile of refuse and carrion continues to grow. As the game progresses the refuse pile will completely overtake the henge and stand almost as tall as the cave walls. This should coincide with the players entering the Hell-Fire Furnace volcano.



M. Stronghold of the Blue Dragoons (Hobgoblins)

1. This is the primary entranceway into the hobgoblin complex. The hallway is dark and the floor is smooth. There are two groves set flush into the floor (these are rails for the Death Wagon located at #1A.

A. This is the antechamber to the hobgoblin complex. At the end of the entrance hallway the hobgoblins have constructed a unique mechanical surprise. This mechanism, they call the Death Wagon, is operated by two peddlers and can move forward or backward down the entranceway. The wagon wheels sit in rails like a mine-cart. The front of the Death Wagon almost completely blocks the entranceway (eight feet across and eight feet high) and is equipped with sharp spinning weapons, spears, and jagged metal. Anyone who falls victim to the Death Wagon takes (6d6 points of damage, save versus Death for half). In addition, the hobgoblin guards located at #2 and #3 (10 feet above the floor of the entranceway) can open their secret doors and strike intruders with ranged weapons.

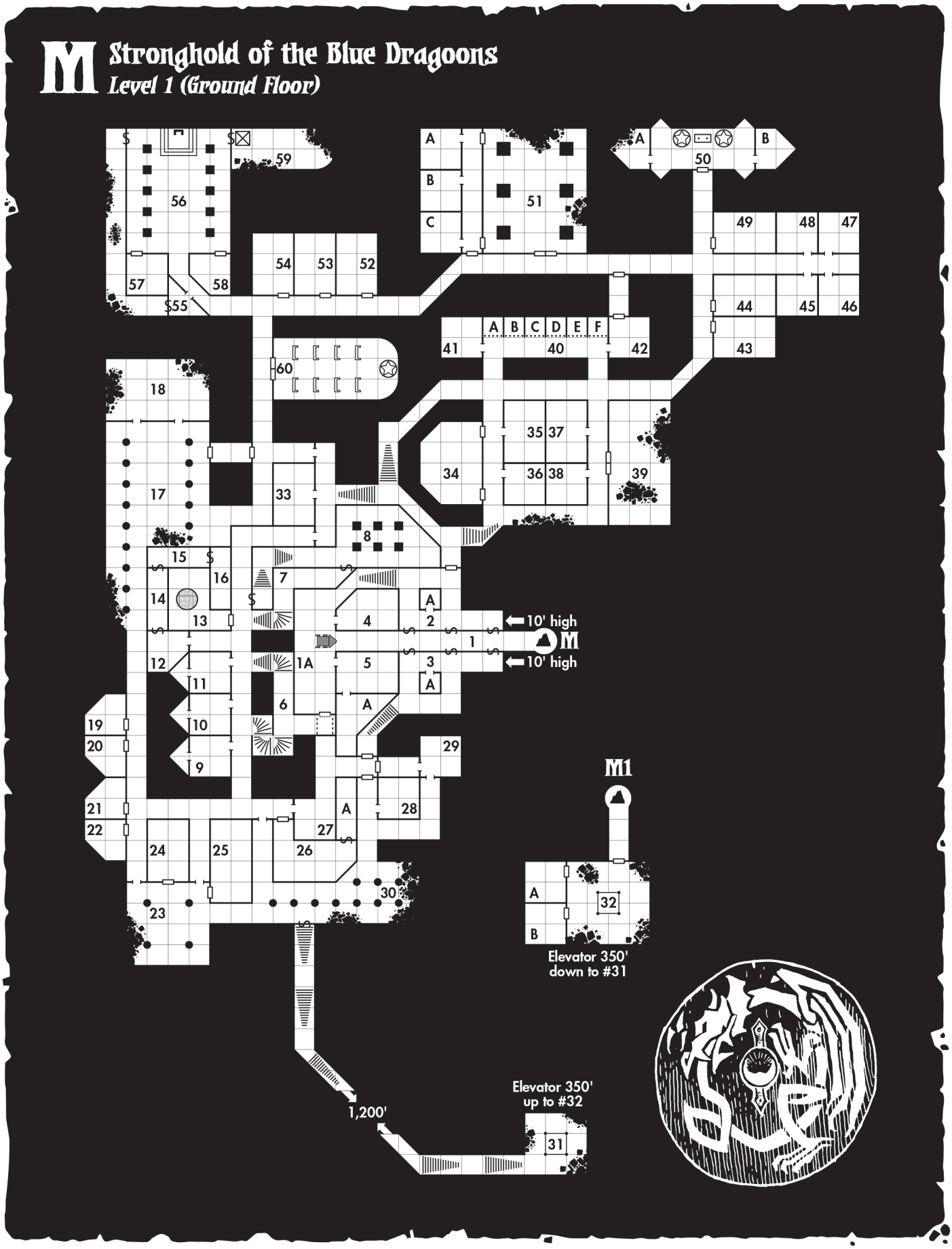
When the player characters see the death wagon rolling toward them show them **Forbidden Caverns Illustration #15.**

The Death Wagon is under the command of a **Hobgoblin Patrol Sergeant** AL: LE, AC: 3 (Half-Plate and Shield), HD: 2, HP: 12, Weapons: Battle Axe (1d8) and Dagger (1d4). Treasure: 1pp, 13gp, 28sp, and his four warrior **Hobgoblins** AL: LE, AC: two with 4 (Half-Plate) and two with 4 (Chainmail and Shield), 6, HD: 1+1, HP: 8, 7, 6, 4, Weapons: Two with Mace (1d6) and Hand Axe (1d6) and two with Halberd (1d10) and Mace (1d6). Treasure: 10gp, 9gp, 22ep, 18sp.

2. This area is 10 feet above the entranceway. The hobgoblins have spyholes set into the wall and will not open the secret doors and attack until intruders have advanced along the entire entranceway and the Death Wagon begins its advance. At that point they will slide open their secret doors and use their longbows with deadly force.

There is always a **Hobgoblin Patrol Sergeant** AL: LE, AC: 3 (Half-Plate and Shield), HD: 2, HP: 10, Weapons: Morningstar (2d4) and Dagger (1d4). Treasure: 10gp, 29ep, and 20sp, and a key for room #26, on duty here, as well as three **Hobgoblins** AL: LE, AC: 4 (Half-Plate) and two with 4 (Chainmail and Shield), HD: 1+1, HP: 9, 5, 3, Weapons: Scimitar (1d8), Dagger (1d4), and Longbow with 20 Arrows (1d6). Treasure: 13sp, 10gp, 6gp, and a **Muggle** AL: CE, AC: 5, HD: 2, HP: 15, #AT: See entry, DMG: See entry. Treasure: Nothing.

M Stronghold of the Blue Dragoons
Level 1 (Ground Floor)



A. This is a small sentry room for guards at rest. They can be called quickly to their positions at #2. **Hobgoblins** (3) AL: LE, AC: two with 5 (Chainmail), and one with 4 (Chainmail and Shield), HD: 1+1, HP: 9, 2x6, Weapons: Scimitar (1d8), Dagger (1d4), and Longbow with 20 Arrows (1d6). Treasure: 22ep, 17gp, 11ep.

3. See #2. **Hobgoblin Patrol Sergeant** AL: LE, AC: 3 (Half-Plate and Shield), HD: 2, HP: 10, Weapons: Mace (1d6) and Dagger (1d4). Treasure: 11gp, 25ep, 10sp, and the key to #24. **Hobgoblins** (3) AL: LE, AC: one with 4 (Half-Plate) and two with 4 (Chainmail and Shield), HD: 1+1, HP: 8, 7, 4, Weapons: Scimitar (1d8) and Longbow with 16 Arrows (1d6). Treasure: 3gp, 4ep, 7gp.

A. Hobgoblin AL: LE, AC: 5 (Chainmail), HD: 1+1, HP: 6, Weapons: Scimitar (1d8) and Longbow with 18 Arrows (1d8). Treasure: 4gp. **Muggle** AL: CE, AC: 5, HD: 2, HP: 15, #AT: See entry, DMG: See entry. Treasure: Nothing.

4. This is a guardroom. In the event of an assault the **Hobgoblins** (3) AL: LE, AC: two with 4 (Half-Plate) and one with 4 (Chainmail and Shield), HD: 1+1, HP: 2x7, 5, Weapons: Spear (1d6), Dagger (1d4) and Mace (1d6). Treasure: 9gp, 14ep, 2gp, will be called to duty in #1A.

5. Like #4 this is a guardroom. **Hobgoblins** (3) AL: LE, AC: 4 (Chainmail and Shield, HD: 1+1, HP: 8, 7, 3, Weapons: Scimitar (1d8) and Longbow with 20 Arrows (1d8), Hand Axe (1d6) and Longbow with 18 Arrows (1d8), Halberd (1d10) and Mace (1d6). Treasure: 8pp, 10gp, 16sp.

A. This is the quarters of a **Hobgoblin Patrol Sergeant** AL: LE, AC: 3 (Half-Plate and Shield), HD: 2, HP: 10, Weapons: Hand Axe (1d6) and Dagger (1d4). Treasure: 11gp, 25ep, and 10sp. The room contains a wooden bed and a desk with his personal treasure.

6. This is a balcony above the antechamber (#1A). Two guards are normally on duty. **Hobgoblins** AL: LE, AC: 4 (Chainmail and Shield), HD: 1+1, HP: 2x8, Weapons: Scimitar (1d8) and Longbow with 20 Arrows (1d8). Treasure: 20sp, 5gp.

7. This is a balcony above the antechamber (#1A). Two guards are normally on duty. **Hobgoblins** AL: LE, AC: 4 (Chainmail and Shield), HD: 1+1, HP: 9, 8, Weapons: Scimitar (1d8) and Longbow with 10 Arrows (1d8). Treasure: 8gp, 5gp.

8. The hobgoblins are unaware of this secret room. Six thin columns support the ceiling. The columns look like tall lithe Archaians. Along the southern wall there are three basins. They radiate magic if tested. The basins contain scum-covered oily water about an inch deep. The water colours are Yellow, Blue, and Red. Drinking from one basin offers no effect. However, mixing colours (in the following examples only) will produce a result (twice only for each). A Platinum Cup and a Spoon (350gp) lie on the floor:

Mixing Results

Colour Mixes	Result	Effect
Blue and Yellow	Green	*Potion of Extra-Healing*
Yellow and Red	Orange	*Potion of Invisibility*
Red and Blue	Purple	*Potion of Poison*

9. Barracks: There are two off-duty **Hobgoblins** AL: LE, AC: 4 (Half-Plate) and 4 (Chainmail and Shield), HD: 1+1, HP: 8, 4, Weapons: Halberd (1d10) and Mace (1d6) and Scimitar (1d8) and Longbow with 20 Arrows (1d8). Treasure: 10gp, 4ap, sleeping.

10. Barracks: This room has two wooden beds.

11. Barracks: This chamber has two wooden bunk beds. **Hobgoblin Patrol Sergeant** AL: LE, AC: 3 (Half-Plate and Shield), HD: 2, HP: 10, Weapons: Morningstar (2d4) and Dagger (1d4). Treasure: 9ep, 18sp, 13gp. **Hobgoblins** (2) AL: LE, AC: 4 (Chainmail and Shield) and 5 (Chainmail), HD: 1+1, HP: 6, 4, Weapons: Morningstar (2d4) and Hand Axe (1d6) and Halberd (1d10) and Mace (1d6). Treasure: 3ep, 6gp. **Muggle** AL: CE, AC: 5, HD: 2, HP: 12, #AT: See entry, DMG: See entry. Treasure: Nothing.

12. There are two **Hobgoblins** AL: LE, AC: Both with 5 (Chainmail), HD: 1+1, HP: 8, 4, Weapons: Both with Halberd (1d10) and Hand Axe (1d6). Treasure: 6ep, 10gp, here training a young **Muggle** AL: CE, AC: 5, HD: 2, HP: 11, #AT: See entry, DMG: See entry. Treasure: Very Large Pale Blue Quartz (50gp) and a Tiny Flawed Red Garnet (75gp). The hobgoblins are not aware of the secret door to #14.







13. This is a well room. A bucket on a rope is used to draw water from the well.

14. This chamber was used as an equipment stash and treasure storage for a group of adventurers prior to the arrival of the hobgoblins. Included are the following: Two large sacks (one with 231gp and the other with 35pp). There are also four backpacks. Each has standard gear (Referee's choice) for a fighter, magic-user, thief, and cleric. There is also a small pouch with 10 *+1 Sling Stones* and a Travelling Spellbook made from the skin of a giant lizard (+1 to item saves). It has the following random spells: four level 1, three level 2, and two level 3 in addition to *Baltron's Black Sheen, Mazakala's Mucilaginous Effluvium*, and *Animate Statue*. The adventurers were not aware of the secret door to #15.

15. This appears to be a dead-end hallway. A barely imperceptible dust outline of a chest can be seen on the floor near the eastern wall of the tunnel.

16. The skeleton of an Archaian in tattered robes lies on the floor here. In his hand is an *Ebon Staff*. He also wears a *Ring of Protection +2*.

17. This large pillared chamber serves as the drill room for hobgoblin warriors. The room is lined with wooden weapon racks (scimitars, battle axes, spears, halberds, and longbows) and shields hang on pegs along the walls. There are numerous aged blood splatters on the floor.

18. This is a storage room and weapons repair area. Stacks of spears and polearms are roped together in bunches along the western wall. There are also several stacks of arrows along the eastern wall. A number of crates set against the northern wall contain spear tips and polearm heads.

19. Barracks: There are two empty bunk beds in this room

20. Barracks: See #19.

21. Barracks: There are four beds here. Hidden in one is a pouch with 2d8x10gp mixed gemstones.

22. Barracks: See #21. No treasure.

23. This is a secondary weapons training area. Like #17, the chamber is well-organized with weapons racks and shields lining the walls. The western wall has partially collapsed.

24. This is the barrack of a patrol leader who is currently on duty (#3). There is a single bed and locked metal chest with 65gp.

25. Numerous archery targets are set along the northern wall of this room. Both the western and eastern walls are lined with quivers and longbows hang on pegs.

26. This is the barrack of a patrol leader who is currently on duty (#2). There is a single bed and locked metal chest with 20ap.

27. Guardroom: Two **Hobgoblins** AL: LE, AC: 4 (Chainmail and Shield) and 5 (Chainmail), HD: 1+1, HP: 9, 3, Weapons: Halberd and (1d10), Dagger (1d4) and Mace (1d6). The other has a Scimitar (1d8) and Longbow with 11 Arrows (1d8). Treasure: 12sp, 10pp, sit on stools in this room.

28. Barracks: This room has two sets of bunk beds. There are two sleeping off-duty **Hobgoblins** AL: LE, AC: 4 (Chainmail and Shield) and 5 (Chainmail), HD: 1+1, HP: 6, 5, Weapons: Halberd and (1d10) and Dagger (1d4) and Scimitar (1d8) and Longbow with 15 Arrows (1d8). Treasure: 9sp and 13sp.

29. This is a storeroom. The walls are lined with barrels that contain water, dried meat (unknown), and rice.

30. This pillared chamber has partially collapsed. The hobgoblins have reinforced the wall with wooden beams and metal spikes.

31. A mechanical elevator platform is set in the center of this ruined chamber. The elevator leads to #32 and M1 on the Forbidden Caverns of Archaia Hex Map. To operate the elevator a horn is sounded from #31 and the guards in #32 operate a crank to raise the platform. **Hobgoblins** (2) AL: LE, AC: one with 4 (Chainmail and Shield) and one with 5 (Chainmail), HD: 1+1, HP: 9, 8, Weapons: Halberd and (1d10) and Hand Axe (1d6). Treasure: 15ep, 1ap, and elevator horn.

32. This room has a square hole in the center to allow the elevator platform to rest flush with the floor. Beside the hole is the crank to raise the platform and a locking mech-

anism to hold it in place. There are five hobgoblins on duty here: **Hobgoblin Patrol Sergeant** AL: LE, AC: 3 (Half-Plate and Shield), HD: 2, HP: 9, Weapons: Scimitar (1d8) and Dagger (1d4). Treasure: 3ap and 10pp. **Hobgoblins** (4) AL: LE, AC: two with 4 (Chainmail and Shield) and two with 5 (Chainmail), HD: 1+1, HP: 9, 7, 6, 3, Weapons: Two with Scimitar (1d8) and Longbow with 15 Arrows (1d8), on with Hand Axe (1d6) and Longbow and 12 Arrows (1d8), and one with Halberd (1d10) and Mace (1d6). Treasure: 14ep, 17gp, 8sp, 18sp, and a **Muggle** AL: CE, AC: 5, HD: 2, HP: 7, #AT: See entry, DMG: See entry. Treasure: Nothing, on duty here.

A. This room serves as the roost for **Giant Vultures** (4) AL: N, AC: 6, HD: 2+2, HP: 16, 2x13, 11, #AT: 1, DMG: 1d6+1, the hobgoblins have trained as mounts. The vultures will only allow those having the appearance of hobgoblins (wearing their uniforms) to mount them.

B. Barrack: There are six beds in this room. One has a *Dagger +2* under the pillow.

33. Guardroom: Two **Hobgoblins** AL: LE, AC: 4 (Half-Plate) and 5 (Chainmail), HD: 1+1, HP: 9, 7, Weapons: Scimitar (1d8) and Longbow with 10 Arrows (1d8). Treasure: 16gp, 12gp, and engrossed in conversation over the presence of the gnoll delegates in #60.

34. This is a large storeroom. There are four barrels of mead, two of wine, and four of water. There are six crates of dried meat (unknown), four of dried fish, and two of dried grapes. There is a table with folded blankets and uniforms.

35. This room contains bolts of blue cloth and a pile of leather on tables. There are several stools as well as sewing and leather working paraphernalia.

36. This room is empty.

37. This room houses the muggle trainers. These two **Hobgoblins** AL: LE, AC: 4 (Half-Plate) and 5 (Chainmail), HD: 1+1, HP: 9, 7, Weapons: Scimitar (1d8) and Longbow with 12 Arrows (1d8). Treasure: 16gp, 12gp, are playing cards and wagering coin at a table.

38. Empty.



39. This partially collapsed chamber is the den of the **Muggles** (3) AL: CE, AC: 5, HD: 2, HP: 10, 2x6, #AT: See entry, DMG: See entry, when they are not on duty with the hobgoblins. There is a small nest of dirty clothes, blankets, and fur scraps in the northeast corner of the room. The muggles have collected a number of shiny baubles including broken glass, empty bottles, coins (2ap, 10gp, 35sp) and 1d4 rubies worth 1d100 each. There is also a scroll case with 1d4 random second level cleric spells and a *Potion of Extra-Healing*.

40. There are six cells here with a guardroom at either side (#41 and #42). The cells from A to F hold the following prisoners:

A: Neanderthal (Male) and Goblin (Male)

B: Dwarf (Female) and Gnoll (Male)

C: Human (Male) and Human (Female)

D: Human (Male), Lizardman (Male), and Elf (Male)

E: Gnome (Male) and Human (Female)

F: Human (Male)

41. This is a torture chamber. There is a rack and a small fire pit with pokers. The **Hobgoblin Jailor Sergeant** AL: LE, AC: 4 (Half-Plate), HD: 2, HP: 9, Weapons: Scimitar (1d8) and Dagger (1d4). Treasure: 12gp, 11ep, and 1pp, is currently stretching a lizardman warrior simply for the enjoyment. The warrior's name is **Szulis**. He has the abilities of a **Level 2 Ranger** (HP: 5 (20)) and will join the party for a time if they can speak to him and offer him revenge (S: 16, I: 12, W: 14, D: 16, C: 17, Ch: 10).

42. Guardroom: **Hobgoblins** (4) AL: LE, AC: three with 4 (Chainmail and Shield) and one with 5 (Chainmail), HD: 1+1, HP: 7, 6, 2x4, Weapons: Two with Mace (1d6) and Hand Axe (1d6), one with Scimitar (1d8) and Longbow with 14 Arrows (1d8), and one with Halberd (1d10) and Mace (1d6). Treasure: 13gp, 5gp, 15gp, 4pp.

43. This barrack is empty.

44. This is a guardroom for the dormitories of the hobgoblin females. **Hobgoblins** (2) AL: LE, AC: 5 (Chainmail), HD: 1+1, HP: 8, 5, Weapons: Scimitar (1d8) and Longbow with 9 Arrows (1d8). Treasure: 10gp, 9gp.

45–48. These three rooms are the dormitories of the non-combatant hobgoblin females and young. There are five females and 1d3 young per room. They will either flee in terror (70%) at the sight of intruders or stand and fight (30%). The females attack as goblins, do 1d2 points of damage, have AC: 10 and 4 hit points each.

49. This barrack is empty.

50. This 50-foot by 20-foot chamber is a shrine to Impurax. There are two 10 foot high statues of the Fanged Hand of Impurax on either side of a bloodstained altar.

A. The western side room of the shine is the quarters of **Prelatus Umbar, Level 4 Acolyte of Impurax** AL: LE, AC: 2 (Chainmail, Shield, Dex), HD: 4, HP: 28, #AT: 1, Weapons: *Mace +1* (1d6) and Sling with 12 Stones (1d4), Spells (2/2): *Shillelagh, Spore Cloud, Silence 15', Moldskin*. Treasure: 2ap and a Gold Unholy Symbol worth 50gp, and his attendant **Fallon, Level 2 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 10, #AT: 1, Weapons: Spiked Cudgel (1d4+1) and Sling with 8 Stones (1d4), Spells (2): *Shillelagh, Fistfang*. Treasure: 15sp.

B. The eastern side room of the shrine is the chamber of **Mander, Level 4 Blade of Impurax** AL: LE, AC: 2 (Platemail and Shield), HD: 4, HP: 27, #AT: 1, Weapons: *Scimitar +1* (1d8), Mace (1d6), Dagger (1d4). Treasure: 4 Bloodstones worth 35gp each, and his assistant **Hallard, Level 2 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 2, HP: 16, #AT: 1, Weapons: Spear (1d6), Light Crossbow and 10 Bolts (1d6), Dagger (1d4). Treasure: 25sp. Note that there is a 60% chance that **Mander** and **Hallard** are in #51 providing weapons instruction to a group of hobgoblin warriors.

51. This large training room is supported by six square columns, six feet wide, each decorated in bas-relief with six skulls on each side. A **Hobgoblin Patrol Sergeant** AL: LE, AC: 3 (Half-Plate and Shield), HD: 2, HP: 9, Weapons: Scimitar (1d8) and Dagger (1d4). Treasure: 12gp, 11ep, and 1pp, is yelling orders leading a tactical drill with a group of warriors. **Hobgoblins** (4) AL: LE, AC: one with 4 (Half-Plate) and three with 5 (Chainmail), HD: 1+1, HP: 8, 7, 2x3, Weapons: All four are armed with Halberd (1d10) and Hand Axe (1d6). Treasure: 14ep, 17ep, 8pp, 7gp. There is a 60% chance that **Mander** and **Hallard** are present providing additional instruction. The room has partially collapsed in two places and has been braced with wooden beams.

A. This 20x20 foot chamber is a weapons storage room. The walls are lined with wooden weapon racks filled with scimitars and morningstars.

B. Like A, this is a weapon storage room. Long spears, halberds, and glaives line the walls of this room.

C. This room contains long thin tables on the outside walls. The tables contain a total of four suits of chainmail, three suits of scalemail, and one suit of half-platemail. Four shields bearing the blue serpent hang from pegs on the walls.

52. This room contains four beds and is currently being used by the gnoll delegates in #56.

53. This is the personal chamber of the tribal standard bearer (a position held in high esteem among the hobgoblins). There is a large single bed.

54. This is the personal chamber of the king's royal guard. There are two bunk-beds (one each on the eastern and western walls).

55. Sentry Room: There are two **Hobgoblins** AL: LE, AC: 4 (Half-Plate) and 5 (Chainmail), HD: 1+1, HP: 9, 7, Weapons: Scimitar (1d8) and Longbow with 10 Arrows (1d8). Treasure: 15sp, 45cp, on duty here at all times. They are unaware of the secret door.

56. This is the grad hall of **Matsuato the Merciless, Hobgoblin King**. **Matsuato** sits on a large throne on top of a dais in the northernmost part of the room. His personal bodyguards and the tribal standard bearer bracket him on either side of the throne. **Show the players Forbidden Caverns Illustration #16.**

Matsuato the Merciless, Hobgoblin King AL: LE, AC: 0 (*Platemail +2* and Dex), HD: 4, HP: 28, #AT: 1, Weapons: *Two-Handed Sword +2* (1d10). **Matsuato** is +2 on damage rolls. Hobgoblins within sight of the king have an effective morale of 10. Treasure: 25pp and 16ap.

Hobgoblin King's Royal Bodyguards (3) AL: LE, AC: 3 (Half-Plate and Shield), HD: 3, HP: 18 each, #AT: 1, Weapons: Scimitars (1d8) and *Carrion Crawler Tentacles Whips* (1d4+1) with three uses remaining. When struck opponents must save versus Paralyze or be frozen in place for 1d2+1 rounds. Treasure: 18gp, 14gp, 7pp.

Hobgoblin Patrol Sergeant/Standard Bearer AL: LE, AC: 3 (Half-Plate and Shield), HD: 2, HP: 9, Weapons: Longbow and 12 Arrows (1d8) and a Dagger (1d4). Treasure: 6pp, 11gp, 35sp, 4ap. All hobgoblins in the presence of the tribal standard are +1 to hit and receive a bonus of +1 to their morale.

Hobgoblins (8) AL: LE, AC: two with 4 (Half-Plate), four with 4 (Chainmail and Shield), and two with 5 (Chainmail), HD: 1+1, HP: 2x8, 2x7, 2x5, 4, 3, Weapons: Two with Halberd (1d10) and Mace (1d6), four with Scimitar (1d8) and Longbow with 16 Arrows (1d8), and two with Mace (1d6) and Hand Axe (1d6). Treasure: 6ep, 7gp, 1gp, 13gp, 8pp, 2ap, 21ep, 45sp.

57. This is the personal chamber of **Matsuato the Merciless**. The room contains a large elaborate bed, an owlbear rug, and war trophies hung on the walls. The trophies include the standard of the Red Tongue Orcs, a *Shield +2* with the badger standard of Ser Hamat the Hero (a paladin of St. Ygg who disappeared on a mission to the sunken city years ago), and the skulls of a minotaur, ogre, and the femur of a giant.

58. This is the king's personal audience chamber. It contains a large chair, table, and stools for visiting delegates.

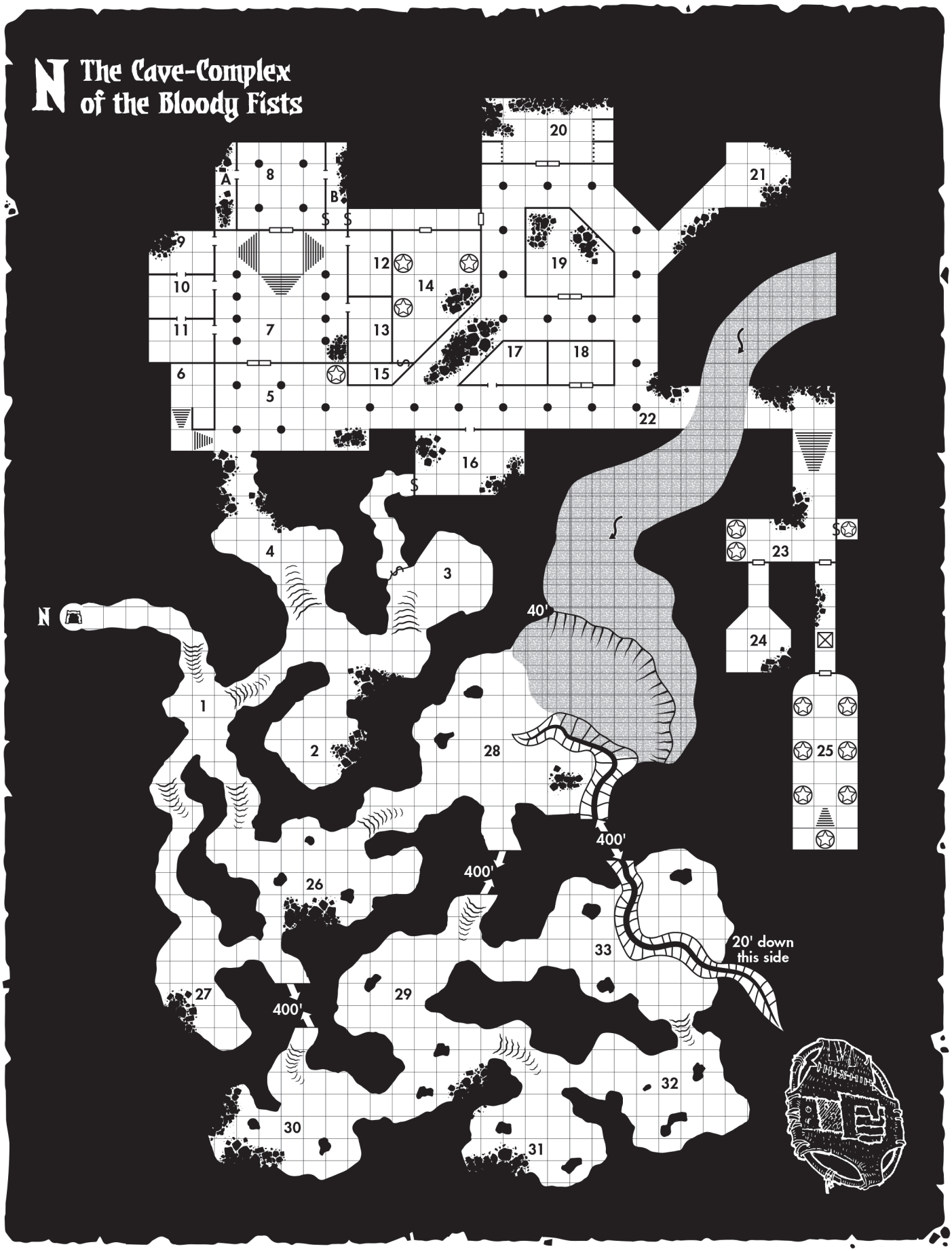
59. Secret Treasure Vault of the Blue Dragoons: The pit immediately in front of the secret door is bottomless. The room has partially collapsed in three places and Referees are encouraged to roll for further collapse if more than three people enter the room. There are two large wooden chests reinforced with metal in the far western portion of the chamber. One contains 4,741cp and the other 4,023gp. Both chests are locked and trapped. The chests are rigged to wires that will encourage a ceiling collapse immediately above them (4d6, save vs Death for half). Any PCs checking for traps have a base 1 on d6 chance to detect the trap. If special precautions are taken the Referee may adjust the roll by 1 or 2. Under the latter chest, hidden under a stone is a silver coffer (250gp) that contains a number of gemstones. They include: a Tiny Pale Blue Quartz (12gp), Large Broken Pale Blue Quartz (30gp), Very Large Flawed Light Blue Lapis Lazuli (45gp), Medium White Chalcedony (50gp), Very Large Pale Blue Quartz (50gp), Large Flawed Deep Purple Amethyst (225gp), and a Very Large Black Sapphire (2,000gp).

60. The large double doors of this room open into a shrine to Impurax. This shrine is overseen by **Yukoshita Yellow-Eye**, **Level 5/3 Acolyte of Impurax/Magic-User** AL: LE, AC: 3 (*Bracers of Defense AC4* and Dex), HD: 4, HP: 32, #AT: 1, Weapons: *Staff of the Serpent +1* (1d6), *Wand of Magic Missiles* (15 charges). Spells (3/2/1 and 2/1): *Cure Light Wounds, Protection from Good, Darkness, Hold Person, Silence 15' Radius, Animate Dead* and *Shield, Shocking Grasp, Mirror Image.* Treasure: Platinum Unholy Symbol of Impurax (100gp). Treasure: 3d10ap and Spellbook.

Yukoshita's Personal Bodyguards (3) AL: LE, AC: 4 (Half-Plate), HD: 3, HP: 15 each, #AT: 1, Weapons: Halberd (1d10) and Scimitar (1d8). Treasure: 24gp, 35ep, 9pp.

Yukoshita is meeting with several gnoll delegates including a **Gnoll Patrol Leader** AL: CE, AC: 4 (Splintmail), HD: 3, HP: 18, #AT: 1, Weapons: Longbow and 15 Arrows (1d8), Scimitar (1d8), and Dagger (1d4) and four **warriors** AL: CE, AC: 5 (Chainmail), HD: 2, HP: 15, 13, 12, 10, #AT: 1, Weapons: Halberds (1d10) and Shortswords (1d6). Treasure: 25sp, 18ep, 6gp. The warriors have brought communications from their chieftain and await an audience with **Matsuato** after meeting with the **Yellow-Eye**.




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The Cave-Complex
of the Bloody Fists
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20' down
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N. The Cave-Complex of the Bloody Fists (Ogres)

Ogres are +2 on damage rolls.

1. Four ogre sentries sit around a campfire in this cave. They are roasting a warthog on a spit. There is a 35% chance the ogres are so engrossed in their meal that they fail to notice an intrusion and can be caught by surprise. **Ogre Patrol-Leader** AL: CE, AC: 5, HD: 5, HP: 32, #AT: 1, DMG 1d10. Ogre Bag and Treasure: Broken Wagon Wheel, Broken Spear (toothpick), Giant Frog Legs, Archinium Nose Ring (6ap) and three **Ogres** AL: CE, AC: 5, HD: 4+1, HP: 26, 20, 18, #AT: 1, DMG: 1d10. Ogre Bags and Treasure: (1) Sack of Rice, Cask of Mead, Archinium Earring (1d10ap), (2) 1d2 Giant Ferrets (Pets), Moldy Cheese, Pelt (Giant Beaver worth 1d6x100gp), (3) Cask of Mead, Haunch of meat (unknown), Platinum Nose Ring (worth 1d2x100pp).

2. This cave contains three ogre beds (large piles of fur and straw) and a cold fire pit. Humanoid bones are strewn about the floor.

3. Natural stairs descend into this cave. It contains two ogre beds and the embers of a fire. Bones litter the floor.

4. Four ogres guard this cave and the entrance into the dungeon portion of the complex. **Ogre Patrol-Leader** AL: CE, AC: 5, HD: 5, HP: 32, #AT: 1, DMG 1d10. Ogre Bag and Treasure: Ogre-Sized Bone Necklace, Broken Spear (toothpick), Fur (Dire Wolf worth 1d6x100gp) and three **Ogres** AL: CE, AC: 5, HD: 4+1, HP: 24, 19, 18, #AT: 1, DMG: 1d10. Ogre Bags and Treasure: (1) Ogre-Sized Waterskin, Ogre-Sized Pipe and Tobacco, Gold Nose Ring (worth 1d6x100gp), (2) Ogre-Sized Filleting Knife, Four Cowbells, and an Archinium Earring (4ap), (3) Ogre-Sized Wineskin, Blueberry Bush, Fur (Dire Wolf worth 1d6x100gp). They also have a pet **Giant Wolverine** AL: N, AC: 4, HD: 4+4, HP: 22, #AT: 3, DMG: 1d4+1/1d4+1/2d4, curled up beside them.

5. The antechamber to the great hall is empty.



6. Two ogre guards stand atop this balcony 10 feet off the floor. There are eight large rocks piled here to bombard any intruders. Each rock strikes for 2d6 points of damage. **Ogres** (2) AL: CE, AC: 5, HD: 4+1, HP: 22, 17, #AT: 1, DMG: 1d10. Ogre Bag and Treasure: (1) Beef Jerky (unknown), Flattened Shield (Plate), 1d10ap, (2) Haunch of meat (unknown), Broken Spear (toothpick), Archinium Earring (3ap).

7. When the PCs first enter the great hall of the Bloody Fist, only two ogre guards will be present standing on either side of the double doors to #8. They will roar at the intruders and attack. **Ogres** (2) AL: CE, AC: 5, HD: 4+1, HP: 22, 17, #AT: 1, DMG: 1d10. Ogre Bag and Treasure: (1) Half a Pig, Branch of a Cherry Tree, 1d10pp, (2) Steak (unknown), 12 feet of Rusty Chain, Gold Earring (50gp).

The noise of the two guards will rouse all those in rooms #8–13 to the defense of the great hall.

8. This is the personal chambers of Drogmatog Elf-Eater, the Ogre Chieftain. There is a large pile of furs in the center of the room and four open barrels of water. There are two small fire pits at the back of the room each with spits (roasted human male and female).

The chief's son **Galzog** (the subchief) is here trying to court one of **Drogmatog's** wives. **Galzog, Ogre Subchief** AL: CE, AC: 3, HD: 5, HP: 36, #AT: 1, DMG: Club (2d6). Ogre Bag and Treasure: Sack of Rice, Cask of Mead, Fur (Giant Cougar worth 1d6x100gp) and the **Ogre Wives** (3) AL: CE, AC: 6, HD: 3, HP: 20, 16, 15, #AT: 1, DMG 1d10. Ogre Bag and Treasure: (1) Broken Wagon Wheel, Oar, 1d20pp, (2) Half-Eaten orc, Scroll with 3 random third level Magic-User spells, Silver Earring (1d8x100sp), (3) Branch of a Cheery Tree, Ogre-Sized Wineskin, 1d6x100gp.

A and **B.** These two long narrow rooms serve as the treasure rooms of the Bloody Fist Tribe. Both have partially collapsed. Location A contains a huge rusty unlocked iron chest (9,734cp) and a large open wooden barrel (1,124gp). Location B has a large wooden chest (6,132sp) and a leather pouch filled with gemstones: Large Broken Tiger Eye Agate (30gp), Tiny Flawed Red Garnet 75gp, Very Large Finely Cut Light Blue Lapis Lazuli (70gp), Huge Finely Cut Light Pink Rhodochrosite (100gp), Huge Apple Green Chrysoprase (100gp), Large Flawed Deep Purple Amethyst (225gp), Large Green Aquamarine (400gp), Large Clear Blue Sapphire (1,100gp).

9. This room serves as the barracks for the senior Impurites sent to the ogre tribe. The room contains two large beds and a personal shrine with a Gold Statuette of Impurax (500gp) and several red candles and incense sticks.

Prelatus Hanrold the Vile, Level 6 Acolyte of Impurax AL: LE, AC: –1 (Plate, *Shield +2*, Dex), HD: 6, HP: 43, Weapons: *Hammer +2* (1d6) and *Sling +2* with 10 Stones

(1d4), Spells (3/3/2): *Fistfang, Cure Light Wounds, Darkness, Moldskin, Silence 15', Hold Person, Insect Swarm, Animate Plant-Based Dead*. Treasure: 16pp, and **Prelatus Toldemrin, Level 5 Acolyte of Impurax** AL: LE, AC: 2 (Plate, Dex), HD: 5, HP: 35, Weapons: *Morningstar +2* (2d4) and a Sling with 15 Stones (1d4). Spells (3/2/1): *Shillelagh, Darkness, Command, Ray of Decay, Bless, Animate Plants*. Treasure: 20pp.

Note that there is a 35% chance that **Collard the Cold** and **Darvin** from #19 are here speaking to **Prelatus Hanrold the Vile** and **Prelatus Toldemrin**.

10. The lesser clerics of Impurax use this room as their chambers. The room contains four beds and a small, humble shrine to Impurax with a rough-hewn wooden statue.

Ruzic, Level 3 Acolyte of Impurax AL: LE, AC: 4 (Chain and Shield), HD: 3, HP: 16, Weapons: Mace (1d6) and Sling with 10 Stones (1d4), Spells (2/1): *Darkness, Shillelagh, Heat Metal*. Treasure: 35gp. **Untram, Level 3 Acolyte of Impurax** AL: LE, AC: 4 (Chain and Shield), HD: 3, HP: 18, Weapons: *Mace +1* (1d6) and Sling with 10 Stones (1d4), Spells (2/1): *Entangle, Protection from Good, Hold Person*. Treasure: 11gp. **Janis, Level 3 Acolyte of Impurax** AL: LE, AC: 3 (*Chain +1* and Shield), HD: 3, HP: 17, Weapons: Mace (1d6) and Sling with 6 Stones (1d4), Spells (2/1): *Darkness, Shillelagh, Heat Metal*. Treasure: 35gp. **Kalmar, Level 3 Acolyte of Impurax** AL: LE, AC: 4 (Chain and Shield), HD: 3, HP: 20, Weapons: Mace (1d6) and *Sling +1* with 20 Stones (1d4), Spells (2/1): *Entangle, Protection from Good, Hold Person*. Treasure: 11gp.

11. This is the personal chamber of **Galzog the Ogre Subchief**. His ogre bed is made of dirty blankets, fur, straw, bones, and axe beak feathers.

12. Saytanik'Sa, Ogre Mage AL: LE, AC: 4, HD: 5+2, HP: 36, #AT: 1, DMG 1d10, see entry for spells and spell-like abilities. Ogre Bag and Treasure: Sack of Rice, Ogre-Sized Wineskin, Silver Earring (1d8x100sp), uses this room as his personal chamber. A pile of furs and straw serves as his bedding.

13. An **Ogre Patrol Leader** AL: CE, AC: 5, HD: 5, HP: 22, #AT: 1, DMG 1d10, Ogre Bag and Treasure: *Dagger +2* (Toothpick), Maggoty Meat, 1d6x100gp, is asleep on his bed. There is a 35% chance he sleeps through a battle in #7.

14. The door to this secret room is open and a terrible stench lingers in the hallway. The ogres use this room as a latrine. The dung piles emit a horrendous smell 10 feet into the hallway. All those who fail a save versus Poison (–2) will begin retching and vomiting for 2d4 rounds. This effect continues even after they leave the room. Be sure to roll for random monsters. There are three defaced statues and a fourth broken into pieces lying on the ground. They look like **Archaian Sentinels**.

15. This secret room was used as an adventurer's rest and resupply room. There are three very large backpacks filled with 2d4 random mundane dungeoneering equipment. Inside the backpacks are also a *Tome of Stealth*, a *Tome of Clear Thought*, and *Teknar's 10 Foot Pole* (see *Barrowmaze Complete*).

16. This chamber is a kitchen. There is a large fire pit and cooking pot in the center of the room and the wives are busy chopping vegetables and skinning three dwarves and two lizardmen for the pot. **Ogre Wives** (3) AL: CE, AC: 6, HD: 3, HP: 2x17, 14, #AT: 1, DMG: Cleavers 1d10. Ogre Bag and Treasure: (1) Blueberry Bush, 1d8 Dried Salmon, Pelt (Deer worth 1d6x100), (2) Wooden Door (Shield), Ogre-Sized Filleting Knife, 1d10ap, (3) Ogre-Sized Filleting Knife, Corpse with 1d4 **Rot Grubs**, Fur (Dire Wolf worth 1d6x100gp). There are two barrels of water, two barrels of grain, and four crates of dried fish.

17. This is a larder. The following hang from the ceiling: Lizardman (Male), Halfling (Male), Kobold (Female) and Neanderthal (Female).

18. This chamber is empty.

19. This large chamber is the barracks of the Fanged Legion detachment to the Bloody Fist tribe. There are five beds along the walls of this room and each has a small chest at its foot.

There is a 35% chance that **Collard the Cold** and **Darvin are** in #9 speaking to **Prelatus Hanrold the Vile** and **Prelatus Toldemrin**. The other Fanged Legionnaires are present regardless.

Collard the Cold, Level 6 Blade of Impurax AL: LE, AC: –2 (*Platemail +1, Shield +1*, Dex), HD: 6, HP: 55, Weapons: The *Black Scimitar of Garggarum +1, +3 versus Good* (1d8), *Light Crossbow +1* (1d6) and 10 Bolts, Dagger (1d4). Treasure: 28gp, 31pp, 5ap. **Grantham, Level 4 Blade of Impurax** AL: LE, AC: 2 (Plate and Shield), HD: 4, HP: 32, Weapons: Bardiche (2d4), Dagger (1d4). Treasure: 18gp, 33pp, 2ap. **Darvin, Level 4 Blade of Impurax** AL: LE, AC: 2 (Plate and Shield), HD: 4, HP: 32, Weapons: Scimitar (1d8), Dagger (1d4). **Olley, Level 3 Fang of Impurax** AL: LE, AC: 3 (Half-Plate and Shield), HD: 3, HP: 20, Weapons: Spear (1d6), Heavy Crossbow and 10 Bolts (1d8) , Dagger (1d4). Treasure: 22ep, 22gp, 4pp. **Estram, Level 2 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 2, HP: 15, Weapons: Spear (1d6), Light Crossbow and 10 Bolts (1d6), Dagger (1d4). Treasure: 33ep, 19gp, 6pp.

20. There are two **Ogres** AL: CE, AC: 5, HD: 4+1, HP: 23, 18, #AT: 1, DMG: 1d10. Ogre Bag and Treasure: (1) Half-Eaten Giant Lizard, Haunch of Meat (unknown), 1d20pp, (2) Half-Eaten Halfling, Broken Spear (Toothpick), Archinium Earring (1d10ap), here tormenting the prisoners. The cells are overflowing with sick, emaciated slaves.

The three cells contain:

1. Human (Female), Goblin (Male), Half-Elf (Male), Halfling (Female), Kobold (Female), Dwarf (Male), Halfling (Female), Dwarf (Male), Gnome (Female), Elf (Female).

2. Hobgoblin (Male), Human (Male), Lizardman (Female), Dwarf (Male), Halfling (Male), Goblin (Male), Gnoll (Female), Human (Male), Human (Female).

3. Norker (Male), Neanderthal (Male), Gnoll (Male), Neanderthal (Male), Kobold (Male), Human (Male) Human (Male), Human (Female), Goblin (Male).

21. This room has partially collapsed and is on the verge of total collapse. If more than three people are in this room at any time, or if a combat breaks out in this room, or if there is a quake while here, there is a 1-3 on d6 chance the entire room will collapse 6d6 damage (save versus Death for half). Buried underneath some rubble and mud in the southern end of this room is *The Medallion of Anu-Eya*. This medallion has the leering face of the Archaian deity and is made of Archinium (worth 2,500gp). It is detects as magical and functions as a *Broach of Shielding* (25 points) and provides +2 on all saves versus magic.

22. This area has partially collapsed and appears unstable. A fast moving subterranean river, approximately 30 feet wide has washed away the hallway. The hallway continues on the other side. If the PCs make undue noise check the **Giant Bats** in #23.

23. A colony of **Giant Bats** (10) AL: N, AC: 6, HD: 2, HP: 2x14, 4x12, 2x10, 2x8, #AT: 1, DMG: 1d4, hang from the ceiling here. The floor is covered in guano and is slippery and damp. If combat takes place in this chamber all combatants will strike at -1. They must also make a save versus Paralyze every other round or fall prone (+4 to hit). There is a 35% likelihood that if sufficient noise in made in area #22 they will come and investigate. They are ravenous.

24. The bronze door to this room is shaped in the face of a horned demon, covered in verdigris, and locked. The room has partially collapsed in the southeastern corner. Standing on ledge on the southern wall is *The Headpiece of the Cursed Incantation*. If the headpiece is removed without a replacement item of sufficient weight the secret door in #23 will open and an **Amber Golem** AL: N, AC: 6, HD: 10, HP: 75, #AT: 3, DMG: 2d6/2d6/2d10, will emerge and attack the intruders.

25. The long entrance hallway to this chamber has partially collapsed. The bronze door is shaped in the sneering face of Anu-Eya, covered in verdigris, and locked (**Mlktakitsak** the **Ogre Mage** possesses the key, although he does not know which door it fits). Upon entering, **show the players Forbidden Caverns Illustration #17.**

Upon entering this chamber the PCs will feel something different—the atmosphere of the room feels strange. This sacred temple is covered in dust and small stones that have fallen from the ceiling. This long rectangular room is lined with statues of Archaians that also serve as pillars to support the high ceiling. The statues are armed with swords and shields but are inanimate. A short staircase leads up to a statue of Any-Eya. The statue is both sublime and terrifying to behold. Wall murals, somehow intact, depict Archaians kneeling in front of the statue and communing with their god. If a PC kneels and prays to Anu-Eya there is a 60% chance he will hear the prayer and answer three questions. He will answer either "yes" or "no" or in exactly three words. Each time the PC attempts to commune with Anu-Eya the likelihood of success decreases by 20% (thus providing three total opportunities and happens one time only). However, if the medallion from #21 is worn while praying the likelihood of response increases to four questions and 80%—still decreasing 20% with each attempt).

26. This chamber is empty. However, rhythmic chanting and the screeches and screams of an ogre, over the dim of a waterfall, can be heard from #28.

27. Ogres (3) AL: CE, AC: 5, HD: 4+1, HP: 26, 23, 19, #AT: 1, DMG: 1d10. Ogre Bags and Treasure: (1) Half-Eaten Kobold, Bag of Sage, Pelt (Giant Badger worth 1d6x100gp), (2) Haunch of Mutton, Giant Lizard Skull, Silver Nose Ring (1d8x100sp), (3) Half-Eaten Pig, Giant Frog Legs, 1d20pp.

There is a 20% chance these ogres will hear combat echoing down the hallway from #1 and come to investigate.

28. This cave has several unique features. The cave is dominated by a massive waterfall 80 feet across that spills 40 feet downwards into a large pool. The water in the pool then runs down into a large crevasse. The cave is torch-lit.

Mlktakitsak, Ogre Mage AL: LE, AC: 4, HD: 5+2, HP: 34, #AT: 1, DMG 1d10, see entry for spells and spell-like abilities. Ogre Bag and Treasure: Red Dragon Scale, Sack of Grain, Axe Beak Legs, Fur (Silver Fox) 1d6x100gp, 1d10ap, key to #25, is conducting a ceremony for **Drogmatog Elf-Eater's** youngest son, **Hagog**, AL: CE, AC: 3, HD: 5, HP: 33, #AT: 1, DMG: Club (2d6). Ogre Bag and Treasure: Dried Giant Mushrooms, Ogre-Sized Waterskin, Platinum Earring (1d2x100pp), Platinum Nose Ring (1d2x100pp), Pelt (Giant Beaver) 1d6x100gp. **Hagog** is being acknowledged into his new role as a subchieftain. **Mlktakitsak** holds a large unholy symbol of Impurax over a kneeling **Hagog** and is shouting blessings and consecrations.

The following are present at the ceremony:

Drogmatog Elf-Eater, Ogre Chieftain AL: CE, AC: 2 (Partial Plate), HD: 6, HP 45, #AT: 1, DMG: Morningstar (3d4). Ogre Bag and Treasure: Branch of an Apple Tree, Minotaur Skull, 1d2 Giant Ferrets (Pets), Archinium Earring (1d10ap), Platinum Earring (1d2x100pp), 1d10ap, 1d8x100sp.

Haldram HellsFire of the Magma Brethren, Fire Giant AL: LE, AC: 3, HD: 11+1, HP: 50, #AT: 1, DMG: Massive Two-Handed Sword (5d6).

Ogre Patrol-Leader AL: CE, AC: 5, HD: 5, HP: 29, #AT: 1, DMG 1d10. Ogre Bag and Treasure: Corpse with 1d4 Rot Grubs, Sack of Grain, Pelt (Giant Beaver worth 1d6x100gp), 12 feet of Rope, 1d20pp.

Ogres (4) AL: CE, AC: 5, HD: 4+1, HP: 30, 25, 18, 15, #AT: 1, DMG: 1d10. Ogre Bag and Treasure: (1) Dried Giant Mushrooms, Drum, Fur (Giant Red Fox worth 1d6x100gp), (2) Raspberry Bush, 1d8 Dried Salmon, Gold Earring (1d6x100gp), (3) 1d2 Giant Rats (Pets), Oar, Fur (Silver Fox worth 1d6x100gp), (4) Half-Eaten Dwarf, Blueberry Bush, Gold Nose Ring (1d6x100gp).

Caves #29–33

The ogres left a series of lower secondary caves, over 400 feet away from #28, uninhabited. When the ogres first took possession of the complex they lost a number of their tribesmen to the ropers in #30 and #31.

29. This cave is empty except for the bones of two ogres are spread throughout.

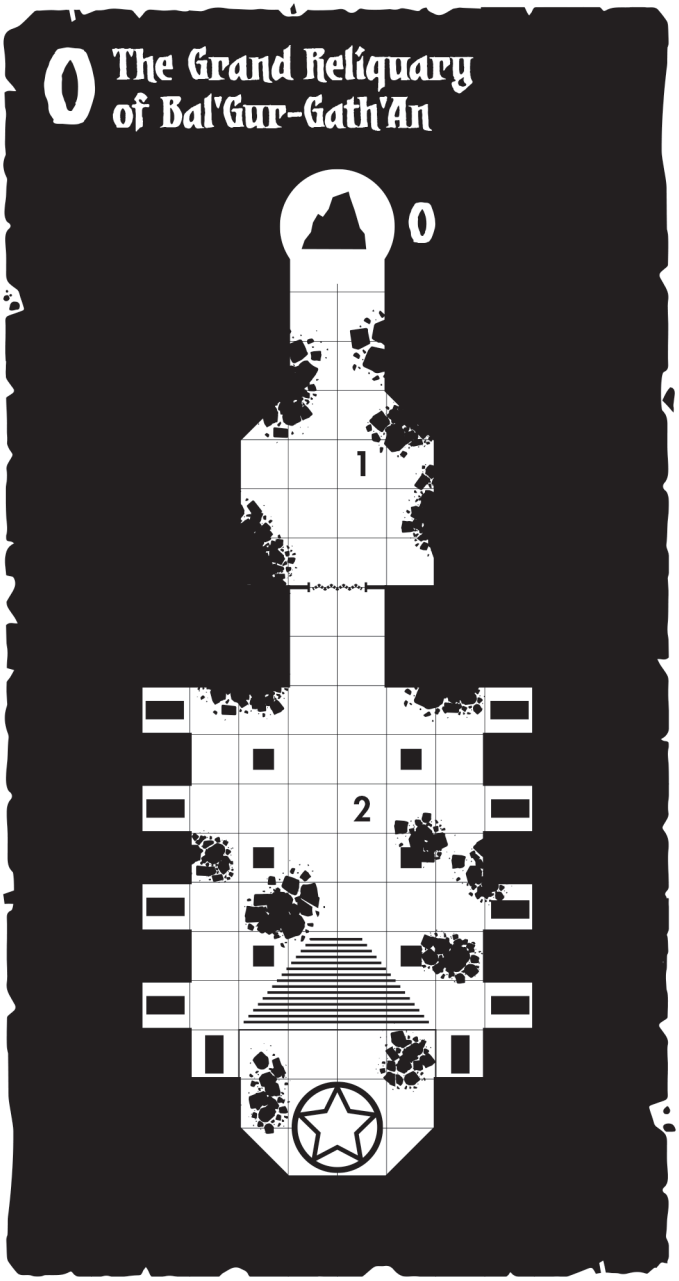
30. This large natural cave is supported by natural columns. Numerous stalactites and stalagmites hang from the ceiling and floor. Two of the stalagmites are **Ropers** AL: CE, AC: 0, HD: 10, HP: 52, 46, #AT: 1, DMG: 5d4. Treasure: Inside their central organ is a Large Exquisite Deep Crimson Ruby (5,050gp) and a Huge Red Garnet (800gp), respectively. There has been a partial collapse in this cave.



31. Similar to 31, there are natural columns, stalactites, stalagmites, and three **Ropers** AL: CE, AC: 0, HD: 10, HP: 48, 2x43, #AT: 1, DMG: 5d4. Treasure: Inside their central organ is a Small Exquisite Green Opal (3,900gp), a Large Flawed Deep Green Emerald (1,900gp), and a Huge Exquisite Red Garnet (1,000gp). There has been a partial collapse in this cave.

32. There are natural columns, stalactites, stalagmites, and giant mushrooms in this cave. The mushrooms provide a pale yellow bioluminescence in the absence of light.

33. This large cave is cut in half by a large crevasse 10 feet wide at its narrowest. In the far northeastern corner, across the other side of the crevasse and hidden behind a natural column and partially covered in sand, is *The Headpiece of Gozer*.



O. The Grand Reliquary of Bal'Gur-Gath'An

1. The archway overtop this entrance is unique and the portal itself is blocked by an invisible wall of force that cannot be broken, penetrated, dug around, or dispelled. The arch is constructed of white marble and depicts two Archaian sorcerers holding a *Hengegate Keystaff* with a unique head. Magic emits from the head, toward the arch-bar above the entrance, and the portal appears to open. This wall of force can only be passed by a magic-user bearing a complete *Hengegate Keystaff* with The *Burial Headpiece of the Ancients* attached to it.

2. This large vaulted chamber has not been disturbed for centuries. A thick layer of dust covers everything including the ten sarcophagi. A large broad stairway leads up 20 feet to a massive statue. The statue depicts a winged Archaian on one knee with both hands overtop the hilt of a giant longsword. The statue is a **Greater Archaian Reliquary Guardian** AL: N, AC: 4, HD: 12, HP: 80, #AT: 1 or 2, DMG: See entry. He is sentient and activates when the portal has been opened. The statue's name is **Bal'Gur-Gath'An**. He has been dormant since before the fall of Archaia. His primary purpose is to defend Archaia from its enemies. He will not move, preferring to watch, use his *Detect Alignment* ability, and observe the actions of the PCs before speaking.

Bal'Gur-Gath'An will not attack good or neutral aligned PCs unless they move to desecrate the sarcophagi (he will even provide them a warning first). The guardian will want to know what has happened over the centuries and why he has been dormant for such a long period of time. This is an opportunity for smart PCs to make an ally. If PCs can convince **Bal'Gur-Gath'An** that there is an immediate threat to Archaia, such as the thesselhydra that guards the entrance to the Hell-Fire Furnace (Area R), he could be convinced to battle the great monster. Such a battle would be an epic clash of the titans and, at the very least, would provide a distraction long enough to allow the PCs to enter and descend into the volcano (if needed).

If the PCs fail to make a case to the guardian, he will choose to remain in the reliquary. He will bid them leave, raise the portal, and return to his dormant state. *The Burial Headpiece of the Ancients* will not allow entry beyond the portal again. **Bal'Gur-Gath'An** will not allow the PCs to desecrate the sarcophagi.

P. Northern Henge

Show the players **Forbidden Caverns Illustration #18**. Like the southwestern and southeastern henges, this structure has a ring of standing stones and a stone dais in the center. This is a Magic Potent hex.

Q. The Great Peak of the Winged Horror

This great peak is covered with a huge flock of **pterodactyls**. Their nests extend up the length of the peak on all sides. The **Giant Pterodactyl** nests at the top, followed by the **Terrordactyls**. The small **Pterodactyls** nest toward the bottom. The **Giant Pterodactyl** leads the flock. There is a 50% chance he will consider the PCs worth eating and attack. If he does, there is a 35% chance that the remaining three groups will follow him looking for scraps after he feeds. **Show the players Forbidden Caverns Illustration #19.**

Giant Pterodactyl (1) AL: N, AC: 5, HD: 6+6, HP: 40, #AT: 1, DMG: 4d4.

Two-Headed Terrordactyls (5) AL: N, AC: 5, HD: 2, HP: 13, 2x8, 7, 5, #AT: 2 or 3, DMG: 1d6/head.

Three-Headed Terrordactyls (5) AL: N, AC: 5, HD: 3, HP: 20, 18, 17, 2x14, #AT: 3, DMG: 1d6/head.

Pterodactyls (20) AL: N, AC: 7, HD: 1, HP: 2x8, 3x7, 6, 2x5, 2x4, 5x3, 5x2, #AT: 1, DMG: 1d3.

Bones and debris litter the entire peak. If players choose to search the peak it will take an inordinate amount of time and provoke attack after attack by the winged dinosaurs that call the peak their home. Random Monster rolls on the peak are at 1–4 on d6 using the monsters outlined above. Each time the PCs search for an hour (six turns and provoking at least three random monster rolls) roll Hoard Class VIII to XIV (advance one Hoard Class each time the Referee rolls).



The peak is extremely steep. The following treasure can be found in the nest of the giant pterodactyl at the top:

3,657sp, 3,114gp, *Ring of Spell Turning, Staff of Power, Shield +3 with Protection from Normal Missiles*. The giant creature has collected number of shiny baubles: These include: Medium Broken Deep Blue Azurite (12gp), Tiny Finely Cut Banded Agate (32gp), Medium Flawed Golden Yellow Topaz (25gp), Tiny Finely Cut Deep Blue Azurite (32gp), Medium Blue Quartz (20gp), Huge Finely Cut Moonstone (125gp), Huge Finely Cut Pale Blue Quartz (120gp), Huge Finely Cut Blue Quartz (100gp), Small Flawed Pale Green Tourmaline (100gp), Very Large Clear Green Zircon (100gp), Large Broken Dark Green Alexandrite (275gp)


R
The Volcano Lair of the Great Beast
Stairs down to the
Hell-Fire Furnace
3
2
1
R

R. The Volcano Lair of the Great Beast

As the players approach this massive entrance **show them Forbidden Caverns Illustration #20.** The lair of **Morgawkumlagok** (Mor-gawk-umla-gok) the terrifying **Thesselhydra** AL: N, AC: 0, HD: 12, HP: 90, #AT: Up to 10, DMG: See entry, is a great vast cave that provides the entry point into the Hellfire Furnace.

Somewhat dragon-like, the great thesselhydra sleeps for extended periods of time. Its vast size and weight prevents it from being actively regularly. However, when awake the thesselhydra is one of the most fearsome beasts of the land. Although it may (1 on d20) be caught hunting in the sunken city, it is more likely to be found in its lair. Even if awake, it has been trained to remain in its great cave and protect the entranceway into the volcano. As such, and because it sleeps for long periods, the thesselhydra prefers to ambush creatures that venture near the opening of its cave.

When the PCs arrive at this location there is a 45% chance **Morgawkumlagok** is sleeping, a 35% chance it is consuming a meal (a brontosaurus or tyrannosaurus), and a 15% chance it is hiding at the cave mouth waiting to ambush unsuspecting prey, and a 5% chance is out hunting and will return in 2d4 rounds.

To the archons, **Morgawkumlagok** is nothing more than a pet; a beast trained to guard the entrance to their lair. The thesselhydra has been trained to allow black orcs, fire giants, naga-ti, and those bearing the Fanged Hand of the Rotting God access to the stairwell. The other monstrous humanoids will not take the chance of being eaten. Although it is possible to trick the beast with costumes it always sniffs passersby and may (60%) detect a deception or an illusion. Moreover, it does randomly sniff the air (about 35% of the time) to catch any unfamiliar scents in its cave.

1. This massive cave opening emanates extreme heat. Anyone who enters (and thereafter to the dungeons of the Hellfire Furnace) will be under the effect of a permanent *Heat Metal* spell. The heat comes from the volcano that vents up through the floor in the form of geysers. These geysers vent steam every other turn. Anyone standing over a geyser vent, or descending into one will take damage akin to a *Flame Strike*. The cave is backlit from a lava stream at the bottom of the large crevasse in the southeastern portion of the room. The floor is littered with bones of all manner of humanoids, dinosaurs, beasts, and monsters. At various points the cave floor glows red from the lava deep below the surface.

2. This is the den of the **Morgawkumlagok**. His hoard is immense and includes 7,240gp, 60,326sp, 7,462ep. Scattered among the coins are the following gemstones and pieces of jewelry: Tiny Pale Blue Quartz (12gp), Medium Broken Deep Blue Azurite (12gp), Tiny Pale Blue Quartz (12gp), Medium Broken Dark Green Malachite (12gp), Medium Light Pink Rhodochrosite (20gp), Large Broken Tiger Eye Agate (30gp), Very Large Pale Blue Quartz (50gp), Medium White Chalcedony (50gp), Tiny Finely Cut White Chalcedony (65gp), Huge Banded Agate (70gp), Very Large Finely Cut Light Blue Lapis Lazuli (70gp), Tiny Flawed Red Garnet (75gp), Small Deep Purple Amethyst (85gp), Huge Finely Cut Light Pink Rhodochrosite (100gp), Huge Star Rose Quartz (100gp), Huge Exquisite Striated Green Malachite (100gp), Huge Finely Cut Moonstone (125gp), Large Flawed Deep Purple Amethyst (225gp), Tiny Finely Cut Pale Green Tourmaline (275gp), Very Large Finely Cut Red-Brown Spinel (300gp), Large Finely Cut Black Pearl (400gp), Large Exquisite Red Garnet (550gp), Large Yellow-Green Cat's Eye Chrysoberyl (500gp), Large Flawed Deep Green Emerald 1900gp), Copper Earrings (10gp), Copper Pendant (10gp), Silver Earrings (10gp), Copper Nose Ring (20gp), Copper Cup (30gp), Silver Earrings (30gp), Silver Ring (40gp), Electrum Ring (40gp), Electrum Pendant (80gp), Gold Necklace (100gp), Silver and Gold Ring (100gp), Gold Anklet (100gp), Electrum Bowl (200gp), Electrum and Gold Earrings (200gp), Gold Platter (300gp), Gold Belt Buckle (300gp), Gold and Electrum Scabbard (400gp), Gold Goblet (500gp), Gold Earrings with Emeralds (500gp), Gold with Platinum (500gp), Gold Statuette of a Panther (500gp), Gold and Silver Box (500gp), Gold and Electrum Coffer (700gp), Gold Necklace with Peals (700gp), Gold Headdress with Jade (700gp), Gold Dagger Scabbard inlaid with Platinum (700gp), Platinum Bracelet (700gp), Ornamental Gold Dagger Inlaid with Rubies (700gp), Platinum Mask (900gp), Platinum Platter (800gp), Archinium Necklace (800gp), Gold Urn (800gp), Gold Amphora with Silver (800gp), Gold Staff inlaid with Archinium (800gp), Gold Coffer (900gp), Platinum Earrings with Opals (1,200gp), Platinum Bracelet inlaid with Rubies (1,200gp), Archinium Belt Buckle (1,400gp), Archinium Gauntlets (1,500gp), Raw Archinium Ore (8,000gp).

The following magic items can also be found: *Staff of Healing, Wand of Detecting Traps, Battle Axe +4, Light Crossbow +3, Displacer Cloak, Shield +3, Chainmail +4, Potion of Extra-Healing, Potion of Super-Heroism, Potion of Invisibility*, and a spellbook with all first and second level spells, 8 third level spells, and 6 fourth level spells.

3. This massive rounded stairway is in ruins. The stairway descends 400 feet to the dungeons of the Hell-Fire Furnace (see map for location). The stairwell itself is unguarded.

Section VI: Dungeon Key for Areas 1-35

1. Ruined Arch of the Skull

The main entranceway of this dungeon is marked with the footprints of small, clawed feet (kobolds).

1. This room is filled with painted murals depicting the Golden Age of Archaia. Much of the paint has deteriorated. The Archaians are depicted as tall and pale. They are thin with long arms, short pointed ears, and sloped black eyes.

2. The door to this room lies broken on the floor. The room is empty.

3. The door to this room is rigged to a tripwire crossbow trap. The trap attacks as a 2 HD monster and does 1d8 points of damage. There is a 20% chance the trap fails.

4. A rusty portcullis bars entry to this chamber (requires a combined strength of 40 to lift). Beyond the portcullis the floor of the room is covered in bones and a Silver Goblet (175gp) can also be seen in the southwest corner of the room. Once the cup is touched, **Skeletons** (8) AL: CE, AC: *7*, HD: 1, HP: 3x8, *7*, 5, 2x4, 3, #AT: 1, DMG: 1d6, will animate and attack.

5. This room is empty except for a concealed 10-foot pit with spikes in the center (1d6 falling damage and 1d6 for the spikes). The dust on the floor has been disturbed.

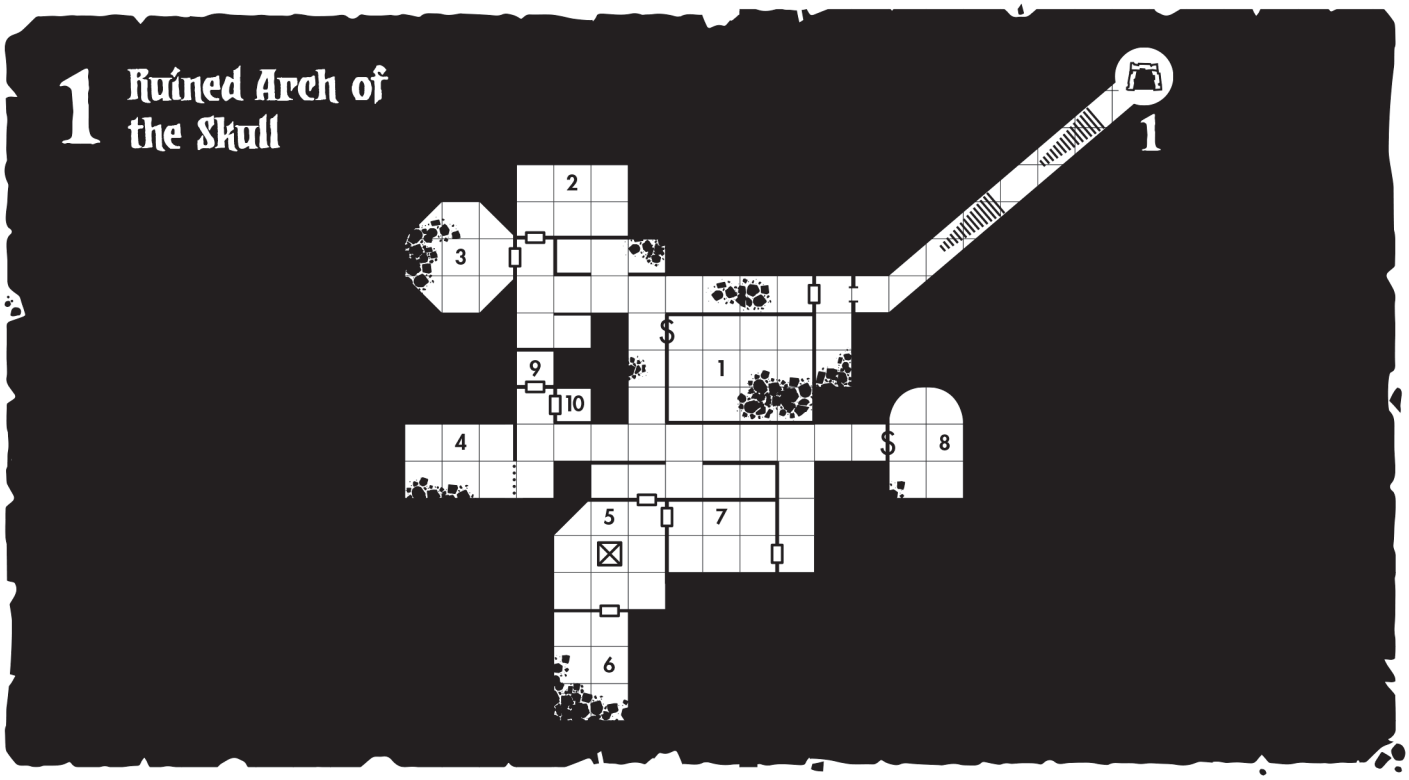
6. A patrol of **Kobolds** (*7*) AL: CE, AC: *7*, HD: 1d4hp, HP: 2x4, 4x3, 2, #AT: 1, Weapons: Club (1d4) and Dagger (1d4), is scrounging for food and supplies in this room. There is a 15% chance that anyone in room #5 will hear them.

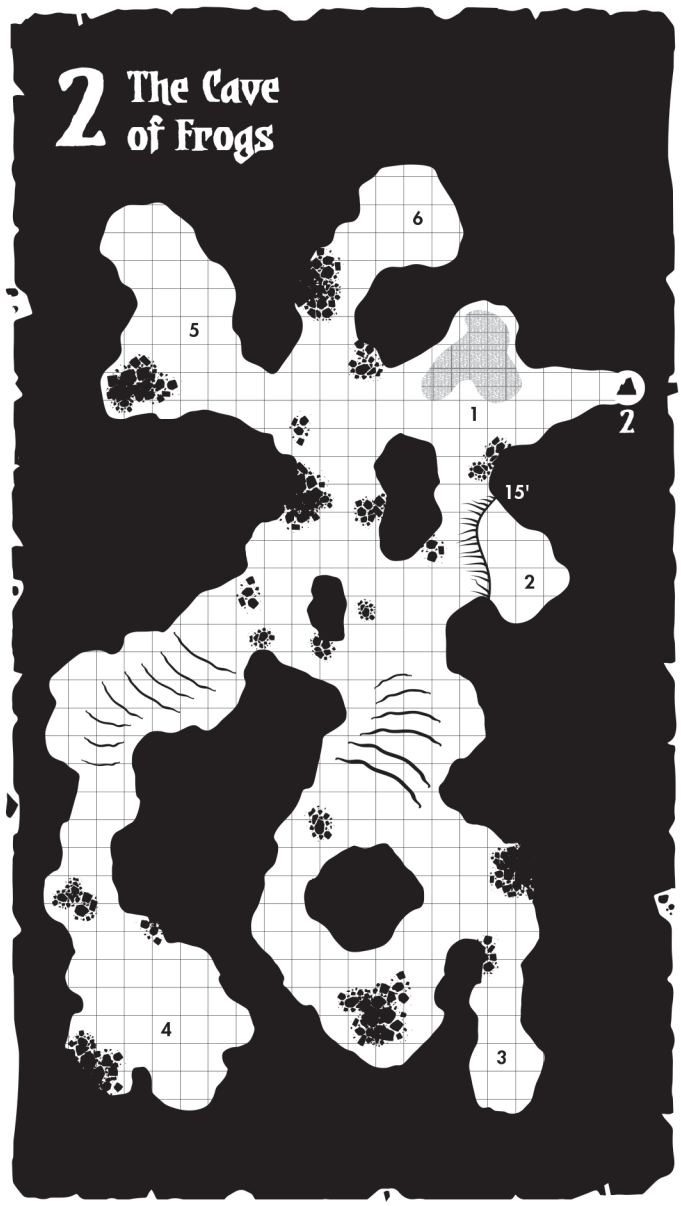
7. This room contains two overturned chests. They are broken and empty. There is a Gold Broach worth 300gp wedged under a flagstone.

8. This secret room contains a bookcase against the eastern wall. The bookcase contains 14 scrolls and 14 books. One of the scrolls contains ancient sheet music of the Archaians worth 400gp. There is also an odd shaped skull (Archaian) on the top of the bookcase.

9. This small 10x10 room is a zombie closet. There are **Zombies** (6) AL: CE, AC: 8, HD: 2, HP: 15, 12, 9, 8, 6, 2, #AT: 1, DMG: 1d8, here in an advanced state of decay. One wears a backpack with 321gp. They appear to be humans, gnolls, and orcs.

10. This small room is on the verge of collapse from above. There is a 35% chance that opening the door will result in a collapse dealing 2d6 points of damage (Dexterity check for half). There is a scroll in a drawer of a decaying wooden table on the east wall. It contains Ancient Archaian Star Charts (250gp).





2. The Cave of Frogs

1. A dark pool of green water hides a group of **Giant Poisonous Frogs** (3) AL: N, AC: 8, HD: 1, HP: *7*, 6, 2, #AT: 1, DMG: 1hp + Poison (+4 on save).

2. This ledge is 15 feet off the floor of the cave. There are two dried giant beetle husks tucked between huge fungi that arch over the ledge.

3. The body of an elf can be found rotting on the cave floor. He has a backpack with a vial of holy water, a wineskin, and a hammer and five spikes. He wears soft *Boots of Elvenkind*. The boots appear worn and tattered like the rest of his equipment.

4. A dangerous **Sunburst Lichen** AL: N, AC: N/A, HD: 3, HP: 12, #AT: 1+ Special, DMG: Special, has spread across the southernmost cranny of this cave. The lichen has grown overtop two large chests carried by its previous victims including one with 6,121sp and the other with 4,211ep.

5. A special patrol is foraging for food in this cave and carries three lit torches. The patrol consists of **Froglings** (6) AL: CE, AC: 6, HD: 1–1, HP: *7*, 3x3, 2x2, #AT: 1, Weapons: Club (1d4) and Sling with 10 Stones (1d4). Treasure: 9cp, 18ep, nothing, 5cp, 1ep, 8ep, led by **Firoch the Fighter, Level 3 Fang of Impurax** AL: LE, AC: 2 (Plate and Shield), HD: 3, HP: 20, #AT; 1, Weapons: Scimitar (1d8), Mace (1d6), and Dagger (1d4). Treasure: 17gp.

6. This cave is empty.

3. The Sewer of the Rat-Men

A large broken sewer pipe (6 foot diameter) spills a stream of tepid water onto the floor of the canyon creating a large pool (knee-deep). Random monster rolls are 1–3 on d6 while within one hex of this water source. The sluiceways inside the sewer are 4 feet deep in water.

1. The dark sewer water at this junction hides **Crocodiles** (3) AL: N, AC: 5, HD: 2, HP: 14, 12, 4, #AT: 1, DMG: 1d8, just below the surface.

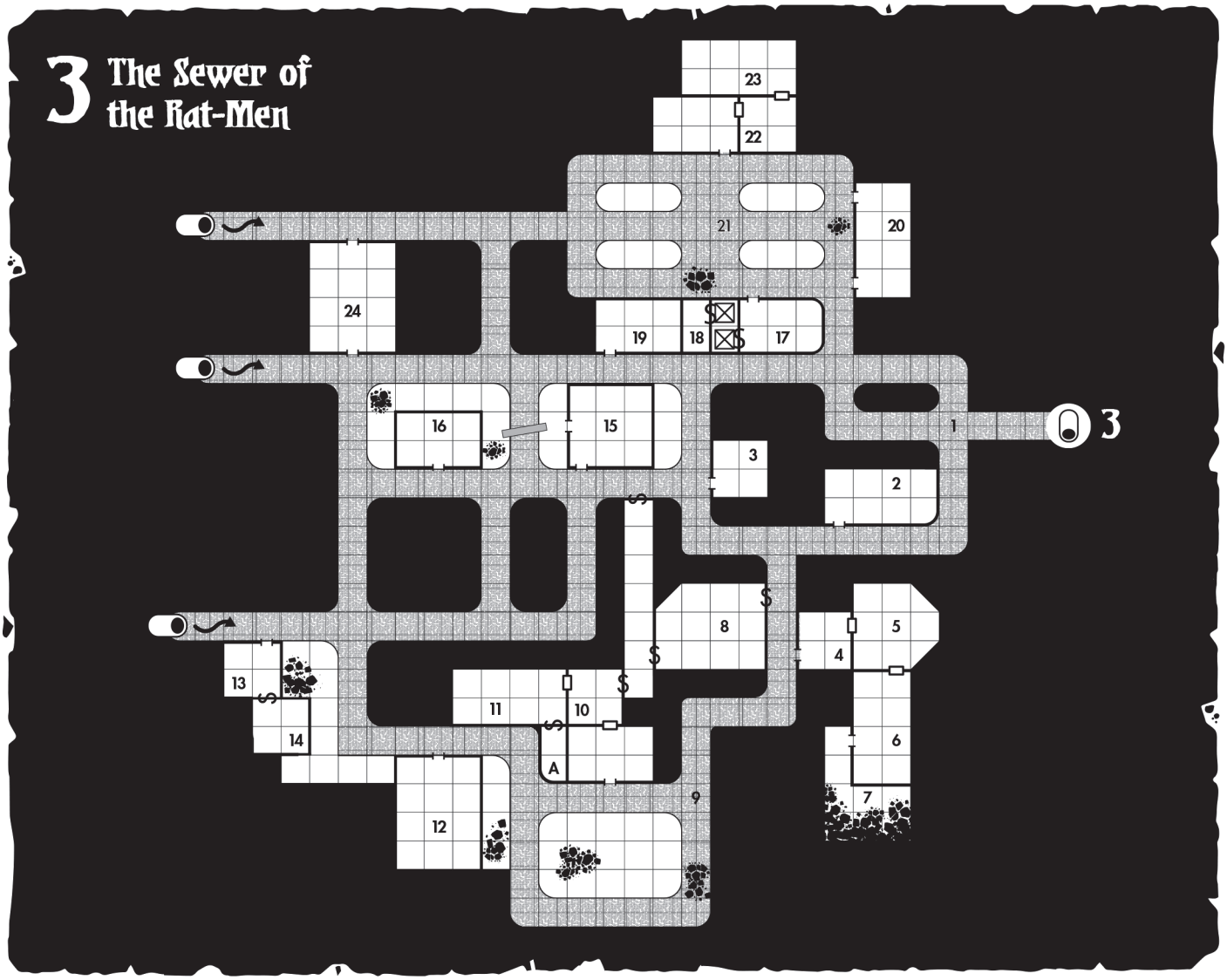
2. A stinking refuse pile in the corner of the room conceals 2ap.

3. A fake gold goblet rests on its side at the back of this chamber. A thin wire at the opening of the room will activate a falling rock trap (1d6 damage, no save). The wererats (#8) set this trap.

4. This chamber is empty.

5. Torchlight can be seen from this room. **Hrunting, Level 4 Acolyte of Impurax** AL: LE, AC: 4 (Chain and Shield), HD: 4, HP: 21, #AT: 1, Weapons: Flail (1d6) and Sling with 10 Stones (1d4), Spells (3/2): *Cure Light Wounds, Protection from Good, Darkness, Hold Person, Silence 15'*, Treasure: 5ap and 10pp, leads a patrol of **Froglings** (8) AL: CE, AC: 5 (Shell Chainmail), HD: 1–1, HP: *7*, 2x5, 2x4, 3, 2x2, #AT: 1, Weapons: Spear (1d6), Treasure: 4ep, 10sp, 4gp, 4ep, *7*cp, nothing, 10sp, and nothing, through the sewer on a scavenging mission.

6. The wererats (#8) set a deadfall sledgehammer trap above the door on the inside of this room. Anyone who opens the door will be hit by the sledge in the chest and take 2d6 points of damage unless a save versus Death is made (half damage). Long ago someone managed to hide a *Potion of Healing* behind a stone on the eastern wall.



7. The ceiling of this room has partially collapsed. Water also trickles in from the collapsed area. This room is unsafe. For each turn the party spends here roll a d6. On a 1 there is another cave-in causing 1d6 damage. This continues by adding and additional 1 and an additional d6 of damage until the entire room collapses.

8. A small band of **Wererats** (6) AL: CE, AC: 7, HD: 3, HP: 19, 17, 15, 13, 12, 9, #AT: 1 (bite or shortsword), Weapons: 1d4 (bite) or 1d6 (shortsword), Treasure: 19gp, 2pp, 45sp, 21gp, 1ap, and 2ap, has taken this sewer as their new home. They possess complete knowledge of the entire complex including secret doors and locations (except #14 and #18). They use this to their best advantage to hide from special patrols and other monsters. They will likely engage in reconnaissance and hit and run tactics, rather than direct confrontation.

9. This intersection contains a whirlpool. There is a grated drain below. Anyone in the water here may be sucked in (Strength check) and drown. The pull of the water extends down the sluiceways 30 feet in all directions.

10. A nest of **Giant Rats** (12) AL: N, AC: 7, HD: 1d4hp, HP: 3x4, 4x3, 3x2, 2x1, #AT: 1, DMG: 1d3, are kept here as the pets of the wererats and obey their commands. They are also used as a spy network by the lycanthropes.

11. A pressure plate trap in the floor connects to a poised dart mechanism hidden in a refuse pile on the western wall. The first PC to step on (or test) the floor will set-off the trap. It attacks as a 2 HD monster and possesses a paralytic poison (save or be paralyzed for1d4 turns).

11A. The wererat treasure room contains a small, trapped chest (poison gas, save or die). Inside the chest is a bag with 100sp. However, the chest has a secret bottom that contains the following gemstones: A Huge Tiger Eye (600gp), Huge Aquamarine (700gp), Medium-Sized Aquamarine (500gp), Small Diamond (300gp), Small Moonstone (300gp), and a tiny Bloodstone (100gp). There is also a small set of *Pipes of the Sewers* and a *Feather Token: Whip*.

12. This chamber is empty.

13. A large pile of sewer sludge, offal, brick, and rubble can be found in the center of this room. The stench is so terrible that anyone who steps inside the room will immediately begin vomiting (no save) for 1d4 rounds.

14. This secret room is unknown even to the wererats. It contains a marble statuette of Anu-Eya on a pedestal in the center of the chamber. The statue has value to an antiquities dealer (800–1,600gp) but is very heavy (300lbs).

15. This chamber is empty.

16. A **Gray Ooze** AL: N, AC: 8, HD: 3, HP: 10, #AT: 1, DMG: 2d8, sticks to the wall immediately on the inside of the archway. It is ravenous.

17. A number of humanoid skeletons are strewn about this room and the archway. If any of the bones are disturbed (some carry basic equipment, Referee's discretion) they will animate and attack. **Skeletons** (10) AL: CE, AC: *7*, HD: 1, HP: 4x8, *7*, 5, 2x4, 3, 2, #AT: 1, DMG: 1d6.

Beyond the secret door (A) is a concealed pit (10x20 feet). There is a small 2 foot ledge on the outside of the pit to access from #18. The pit is 10 feet deep and the bottom four feet is submerged in water. Two **Zombies** AL: CE, AC: 8, HD: 2, HP: 16, 8, #AT: 1, DMG: 1d8, clamour to get out of the pit and taste flesh.

18. A small silver coffer stands on a low pedestal on the western wall of this room. Even though it is covered in dust it glints and gleams in the torchlight. The coffer is made of Silver (500gp) and contains a magic-user scroll with *Fennril's Exquisite Strangulation, Mazakala's Glassy Facsimile, Baltron's Effusive Bloodboil,* and *Animate Statue*.

19. This room is empty.

20. Several **Giant Toads** (3) AL: N, AC: *7*, HD: 2+2, HP: 14, 12, 6, #AT: 1, DMG: 1d4+1, have taken residence in #20. They are hungry and will likely (80%) come to investigate any light or disturbance.

21. The stench of the putrid sewer water is overbearing. Anyone subjected to the stench in this area must make a save versus Poison or begin retching and vomiting for 2d4 rounds, unable to do anything but move at half rate out of area #21. The sound of vomiting will alert the toads in #20 that dinner is served. Note a successful save does not require another save, but a failed save (at the end of the first 2d4 rounds) will require two successful saves or another 1d4+1 rounds of retching will ensue.

22. This chamber is empty.

23. Long ago, the wererats slayed a group of adventurers and stripped them for their equipment. Subsequently the rats finished the job. The skeletons have been subjected to the water that trickles freely from the walls. They are now **Fossil Skeletons** (5) AL: CE, AC: 6, HD: 2, HP: 2x13, 11, 10, 4, #AT: 1, DMG: 1d8.

24. A **Rust Monster** AL: N, AC: 2, HD: 5, HP: 30, #AT: 1, DMG: See entry, is here scavenging for food.

4. The Sewer-Stronghold of The Spear Skulls (Froglings)

This sewer appears to be in ruins and deteriorating bricks can be seen throughout complex. The sluiceway is three feet deep in water.

1. This chamber, alongside A and B, is the first line of defense for the frogling tribe.

The initial defenses are led by **Nblopgup, Frogling Subchief** AL: CE, AC: 4 (Rusty Chain Shirt and Wooden Shield), HD: 2, HP: 15, #AT: 1, Weapons: Shortsword (1d6) and Light Crossbow and 12 Bolts (1d6). Treasure: 8gp and 9ep.

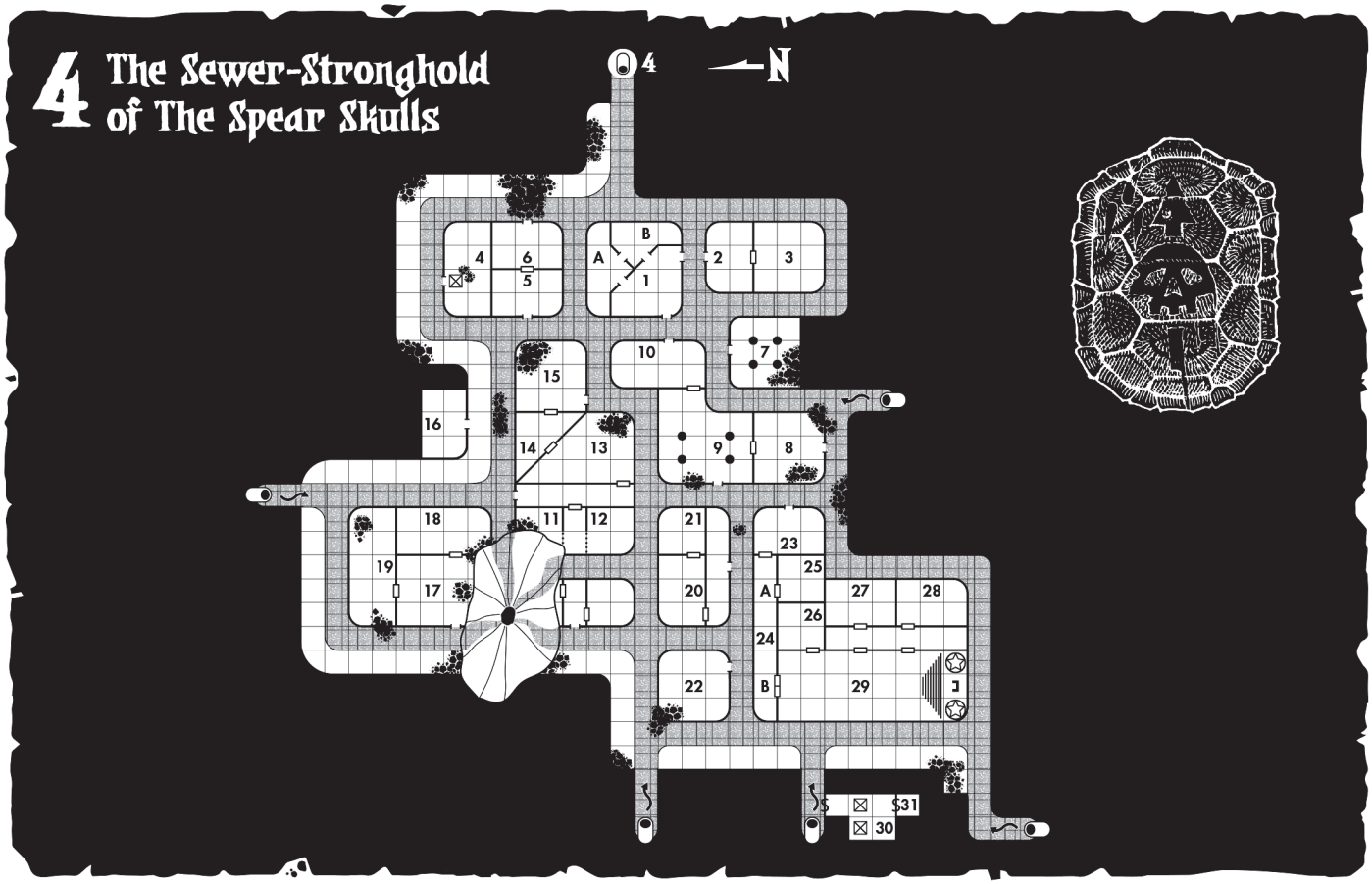
The froglings have created holes in the walls of A and B to fire their light crossbows at entranceway intruders. The sewer walls, with missing bricks, merely appear to be in ruins like the rest of the sewer.

A. There are three froglings on guard duty here, **Froglings** AL: CE, AC: 4 (Shell Chain and Turtle Shield), HD: 1–1, HP: 6, 4, 3, #AT: 1, Weapons: Spiked Club (1d4+1), Bone Dagger (1d4), and Light Crossbow with 10 Bolts (1d6). Treasure: 18cp, 16cp, and 19ep respectively.

B. There are **Froglings** (5) AL: CE, AC: four with 4 (Shell Chain and Turtle Shield) and one with 5 (Shell Chainmail), HD: 1-1, HP: *7*, 5, 2x4, 2, #AT: 1, Weapons: four with Spiked Club (1d6), Bone Dagger (1d4), and Light Crossbow with 8 Bolts (1d6) and one with Spear (1d6), Net, and Light Crossbow with 13 Bolts (1d6). Treasure 10ep, *7*gp, 19cp, 21cp, and 17sp, on guard duty in this chamber.

2. There are additional frogling warriors stationed in this room as reserves in the event of an assault on the complex. The warriors are normally relaxing. If needed, **Nblopgup** can call them quickly into action by yelling through the archways between #1 and #2.

Froglings (3) AL: CE, AC: one has 4 (Shell Chain and Turtle Shield) and the other two 6 (no armour), HD: 1–1, HP: 2x5, 4, #AT: 1, Weapons: one with Spiked Club (1d4+1), Bone Dagger (1d4), and Light Crossbow with 10 Bolts (1d6) and two with Spear (1d6) and Net. Treasure: 25cp, 33cp, and 10ep respectively.



3. There are three **Froglings** AL: CE, AC: 4 (Shell Chain and Turtle Shield), HD: 1–1, HP: 7, 2x6, #AT: 1, Weapons: Rusty Shortswords (1d6) and Light Crossbow with 10 Bolts (1d6) and a **Frogling Patrol Leader** AL: CE, AC: 5 (Chainmail scraps), HD: 2, HP: 13, #AT: 1, Weapons: Hand Axe (1d6) and Javelins x3 (1d6), Treasure: 24gp and a *Potion of Healing*, stationed here. They are likely sleeping (75%) or rolling dice (25%).

4. This room is empty. There is a concealed 10' deep pit trap (1d6 damage) just beyond the archway.

5. This chamber is empty.

6. This area to the east of this chamber, immediately beyond the archway, has collapsed. There is a space that can be narrowly passed by the wall on the opposite side of the sewer (only a halfling, gnome, or possibly a dwarf). The brick and rock debris leading to the archway would be extremely hazardous to pass. The terrain slows movement by half and requires a successful Dexterity check (or fall prone) to navigate successfully. **Froglings** (2) AL: CE, AC: 5 (Shell Chainmail) and 6 (No armour), HD: 1–1, HP: 7, 4, #AT: 1, Weapons: Spear (1d6) and Light Crossbow with 16 Bolts (1d6), and Spiked Club (1d6) and Sling with 8 Stones (1d4). The first has 17sp and the second 15cp.

7. The froglings left an emaciated human slave here to die. **Joccin**, has but 1 hit point remaining and his left arm is broken is several places. If approached he will be crazed and fearful, but in a brief flash of lucidity he will say, "Beware… the… trap… bear!" then dies. This is a reference to room #31.

8. This room serves as a barracks for a patrol group of froglings. There are currently four warriors in this room and a patrol leader. **Froglings** AL: CE, AC: two with 5 (Shell Chainmail) and two with AC: 6 (No armour), HD: 1–1, HP: 7, 6, 2x4, #AT: 1, Weapons: Spear (1d6) and Net, Spiked Club (1d6) and a Sling with 8 Stones (1d4), Rusty Hand Axe and Bone Dagger (1d4). The four warriors have 23ep, 25cp, 16ep, and 17cp, respectively. **Frogling Patrol Leader** AL: CE, AC: 3 (Rusty Chainmail and *Shield +1*), HD: 2, HP: 13, #AT: 1, Weapons: Rusty Hand Axe (1d6) and Javelins x3 (1d6). He has an engraved ivory tusk on a strap that he wears over his shoulder (175gp).

9. This chamber is empty. The froglings use this space to train their warriors and the pillars have shields and spears roped to them and crude painted faces.

10. There are two frogling guards on duty here. If needed, the subchief can call them quickly to #1. More than likely, **Nblopgup** would send them to sound the alarm to the chief in #29 and other warriors in #8, etc. **Froglings** AL: CE, AC: 5 (Shell Chainmail), HD: 1–1, HP: 2x6, #AT: 1, Weapons: Spear (1d6), Net, and Bone Dagger (1d4). They have 14cp each in pouches tied to their belts.

11. This cell is empty. The walls have partially collapsed into a giant sinkhole.

12. This cell contains six emaciated human slaves (four men and two women). One of the women (**Erena**) is a **Level 3 Ranger** (25hp) from Westkeep. They are all currently at 2 hit points. She was part of an adventuring party that was ambushed and enslaved. She is the only survivor.

13. This chamber houses the cell guards. They include three **Froglings** AL: CE, AC: 6 (no armour), HD: 1–1, HP: 2x6, 5, #AT: 1, Weapons: Spear (1d6) and Net (15ep and 9gp) and a **Frogling Patrol Leader** AL: CE, AC: 4 (Shell Chainmail and Rusty Shield), HD: 2, HP: 12, #AT: 1, Weapons: Shortsword (1d6) and Bone Dagger (1d6). The patrol-leader has a silver disc medallion around his neck worth 100gp. The guards are here unless called away in defense of complex.

14. This room contains two barrels of mead and two 50 foot coils of rope.

15. This place reeks of offal, carrion, and sewer stench (halitosis). All those who enter must save versus Poison or vomit uncontrollably for 1d4 rounds. Roll for random monsters.

16. This chamber has a large metal exhaust vent on the northern wall that releases hot noxious gas every 1d6+4 rounds. Anyone in the room or the archway will be subject to the effect of the gas, which halves movement and reduces Strength and Constitution by half for 24 hours unless a save versus Poison (–2) is successful.

17. This chamber is slowly being sucked down into a huge sinkhole. For every turn spent here there is a base 35% chance plus 10% per round of the remainder of the floor giving way into the sinkhole. The surrounding sewer water is being sucked down into the hole as well.

18. This room is empty. It is slowly being sucked into the sinkhole.

19. Four dead slaves have been thrown on the floor of the room. They are infested with **Rot Rubs** (20 or 5 in each) AL: N, AC: 9, HD: 1hp, HP: 1hp each, #AT: N/A, DMG: N/A.

20. This is the living quarters of **Nblopgup, Frogling Subchief**. There is a heap of clothing scraps, grass, and furs in the center of the room. Underneath, hidden under a brick in the floor, is an assortment of semi-precious gems in a bag. One must reach down, arm-length, in order to retrieve the bag: Large Light Pink Rhodochrosite (40gp), Huge Striated Green Malachite (75gp), Very Large Broken Dark Green Malachite (40gp), Huge Finely Cut Moonstone (125gp), Small Brown-Green Garnet (85gp).

21. This room (the barracks of the patrol guards) contains four straw beds. There are two frogling patrol-leaders here sharpening their weapons. **Frogling Patrol Leaders** AL: CE, AC: 4 (Chainmail scraps), HD: 2, HP: 13, 10, #AT: 1, Weapons: Hand Axe (1d6) and Javelins x3 (1d6). They each have gold armbands worth 50gp each.

22. There are four warriors guarding eight non-combat females of the tribe. **Froglings** AL: CE, AC: two have AC: 6 (No armour) and the other two have AC: 5 (Shell Chainmail), HD: 1–1, HP: 7, 6, 2x4, #AT: 1, Weapons: two with Spiked Clubs (1d6) and Slings and 8 Stones (1d4) and two with Rusty Shortswords and Javelins x3 (1d6). They have 13cp, 25cp, 14ep, and 5gp, respectively.

23. This room is used as an armoury. There are 7 suits of shell chainmail, 20 spears, 10 turtle shields, 5 wooden shields, 4 light crossbows, and 100 bolts.

24. This is the central complex of the froglings and is heavily guarded:

A. Two warriors stand guard outside the door to #25. **Froglings** AL: CE, AC: 6 (No armour), HD: 1–1, HP: 5, 2, #AT: 1, Weapons: Spiked Club (1d4) and Sling with 10 Stones (1d4) with 10 stones. They have no treasure.

B. Two warriors stand guard outside the door to the main audience chamber #29. **Froglings** AL: CE, AC: 4 (Shell Chainmail and Shield), HD: 1-1, HP: 2x5, #AT: 1, Weapons: Spear (1d6) and Sling with 12 Stones (1d4). They each have 10gp.

25. This is the quarters of **Azvan the Evil, Level 4 Acolyte of Impurax** AL: LE, AC: 3 (Chainmail, Shield, Dex), HD: 4, HP: 26, Weapons: Mace (1d6) and Sling with 8 Stones (1d4), Spells (2/2): *Entangle, Spore Cloud, Moldskin, Heat Metal*, 10pp. **Azvan** was sent as a missionary and military advisor to the froglings. His chambers include a makeshift wooden bed, a small shine to Impurax including candles and unholy symbol painted on the wall in blood. There is a *Monk's Habit* (see *Barrowmaze Complete*) on a peg. If the complex is on alert, **Azvan** will gather as many warriors as he can and lead a patrol to the forward defenses (50%) or he will join the chieftain in the throne room (50%).

26. This is the chamber of **Pludgorg, Frogling Shaman, Level 3 Magic-User** AL: CE, AC: 4 (*Robe of Protection AC8* and Dex), HD: 3, HP: 10, #AT: 1, DMG: *Ebon Staff* (1d6). Spells (2/1): *Sleep, Magic Missile*, and *Invisibility*. If the complex is on alert he will be located beside the chief, if not he will be here divining with a set of bones. The shaman wears a Gold Bracers worth (500gp).

Pludgorg wears a Jeweled Gold Pendant of Impurax on his chest worth 1,155gp given to him by **Azvan the Evil**.

The shaman's room contains several books including a Minotaur Bestiary (200gp), a pedestal stand with a Crystal Orb (strictly decorative, worth 250gp), and a sealed Ancient Archaian Amphora (oil) worth 250gp.



27. This is the chamber and harem of **Qtol'Esshanuk'aa, Frogling Chieftain**. There are currently eight non-combatant females and six young in this room.

28. The chieftain's personal guards are barracked in this room. **Froglings** (3) AL: CE, AC: 5 (Shell Chainmail), HD: 1–1, HP: 3x*7*, #AT: 1, Weapons: Spear (1d6), Net, and Sling with 10 Stones (1d4). They have a total of 60cp, 21ep, and 10gp arranged in stacks on the floor for dice gambling.

29. This chamber is the grand throne room of **Qtol'Esshanuk'aa, Frogling Chieftain** AL: CE, AC: 3 (Chainmail shirt, Dex), HD: 3, HP: 21, #AT: 1, Weapons: *Battle Axe +1* (1d8). The chief carries 10ap and 20pp. He is accompanied by **Subchief Gupdubblop** AL: CE, AC: 4 (Rusty Chain Shirt and Wooden Shield), HD: 2, HP: 14, #AT: 1, Weapons: Shortsword (1d6) and Light Crossbow and 20 bolts (1d6). The subchief has Golden Armbands and Greaves worth a total of 300gp.

Froglings (6) AL: CE, AC: 4 (Shell Chainmail and Turtle Shield), HD: 1–1, HP: 3x*7*, 3x6, #AT: 1, Weapons: Spear (1d6), Net, and Javelin x2 (1d6). Treasure: 13cp, 11ep, 12sp, 15sp, 16gp, and 19ep.

Lizardmen Delegates (2) AL: NE, AC: 5 (No armour), HD: 2+1, HP: 11, 10, #AT: 1, Weapons: Spear (1d6), Dagger (1d4), and Sling with 12 Stones (1d4).

30. This is the tribal false-treasury. The froglings have piled some minor treasures along the southern wall, hoping that the collapsing floor will dispose of would-be thieves and raiders. The floor (10x20 feet, see map) collapses 30 feet into 5 feet of sewer water. At the bottom are two **Zombies** AL: CE, AC: 8, HD: 2, HP: 11, 9, #AT: 1, DMG: 1d8.

Lined up along the wall is a Large Chest (padlocked) and a Small Golden Coffer (false gold). Both of these are empty. There are also a number of weapons from defeated adventurers standing in the corner including two longswords and a shortsword in scabbards, as well as a longbow and a quiver with red-feathered arrows. None of these hold anything beyond normal value.

31. The frogling treasury is located in this small 10x10 foot room. A moldy carpet rests on the ground. Underneath it is a large, jawed bear trap. On top of the moldy carpet the froglings piled various treasures and spread coins to make the surface appear natural. Only those who are actively poking or prodding may notice the trap (1–2 on d6) and only those who poke the center will set it off. The trap causes 3d6 points of damage (save versus Death for 2d6 damage). The following can be found in, on, or around the carpet: Bolt of expensive cloth in a velvet bag (550gp), an Archaian Decorative Amphora (450gp), A jeweled scabbard (300gp), 874gp, Ornate Crystal Bottle (560gp), Large Electrum Archaian Plate with engravings of Anu-Eya (1,450gp), *Ekintzart's Eldritch Scroll Tube*.

5. Desecrated Crypt of Gaxx

The coverstone of this crypt has been broken into pieces. The Acolytes of Impurax painted their unholy symbol at various points around the entrance. A worked stone passage, 50 feet long, leads west to a spiral staircase that descends into the earth.

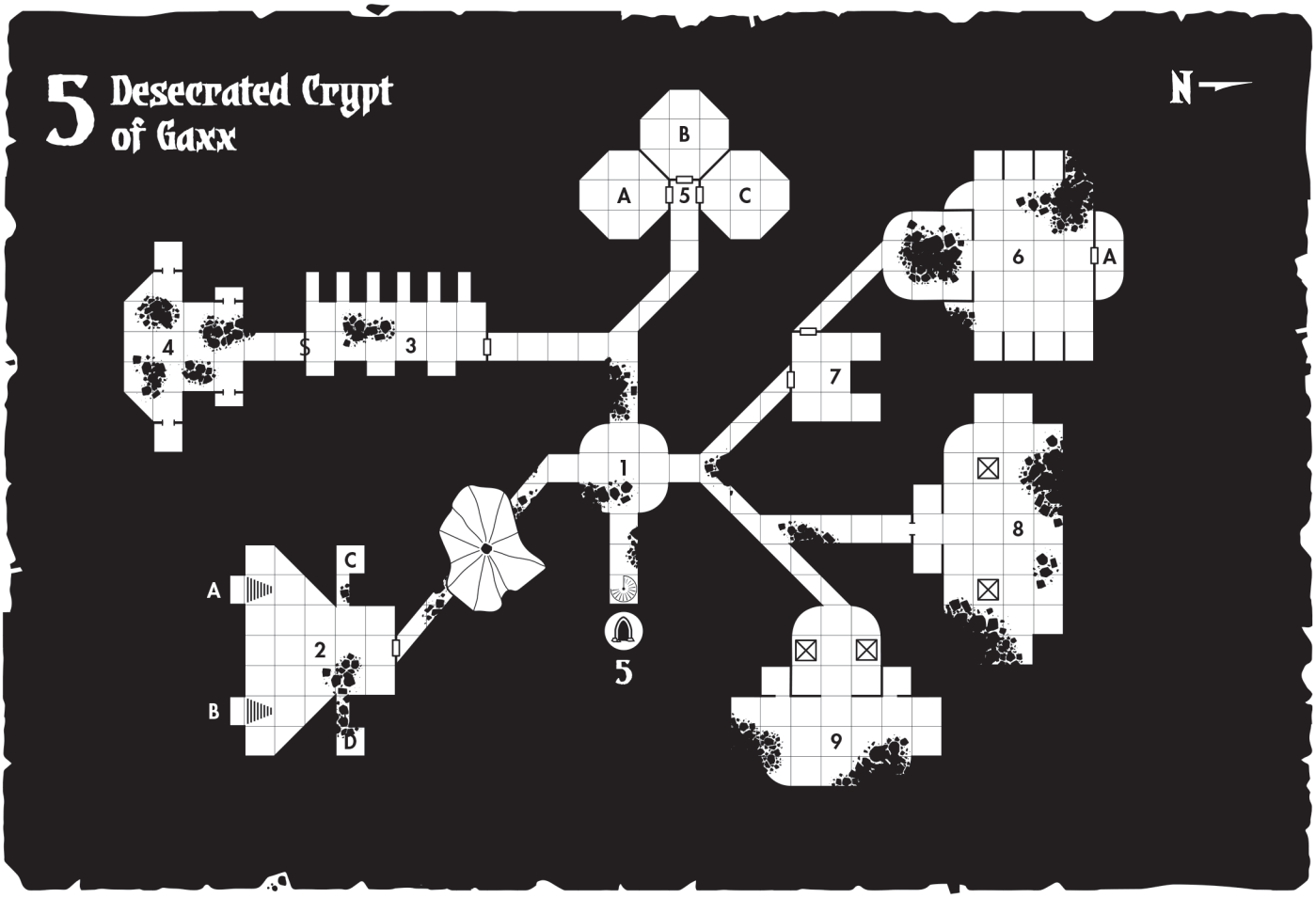
Consult room #3 before running this dungeon to determine if skeletons are wandering the corridors. Clerics may (Wisdom check) sense a fell magic at work in this crypt.

1. This chamber is dark and there has been a partial collapse of the ceiling. The acolytes have set a deadfall trap where the stairwell passageway enters into #1. A wire at ankle level suspends a large stone above the entrance. Those failing to check for traps, or use a 10-foot pole, will take 1d6 points of damage (Dexterity check for half).

2. The crypt has been undisturbed through the ages. Water from the ceiling has led to mineral formations at various points along the walls and the room seems at once both dungeon stone and cave. **Flagstone Spiders** (7) AL: N, AC: 3, HD: 1, HP: 8, 7, 2x6, 2x5, 3, #AT: 3, DMG: 1d2 + Poison, have made their nests under the floor stones. They will wait to attack until their prey walks into the center of their kill zone and are surrounded. The spiders have accumulated several small baubles across the seven nests including a Gold Belt Buckle (35gp) and an Ivory Comb (45gp). There are also an assortment of semi-precious gemstones including a Tiny Gray-Black Hematite (12gp), Medium Broken Deep Blue Azurite (12gp), Medium Flawed Moss Agate (15gp), and a Very Large Pale Blue Quartz (50gp).

Burial Place A: A short stairway leads up to an intact metal sarcophagus. The embossed figure of an Ancient Archaian can be seen on the top of the sarcophagus. However, it looks incomplete. There appears to be an indentation for a staff on the top of the sarcophagus, but none can be found (it is located in #8 in a refuse pile). It cannot be opened by other means. The sarcophagus contains a tiny ornate plate with 4ap and a *Longbow +1* beside the disintegrated remains.

Burial Place B: This sarcophagus has been covered over with lime and mineral deposits. It will take 2d6+4 rounds of digging to break up the stone and reach the metal sarcophagus. Referees should be sure to roll for random monsters (emerging from, or flying over, the sinkhole) every other turn if the PCs are making noise. The sarcophagus contains a dreaded **Son of Gaxx** AL: CE, AC: 8, HD: 3, HP: 14, #AT: 1, DMG: 2d4*. No treasure.



Side Crypt C: There are two open burial slabs in this side crypt. They each contain a skeleton. There are offering bowls at the base of the slabs. Both slabs and skeletons are covered with **Purple Moss** (2) AL: N, AC: N/A, HD: 2, HP: *7*, 4, #AT: Sleep, DMG: Special. The skeletons are **Fossil Skeletons** (2) AL: CE, AC: 6, HD: 2, HP: 11, 8, #AT: 1, DMG: 1d8, and will rise and attack if anyone enters their crypt. The skeletons will first target characters that fall asleep from the **Purple Moss**. The bowls contain: 25cp, 23ep, 18gp, 14pp, and 2ap.

Side Crypt D: The entrance to this side crypt has completely collapsed. It will take two days of digging and bracing to enter. Inside is a Large Ornate Silver Coffer of Archaian manufacture worth 500gp. The coffer is locked and double trapped (poison needle, save or die; poison gas, save or die). The coffer contains *The Headpiece of the Hand* (see Hengegates and Keystaffs).

3. This crypt is in disarray from the desecrations of the acolytes. The **Green Ziggurat** in #8 has called the skeletons buried here to rise. There is a 1-3 on d6 chance that the skeletons have cut down the eastern door of this room and are wandering the passages of the crypt. **Skeletons** (10) AL: CE, AC: *7*, HD: 1, HP: 3x8, *7*, 2x5, 2x4, 2x3, #AT: 1, DMG: 1d6. They are armed with shortswords. In one of the burial side-crypts in the chamber is a box with two potions: *Healing* and *Heroism*. In another, there is a strange glyph etched into the wall and completely covered by cobwebs. Players must actively search to find it. The glyph shows Xs and dashes (—) to reveal the following pattern: — X — and below it X — X. This is the secret to unlock the lever door in #6.

4. The acolytes failed to find the secret door to this chamber. This room is on the verge of total collapse. Water pours in from the ceiling (ankle deep) and numerous rubble piles are heaped on the floor. Each burial alcove contains a **Zombie** (4) AL: CE, AC: 8, HD: 2, HP: 11, 9, 8, *7*, #AT: 1, DMG: 1d8. The strongest two zombies are particularly gruesome. The first is infected with **Grub Globules** (2) AL: N, AC: 10, HD: 1hp/globule, HP: 1hp, #AT: See entry, DMG: See entry, cysts that protrude from its neck. The second has a small **Incendiary Fungus** AL: N, AC: 6, HD: 1, HP: 4, #AT: 1 to 4, DMG: 1d8 then 1d4, growing on top of its right shoulder. One of the crypts contains a 10 *Sling Stones +1* and 5ap.

5. A number of corpses and bodies are piled at the end of this hallway between the three doors. **Grub Globules** (1d4+1 cysts) AL: N, AC: 10, HD: 1hp/globule, HP: 1hp, #AT: See entry, DMG: See entry, have grown from the carrion up the walls and the three doors of this chamber. Note that if fire is used to destroy the globules it will also burn down the doors and release their occupants.

A. This chamber is in disarray. The acolytes emptied three sarcophagi and turned their contents upside down looking for loot and grave goods. They did miss a secret bottom to one of the sarcophagi (push down and slide over to access) that contains a cache of gemstones: Tiny Pale Blue Quartz (12gp), Very Large Flawed Light Blue Lapis Lazuli (45gp), Huge Flawed Striated Green Malachite (65gp), Very Large Finely Cut Light Blue Lapis Lazuli (70gp), Huge Obsidian (70gp), Huge Deep Blue Azurite (75gp), Huge Broken Light Pink Rhodochrosite (80gp).

B. The acolytes cleared off the partially disintegrated remains from eight stone slabs. The **Green Ziggurat** has called them to rise as vengeful **Shadows** (8) AL: CE, AC: *7*, HD: 2+2, HP: 16, 14, 13, 2x12, 10, 9, *7*, #AT: 1, DMG: 1d4 + Special. On one of the finger bones on the floor is a *Ring of Embarkation* (#1: HG1, HG2, HG9)

C. This chamber contains several tables and a shelf. It appears bodies were prepared for the afterlife in this room.

6. This acolytes dumped the contents of these burial alcoves unceremoniously on the floor and painted their unholy symbol throughout the chamber. The acolytes could not solve the lever puzzle to open the reinforced metal door at the back of the chamber (A), as evidenced by two decomposing acolytes on the floor. The acolytes looted their comrades before leaving this room.

In the center of the room is a six foot long rusty metal box with six levers, each six inches long. There are three levers on each side of the box (facing north and south respectively). All of the northern levers are currently in the down position and all the southern levers are currently in the up position. In order to open the door, the center northern lever must be up and the two outside levers on the southern side must be down. Each time a lever is pulled incorrectly the puller receives 1d6 hit points of electrical shock damage. The levers are too heavy to pull by rope or other means. All the required levers must be pulled at the same time to open the door.

Beyond the reinforced metal door is a treasure room that contains 1,324cp in a woven basket, 1,215sp in a locked chest (no trap), a clerical scroll with *Command, Cure Light Wounds x2,* and *Hold Person*, and a suit of *Chainmail +1.*

7. The door to this room had been bashed in. The room is empty.



8. The acolytes haphazardly placed rubble in the hallway to this crypt. It appears that something has dug out from the inside and cleared a narrow passage. An eerie green light emanates down the hallway from this chamber. The room is covered in bone piles that are themselves covered in moss and fungi. A 10x10 patch of patch of **Cinnamon Mold** AL: N, AC: Always hit, HD: 2, HP: 13, #AT: 1 (Spores), DMG: 2d6+1d6, is located immediately between the two concealed pits.

A **Green Ziggurat** (Levels 1–2, 5 Skulls: 5hp per skull, AC 4) is located at the back of the room along the far eastern wall. Bracketing the **Green Ziggurat** is a **Shrieker** AL: N, AC: 7, HD: 3, HP: 14, #AT: Special, DMG: Special, and a **Faze Fungus** AL: N, AC: 6, HD: 3, HP: 15, #AT: See entry, DMG: See entry. Hidden underneath the mold in the room is a long metal staff for the sarcophagus located in #2A. **Show the players Forbidden Caverns Illustration #21**.

9. The ceiling has partially collapsed in the southern and western portions of the room. Water drips from the ceiling forming scores of greenish puddles. Several of the green puddles are **Oozies** (6) AL: N, AC: 6, HD: 1–4hp, HP: 1–4, #AT: 1, DMG: 1d6. The room has been completely looted.



6. The Sewer Sanctuary of the Forked Tongues (Lizardmen)

1. There are four **Lizardmen** sentries posted at this position: AL: NE, AC: two have 4 (Shields) and two have 5 (No armour), HD: 2+1, HP: 17, 11, 8, 4, #AT: 1, Damage: Weapons: the first two have Spear (1d6), Dagger (1d4), and a Sling and 10 Stones (1d4) and the other two have a Club (1d6) and Javelins x3 (1d6). They have 30, 18, 16 and 13gp, respectively.

2. The floor here is littered with skulls, bones, and guano. This is the pen of **Tatyannis**, a female **Giant Draco Lizard** AL: N, AC: 5: HD: 5, HP: 32, #AT: 1, DMG: 1d10, kept by the tribe for defense and for the coming war. There are also two medium-sized **Young Adult Giant Draco Lizards** AL: N, AC: 5: HD: 3+1, HP: 18, 16, #AT: 1, DMG: 1d8.

3. This is the throne room antechamber. It is guarded by four **Lizardmen** AL: NE, AC: two have 4 (Shields) and two have 5 (No armour), HD: 2+1, HP: 17, 11, 8, 4, #AT: 1, Weapons: two carry Morningstar (2d4) and Dagger (1d4) and the other two Clubs (1d4) and Javelins x3 (1d6). Treasure: 3d10gp each.

4. This is the main throne room of **"Killer" Krallisss, Great Chieftain of the Forked Tongues** AL: NE, AC: 3, HD: 4, HP: 30, #AT: 1, Weapon: Trident (1d12). The chieftain is +2 on damage rolls. He is normally seated on his throne along the eastern wall surrounded by half his females (4). The females attack as males with AC: 7 and HP: 9, 3x8. His two personal bodyguards stand to the right and left of his throne **Lizardmen Elite Guard** AL: NE, AC: 4 (Shield), HD: 3, HP: 19, 18, #AT: 1, Weapons: Longsword (1d8), they are +1 on damage rolls.

The north (secret) and west doors are guarded by two warriors each. If the situation appears dire, **Krallisss** will order the double doors opened and let lose the **Giant Draco Lizards** followed by diving into the pool and swimming for safety to either #7 or #22 as necessary. His final alternative would be to enter the secret door to the north and flee in the same manner as above.

There is a small chest beside the throne trapped with paralytic gas (save versus Paralysis. Effect lasts for 1 turn. Roll for random monsters). The chief wears the key around his neck. The chest contains a treasure of jewels: Tiny Pale Blue Quartz (12gp), Tiny Red Rhodochrosite (12gp), Small Light Rose Rhodochrosite (15gp), Medium Light Pink Rhodochrosite (20gp), Large Broken Tiger Eye Agate (30gp), Medium Finely Cut Moss Agate (40gp), Large Gray-Black Hematite (40gp), Huge Star Rose Quartz (100gp), Large Flawed Red Garnet (400gp), Large Deep Green Emerald (1,000gp).

North Door: **Lizardmen** (2) AL: NE, AC: 5 (No armour), HD: 2+1, HP: 11, 10, #AT: 1, Weapons: Spear (1d6), Dagger (1d4), and Sling with 10 Stones (1d4). Treasure: 3d10gp.

West Door: **Lizardmen** (2) AL: NE, AC: 4 (Shield), HD: 2+1, HP: 11, 9, #AT: Morningstar (2d4) and Dagger (1d4) and Club (1d6) and Javelins x3 (1d6). Treasure: 3d10ep.

5. Xazz'ak, Lizardman Subchief (HP: 8/21), is currently imprisoned behind bars near the throne in a form of tribal humiliation. He has been beaten and bruised to teach him a lesson for openly challenging the chief. Despite his petulance he is loyal to his kin. If a fight breaks out he will attempt to bend the bars to get free and join the fight. In round one he will have a 30% chance and each round his chance of bending the bars and breaking out increases by 10%. He will attack in a berserk rage with both claws each round 1d6+1 (+2 to damage from rage). Stats: AL: NE, AC: 4, HD: 3, HP: 21, #AT: 1, Weapons: Halberd (1d10) and Spear (1d6).

6. There is a 50% chance that 1d4+1 **Female Lizardmen** will be here caring for young. The fight as normal combatants with AC: 7 and HP: 7.

7. If the females from #6 were not present, then they are here swimming and cleaning in the water. Large scalloped stairs descend into the dark water. There is an obvious current moving north and the sound of a waterfall can be heard. Due to the noise, there is a 1–3 on d6 chance anyone in this room will be surprised (subject to light discipline).

8. This is a larder. Three giant earthworms, and a dwarf, hang on hooks on the wall.

9. Four lizardmen are stationed here as backup to the sentries at #1. There is only 60% chance they will hear a disruption as they are in the midst of a high-stakes game of bones. In contention is a Gold Medallion with a Crocodile Head with Emerald Eyes (800gp). **Lizardmen** (4) AL: NE, AC: 5, HD: 2+1, HP: 13, 11, 9, 7, #AT: 1, Weapons: the leader with 13 hit points is armed with a Morningstar (2d4) and a Dagger (1d4) (and has a pouch with 15ap) the remaining three carry Clubs (1d6) and Javelins x3 (1d6). They have a total of 32gp in pouches at their waist.

10. This is the chamber of **Bouk'Azz, Subchief** AL: NE, AC: 2 (*Shield +1*), HD: 3, HP: 21, #AT: 1, Weapons: *Bardiche +1* (2d4) and Spear (1d6). He desires the throne of his father and wants to take his place as rightful leader of the tribe. He is protected by two loyal **Lizardman Bodyguards** AL: NE, AC: 4 (Shield), HD: 2+1, HP: 12 each, #AT: 1, Weapons: Morningstar (2d4) and Dagger (1d4) and Club (1d6) and Javelins x3 (1d6). Treasure: 25pp, 21gp, and 18gp, respectively.

11. With the exception of a hard wooden coffer this room appears empty. The coffer is trapped with a powder that, if triggered, produces a cloud 10x10 feet that induces nausea as per troglodyte sickness (roll for random monsters). The coffer is filled with gemstones: Medium Broken Light Pink Rhodochrosite (10gp), Tiny Gray-Black Hematite (12gp), Medium Broken Deep Blue Azurite (12gp), Medium Flawed Moss Agate (15gp), Very Large Pale Blue Quartz (30gp), Large Broken Pale Blue Quartz (50gp), Medium Finely Cut Blue Quartz (55gp), Medium White Chalcedony (50gp), Tiny Flawed Red Garnet (75gp).

12. This room contains two sentries: **Lizardmen** AL: NE, AC: 5 (No armour), HD: 2+1, HP: 11, 10, #AT: 1, Weapons: Battle Axe (1d8), Dagger (1d4), and Javelins x6 (1d6).

A natural cave passage leads north but an earthquake has cracked this passage in half and opened a long crevasse. The lizardmen have constructed a makeshift rope-bridge that descends steeply to #12a. There are always two guards posted at both ends of the bridge.

Note that the cavern opening at #12 is 20 feet higher than #12A and thus the rope bridge has a sharp decline. **Show the players Forbidden Caverns Illustration #22.**

Bottom of Bridge (#12A). Lizardmen (2) AL: NE, AC: 5 (No armour), HD: 2+1, HP: 2x9, #AT: 1, Weapons: Longsword (1d6), Dagger (1d4), and Javelins x6 (1d6).



13. The door to this room is locked. If the door is broken or kicked-in a Swinging Ball trap hanging above the door will activate (2d6 damage. Dexterity check for half). The walls of this room are lined with makeshift racks for weapons, armour, and shields. They are all in some form of disrepair except for a worn dagger in an old sheath. The pommel looks like a a dragon with an open maw from which the blade is seated. This is a magical *Long Point Dagger +1, +2 versus Reptiles.*

14. This room is used to house the king's bodyguards. There are two makeshift beds and two small chests with 31gp and 32gp. It appears they are in the midst of repairing chainmail shirts.

15. This is a prison cell. There are three humans (**Gorman**, **Jonesy**, and **Fallis**), two goblins, and a gnoll. They are all in poor condition as the gnoll beats the others regularly. The humans were slaves to the goblins first, stolen from a caravan. They managed to escape but were captured by the lizardmen. They have limited knowledge of both complexes. They are forced to carry carrion and refuse to the central henge. They do not know why other than it has a religious purpose.

16. Six lizardmen are garrisoned in this room. Roll 1d4: 1) Relaxing, 2) Rolling Bones, 3) Tormenting Giant Rat, 4) Sleeping. **Lizardmen** AL: NE, AC: 5 (No armour), HD: 2+1, HP: 15, 2x13, 2x9, 7, #AT: 1, Weapons: three with Spear (1d6), Dagger (1d4), and Sling wtih 16 Stones (1d4) and three with Broadsword (1d6+1) and Javelins x3 (1d6). They have 3d10gp in pouches at their waist.

17. There are sentries here at all times **Lizardmen** (6) AL: NE, AC: 5, HD: 2+1, HP: 14, 11, 10, 9, 7, 5, #AT: 1, Weapons: the first three are armed with Broadsword (1d6+1), Dagger (1d4), and Sling wtih 16 Stones (1d4), the remaining have Club (1d4) and Javelins x3 (1d6).

A net covered in a smelly substance (old troglodyte glands no longer potent to humans) covers the exit west into the caves. The netting keeps the **Blooderflies** in #19 from entering the lair of the lizardmen.

18. A decaying human slave, covered in mold and fungus, lies face down in the dirt.

19. This cave is covered in small fungi about a foot high. The entire cave seems almost backlit by their pale purple bioluminescence. Their caps vary in colour and they appear to present no danger. However, a swarm of terrible **Blooderflies** rests hidden in the mushrooms and subterranean growth. They attack if disturbed. **Blooderflies** (20) AL: N, AC: 10, HD: 1hp, HP: 1hp, #AT: 1, DMG: 1hp/per.

20. A **Blue Crystalline Cluster** AL: N, AC: 4, HD: 3, HP: 17, #AT: See entry, DMG: See entry, grows on the wall of this cave, almost out of sight 10 feet above the cavern floor on

a small outcrop. Unless the PCs are actively looking, the cluster will begin vibrating before they notice it.

21. This cave smells of offal (and can be sensed when exiting south from #24). The stalagbites from #24 use #21 as a latrine. The creatures stand near the edge and defecate into a pit 20 feet deep. It is a disgusting mess of foulness that will make the average adventurer vomit (make a Constitution check of heave for 2d4 rounds, roll for random monsters).

Over the years they have excreted all manner of strange objects. For each turn searching roll 1d6. A roll of 1–2 indicates a random item from the list below has been found. Also, note that for every turn searching a PC must make a successful Constitution check or contract a fecal illness that halves all their ability scores until a *Cure Disease* in cast upon them.

	Offal Pit Contents
1	*Ring of Protection +1*
2	High hard boot
3	*Pinto's Conical Cap* (see *Barrowmaze Complete*)
4	Medium Broken Deep Blue Azurite (12gp),
5	Medium Flawed Moss Agate (15gp),
6	Huge Clear Greeg Zircon (125gp),
7	Very Large Flawed Brown Carnelian (90gp),
8	*Oil of Piercing* (3 Uses, see *Barrowmaze Complete*)
9	Large Exquisite Deep Purple Amethyst (550gp),
10	Huge Exquisite Translucent Star Ruby (7,000gp)

22. A broad 20-foot waterfall dominates this cave. The falls create a large pool that flows north to #25. On the banks are several rafts used by the Forked Tongues in case their lair is overrun. There is also a tiny tribal hut guarded by **Lizardmen** (3) AL: NE, AC: 5, HD: 2+1, HP: 12, 2x7, #AT: 1, Weapons: The first is armed with a Broadsword (1d6+1), Dagger (1d4), and Sling with 16 Stones (1d4), the other two are young warriors and shorter in statue. They are armed with Clubs (1d4) and Javelins x3 (1d6). Inside the hut is **Yak'teess, Lizardman-Shaman.** He is feeble (3hp) and has no powers. However he does know common and may or may not share his knowledge of the archons (he saw them once in his youth). He also knows of the Impurites and their effort to build a great horde to destroy Eastdale. He has nothing of value except a pearl at the top of his walking stick (*Pearl Of Wisdom*).

23. This cave is empty.

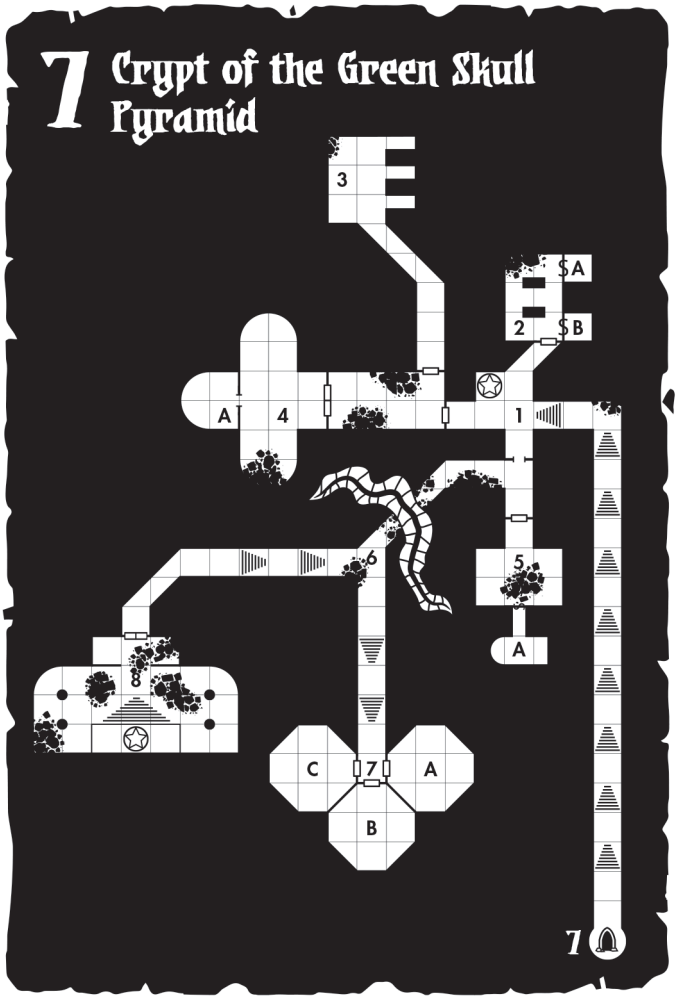
24. This massive cave contains natural stone columns, about two dozen of various sizes, as well as dozens of stalagmites and stalactites. The stalagmites are **Stalagbites** (12) AL: N, AC: 4, HD: 1, HP: 2x8, 5x7, 2x6, 5, 2x3, #AT: 1, DMG: 1d6. The lizardmen are aware of the creatures and have an effective truce with them. The Forked Tongues send the odd slave into their cave to keep them satiated. The stalagbites employ their kill-zone tactic in this chamber. The sound of running water can be heard from the east.

25. This cave is empty. A fast moving river runs through the eastern half of the room. The lizardmen are prepared to use this as an escape route to the underdark.

7. Crypt of the Green Skull Pyramid

The coverstone to this crypt has been broken into pieces. The acolytes of Impurax painted their unholy symbol like graffiti around the entrance. The symbols of a former god in bas-relief have been chipped away. An extremely long worked stone hallway extends north with 10 foot staircases located every ten feet. There is a partial collapsed at the end of the passageway.

1. The entrance room shows signs of disturbance. The acolytes of Impurax chipped sheer the face of a large statue and painted the unholy symbol of the fanged hand in its place. Natural mosses (brown and green) cover the floor.



2. The door to this crypt has been bashed in. Two sarcophagi are aligned east-west in the chamber. The stone lids have been spilt apart and the cover stones rest in pieces on the floor. The skeletal remains of the dead were tossed throughout the room. Broken burial pots and small funerary offering boxes have also been thrown on the ground. Five gold pieces can be found scattered on the floor. In their rush, the acolytes failed to find the two secret doors.

A. This is a trapped treasure room. When the door is opened players will see a great stash of golden grave goods at the back of the chamber.

There are two traps here. The first is a tripwire immediately at the entrance at ankle level. This will release a scything blade from the wall that strikes as a Level 4 Fighter and scores 1d6 points of damage per level of the character. The second, five feet inside the room, is a tripwire located three feet off the floor. This will release a deadfall stone that is worked into the ceiling stonework and, other that the wire, is completely camouflaged. This trap strikes in the same manner as the first. If the second trap is triggered, the secret door to B will swing open and release two **Archaian Sentinels** who will defend the crypt from intruders.

The horde includes 4,423sp, 2,195gp, 20ap, and a Large Gold Serving Plate worth 1,200gp.

B. See A for the activation of the **Archaian Sentinels** AL: N, AC: 3, HD: 3, HP: 21, 18, #AT: 1, DMG: 1d6.

3. The door to this crypt has been destroyed (sledgehammer marks). The **Green Ziggurat** in #4A has spawned a pack of **Ghouls** (7) AL: CE, AC: 6, HD: 2*, HP: 14, 12, 11, 10, 9, 8, 7, #AT: 3, DMG: 1d3/1d3/1d3*, led by a terrible **Ghaist** AL: CE, AC: 4, HD: 3+3, HP: 22, #AT: 3, DMG: 1d4+1/1d4+1/1d8. They are famished and on the hunt for flesh and bone. One of the ghouls holds a treasure map written in Ancient Archaian to a location of two low-level magic items (Referee's Choice). Another has a Clerical Scroll with *Bless, Spiritual Hammer, Animate Dead, Cure Disease,* and *Cure Serious Wounds.*

4. The double doors to this chamber are ajar. One barely hangs on its hinges. An eerie green light emanates from the room. The ziggurat recently spawned **Coffer Corpses** (4) AL: CE, AC: 7, HD: 2, HP: 16, 13, 10, 8, #AT: 1, DMG: 1d6*, and **JuJu Zombies** (3), AL: CE, AC: 6, HD: 4+4, HP: 29, 25, 17, #AT: 1, DMG: Hand Axes (1d6) and Heavy Crossbows and 10 Bolts (1d8), who are currently wandering about the chamber. They will defend the ziggurat. In addition, there are also four **Gas Spore Fungi** AL: N, AC: 6, HD: 2, HP: 16, 13, 12, 10, #AT: See entry, DMG: See entry, toward the front of the chamber.

A. Eerie green light radiates from a sickly **Green Ziggurat** (Levels 3–6, 8 Skulls: 5hp per skull, AC 4).

5. The door to this chamber is ajar. When the players first open the door they will see something shiny (*Shortsword +2*) near the southern wall partially covered by debris. The ceiling of this room is vaulted 40 feet high and is covered in **Mephical Mold** AL: N, AC: Always hit, HD: 2, HP: 12, #AT: Spores, DMG: See entry. In addition, a growth of **Green and White Phycomids** (6) AL: N, AC: 5, HD: 2, HP: 15, 2x14, 2x9, 8, #AT: See entry, DMG: See entry, hangs from the ceiling immediately above the doorway and will bombard intruders from above once two or three PCs are in sight.

A. This is crypt of **Jalelle Morningstar**. A hint of stale vinegar can be smelt in the tomb. She was put into stasis and entombed here in a glass coffin because her village did not know how to kill her. **Jalelle** is a form of undead known as a **Penanggalen**. In her life she was a **Level 6 Human Fighter** AL: NE, AC: 0 (Plate, Shield, Dex), HD: 6, HP: 42, #AT: 1, Weapons: *Broadsword +2*, *Dagger of Venom*. Magic Items: *Boots of Spider Climbing*. **Jalelle** will seek to befriend the party, and will be a boon in combat, but within a few days she will start feeding on a party member. **Show the players Forbidden Caverns Illustration #23.**

Rooms #6 to #8: The acolytes did not cross the chasm and as such these crypts remain intact.

6. A flock of **Vargouilles** (5) AL: CE, AC: 2, HD: 1, HP: 2x5, 2x4, 3, #AT: 1, DMG: 1d4 + Special, flew up from the crevasse and are hanging from the ceiling at this location. Any effort to cross the chasm will draw their attention.

7. This passageway ends with three sealed stone doors.

A. This room contains a single undisturbed sarcophagi. Dust lies thick upon it. Inside, upon the skeletal hand of the occupant, is a *Ring of Embarkation* (#2: HG1, HG3, HG7). There is also a *Disk of Kar'koon*.

B. Although barely perceptible, there is a faint hint of **Yellow Mold** that has managed to grow below the stone door. This can be found and identified with an active search, and thus the crypt can be avoided entirely. However, if the stone door is broken down the **Massive Yellow Mold** AL: N, AC: Always hit, HD: 4, HP: 25, #AT: Spores, DMG: 1d6*, will discharge its spores into the air. The cloud will be so large it will shoot into the hallway 30 feet.

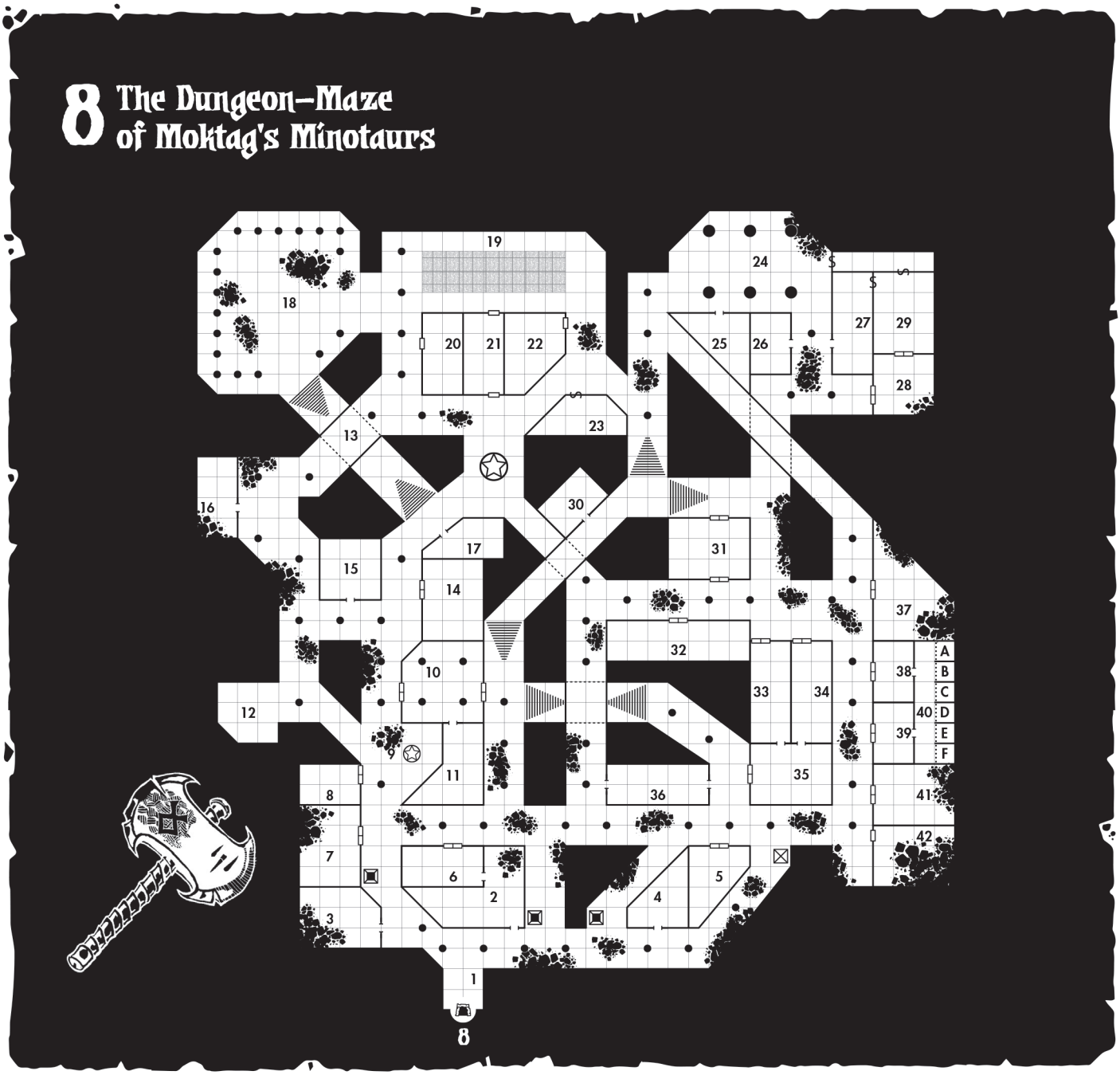
The crypt contains a single sarcophagus with the remains of an Archaian warrior. Over his chest is a shield with an enraged chimera. The shield has an enchantment of +1 and the bearer receives *Protection from Normal Missiles* as per the spell when equipped.

C. The **Green Ziggurat** has called three **Ghasts** AL: CE, AC: 4, HD: 3+3, HP: 24, 20, 15, #AT: 3, DMG: 1d4+1/1d4+1/1d8, to rise from their eternal slumber. They

are sitting on their stone slabs contemplating the existential nature of their existence. They want free of their tomb and will attack intruders, as the smell of flesh will be simply too overpowering. Their grave goods, spread across the floor, consist of a protection scroll: *Ward against Elementals*, Treasure Map (1d6 gems, 2d10 jewelry), and an arcane scroll: *Ventriloquism* and *Hold Person*.

There is also a Medium Finely Cut Emerald (1,000gp) and a Medium Flawed Onyx (100gp).

8. This chamber is supported by two columns on either side, yet has also had numerous small collapses. Rubble is strewn across the floor. The central feature of this large sepulcher is a statue of a six-armed female Archaian woman on a platform ten feet off the floor. In her hands she holds three stone scimitars, and in the other three large sparkling gemstones. One is a Huge Exquisite Ruby (5,000gp), the second is a Huge Exquisite Emerald (5,000gp), and the last one is a *Gem of Frost Resistance*. The statue is a **Greater Archaian Sentinel** AL: N, AC: 0, HD: 8, HP: 50, #AT: 6, DMG: 1d6+2 per attack. It will attack if approached. The sentinel will throw the gems as ranged weapons for 1d6 points of damage. There is a 85% chance that if a gem misses its target it will smash to pieces against the floor or a wall.



8. The Dungeon–Maze of Moktag's Minotaurs

Minotaurs are +2 on damage rolls, Tricerotaurs and Oxotaurs are +3.

1. The initial entranceway to the complex is quiet and unattended. The minotaurs nearby possess keen senses and can likely ascertain (85%) if an intruder has entered their domain. They are also arrogant and secure in the size and strength of their tribe and thus do not defend the entranceway. The entrance smells of cattle.

2. A group of minotaurs guard this position. They sit on rocks and tree stumps. This chamber has partially collapsed. There is 85% chance the minotaurs will smell anything that enters their lair. **Minotaurs** (4) AL: CE, AC: one with 5 (Chainmail) and three 6 (unarmoured), HD: 6, HP: 32, 29, 27, 20, #AT: 1, Weapon: one has a Bardiche (2d4) and three with Battle Axe (1d8). Treasure: Nothing and Coin (1d4ap), Blue Feathers and Silver Nose Ring (50gp), Coin (5d10gp), Four Human Skulls and 5d10ep, Pouch with 1d6 Bloodstones (45gp each).

3. Similar to #2, two minotaurs and a tricerotaur guard the entrance hallway. This chamber has partially collapsed. It is 85% likely the minotaurs will smell something that enters their lair. **Minotaurs** AL: CE, AC: one with 5 (Chainmail) and on 6 (unarmoured), HD: 6, HP: 30, 17, #AT: 1, Weapon: Great Spear (1d8) and Battle Axe (1d8). Treasure: Soggy Elf Scalp and 1d4 Gold Nuggets worth 25gp each, Coin: 4d40gp and Nothing. **Tricerotaur** AL: CE, AC: 4, HD: 8, HP: 39, #AT: See entry, Weapon: Massive Morningstar (2d8). Treasure: Pouch with 1d10 Semi-Precious Gems (15gp each) and a Half-Eaten Halfling in a bag, Gold Bracelet 1d6x100gp, *Disk of Kar'Koon*.

4. Three **Minotaurs** AL: CE, AC: one with 3 (Breastplate) and two 6 (unarmoured), HD: 6, HP: 28, 27, 26, #AT: 1, Weapon: Great Spear (1d8), Halberd (1d10), and Battle Axe (1d8). Treasure: Pouch with 1d6 Rubies worth 50gp each and Shrunken Head, Silver Bracelet (1d6x100sp) and a *Warhammer +2*, Silver Nose Ring (1d8x100sp) and Teeth Necklace of Enemies, standby in this secondary guardroom.



5. There are broken crates and barrels in this room. There is nothing of value.

6. There is an open barrel of water and a crate of dried jerky (unknown).

7. Barrack: A group of **Minotaurs** (3) AL: CE, AC: one with 3 (Breastplate) and two 6 (unarmoured), HD: 6, HP: 2x31, 24, #AT: 1, Weapon: two with a Great Spear (1d8) and one with a Battle Axe (1d8). Treasure: Ivory Drinking Horn (300gp) and a *Potion of Extra Healing*, Silver Bracelet (65gp) and Platinum Nose Ring (100gp), Gold Nose Ring (1d6x100gp) and Shrunken heads (1d4), are resting here on their makeshift beds of straw and furs.

8. This room is empty.

9. A statue of Anu-Eya has been defaced. The minotaurs have broken the limbs and smeared dung over it. The hands of the statue reveal that he has a ring on all his fingers. If the base is turned counterclockwise three times a secret compartment will reveal with a *Ring of Spell Storing*.

10. This roughly 40x40 foot room has double doors at both ends. This allows for quicker passage through the complex. All random monster rolls here take place on a 1-3 on d6 (See #13).

11. This is a simple storeroom. There are three barrels of water and four crates of a smelly dried meat (unknown).

12. This chamber is empty.

13. In his area of the dungeon (both to the north and east, both hallways and rooms) random monster rolls take place at 1–2 on d6. These are patrols of minotaurs (1d3+1) with a 50% chance of tricerotaur.

14. Barracks: Two **Minotaurs** AL: CE, AC: two 6 (unarmoured), HD: 6, HP: 24, 20, #AT: 1, Weapon: two with a Great Flail (1d8) and one with a Two-Handed Sword (1d10). Treasure: Pouch with 2d10 Ornamental Gems (10gp), Gold Nose Ring (1d6x100gp), are arguing loudly over who gets to sleep on the softest bed.

15. This guardroom is empty. There is an open barrel of water.

16. This is a guardroom with **Minotaurs** (2) AL: CE, AC: one with 3 (Breastplate) and one 6 (unarmoured), HD: 6, HP: 21, 20, #AT: 1, Weapon: two with a Great Spear (1d8) and one with a Bardiche (3d4). Treasure: Winter Wolf Fur 1d6x100gp and a Half-Eaten Dwarf, Platinum Nose Ring (1d2x100pp) and Bronze Greaves. They are sitting on stumps of wood sharpening their weapons. It is likely (75%) they would hear the sounds of battle in rooms #8–#14.

17. This guardroom is empty.

18. This is the training arena of the tribe. The chamber has partially collapsed in several places and a number of the columns have crumbled as well as the northeastern wall. The walls are lined with large oversized and improvised weapons and there are a number of human-sized straw-men for target practice. Three slaves, two humans and an elf, lie dead on the ground in pools of blood. Their shorts-words are nearby.

19. This long rectangular structure is a thermal pool. The vents of the Hell-Fire Furnace heat the pool. **Garawk-Tor, Minotaur Subchief** AL: CE, AC: 3 (Breastplate), HD: *7*, HP: 41, #AT: 1, Weapon: Halberd (1d10) is in the pool with an **Oxtotaur** AL CE, AC: 6, HD: 6, HP: 3*7*, #AT: 2 or 1, Weapon: Large Two-Handed Sword (2d6). A **Tricerotaur** AL: CE, AC: 4, HD: 8, HP: 44, #AT: See entry, Weapon: Massive Morningstar (2d8), stands guard nearby. Their weapons and armour are leaning against the northern wall. It would take them five rounds to don their gear and grab their weapons.

20. This chamber is used for weapons storage. There are three bundles of large spears (20 each), eight large and dented metal shields, and four sharp battleaxes with signs of rust.

21. This chamber is empty.

22. Moktag, Minotaur Chieftain is here with two minotaur females. **Moktag's Bodyguards** stand outside the door. If there is a commotion or battle nearby they will alert the chief. The three of them will then go seek the cause of the disturbance.

The room contains a number of fine blankets and plush pillows (likely stolen during a caravan raid) overtop a bed of straw and fine furs (800gp).

Moktag, Minotaur Chieftain AL: CE, AC: 1 (*Plate +1* and Dex), HD: 8, HP: 50, #AT: 1, Weapon: *Great Battle Axe +2* (3d4+4 on damage rolls). On one of **Moktag's** horns bears a *Ring of Embarkation* (#3 HG1, HG4, HG9). He also wears three keys around his neck (chests in #23).

Minotaur Bodyguards (2) AL: CE, AC: Two with 3 (Breastplate), HD: 6, HP: 40, 3*7*, #AT: 1, Weapon: One with Battle Axe (1d8) and one with a Great Spear (1d8).

Minotaur Females (2) AL: CE, AC: *7*, HD: 5, HP: 23, 21, #AT: 1, DMG: Battle Axe (1d8), Females are +1 on damage rolls. Treasure: Silver Necklace 1d6x100, 1d20pp on one and a Set of Worn Bronze Bracers (25gp) and 35ap on the other. The larger of the two females wears a *Disk of Kar'Koon* on a chain around her neck.

23. This room serves as the treasure vault for the tribe. There are three wooden and one iron chest. These chests are all locked. **Moktag** wears the keys around his neck.

Large Wooden Chest: 13,43*7*ep.

Medium Wooden Chest (**Pet Mimic** AL: N, AC: *7*, HD: *7*, HP: 40, DMG: 3d4).

Small Wooden Chest: *Wand of Polymorphing* (see #41), *Pearl of Wisdom, Manual of Quickness of Action, Disk of Kar'Koon,* and a *Brass Horn of Valhalla*.

Large Iron Chest (Trapped with poison needle. Save or die): 666ap.

24. This is a secondary training area. Two **Minotaurs** AL: CE, AC: one with 3 (Breastplate) and one 6 (unarmoured), HD: 6, HP: 21, 20, #AT: 1, Weapon: two with a Battle Axe (1d8) and one with a Bardiche (3d4). Treasure: Gold Necklace 1d6x100gg and a Half-Eaten Warthog, Gold Necklace 1d6x100gp, are sparing with their weapons. A **Tricerotaur** AL: CE, AC: 4, HD: 8, HP: 39, #AT: See entry, Weapon: Massive Morningstar (2d8). Treasure: Gold Earing (125gp), a Gold Necklace 1d6x100gp with Lizard Skull, Archinium Earring (1d10ap), looks on awaiting his turn.

25. This is a storage for weapons and armour. There are three battle axes, two massive two-handed swords, and three bronze breastplates covered in verdigris. Two **Minotaurs** AL: CE, AC: both are 6 (unarmoured), HD: 6, HP: 35, 28, #AT: 1, Weapon: Great Spear (1d8) and Battle Axe (1d8). Treasure: Silver Necklace 1d6x100 and a Pot: Animal Grease, Silver Earing (50gp) and a Dented Metal Helmet, are here organizing the room.

26. This chamber is empty.

27. A group of three **Minotaur Females** AL: CE, AC: *7*, HD: 5, HP: 29, 24, 18, #AT: 1, DMG: Battle Axe (1d8), +1 on damage rolls. Treasure: Pouch with 2d20 Ornamental Gems (5gp) and a Soggy Human Scalp, Pouch with 1d10 Semi-Precious Gems (20gp) and a Sounding Horn, Pouch with 2d10 Ornamental Gems (10gp) and Teeth Necklace of Enemies, are carving tree branches into spear hafts. They are sitting on stools.

28. This room is used as a latrine. The smell is horrible.

29. This secret door is unknown to the minotaurs. It contains a Small Silver Statuette to Anu-Eya (500gp) and the walls are covered with mural depicting the use of Hengegates. Careful study (6 turns) may reveal a hint from the Hengegate and Keystaff Radom Hint table.

30. Guardroom: **Minotaurs** (3) AL: CE, AC: 6 (unarmoured), HD: 6, HP: 36, 25, 21, #AT: 1, Weapon: two with a Battle Axe (1d8) and one with a Great Spear (1d8). Treasure: Electrum Earing (100gp) and Drinking Horn (Mead), Silver Earring (1d8x100sp) and a Dried Dwarf Hand, Pouch with 1d10 Semi-Precious Gems (15gp) and Platemail Greaves.

31. There are several large makeshift tables and oversized chairs in this room. Normal rats scurry along the floor looking for scraps.

32. This is a large kitchen with tables, stools, and a spit.

33. This is an empty barrack. There are two large clumps of straw and furs on the floor.

34. This is an empty barrack. There are three large clumps of straw and furs on the floor. Hidden a bed is a pouch with 1d6x100gp Emeralds.

35. This is a secondary messhall. A group of **Minotaurs** (4) AL: CE, AC: one with 5 (Chainmail) and three with 6 (unarmoured), HD: 6, HP: 33, 26, 2x22, #AT: 1, Weapon: Great Spear (1d8), Battle Axe (1d8), and two with Halberds (1d10). Treasure: Pouch with 1d10 Semi-Precious Gems (15gp) and a Half-Eaten Halfling in a bag, Gold Bracelet 1d6x100gp and Maggoty Bread, Platinum Nose Ring (1d2x100pp) and a Four Giant Ferret Tails, Gold Earing (125gp) and a Teeth Necklace of Enemies, are feasting on roasted mutton and drinking ale at a table.

36. This passageway is empty.

37. This chamber has partially collapsed in two places. An **Oxtotaur** AL CE, AC: 6, HD: 6, HP: 31, #AT: 2 or 1, Weapon: Large Two-Handed Sword 2d6 points of damage. Treasure: Pouch with 2d20 Ornamental Gems (5gp), Bronze Greaves, Archinium Nose Ring (400gp), is here sharpening his sword. A pile of rags, furs, and straw serves as his bed.

38. These **Minotaurs** (3) AL: CE, AC: one with 3 (Breastplate) and two with 6 (unarmoured), HD: 6, HP: 27, 22, 21, #AT: 1, Weapon: two with a Bardiche (3d4) and one with a Great Spear (1d8). Treasure: Silver Horn Ring (75gp) and a Fluffy Sabre-Toothed Tiger Tail, Bag with 1d12 Precious Gems (30gp) and a Ogre-Sized Pipe and Tobacco, Pouch with 2d20 Ornamental Gems (5gp) and a Bone Necklace, guard the slave cells. They use the slaves for manual labour, trading with other tribes, and food.

39. This chamber is empty. Four wooden stumps, used as stools, line the walls.

40. There are six cells in this room. From north to south the cells contain four prisoners each:

A. Norker (Male), Human (Male), Kobold (Male), Goblin (Male)

B. Human (Male), Human (Female), Human (Female), Neanderthal (Female)

C. Dwarf (Male), Norker (Female), Gnome (Male), Frogling (Male)

D. Human (Male), Human (Female), Gnoll (Female), Orc (Male)

E. Elf (Female), Human (Female), Dwarf (Male), Black Orc (Male)

F. Human (Male), Kobold (Male), Lizardman (Male), Goblin (Male)

Note that the dwarf in Cell C, **Durag Mountainhome**, is a **Level 4/2 Fighter/Cleric** AL: NG, HP: 2(25) and the following abilities S 16, I 10, W 14, D 13, C 14, Ch 12. He will gladly serve the party as a henchman or NPC if treated well. **Show the players Forbidden Caverns Illustration #24**.

41. This room has partially collapsed. This is a torture room with a makeshift rack. An emaciated and beaten human man in bloody wizard's robes is chained to the wall. If approached he takes his last breath and whispers, "Remember Hpromatem!" and dies. This is the command word to his *Wand of Polymorphing* found in #23.

42. This room has almost completely collapsed. It is otherwise empty.

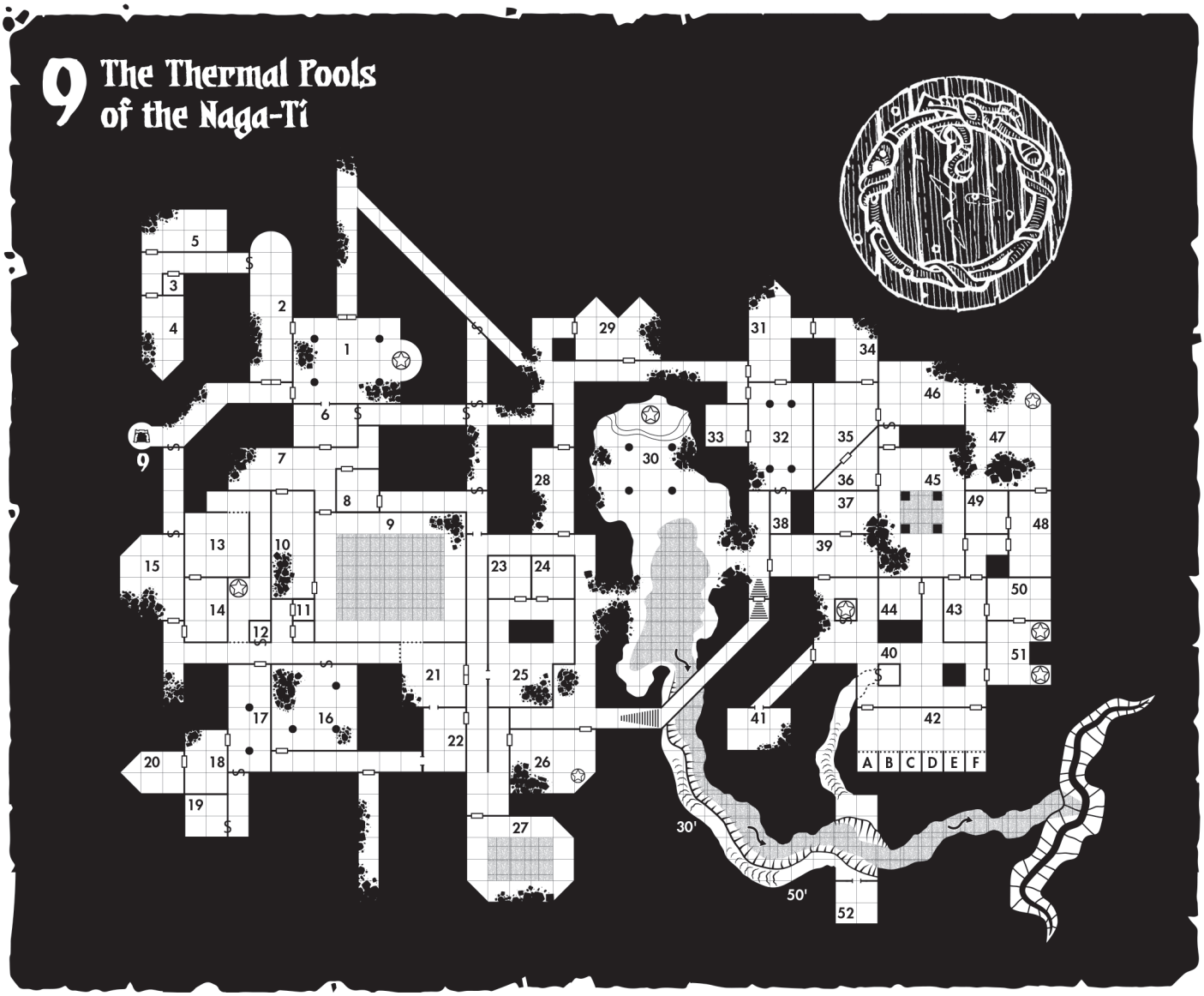
9. The Thermal Pools of the Naga-Ti



*The **Naga-Ti Lord Salazzz Poisonteeth** has charmed his human and demi-human slaves. The slaves appear to have dull sunken eyes and are dressed in loincloths. They are emaciated. These slaves have been positioned in key locations to defend the complex and serve the Serpentine at their leisure. They have been instructed to raise the alarm if attacked. The serpent-men also enslaved a tribe of mongrelmen who serve them through fear and are not charmed. This complex is very warm and the air is hard to breath due to its proximity to the Hell-Fire Furnace. This is the perfect atmosphere for the serpent-men but humans and humanoids are subject to the equivalent of a continuous Heat Metal spell. Also, the rooms with human and humanoid slaves are torch-lit (this includes, #1, #6–10, #13–17, #21–22, #25–30, and #42.*

Naga-Ti are +2 on damage due to strength.

9 The Thermal Pools of the Naga-Ti



1. A group of armed emaciated humans stand in the center of a 50x40 foot room supported by four pillars. A 10-foot tall statue of Anu-Eya is stands in a recession in the eastern wall. They will attack on sight. One will try and break off to raise the alarm in #9. The room has partially collapsed.

Elf (Male) AC: 8, AL: N, HD: 3, HP: 14, #AT: 1, DMG: Spear (1d6), **Human (Male)** AC: 10, AL: N, HD: 3, HP: 18, #AT: 1, DMG: Shortsword 1d6), **Lizardman (Male)** AL: N, AC: 5, HD: 2+1, HP: 13, #AT: 1, DMG: 1d6, **Norker (Female)** AL: N, AC: 7, HD: 3, HP: 15, #AT: 1, DMG: Dagger (1d4), **Human (Female)** AL: N, AC: 10, HD: 3, HP: 18, #AT: 1, DMG: Longsword (1d8), **Human (Male)** AL: N, AC: 10, HD: 3, HP: 18, #AT: 1, DMG: Spear (1d6).

2. This chamber has partially collapsed. The room is empty.

3. This room is empty.

4. This room is lined with 16 bookshelves filled with scrolls. One player can search one bookshelf in two turns. Ask the players how many they are devoting to the task to determine how long it will take. Be sure to roll for random monsters. There is a 1–2 on D6 chance per player of finding one of the following:

	Scroll Type
1	Magic-User or Illusionist Scroll (with 1d4 spells)
2	Cleric or Druid Scroll (with 1d4 spells)
3	Protection Scroll (see LL Core Book)
4	Cursed Scroll (1. *Stammering* (see Barrowmaze Complete), 2. *Random Curse* (see LL Core Book)
5	Random Treasure Map
6	Scroll of Archaian Lore (see subtable)

Subtable: Scroll of Archaian Lore*	
1	Archomancy
2	Hengegates
3	Keystaffs
4	Archons

*Referee's are encouraged to use their judgment on exactly what information is conveyed given the progress of the player characters. Keep the information partial yet informative.

5. A large flaming brazier stands in the center of this room. The flame glows purple and casts an eerie backlight throughout the chamber. Rotting murals on the wall depict Archaian smiths forging weapons of power over a purple flame. The first weapon (magical or non-magical) to be held in the purple flame will receive a +1 bonus to its power (permanently). However, before the bonus is bestowed the bearer will take 1d4 hit points of damage (permanently, the hit points cannot be regained short of a *Wish*). When the bearer takes the damage ask him/her if they want to keep the weapon in the flame. If s/he does, bestow the weapon bonus. This chamber has partially collapsed. **Show the players Forbidden Caverns Illustration #25.**

6–8. These rooms are empty.

9. A large thermal pool sits in the center of this room. The chamber is extremely hot and opening any of the doors to this room will send hot steam rushing forth. Two **Naga-Ti** AL: CE, AC: 0 (Naga-Ti Half-Plate and Dex), HD: 9, HP: 44, 40, #AT: 2 (See entry), DMG: *Glaive +1* (1d10) and *Spear +3* (1d6). Both have a Composite Longbow and 10 *Arrows +1* (1d8). One is swimming in the pool, the other was just robed by his charmed slaves. The serpent-men will call the slaves to attack while they shoot arrows and make their way to #21 where they will use the lever to lower the portcullis and flee to #30.

The slaves include: **Kobold (Male)** AL: N, AC: 7, HD: 1d4hp, HP: 2, #AT: 1, DMG: Dagger (1d4), **Neanderthal (Female)** AL: N, AC: 8, HD: 3, HP: 18, #AT: 1, DMG: Great Club (1d8+1), **Goblin (Female)** AL: N, AC: 8, HD: 1-1, HP: 4, #AT: 1, DMG: Dagger (1d4), **Kobold (Male)** AL: N, AC: 7, HD: 1d4hp, HP: 2, #AT: 1, DMG: Dagger (1d4).

Note that the mongrelmen in #22 will come to their aid if they hear battle.

10. This chamber has partially collapsed.

11. This secret door opens to reveal a 10x10 foot room lined with wooden shelves. The shelves are small enough to hold jars sealed with wax. There are a total of 50 jars on each of the three walls. One player can search one wall in 4 turns (or two players in 2 turns, or three players in 1). Determine how many players are devoted to the task to find the total time spent. Be sure to roll for random monsters. There is a 1–2 on d6 per player of finding one of the following:

Jar Type	
1	*Healing Ointment* (as per *Cure Serious Wounds*)
2	*Dust of Appearance*
3	*Dust of Disappearance*
4	*Dust of Sneezing and Choking*
5	*Incense of Meditation*
6	*Incense of Monster Attraction* (see *Jewel of Monster Attraction* but lasts 1d4+1 days)

12. When the PCs open this door they will see a 10x10 foot space filled with a gleaming treasure hoard. This is an illusion. The floor of this room, is any pressure is applied, will fall away into a bottomless pit.

13. This room is empty.

14. A group of charmed slaves have been told to guard this location and attack intruders. The slaves include: **Lizardman (Female)** AL: N, AC: 5, HD: 2+1, HP: 13, #AT: 1, DMG: Shortsword (1d6), **Hobgoblin (Female)** AL: N, AC: 8, HD: 1+1, HP: 6, #AT: 1, DMG: Mace (1d6), **Lizardman (Male)** AL: N, AC: 5, HD: 2+1, HP: 13, #AT: 1, DMG: (Club (1d6), **Gnome (Female)** AL: N, AC: 7, HD: 3, HP: 15, #AT: 1, DMG: Dagger (1d4).

15. This room is empty.

16. This chamber has partially collapsed. A group of charmed slaves has been instructed to clear this room of rubble, which they are dumping in the hallway to the south. **Gnome** (Male) AL: N, AC: 7, HD: 3, HP: 15, #AT: 1, DMG: Dagger (1d4), **Goblin** (Male) AL: N, AC: 8, HD: 1–1, HP: 4, #AT: 1, DMG: Dagger (1d4), **Gnome** (Male) AL: N, AC: 7, HD: 3, HP: 15, #AT: 1, DMG: Shortsword (1d6), **Human** (Female) AL: N, AC: 10, HD: 3, HP: 18, #AT: 1, DMG: Club (1d6), **Neanderthal** (Male) AL: N, AC: 8, HD: 3, HP: 18, #AT: 1, DMG: Great Club (1d8+1).

17. This chamber is empty.

18. This room is empty.

19. In the center of this room is a white marble pedestal with a hand extending from it into the air. The marble hand holds a Composite Longbow of exquisite Archaian craftsmanship. This is the *Longbow of Hunda-an'ak'ar.* The weapon is fully +3, adds the damage bonus of its bearer, and on a natural roll of 19 or 20 it will strike dead any creature of six or fewer hit dice. However, the entire floor of this room is trapped. Anyone who stands on it will be

randomly teleported to a Hengegate location (different locations for different PCs are likely). Use the location list provided in the section that outlines Hengegates and Keystaffs later in this book. **Show the players Forbidden Caverns Illustration #26.**

20. The door of this room is trapped with a tripwire. When the door is opened a heavy crossbow bolt will be fired five feet from the floor. It strikes as a Level 8 Fighter and scores 1d10 points of damage. The trap is rusty and there is a 10% chance it will fail to fire. The room is otherwise empty.

21. This chamber has partially collapsed. There are two levers on the wall (north and west). These raise and lower their respective portcullises. The portcullis to the north is currently up and the one on the west is currently down.

22. A group of **Mongrelmen** (4) AC: 4, HD: 4, HP: 30, 27, 25, 20, #AT: 1, DMG: Club (2d4), have been instructed to guard this room. They will come to the aid of the serpent-men in #21 if necessary. They carry 2d10gp, 4d10ep, and two have 1d10 Emeralds worth 50gp each.

23. The stench emanating from this room is terrible. Inside is a pile of corpses and body parts the slaves and mongrelmen have piled to transport to the Great Henge for disposal.

24. This room is on the verge of total collapse.

25. This room is empty.

26. This roughly 40x30 room has partially collapsed. A statue of Anu-Eya stands to the southeast. The charmed slaves have been instructed to guard this room and see to the needs of the naga-ti in #27.

They include: **Lizardman (Male)** AL: N, AC: 5, HD: 2+1, HP: 13, #AT: 1, DMG: Spear (1d6), **Human (Female)** AL: N, AC: 10, HD: 3, HP: 18, #AT: 1, DMG: Shortsword (1d6), **Human (Male)** AL: N, AC: 10, HD: 3, HP: 18, #AT: 1, DMG: Spear (1d6), **Human (Male)** AL: N, AC: 10, HD: 3, HP: 18, #AT: 1, DMG: Spear (1d6), **Human (Male)** AL: N, AC: 10, HD: 3, HP: 18, #AT: 1, DMG: Club (1d6), **Halfling (Female)** AL: N, AC: 7, HD: 3, HP: 15, #AT: 1, DMG: Dagger (1d4).

27. There are two **Naga-Ti** AL: CE, AC: 0 (Naga-Ti Half-Plate and Dex), HD: 9, HP: 42, 38, #AT: 2 (See entry), DMG: *Glaive +2* (1d10) and *Spear +2* (1d6). Both have a Composite Longbow and 10 *Arrows +2* (1d8), who have just finished a swim and are about to leave the room. One wears a Gold and Diamond Bracelet with central Couatl Medallion (1,300gp) and the other a Gold Dragon Pendant circled around a Large Diamond (1,300gp). The room has partially collapsed along the southern wall.

28. This chamber has partially collapsed. The charmed slaves have been instructed to guard this room and alert the naga-ti of any intrusion. The slaves include: **Kobold (Male)** AL: N, AC: 7, HD: 1d4hp, HP: 2, #AT: 1, DMG: Dagger (1d4), **Gnome (Male)** AL: N, AC: 7, HD: 3, HP: 15, #AT: 1, DMG: Dagger (1d4), **Lizardman (Male)** AL: N, AC: 5, HD: 2+1, HP: 13, #AT: 1, DMG: Club (1d6), **Kobold (Male)** AL: N, AC: 7, HD: 1d4hp, HP: 2, #AT: 1, DMG: Dagger (1d4), **Dwarf (Male)** AL: N, AC: 8, HD: 3, HP: 16, #AT: 1, DMG: Hammer (1d6)

29. Mongrelmen (5) AC: 4, HD: 4, HP: 29, 2x28, 24, 18, #AT: 1, DMG: Club (2d4), guard this chamber. They carry 2d10gp and 4d10ep.

30. This massive cave is the religious center of the serpent-men. The atmosphere is thick and exceedingly hot. Steam rises from the pool. The **Grand Serpent** and his **Consort** are leading a service to their ancient reptile god. If the alarm has been raised, they will be arrayed for battle with the slaves and mongrelmen in front, followed by the naga-ti warriors, and bodyguards. The **Consort** will throw spells while the **Grand Serpent** wades into battle.

The **Grand Serpent Salazzz Poisonteeth, Lord of the Naga-Ti** AL: CE, AC: -2 (*Naga-Ti Platemail +3* and *Shield +1*), HD: 10+3, HP: 72, #AT: 2 (See entry), DMG: *Rod of Lordly Might* (See entry). The **Poisonteeth** receives a +3 damage bonus due to strength. The **Grand Serpent** wears a crown of Gold inlaid with Archinium and Encrusted with Emeralds (10,000gp).

Cceroleenis, Consort of the Grand Serpent and Level 6 Magic-User AL: CE, AC: 0, HD: 9, HP: 49, #AT: 2 (See entry), DMG: *Ebon Staff +1* (1d6) with the *Headpiece of the Blood Matrix* and a *Ring of Embarkation* (#4: HG1, HG2, HG8). Spells (2/2/2): *Baltron's Black Sheen, Magic-Missile, Galaxina's Scintillating Spark Shower, Mirror Image, Lightning Bolt,* and *Zozomir's Stentorian Shout.* The **Consort** wears: Gold Diadem embellished with Blue, Green, and Red Enameled Flowers (1,100gp), a Gold bracelet in the form of a Coiled Snake (900), an Electrum Bracelet inlaid with Gold in shape of Python (1,000gp), Necklace with inlaid Lapis Lazuli and Carnelian Gemstones (2,000gp).

Naga-Ti Blood Warriors (Bodyguards) (2) AL: CE, AC: 0, HD: 9, HP: 45, 44, #AT: 2 (See entry), DMG: *Glaive +2* (1d10). Both have a Composite Longbow and 10 *Arrows +2* (1d8). One possesses a *Net of Entanglement* and the other a *Javelin of Lightning*. They each carry 6d10pp and 4d10ap. One wears a Gold Armband with Herakles Knot inlaid with Garnets and Emeralds (1,400gp) and the other an Elaborate Platinum Necklace encrusted with Black Opals (1,400gp).

Naga-Ti (3) AL: CE, AC: 0 (Naga-Ti Half-Plate and Dex), HD: 9, HP: 44, 34, 24, #AT: 2 (See entry), DMG: *Spear +1* (1d8) and *Bardiche +2* (2d4). Both have a Composite Longbow and 10 *Arrows +1* (1d8). They each carry 3d10pp and 2d10ap. Each warrior wears one of the following: Archinium Serpentine Armbands (1,500), an Archinium Collar inlaid with Sapphires (1,500gp), Platinum Bracer Encrusted with Emeralds (1,200gp).

Mongrelmen (5) AC: 4, HD: 4, HP: 2x28, 2x24, 21, #AT: 1, DMG: Club (2d4). They carry 2d10gp, 4d10ep, and 1d10 Rubies worth 20gp each.

Dwarf (Female) AL: N, AC: 8, HD: 3, HP: 16, #AT: 1, DMG: Mace (1d6), **Lizardman (Male)** AL: N, AC: 5, HD: 2+1, HP: 13, #AT: 1, DMG: Longsword (1d8), **Human (Male)** AL: N, AC: 10, HD: 3, HP: 18, #AT: 1, DMG: Club (1d6), Half-**Elf (Female)** AL: N, AC: 9, HD: 3, HP: 15, #AT: 1, DMG: Spear (1d6).

31. This chamber has partially collapsed. The room is empty.

32. A pack of **Mongrelmen** (5) AC: 4, HD: 4, HP: 3x25, 24, 20, #AT: 1, DMG: Club (2d4), protect this chamber from intruders. They carry 2d10gp and 4d10ep.

33. This room is empty.

34. This empty room has partially collapsed along the northeastern wall.

35-36. These rooms are empty.

37. This chamber is empty. The wall between this room and #45 has partially collapsed and steam pours into this room from the thermal pool.



38. This room is a macabre and grisly place. Severed hands are arrayed on a small ledge around the entire room four feet off the floor. Some hands have decayed beyond recognition but others remain. There are a total of eight hands and they all radiate magic. When touched they morph onto of the PCs hand. **Show the players Forbidden Caverns Illustration #27.** The hands include:

Severed Hands

Hand	Magical Property
Thief	Pick Pockets (one use only) as Level 10 Thief
Ogre	+3 to damage for 10 rounds
Clutz	As per *Gauntlets of Fumbling* (1d4 days)
Ettercap	*Spider Climb* (1d4 days)
Drow	*Polymorph* into a Drow Elf (1d4 days)
Wight	Must drain 1 life-form per day for 1d4+1 days or die.
Owlbear	Grows Owlbear claw for 1d4 days (1d8 per round)
Troll	Regenerate 3 hit points per round for 1d4 days

39. Mongrelmen (5) AC: 4, HD: 4, HP: 3x25, 24, 20, #AT: 1, DMG: Club (2d4). They carry 2d10gp, 4d10ep, and 1d10 Sapphires worth 30gp each.

40. This room is empty. A **Greater Archaian Sentinel** AL: N, AC: 0, HD: 8, HP: 50, #AT: 6, DMG: 1d6+2 per attack, will be activated if its secret door is opened.

41. This room is filled with flea-infested furs, straw, and rags. There is also a small fire pit. The mongrelmen use this room. It is currently empty. There is nothing of value. The room has partially collapsed.

42. Cellblock: New slaves are brought to this location prior to standing before the **Naga-Ti Lord** and being charmed. The cells are guarded by the **Jailor**, a particularly sadistic **Naga-Ti** AL: CE, AC: 0 (Naga-Ti Half-Plate and Dex), HD: 9, HP: 49, #AT: 2 (See entry), DMG: *Bardiche +2* (2d4) and *Scimitar +1* (1d8). He also has a Composite Longbow and 10 *Arrows +1* (1d8). He carries 6d10pp and 4d10ap and wears a Gold bracelet inlaid with Rubies (1,000gp). He also has the keys to the cells. The **Jailor** also has some attendant **Mongrelmen** (5) AC: 4, HD: 4, HP: 3x25, 24, 20, #AT: 1, DMG: Club (2d4). They carry 2d10gp and 4d10ep.

The cells hold the following prisoners:

A. Human (Male), Elf (Male), Dwarf (Male), Norker (Female).

B. Human (Male), Gnome (Male), Orc (Male), Human (Female), Goblin (Female).

C. Lizardman (Female), Elf (Female), Lizardman (Male), Goblin (Male).

D. Empty.

E. Dwarf (Female), Human (Female), Kobold (Male) Norker (Male), Half-Orc (Male).

F. Gnoll (Male), Frogling (Male), Orc (Male), Half-Elf (Male).

43–44. These rooms are empty.

45. The **Second Consort of the Naga-Ti Lord** is bathing in the thermal pool in the center of this room. She has three warriors that serve as her bodyguards and an escort of mongrelmen.

Zanisisss, Second Consort of the Grand Serpent and Level 6 Magic-User AL: CE, AC: 0, HD: 9, HP: 49, #AT: 2 (See entry), DMG: *Scimitar +1 of Venom* (1d6, 3 doses of lethal poison remaining, save or die) and a *Ring of Volcanic Conflagration*. Spells (2/2/2): *Shield, Magic Missile, Galaxina's Scintillating Spark Shower, Web, Lightning Bolt*, and *Ool's Broiling Exhalation*. The **Second Consort** wears a Gold Bracelet inlaid with Pearls (1,000), Platinum Earrings in the shape of Stars (1,100), a Gold Headdress inlaid with Ivory and Emeralds (1,300gp), and a Gold, Garnet, and Agate Necklace and Matching Bracelets (1,300gp).

Naga-Ti (3) AL: CE, AC: 0 (Naga-Ti Half-Plate and Dex), HD: 9, HP: 43, 40, 29, #AT: 2 (See entry), DMG: *Scimitar +2* (1d8) and *Glaive +1* (1d10). Both have a Composite Longbow and 10 *Arrows +1* (1d8). They each carry 3d10pp and 2d10ap. Each wears one of the following: a Gold Medallion Encrusted with Opals (1,300gp), Gold Serpent Bracelet Encrusted with Emeralds (1,300gp), and Archinium Circlet Inlaid with Garnets and Emeralds (1,400gp).

Mongrelmen (5) AC: 4, HD: 4, HP: 30, 24, 21, 20, 19, #AT: 1, DMG: Club (2d4). They carry 2d10gp, 4d10ep, and 1d10 Diamonds worth 40gp each.

46. This room is on the verge of total collapse. The portcullis is down and the lever is in room #47.

47. This chamber has collapsed along the northern and southern walls. A lever is in the down position.

48. A group of **Mongrelmen** (7) AC: 4, HD: 4, HP: 2x27, 2x24, 22, 20, 18, #AT: 1, DMG: Club (2d4), are here sleeping and eating around two small campfires. They carry 2d10gp and 4d10ep. The eastern wall of this room is on the verge of total collapse.

49–50. These rooms are empty.

51. There are two **Caryatid Columns** AL: N, AC: 5, HD: 5, HP: 29 each, #AT: 1, DMG: 1d8, in this room. They both have Huge Emeralds (1,000gp per eye) in their eye sockets. They will only attack if something attempts to remove their jewels.

52. The narrow cavernous pathway that leads to this chamber is difficult to find. The ledge is barely perceptible closest to the pool in #30. The ledge is also extremely narrow and elevates quickly to 20 and then 50 feet above the rapidly moving river below. A waterfall can be heard farther down the passageway. Unless magical climbing is used, or a party ropes themselves together (using the roping rules outlined earlier), Dexterity checks must be made every 20 feet. The terrain is both difficult and wet.

The ledge finally opens up to a rectangular chamber that has been cut in half by the river over 50 feet below. At the back of an archway is a strange set of Archaian armour on an armour stand. This is *Bowku's Beetle Armour*. **Show the players Forbidden Caverns Illustration #28.**

10. Dungeon-Kennels of the Teeth Breakers (Gnolls)

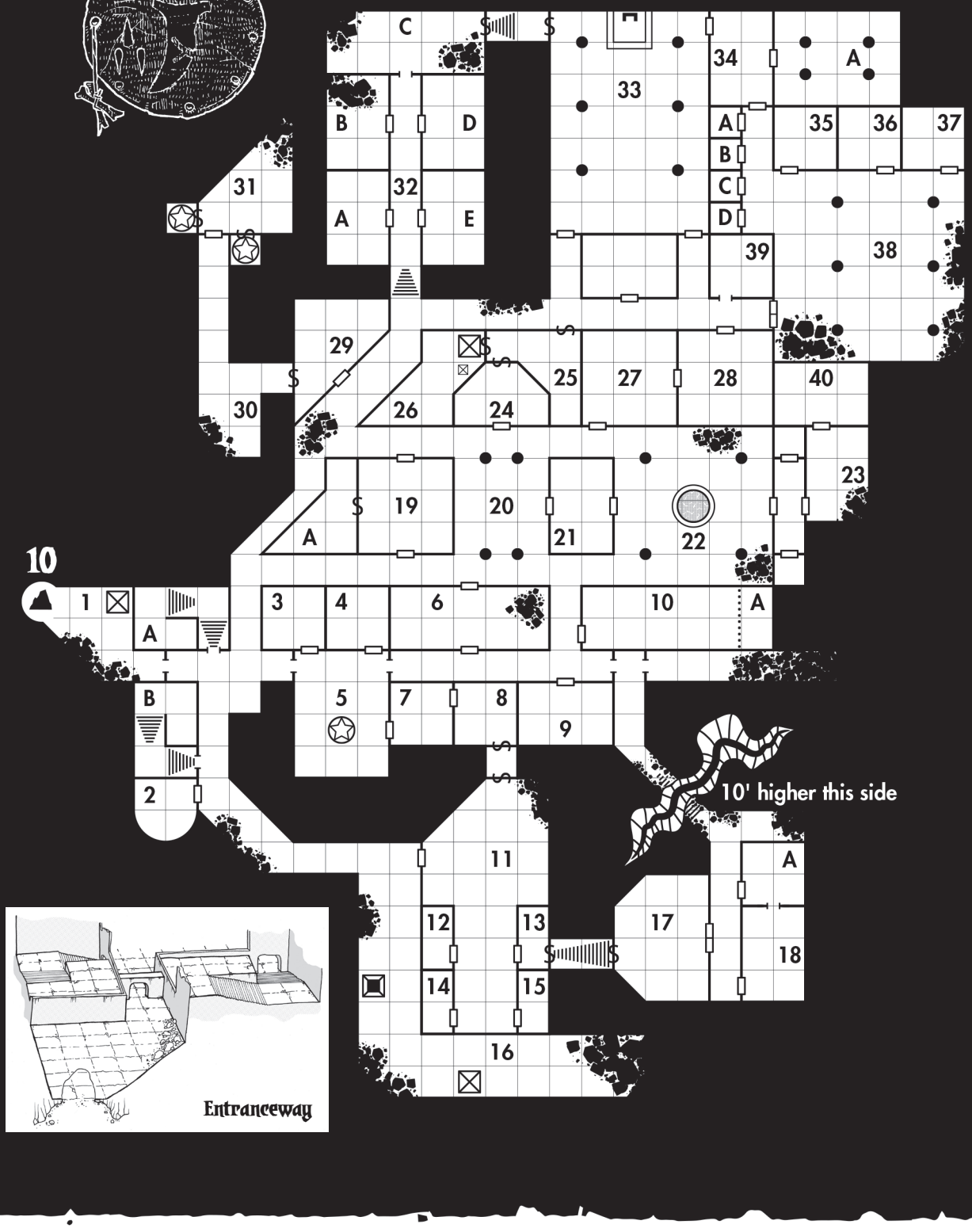
1. The gnolls have designed the entranceway of their complex to serve as a killing ground. Both A and B are elevated positions 10 feet off the floor. They are partially shrouded in darkness. The guards will use their longbows from both elevated positions. In addition, they have constructed an archway located between A and B that serves as a melee chokepoint. If the guards perceive a group of intruders might penetrate the complex, they will begin throwing large rocks down on invaders while one from each position will arm themselves with melee weapons and a shield and proceed to hold the chokepoint. The sound of battle will draw the reserve guards from #2.

A. Three guards and a patrol-leader stand on this elevated ledgeway. **Gnolls** AL: CE, AC: 4 (Splintmail), HD: 2, HP: 11, 9, 6, #AT: 1, Weapons: Longbow and 20 Arrows (1d8). These guards also have Shields, Battle Axes (1d8), and Scimitars (1d8), resting against the wall. If they need to engage in melee they will drop their bows and arm themselves (AC: 3). The **Gnoll Patrol Leader** AC: 4 (Splintmail), HD: 3, HP: 18, #AT: 1, Weapons: Longbow and 10 Arrows (1d8), Halberd (1d10), and Dagger (1d4). There are four large rocks piled into a pyramid. If the gnolls can hold intruders at the archway choke-point they will throw the rocks down on their heads for 1d8 points of damage each (Dexterity check for half damage). Treasure: 25gp, Large Broken Tiger Eye Agate (30gp), Nothing, Huge Star Rose Quartz (100gp), respectively.

B. Three guards are always on duty on this elevated ledgeway. **Gnolls** AL: CE, AC: 5 (Chainmail), HD: 2, HP: 14, 10, 9, #AT: 1, Weapons: Longbow and 20 Arrows (1d8). These guards also have Shields, Battle Axes (1d8), and Scimitars (1d8), resting closeby. If they need to engage in melee they will drop their bows and arm themselves (AC: 4). Similar to A there are four large rocks piled into a pyramid for throwing down on intruders. See A for detail.

10 Dungeon-Kennels of the Teeth Breakers





Entranceway

Treasure: 31gp, Pouch of Tobacco (35gp), Medium Finely Cut Moss Agate (40gp).

2. This is a guardroom of reserves in the event of a frontal attack on the complex. **Gnolls** (3) AL: CE, AC: 5 (Chainmail), HD: 2, HP: 13, 12, 10, #AT: 1, Weapons: Halberds (1d10) and Shortswords (1d6). The fourth is a **Gnoll Patrol Leader** AC: 4 (Splintmail), HD: 3, HP: 18, #AT: 1, Weapons: Longbow and 20 Arrows (1d8), Scimitar (1d8), and Dagger (1d4). They also keep two **Hyenas** AL: N, AC: 7, HD: 3, HP: 16, 13, #AT: 1, DMG: 2d4, in this guardroom. Treasure: Large Gray-Black Hematite (40gp), 45sp, 10pp, Small Light Rose Rhodochrosite (15gp).

3. This room serves as the barracks for a small detachment of the **Fanged Legion**, the warrior sect of Impurax. These men (**Calosar**, **Kernahan**, and **Brockbak** who is eating in the mess #20) are garrisoned here to help train the gnolls and assist the clerics. The room is spartan and contains three neat beds, three small chests, and the unholy symbol of Impurax painted on the wall. The chests are locked: Chest #1: 45gp, Chest #2: 45ep and *Potion of Heroism*, Chest #3: War Trophies (teeth, tusks, horns, fingers). **Calosar** and **Kernahan** will either be here (50%) or in the shrine #5 (50%) with the clerics.

Calosar, Level 4 Blade of Impurax AL: LE, AC: 2 (Platemail and Shield), HD: 4, HP: 33, #AT: 1, Weapons: *Broadsword +1* (1d6+1), Flail (1d6), Dagger (1d4), Treasure: 2ap, 5pp, Medium Flawed Moss Agate 15gp. His assistant is **Kernahan, Level 2 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 2, HP: 16, #AT: 1, Weapons: Spear (1d6), Light Crossbow with 10 Bolts (1d6), Dagger (1d4), Treasure: Impurax Unholy Symbol (Silver, 35gp), 20gp.

4. This cramped space serves as the barracks for the lower level acolytes. The furnishings are spartan and include two bunk beds and three chests. There is a 75% chance that **Salco, Level 2 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 9, #AT: 1, Weapons: Spiked Cudgel (1d4+1) and Sling with 10 Stones (1d4), Spells (2): *Shillelagh, Entangle,* Treasure: 30ep, Medium Finely Cut Blue Quartz 55gp, is here in study. His fellow acolytes **ByGund** and **Lotki** are in the shrine (#5).

5. The chamber is a small shrine to Impurax constructed by the acolytes and slaves. There is a large statue of a fanged maw in the center bracketed by two flaming braziers. There are three small benches in front of the statue. The acolytes **ByGund, Level 2 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 8, #AT: 1, Weap-



ons: Spiked Cudgel (1d4+1) and Sling with 8 Stones (1d4), Spells (2): *Shillelagh, Fistfang,* Treasure: Medium White Chalcedony (50gp), 25sp, and **Lotki, Level 1 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 1, HP: 5, #AT: 1, Weapons: Spiked Cudgel (1d4+1) and Sling with 8 Stones (1d4), Spells (1): *Entangle*, Treasure: Gold Medallion (Unholy Symbol Of Impurax, 75gp), are here tending the shrine.

6. This is a storeroom for the kitchen and mess hall. There are four barrels of mead, two barrels of wine, and four sacks of grain and rice.

7. This is the audience chamber of **Prelatus Geshtalg, Level 4 Acolyte of Impurax** AL: LE, AC: 3 (Chainmail, Shield, Dex), HD: 4, HP: 24, #AT: 1, Weapons: Mace (1d6) and Sling with 12 *Stones +1* (1d4), Spells (2/2): *Shillelagh, Spore Cloud, Silence 15', Moldskin*, Treasure: Gold Cloak Clasp inset with Emeralds (300gp), 25ep. **Geshtalg** is merciless and driven to rise through the ranks of the Putrescalate.

There is a 50% chance **Geshtalg** is here in meditation and a 50% chance he is with the **Gnoll Chieftain** in the throne room (#33).

8. Geshtalg's personal bedroom is lavish. It has a large soft bed, desk, and bookshelf. There is also a small personal shrine to Impurax. **Geshtalg** is aware of the secret door and, if alone, he will use it to flee.

9. This is a larder for the main kitchen. There are a number of meats hung on hooks from the ceiling. These include some unknown dinosaur, a dwarf, two humans, and axe beak legs.

10. The gnolls use this room as both a prison and torture room. The room is hot and humid from a fire pit in its center. There is a rack, an iron maiden, and a pillory.

There are two unique gnolls in this room - the **Jailor** and the **Torturer**. Neither wear armour (AC: 5), but they are very strong (HD: 3, HP: 21, 19) and score +2 on damage rolls. The **Jailor** is armed with a whip (1d4 plus trip prone on a successful attack) and *Dagger +1* (1d4) and the **Torturer** can wield two hot pokers from the fire (treat as shortswords plus 1d3 fire damage). The Torturer suffers no negatives for dual wielding. They have no treasure.

A. This cell contains two gnomes, a kobold, two humans, and an orc. There is also a dead orc and elf in the cell. The smell is terrible. The gnolls use slaves as manual labour until they are exhausted and die. They then throw the bodies on the Great Henge in the center of the sunken city. The slaves know very little and have been regularly beaten. They just want food, water, and freedom.

11. This chamber is used to house and train the hyenas the gnolls use as guards and for protection. There is an 80% chance that the **Gnoll Hyena Trainer** AL: CE, AC: 4 (Splintmail), HD: 3, HP: 18, #AT: 1, Weapons: Whip (1d4 plus trip prone on a successful attack) and a Shortsword (1d6), will be engaged in training when the PCs approach this room. If not, will be in the training arena (#38). If training here, he will bring an emaciated human slave from #12 and have two **Hyenas** (2) AL: N, AC: 7, HD: 3, HP: 19, 17, #AT: 1, DMG: 2d4, rip him to shreds. The trainer snaps his whip while barking encouragement to the animals.

12. This cell holds two emaciated human slaves. They are exhausted, beaten, and crazed. They do not even remember their names.

13. This cell holds **Hyenas** (2) AL: N, AC: 7, HD: 3, HP: 17, 15, #AT: 1, DMG: 2d4. Note the door to this cell is extremely weak. If the hyenas clamor against it for one round it will break and fall outward into the room.

14. This cell is empty.

15. This cell holds young **Hyenas** (2) AL: N, AC: 7, HD: 3, HP: 11, 8 #AT: 1, DMG: 2d4.

16. This chamber collapsed in one of the many earthquakes that rock Archaia. The gnolls use this as a dump and all manner of disgusting foulness can be found including rotting organic matter, some carrion, bones, fur bits, and stone. Note that searching this area is dangerous. There is a base 35% chance of further collapse that increases 10% per turn. Consult the random chart below every other turn if the PCs search the dump (one time only per item):

	Random Refuse Pile Contents
1	Pouch of tobacco (25gp)
2	Hand of a halfling
3	Giant beetle shell
4	1d4 **Rot Grubs**
5	Clan Manflesh Tribal Token
6	Necklace of elf ears
7	Worn Leather *Bracers (AC7)*
8	Brain in Jar
9	Archaian skull
10	Scroll: 3 Random Cleric Spells



17. The secret door to this room has not been accessed in centuries and the crevasse leading to this area of the complex has precluded the gnolls from bothering with it.

Show the players Forbidden Caverns Illustration #29. A small ledge, about four inches wide and four feet off the ground, runs along the outside walls of this chamber. Every few inches an egg sits in an tiny pedestal. There are a total of 50 eggs. Some of the eggs are worthless, some of the eggs are valuable, some are dangerous, and some contain magical properties. Referees are encouraged to embellish the description of each egg. Some eggs must be cracked open to determine their contents or use. Others are magical and must be carried by the possessor. Consult the random table below to determine the result:



Random Eggs	
1	*Egg of Shielding*[1]
2	Solid Golden Egg (100gp)
3	Black Egg (Poison, 2d6 DMG)
4	Yellow Egg (Poison, ½ move 24hrs)
5	*Token Egg* (Tree)[1]
6	Solid Silver Egg (50gp)
7	White Egg (100gp spill out)
8	*Egg of Delusion*[1]
9	Red and Orange Egg (*Fireball*)[2]
10	Black with Stars (*Disintegrate*)
11	*Egg of Reading Magic*[2]
12	Red Egg (Throw for 2d6 DMG)
13	Lime Green Egg (+500 xp)
14	White with Stars (Gain level)
15	*Egg of Light*[1]
16	Solid Copper Egg (20gp)
17	Cracked Egg (no value)
18	*Egg of Weakness*[1]
19	Solid Electrum Egg (75gp)
20	Blue and White Egg (*Lightning Bolt*)
21	*Egg of Protection +1*[1]
22	Solid Platinum Egg (150gp)
23	Orange Egg (*Locust Swarm*)
24	Silver & Blue (*Ool's Broiling Exhalation*)[2]
25	*Egg of Comprehend Languages*[2]
26	*Egg of Fire Resistance*[1]
27	Solid Electrum Egg (75gp)
28	Red Egg (throw for 2d6 DMG)
29	Grey (gain darkvision 30 feet)
30	White Egg (eat yolk, save or die)
31	*Egg of Wonder*[3]
32	Solid Copper Egg (20gp)
33	Yellow Egg (Poison, ½ move 24hrs)
34	Sparkling Black (*Baltron's Black Sheen*)[2]
35	*Egg of Alignment Change*[1]
36	Solid Golden Egg (100gp)
37	Orange and Black (*Effusive Bloodboil*)[2]
38	Solid Archinium Egg (4,000gp)
39	Black Egg (Poison, 2d6 DMG)
40	Blue and White (Absorbs 1 lvl drain)
41	*Egg of Extra Healing*[2]
42	Solid Silver Egg (50gp)
43	Tan Egg (Poison, 2d6 DMG)
44	Brown Egg (–500 xp)[1]
45	*Egg of Inescapable Location*[1]
46	Solid Platinum Egg (150gp)
47	Blue Egg (*Scarab Swarm*)
48	White Egg (no value)
49	Black and White Egg (*Web*)[2]
50	Token Egg (*Swan Boat*)[1]

1. All eggs that mirror magic items are permanent
2. All spell-effects are single use eggs
3. All eggs that mirror wands have 1d3+1 charges

18. This room contains a library of scrolls. There are 500 scrolls total in bundles of 10 (or 50 total bundles). One character can search one bundle in one turn. Ask the players how many characters they will devote to the task. Divide accordingly to determine the number of turns it will take to search all the scrolls in the room. There is a 10% chance per bundle of a random magical scroll.

A. This side-room once contained scrolls that have been destroyed by water and partial collapse of the room.

19. This is a storeroom for the mess hall (#20). There are barrels of wine and mead as well as sacks of grain and rice.

A. This secret room is completely unknown to the gnolls. Ancient frescos on the walls depict the rise of Archaian civilization and the emergence of three Archaians above all others: The Archons. They appear as tall, lithe, humanoids, with black eyes, somewhat elvish in appearance but with slightly larger craniums. Above them Anu-Eya, the great Archaian deity, is depicted keeping a stern, watchful eye on his people.

20. This area serves as the mess hall for the gnoll warriors. The room is filled with two large long tables running north and south. Servants, chained by the ankle and wrist, move back and forth from the kitchen serving food and drink to the thirsty gnolls. The gnolls are so intent on their food and mead that, if the alert has not been sounded throughout the complex, they may (1–3 on d6) be surprised.

There are **Gnoll Warriors**, a **Patrol-Leader**, a **Bugbear Delegate**, two **Hyenas** (laying underneath the table), and **Brockbak** (Fang of Impurax) currently feasting at the tables:

Gnolls (4) AL: CE, AC: three with 4 (Splintmail) and one with 5 (Chainmail), HD: 2, HP: 10, 9, 2x8, #AT: 1, Weapons: Two with Battle Axe (1d8) and Longbow with 10 Arrows (1d8) and two with Glaive (1d10) and Shortsword (1d6). Treasure: 35ep and 10sp, Necklace with a Large Light Blue Lapis Lazuli (40gp), Nothing, and a Bag of Human Eyeballs.

The **Gnoll Patrol Leader** has AL: CE, AC: 3 (Splintmail and Shield), HD: 3, HP: 18, Weapons: Halberd (1d10) and Dagger (1d4), Treasure: 19ep and 20sp.

Brockbak, Level 1 Fang of Impurax AL: LE, AC: 4 (Chain and Shield), HD: 1, HP: 9, Weapons: Flail (1d6), Light Crossbow with 10 Bolts (1d6), and Dagger (1d4), Treasure: 22gp.

Hyenas (2) AL: N, AC: *7*, HD: 3, HP: 15, 11, #AT: 1, DMG: 2d4.

Bugbear AL: CE, AC: 5, HD: 3+1, HP: 20, #AT: 1, Weapon: Great Spear (1d8). Treasure: Pouch: Bloodstones 1d6 (30gp each).

21. This chamber serves as the kitchen. Four **Gnoll Females** are busy at work preparing some sort of meat. The females are combatants (AC: *7*, HD: 1, HP: 6 each) and will wield kitchen utensils in combat (cleavers, long knives, meat tenderizers, all of which do 1d6 points of damage). They berate and beat the slaves who serve the food (four human men, two human women, one elf, and one goblin).

22. This is the primary access to water in the complex. The gnolls use slaves to draw water from the well and bring it to various points throughout the complex, such as the kitchen, barracks, and the arena.

23. Two dead human slaves have been thrown on the rubble collapse in this room. The bodies have nothing of value. While in this room, there is a higher than normal chance of further collapse (1–3 on d6 chance per turn). Fighting in this chamber will necessitate an additional collapse roll and further raise the possibility of a cave-in (1–4 on d6). Those caught in a collapse take 2d6 points of damage or 1d6 is a save versus Petrification is made.

24. This room contains three crates stolen from caravans. The first contains bolts of cloth (200gp), the second contains leather vestments (50gp), and the third is filled with firewood for the kitchen. There are four normal rats in this room.

25. This is a secret gnoll storeroom. A recent raiding party defeated a group of well-armoured adventurers. The gnolls have stored their weapons and armour in this room until they decide what to do with them. The equipment includes two sets of human-sized platemail, three shields, two heavy crossbows, and a backpack with four Healing Solves (*Cure Light Wounds*).

26. This secret room is unknown to the gnolls. There is a spiked pit 20 feet deep (2d6 for the pit, 1d6 for the spikes) just inside the door. On the other side of the pit are three Gold Statuettes of the Archons worth 1,000gp each.

27. There is a small forge in the center of this room. Various pieces of armour line the walls that require repair (shields, spears, polearms).

28. This chamber serves as the gnoll armoury. There are five suits of chainmail and splintmail on shelves, as well as four broad dented shields and six buckler shields. The room also contains eight halberds, twenty daggers, and six broadswords. The quality of these weapons varies. Some are of gnoll manufacture and others are human and dwarvish. They are all in average to poor condition.

29. Any dwarf will immediately recognize the smell of troll from outside this door. This room is the lair of three trolls in the complex. One is currently asleep but may (40% wake up if the door is opened). **Troll** AL: CE, AC: 4, HD: 6+3, HP: 30, #AT: 3, DMG: 1d6/1d6/1d10.

Under a bed of mangy furs and straw are the following items: *Scroll: Ward against Undead*, *Potion of Levitation, Potion of Growth,* and a *Potion of Giant Strength*. In a pile in the corner of the room is a Jeweled Silver Dagger (50gp), Ornate Sword Pommel (600gp), Emerald Comb (700gp), Ornate Golden Plate (900gp), Platinum Candelabra (1,000gp), Silver Statuette of Anu-Eya with Ruby Eyes (1,100gp)

30. This room has partially collapsed. Dust lies thick on the floor.

31. The center of this room contains a pedestal with *Sferenop's Shimmering Sea Shell.* This magical treasure is guarded by two **Archaian Sentinels** AL: N, AC: 3, HD: 3, HP: 18, 14, #AT: 1, DMG: 1d6, that will activate and break out of their secret locations once the shell is lifted off the pedestal.

32. This hallway provides access to the gnoll barracks.

A. This barrack has eight straw and fur beds on the floor. The room is otherwise empty.

B. Four off-duty gnoll warriors and two hyenas occupy this barrack. Like A, there are beds made of fur and straw. **Gnolls** AL: CE, AC: two have 4 (Chainmail and Shield) and two have 4 (Splintmail), HD: 2, HP: 15, 14, 12, 9, #AT: 1, Weapons: two are armed with Battle Axe (1d8) and Dagger (1d4) the other two have Halberd (1d10) and Shortsword (1d6). Treasure: 35gp, Tiny Exquisite Obsidian (62gp), Bone Necklace (No value), and Gold Cloak Pin (15gp). **Hyenas** AL: N, AC: *7*, HD: 3, HP: 21, 10, #AT: 1, DMG: 2d4.

C. This is a training room. Four dummies made of wood and straw stand erect against the northern wall for weapon practice. A handful of longbows, quivers, and bull's-eye targets are set on the western wall. The room has partially collapsed.

D. This barrack is currently occupied with off-duty warriors. **Gnolls** (4) AL: CE, AC: two have 4 (Chainmail and Shield) and two have 4 (Splintmail), HD: 2, HP: 2x12, 11, *7*, #AT: 1, Weapons: two are armed with Battle Axe (1d8), Longbow and 10 Arrows (1d8), and Dagger (1d4) the other two have Halberd (1d10) and Shortsword (1d6). Treasure: 35sp, 41ep, Nothing, and a Small Finely Cut Smokey Quartz (65gp).

E. This barrack has eight straw and fur beds on the floor. Under one of the beds is a Gold Medallion (45gp).

33. This is the throne room of **Ggrradgur the Gruesome, Gnoll Chieftain** AL: CE, AC: 1 (*Half-Plate +1*, Dex), HD: 4, HP: 25, #AT: 1, Weapons: *Halberd +1* (1d10), Broadsword (1d6+1), *Dagger +2* (1d4), Treasure: 1d10+2ap, 13pp, 25gp, and four keys to the chests in #34A. He is currently discussing a caravan raid with his **Elite Gnoll Bodyguards** (8) AL: CE, AC: 3 (Splintmail), HD: 3, HP: 21, 2x17, 16, 15, 2x14, 12, #AT: 1, Weapons: Four carry Halberds (1d10) and Scimitars (1d8) and the other four have Battle Axes (1d8) and Longbows with 20 arrows (1d8), Treasure: 2d20gp each. **Ggrradgur's** favorite pet, a **Hyaenodon** (or Giant Hyena) AL: N, AC: *7*, HD: 5, HP: 32, #AT: 1, DMG: 3d4, sits at his feet.

There is a 65% of a **Troll** AC: 4, HD: 6+3, HP: 42, #AT: 3, DMG: 1d6/1d6/1d10, in the presence of the chieftain. If not, this troll will be located in the training arena with its kin.

34. This is the chieftain's private audience chamber. There is a small sized throne along the southern wall. He often meets with envoys from The Horde of the Rotting Hand in this room.

A. The chieftain's bedroom contains a very large wooden bed in the center. There are four large Gold Candelabras, one in each corner of the room (25gp each). There are also four locked chests (two large, one medium, and one small). **Ggrradgur** has the keys. The Small Chest is trapped with a poison needle (save or die). The key must be turned counterclockwise (instead of clockwise) to disarm the trap.

Large Chest #1: 2,854ep.

Large Chest #2: 5,694gp.

Medium Chest #3: Gold Platter (345gp), Silver Pendant (35gp), and 23pp.

Small Chest #4: *Nesting Golems* (4), *Wand of Detecting Traps* (*7* Charges).

35. This room contains a vast array of polearms, all sizes, shapes, and condition. The weapons are held here for use in the training arena (#38).

36. This is the armoury for the training area. There are four sets of rusty chainmail, two sets of splintmail, and a set of half-plate that smells like wet dog. There are three medium shields and two large shields.

37. This chamber contains a dozen gnollish longbows and four crates of arrows (400 total). There are also six heavy crossbows and two crates of bolts (200 total). Three bull's-eye targets stand on tripods.

38. The gnolls use this room to train their warriors. When the PCs approach this chamber the din of battle and the barking and yipping of the gnolls can be heard. One gnoll warrior has challenged the other for a higher standing in the pack. The two gnolls are battling to the death with the rest of the occupants having formed a circle around them and cheering on their favourite.

The two battling gnolls are **Gadlug** AC: 4 (Chainmail and Shield), HP: 10, Weapons: Battle Axe (1d8) and Dagger (1d4) and **Hruugak** AC: 4 (Chainmail and Shield), HP: 12, Weapons: Glaive (1d10) and Shortsword (1d6). Treasure: 31ep and 4sp, 21gp and 10sp.

There are six gnoll warriors watching the duel. **Gnolls** AL: CE, AC: three have 4 (Chainmail and Shield), two have 4 (Splintmail), and one has 5 (Chainmail), HD: 2, HP: 12, 4x10, 11, #AT: 1, Weapons: one has a Battle Axe (1d8) and Dagger (1d4), four have Glaives (1d10) and Shortswords (1d6), and one has a Scimitar (1d8), Longbow and 10 Arrows (1d8), and a Dagger (1d4). Treasure: Nothing, Huge Flawed Striated Green Malachite (65gp), 10sp, 23gp, Nothing, and a Very Large Flawed Light Blue Lapis Lazuli (45gp).

There is also a **Gnoll Patrol Leader** with AC: 3 (Splintmail and Shield), HD: 3, HP: 18, Weapons: Halberd (1d10) and Dagger (1d4), Treasure: 1d4+1ap, and a **Troll** (1), AC: 4, HD: 6+3, HP: 37, #AT: 3, DMG: 1d6/1d6/1d10, in the arena.

A. This cell is empty.

B. This cell contains four human male slaves. The gnolls intend to use as target practice.

C. This cell contains three kobolds and an orc for use in training.

D. This cell contains **Jonesy Ticklebottom** (halfling), and **GalDurek Hammerhand** (dwarf). They are currently at 1 hit point. They are **Level 0 Men-at-Arms**.

39. There are two **Gnolls** on duty in this guardroom: AL: CE, AC: 4 (Chainmail and Shield), HD: 2, HP: 9, 7, #AT: 1, Weapons: Battle Axe (1d8) and Dagger (1d4) and Scimitar (1d8) and Longbow with 8 Arrows (1d8).

40. This room is empty. The walls are braced with wood every ten feet. See #23 for possible collapses.

11. The Red Cave of the Weevil-Men

*This cave is the lair of a colony of **Weevil-Men** (also called **Aspis**). This specific colony possesses a red-dish-hued exoskeleton almost identical in colour to the **Red Flowers** located in #6. The subterranean flower-forest provides the **Weevil-Men** with a natural defensive system and the colony has prospered.*

*Also note that **Aspis** can walk on **Razor Rock** or **Glassy Rock** without penalty.*

1. The entrance chamber to this cave complex has partially collapsed. The cave is empty and quiet.

2. The aspis have cultivated **Razor Rock** in this cave as a defensive measure. Any loud noise in #1 or #2 will likely (70%) draw the attention of the sentries in #3.

3. Weevil-Men Drones (3) AL: Neutral, AC: 2, HD: 6, HP: 39, 34, 31, #AT: 2, Weapons: Two Longbows and 20 Arrows (1d8). At their sentry position they also have six shortswords and six makeshift wooden shields. They will equip themselves as needed. The **Aspis** know that the monstrous humanoids of the sunken city cannot cross **Razor Rock** or penetrate the forest of **Red Flowers**. They will use these positions to their advantage by firing ranged attacks from relative safety. If things appear to turn against them, one will break to warn the sentries in area #5.

4. A stream of water from the pool to the east trickles down into the sinkhole at this location. The sinkhole opens to a single chamber below it where the weevil-men throw their refuse. Those brave enough to explore below the sinkhole will find treasure types: VI, VII, XIII, XIV.

5. Three **Weevil-Men Drones** AL: Neutral, AC: 2, HD: 6, HP: 31, 30, 28, #AT: 2, DMG: one with Flail (1d6), Longsword (1d8), and two shields, the second with Mace (1d6), Shortsword (1d6), and two shields, and the third with two Longbows and 16 arrows (1d8) and two Daggers (1d4), are posted at this location.





6. Spread throughout the length of #6 is a subterranean forest of **Red Flowers** (16 with two flowers per trunk) AL: N, AC: 6, HD: 4, HP: 26, 24, 2x23, 3x22, 2x20, 19, 2x17, 14, 2x12, 8, #AT: 2, DMG: 1d8. Numerous natural columns help support the 50-foot ceiling of this cave. Bioluminescent lichen and mosses backlight the cave in places (ruined by torch or lantern light). There are two red petals in the western portion of the cave (A) and another two located near the crevasse in the northern end of the cave (B). There is no way to pass the cave without using the red flower petals or destroying the forest.

The forest has given rise to red crystal clusters that appear at the base of some of their trunks. These crystals are valuable and may be harvested. Of the 16 red flowers, four have red crystal clusters. Use the following to determine their value: there are 1d8+2 crystals in each cluster, each crystal is worth 1d4x100gp. However, there is a 2 in 8 possibility of an exceptional crystal, which multiplies its value by three. If the forest is lit ablaze the crystals will be destroyed. **Show the players Forbidden Caverns Illustration #30**.

C. Weevil-Men Drones (3) AL: Neutral, AC: 2, HD: 6, HP: 34, 33, 31, #AT: 2, Weapons: two have Hand Axe (1d6), Flail (1d6) and two Shields, the other has a Longbow with 20 arrows as well as a Shortsword and a Shield.

7. This elevated ledge is 50 feet off the ground and its 20x20 foot spanse is covered in **Razor Rock**. This is

another defensive position for the aspis as they can easily climb and surface and block an attack on their queen and larva further into the cave complex.

8. This is a sentry position: **Weevil-Men Drones** (3) AL: Neutral, AC: 2, HD: 6, HP: 29, 28, 26, #AT: 2, DMG: one is armed with Hand Axe (1d6), Longsword (1d8), and two shields, the other two both have two Shortswords (1d6) and two shields. They are positioned here to ensure the security of the complex from either the northern or southern passages.

9. This cave is empty.

10. This is a larva chamber with **Weevil-Men Drones** (4) AL: Neutral, AC: 2, HD: 6, HP: 38, 33, 32, 26, #AT: 2, DMG: The drones fight with their four claws for 1d4+1 points of damage each. These drones care and nurture the larva. The drones move back and forth between #10 and #13 for water and food stores to feed the larva. **Larva** (12) AL: Neutral, AC: 7, HD: 2, HP: 2x12, 2x10, 3x9, 4x7, 6, #AT: 1, DMG: 1d6+1.

11. Egg Chamber: there are three **Weevil-Men Drones** AL: Neutral, AC: 2, HD: 6, HP: 40, 26, 18, #AT: 2, DMG: The drones fight with their four claws for 1d4+1 points of damage each, who care and protect the 10 egg clusters (four eggs each) which are stuck to the walls.

12. This is the chamber of the **Queen** AL: Neutral, AC: 6, HD: 10, HP: 50, #AT: 1, DMG 3d6. She is attended by four **Weevil-Men Drones** AL: Neutral, AC: 2, HD: 6, HP: 38, 33, 30, 28, #AT: 2, DMG: Two are armed with four weapons: Hand Axe (1d6), Flail (1d6), Shortsword (1d6), and Club (1d6), the other two have two Longswords (1d8) and two Shields. These drones oversee, feed, and care for the queen. They are +1 to their attack rolls in her presence. Once the queen is slain 2d4+1 bottles of royal jelly can be harvested from her. These function the same as a *Potion of Extra-Healing*.

13. This cave space is used as a granary. The aspis have harvested and stored fungi, lichen, mosses, and the carcasses of two giant beetles here to feed their queen and her larva.

14. This is a sentry post for **Weevil-Men Drones** (3) AL: Neutral, AC: 2, HD: 6, HP: 2x31, 26, #AT: 2, DMG: One is armed with Hand Axe (1d6), Longsword (1d8), and two shields, the other two both have two Shortswords (1d6) and two shields.

15. This cave contains scraps of metal, broken weapons, and leather. There are rough-hewn hammers and tools on the floor.

16. This is a sentry location for two **Weevil-Men Drones** AL: Neutral, AC: 2, HD: 6, HP: 28, 25, #AT: 2, DMG: One is armed with two Shortswords (1d6) and two Shields, the other with a Hand Axe (1d6), Flail (1d6), and two Shields. The **Weevil-Men** do not normally travel past the stairway in #16 due to the presence of the **Crystal Ooze** at #17 and **Archaian Mantrap** at #19.

17. This is one of three water sources for the colony in this cavern system. It is inhabited by a uncommonly large **Crystal Ooze** AL: N, AC: 8, HD: 6, HP: 27, #AT: 1, DMG: 4d4, and the aspis no longer go near it.

18. This cave area is empty.

19. A large, majestic, subterranean plant dominates this dead-end cave. The plant is an **Archaian Mantrap** AL: N, AC: 10, HD: 9, HP: 49, #AT: 2–5, DMG: See entry. Spread at its base, and partially covered by loose, dark earth, is the gleam of gold and silver.

Referees should note that the pollen secretion of the Archaian Mantrap extends 60 feet. Those drawn by a failed save will walk directly toward it.

The treasure of its past victims (loose) includes 17cp, 5pp, 15ap, and a Large Deep Blue Azurite (40gp), Huge Flawed Deep Blue Azurite (45gp), Small Flawed Gray-Black Hematite (10gp), Medium Finely Cut Blue Quartz (50gp), Medium Broken Deep Blue Azurite (10gp), Very Large Moss Agate (50gp), Huge Exquisite Brown Carnelian (150gp), Large Flawed Deep Purple Amethyst (225gp), Small Black Sapphire (900gp). There is also a *Broadsword +3*, a *Potion of ESP, Potion of Philter of Love*, a *Potion of Gaseous* form, and a *Ring of Embarkation* (#5 HG2, HG3, HG4).





12. The Dungeon Dwelling of the Dervish Nomads

This complex is torch-lit every 20 feet throughout unless otherwise stated.

Also, the Referee is encouraged to increase the base hit dice of the Nomads from 2 to 3–4 subject to the level advancement of the player characters.

1. Unaccustomed to living underground, the dervishes have yet to establish adequate defenses. They have piled rubble on both sides of the entranceway to provide themselves some protection against attack by other monsters and humanoids.

A. Behind this pile of rubble are three **Dervish Nomads** AL: NE, AC: 8 (No armour and Buckler Shield), HD: 2, HP: 12, 11, 8, #AT: 1, Weapons: Spear (1d6), Dagger (1d4), Javelins x3 (1d6); Scimitar (1d8), Dagger (1d4), Javelins (1d6) x3; and Zajaari Stick (1d6), Dagger (1d4), Sling with 15 Stones (1d4). Treasure: 2ep and 16gp, 17gp and 2ep, 16ep and 10pp. They also possess keys for the three chests in #11. If the battle requires reinforcements one of the dervishes will run to C and release a trained giant scorpion.

The dervishes in both A and B will use their ranged attacks from partial cover behind the rubble (+2 to AC).

B. Behind this pile of rubble are three **Dervish Nomads** AL: NE, AC: 7 (Studded Leather), HD: 2, HP: 11, 9, 7, #AT: 1, Weapons: The first two have Scimitar (1d8), Dagger (1d4), Javelins x3, Spear (1d6), and the third has Zajaari Stick (1d6), Dagger (1d4), Sling with 15 Stones (1d4), and a **Dervish Nomad Patrol Leader** AL: NE, AC: 6 (Studded and Buckler Shield), HD: 2+2, HP: 14, #AT: 1, Weapons: Zajaari Stick (1d6), Dagger (1d4), Light Crossbows with 20 Bolts (1d6). Treasure: 17pp and 7gp, 10gp and 8sp, 21sp and 11gp.

C. The dervishes have a trained a **Giant Scorpion** AL: N, AC: 5, HD: 2+2, HP: 10, #AT: 3, DMG: 1d6/1d6/1d3*. It is chained to the wall here.

2. This room is spartan with six wood stools. There is an open barrel of water. There are four **Dervish Nomads** in this guardroom. They are aware of the secret door. They will hear the sound of combat from #1 and reinforce the guards. AL: NE, AC: 8 (No armour and Buckler Shield), HD: 2, HP: 16, 12, 10, 9, #AT: 1, Weapons: two with Scimitar (1d8), Dagger (1d4), Javelins x3 (1d6), and the other two AC: 7 (Leather and Buckler), HP: 13, 10, #AT: 1, Weapons: Zajaari Stick (1d6), Dagger (1d4), Sling with 15 Stones (1d4). Treasure: 12ep and 17gp, 14gp and 13sp, 13sp and 11gp, nothing.

3. This room contains two bunk beds and four wooden stools. In this room there are three off-duty **Dervish Nomads** AL: NE, AC: 7 (Studded Leather), HD: 2, HP: 8, 7, 5, #AT: 1, Weapons: Spear (1d6), Dagger (1d4), Javelins x3 (1d6) in prayer. Treasure: 2gp and 12pp, 6ep and 11gp, Nothing. If they hear the sound of combat 85% they will forego their armour and just grab their weapons.

4. A bunk bed and two single beds adorn this room. Two **Dervish Nomads** AL: NE, AC: 7 (Studded Leather), HP: 15, 9, #AT: 1, Weapons: Zajaari Stick (1d6), Dagger (1d4), Sling and 10 Stones (1d4) are here sharpening their weapons. Treasure: 10ep and 14sp, 8gp and 19ep.

5. This is a barrack for off-duty warriors. There are five slim cot-style beds here. There is a 65% chance they will hear combat from #1. This raises to 85% if the battle lasts longer than five rounds. Four **Dervish Nomads** AL: NE, AC: 7 Leather and Buckler Shield), HD: 2, HP: 14, 12, 11, 5, Weapons: Zajaari Stick (1d6), Dagger (1d4), Sling with 10 Stones (1d4) are barracked in this room, as well as a **Dervish Nomad Patrol Leader** AL: NE, AC: 6 (Studded and Buckler Shield), HD: 2+2, HP: 15, #AT: 1, Weapons: Zajaari Stick (1d6), Dagger (1d4), Light Crossbows and 20 Bolts (1d6). Treasure: 7pp and 5gp, Nothing, 23ep and 6gp, 19ep and 20sp, 1d6+1ap.

6. This barrack is empty. There are three sets of bunk-beds. Underneath one of the lower beds, strapped to the wood, is a *Dagger +2*.

7. Two off-duty **Dervish Nomads** AL: NE, AC: 7 (Leather and Buckler Shield), HD: 2, HP: 10, 8, #AT: 1, Weapons: Scimitar (1d8), Dagger (1d4), Javelins x3 (1d6), are asleep in their beds. Their treasure consists of 1gp and 15sp, 10gp and 1sp.

8. Four single beds adorn this room. The chamber is otherwise empty.

9. Three sets of bunk beds line the walls of this room. A zajaari stick leans against one of the bunks. There are six notches cut into the shaft.

10. This room contains four single beds. Three **Dervish Nomads** AL: NE, AC: 7 (Studded Lather), HD: 2, HP: 15, 9, 4, #AT: 1, Weapons: Scimitar (1d8), Dagger (1d4), Javelins x3 (1d6). Their personal treasure consists of 24gp and 18sp, 13ep and 4sp, and Nothing.

11. This chamber has three bunk beds. A small locked chest sits at the base of each. The warriors in #1A possess the keys. Chest #1 contains 35ep and a Treasure map to a store of 25ap (location Referee's discretion). Chest #2 has a bag with 35gp and Chest #3 has an Ivory Comb worth 100gp.

12. This guardroom has partially collapsed. There are two stools, an iron maiden, and a blood-stained rack. The guards are currently in #13 taunting the prisoners with threats of torture.

13. Two **Dervish Nomad Guards** AL: NE, AC: 7 (Leather and Buckler Shield), HD: 2, HP: 13, 9, #AT: 1, Weapons: Scimitar (1d8), Dagger (1d4), Javelins x3 (1d6), are here taunting the prisoners with pokes of their scimitars and threats of torture. Their treasure consists of 10gp and 25sp, 10pp and 16sp.

A: Gnoll (Female), Halfling (Male), Norker (Female), and Human (Male).

B: Human (Female), Kobold (Male), Halfling (Male), Dwarf (Male), and Human (Male).

C: Goblin (Male), Norker (Male), Human (Female), and Elf (Male).

D: Two dead goblin slaves.

Note that the elf in in Cell C, **Findal of the Forest**, is a **Level 3/3 Magic-User/Thief** AL: CG, HP: 2(15) and the following abilities S 10, I 15, W 12, D 17, C 13, Ch 16. He will gladly serve the party as a henchman or NPC if treated well and given an equal share of treasure.

14. This room contains six empty barrels, six open barrels of water, and broken barrels. Two slaves, **Latveena** (a human female) and **Gaggk** (a male goblin), have managed to escape but are starving and badly beaten (1 hit point each). They are huddled behind the barrels contemplating what to do. They know the rough layout of the complex.

15. This chamber has partially collapsed. It contains garbage, organic waste, and offal.

16. This room has partially collapsed and is empty.

17. Scorpion Den: The dervishes breed and train scorpions. There are currently three **Giant Scorpions** AL: N, AC: 5, HD: 2+2, HP: 14, 12, 8, #AT: 3, DMG: 1d6/1d6/1d3*, in their pens. The bars are weak and they can break through in two rounds with effort. The two **Trainers** are here and both have a set of keys for the cells AL: NE, HD: 2, AC: 7 (Leather and Buckler Shield), HP: 13, 10, #AT: 1, Weapons: Scimitar (1d8), Dagger (1d4), cell keys, Treasure: Gold Broach (25gp) and 34ep.

18. This rectangular pool is the primary water source for the complex. There is a higher chance (1-3 on d6) of a random patrol (1d6+1 dervish nomads, a patrol leader, and 1d4+1 slaves) to carry water barrels to somewhere in the complex. There are six wooden buckets alongside the pool.

19. This room is filled with ten empty barrels.

20. This secret room has three *Disks of Kar'Koon* mounted on the southern wall.

21. This is a guardroom with four stools. There are four **Dervish Nomads** on-duty. There is a 60% chance they are huddled together having a contest between two small, but deadly, scorpions. If so there is a 1–5 on d6 chance they will be surprised. AL: NE, AC: 7 (Leather and Buckler Shield), HD: 2, HP: 13, 10, #AT: 1, Weapons: two have Scimitar (1d8), Dagger (1d4), Javelins x3, and the other two AL: NE, AC: 7 (Studded Leather), HP: 11, 9, #AT: 1, Weapons: Zajaari Stick (1d6), Dagger (1d4), Sling and 10 Stones (1d4). Treasure: 15ep and 15sp, 13gp and 15pp, Nothing, 13gp and 15ep.



22. In the center of this room is an Archaian Magic Circle that glows with a soft blue light. The room is covered in a thick layer of dust. The shape and glyphs appear somewhat similar to those in the center of a Hengegate. The effect of standing within the circle is random. Its magic may be used three times before it wanes.

	Random Magical Effect
1	Healed (*Cure Light Wounds*)
2	Blessed (as per *Bless* spell)
3	+1 on next save attempt
4	–1 on next save attempt
5	Harmed (*Cause Light Wounds*)
6	Summons an angry **Vargouille**

23. This is a barracks that contains three makeshift bunk beds. There are six **Dervish Women-Warriors** sharpening their weapons (50%) or asleep (50%): AL: NE, AC: 8 (Leather), HD: 2, HP: 13, 11, 10, 2x8, 7, #AT: 1, Weapons: Spear (1d6), Dagger (1d4), Javelins x3 (1d6). Treasure: 9ep, 21pp, 10ep, 20sp, 5pp, 8gp.

24. This barrack is empty. There are three wooden beds. Under a pillow on one of the beds is a small vial: *Potion of Healing*.

25. This barrack has four rows of two bunk beds each. There are six **Dervish Women-Warriors** here practicing their spear-play: AL: NE, AC: 8 (Leather), HD: 2, HP: 12, 2x11, 10, 2x7, #AT: 1, Weapons: Spear (1d6), Dagger (1d4), Javelins x3 (1d6). Treasure: 7ep, 20sp, 7sp, 19gp, Nothing. 13sp. The chamber has collapsed in two places and is on the verge of another collapse with the next tremor or earthquake. See #27.

26. This barrack has four single beds. It is currently empty.

27. This room is empty and has partially collapsed. While in the chamber, there is a higher than normal chance of further collapse (1–3 on d6 chance per turn). Fighting in this chamber will necessitate an additional collapse roll and further raise the possibility of a cave-in (1–4 on d6). Those caught in a collapse take 2d6 points of damage or 1d6 is a save versus Petrification is made.

28. Two **Dervish Nomads** AL: NE, AC: 7 (Studded Leather), HD: 2, HP: 12, 10, #AT: 1, Weapons: Spear (1d6), Dagger (1d4), Javelins x3 (1d6), are on sentry duty outside this room. This chamber serves as a kitchen and there are six slaves at work here. There is a fireplace with a cooking pot, tables for food preparation, and two dead axe beaks. There are also three crates of mushrooms, and some dried meat.

A half-elf woman and an emaciated human man are busy plucking the carcasses of two axe beaks. A human female with a broken left arm and a badly beaten gnoll male are

tending the fire. A dwarf male and a halfling female are chopping mushrooms for the pot with small knives (1d3). The room has small collapse from the ceiling.

29. This is a storeroom for the main kitchen. There are crates of fresh vegetables, potatoes, chickens in cages, and barrels of oatmeal, barley, and beans. The crates and barrels bear the mark of the Silver Standard Caravan Company.

30. Guardroom: Two **Dervish Nomads** AL: NE, AC: 7 (Studded Leather), HD: 2, HP: 16, 11, #AT: 1, Weapons: Scimitar (1d8), Dagger (1d4), Javelins x3 (1d6), are on-duty in this guardroom. They have a trained **Giant Scorpion** AL: N, AC: 5, HD: 2+2, HP: 9, #AT: 3, DMG: 1d6/1d6/1d3*, Treasure: 5ep and 24sp, 16gp and 7pp.

31. This chamber has a defaced statue of Anu-Eya. He has his arms spread out wide, with palms facing up. This posture is called *Hul-at-zee*, and is a sign of respect and reverence. If anyone knows Ancient Archaian, assumes the posture, and speaks this word *Hul-at-zee* a *Pearl of Power* will appear in the palm of the statue. This will happen only once.

32. This open passageway is supported by four pillars. Each bears the sneering face of Anu-Eya.

33. The sound of battle can be heard from this chamber. This is a weapons training room. A **Dervish Nomad Patrol Leader** AC: 6 (Studded and Buckler Shield), HD: 2+2, HP: 12, #AT: 1, Weapons: Zajaari Stick (1d6), Dagger (1d4), Light Crossbows (1d6) and 20 bolts, Treasure: 3ap, is working with a group of **Dervish Nomads** (4) AL: NE, AC: 8 (No armour and Buckler Shield), HD: 2, HP: 2x11, 2x9, #AT: 1, Weapons: two with Scimitar (1d8) and Javelins (1d6) x3, Treasure: 16gp and 11sp, 7pp and 5gp, 25sp and 10ep.

34. This chamber is used for weapons storage. There are numerous well-used scimitars in a wooden weapons rack. There is also another rack for glaives and spears. A collection of bucker shields hangs on the walls. The most worn and well-used of the glaives is a *Glaive +1*.

35. Wooden tables line all the walls of this room. They contain four sets of leather armour, five sets of studded leather, and one set of chainmail with the livery of Eastdale.

36. This room is used as a small pen for eight goats the dervishes maintain for milk and meat. A makeshift fence partitions the room, about four feet high, to keep the goats hemmed in the eastern half.

37. Barrack: This room has two bunk beds and four stools. Two off-duty **Dervish Nomads** AL: NE, AC: 7 (Studded Leather), HD: 2, HP: 8, 4, #AT: 1, Weapons: Zajaari Stick (1d6), Dagger (1d4), Sling with 10 Stones (1d4), are sleeping (50%) or rolling dice (50%). Treasure: 6sp and 5gp, 14sp and 4ep.

38. This barrack has six cots. One off-duty **Dervish Nomad** AL: NE, AC: 7 (Studded Leather), HD: 2, HP: 11, #AT: 1, Weapons: Scimitar (1d8), Dagger (1d4), Javelins (1d6) x3 is sharpening his dagger. Treasure: 6pp and 19gp.

39. There are three **Dervish Nomads** AL: NE, AC: 9 (Leather and Buckler Shield), HD: 2, HP: 14, 12, 4, #AT: 1, Weapons: Spear (1d6), Dagger (1d4), Javelins x3 (1d6), here cleaning their shields. Treasure: 14sp and 9pp, 3sp and 15gp, 6sp and 42cp.

40. This room has four cots and three stools.

41. This room has partially collapsed due to a sinkhole in the floor. There is a small ledgeway around the sinkhole. Characters may attempt to use the ledgeway at their own peril. Movement is at ¼ speed and there is a cumulative 5% chance (per 10 foot square) of sliding into the sinkhole and being lost forever. There is an increased chance (1-3 on d6) of a random patrol of 1d4+1 dervish nomads while characters are in this room.

42. This is the great hall of the dervish nomadic tribes brought together by the Impurites under the banner of the Fanged God. Along the wall are the banners of the former independent tribes (Scorpions Tails, Brown Snakes, etc).

Madir-Mamad, The Great Kahl, Level 5 Fighter AL: NE, AC: 3 (Bracers AC5 and Dex), HD: 5, HP: 40, #AT: 2, #AT: 2, Weapon: two *Scimitars +2* (1d8). Treasure: 3d4ap and 3d4pp, was chosen as the war-chieftain of the combined Fremic tribes. The kahl may attack multiple opponents.

Madir-Mamad is protected by four **Dervish Kahl-Bloodguards** AL: NE, AC: 4 (Studded Leather, Buckler Shield, Dex), HD: 2+2, HP: 4x14, #AT: 1, Weapons: Zajaari Stick (1d6), Dagger (1d4), Javelins x3 (1d6). Treasure: 1d4+1ap each and 3d10+2gp each.

There are also three **Dervish Nomad Patrol Leaders** AL: NE, AC: 5 (Studded and Buckler Shield), HD: 2+2, HP: 2x14, 13, #AT: 1, Weapons: Zajaari Stick (1d6), Dagger (1d4), Light Crossbows and 20 Bolts (1d6). Treasure: 1d10gp and 2d20ep each.

In addition to dervishes, a delegation from the orcs has arrived to parlay with the kahl. They include an **Orc Patrol Leader** AL: CE, AC: 5 (Chainmail), HD: 1, HP: 8, #AT: 1, Weapons: Scimitar (1d8) +1 to damage due to strength, and **Orc Warrior Delegates** (6) AL: CE, AC: 6 (Studded and Shield), HD: 1, HP: 2x7, 2x6, 5, 2, #AT: 1, Weapons: Three have Scimitar (1d8) and Shortbow with 10 Arrows (1d6) the other three have Spear (1d6) and Light Crossbows with 8 Bolts (1d6). Each orc has one of the following: Helmet with ear trophies, Copper Ring (5gp), Tobacco (15gp), Silver Earing (15gp), 25sp, nothing, 1ap.

There is also a **Minotaur Delegate** overseeing the proceedings AL: CE, AC: 6 (unarmoured), HD: 6, HP: 35, #AT: 1, Weapon: Battle Axe (1d8). Treasure: Electrum Necklace (300gp), Silver Earring (1d8x100sp) and Platemail Greaves.

43. This is the false treasury. It includes two large wooden chests. Both chests are trapped and will encourage a collapse of the ceiling above. There is a 1–4 on d6 chance that if either chest is opened it will collapse dealing 4d6 points of damage (save versus Death for half). The first chest contains 6,438cp and the second 3,028sp.

44. This is the primary treasury. It contains two chests (one metal and one wood). Both are trapped. The first is trapped with poison needles (save versus Death or die) and contains 3,351ep.

The wooden chest contains a king's treasure of gems and a **Clockwork Centipede** just beneath the surface of the jewels AL: N, AC: 2, HD: 1, HP: 4, #AT: 1, DMG: 1d3 + Poison. The 18 gemstones include: Small Blue Quartz (15gp), Small Dusty Rose Rhodochrosite (15gp), Tiny Exquisite Blue Quartz (12gp), Medium Blue Quartz (20gp), Medium Striated Green Malachite (20gp), Tiny Finely Cut Deep Blue Azurite (32gp), Large Flawed Banded Agate (35gp), Large Deep Blue Azurite (40gp), Large Gray-Black Hematite (40gp), Huge Dark Green Malachite (75gp), Large Deep Blue Azurite (40gp), Small Brown-Green Garnet (85gp), Large Exquisite Blue Quartz (90gp), Medium Finely Cut Light Blue Lapis Lazuli (100gp), Very Large Exquisite Striated Green Malachite (100gp), Huge Finely Cut Pale Blue Quartz (120gp), Large Finely Cut Pale Green Tourmaline (700gp), Large Translucent Star Ruby (2,000gp).

45. This is the training room and barracks for a detachment of the Fangs of Impurax. There is a 50% chance the legionaires from A and C are currently in the center of the training room conducting melee weapon drills. If not, they will be in their bunks. The soldiers in D are unaware of the secret door.

A. The two single wooden beds in this room are used by **Kronan, Level 5 Blade of Impurax** AL: LE, AC: 2 (Plate and Dex), HD: 5, HP: 42, Weapons: *Morningstar +1* (2d4), *Light Crossbow +1* with 10 Bolts (1d8), Dagger (1d4) and a *Potion of Heroism*. **Eriendur, Level 3 Fang of Impurax** AL: LE, AC: 3 (Half-Plate and Shield), HD: 3, HP: 20, Weapons: *Scimitar +1* (1d8), Heavy Crossbow with 10 Bolts (1d8), Dagger (1d4), *Potion of Healing*. Each has 2d10ap. The chamber has a locked chest that contains a *Potion of Healing* and a Healing Solve (treat as *Cure Light Wounds*). **Kronan** has the key.

B. This chamber contains two bunk beds. There is a 55% chance these men are in #47. **Dasder, Level 4 Blade of Impurax** AL: LE, AC: 3 (Plate), HD: 4, HP: 33, Weapons: Glaive (1d10), Flail (1d6), Dagger (1d4) and **Hvitserk, Level 3 Fang of Impurax** AL: LE, AC: 3 (Half-Plate and Shield), HD: 3, HP: 24, Weapons: Spear (1d6), Heavy Crossbow with 10 Bolts (1d8), Dagger (1d4). Each has 4d10gp.

C. There are two bunk beds crammed into this chamber along the walls. They are used by **Femos, Level 1 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 1, HP: 8, Weapons: Spear (1d6), Light Crossbow and 20 Bolts (1d6), Dagger (1d4), **Zander, Level 1 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 1, HP: 8, Weapons: Spear (1d6), Light Crossbow and 20 Bolts (1d6), Dagger (1d4), **Ivar, Level 1 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 1, HP: 8, Weapons: Spear (1d6), Light Crossbow and 20 Bolts (1d6), Dagger (1d4), and **Utal, Level 1 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 1, HP: 8, Weapons: Spear (1d6), Light Crossbow and 20 Bolts (1d6), Dagger (1d4). Each has 3d10ep.

D. Two bunk beds are against the eastern and southern walls of this chamber. **Rolic, Level 2 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 2, HP: 15, Weapons: Spear (1d6), Light Crossbow with 20 Bolts (1d6), Dagger (1d4), **Kalf, Level 2 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 2, HP: 16, Weapons: Spear (1d6), Light Crossbow with 20 Bolts (1d6), Dagger (1d4), **Jotenhiek, Level 1 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 1, HP: 8, Weapons: Spear (1d6), Light Crossbow with 20 Bolts (1d6), Dagger (1d4), and **Ubber, Level 2 Fang of Impurax** AL: LE, AC: 5 (Scale and Shield), HD: 2, HP: 8, Weapons: Spear (1d6), Light Crossbow with 20 Bolts (1d6), Dagger (1d4). Each has 4d40cp.

46. Guard room: three **Dervish Nomads** AL: NE, AC: three with 7 (Leather and Buckler Shields), HD: 2, HP: 2x10, 9, #AT: 1, #AT: 1, Weapons: two with Scimitar (1d8), Dagger (1d4), Javelins (1d6) x3 and one with Zajaari Stick (1d6), Dagger (1d4), Sling with 10 Stones (1d4). They also have a trained **Giant Scorpion** AL: N, AC: 5, HD: 2+2, HP: 10, #AT: 3, DMG: 1d6/1d6/1d3*, Treasure: 11pp and 24sp, 6sp and 3ep, 15sp and 19gp.

47. This temple houses the Impurite missionaries. **Prelatus Yulash** and **Eurik** are present in the temple proper with an **Orc Patrol Leader** AL: CE, AC: 5 (Chainmail), HD: 1, HP: 8, #AT: 1, Weapons: Scimitar (1d8 +1 to damage rolls due to strength). Further there is a 55% chance the Fanged Legionaires from #45B are also present.

Prelatus Yulash, Level 4 Acolyte of Impurax AL: LE, AC: 1 (*Chainmail +1, Shield +1*, Dex), HD: 4, HP: 26, #AT: 1, Weapons: Mace (1d6) and Sling with 12 Stones (1d4), Spells (2/2): *Shillelagh, Spore Cloud, Silence 15', Moldskin*, Treasure: Gold Cloak Clasp inset with Emeralds (300gp), 25ep, key for chest in C. and **Eurik, Level 2 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 13, #AT: 1, Weapons: Spiked Cudgel (1d4+1) and Sling with 10 Stones (1d4), Spells (2): *Shillelagh, Entangle,* Treasure: 30ep, Silver Bracelet (55gp).

A. Innis, Level 1 Acolyte of Impurax AL: LE, AC: 6 (Studded and Shield), HD: 1, HP: 5, #AT: 1, Weapons: Spiked Cudgel (1d4+1) and Sling with 8 Stones (1d4), Spells (1): *Entangle*, Treasure: 29cp, and **Acturus, Level 1 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 1, HP: 5, #AT: 1, Weapons: Spiked Cudgel (1d4+1) and Sling with 8 Stones (1d4), Spells (1): *Entangle*, Treasure: 3d10sp each.

B. Yulash uses this room to meet with his followers. There is a small table and chairs and a desk in the corner. A mural painted across the wall shows a large mass with fiendish eyes destroying a city. A piece of parchment reads: *Grow the army. Grow the mound*.

C. This is **Yulash's** private chamber. There is a wooden bed with a down mattress and pillows. A Gold Statuette of Impurax (3,000gp) sits atop a small private shrine. Hidden under the mattress is a Scroll: *Cure Light Wounds x2, Shillelagh, Moldskin, Summon Plants and Funguses*. There is also a *Potion of Extra Healing*. A Metal Chest (Locked and trapped with a poison needle (save or die) contains 1,553gp, 545ep, and 58ap.

D. Acolyte Barracks: There are two single beds here. The occupants are **Wilkam, Level 1 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 1, HP: 5, #AT: 1, Weapons: Spiked Cudgel (1d4+1) and Sling with 8 Stones (1d4), Treasure: 45cp. Spells (1): *Entangle*, and **Drauge, a Level 1 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 1, HP: 5, #AT: 1, Weapons: Spiked Cudgel (1d4+1) and Sling with 8 Stones (1d4), Treasure: 35ep. Spells (1): *Entangle*. They are in prayer.

E. Acolyte Barracks: There are two bunk beds here. The occupants are cleaning their weapons. **Yary, Level 2 Acolytes of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 10, #AT: 1, Weapons: Spiked Cudgel (1d4+1) and Sling with 8 Stones (1d4), Spells (2): *Shillelagh, Fistfang*, Treasure: Gold Skull Mask (50gp), 25sp, **Peuter, a Level 2 Acolyte of Impurax** (1) AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 8, #AT: 1, Weapons: Spiked Cudgel (1d4+1) and Sling with 8 Stones (1d4), Spells (2): *Shillelagh, Fistfang*, Treasure: Electrum Bracelet (50gp), 25sp, and **Hosinfell, a Level 1 Acolyte of Impurax** (1) AL: LE, AC: 6 (Studded and Shield), HD: 1, HP: 5, #AT: 1, Weapons: Spiked Cudgel (1d4+1) and Sling with 8 Stones (1d4), Spells (1): *Entangle*, Treasure: Gold Medallion (Unholy Symbol Of Impurax, 75gp).

F. This is a private prayer room for the lesser acolytes. A mural of the fanged hand is painted on the wall. There is nothing of value.

48. Guardroom: **Dervish Nomads** (3) AL: NE, AC: 8 (Leather), HD: 2, HP: 12, 10, 8, #AT: 1, Weapons: Spear (1d6), Dagger (1d4), Javelins 1d6) x3. Treasure: 15sp and 9pp, 8ep and 19gp, 10sp and 9gp, sit at a table with chairs. Every turn a guard steps into the hallway for a look. The guard with 12hp has the key for the cells.

49. Cell block:

A. Human (Male), Human (Male), Half-Elf (Male), Human (Female), Hobgoblin (Male)

B. Kobold (Male), Goblin (Male), Lizardman (Male), Gnome (Female)

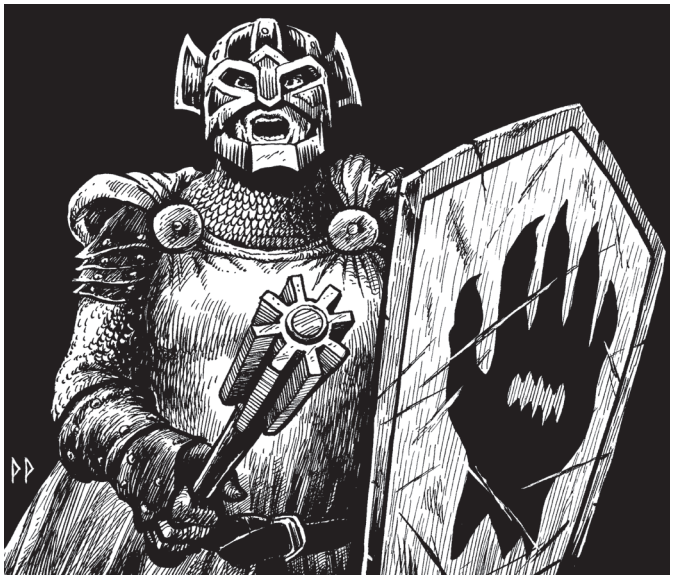
C. Dwarf (Female), Human (Female), Human (Male), Human (Female)

50. This room is empty. The kahl and the Impurites are aware of the secret door. It leads to a narrow escape tunnel to a thin ledge on the canyon wall (not on the hex map).

51. This room appears to have been an Ancient Archaian vestiary but all the clothing lies in a pile on the floor covered in thick dust and mold. For every turn searching there is a 25% chance of finding one of the following: *Robe of Defense AC6, Monk's Habit,* or a *Robe of Useful Items*.

52. This room has partially collapsed. A **Carcass Scavenger** AL: N, AC: 7, HD: 3+1, HP: 18, #AT: 8 (stingers), DMG: Paralysis, has crawled up out of the crevasse and now hangs from the ceiling.

53. There are six stone statues of six-foot tall Archaians each holding a staff with six golden candles. The candles ignite with magical light as soon someone enters the room. Each candle is worth 100gp each. They can be removed from the statues but this will take 1 turn each. The center two statues are **Archaian Sentinels** AL: N, AC: 3, HD: 3, HP: 20, 19, #AT: 1, DMG: 1d6, who will attack if they are touched. There appears to be a dusty black cloth on top of the altar along the western wall. The cloth is a *Portable Hole*.



13. The Forbidden Cave of Horrors

This cave entrance emits a noxious smell.

The second set of natural stairs is covered in ***Glassy Rock****.*

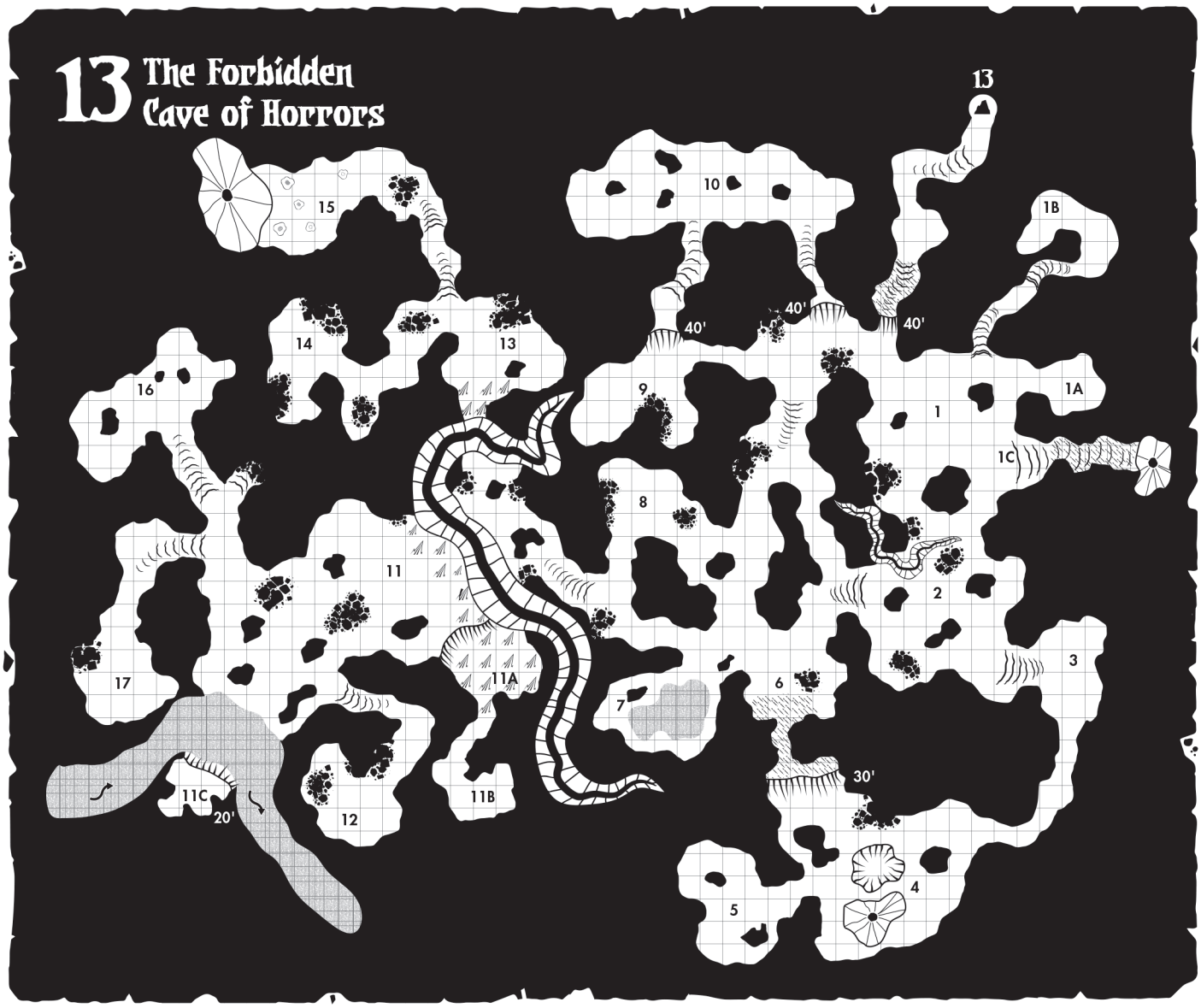
1. This large chamber is completely dark. There are stalactites, stalagmites, and a few natural columns. A few bones are littered throughout the cave (goblin) as well as the husks of giant crabs (Area #7). The hook horrors (#5) use areas #1 through #8 as their hunting ground. There is a 25% chance per turn that their "clacking" or "chittering" noise can be heard. Monster tracks can be found in all of the noted areas leading eventually to #3. Note there is a 15% chance the hook horrors will be hunting for food in areas #1 or #2 when encountered (if not, they will be located in #4 or #5).

A. This side chamber contains an old fire pit. The bones of several humanoids show gnaw marks. The tracks are from orcs, about one week old.

B. Two natural stone staircases descend into a small subterranean grotto. The area is full of bioluminescent fungus. One small fungus, with a navy blue cap with light blue trim, possesses healing properties. For each mushroom (2d10+2) consumed, 2 hit point of damage can be healed. The mushrooms can also fortify the constitution. If a mushroom is eaten prior to the standard rest period (once every five turns), the rest is not required.

C. Natural stone stairs lead steeply downward into the darkness. Where the floor levels the ground is made of **Glassy Rock** leading to a small 10x10 foot sinkhole.

2. This cave has several large columns, stalagmites and stalactites. The husks of several giant crabs are dotted throughout the cave.



3. The natural stairs in this area show the tracks of the hook horrors as they travel to and from their lair (#4 and #5).

4. This large chamber has partially collapsed. There are two large natural columns and a sinkhole in the southern portion of the room. The central feature of this cave is a large charnel pit/feeding station of the hook horrors. The bones of innumerous humanoids, monstrous humanoids, and creatures all lay in a dangled, decomposing pit of death. There is a 50% chance the hook horrors are here feeding when encountered.

Inside the charnel pit is a total of 5,135gp, a *Bag of Holding* with 10 pieces of jewelry: Dented Copper Goblet (10gp), Broken Silver Bracelet (20gp), Silver Ring (40gp), Broken Jade Comb (60gp), Gold Pin (300gp), Gold Chalice (400gp), Crystal and Silver Decanter (700gp), Platinum and Gold Bracelet (700gp), Archinium Crown (1,800gp), Gold Arm Band (600gp).

5. This is the lair of the **Hook Horrors** (2) AL: N, AC: 3, HD: 5, HP: 35, 28 #AT: 2, DMG 1d8/1d8. They have made a nest for themselves of rocks, bones, and gemstones. The creatures have a fascination with shiny baubles and brought them to their nest. The den emits an abominable stench from the creatures as well as the bones of their victims. There is a 25% chance the hook horrors are here when encountered.

The gems include: Tiny Pale Blue Quartz (12gp), Tiny Red Rhodochrosite (12gp), Small Light Rose Rhodochrosite (15gp), Large Broken Tiger Eye Agate (30gp), Large Broken Pale Blue Quartz (30gp), Large Light Blue Lapis Lazuli (40gp), Medium White Chalcedony (50gp), Small Finely Cut Smokey Quartz (65gp), Tiny Finely Cut White Chalcedony (65gp), Very Large Finely Cut Light Blue Lapis Lazuli (70gp), Huge Obsidian (70gp), Huge Deep Blue Azurite (75gp), Huge Dark Green Malachite (75gp), Huge Striated Green Malachite (75gp), Huge Apple Green Chrysoprase (100gp), Large Flawed Deep Purple Amethyst (225gp), Tiny Finely Cut Pale Green Tourmaline (275gp), Large Broken Dark Green Alexandrite (275gp), Small Blue Aquamarine (275gp), Small Exquisite Golden Yellow Topaz (400gp), Large Exquisite Deep Purple Amethyst (550gp), Huge Finely Cut Red-Brown Spinel (1,000gp).



6. A small tunnel extends south from this cave. The area immediately in front, as well as the entire length of the tunnel to the ledgeway in #4, is covered in **Glassy Rock**. There is a 30-foot drop (3d6, save versus Death for half) off the ledgeway into the abode of the hook horrors.

7. A number of **Giant Crabs** (6) AL: N, AC: 2, HD 3, HP: 15, 14, 12, 10, 8, 7, #AT: 2, DMG: 2d6/2d6, sit in the pool in this chamber. They are aggressive and will defend their territory. Check for surprise if players causally approach the water.

8. This cave is empty. Stalactites hang from the ceiling.

9. See #8.

10. A fungal forest has grown in this long 120x40-foot cave. Water trickles in from various points along the walls and the ground is spongy with lichen and moss. Fungi of all shapes, sizes and colours abound in this environment and the air is moist. The two largest fungi stand in the center. They have inverted mushroom caps and stand motionless near a pool of water. They are actually **Basidironds** (2) AL: N, AC: 3, HD: 5, HP: 31, 17, #AT: 1d8 + Special, DMG: 1d8, who will attack to defend their territory. There is no treasure here except another patch (2d10+2) of the blue mushrooms found in #1B.

11. Razor Rock (10 feet across) lines the edge of this chamber adjacent to the large crevasse. The main chamber is supported by several large columns and both stalactites and stalagmites of various sizes abound. A number of these are ravenous **Stalagbites** (8) AL: N, AC: 4, HD: 1, HP: 2x8, 2x6, 5, 2x3, 2, #AT: 1, DMG: 1d6.

A large pool, fed by a subterranean river, fills the southwestern corner of the room. A ledge immediately above the pool (#11C located 20 feet off the floor) conceals the lair of two cave fishers. This is an advantageous position for the fishers as their filaments can easily reach anything that approaches the pool to drink. The pool emits a soft blue glow in the darkness from a *Two-Handed Sword +2, +3 versus Giants* at the bottom.

A. The area below this 30-foot ledge is covered in **Razor Rock**. Both the floor and the walls.

B. This cave is the final resting place of a half-orc fighter and a halfling thief (part of the adventuring band that included the elf from area #11C). Their battle against the stalagbites turned against them, and the two fled here despite the **Razor Rock** (and summarily died of their extensive wounds). The half-orc fighter bears *Half-Plate +1*, and *Gloves of Swimming and Climbing*, the halfling has a *Dagger of Throwing +2* (returns to the wielder's hand each round).



C. Cave Fishers (2) AL: N, AC: 4, HD: 3, HP: 21, 16, #AT: See entry, DMG: 1d8/1d8. Hidden in a filthy nest are the remains of several large spiders, fish, crabs, and an elven fighter-magic-user. His items lay about the nest and include a *Boots of Elvenkind, Potion of Polymorph, Magic-User Scroll with Magic Missile, Passwall, Blink, Ool's Broiling Exhalation, Jarring Hand,* and *Extension I*.

12. This cave has partially collapsed destroying, in part, beautiful crystal formations. The chamber is otherwise empty.

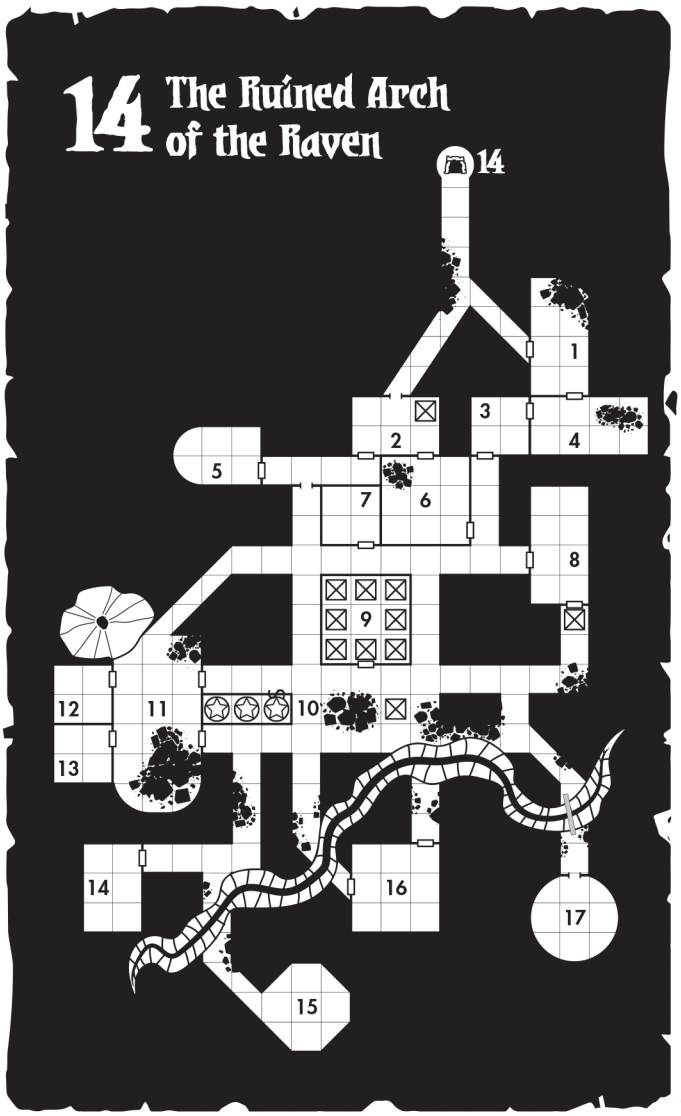
13. Razor Rock lines the first 10 feet on the north side of the crevasse. The cave has partially collapsed. There are strange tracks on the floor (from the megalocentipedes in #15).

14. Similar to #12, giant crystal formations have grown in this cave. Some have been shattered by a cave-in.

15. A large sinkhole dominates the western portion of this chamber. The twenty feet closest to the sinkhole is unstable and may (15%) collapse. There are four natural steam vents that shoot hot air into the room every turn. The room temperature is thus very hot and subject to conditions similar to a *Heat Metal* spell. Anyone standing on a vent when it shoots will take 4d4 hit points of damage. This environment is home to two **Megalocentipedes** AL: N, AC: 5, HD: 3, HP: 20, 17, #AT: 1, DMG: 1d3 + Poison. At the back of the cave, teetering at the edge of the sinkhole, is a *Ring of Embarkation* (#6 HG3, HG4, HG5).

16. Like #10 a moist subterranean grotto has developed in this cave. The room is warmer that #10, and is fed by water trickling in from the walls. The ground is spongy with lichen and moss. A patch of blue mushrooms can be found (1d10+2).

17. This cave has partially collapsed. A dozen stalactites hang from the ceiling. Eight of these have cracked. If there is a quake check while in this cave they will fall and cause 1d6 points of damage each to anything below.



14. Ruined Arch of the Raven

1. This entrance chamber has partially collapsed. It is otherwise empty.

2. There is a concealed 10-foot pit in this room. The pit is waist high in water. There are three **Skeletons** AL: CE, AC: 7, HD: 1, HP: 8, 6, 4, #AT: 1, DMG: 1d6, at the bottom with a rusty shortswords.

3. This room is empty.

4. Moss and mold have taken root in this wet chamber. A number of **Shriekers** (4) AL: N, AC: 7, HD: 3, HP: 15, 13, 9, 7, #AT: Special, DMG: Special, have grown to maturity in the darkness. There is a 65% chance it will draw the group of norkers from #8 to investigate.

5. A large **Yellow Crystalline Cluster** AL: N, AC: 4, HD: 3, HP: 22, #AT: See entry, DMG: See entry, has grown in the darkness of this chamber. There is a 20% chance it may call the norkers from #8 to investigate.

6. This room has partially collapsed. It is empty.

7. This small room is empty with the exception of a few orc bones scattered on the floor.

8. A group of **Norkers** (7) AL: CE, AC: 4, HD: 1+2, HP: 10, 2x8, 4x6, #AT: 1, DMG: 1d6 (Clubs), are foraging for food in this room. They are as likely to stand and fight (50%), as flee (50%). Three carry 3d10ep and 2d20sp, the other three have 1d3 semi-precious gemstones worth 2d20gp each.

9. A stone door, magically sealed, blocks entry into this room. The door itself is covered in Archaian hieroglyphics that have largely worn away and are unreadable. However, at the top of the door is the depiction of Anu-Eya's celestial ziggurat and a raven flying above it. This is a hint to use the raven mask located in #16 to gain entrance. The room cannot be opened otherwise.

The Headpiece of the Hand stands atop a plain wooden staff shining in the darkness in the center of the room. However, the floor of this chamber is trapped. Any pressure on it will cause the entire floor around the central 10x10 square of the chamber to give way. Any character that falls will be lost. If the trap is activated and the floor falls away, the secret door located at #10 will swing open and the Crystal Statues will attack the intruders. **Show the Players Forbidden Caverns Illustration #31.**

10. Crystal Statues (3) AL: N, AC: 4, HD: 3, HP: 16 each, #AT: 2, DMG: 1d6/1d6.

11. Zombies (5), AL: C, AC: 8, HD: 2, HP: 15, 12, 10, 7, 6, #AT: 1, DMG: 1d8, stand about in this room aimlessly. The room has partially collapsed. One zombie carries a Gold Medallion worth 500gp.

12. This side chamber is empty.

13. The cadavers of three human slaves lay here, decomposing.

14. The norkers have set a tripwire swinging-hammer trap on the inside of this door. If the tripwire is set off, a rusty sledge above the door will swoop down and strike the chest of a human-sized character (or the head of a dwarf character) for 1d6 points of damage (no save).

15. A small flock of **Darkmantles** (4) AL: N, AC: 4, HD: 1+2, HP: 10, 9, 6, 5, #AT: 1, DMG: 1d4, have flown into this room from the crevasse nearby. They are hanging from the 40-foot ceiling.

16. The two doors into this chamber are *Arcane Locked* at fifth level of magic use. The chamber is plain with the exception of six Archaian masks that hang on pegs along the southern wall. **Show the players Forbidden Caverns Illustration #32:**

Archaian Masks

Mask	Effect
Pig	Cannot remove mask and emits a *Stinking Cloud* for 1d6 days
Devil	Cannot remove mask and random alignment change for 1d6 days
Raven	Provides entry into #9
Rabbit	As per *Potion of Speed* (one use)
Spider	As per *Potion of Climbing* (two uses)
Dragon	Breath Fire in a 15 foot long cone (2d6, save for half) (three uses)

17. At some point in the past, humanoids placed nailed planks across the chasm in the hallway leading to this room. The wooden planks do not appear sturdy and can only support one human/elf/dwarf-sized character (unarmoured) at a time (or two halflings or gnomes). Any noise in this hallway will draw the attention of **Giant Carnivorous Flies** (7) AL: N, AC: 6, HD: 2, HP: 15, 2x13, 11, 3x7, #AT: 1, DMG: 1d8, searching for food in the main chamber. There are two dead norkers on the floor of this room. One carries a silver armband worth 350gp.

15. The Black Cave of Yugluk

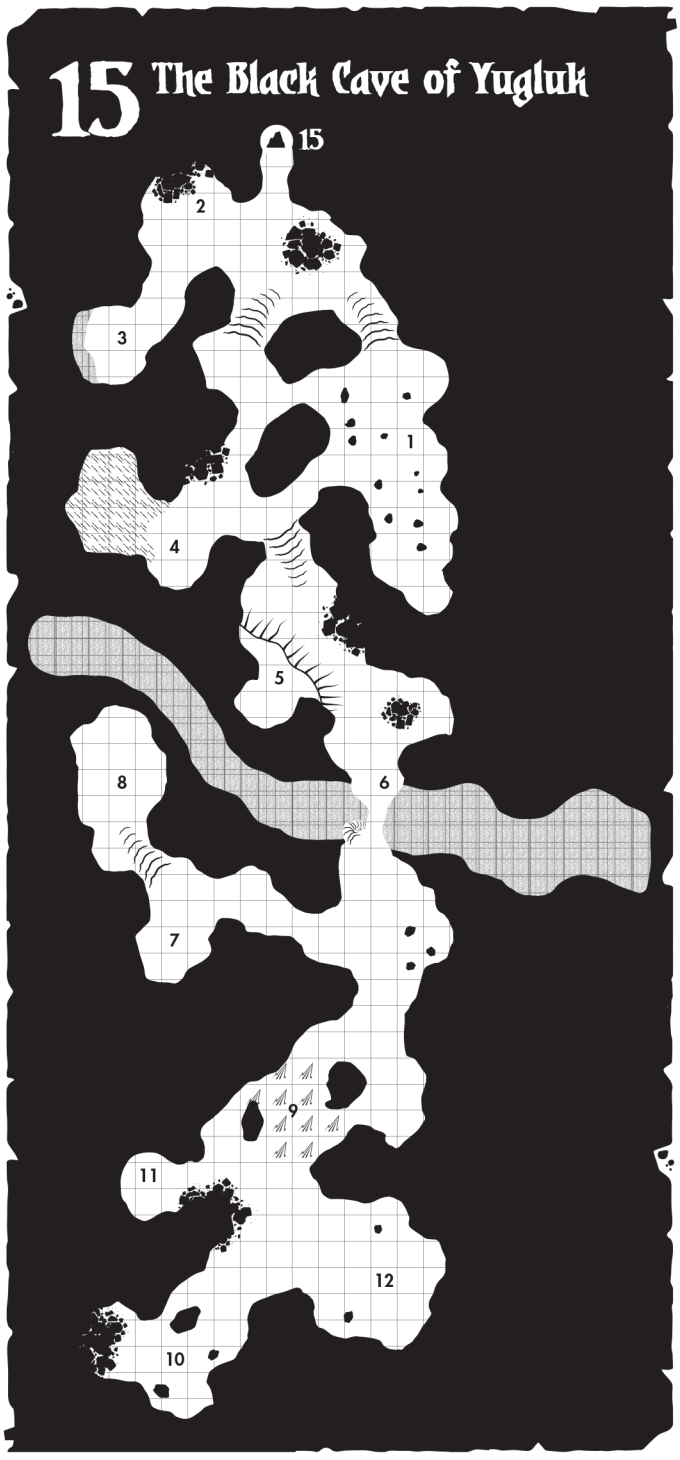
1. Natural stairs lead up to the cave, roughly 100 feet long and 40 feet wide. The cave is wet and filled with natural columns that reach 40 feet to the ceiling. Puddles of water cover the ground, along with strange guano. A flock of **Stirges** (7) AL: N, AC: 7, HD: 1, HP: 7, 5, 3x4, 3, 1, #AT: 1, DMG: 1d3, hang from the ceiling.

2. The remains of an old campfire lies in the center of this cave. Human bones and orc tracks abound.

3. Water streams from the western wall of this room and has formed a pool at its base. Three human skeletons are slumped against the wall and are partially covered by tattered clothes mineral deposits. One still grasps a scroll tube (Cleric Spells: *Cure Light Wounds x2*). If the skeletons are disturbed they will animate and attack as **Fossil Skeletons** (3) AL: C, AC: 6, HD: 2, HP: 12, 10, 9, #AT: 1, DMG: 1d8,

4. This cave is empty. The floor is covered in **Glassy Rock**. Long thin stalactites hang from the ceiling.





5. This cave had a 50-foot long ledgeway (20 feet high) and two large piles of rubble from the collapsed ceiling. The ledgeway appears to be covered in large fungi. The stems and caps of these mushrooms extend several feet out over the ledge. The fungi are mundane, but at the back of the cave, along the western wall, is the decomposing corpse of a bearded magic-user. He apparently received a nasty gash along his leg, crawled here somehow, and died. In his backpack is a spellbook with: *Read Magic, Detect Magic, Burning Hands, Aztazibar's Acrid Finger, and Gartzee's Incredulous Apostate.*

The sound of the underground river (#6) can be heard in this cave.

6. A natural bridge extends across a fast moving underground river. **Yugluk**, a **Young Troll** AL: CE, AC: 4, HD: 6+3, HP: 25, #AT: 3, DMG: 1d6/1d6/1d10, lives in a cave under the bridge. A curved natural stair leads down to his den below the bridge. **Yugluk** sustains himself on a steady diet of fish, but the smell (and possibility of eating human flesh) will be more than enough to entice him from his hovel to investigate. In his den, he has 1,458cp, 3,284ep, and a satchel with a *Potion of Healing* and a *Potion of Fire Resistance.*

7. This cave is empty, although a horrendous smell can be noticed emanating from #8. The natural stairs down to #8 are covered in **Glassy Rock**.

8. A terrible smell emanating from this cave assaults the senses. The natural stars down to #8 are covered in **Glassy Rock**. Anyone touching the first step, and failing their Dexterity check (–1), will slide to the bottom and take 1d6 points of damage per level in addition to being stunned for 1d6 rounds.

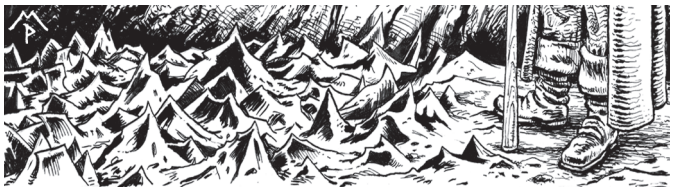
Yugluk normally throws refuse and offal down into this cave. This lead to the growth of a **Mephical Mold** AL: N, AC: Always hit, HD: 2, HP: 10, #AT: Spores, DMG: See entry. There is also a small swarm of **Blooderflies** (6) AL: N, AC: 10, HD: 1hp, HP: 1 each, #AT: 1, DMG: 1hp, that backlight the cave with their bioluminescence. Buried in the refuse and offal in the cave is the remains of a half-elf and his *Studded Leather +1.*

9. The floor of this area is covered, from wall to wall, with **Razor Rock**.

10. Similar to #9 the floor of this area is potted with holes. If the area is disturbed **Giant Worker Ants** (6) AL: N, AC: 4, HD: 2, HP: 14, 12, 10, 8, 8, 6, #AT: 1, DMG: 1d6, will come to investigate.

11. The floor of this area is potted with holes (from the giant ants in #10 and #12).

12. Like #10 and 11, the floor and lower walls are potted with holes. There are **Giant Worker Ants** (6) AL: N, AC: 4, HD: 2, HP: 14, 12, 10, 2x8, 6, #AT: 1, DMG: 1d6 and a **Giant Soldier Ant** AL: N, AC: 2, HD: 3, HP: 16, #AT: 1, DMG: 2d6, working below the surface who will attack any intruders.



16. The Moldy Crypt

The Acolytes of Impurax broke the coverstone to this crypt. It rests pieces around the entrance. The acolytes chipped off the stonework symbols of a former god (Dogma) in bas-relief and have painted the hand of the Fanged One in their place. A 30 foot long worked stone hallway extends west from the entrance and ends at a spiral staircase heading down.

1. The floor of this chamber is covered in a purple moss that emits a soft bioluminescence (harmless). A **Violet Fungi** AL: N, AC: 7, HD: 3, HP: 10, #AT: 1–4, DMG: Special, has grown in the middle of the archway in the southeastern corner (A). Behind the fungi, hidden the small cranny is a **Faze Fungus** AL: N, AC: 6, HD: 3, HP: 15, #AT: See entry, DMG: See entry. If the fungus screeches there is an 85% likelihood it will call the giant blister beetles from #3.

2. This burial crypt has a high vaulted ceiling and contains 30 burial alcoves. Most of the alcoves along the southern wall contain **Sallow Cysts** (8) AL: N, AC: 10, HD: 1, HP: 1hp each, #AT: See entry, DMG: See entry.

Burial Alcoves: *(30) Hexagonal. Bone piles.*

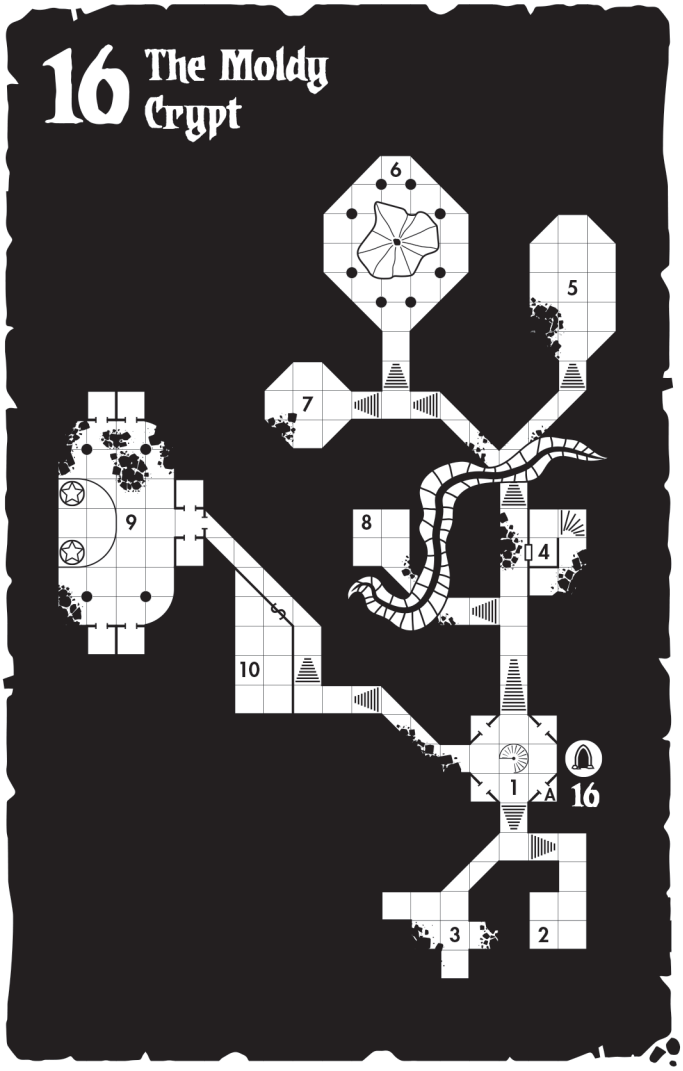
Contents: *Brass Belt Buckle (20gp), Dish with 20gp, Bag of Holding with 564cp.*

Use the following guideline for searching burial alcoves: One character can search one burial alcove in one round (or ten in one turn). When players decide to search alcoves ask them how many characters they are devoting to the task. Divide accordingly to determine the number of turns it will take to search all the alcoves in that room. Round up.

3. There are **Giant Blister Beetles** (4) AL: N, AC: 8, HD: 2, HP: 11, 9, 8, 6, #AT: 1, DMG: 1d6 + Special, feeding on fungi in this chamber. There is an 85% chance that the faze fungus will call them to investigate #1. There is nothing of value here.

4. The acolytes bashed this wooden door open to gain access to this crypt. The room is ankle deep in water. There is nothing of value.

5. A ledge around the outside wall of the chamber formerly held burial urns. These were thrown onto the floor and broken. One urn remains sealed and curiously unbroken. This is an *Urn of the Dead*. Once per day a **Skeleton** (AL: N, AC: 7, HD: 1, HP: 6, DMG: Shortsword (1d6), can be called forth to do the bidding of the possessor of the urn. There is a 5% chance that the skeleton will turn on the bearer. The urn has 15 uses remaining.



6. Water streaming from cracks in the ceiling has created a large sinkhole in this pillared octagonal chamber. Two badly decomposed human **Zombies** AL: C, AC: 8, HD: 2, HP: 4, 2, #AT: 1, DMG: 1d8, are attempting to climb out of the sinkhole. They make some gain, only to slide backwards again. One wears a *Chainmail Shirt +1*. The chainmail is ancient and, if burned, must save versus Death (Level 1 Fighter) at +1 or be destroyed. They cannot escape the sinkhole. **Giant Mosquitoes** (5) AL: N, AC: 6, HD: 1, HP: 8, 2x6, 2x5, #AT: 1, DMG: 1hp + Special, hide in the dark at the back of the room. If the players linger for longer than a few moments they will sense fresh blood and attack.

7. The stairs down to this room are unstable. There is a 1-3 on d6 chance they will crumble and cause the first person to step on them to fall to the bottom. The floor of the chamber is covered in **Brown Mold** AL: N, AC: Always Hit, HD: 2, HP: 9, #AT: 1, DMG: 2d8. The room is empty.

8. A sarcophagus in the center of this room remains undisturbed. Dirt, dust, and small pieces of rubble from the ceiling rest upon it. The occupant has turned to a **Coffer**

Corpse (1) AL: C, AC: 7, HD: 2, HP: 16, 13, #AT: 1, DMG: 1d6* covered in **Cinnamon Mold** AL: N, AC: Always hit, HD: 2, HP: 14, #AT: 1 (Spores), DMG: 2d6+1d6. Inside the sarcophagus is a pot with 50ap and an *Ebon Staff*.

9. Sickly green light spills from the entranceway to this crypt. The room is in complete upheaval. The Impurites have tossed the contents of the side crypts into the central chamber, primarily bones, stone debris, urns, funerary baskets, etc. Molds and mosses cover the floor.

The acolytes constructed a **Green Ziggurat** (Levels 1–2, 5 Skulls: 5hp per skull, AC 4) on the dais between the two statues in this room. The clerics chipped the face away from the statues of Dogma until they are sheer and painted the Fanged Hand overtop. The dais is completely covered in **Amber Mold** AL: N, AC: Always hit, HD: 1, HP: 1, #AT: 1, DMG: Special. Also, the ziggurat has spawned a number of **Funeral Pyre Zombies** (6) AL: C, AC: 7, HD: 2, HP: 15, 12, 10, 8, 5, 4, #AT: 1, DMG: 1d8, that are mulling about the room.

A cache of gemstones is located in a secret compartment in the book carried under the arm of the southern statue. They include a Tiny Broken Striated Green Malachite (2gp), Medium Blue Quartz (20gp), Tiny Finely Cut Deep Blue Azurite (32gp), Medium Finely Cut Tiger Eye Agate (40gp), Large Gray-Black Hematite (40gp), Very Large Broken Dark Green Malachite (40gp), Huge Large Light Pink Rhodochrosite (40gp), Very Large Gray-Black Hematite (50gp), Very Large Brown Carnelian (70gp), Huge Dark Green Malachite (75gp), Huge Striated Green Malachite (75gp), Small Deep Purple Amethyst (85gp), Small Brown-Green Garnet (85gp), Large Exquisite Pale Blue Quartz (90gp), and a Finely Cut Moonstone (125gp).

10. The Impurites failed to find this secret room. The southern wall is covered in Ancient Archaian hieroglyphics. Consult the **Archaian Keystaff Random Rumour Table**. A number of opal gemstones (1d4+4, value 100gp each) are inlaid between the hieroglyphics. It will take one turn to pry one gem out of the wall. Roll for random monsters.

17. The Pit of Awgralossqa

1. A kobold patrol set a tripwire at the top of the first staircase. If the PCs are not probing the stairs the first two characters will fall (If marching in two columns). A successful Dexterity check will arrest their fall before the pit. A failure means they have tumbled down the stairs (1d3 damage) and fallen into the 10 feet deep pit (1d6 damage).

2. This small room is empty.

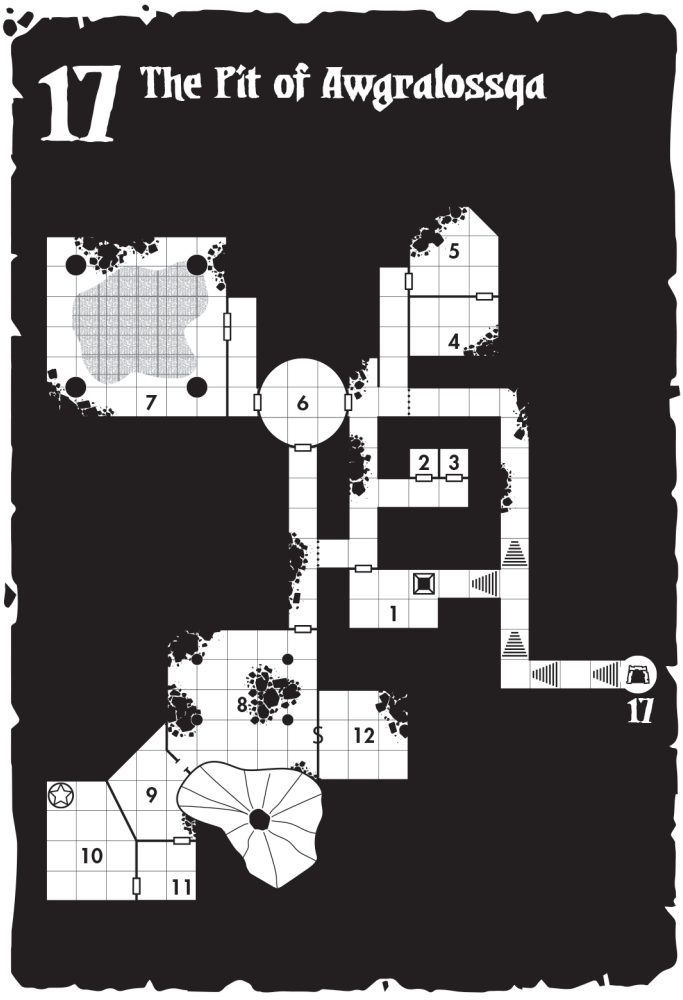
3. Two **Sons of Gaxx** AL: C, AC: 8, HD: 3, HP: 21, 18, #AT: 1, DMG: 2d8*, are standing motionless in this chamber. They are so rotten and grotesque that they have a disgusting 10-foot aura akin to a ghast (save versus Poison or vomit uncontrollably for 1d4 rounds). Roll for random monsters, if required.

4. This room has partially collapsed. It is damp and water trickles in from the back of the chamber. The darkness and moisture are perfect conditions for the growth of **Yellow Mold** AL: N, AC: Always hit, HD: 2, HP: 6, #AT: Spores, DMG: 1d6*, on the rubble near the southeastern wall.

5. The remains of very old campfire, and some gnawed bones (human, humanoid), can be found in this room.

6. This chamber is empty. There is dirty water, foot deep on the floor. The water smells foul. The water, and increasingly strong odor, continues through the hallway to a set of open double doors.

7. A set of open double doors reveals a large vaulted chamber supported by four massive round columns. A large water-filled sinkhole dominates its center. The smell of raw sewage emanating from a 40x40 foot pool is so strong here that PCs must make a save versus Poison at –2 or vomit for 1d4 rounds. This check must be made every turn, although with each successful save the penalty is reduced (–2 to –1 to 0, and so on).



This chamber is the lair of **Awgraslossqa** an old and highly intelligent **Otyugh** AL: N, AC: 3, HD: 8, HP: 55, #AT: 3, DMG: 1d8/1d8/1d4+1. **Awgra** is known to the lizardman, kobold, and frogling tribes. She speaks Black Tongue, some Ancient Archaian, and some Ancient Common. **Awgra** is a fearsome opponent, but she is more interested in acquiring food for herself and her two **Young Adult Otyughs** AL: N, AC: 7, HD: 4, HP: 25 each, #AT: 3, DMG: 1d4/1d4/1d2+1, that also live in her cesspool. **Awgra** is especially fond of goblin, bugbear, and axe beak meat, and she will trade information for these choice meals. She also likes bright shiny objects (she has a discerning eye). The Referee is free to use **Awgra** to convey background or key pieces of information about Archaia, or the tribes, but only in exchange for tasty morsels (and the more the better). Wise PCs can use her as a valuable resource.

Role-play **Awgra** as an old impatient, crusty, cranky grandmother who is not above crossing her tentacles, stamping her feet, and throwing a tantrum if she does not get her way. Hoard types X(x2) and XVI may be found strewn about the chamber or in the putrid water.

Note that the lizardmen, kobolds, and froglings bring **Awgra** tribute in exchange for information periodically. Roll random encounters normally while in this chamber, a successful check will be a random patrol from one of these three tribes. **Show the Players Forbidden Caverns Illustration #33**

8. This room is on the verge of total collapse. The entire southern wall has fallen into a great sinkhole. The remaining floor of the room is tilted toward the sinkhole. In addition, mud covers the entire floor making the room slippery (–1 in combat). Two **Mudmen** AL: N, AC: 10, HD: 2, HP: 14, 9, #AT: See entry, DMG: See entry, have oozed up from the sinkhole and will attack any intruders. Combat in this chamber will require a successful Dexterity check each round. Failure means the PC has fallen prone and will slide into the sinkhole.

9. Like #8, this room is on the verge of total collapse. The entire eastern wall has fallen into a great sinkhole. The floor of the room is tilted toward the sinkhole.

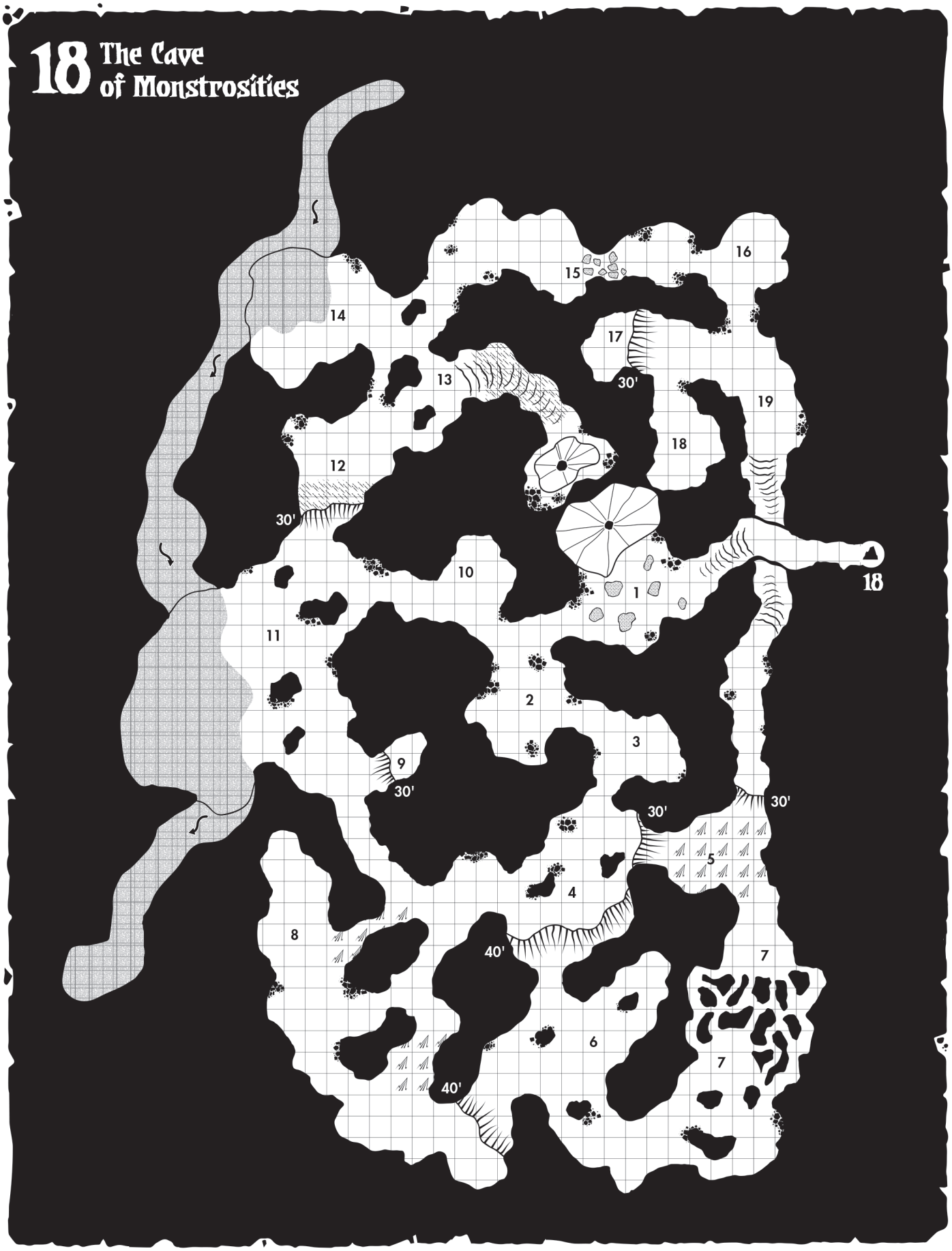
10. This appears to have been a prayer room of the Ancient Archaians. A great 12-foot tall statue of Anu-Eya in the back corner of this room holds out two hands holding a massive bowl. Inside the bowl are a number of beautiful gemstones. The bowl is trapped. If the gemstones are removed the statue will breathe poisonous gas in a 20-foot diameter around the bowl from its mouth. Anyone in the cloud must save versus poison or die.

The gems include: Tiny Flawed Gray-Black Hematite (10gp), Tiny Tiger Eye Agate (12gp), Tiny Exquisite Blue Quartz (12gp), Medium Flawed Pale Blue Quartz (15gp), Small Dusty Rose Rhodochrosite (15gp), Small Pale Blue Quartz (15gp), Medium Pale Blue Quartz (20gp), Medium Striated Green Malachite (20gp), Medium Dark Green Malachite (20gp), Large Deep Blue Azurite (40gp), Very Large Broken Moss Agate (40gp), Large Obsidian (40gp), Very Large Flawed Blue Quartz (45gp), Tiny Finely Cut Obsidian (45gp), Very Large Banded Agate (50gp), Very Large Gray-Black Hematite (50gp), Small Finely Cut Smokey Quartz (75gp), Huge Finely Cut Pale Blue Quartz (120gp), Huge Exquisite Apple Green Chrysoprase (150gp), Very Large Violet Garnet (400gp), Very Large Finely Cut Dark Green Alexandrite (475gp), Small Flawed Translucent Star Ruby (800gp).

11. This room is empty.

12. This room is ghastly. It contains ten severed heads mounted on wood standing on pedestals four feet high. The heads have all been gaged with leather straps belted behind their head. Their eyes are closed. Each of the heads is, effectively, a spell scroll. Once the gag is removed the head will begin reciting the spell in Black Tongue (the arcane language of sorcerers and magic-users). Once the gag is removed the chanting cannot be stopped and once complete the head decomposes and is useless. A magic-user must sit and scribe the spell into his or her spellbook as the head recites the spell to have any chance of learning and retaining it. Note the mage may require a *Comprehend Languages* to understand some of the heads. It is likely many of these spells will be ruined before the PCs tease apart their function. The room has partially collapsed.

Severed Head Spell Recited		
1	Visored Soldier	Level 1: *Shield*
2	Cat	Level 1: *Summon Familiar*
3	Gypsy (unknown creole language)	Level 1: *ESP*
4	Cowboy	Level 2: *Rope Trick*
5	Vain Harlot	Level 2: *Mirror Image*
6	Harpy	Level 3: Fly
7	Dark Elf	Level 3: Infravision (or Darkvision)
8	The Famous Medium, Rory	Level 4: *Rory's Mnemonic Enhancer*
9	Skeleton	Level 5: Animate Dead
10	Sage	Level 6: Legend Lore


18 The Cave of Monstrosities
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15
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30'
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18
12
30'
10
18
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11
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3
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30'
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40'

18. The Cave of Monstrosities

1. A piece of jade worth 750gp lies half buried in the sand. A group of **Ankhegs** (6) AL: N, AC: 3, HD: 1+2, HP: 10, 2x9, 2x7, 6, #AT: 1, DMG: 3d6 + 1d4, lurk just below the surface to surprise (1-5 on d6) unsuspecting prey. In one of their tunnels, about 10 feet below the ground, is a partially digested elf with a satchel containing 3,482gp.

2. This cave is empty.

3. This cave is empty.

4. A group of **Archaian Piercers** (7) AL: N, AC: 3, HD: 4, HP: 26, 20, 18, 17, 16, 15, 14, DMG: 4d6, hang from the ceiling here. There are some rotting giant ant exoskeletons.

5. This cave is empty. The floor is covered in **Razor Rock**.

6. A large group of **Giant Worker Ants** (14) AL: N, AC: 4, HD: 2, HP: 2x13, 3x12, 2x10, 9, 3x8, 2x7, 6, #AT: 1, DMG: 1d6, have formed a ladder up a 40 foot ledgeway to area #8. The remaining ants (6 of the 14) are harvesting fungi from this chamber, then proceed up the ladder to the queen in area #8, and then return for more.

There are four **Giant Soldier Ants** AL: N, AC: 2, HD: 3, #AT: 2 DMG: 2d6 plus sting for 2d4, guarding the workers.

7. Another group of **Giant Worker Ants** (7) AL: N, AC: 4, HD: 2, HP: 16, 13, 11, 3x8, 6, #AT: 1, DMG: 1d6, is here clearing rock from tunnels through to the northern side of this catacomb.

8. The **Giant Ant Queen** AL: N, AC: 3, HD: 10, HP: 60, #AT: N/A, DMG: N/A, is located in the northern most tip of the cave. She is surrounded by her eggs as well as 5,030gp in raw gold nuggets mined by the ants. The **Giant Soldier Ants** (8) AL: N, AC: 2, HD: 3, #AT: 2 DMG: 2d6 plus sting for 2d4, are at the primary entrance and the other two are cover the passage with **Razor Rock**. There are **Giant Worker Ants** (10) AL: N, AC: 4, HD: 2, HP: 2x14, 12, 10, 2x8, 3x7, 6, #AT: 1, DMG: 1d6, busily attending to tasks in this chamber.

9. A narrow 30 foot ledgeway leads up to a small nook where a dwarven warrior crawled to die. His body is well decomposed. His chipped battle axe rests at his side. In his backpack are *Grabthar's Gauntlets of Power* and a *Dagger +3*.

10. A **Gigantic Tri-Flower Frond** AL: N, AC: 9, HD: 4+16, HP: 35, #AT: 3-12 tendrils (orange frond), DMG: 4d4 (yellow frond) and 2d6 (red frond), has grown in this chamber. The constant traffic of ankhegs, ants, and beetles has made it abnormally large. It is twice the size of its standard counterparts. Resting on a dissolved finger bone is a *Ring of Destination* (#1 HG1, HG2, HG9).

11. This large cave carries the sound of rushing water. There is no set encounter here. Instead, the presence of water draws different monster types. Random monster rolls are more frequency (1–3 on d6). These monsters are in addition to those listed in the dungeon entries: 1. **Giant Worker Ants** (3d4), 2. **Giant Saw-Toothed Beetles** (1d3), 3. **Giant Sliver Beetles** (1d2), 4. **Ankhegs** (3d4).

12. This cave is empty. The ledgeway is covered with **Glassy Rock**.

13. Glassy Rock natural stairs lead directly to a sinkhole.

14. Three **Giant Saw-Toothed Beetles** AL: N, AC: 7, HD: 4, HP: 19, 17, 14, #AT: 1, DMG: 2d6, are here drinking from the pool. There is a 1–2 on d6 chance they may be surprised, subject to PC noise and light discipline.

15. This natural choke point in the cave system is home to a family of **Cave Morays** (6) AL: N, AC: 4, HD: 4, HP: 26, 24, 2x19, 16, 10, #AT: 1, DMG: 1–8.

16. This cave is empty.

17. A 30 foot tall ledgeway leads to the nest of the giant slicer beetles in area #18.

The nest includes A Copper Arm Band (20gp), Small Flawed Blue Quartz (25gp), a Dented Silver Belt (30gp), and a Small Flawed Onyx (100gp). There is also an Archinium Platter (900gp). Platinum Ring (1,000gp), an Archinium Anklet (1,000gp), In a blood-stained backpack with a *Potion of Sweet Water* and a *Potion of Clairvoyance.* There is also a *Longbow +2*.

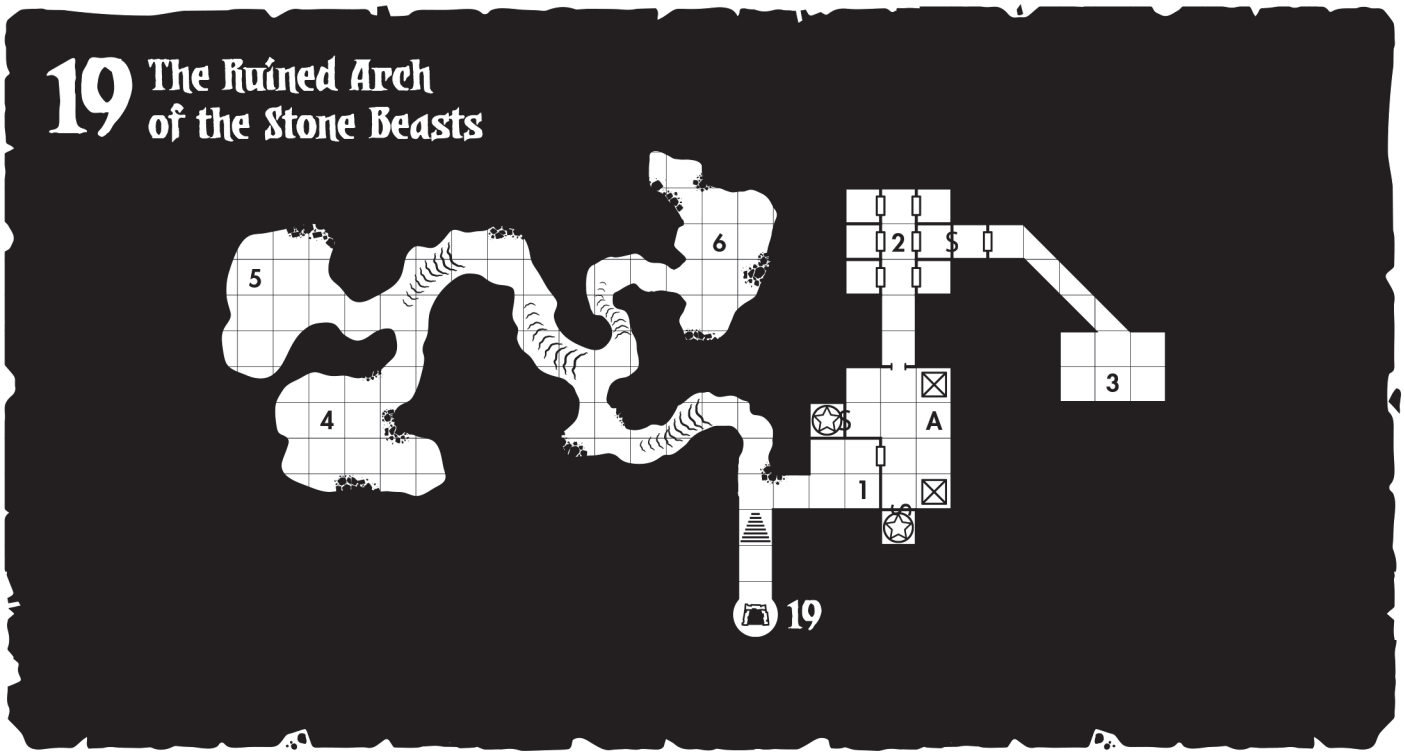
In the treasure pile is one *Boot of Speed* (right) and one *Boot of Elvenkind* (left). Wearing these together will result in the wearer having no left footprint and increasing their base speed by 5 feet per found (if using miniatures). One boot provides no benefit.

There is also one *Glove of Dexterity* (left) and one *Gauntlet of Ogre Power* (right). Wearing these together increases the Constitution of the wearer by 1. One glove provides no benefit.

18. Two **Giant Slicer Beetles** AL: N, AC: 2, HD: 6, HP: 30, 28, #AT: 1, DMG: 3d8, have burrowed themselves into the sand of this cave and await their next meal. They will surprise 1–4 on d6.

19. This cave passage is empty.





19. The Ruined Arch of the Stone Beasts

1. This entry chamber is empty with the exception of the remains of an old campfire in the center of the room.

A. See #3. **Caryatid Columns** (2) AL: N, AC: 5, HD: 5, HP: 29 each, #AT: 1, DMG: 1d8.

2. The doors to the side chambers have been broken down. The hand of Impurax has been painted on the wall in several places.

3. The door to this chamber is made of stone and sealed. In the center of the room, resting on a pedestal, is *The Headpiece of the Broken Scarab*. If the headpiece is removed a pressure plate will activate slicing upwards from the pedestal. Anyone standing in front of the pedestal will take 4d6 damage (Dexterity check for half damage). In addition, setting off the trap will open the two secret doors in 1A and activate the caryatid columns to destroy the intruders.

4. In the center of this cave is an orc statue. He was a victim of the basilisks in #5.

5. This cave is the den of two **Basilisks** AL: N, AC: 4, HD: 6+1, HP: 34, 29, #AT: 2 (Bite and Gaze), DMG: 1d10 and Petrify. A total of 132pp is strewn about their lair. Inside the largest is a *Ring of Embarkation* (#7: HG5, HG6, HG7).

6. This cave contains a nest of rocks and with two basilisk eggs.



20. The Sewer of False Men

The sewer stream from this huge pipe falls 200 feet down to the floor of the sunken city creating a thick obscuring mist and large pool that drains into a great crevasse. The sluiceway is three feet deep.

1. The body of an emaciated human slave floats face-down in the water. It is infested with **Rot Grubs** (13) AL: N, AC: 9, HD: 1hp, HP: 1hp each, #AT: N/A, DMG: N/A.

2. This chamber is empty.

3. A large metal sewer plate lies in the center of this room. The plate is a mechanical trap. Any pressure on the plate and the center of the lid will part and drop the PCs 30 feet down into a pit (3d6 damage, no save). The pit is ankle deep in water and the lid resets after five seconds. Once the lid resets, sewer water will start pouring into the pit along with three **Large Crocodiles** AL: N, AC: 3, HD: 6, HP: 42, 38, 32, #AT: 1, DMG: 2d8. There are four stones sticking awkwardly out of each wall. The one on the north wall hides a lever. Pushing it up stops the inflow of water and down opens the pit.

4. Three **Wights** AL: CE, AC: 4, HD: 6, HP: 38, 34, 25, #AT: 1, DMG: 1d8*, are here feasting on three emaciated slaves. One wears *Bracers of Defense AC: 4* and the other a *Ring of Protection +2*.

5. This chamber has partially collapsed. The room is empty.

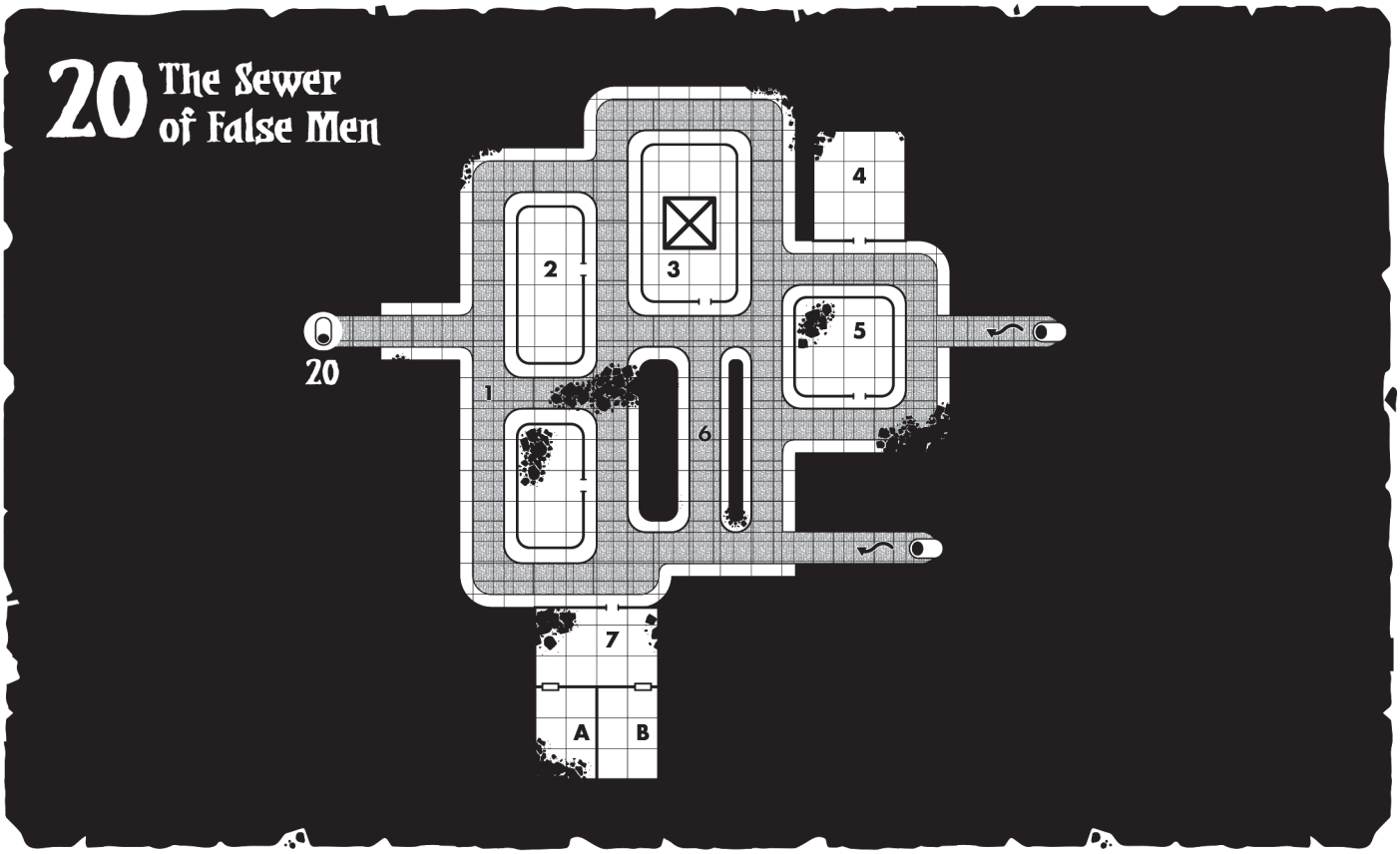
6. A large colony of **Amber Jellies** hang from the ceiling here above the sewer waterway: (6) AL: N, AC: 5, HD: 4, HP: 30, 21, 2x17, 15, 14 (see *Barrowmaze Complete*).

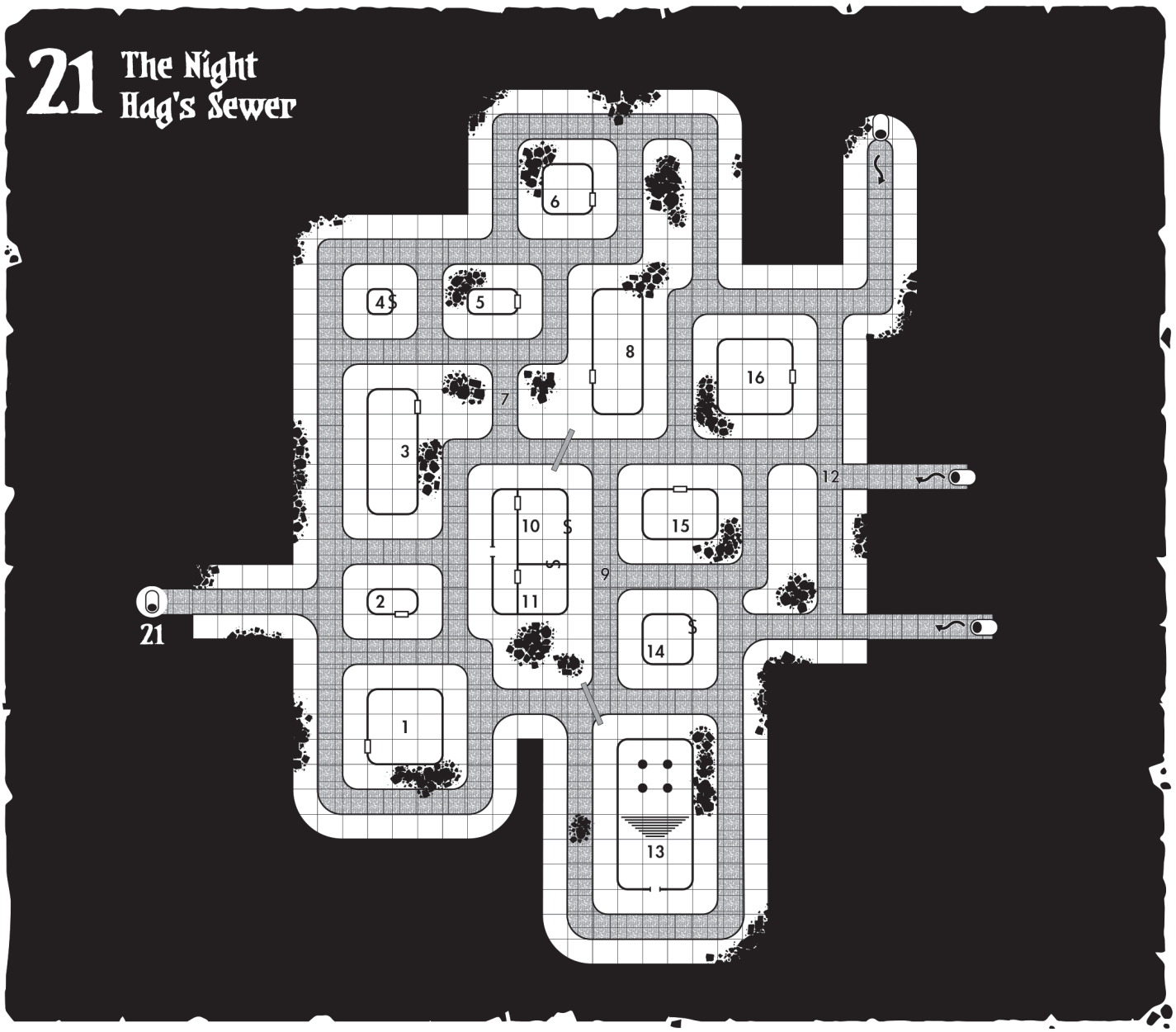
7. A group of **Doppelgangers** (5) AL: CE, AC: 5, HD: 4, HP: 30, 2x28, 26, 25, #AT: 1, DMG: 1d12, just slayed a group of human slaves in 7B and took their forms. They are currently discussing how to proceed. They may 35% hear the party approach (80% if combat takes place at #1) and would definitely see torch or lantern light from the sewer. Only two speak common and their speech is odd (pausing in the middle of sentences, putting emphasis on the wrong syllables, etc.). They will seek to overtake the party but are extremely patient.

A. This room is empty.

B. The bodies of five emaciated, recently slain slaves lie on the floor of the room.







21. The Night Hag's Sewer

The sewer stream from this huge pipe spills 200 feet down to the floor of the sunken city creating a large pool and mist. The sewer is four feet deep.

1. This room is strange. The floor and walls are slimy dungeonstone. The room is damp and wet, and yet something seems out of place. A perfectly made bed and pristine looking nightstand rest along the eastern wall. The bed and nightstand are **Mimics** AL: N, AC: *7*, HD: *7*, HP: 43, 32, DMG: 3d4.

2. A terrible smell emanates from behind this door. This chamber contains half-eaten corpses. When the door is opened the heads of several emaciated human slaves will roll out and into the sewer.

3. This room is empty.

4. This small chamber appears as a 10x10 foot square pillar. Adventurers used this secret area as equipment storage long ago. It includes three leather satchels. The first contains 10 Iron Spikes and a Sledgehammer, the second three Healing Ointments (2d6 hit points per application), and the third has a P*otion of Water Breathing* and a *Potion of Sweet Water.*

5. The door to this room has an old and rusty, but deadly, deadfall spiked-hammer trap. When the door is opened, and the wire triggered, the hammer (pointed on one end) will strike a human in the chest or a dwarf in the head (it is too high for a halfling). The trap attacks as a Level 8 Fighter and score 5d6 points of damage (Dexterity check for half damage). There is a 10% chance of trap failure due to its age.

6. An **Ochre Jelly** AL: N, AC: 8, HD: 5, HP: 35, #AT: 1, DMG: 2d6, has oozed its way under the door to this room and is positioned on the ceiling above the door.

7. Giant Leeches (5) AL: N, AC: 7, HD: 4, HP: 30, 27, 24, 18, #AT: 1, DMG: 2d4, squirm about in this sewer water. They surprise their prey on a roll of 1–4 on d6.

8. This room is empty.

9. A colony of **Giant Frogs** (7) AL: N, AC: 7, HD: 3, HP: 24, 3x22, 20, 2x18, #AT: 1, DMG: 2d4, sit motionless in the water awaiting their next meal. They surprise on a roll of 1–4 on d6.

10. Two **Ghasts** AL: C, AC: 4, HD: 4, HP: 17, 16, #AT: 3, DMG: 1d4/1d4/1d8*, a short boated one and a tall skinny one, are having an existential discussion on the nature of their existence while draining the blood of their latest victim into Golden Goblets (500gp each). Blood is splattered everywhere in this room and reduces movement rates to ¼ or PCs will slip and fall prone (no check or save). The ghasts are right in front of the secret door and will make a quick escape to warn the three witches in #13.

11. This room is empty.

12. The sewer sludge has mutated number of giant cockroaches into **Huge Cockroaches** (8) AL: N, AC: 4, HD: 3, HP: 22, 3x20, 2x18, 17, 16, #AT: 1, DMG: 2d4, with appropriate changes to hit dice and damage. They are ravenous.

13. The **Three Witches** or **Night Hags** AL: NE, AC: 9, HD: 8, HP: 50 each, #AT: 1, DMG: 2d6, are here pouring over their cauldron which stands in between the four pillars. The witches use the ghasts as their muscle and to gather ingredients for their pot.

If the hags been warned of an intrusion by the ghasts in #10, they will array their four undead henchmen at the top of the stairs to take advantage of the higher ground (+1 to attack) while they throw spells overtop. **Ghasts** (2) AL: C, AC: 4, HD: 4, HP: 17, 16, #AT: 3, DMG: 1d4/1d4/1d8*.

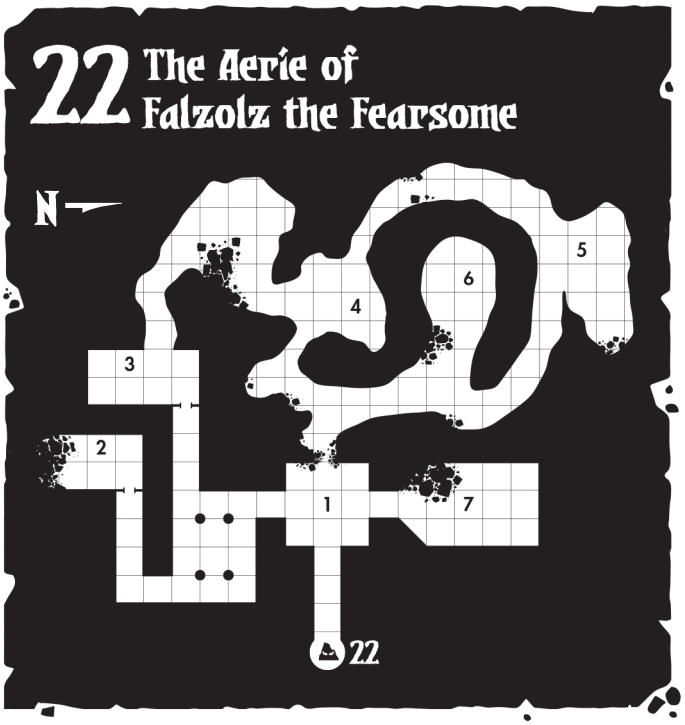
The cauldron contains the equivalent of four doses of *Demambala's Sepulchral Soup* (these can be considered potions). Along the back wall is a pile of coins (252ap) and a Silver Coffer (400gp) with the following jewels and gemstones: Small Flawed Yellow-Green Cat's Eye Chrysoberyl (50gp), Medium Pale Yellow Citrine (50gp), Tiny Finely Cut Brown Jasper (60gp), Small Exquisite Orange Carnelian (115gp), Tiny Yellow-Green Cat's Eye Chrysoberyl (175gp), Tiny Finely Cut Pale Green Tourmaline (275gp), Large Broken Dark Green Alexandrite (275gp), Medium Broken Deep Green Emerald (750gp).

There are also four arcane scrolls. The first has *Fire Trap* and *Invisibility*, the second has *Arcane Lock*, the third has *Wall of Iron* and *Dispel Magic*, and the fourth has *Animate Statue*, *Galaxina's Scintillating Spark Shower*, and *Ool's Broiling Exhalation*.

14. This appears to have been a treasure or storage room but was looted long ago. Only broken crates and chests remain

15. This chamber is empty.

16. This chamber is empty.



22. The Aerie of Falzolz the Fearsome

Feathers, bones, and refuse line the opening of this ruined arch. A terrible smell emits from the opening. This is the nest-abode of the harpies. They are led by a massive male called Falcolz The Fearsome.

1. This chamber is empty with the exception of feathers, bones, and dung.

2. Three **Harpies** AL: CE, AC: 7, HD: 3, HP: 20, 18, 16, #AT: 3, DMG: 1d4/1d4/1d6, a mother and two fledglings, nest in this room. They may (45%) be drawn to battle in #1 or #7. If so, the mother will send the two fledglings to **Falcolz** via area #3.

3. This cave is empty. Bones and dung litter the floor.

4. Female **Harpies** (4) AL: CE, AC: 7, HD: 3, HP: 2x15, 14, 12, #AT: 3, DMG: 1d4/1d4/1d6, nest here.

5. Falcolz The Fearsome, Large Adult Male Harpy AL: CE, AC: 7, HD: 5, HP: 30, #AT: 3, DMG: 1d6/1d6/1d8. **Falcolz** brandishes a *Broadsword +1, Flame Tongue* and, instead of his claw/claw/bite attack he can swing his sword and claw, or swing and bite. He is also able to flap his wings continuously and create a dust storm that will reduce visibility (–2 to hit) and disrupt spell-casting. He will flee if a battle appears to be going against him or his flock.

6. The harpies have piled bright shiny treasures taken from their kills in the room.

They include a Dented Metal Coffer with 250cp, a Bag of Gemstone Shards (100gp), an Electrum Necklace (100gp), A Gold Armband (150gp), A Fine Leather (150gp), A Red Felt Fez with Gold Tassel (250gp), a Bag of 18ap, a scroll with six clerical spells (Random), two *Potions of Healing*, Gold Statuettes of Ravens inlaid with Opals (1,075gp), two *Disks of Kar'Koon*, and a *Wand of Paralyzation* (15 charges).

7. Two female harpies are grooming themselves after consuming an orc. **Harpies** AL: CE, AC: 7, HD: 3, HP: 16, 12, #AT: 3, DMG: 1d4/1d4/1d6.



23. The Hellmouth of Gray Men

1. This entry-chamber is split by a narrow crevasse near the southern wall. Two tree branches bridge the chasm. A **Faze Fungus** AL: N, AC: 6, HD: 3, HP: 14, #AT: See entry, DMG: See entry, grows in the top northwestern corner of the room.

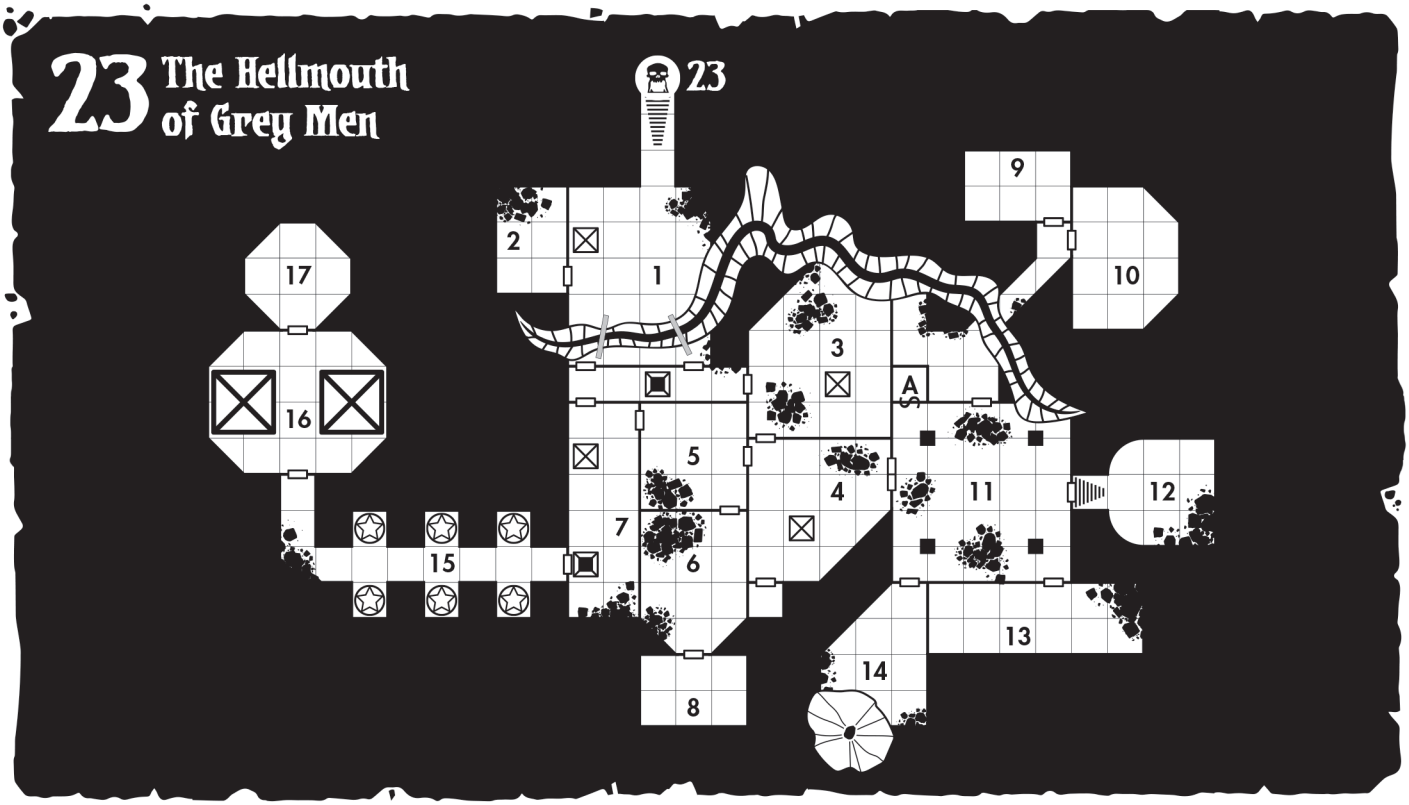
2. This room is empty.

3. A group of **Norkers** (4) AL: CE, AC: 4, HD: 1+2, HP: 8, 2x6, 5, #AT: 1, DMG: Clubs (1d4) and Spears (1d6), are foraging for supplies in this room. There is a 1–4 on d6 chance they will hear the faze fungus in #1 if it shrieks. They will stand on the southern edge of area #1 and throw their spears before fleeing to warn their kin. The room has partially collapsed and the northeastern portion has fallen into a crevasse.

4. This chamber is empty.

5. Three **Norkers** AL: CE, AC: 4, HD: 1+2, HP: 8, 5, 4, #AT: 1, DMG: Clubs (1d4) and Spears (1d6), are beating a third over food. There is a 1–4 on d6 chance they will hear the faze fungus in #1 if it shrieks. Like the norkers in #3 they will stand on the southern edge of area #1 and throw their spears before fleeing.

6. Three **Norkers** AL: CE, AC: 4, HD: 1+2, HP: 9, 7, 5, #AT: 1, DMG: Clubs (1d4) and Spears (1d6), are sharpening their spears. There is a 1–2 in d6 chance they will investigate any commotion in area #1. The room has partially collapsed. One possesses the key to #17.



7. A dead norker lies at the bottom of an open spiked pit.

8. Four **Norkers** (4) AL: CE, AC: 4, HD: 1+2, HP: 10, 8, *7*, *5*, #AT: 1, DMG: Clubs (1d4), are sleeping on makeshift beds in this chamber.

9. The door to this room is ajar. A flock of **Stirges** (14) AL: N, AC: *7*, HD: 1, HP: 5x8, 3x*7*, 3x5, 2x3, 2, #AT: 1, DMG: 1d3, hang from the ceiling.

10. A large brass gong is suspended magically in the center of this room. If struck, the distant rumble of stone on stone can be heard (secret door opening in #11A). Approximately 30 seconds later the sound can be heard again (as the secret door closes). Note that repeated strikes of the gong, and the rumble of stone, increases the chance of a random monster to 1–4 on d6 in area #11.

11. This room is empty and has partially collapsed.

A. This secret door descends into the floor. It cannot be opened by any means other than the gong in #10. Inside is a suit of *Ebon Platemail +1* on an armour stand.

12. The floor of this chamber is knee deep in water. The water hides **Giant Leeches** (5) AL: N, AC: *7*, HD: 2, HP: 14, 12, 10, 2x9, #AT: 1, DMG: 1d6.

13. A small group of **Norkers** (*7*) AL: CE, AC: 4, HD: 1+2, HP: 9, 2x8, 3x5, 3, #AT: 1, DMG: Spear (1d6), lives in this chamber. They sit around a fire cooking giant rats. Their makeshift beds are mere scraps of cloth and grass.

14. A sinkhole has partially swallowed this chamber. They entire floor is unstable.

15. Six statues of Archaian mages line recesses in this hallway. Their heads will follow anyone who passes but they will not attack.

16. The floor of this room is trapped with two large concealed pits. The pits are 20 feet deep and covered, at the bottom, with **Yellow Mold** AL: N, AC: Always hit, HD: 2, HP: 6, #AT: Spores, DMG: 1d6*. If the pits are triggered, the door to #17 will open and release an undead horde of funeral pyre zombies, followed by juju zombies, who have been instructed to slay intruders. If the pits are not triggered, the undead will remain motionless until the treasures from #17 are plundered.

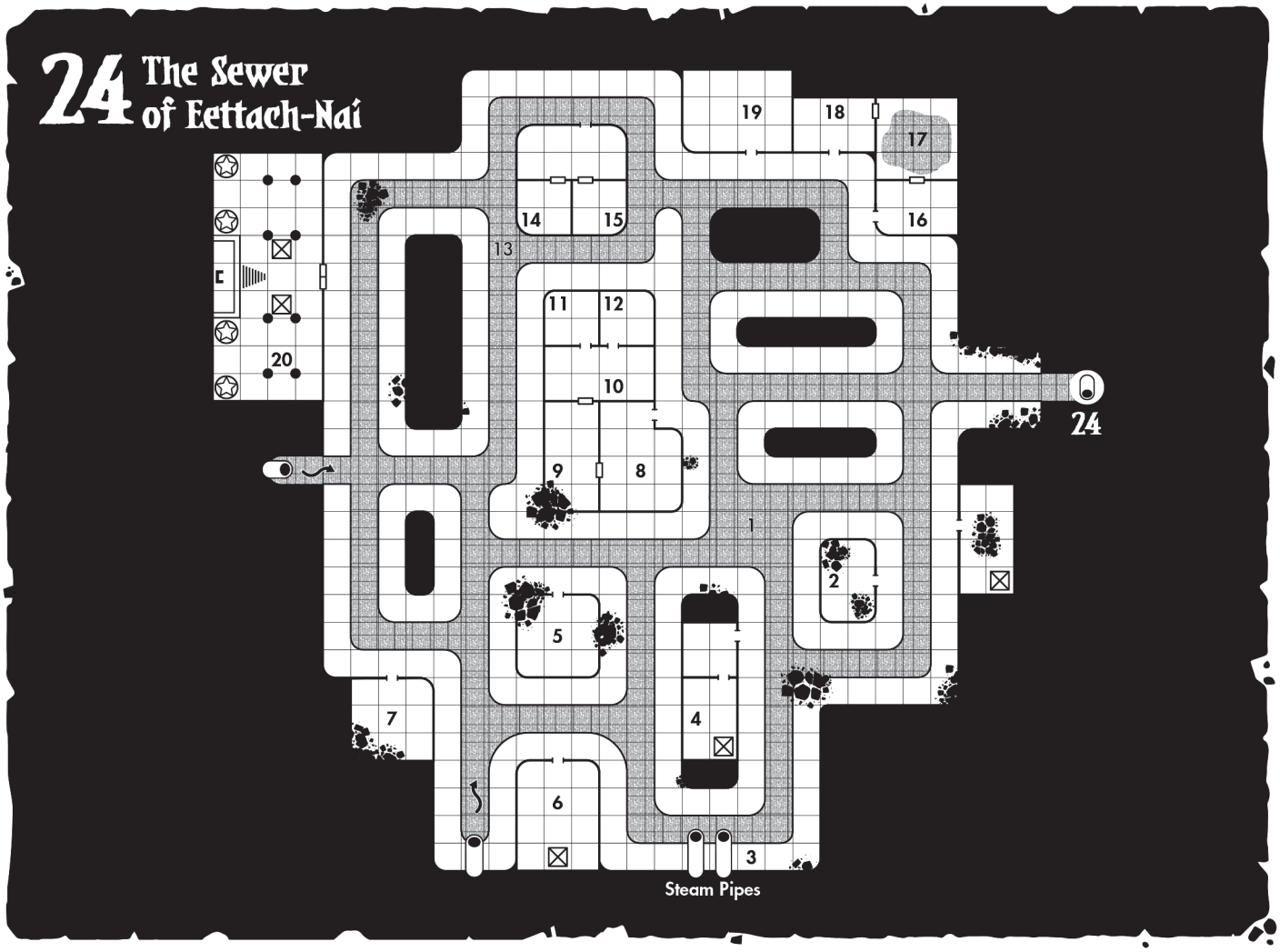
17. The door to this chamber is locked. The chamber is filled with undead arrayed in columns. On the northernmost wall is a low table with a *Long Point Dagger +3* and the following Ioun stones:

Ioun Stones

Stone Colour	Shape	Effect
Light Green	Sphere	+1 First Level spell/day
Medium Green	Sphere	+1 Second Level spell/day
Light Blue	Prism	*Cure Light Wounds* (self, once/day)

Funeral Pyre Zombies (10) AL: C, AC: *7*, HD: 2, HP: 15, 2x11, 2x10, 3x8, 2x6, #AT: 1, DMG: 1d8 and **JuJu Zombies** (6) AL: C, AC: 6, HD: 4+4, HP: 31, 24, 22, 18, *17*, 15, #AT: 1, DMG: Light Crossbows and 20 Bolts (1d6) and Broadswords (1d6+1).





24. The Sewer of Eettach-Nai

The sewer opening sprays water 200 feet down into a pool on the canyon floor. The sluiceways are five feet deep.

1. A **Black Tentacles** AL: CE, AC: 3, HD: 10, HP: 63, #AT: 6, DMG: 1d8* uses this deep sewer intersection (30 feet) as its lair and to catch prey. At the bottom of the sewer in this area are 2,234gp (scattered) and two locked chests containing jewelry. Chest 1: Silver Bracers (55gp), Silver Earrings (600gp), Electrum Cloak Clasp (600gp), Copper and Gold Necklace (700gp), Silver and Silver Circlet (700gp), Platinum Earrings inlaid with Coral (1,200gp), Scabbard inlaid with Gold and Encrusted with Gemstones (1,900gp), Chest 2: Electrum Ring (550gp), Jeweled Dagger Scabbard (700gp), Electrum Belt Buckle (700gp), Platinum Power Box (700gp), Gold Kilt Pin (900gp), Platinum Broach inlaid with Gold and Gems (1,800gp), Silver Necklace (700gp), Gold Bracelet (1,500gp), Exquisite Bone Comb with Archinium Handle (2,000gp).

2. Just inside this room is a **Shrieker** AL: N, AC: *7*, HD: 3, HP: 8, #AT: Special, DMG: Special, and a **Violet Fungi** AL: N, AC: *7*, HD: 3, HP: 10, #AT: 1–4, DMG: Special.

3. There are large, metal, broken steam pipes here that vent hot noxious gas every 2 rounds. Those caught in the blast take 3d6 points of damage (no save) and anyone within 30 feet of the pipes must save versus Poison or have their movement rate cut in half for 1d6 turns.

4. This room is empty.

5. This room is empty. Behind a loose brick in the southern wall is a sealed scroll tube: *Protection against Undead*.

6. This room appears empty. There is a concealed pit near the southern wall. The door of this pit is mechanical and will reset after 1 turn (Referee's are encouraged to mark that 10 minute span in real time). At the bottom of the pit are two **Wights** AL: C, AC: 4, HD: 6, HP: 38, 34, #AT: 1, DMG: 1d8* and a *Hammer +3, Dwarven Thrower*. Note that if the wights hear the party they will play dead in the hope of luring the PCs down to get the weapon which glows with a soft white light.

7. Huge Python AL: N, AC: 4, HD: 10, HP: 60, #AT: 2, DMG: 2d4/3d8 sits coiled in its nest. The snake is so large it barely fits through the archway into the room. There is a 75% chance the snake will hear the PCs approach (or see their torchlight. If so it will come out to attack them. This python is a "huge" version of Giant Python, except that it is 35 feet in length with commensurate AC, HD, and damage adjustments.

8. This chamber is empty.

9. This chamber is empty.

10. A special patrol consisting of a small group of **Gnolls** (4) AL: C, AC: 5, HD: 2, HP: 12, 11, 8, 7, #AT: 1, DMG: Halberd (1d10) and Scimitar (1d8) led by **Zuroz**, **Level 4 Acolyte of Impurax** AL: C, AC: 4 (Chain and Shield), HD: 4, HP: 30, #AT: 1, DMG: *Flail +1* (1d6) and Sling with 8 Stones (1d4), Spells (3/2): *Cure Light Wounds, Protection from Good, Darkness, Hold Person, Silence 15'* and his two **Tricerotaur** bodyguards AL: C, AC: 4, HD: 8, HP: 51, 45, #AT: 1, DMG: 1d8/1d8 or Giant Morningstar (2d8). They have been given a directive to scavenge for gold and valuables. They are also on the lookout for slaves. They have yet to find any treasure, although one of the bodyguards is wearing Platinum Armbands worth 500gp each.

11. The stench of decaying bodies wafts from this room. Corpses and body parts are piled in its center. They are infested with **Rot Rubs** (20) AL: N, AC: 9, HD: 1hp, HP: 1hp each, #AT: N/A, DMG: N/A. At the bottom of the corpse pile is a *Ring of Protection +1*.

12. There are two stools and a wooden table in this room. The table is laden with chewed body parts. It appears to have been abandoned.

13. Two **Giant Crayfish** AL: N, AC: 4, HD: 4+4, HP: 32, 26, #AT: 2, DMG: 2d6/2d6, inhabit this deep area of the sewer. They stay clear of the black tentacles from area #1. They have no treasure.

14. This room is empty.

15. A soft yellow-green glow can be seen radiating from the entrance of this room. The entire southern half of this chamber is covered with **Grub Globules** (14) AL: N, AC: 10, HD: 1hp, HP: 1hp/per, #AT: See entry, DMG: See entry. They have grown from the bodies of three corpses along the floor, over two chests, and up the wall. The first chest is empty. The second is trapped (poison needle, save at +2 or die) and contains a *Dagger +2* with a pommel like cresting waves and a *Potion of Extra-Healing*.

16. This room is empty.

17. The floor of this room has sunk 10 feet and is now home to some **Giant Leeches** (6) AL: N, AC: 7, HD: 4, HP: 27, 2x21, 19, 18, 14, #AT: 1, DMG: 2d4.

18. This chamber is empty.

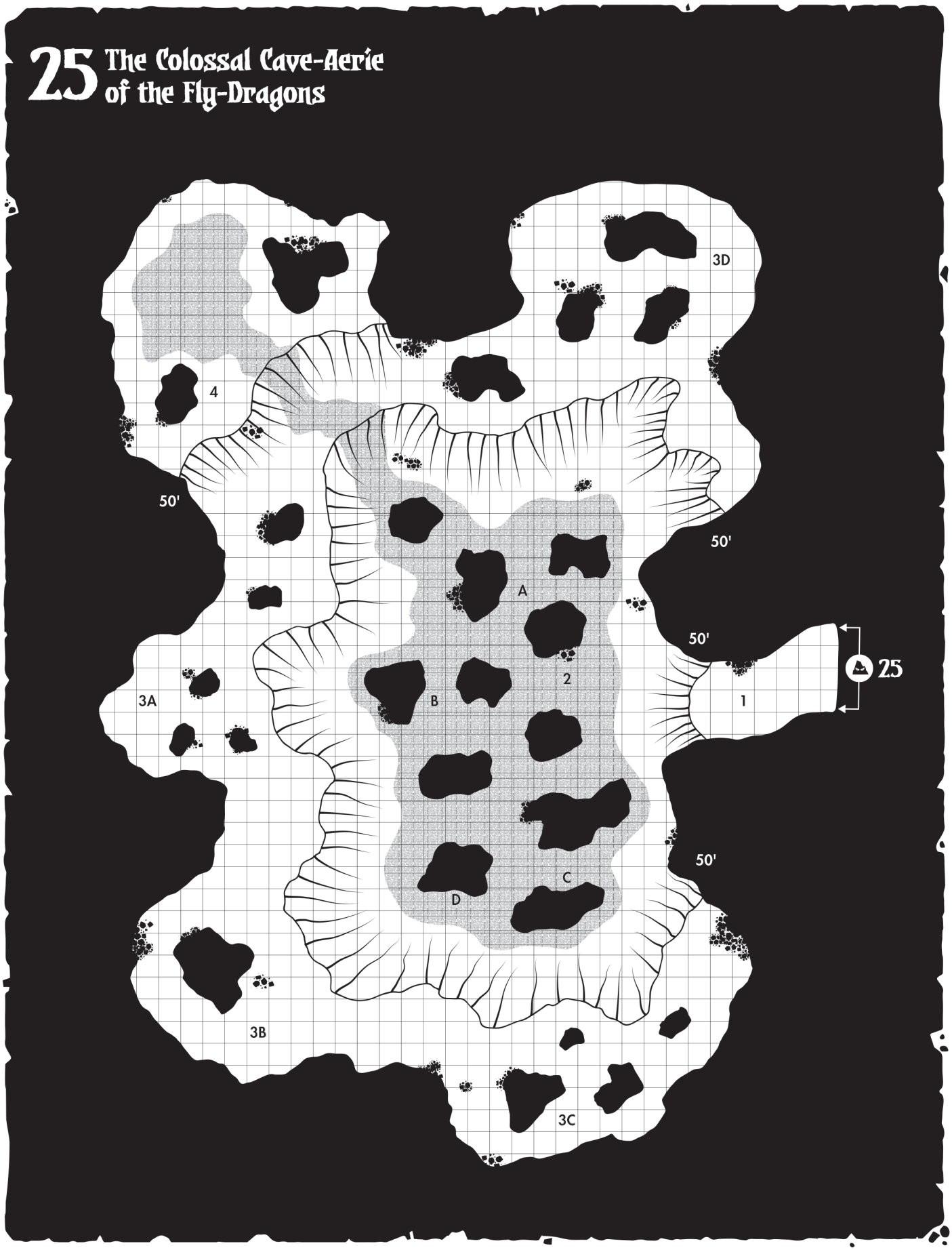
19. A bone-pile is heaped in the center of this room. Underneath is Gold Necklace worth 325gp.

20. Eettach-Nai, Spirit Naga AL: CE, AC: 4, HD: 9, HP: 64, #AT: 1, DMG: 1d4 + Poison Spells: Magic-User (2/2/1) *Magic Missile, Shield, Invisibility, Mirror Image, Lightning Bolt* and Cleric (3/2/1) *Cure Light Wounds, Protection from Good, Darkness, Hold Person, Snake Charm, Animate Dead*, uses this chamber as her throne room. She is old by the standards of her species and possesses slightly stronger magical abilities. She has charmed a small group of humanoids to do her bidding including two mighty **Shambling Filth** AL: N, AC: 2, HD: 6, HP: 35, 32, #AT: 2, DMG: 2d6/2d6 and four **Bugbears** AL: C, AC: 5, HD: 3+1, HP: 23, 21, 17, 16, #AT: 1, DMG: Morningstar (2d4).

The following are kept in three chests beside her throne: 5,642cp, 1,432ep, and 4,132gp. In the first chest, buried under the coin are two scroll tubes—*Scroll of Fire Resistance* and a magic-user spell Scroll: *Floating Disk, Hold Portal, Knock, Phantasmal Force, Clairvoyance, Protection from Evil 10', Confusion*, and a *Ring of Destination* (#2 HG1, HG2, HG7).



25 The Colossal Cave-Aerie of the Fly-Dragons



25. The Colossal Cave-Aerie of the Fly-Dragons

This is the aerie of giant dragonflies. This massive water cave system is structured in three tiers of elevation. Area #2 has a massive shallow (ankle deep) subterranean pool supported by columns about 50 feet below the cave entrance (#1). The next tier (#3) is 50 feet above the pool, roughly the same level as #1. The third (or area #4) is 50 feet above the second. This contains a pool that flows via two waterfalls down into area #2. The dragonflies use the pool for spawning their young.

The giant dragonflies will use their superior maneuverability, and the natural columns of the cave, to their full advantage. The can easily dart between columns, attack from flanks, or attack from behind, with relative ease.

1. This massive cave opening is 40 feet across. There is a 1 on d6 chance of a **Young Adult Dragonfly** returning to this cave while the PCs are here. If a combat breaks out, there is a 2 on d6 chance it will draw other dragonflies from the cave.

2. A number of **Young Adult Dragonflies** (4) AL: N, AC: 5, HD: 4, HP: 25 each, #AT: 1, DMG: 2d4, will be in this tier of the cave system. Use 1d4 to determine their random location (#A–D).

The large pool on tier two contains the following Hoard Types as well as bones and floating debris: VIII, IX, XXII.

3. The **Giant Male Dragonfly** AL: N, AC: 3, HD: 7, HP: 50, #AT: 1, DMG: 4d4 and several **Young Adult Dragonflies** (4) AL: N, AC: 5, HD: 4, HP: 25 each, #AT: 1, DMG: 2d4, will be located on this tier of the cave. Use 1d4 to determine their random location (#A-D).

4. The **Giant Female Dragonfly** AL: N, AC: 4, HD: 6, HP: 40, #AT: 1, DMG: 3d4, will be located here, closest to her hatchlings in the pool. The hatchings are non-combatants.

26. The Sealed Crypt of Kier Remaeb

The stone door to this crypt is sealed and covered with bas-relief and glyphs that represent the holy symbol of Zuul, The Chaos Deity of the Elements. Written in Ancient Common, the doors read, "I am Kier Remaeb, High Priest of Zuul. Death awaits desecrators of my tomb!" Beyond the doorway, a dungeonstone passage leads 50 feet west to a spiral staircase that descends into the earth 100 feet.

1. The spiral staircase opens into a large octagonal chamber. The staircase the PCs just exited is part of a large pillar that extends up to the ceiling (which they just descended). There are three other large round pillars in the room. The one in the northeast is also a spiral staircase that descends a further 50 feet into a different section of the crypt.

The room has partially collapsed in three locations. Staircases exit downward to the north and south. The southern staircase has been severed by a crevasse. **Show the Players Forbidden Caverns Illustration #34.** Decayed murals along the various walls depict Zuul dispatching the elements to destroy humanity (earth on the north wall, water to the south, fire to the west, and water to the east).

2. This stone door is sealed and marked with the glyph of air. The room has partially collapsed. Skulls and bones (**Remaeb's** former disciples of air) are buried here. If the bones are disturbed two **Air Elementals** (1d3) AL: N, AC: 2, HD: 8, HP: 40 each, #AT: 1, DMG: 1d8*, will manifest and protect the crypt. Note that this will send bones, bone shards, and skulls into every direction. This will reduce visibility causing a –2 to attack rolls and making spell-casting impossible.

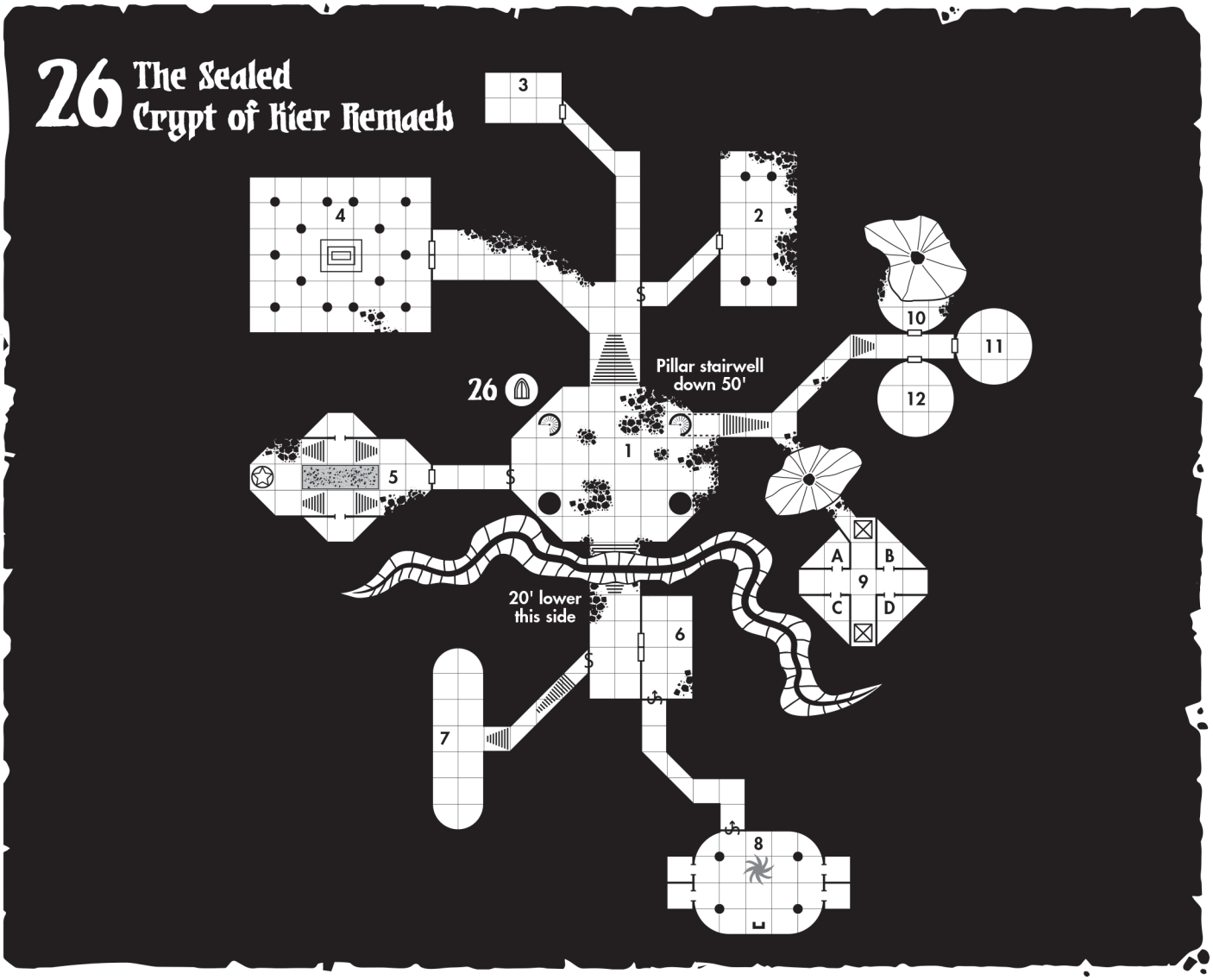
3. This stone door is sealed and marked with the glyph of air. This is a false crypt. Inside is a sealed sarcophagus. The lid is trapped with paralytic gas (save versus Paralyze for no effect). The sarcophagus appears empty. However, inside in an **Invisible Stalker** AL: N, AC: 3, HD: 8, HP: 50, #AT: 1, DMG: 4d4.

4. This stone door is sealed and marked with the symbol of Zuul. This large room is **Remaeb's** false burial chamber. There are many pillars in this room that support a 50 foot high ceiling. There is a large sarcophagus on a dais in the center of the room. The sarcophagus is filled with gems and jewels. These are a **Gemstone Golem** AL: N, AC: 0, HD: 8, HP: 60, #AT: 1 or 2, DMG: 1d10/1d10.

5. A large bed of burning hot coals dominates this room. A 10-foot tall statue of Zuul stands on the far western wall. **Fire Elementals** (1d3) AL: N, AC: 2, HD: 8, HP: 40 each, #AT: 1, DMG: 1d8*, will manifest from the coal pit and defend the crypt against intruders.

6. This chamber is empty. Glyphs for "earth" adorn the walls in all languages mundane and arcane.

7. This room is filled with large rocks of various types and sizes (such as blairmorite, dacite, foidolite, granite, and diamictite). They appear to have been mined from across the Northern Reaches. Some of these are **Earth Elementals** (1d3) AL: N, AC: 2, HD: 8, HP: 40 each, #AT: 1, DMG: 1d8*, who have been ordered to defend the crypt of Kier Remaeb. Small rocks cover the floor of this chamber. On close inspection one is a set of *Nesting Golems* (6).



8. This is the final resting place of **High Priest Kier Remaeb**. A portal leads to this chamber from #12. On a large stone throne sits the decaying remains of the high priest. **Remaeb** has risen as a **Greater Crypt Shade** AL: CE, AC: 4, HD: 6, HP: 45, #AT: 1, DMG: 1d10. He retains his consciousness and viciousness from life as well as his clerical spell casting ability. In addition, **Remaeb** is immune to damage from all spells and weapons that drive their power from the elements (Earth, Wind, Fire, and Air).

Spells (4/3/3/2): *Command, Cure Light Wounds, Cause Light Wounds, Darkness, Hold Person, Silence 15' Radius, Spiritual Weapon, Animate Statue, Striking, Dispel Magic, Cause Serious Wounds, Protection from Good 10' Radius.*

Remaeb may either monologue or dialogue with the PCs for a time, but will then call his crypt guards to attack. Once he rises his swirling will send bones, bone shards, and skulls flying in every direction. This will reduce visibility causing a –2 penalty on attack rolls and make spell-casting impossible.

The two burial alcoves to the east contain **Funeral Pyre Zombies** (20) AL: C, AC: 7, HD: 2, HP: 2x16, 2x15, 2x14, 2x12, 2x10, 2x9, 2x8, 2x7, 2x5, 2x4, #AT: 1, DMG: 1d8. Not that these undead cannot be turned while in the presence of the high priest.

The two burial alcoves to the west contain **Exploding Bone Skeletons** (30), AL: C, AC: 7, HD: 1, HP: 3x8, 4x7, 6x6, 7x5, #AT: 1, DMG: 1d6, to attack intruders. Note that these undead cannot be turned while in the presence of the high priest.

In a secret compartment in the throne (under the seat cushions) are three powerful *Arrows of Slaying: Earth Elementals, Undead, Giants*.

9. This burial crypt contains the remains of high priest's servants and underlings.

A. Contains stacked skulls.

B. Contains stacked bones.

C. Contains a Large Locked Steel Chest with 5,455sp and two **Clockwork Centipedes** AL: N, AC: 2, HD: 1. HP: *7, 5*, #AT: 1, DMG: 1d3 + Poison. A false bottom contains a *Ring of Destination* (#3 HG1, HG2, HG3).

D. Contains a Locked and Trapped Steel Coffer (Poison Needle, Save or die) with the following gemstones: Small Flawed Deep Blue Azurite (10gp), Large Light Blue Lapis Lazuli (40gp), Very Large Broken Gray-Black Hematite (40gp), Medium White Chalcedony (50gp), Medium Finely Cut Blue Quartz (55gp), Tiny Exquisite Obsidian (62gp), Small Finely Cut Smokey Quartz (65gp), Huge Banded Agate (70gp), Tiny Flawed Red Garnet (75gp), Large Exquisite Pale Blue Quartz (100gp), Huge Exquisite Striated Green Malachite (100gp), Large Flawed Brown-Green Garnet (525gp), and a Very Large Black Sapphire (2,000gp).

10. A sinkhole on the floor has almost destroyed this room. Water drips from a sinkhole above it down into the hole in this room. Erosion has taken its toll. The remaining floor is completely unstable. Resting on the edge, right at the lip of the sinkhole, is a leather satchel with a *Cube of Frost Resistance*. Note that if any pressure is put on the floor at all it will immediately collapse into the sinkhole.

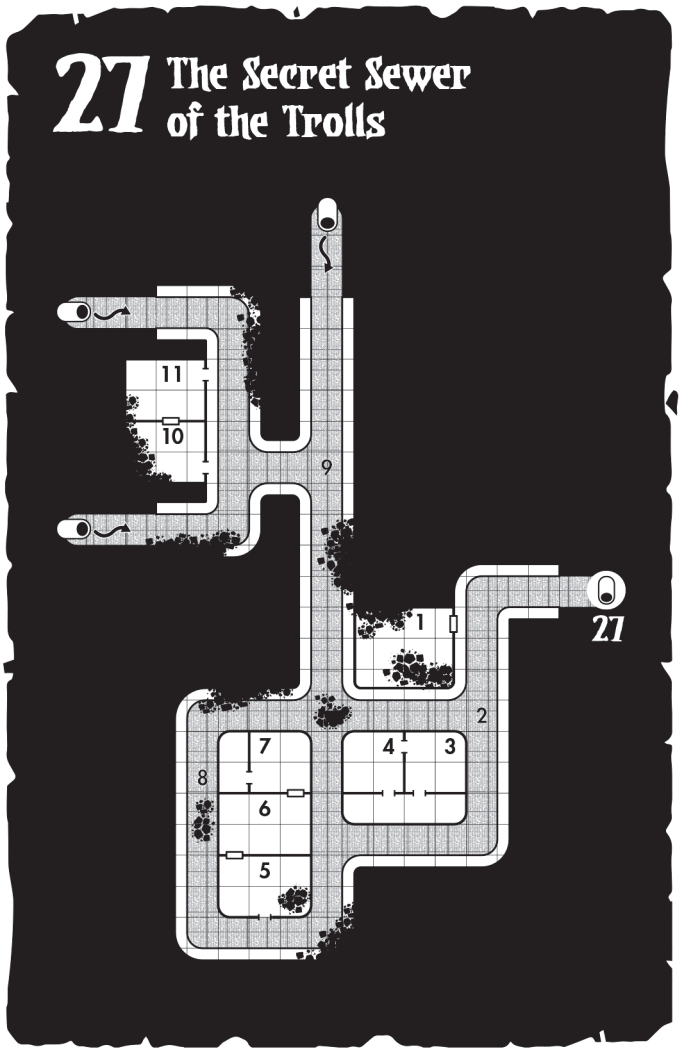
11. A pipe extending from the wall pours water into a dark pool. The pool contains **Water Elementals** (1d3) AL: N, AC: 2, HD: 8, HP: 40 each, #AT: 1, DMG: 1d8* who have been instructed to defend the crypt of the high priest.

12. The entire floor of this chamber appears to be made of deep, choppy, seawater. This is a both a magical trap and the entrance to the final resting place of **Kier Remaeb**. PCs must swim down to the bottom of the dark pool. There they will be teleported to the burial chamber located in area #8. Any attempt to swim back to the surface will reveal a one-way *Wall of Force* just below the water that prevents surfacing. Standard swimming and downing rules apply.



27. The Secret Sewer of the Trolls

The sewer run-off from this huge pipe streams 400 feet down to the floor of the sunken city creating an obscuring mist. The sluiceways are four feet deep.



1. There are three **Trolls** AL: CE, AC: 4, HD: 6+6, HP: 31, 28, 25, #AT: 3, DMG: 1d6/1d6/1d10, here gnawing on a freshly killed mountain goat.

2. A 30x30 patch of **Cinnamon Mold** AL: N, AC: Always hit, HD: 2, HP: 13, #AT: 1 (Spores), DMG: 2d6+1d6, covers the walls and ceiling. The trolls are unaffected. There is a 65% chance that a commotion here will draw the monsters from #4.

3. This room is used as a latrine and smells horrible.

4. Two **Trolls** AL: CE, AC: 4, HD: 6+6, HP: 36, 26, #AT: 3, DMG: 1d6/1d6/1d10, are arguing over an axe beak leg. There is a 65% chance they will hear combat in #1.

5. This room is empty and smells of troll.

6. Trolls (4) AL: CE, AC: 4, HD: 6+6, HP: 37, 34, 33, 27, #AT: 3, DMG: 1d6/1d6/1d10.

7. A contingent of acolytes of Impurax are meeting with **Gokmok, Troll Chieftain** AL: CE, AC: 4, HD: 6+6, HP: 50, #AT: 3, DMG: 1d6/1d6/1d10, trying to convince him and his small clan to join The Horde of the Rotting Hand.

Prelatus Ulic, Level 5 Acolyte of Impurax AL: LE, AC: 0 (Platemail, *Shield +1*, Dex), Weapons: *Mace +1* (1d6), Spells (3/2/1): *Fistfang, Darkness, Command, Ray of Decay, Harm, Animate Plant-Based Dead*, Treasure: 17pp, 43ap, *Staff of Striking,* bag of bones (for spells).

Ulic's entourage includes **Baltine, Level 3 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 3, HP: 18, Weapons: *Spiked Cudgel +2* (1d4+1) and Sling with 10 Stones (1d4), Spells (2/1): *Shillelagh, Fistfang, Moldskin*, Treasure: 18gp, **Tremt, Level 2 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 10, Weapons: Spiked Cudgel (1d4+1) and Sling with 10 Stones (1d4), Spells (2): *Shillelagh, Entangle,* Treasure, 25sp. **Johannsen, Level 2 Acolyte of Impurax** AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 9, Weapons: Spiked Cudgel (1d4+1) and Sling wtih 8 *Stones +1* (1d4), Spells (2): *Shillelagh, Fistfang,* Treasure: 4pp.

B. This small chamber holds the treasure the trolls have accumulated. The hoard includes an open Wooden Chest with 3,843gp, a Metal Coffer with 1,882ep, and a Wooden Box with four gemstones: Large Green Aquamarine (400gp), Medium Deep Purple Amethyst (500gp), Small Exquisite Lustrous White Pearl (525gp), and a Huge Exquisite Golden Yellow Topaz (900gp).

8. A **Crystal Ooze** AL: N, AC: 8, HD: 6, HP: 27, #AT: 1, DMG: 4d4, sits just below the water here. It does not attack the regenerating trolls.

9. A growth of **Mephical Mold** AL: N, AC: Always hit, HD: 2, HP: 12, #AT: Spores, DMG: See entry, covers the wall.

10. This chamber is empty.

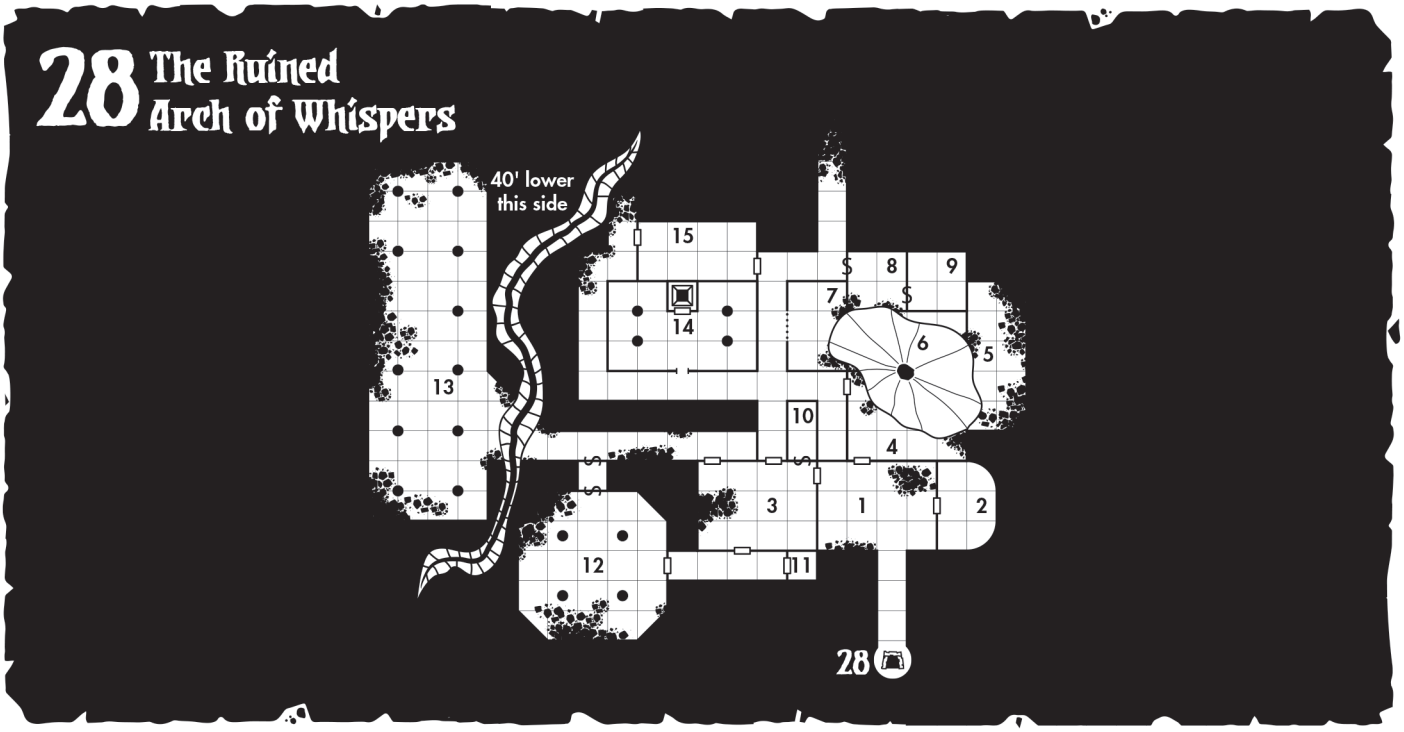
11. A **Rot Pudding** (see *Barrowmaze Complete*) AL: N, AC: 6, HD: 8, HP: 37, #AT: 1, DMG: 2d8, has oozed its way out of the sewer and now hangs above the door to this room.

28. The Ruined Arch of Whispers

1. This room has partially collapsed in two places. All doors are open. The floor seems soft and mucky. The sound of dripping water comes from #4 as well as periodic murmuring voices. Murmuring also emanates from #3 and #2. The sounds come from gibbering mouthers waiting for their next meal. If a combat occurs here it is 85% likely the mouther from #2 will join the combat, and 65% likely the mouther from #3 will also attack.

2. A **Gibbering Mouther** AL: N, AC: 1, HD: 4+4, HP: 30, #AT: 6, DMG: 1hp/mouth, hides behind the open door against the wall.

3. This room is empty with the exception of two partial collapses. The floor seems soft with muck. The door to the south is open and voices can be heard beyond it. The floor



is soft from the mouther that is hiding just to the east of the southern door in the hallway. **Gibbering Mouther** AL: N, AC: 1, HD: 4+4, HP: 30, #AT: 6, DMG: 1hp/mouth.

4. This room has sunk into a large sinkhole. The room is very unstable, slippery, and the floor slopes in the direction of the center of the hole. A **Gibbering Mouther** AL: N, AC: 1, HD: 4+4, HP: 30, #AT: 6, DMG: 1hp/mouth, hides beside the door waiting for prey.

5 to 8. These rooms have sunk into a large sinkhole. The rooms are very unstable, slippery, and all slope in the direction of the center of the hole.

9. This secret door hides a cache of magic items from a group of former adventurers. It includes a velvet-lined box with room for six potions. It currently holds five: *Extra Healing, Flying, Invisibility, Super-Heroism*, and *Oil of Etherealness*. There are two scrolls in sealed Ivory Tubes (500gp each): one with five random magic-user spells, and another with six random cleric spells. There are also two quivers: one with 10 *Arrows +2* and a second with 16 *Crossbow Bolts +1*.

10. This secret room contains a dead halfling clutching a piece of parchment that shows a random portion of the dungeon below the Hell-Fire Furnace (Referee's discretion). He carries a backpack with 2 vials of holy water, 2 flasks of oil, ruined rations, and 20 feet of rope.

11. This room is empty.

12. This chamber has partially collapsed in two places. The four pillars of this room are encrusted with Black Opals (1d4+2 per) worth 200gp each. It takes one turn to pry them out of one pillar. Be sure to roll random monsters.

13. This chamber is on the verge of total collapse. A **Huge Gecko Lizard** AL: N, AC: 2, HD: 9+3, HP: 55, #AT: 1, DMG: 3d8, and three of its offspring **Giant Gecko Lizards** AL: N, AC: 5, HD: 3+3, HP: 24, 20, 19, #AT: 1, DMG: 1d8, have crawled up from the depths of the crevasse and made a lair in this chamber. Strewn throughout the room are broken pillars, stone debris, and bones, as well as *Drums of Stunning*, a *Robe of Scintillating Colors*, and a Scroll: *Ward against Lycanthropes*. When the PCs attempt to gain access to this room, roll to determine the location of each lizard: 1. on the floor, 2. on the ceiling, 3. on a wall (roll randomly for north, south, east, or west), or 4. in the crevasse.

14. There is an open pit in this room. It is filled with dark water and is 20 feet deep.

15. This room is empty.

29. The Frozen Ice-Cave of the Glacier Worm

The entrance to this cave is frozen with ice and snow and a bitter cold wind emanates from the opening. The Great Cataclysm that destroyed Archaia has altered the fabric of the elements and created a rift to the Plane of Ice from which a massive male remorhaz, and his mate, emerged.

The conditions in this cave are similar to a snowstorm and visibility is reduced to 10 feet. This cave system is under the permanent effect of a Freeze Metal spell. Player Characters must either dress appropriately or prepare with spells to spend more than a handful of rounds in the frozen caves. ***Show the Players Forbidden Caverns Illustration #35****.*

Remorhaz can move with blinding speed and can climb and cling to vertical walls and ceilings. They will engage in hit and run tactics and do not invoke free attacks if they disengage from combat. They do not take double damage from fire, due to their intensely hot intestines and back protrusions.

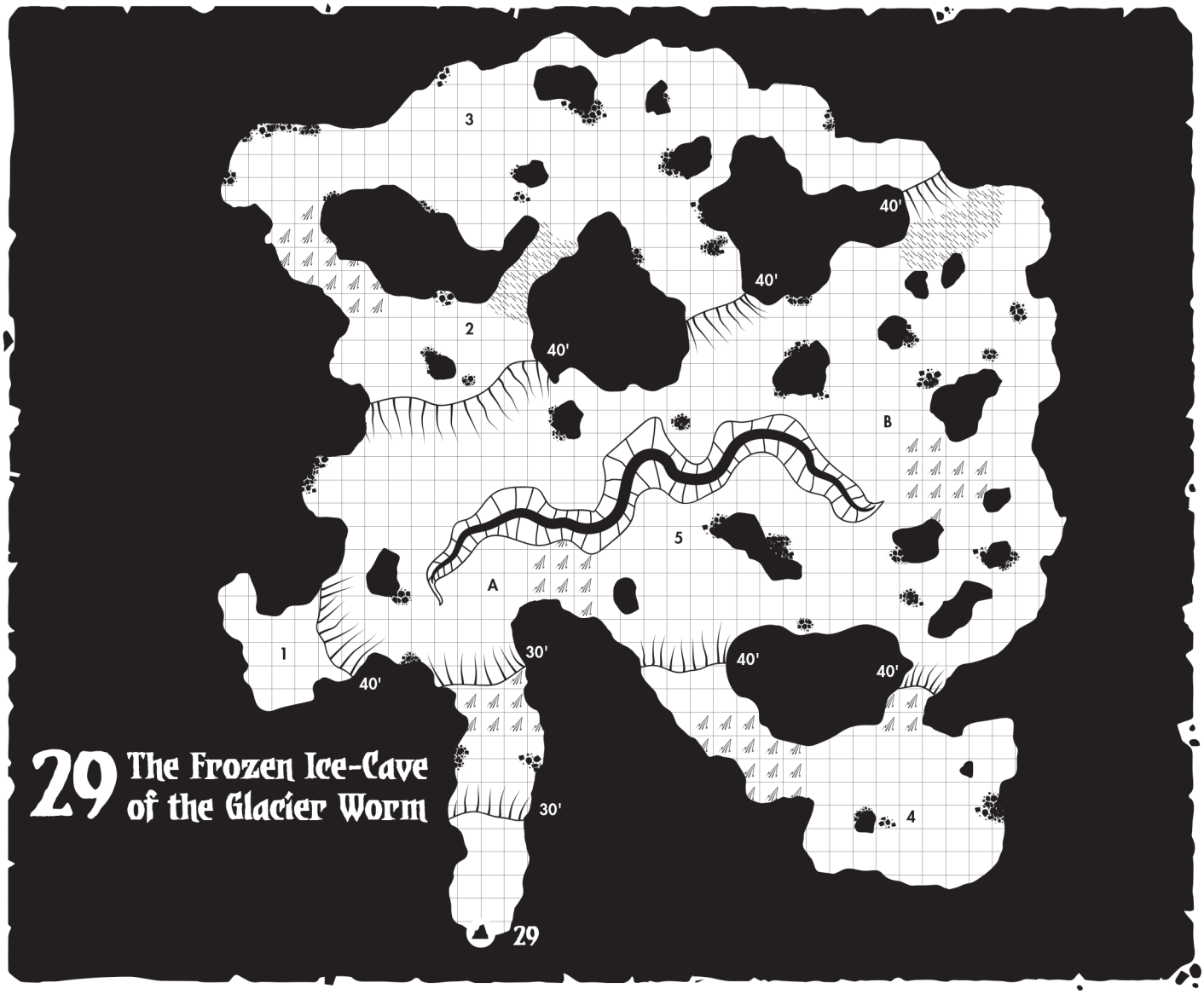
The adult male is typically (60%) found in area #4 lying on his vast treasure hoard of coins like a dragon. If not, he is located with the adult female. The female is likely found in area #3 (80%) resting and caring for her two eggs. If not, she is hunting for food on the north side of the crevasse (10%) or hanging from the ceiling in area #2 (10%). The two young adults are located at 5A and B. They are hunting and have hidden themselves under the snow to pounce on unsuspecting prey that appears either from the cave opening or the crevasse.



Note that ***Glassy Ice*** *and* ***Razor Ice*** *function in the same way* ***Glassy Rock*** *and* ***Razor Rock****, respectively.*

In addition to the vast hoard of coin in area #4, Referees should randomly generate the location of the following items throughout the cave system: Broadsword +3 Frost Brand, a Ring of Regeneration, a Monk's Habit (See Barrowmaze Complete), a Ring of Destination (#4: HG1, HG2, HG4), and a Wand of Fireballs (25 charges)





1. At the back of this cave, completely frozen in a block of ice, is a human in platemail with a strange visored helm. This is **Ser Gothal of Blassingdale, Level 6 Paladin**. His statistics are S 17, I 13, W 14, D 13, C 15, Ch 17 (HP: 52). He wears *Platemail +2*, a *Pigface Bascinet*, and carries the *Shield of the Golden Hawk* (see *Barrowmaze Complete* for both), as well as a *Longsword +1 Luckblade*. If the paladin can be thawed, and convinced of the rightness of the party's quest, he would join them for an adventure. He is a worshipper of Barbute, the God of Guardians and Protectors. He has been frozen for 25 years.

2. This cave is empty.

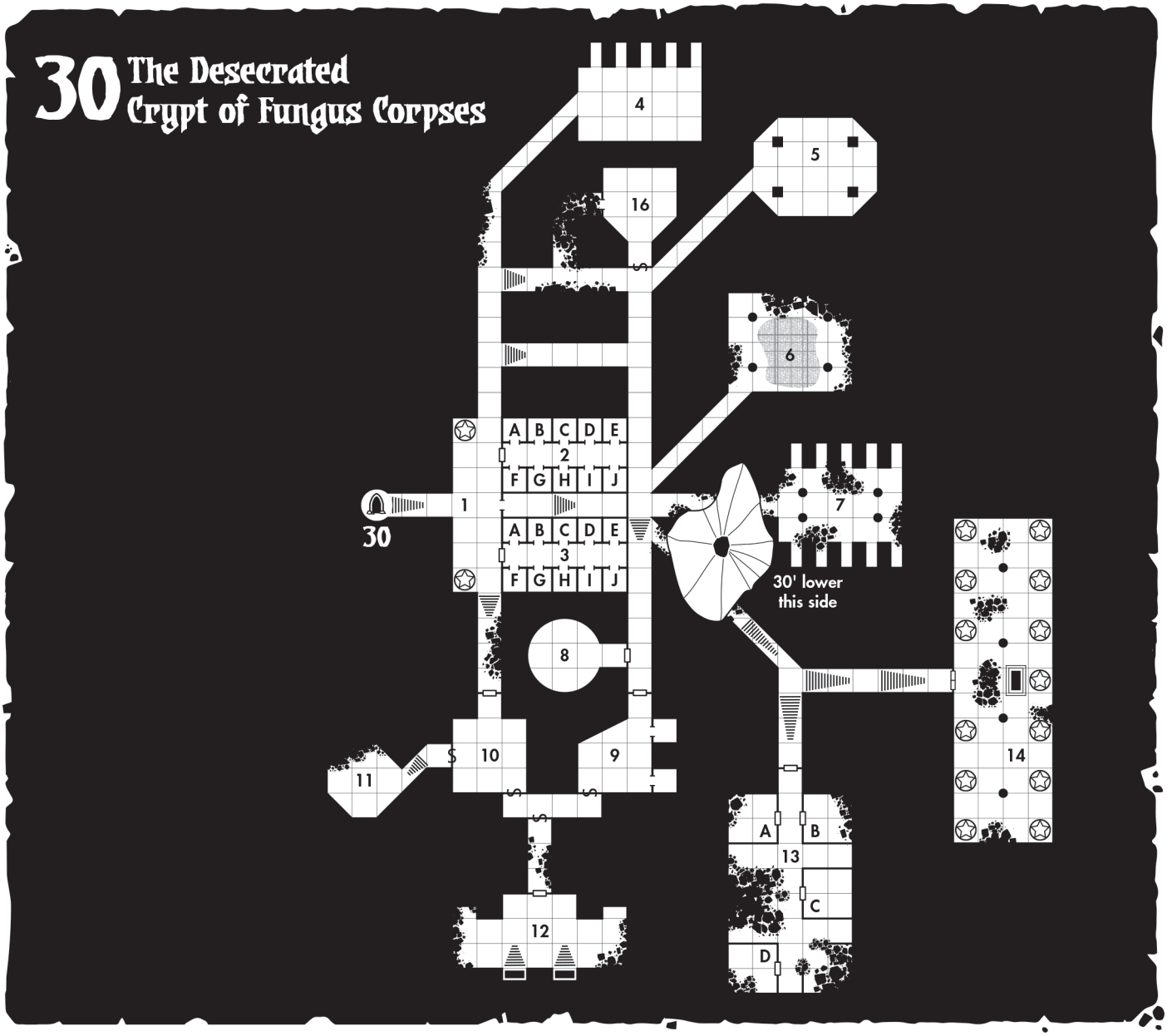
3. Adult Female Remorhaz AL: N, AC: Body 0/Belly 4/Head 2, HD: 8, HP: 54, #AT: 1 (Bite), DMG: 6d6. The female is 28 feet long and possesses a swallow attack on a roll of 20 (natural). Her victim will be instantly killed by the attack. If the female is here, she will be laying on her 2 eggs (5,000gp each).

4. If the **Large Adult Male Remorhaz** AL: N, AC: Body 0/Belly 4/Head 2, HD: 14, HP: 89, #AT: 1 (Bite), DMG: 6d6, is here he will be lying on his treasure hoard. If he is made aware of intruders, he will climb onto the ceiling and surprise attack. This unusually large male is 40 feet long and possesses a swallow attack on a roll of 20 (natural). His victim will be killed instantly by the attack. The remorhaz hoard includes 12,436cp, 2,253sp, 5,073ep, 4,351gp, and 225ap.

5. The crevasse in the center of this vast ice cave is a gate to the Plane of Ice. The gate spawns creatures that provide food for the mighty predators, such a yeti or ice toads.

A. A **Young Adult Remorhaz** AL: N, AC: Body 3/Belly 6/Head 4, HD: 5, HP: 25, #AT: 1 (Bite), DMG: 3d6, is hidden here under the snow. He will surprise 1–4 on a d6.

B. A **Young Adult Remorhaz** AL: N, AC: Body 3/Belly 6/Head 4, HD: 5, HP: 30, #AT: 1 (Bite), DMG: 3d6, is hidden here under the snow. He will surprise 1–4 on a d6.



30. The Desecrated Crypt of Fungus Corpses

The entrance to this crypt is in ruins. The acolytes of Impurax broke the coverstone and desecrated the bas-relief at the entrance. They painted the hand of the Fanged One around the archway. A 20 foot staircase descends east from the entranceway.

1. There are two large marble statues of female warriors in this room. The statues are **Caryatid Columns** AL: N, AC: 5, HD: 5, HP: 35 each, #AT: 1, DMG: 1d8. The statues are ancient and their magic has waned. There is only a 25% chance they will activate and attack intruders. They failed to animate when the acolytes plundered and desecrated the crypt.

2. This burial chamber contains a number of open 10x10 foot alcoves covered in moss, mold, and fungi. Note that conflict in (or near) this room is 85% likely to raise the attention of the undead in #3. See below for the results of each alcove:

A. Mummy AL: CE, AC: 3, HD: 5+1, HP: 30 #AT: 1, DMG: 1d12*.

B. Underneath a dusty pile of bones and debris is a secret treasure trove. It contains 200ap in a wooden coffer, 1,000sp in a leather bag, a small box with a Medium sized Bloodstone (250gp) and a Small Tiger Eye Agate (50gp). There is also a second small wooden box containing two Platinum pins. The first depicts a skylark and is worth 500gp. The second is that of crescent moon worth 1,300gp (this pin is also a *Broach of Shielding* with 20 points remaining).

C. Mummy AL: CE, AC: 3, HD: 5+1, HP: 28, #AT: 1, DMG: 1d12*. Folded in this alcove is a *Monk's Habit* (see *Barrow-maze Complete*).

D. Mummy AL: CE, AC: 3, HD: 5+1, HP: 18, #AT: 1, DMG: 1d12* infested with two **Green Crystalline Clusters** (2) AL: N, AC: 4, HD: 3, HP: 12, 10, #AT: See entry, DMG: See entry,

E. Empty.

F. Mummy AL: CE, AC: 3, HD: 5+1, HP: 19, #AT: 1, DMG: 1d12* infested with a small **Violet Fungi** AL: N, AC: 7, HD: 3, HP: 10, #AT: 1–4, DMG: Special.

G. Mummy AL: CE, AC: 3, HD: 5+1, HP: 29, #AT: 1, DMG: 1d12*.

H. A pile of skulls. A secret compartment in the ceiling of this alcove contains a wooden box with strange sealed bottles: *Potion of Invulnerability, Potion of Clairvoyance, Potion of Extra-Healing,* and a *Potion of Levitation.*

I. Bones and stone debris.

J. Mummy AL: CE, AC: 3, HD: 5+1, HP: 27, #AT: 1, DMG: 1d12*.

3. Like #2, this burial chamber contains a number of open 10x10 foot alcoves covered in moss and mold. Note that conflict in this room is 85% likely to raise the attention of the undead in #2. See below for the results of each alcove:

A. Empty.

B. Close inspection of this empty alcove will reveal a tiny keyhole in the stonework. The stonework is otherwise completely seamless. The key is among the debris of bones, mold, and skulls in #16. Hidden in the cache is 1,023pp in a satchel, a Small Flawed Star Rose Quartz (250gp), a Medium Sardonyx (450gp), and a Tiny Broken Lapis Lazuli (10gp). Hidden on a ledge inside and above the entrance to the cache is a sealed tube and a bottle. This is a scroll with four random magic-user or illusionist spells and a *Potion of Giant Control.*

C. Mummy AL: CE, AC: 3, HD: 5+1, HP: 22, #AT: 1, DMG: 1d12* infested with **Incendiary Fungus** AL: N, AC: 6, HD: 1, HP: 4, #AT: 1 to 4, DMG: 1d8 then 1d4.

D. Mummy AL: CE, AC: 3, HD: 5+1, HP: 29, #AT: 1, DMG: 1d12*.

E. Bones spread across the floor.

F. Mummy AL: CE, AC: 3, HD: 5+1, HP: 35, #AT: 1, DMG: 1d12* infested with **Green and White Phycomids** (2) AL: N, AC: 5, HD: 2, HP: 11, 9, #AT: See entry, DMG: See entry.

G. Mummy AL: CE, AC: 3, HD: 5+1, HP: 25, #AT: 1, DMG: 1d12*.

H. Mummy AL: CE, AC: 3, HD: 5+1, HP: 29, #AT: 1, DMG: 1d12* infested with three **Sallow Cysts** AL: N, HD: 1, HP: 1hp each, #AT: 1, DMG: Paralyzation (see entry).

I. Empty.

J. Stone debris.

4. This crypt is in a state of total chaos. The contents of the alcoves to the north were dumped unceremoniously into a bone-pile the center of the room. There is nothing left of value here.

5. This crypt has partially collapsed. A flight of **Vargouilles** (5) AL: CE, AC: 2, HD: 1, HP: 2x6, 2x5, 4, #AT: 1, DMG: 1d4 + Special, have taken residence here. The smell of human flesh will send them into frenzy. There is a key on the floor (#13C).

6. This room has partially collapsed. Water trickles in from the walls and has created a pool of water. Hidden by the rubble on the eastern wall is a *Visored Helm +1.*

7. A ravenous **Vampiric Vapour** AL: CE, AC: 4, HD: 3, HP: 3 (20), #AT: 1, DMG: 1d8, lingers in this room. If it senses fresh blood, it will not attack immediately but rather wait to see if it can either catch its prey crossing the sinkhole, or follow and attack from behind.

8. The door to this chamber is intact. Above the portal reads "Eternal Torment Upon Desecrators."

Burial Alcoves: *(100): Square. Skulls, Bones, and urns*

Contents: *Gold and Diamond Bracelet with central Horse Medallion (1,300gp), Gold Broach inlaid with Pearls (1,000gp), Platinum Earrings inlaid with Diamonds (1,100gp), Silver Statuette of Barbute (God of Guardians and Protection) (1,300gp), Gold, Opal, and Pearl Necklace and Matching Earrings (1,300gp), Silver Medallion of Anu-Eya (800gp), Gold Headdress inlaid with Jade (1,300gp). Potions of Extra-Healing, Speed, and Growth.*

9. The door to this room has been bashed in. A group of six **Amber Jellies** AL: N, AC: 5, HD: 4, HP: 24, 22, 20, 18, 16, 10, #AT: 1, DMG: 1d6, have infested this chamber. Three are on the ceiling, and the other three are on the south wall covering the secret door. The two 10x10 foot crypts have been plundered. The Impurites failed to find the secret door.



10. The acolytes broke into this crypt but, in their haste, failed to find the secret door on the south wall. They did find the secret door on the western wall, which is ajar. There is nothing of value.

11. This chamber has partially collapsed and is knee deep in water. An open sarcophagus lies in the center of the room. The coverstone was broken and rests beside it. Bones and mummy wraps float in the water. There is nothing of value here.

12. This crypt has partially collapsed in two places. The chamber is knee-deep in water. Two short staircases extend up to two 10x10 alcoves. Each holds a sarcophagus. The western most is filled with gemstones. This is a **Gemstone Golem** AL: N, AC: 0, HD: 8, HP: 52, #AT: 1 or 2, DMG: 1d10/1d10. The second holds *The Headpiece of Immediate Distant Insubstantiation* and four **Clockwork Centipedes** AL: N, AC: 2, HD: 1. HP: 8, 7, 6, 5, #AT: 1, DMG: 1d3 + Poison.

13. The door to this room is made of stone and has been sealed for centuries. The door will need to be spiked (iron spikes and a sledge hammer for two turns) to gain entry. Be sure to roll for random monsters.

This chamber contains several internal burial vaults all sealed with stone doors (see above). Each chamber has partially collapsed (except for D). One has been completely crushed by a cave-in from the ceiling. The entire chamber is on the verge of collapse. For each turn the party spends here roll a d6. On a 1 there is another cave-in causing 1d6 damage per level of the character. This continues by adding an additional 1, and an additional d6 damage (on top of the character level) until the entire room collapses. The room can withstand two more partial collapses. Be explicit with the players about the unstable nature of this room.

A. An inanimate mummy, covered in thick dust, rests on a stone slab against the southern wall. It wears an Archinium Medallion (1,400gp) of an unknown deity around its neck. Although the mummy is not a monster, it somehow is still infected with Mummy Rot.

B. The **Green Ziggurat** has called a **Wight** AL: CE, AC: 5, HD: 3, HP: 14, #AT: 1, DMG: Drain, to rise from the dead. It desperately wants out of its tomb. It will lay on its slab and surprise attack an unwary intruder. The creature is no longer covered in dust—a hint for an observant (or veteran) tomb-robber. A bowl with a Silver Apple (400gp) rests beside the slab.

C. A small keyhole can be found in the center of this stone door. The door is magically reinforced and cannot be broken down or knocked open (the key is in the pool located at #5). The walls of this crypt are covered in decaying wall illustrations that depict the use of Archaia Hengegates. Consult the Keystaff Random Hint Table twice and reroll similar results.

D. A rectangular sarcophagus lies in the center of this room. In a strange twist the **Green Ziggurat** has liquefied the remains of the interred corpse and spawned six **Oozies** AL: N, AC: 6, HD: 1-4hp, HP: 4hp each, #AT: 1, DMG: 1d6. The oozies will literally ooze out the tiny cracks and crevices in the stone, assume their humanoid-like form, and charge at intruders. The oozies are not particularly intimidating to a group of veteran adventurers. However, the impact of their explosions will incur an immediate collapse roll for the chamber. Inside the sarcophagus is a *Ring of Volcanic Conflagration*.

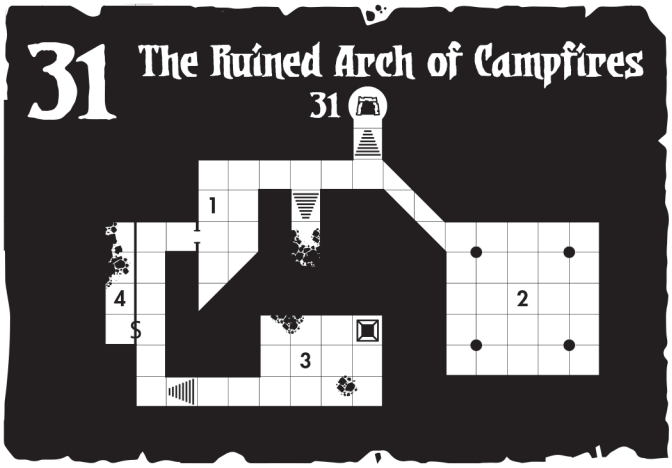
14. The double doors to this crypt remain intact. If the doors are breached, a mechanical trap will be initiated that will drop a stonewall (as per *Wall of Stone*) that will seal the tomb robbers in the crypt. The wall will drop in 25 seconds of real time (before the Referee begins counting ask the players to gather and discuss their intentions. This may help determine if the descending wall splits the party.)

Once the trap has sprung, seven of the statues will animate and attack. Six are **Iron Statues** AL: N, AC: 4, HD: 4, HP: 20 hp each, #AT: 2, DMG: 1d8/1d8 and the last is a **Greater Iron Statue** AL: N, AC: 2, HD: 6, HP: 40, #AT: 2, DMG: 1d10/1d10. Note that the greater iron statue is eight feet tall can breathe a poison choking gas once per turn in a cloud 10x10 feet square. If anyone in the cloud fails their save, they will choke and gag uncontrollably for 1d4+1 rounds.

A grand rectangular sarcophagus rests on a low dais in the center of the room. Inside the sarcophagus is an inanimate, very roughly hewn, human-sized **Clay Golem** AL: LG, AC: 7, HD: 8, HP: 60, #AT: 2 (fists), DMG: 2d8/2d8. The golem retains the essence of **Ser Rowderik Dundurn II of Highfallow**. The many centuries ago, the great thesselhydra of The Forbidden Zone mortally wounded **Dundurn**. His body broken, and with no cleric in sight, his comrades hastily *magic-jarred* him into the body of partially completed golem and interred him in stasis. He is now under the equivalent of a *geas* to seek and slay the thesselhydra. **Dundurn's** movement and speech are both laboured and deliberate. **Dundurn** retains the holy abilities of a **Level 8 Paladin** except he cannot use weapons or call a warhorse. Inside the sarcophagus is a *Manual of Gainful Exercise* and a *Manual of Bodily Health*. His deity is called Barbute. An old power, Barbute is the God of Guardians and Protection. His symbol is a great helm.



16. The Impurites constructed a **Green Ziggurat** (Levels 4–6, 15 Skulls: 5hp per skull, AC 4) in this room and then collapsed the passage behind them. The only way to access the room is a secret one-way door. The floor of the chamber is covered in **Brown Mold** AL: N, AC: Always Hit, HD: 2, HP: 14, #AT: 1, DMG: 2d8 and the ziggurat has spawned two **Icterine Fungi** AL: N, AC: 5, HD: 5, HP: 36, 28, #AT: 1d4*, DMG: 1d8 each, adjacent to it. Bones and sepulcher debris litter the floor. An extremely thorough search of the room will reveal a tiny key (see #3).



31. The Ruined Arch of Campfires

The smell of a campfire emanates from this ruined arch.

1. This room is empty.

2. A patrol of low-level **Fangs of Impurax** (8) AL: LE, AC: 5, HD: four Level 2 Fighters and four Level 3 Fighters, HP: four with 15 and four with 22, #AT: 1, DMG: four with Spear (1d6) and Light Crossbow with 10 Bolts (1d6) and four with Scimitar (1d8) and Light Crossbow with 16 Bolts (1d6), are led by a **Minotaur** (1) AL: CE, AC: 6 (unarmoured), HD: 6, HP: 27, #AT: 1, Weapon: Battle Axe (1d8). Minotaurs are +2 on damage rolls, have set up a temporary camp. They have a small campfire and are roasting giant rats.

3. The patrol in #2 slayed a pack of giant rats in this room. Recent blood splatter covers the floor.

4. This secret room contains three backpacks of adventurer's equipment covered in dust. The first contains six torches, four large sacks, and two vials of holy water. The second contains a coil of 50 feet of rope and a spyglass. The third contains three vials of oil, flint and tinder, and two *Potions of Healing*.





32. The Oozing Arch

Howling wind can be heard from outside this entrance. The wind comes from the crevasse near area #3. The wind is so powerful it will disrupt spell-casting in area #3.

1. The archway leads to a hallway with four statues. The statues depict Archaians but have been defaced by the Impurites. The faces have been chipped away and the hand of Impurax has been painted overtop.

2. This room has partially collapsed. **Flagstone Spiders** (5) AL: N, AC: 3, HD: 1, HP: 8, 7, 2x5, 3, #AT: 3, DMG: 1d2 + Poison, are hidden under the stones of this room. There is no treasure.

3. This chamber is empty. The bottom half of the door to 3A has been chewed away.

A. Two **Megalocentipedes** AL: N, AC: 5, HD: 3, HP: 20, 17, #AT: 1, DMG: 1d3 + Poison, have crawled up from the crevasse and are resting in this room.

4. This room has partially collapsed. The room is particularly dark despite use of torches or lanterns. A pile of skulls and bones lies in the center of this room. They will rise as **Shadows** (6) AL: CE, AC: 7, HD: 2+2, HP: 14, 13, 2x10, 9, 7, #AT: 1, DMG: 1d4 + Special, to drain the life of intruders.

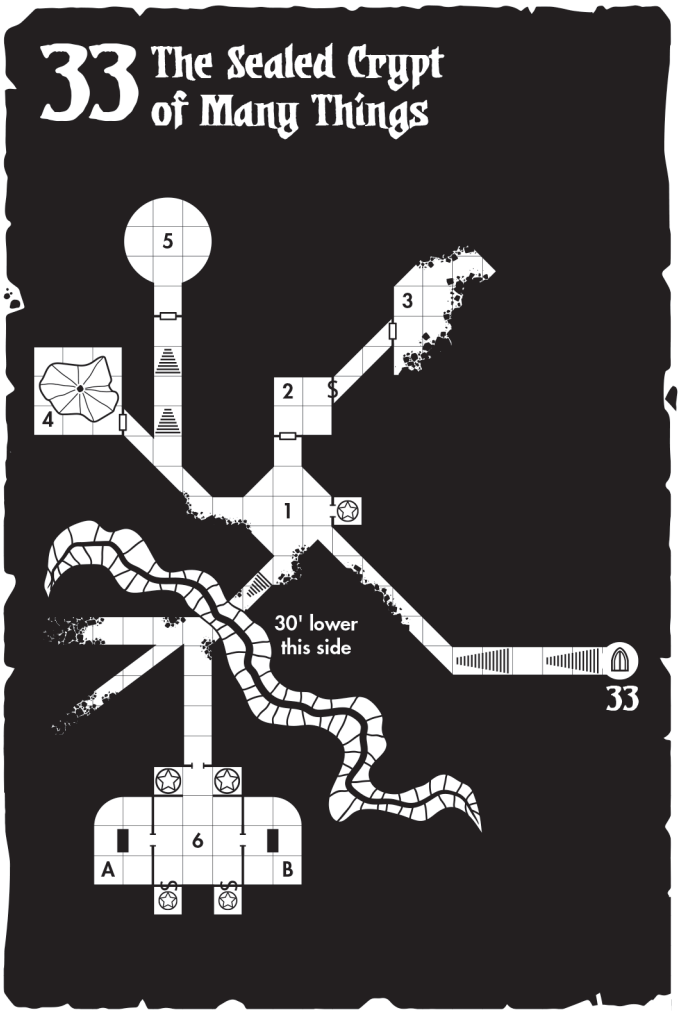
5. Water from the ceiling drains into this pillared room and down a 15x15 foot sinkhole in the center. There are numerous shallow pools of green water on the floor. Most of these are **Oozies** (6) AL: N, AC: 6, HD: 1-4hp, HP: 3hp

each, #AT: 1, DMG: 1d6. The chamber has partially collapsed. The sinkhole descends 20 feet down to a natural tunnel. The water flows down to pools in both #6 and #7. The tunnel is ankle deep in water.

6. Three corpses lay face down in a shallow pool of dark water. They are infested with **Rot Grubs** (4 in each corpse) AL: N, AC: 9, HD: 1hp, HP: 1hp each, #AT: N/A, DMG: N/A. One of the corpses appears to be a wizard. He has a backpack with a spellbook that contains four first level spells, four second level spells, and three third levels spells (determine randomly).

7. Water runs from the sinkhole, down the natural tunnel, to this pool of dark water that hides **Giant Frogs** (5) AL: N, AC: 7, HD: 2, HP: 15, 13, 10, 8, 7, #AT: 1 (Bite), DMG: 1d6. Inside the smallest frog is a Small Finely Cut Clear Blue Sapphire (2,200gp).

33. The Sealed Crypt of Many Things



1. Water from a small sinkhole in the ceiling pours down into this chamber. The water then runs down the stairs to #5 and also southwest into the crevasse.

2. This chamber is ankle deep in water and the door is swollen shut. A lever underneath a flagstone in the floor activates the secret door. Painted murals on the walls have long since rotted away.

3. The room is on the verge of collapse and the door is swollen shut. Four Ancient Archaian Amphora stand on a dais in the center of the chamber. They are all sealed with wax. The are valuable (500gp each), but very brittle, and will break if carried while in combat. They detect as magical. They possess the following functions when pointed at a target and opened:

Archaian Amphora	
Description	**Magical Effect***
Beetles	*Insect Plague*
Archaian Mage Casting	*Dispel Magic*
Fire	*Flamestrike*
Snowflakes	*Cone of Cold*

*Cast at minimum level requirement.

4. This chamber is ankle deep in water and the door is swollen shut. Inside a massive sinkhole has swallowed the contents of the room. The first one to breech the door may fall in (Dexterity check).

5. This chamber is neck deep in water and the door is swollen shut. Inside is a small box on a pedestal. The box holds a *Deck of Many Things*.

6. Two 8 foot tall, white marble statues of female warriors stand on either side of the archway into this chamber. These statues are **Caryatid Columns** AL: N, AC: 5, HD: 5, HP: 35 each, #AT: 1, DMG: 1d8. If sarcophagus A is disturbed they will attack. If sarcophagus B is disturbed two **Barrow Guardians** (see Barrowmaze Complete) AL: N, AC: 3, HD: 3, HP: 20 each, #AT: 1, DMG: 1d6, will break through from their hidden alcoves along the southern wall and attack.

A. This black stone sarcophagus is decorated with gold filigree. It will take 3d8 turns plus specialized equipment to remove the filigree (value 2,000gp). In addition, a large glowing glyph has been etched on its surface. This is a *Glyph of Warding* (Fire Blast, 14 points of damage, save verus Spells for half). If the glyph is triggered or the lid removed, an **Archaian Crypt Knight** (see *Barrowmaze Complete*) AL: CE, AC: 2, HD: 7, HP: 45, #AT: 1, DMG: *Two-Handed Sword +1* (1d10), will defend its resting place.

B. This white marble sarcophagus is decorated with black opals. It will take 2d8 turns plus specialized equipment to remove the opals without damage (value 1,500gp). Inside the sarcophagus is an Archaian mummy. She wears a Gold Headdress (500gp) and a Platinum Necklace worth (800gp).



34. The Spider Men's Cave

1. The terrain of this cave is uneven. Combat here will result in -2 penalties to armour class and attack rolls. There are **Giant Bats** (10) AL: N, AC: 6, HD: 2, HP: 2x13, 3x12, 3x9, 2x7, #AT: 1, DMG: 1d4, on the ceiling. There is a 1-2 on d6 chance that the bats will not be disturbed by movement in the cave. There is bat guano on the floor.

2. This cave, 20 feet above the floor, is home to ettercaps and their giant spiders. They live off the giant bats and unsuspecting humanoids that enter the cave.

A. A 20-foot ledgeway leads up to a cave entrance. A pile of bones and debris sit at the base of the ledge on the floor of the cave. There is a 1-3 on d6 chance that climbing the ledgeway will draw the attention of the crab spiders in 2C.

B. Ettercaps (2) AL: CE, AC: 6, HD: 5, HP: 31, 28, #AT: 3, DMG: 1d3/1d3/1d8 + Poison.

C. Giant Crab Spiders (5) AL: N, AC: 7, HD: 2, HP: 15, 12, 10, 2x9, #AT: 1, DMG: 1d8 + Poison.

D. This is a larder. The ettercaps strung five cocoons from the ceiling. Four of these are giant bats but the fifth is a **Level 4 Halfling Thief** named **Rodoh Brambleberry**. He has the following statistics: S 9, I 12, W 11, D 16, C 15, Ch 13 and HP: 3 (20). He wears *Leather +2*, carries a *Shortsword +1* (*Light* 15 feet radius), and a *Potion of Healing*. **Rodoh's** group split up when they entered the cave. He fears the worst. His alignment is Neutral Good. He carries standard adventuring gear. If healed **Rodoh** will adventure with a like-minded party for a time. A typical halfling, **Rodoh** tends to "acquire" things. On his finger is a *Ring of Destination* (#5: HG1, HG2, HG5).

3. The walls of this narrow cave section are dotted with holes. The holes are hard to spot unless PCs are actively investigating the walls. Give a dwarf or gnome a 1 on d6 chance to spot them.

In the center of the cave section there is a dented shield, a chipped longsword, and a backpack (three flasks of oil and one vial holy water) half buried in the earth. These holes are home to **Cave Morays** (6) AL: N, AC: 4, HD: 4, HP: 26, 24, 2x19, 16, 10, #AT: 1, DMG: 1–8. The narrow tunnel provides an excellent kill zone.

4. A 40-foot ledgeway leads up to cave section #4 and #4A. A group of **Sallow Cysts** (6) AL: N, HD: 1, HP: 1hp each, #AT: 1, DMG: Paralyzation (see entry), hang from the lip of the ledgeway. If PCs climb within 10 feet they will release their spores.

A. A group of **Giant Bats** (11) AL: N, AC: 6, HD: 2, HP: 3x12, 3x10, 2x9, 3x8, #AT: 1, DMG: 1d4, hang from the ceiling.

5. A large pool dominates this section of the cave. The cave is filled with stalagmites and stalactites. To the northeast a 40-foot ledgeway leads up to #4A and to the northwest the cave floor is covered in **Razor Rock** at the base of a 30-foot ledgeway. This cave has partially collapsed to the southeast. Due to the pool as a source of water, there is a 1–3 chance of a random encounter here.

A. A very large natural column has a cave opening 30 feet off the ground. **Rodoh's** fellow party member, **Translor the Fighter**, climbed here to escape the stalagbites in area #6 and died of his wounds. He had a *Hand Axe +1* and a *Potion of Heroism* alongside standard warrior adventuring gear.

6. This cave is marked by large natural columns, stalactites, and stalagmites. The latter are vicious **Stalagbites** (5) AL: N, AC: 4, HD: 4, HP: 23, 21, 20, 18, 15, #AT: 1, DMG: 2d8, and will wait until the PCs pass in between them before they attack.

7. Stretched across the lip of the crevasse is a 30 foot rectangular patch of **Cinnamon Mold** AL: N, AC: Always hit, HD: 2, HP: 14, #AT: 1 (Spores), DMG: 2d6+1d6.



8. A **Sunburst Lichen** AL: N, AC: N/A, HD: 3, HP: 22, #AT: 1+ Special, DMG: Special, has formed in the northern tip of this cave. The southern portion of the cave has collapsed.

9. The floor of this narrow cave section is dotted with large holes. The holes are an underground network of tunnels used by **Giant Earthworms** (6) AL: N, AC: 6, HD: 4, HP: 24, 22, 2x18, 2x17. #AT: 1 (Bite), DMG: 1d8, to surprise their prey. Set within the larger network of caves, one earthworm tunnel leads to #11 but it is completely flooded with water. A PC must be willing to swim to reach #11. Inside one of the worms is a backpack with 108ap.

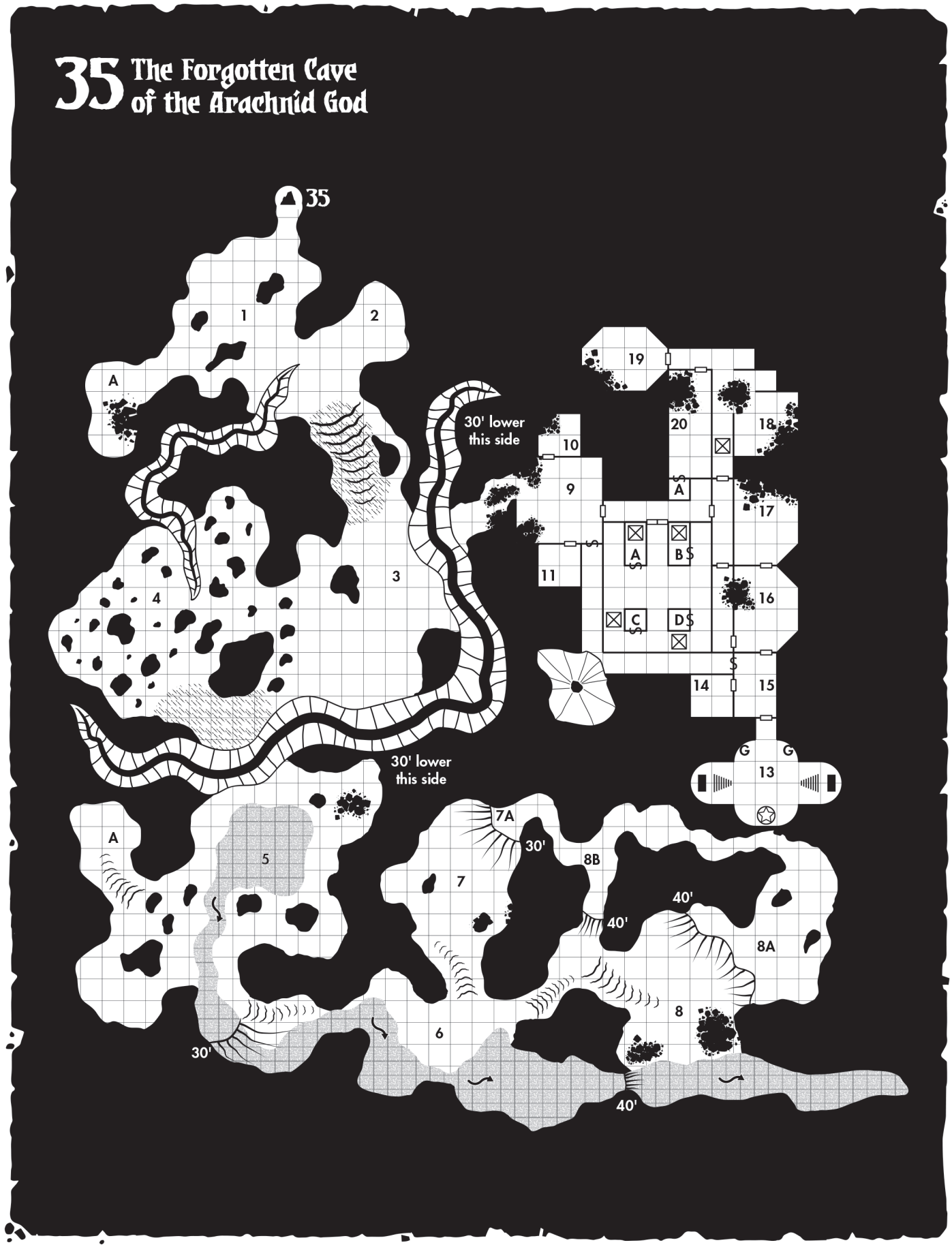
10. Only the dripping of water can be heard in this empty cave.

11. At some point a sinkhole in the ceiling dumped the contents of a hidden treasure chamber into this room. A large mound of earth is in the center of the cave. The treasure includes a Silver Bracelet (550gp), Electrum Bracers (800gp), Decorative Archaian Amphora (800gp), Small Chest with 604pp, Gold Goblet inlaid with Tiger Eye Agates (1,000gp), and a *Staff of the Serpent*.

12. Empty.

13. A special patrol has stopped to draw water from this pool. They are using torches to facilitate for their leader, a human acolyte of Impurax. The patrol consists of **Black Skull Bugbears** (4) AL: C, AC: 5, HD: 3+1, HP: 23, 21, 17, 16, #AT: 1, DMG: 2d4 (Morningstars), a **Tricerotaur** AL: CE, AC: 4, HD: 8, HP: 47, #AT: See entry, Weapon: Massive Morningstar (2d8). Tricerotaurs are +3 on damage rolls, and **Ghuldon, Level 4 Acolyte of Impurax** AL: LE, AC: 4 (Chain and Shield), HD: 4, HP: 21, Weapons: Mace (1d6) and Sling with 20 Stones (1d4), Spells (3/2): *Entangle, Fistfang, Ray of Decay, Hold Person, Moldskin*. Treasure: *Staff of Healing* (31 charges), 29pp.

35 The Forgotten Cave of the Arachnid God



35. The Forgotten Cave of the Arachnid God

1. This cave is empty with the exception of several bones (humanoid and non-humanoid) scattered around the floor. If the PCs search the area they will notice that some of the small hard rocks on the cave floor are actually dung from the rock reptile in 1A.

A. A **Rock Reptile** AL: N, AC: 3, HD: 4, HP: 24, #AT: 1, DMG: 1d8+4, sits motionless atop a mound of rubble. The lizard is indistinguishable from the surrounding stone (except to an elf, 1 on d6). It will wait until intruders approach within striking distance and surprise on a 1–3 on d6. Behind the rubble pile is a nest that contains bones and bone fragments, skulls, and some assorted treasure: 10cp, 9sp, 3ep, and 1ap. There are 1d4 scrolls (1–3 magic-user/4–6 cleric) amongst the stones (each with two spells of second level, Referee's choice)

2. This cave has long narrow stalactites that hang from the ceiling. It is otherwise empty. The rock reptile has left dung here as well. Note that the stairs down to #3 are covered in **Glassy Rock**.

3. The stairs down to #3 are covered in **Glassy Rock**. There are a number of **Archaian Piercers** (12) AL: N, AC: 3, HD: 2, HP: 15, 13, 12, 11, 2x10, 2x9, 2x8, 7, 4, DMG: 2d6, attached to the high ceiling of this cave. Six of them, the largest, are positioned in the first 30 feet beyond the stairs to best attack prey. The remaining position themselves just east of the natural column forest to feed off the giant cockroaches in area #4.

4. The portion of the cave is covered in natural columns giving the appearance of a subterranean forest. Among the columns are **Giant Cockroaches** (10) AL: N, AC: 4, HD: 1, HP: 8, 7, 3x6, 3x5, 4, 2, #AT: 1, DMG: 1d6. They are aware of the piercers and tend not to move beyond the confines of area #4. The majority of these giant monsters are located in the northwestern section closest to the fissure. The southern area of this cave is covered in **Glassy Rock**. A false step here will slide a PC right over the edge of the large fissure.

5. A large subterranean pool, and several large columns, dominate this room. A group of **Giant Toads** (5) AL: N, AC: 7, HD: 2+2, HP: 17, 15, 14, 9, 8, #AT: 1, DMG: 1d4+1, lurk below its dark water. They feed of the blooderflies from #5A and stirges from #6. The water flows from the pool southward to a 40-foot waterfall that can be heard from this location. Note that area #5 is 30 feet lower than the opposite side of the fissure (area #4).

A. Natural stairs extend down into a roughly 30x30 foot cave. The floor of the cave emits a soft purple bioluminescence that is beautiful and remarkable to behold. The light comes from a flight of **Blooderflies** (22) AL: N, AC: 10, HD: 1hp, HP: 1hp, #AT: 1, DMG: 1hp/per, that rest upon the floor of the cave. Note that these creatures are drawn to open wounds and will attack injured over uninjured PCs.

6. Stirges (14) AL: N, AC: 7, HD: 1, HP: 4x8, 2x6, 3x5, 2x3, 2x2, 1, #AT: 1, DMG: 1d3, hang from the ceiling of this cave. The floor is thick with their sticky guano. The sounds of the two waterfalls are quite loud here. Successful spell-casting will require an Intelligence check while in this cave.

7. This cave is dotted with stalagmites and stalactites. The dried husks of several dead stirges lie on the floor and hang from webs spun between several stalactites. One slightly larger husk is that of a cocooned halfling. Tucked into a satchel on the halfling's back is a special *Disk of Kar'Koon* that opens area #12.

7A. Several **Giant Jumping Spiders** (6) AL: N, AC: 5, HD: 1, HP: 8, 7, 2x6, 5, 4, #AT: 1, DMG: 1d6 plus poison, are positioned here to leap down and attack prey. They are the offspring of the huge jumping spider in #8A. There is a 50% chance they will flee (if three are killed) back through their tunnel to #8A.

8. This large cave has partially collapsed. The floor is dotted with old cobwebs, bones, and the cocooned dried husks of various humanoids and creatures. The noise of the waterfall is quite loud. Successful spell-casting will require an Intelligence check while in this cave.

The mixed treasure on the floor of this cave includes the following: 1d4x1,000cp, 1d4x800ep, 1d4x600sp, 1d4x500gp, 1d4x100ap. There is also a set of *Cloak and Boots of Elvenkind* and a *Wand of Detecting Secret Doors*.

A. This ledgeway is the abode of a **Huge Jumping Spider** AL: N, AC: 4, HD: 8, HP: 48, #AT: 1 (Bite), DMG: Bite (4d4 + Poison). The hideous creature has gotten fat with age but is still a fearsome opponent. Unlike its smaller offspring, the huge spider is +2 to hit and damage when leaping to the attack. It will target the easiest kill within its range (40 feet) from the ledge and pounce with all its might. It will then attempt to climb/pull itself back up the ledge (with its kill in tow) and pounce again on a second target. The Referee should play this monster with ruthlessness. It is a massive, merciless predator hunting on its own ground.

The treasure on the ledge includes: A *Staff of Healing*, *Grabthar's Hammer*, and a Very Large Finely Cut Clear Blue-White Diamond in a locked wooden box (5,000gp).

B. Several **Giant Jumping Spiders** (5) AL: N, AC: 5, HD: 1, HP: 8, 2x6, 2x5, #AT: 1, DMG: 1d6 plus poison, are positioned here to leap down and attack prey. They are the offspring of the huge jumping spider in #8A. There is a

50% chance they will flee (if two are killed) back through their tunnel to #8A.

9. Looking across the fissure with sufficient light will show some rubble, a cavernous passage heading east, and some roots and vines. A deadly 30x30 foot patch of **Carnivorous Vines** AL: N, AC: 6, HD: 5, HP: 18, #AT: See entry, DMG: See entry, has grown on the eastern side of the large fissure both in the passage and the room beyond it. If it senses blood on the other side of the fissure, the creature will use its *Auditory Illusion* ability to softly cry for "help" once every turn. The emaciated and drained husk of a human fighter is hung in the vines. Tucked in his belt is a *Potion of Flying* and a *Potion of Extra-Healing*. Vines cover all the doors in this room. They will need to be hacked down (1d3 turns). Note that the entrance to #9 is 30 feet lower than the opposite side of the fissure (area #3).

10. The door to this room is covered in vines. The room is empty.

11. See #10.

12. The massive stone double doors to this chamber are magically sealed. A special *Disk of Kar'Koon* is required to open the door (fits into a round depression). The disk is located in area #7.

Long ago, an Archon bound a **Spectator** AL: N, AC: 3 (Body)/4 (Eye Stalks), HP: 55, #AT: 4, DMG: See entry, to guard his family treasures. The spectator has gone insane in its solitude but will have brief lucid moments and will engage in conversation. It cackles like a mad man as it moves between periods of insanity/lucidity. It may even hint that there are both treasures and traps. Despite its mental state, it is still bound to protect the family heirlooms.

The spectator will be floating in the center of the room when the double doors are opened, and may be mistaken for an eye of terror.

A. Standing on a tall pedestal is a Solid Gold Bust of Anu-Eya (10,000gp). **Show the Players Forbidden Caverns Illustration #36**.

B. Standing at attention in an **Archaian Wight** in stasis (1) AL: C, AC: 5, HD: 3, HP: 12, #AT: 1, DMG: Drain. If the secret door is opened it will awake and attack intruders. Note that if one wight is disturbed, it will automatically open the secret door and awake the other.

C. Standing at attention in an **Archaian Wight** in stasis (1) AL: C, AC: 5, HD: 3, HP: 10, #AT: 1, DMG: Drain. If the secret door is opened it will awake and attack intruders. Note that if one wight is disturbed, it will automatically open the secret door and awake the other.

D. A suit of *Ebon Platemail +3* on an armour stand.

13. The door to this chamber is made of stone. The door contains the following cypher written in magical Archaian glyphs: *Czmz Mznon Ocz Bmzvo Fjrzzrvc*. The magical glyphs defy all attempts at comprehend languages (magical or non-magical) unless someone in the party already speaks Ancient Archaian. The players must speak the words: *Here Rests The Great Koweewah* in Archaian to gain entry to the crypt. The key to the cypher is the number six. The alphabet begins with the letter F instead of the letter A.

Standing against the southern wall is an 8-foot tall amber statue of the Archaian mage Koweewah. His hands are cupped together holding a massive, exquisite ruby. **Show the Players Forbidden Caverns Illustration #37**. This is *The Mystic Jewel of Koweewah*. The gem gleams in the darkness. On the western and eastern walls are wide 10-foot staircases that lead to alcoves with a sarcophagus in each. The former is empty and the latter contains the physical remains of Koweewah and his *Ebon Staff* with a *Ring of Icy Glaciate* on his skeletal hand.

If the jewel or the sarcophagi are touched, two large **Flagstone Golems** (4) AL: N, AC: 6, HD: 6, HP: 40 each, #AT: 2, DMG: 1d8/1d8, will peel themselves off the walls (located on the map as G) and attack the intruders.

14. This chamber is empty.

15. This room is empty.

16. This chamber has partially collapsed. It is otherwise empty.



17. This chamber has partially collapsed. **Large Grey Ooze** AL: N, AC: 6, HD: 6, HP: 28, #AT: 1, DMG: 3d8, is positioned on the wall between the two doors.

18. This room has partially collapsed.

19. This chamber has partially collapsed.

20. The door to this room is open and the room has partially collapsed. A **Stun Jelly** AL: N, AC: 8, HD: 4, HP: 22, #AT: 1, DMG: 2d6, covers the secret door on the southern wall.

A. This room has partially collapsed. Three partially damaged *Disks of Kar'Koon* stand on a pedestal in the center of this 10x10 foot secret room. The disks provide a partial map (4–5 rooms, Referee's choice, of the dungeons below the Hell-Fire Furnace) or can be rolled normally.

Section VII: Hellfire Furnace Dungeon Key

Player characters have two points by which to enter the Hellfire Furnace: teleportation via Hengegate (#6) or through the grand stairwell located in the lair of the **Thesselhydra** (Location R on the Forbidden Caverns of Archaia Hex Map).

This section consists of three parts and is designed using a semi-random approach—some areas of the map are subject to randomness while others are outlined in specific detail. The first section provides random tables for encounters in the various areas of the Hellfire Furnace, the second outlines the Lava Tunnels, and the third details specific sections of the map (A–E) and their plotted encounter areas.

The city below the volcano is a vast space with a massive natural ceiling some 400 feet above the floor—this is the volcanic city below the sunken city of Archaia. The buildings are in ruins and covered in soot. The ceilings of these structures are high (usually 40 feet) and some have been demolished by collapses from the cave ceiling high above. The atmosphere is thick and hard to breath due to the extreme heat. Lava streams backlight the darkness with a red glow.

Player Characters will be under the effect of a permanent *Heat Metal* spell while exploring the Hellfire Furnace. Wearing a *Monk's Habit* or casting appropriate spells will counter the effect. The **Acolytes of Impurax** have constructed magical items called *Black Medallions* worn by themselves, the **Black Orcs**, and the **Fanged Legion**. *Black Medallions* are aligned amulets (LE) that provide a continual *Resist Fire* upon the bearer. **Fire Giants** are unaffected.

Like the rest of Archaia, earthquakes and other natural hazards specific to the environment constantly rock the city below the volcano. In many places the ground is cracked, broken, and very dangerous. At various points the floor glows red from the lava below the surface.



*The Hellfire Furnace is presented in a semi-structured format for high-level adventuring. This section, like the aboveground environment, presents tables for random monster and special tribal patrols, natural hazards, and special encounters. These should be used as the PCs explore random areas like A, C, and E. In addition, there are also more structured areas, specifically detailing the **Black Orcs** and the **Fire Giants** in B and D, as well as the lairs of the three **Archons** in C, E, and F.*

Check for Random Encounters every other turn while in the Hellfire Furnace.

Part 1: Hellfire Furnace Random Encounters

Hellfire Furnace: Random Encounters	
1–4	Empty
5–6	Tribal Patrol
7	Monster
8–9	Hazard
10	Unique

Tribal Patrol	
1–2	Black Orcs
3–4	Fire Giants
5	Acolytes of Impurax
6	Fangs of Impurax

Black Orc Patrol

	Composition*		Weapons
1	(8) 3x25, 2x21, 2x18, 16	**1**	Scimitar and Hand Axe
2	(8) 4x22, 2x20, 2x19 + Special	**2**	Scimitar and Longbow
3	(8) 2x26, 2x22, 4x19	**3**	Battle Axe and Longbow
4	(10) 4x25, 3x23, 3x20 + Special	**4**	Glaive and Broadsword
5	(10) 5x20, 2x19, 3x17	**5**	Halberd and Broadsword
6	(10) 3x26, 5x19, 2x18 + Special	**6**	Military Fork and Broadsword

*All Black Orc patrols wear Half-Plate and carry a Broad Shield (AC: 3). A patrol always includes a Leader with AC: 3, HD: 4, HP: 30, armed with a Scimitar, Longbow with 20 Arrows, and Dagger. All Black Orcs have Strength 16 (+2 to damage rolls).

There is a 1–2 on d6 chance of a Black Orc Patrol Leader riding a Giant Rhinoceros Beetle.

Fire Giant Patrol

	Composition*		Weapons
1	(3) 58, 50, 45	**1**	Two-Handed Sword (5d6)
2	(3) 45, 42, 41 +Special	**2**	Two-Handed Sword (5d6)
3	(3) 2x51, 50	**3**	Two-Handed Sword (5d6)
4	(5) 2x51, 48, 45, 34 + Special	**4**	Two-Handed Mace (5d6)
5	(5) 69, 59, 53, 51, 45	**5**	Two-Handed Hammer (5d6)
6	(5) 53, 51, 49, 47, 45 + Special	**6**	Two-Handed Axe (5d6)



Acolytes of Impurax

	Composition*		Weapons
1	(6) 4xL4 (22), 1xL5 (28), 1xL6 (38)	**1**	Mace, Sling (10 *Stones +2*)
2	(6) 4xL4 (22), 2xL5 (28) + Special	**2**	Mace, Sling (10 *Stones +2*)
3	(6) 4xL4 (22), 1xL5 (28), 1xL6 (38)	**3**	Mace, Sling (10 *Stones +2*)
4	(8) 6xL4 (22), 2xL5 (28) + Special	**4**	Hammer, Sling (10 *Stones +1*)
5	(8) 5xL4 (22), 2xL5 (28), 1xL6 (38)	**5**	Hammer, Sling (10 *Stones +1*)
6	(8) 6xL4 (22), 2xL6 (28) + Special	**6**	Morningstar, Sling (*5 Stones +3*)

*Level 4 Acolytes of Impurax and above in the Hell-fire Furnace wear *Platemail +1* and carry a *Shield +1* (AC: 0). They have 2d10ap. Level 6 Acolytes will wield a magical melee weapon: +1 (1–3) +2 (4–6) and carry a random potion (1–3) or scroll with 1d4 spells (4–6).

Fanged Legion

	Composition*		Weapons
1	(6) 4xL4 (30), 1xL5 (35), 1xL6 (45)	**1**	Scimitar, Light Crossbow, Dagger
2	(6) 4xL4 (30), 2xL5 (35) + Special	**2**	Scimitar, Light Crossbow, Dagger
3	(6) 4xL4 (30), 1xL5 (35), 1xL6 (45)	**3**	Broadsword, Heavy Crossbow
4	(8) 6xL4 (30), 2xL5 (35) + Special	**4**	Spear, Light Crossbow, Dagger
5	(8) 5xL4 (30), 2xL5 (35), 1xL6 (45)	**5**	Spear, Light Crossbow, Dagger
6	(8) 6xL4 (30), 2xL6 (35) + Special	**6**	Spear, Heavy Crossbow, Dagger

*Level 4 Blades of Impurax and above wear Platemail and carry a *Shield +1* (AC: 1). Level 6 Blades wield Two-Handed Swords (50% magical: +1 (1–3) or +2 (4–6)) and carry a random potion. Blades have 5d4pp.

Patrol Special	
1	**Level 7 Acolyte of Impurax** AL: LE, AC: –1 (*Plate +1, Shield +2*), HD: 7, HP: 40, #AT: 1, Weapons: *Warhammer +2* (1d6) and Sling with 10 *Stones +2* (1d4), Spells (4/3/2/1): *Fistfang, Cure Light Wounds, Protection from Good, Darkness, Spore Cloud, Moldskin, Silence 15', Insect Swarm, Animate Plant-Based Dead, Mold to Moldmen*. Treasure: 5d10ap, 2d10pp, 1d10gp.
2	**Level 7 Blade of Impurax** AL: LE, AC: –2 (*Plate +1, Shield +1,* Dex), HD: 7, HP: 60, #AT: 3/2, Weapons: *Spear +2* (1d6), *Broadsword +2* (1d6+1), Dagger. Treasure: 5d10ap, 3d10pp, 2d20gp.
3	**Hellhounds** (1d4+1) AL: CE, AC: 4, HD: 6, HP: 35 each, #AT: 1 Bite (or Breath), DMG: 1d6 (or 5d6).
4	**Hydra** (8 Heads) AL: N, AC: 5, HD: 8, HP: 80, #AT: 8, DMG: 1d10/head
5	**Ettin** AL: CE, AC: 3, HD: 10, HP: 60, #AT: 2, DMG: 2d8/3d6.
6	Two of the above (reroll 6s)

	Monster
1	Fire Elementals (1d4+1)
2	Gorgon (1)
3	Cyclops (1)
4	Demon Boar (1)
5	Eye of Terror (1)*
6	Roper (1d3)
7	Lava Weirds (1d2)
8	Huge Scorpions (1d4+1)
9	Giant Beetles (1d4+1): Saw-Toothed (1–3) or Slicer (4–6)
10	Gargoyles (1d4+1)
11	Ghost (1)
12	Demon (see Demon Subtable)

*Lair with treasure cache nearby.

	Demon Subtable
1	Babau (1d3)
2	Glabrezu (1d3)
3	Hezrou (1d3)
4	Marilith (1d3)
5	Vrock (1d3)
6	Succubus (1)

	Hazard
1	Hellfire
2	Crevasse
3	Lava Burst
4	Earthquake
5	Noxious Gas
6	Steam Geysers

Hellfire: Narrow crevasses open up beneath the PCs (across an area 1d6x10 feet by 1d6x10 feet) and intense flame shoots upwards 1d4x10 feet into the air causing 3d6 points of damage. Dexterity check for half damage. There is a 1 on d6 chance 1d4+1 Fire Elementals emerge from Hellfire.

Crevasse: The ground heaves and cracks beneath the feet of the PCs and a crevasse opens (1d6x10 feet long, 1d3x10 feet wide). Make a save versus Death or fall into the bottomless chasm. If the roll is within two of the number required to save, the PC is hanging to the lip by the fingers.

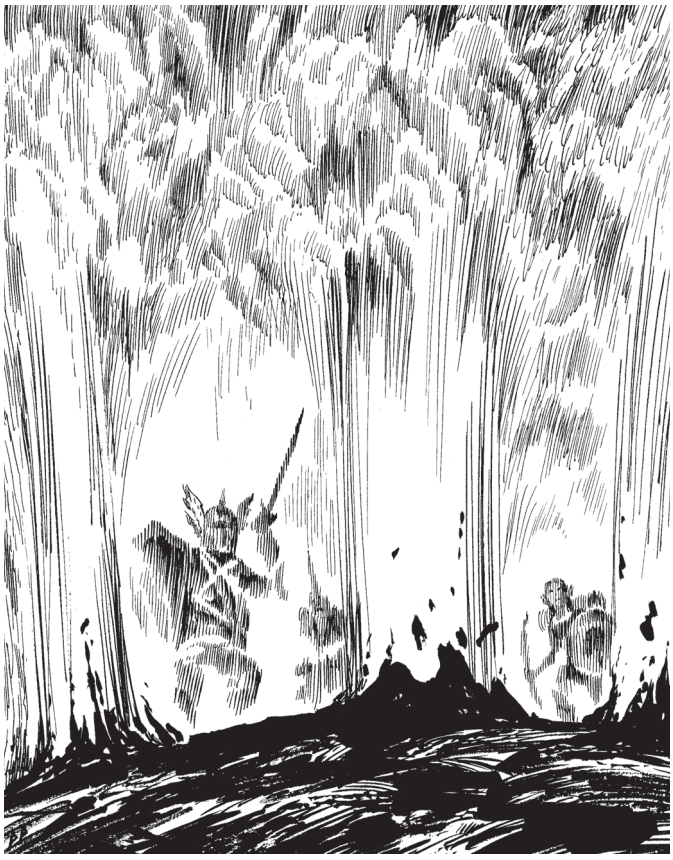
Lava Burst: The ground (1d6x10 feet by 1d6x10 feet) heaves and pulses with intense heat. Lava pushes up through the ground and bursts in 1d4+1 bubbles causing 2d6 points of damage each. Make a Dexterity check for half damage.

Earthquake: A quake rocks the volcano. Make a Dexterity check or fall to the ground. Roll the following to determine the result of the quake:

	Earthquake Result Subtable
1–3	Rocks fall from the ceiling hundreds of feet above the PCs and down into the ruins. This has the effect of a *Meteor Shower.*
4	Crevasse
5	Lava Burst
6	Hellfire

Noxious Gas: The terrain (1d6x10 feet by 1d6x10 feet) is dotted with holes that vent noxious gas every 1d2+1 turns. If caught in the immediate area a Constitution check must be made or result in gagging and the loss of 1d4 points of Constitution for 1d4+4 hours in addition to -2 penalties to attack and damage rolls.

Steam Geysers: The area immediately in front of the PCs (1d6x10 feet by 1d6x10 feet) is dotted with holes that vary in size from two inches to two feet in length. These holes, similar to Location R on the Forbidden Caverns of Archaia Hex Map, are heat geysers. Intense steam pushes up through the geysers randomly making the area impassible. Anyone who attempts to pass through this hazard, either on foot or in the air, will suffer damage akin to a *Flamestrike*.



Unique

1	Low cloud of noxious gas bars way forward
2	Pool of hot steaming dark water (20x30)
3	Charnel pit—feeding station for nearby predator
4	Giant (**Ettin**) footprints, signs of a recent patrol
5	Magical broadsword in ground (1–3: +2, 4–5: +3)
6	Pillars with gargoyles (1d10), some in ruins
7	Crazed paladin, whipped/beaten, staggers to you
8	Broken fountain (magical (1–4) or poison (5–6)
9	A collapse of stone from 400 feet above. Run!
10	A colony of **Fire Bats** flies overhead
11	The entrance to a crypt
12	2d6 **Galeb Duhr** block your way. Demand tribute
13	Two splayed human skins on rack
14	**Zulk**, Acolyte of Impurax defector, wants revenge
15	Magic Potent space (30x30, cast 3 levels higher)
16	Impromptu blood-stained altar (recent)
17	Impurite graffiti shows Abomination of Impurax
18	Ruins painted with Fanged Hand
19	Pristine chest or plush bed is found (HD: 8 Mimic)
20	A massive sarcophagus: **Giant Mummy**!
21	PC see an Archon, he sees them, teleports away
22	Shallow grave (1d6): **Wight** (1–3) or 100ap (4–6)
23	Three dwarven heads, no tongues, on pikes
24	Ancient murals, well worn and covered in soot
25	Random adventuring party
26	Shrine to Anu-Eya, in ruins
27	Soot-covered marble ruins (no roofs) 30x40 imprint
28	Pillar inscribed with glyphs
29	Recent chalk mark arrows on ruins
30	A lava pool bubbles up in front of PCs
31	**Gas Spore Fungus** (looks like **Eye of Terror**)
32	Patch of **Brown Mold** (30x30)
33	A screech, like a battle cry is heard, then silence
34	Body of an elf clutching a partial map. GM choice
35	A brilliant flash of fire shoots from a nearby chasm
36	A small hovel in ground, gate for a **Phase Ghoul**
37	Sarcophagus sticks out of sand. **Mummy**!
38	A structure near the party collapses.
39	*Disk of Kar'Koon* sticking out of the ground
40	Dead orcs, crushed under rubble collapse
41	Screeches heard in distance. Then silence
42	Heads on pikes: Dwarf and halfling
43	Skeleton of a huge snake
44	Four broken/defaced statues
45	Forbidden Zone Scarecrow (**Black Orcs**)
46	A pouch with long stem pipe weed
47	Human slave crushed in giant footprint
48	A huge flight of **Stirges** passes overhead.
49	Chest sticks out of the ground. Check HC XX
50	Broken white stone obelisk broken in half
51	Intense heat pours from small fissure
52	Patch (3d4) of **Icterine Fungi** blocks way forward
53	Booted footprints heading in a random direction
54	Steam geysers in a 30x40 area
55	**Archaian Reliquary Guardian** (may join PCs)
56	Glassy Rock terrain blocks route
57	1d4 soot-covered pillars, worn by sand and time
58	Pillar of Woe: 1) Level 5 Fighter, or 2) Level 6 Cleric
59	Razor Rock terrain blocks route
60	A barrow mound
61	Hellfire shoots up from cracks in ground
62	Large patch of **Carnivorous Vines**
63	A *Runic Tablet* (see *Barrowmaze Complete*)
64	Two **Cave Fisher** nests in ruins above PCs
65	Magic Dead space (30x30, cast 3 levels higher)
66	Recent battle: Black Orcs and Giant Lizard
67	Crazed Paladin of the Crimson Cross (Level 5)
68	I cry for "Help!" followed by silence.
69	Nest of **Giant Rattlesnakes** (1d3)
70	Sewerpipe leads to treasure cache (VIII & IX)
71	Rusty shield painted with Fanged Hand
72	Small group of mixed slaves hiding (2d4)
73	Stalagmites (1d6): (Mundane (1–3) or **Stalagbites** (4–6)
74	1d3 **Shriekers**. Roll for Random Monsters
75	Ghost of St. Ygg cleric offers information
76	*Disk of Kar'Koon* in a old leather satchel
77	Iron Statue (1d6): Mundane (1–3) or **Iron Golem** (4–6)
78	2d4 human slaves hide behind a rock, save us!
79	**Gossimer, a Pseudo-Dragon,** befriends (and annoys) PCs
80	**Xorns** (1d4+1) demand precious metals
81	Something glints. A *Dagger +4* partially covered
82	Impurite graffiti with Fanged Hand
83	Patch of **Amber Mold** (30x30)
84	Something roars in distance
85	A henge, largely destroyed
86	PC trips over shallow grave, 50% bag 1d4 gems
87	Eerie silence for 1d2+1 turns
88	**Black Orc Special Patrol** with 2d4 slaves
89	**Gorgon** tracks
90	Wooden coffin in shallow grave: **Wight**!
91	Soot covered marble face sticks out of ground
92	Decapitated Archaian statues (1d6+1)
93	Decomposing body of emaciated elf slave
94	A collapse of stone from 400 feet above. Run!
95	A broken, soot covered white marble fountain
96	A ruined temple to Anu-Eya
97	Chest sticks out of sand. Four Potions of Healing.
98	Human skull pile
99	Party of 1d4+5 adventurers lay dead. Looted
00	Roll twice on this table

Part 2: The Lava Tunnels

Numerous lava tunnels connect the ruins of the Hellfire Furnace. The lava bubbles up from the Hell's Heart (#3) and flows outward to the various vats and pools.

1. Lava Pools: The Hellfire Furnace has a network of lava pools (#1) located on its periphery. Similar to location #3, lava bubbles and Hellfire erupts from them although not with the same vigorous energy as Hell's Heart. Random Encounters are rolled 1–2 on d6 in these locations.

2. Lava Vats: There are three large vats in the Hellfire Furnace. The first is located on the easternmost portion of the map (Section B), the second in the north-central area, and the third in the top northwestern corner (Section F). Random Encounters are rolled 1-2 on d6 in these locations. There is a 1-3 on d6 chance that demons will be encountered (roll the Demon Subtable noted earlier).

3. Hell's Heart: The center of the volcano is called Hell's Heart. The massive lava pool brims with energy—lava bubbles rise and burst in its center and periodic flames of Hellfire erupt and dance across its surface. The heat in this chamber is overwhelming. The pool is a magical gate opened by the Archons to the Elemental Plane of Fire. The lava flows outward from this room in all directions towards the vats (#2) and pools (#1). Random Encounters are rolled 1–2 on d6 in these locations. Use the table below if a random monster encounter is rolled while the PCs are in this location:

Hell's Heart: Random Monster Encounters	
1–3	Fire Giant Patrol
4	Lava Weirds (1d4+1)
5	Fire Elementals (1d4+1)
6	Babau Demons (1d3)
7	Glabrezu Demons (1d3)
8	Vrock Demons (1d3)

Part 3: The Hellfire Furnace

Section A: The Molten Waste of the Hellfire Ruins

Section A is a vast city ruin that impinges on, and borders with, Section B (The Lava Lair of the Oor-Uks). Section A has three distinguishing features: a long crevasse, the stairwell that leads up to R the lair of the **Thesselhydra**, and Hengegate #6. These are the most likely entrance points to the ruins of the Hellfire Furnace.

The entire area is dark with the exception of the red backlighting provided by the lava tunnels and through the cracked earth stonework. The area is silent. Tribal Patrols usually move in force when they sweep these areas, as there are many deadly monsters that prowl the ruins.

PCs should exercise as much light discipline as possible. Undue light pollution will draw the attention of the denizens of the lava city.

Referee's should roll for random encounters once every other turn (1–2 on d6 while in the ruins).

For centuries, the Archons conducted magical experiments on all manner of creatures. They bred a new race, called Oor-Uks or ***Black Orcs****, who are bigger, faster, and stronger than common orcs. They can also see and fight in daylight without penalty. They are well-armed, armoured, and trained by the Fanged Legion. They are intended to serve as the heavy infantry in The Horde of the Rotting Hand.*

Note that numbered areas of Section B are lit by torches for the acolytes, slaves, and the fangs of Impurax.

Black Orcs *have an effective Strength of 16 and are +2 on damage rolls.*

Golg Dwarf-Killer*, the Black Orc Chieftain, is 50% likely to be in his quarters (#31), 25% likely to be with* **Prelatus Mulmar** *(#9), or 25% likely to be with* **Prelatus Ghaslin** *(#42)*

Section B: The Lava Lair of the Oor-Uks (Black Orcs)

1. This hallway cross-sects the structure. When the PCs enter the hallway, consult the random chart below to determine if monsters are present:

Section B: Hallway Encounters	
1	Empty
2	Empty
3	Black Orcs (2d4) just returned from patrol
4	Black Orcs (1d4+1) in a shoving match.
5	Prelatus Mulmar (#9) instructing Black Orcs (1d4+1)
6	Fire Giant talking to Black Orcs (1d4+1)

2. Barracks: A group of Oor-Uks has just returned from a patrol. There are five bunk beds in this room. The orcs consist of a **Black Orc Patrol Leader** AL: LE, AC: 2 (Half-Plate and *Shield +1*), HD: 4, HP: 30, #AT: 1, Weapons: *Scimitar +1* (1d8) and Longbow with 14 Arrows (1d8). Treasure: 3d10pp, 2d10ap and four **Black Orcs** AL: LE, AC: 3 (Half-Plate and Shield), HD: 3+3, HP: 24, 2x17, 16, #AT: 1, Weapons: Scimitar (1d8), Mace (1d6), Longbow and 14 Arrows (1d8). Treasure: 3d10gp and 1d8ap each.

3. Barracks: This group of orcs is about to leave on patrol. There are three bunk beds and two piles of mangy furs on the floor. **Black Orc Patrol Leader** AL: LE, AC: 4 (Half-Plate), HD: 4, HP: 30, #AT: 1, Weapons: *Glaive +1* (1d10) and Longbow with 14 Arrows (1d8). Treasure: 3d10pp, 2d10ap and four **Black Orcs** AL: LE, AC: 4 (Half-Plate), HD: 3+3, HP: 21, 2x16, 15, #AT: 1, Weapons: Military Fork (1d10), Scimitar (1d8), and Dagger (1d4). Treasure: 3d10gp and 2d10pp each.

4. This is a guardroom to cover the double door immediately adjacent to the room. A group of six **Oor-Uks** are sharpening their blades. They include a **Black Orc Patrol Leader** AL: LE, AC: 3 (*Half-Plate +1*), HD: 4, HP: 30, #AT: 1, Weapons: *Scimitar +1* (1d8) and *Longbow +1* with 14 Arrows (1d6). Treasure: 3d10pp, 2d10ap and five **Black Orcs** (5) AL: LE, AC: 4 (Half-Plate), HD: 3+3, HP: 21, 20, 18, 2x16, #AT: 1, Weapons: Broadsword (1d6+1) and Heavy Crossbow with 10 bolts (1d8). Treasure: 3d10ap.

5. This is a storage chamber that contains four large barrels of water and six barrels of dried meat (dinosaur).

6. Barracks: Five piles of mangy furs and cloth serve as the beds for a group of orcs. Two orcs are resting while the leader instructs the other two in fighting technique. The room has partially collapsed. **Black Orc Patrol Leader** AL: LE, AC: 4 (Half-Plate), HD: 4, HP: 30, #AT: 1, Weapons: *Scimitar +2* (1d8) and Longbow with 14 *Arrows +1* (1d6). Treasure: 3d10pp, 2d10ap and four **Black Orcs** AL: LE, AC: 4 (Half-Plate), HD: 3+3, HP: 22, 20, 17, 12, #AT: 1, Weapons: Broadsword (1d6+1), Dagger (1d4), Longbow and 16 Arrows (1d8). Treasure: 4d10gp each.

7. This room was formerly used as a barrack. It is now empty. The room has partially collapsed.

8. There are three locked cells in this chamber. No guards have been posted. The cells contain (from west to east):

A. Elf (Female), Goblin (Female), Gnoll (Male), Norker (Male)

B. Lizardman (Male), Halfling (Male), Human (Female)

C. Half-Elf (Female), Gnome (Male), Dwarf (Male)

Yanara, the **Half-Elf Female** in Cell C is a **Level 4/4 Magic-User/Cleric of Arcantryl**. She has the following ability scores: S 9, I 14, W 16, D 15, C 10, Ch 16. Her alignment is Neutral Good and she has 3hp (24 when fully healed). She has set her mind on revenge against her captors. Her spellbook (Referee's discretion) is held by **Prelatus Mulmar** in #9.

9. This chamber is the abode of **Prelatus Mulmar** and his underling clerics. There is one large bed and three bunk beds. All but **Mulmar** carry a key to a locked metal box near their bed that holds their coinage.

Prelatus Mulmar, Level 6 Acolyte of Impurax AL: LE, AC: 1 (*Plate +1* and Shield), HD: 6, HP: 52, Weapons: *Morningstar +1* (2d4) and *Sling +2* with 10 Stones (1d4). Spells (3/3/2): *Fistfang, Cause Light Wounds, Entangle, Moldskin, Hold Person, Ray of Decay, Insect Swarm, Animate Plant-Based Dead*. Treasure: 4d10pp, 3d10ap.

Barsoon, Galintine, Findal, Arrus, Hodus, Level 3 Acolytes of Impurax (5) AL: LE, AC: 4 (Chain and Shield), HD: 3, HP: 21, 20, 19, 18, 15, Weapons: Mace (1d6) and Sling with 14 Stones (1d4), Spells (2/1): *Entangle, Fistfang, Moldskin*, Treasure: 5d10gp.

10. A small detachment of Fanged Legionaires use this space as both a barrack and a guardroom for the eastern arch adjacent to their room. Four bunk beds line the walls of this chamber. **Xam, Nedem, Zurich, Kamic, Sid, Mortus, Dallar, Level 3 Fangs of Impurax** (7) AL: LE, AC: 2 (Plate and Shield), HD: 3, HP: 22, 21, 20, 19, 18, 17, 14, #AT; 1, Weapons: Spear (1d8), Mace (1d6), and Dagger (1d4). Treasure: 3d10gp.

11. There are two long tables with cutlery and dishes. This is a messhall for the acolytes and the fangs. This room has partially collapsed.

12. The slaves from #8 are brought to this chamber to prepare food for the followers of Impurax. A large cooking pot hangs on a tripod over a firepit. There are two barrels of water, two barrels of rice, and three barrels of beans.

13. This hallway cross-sects this structure. When the PCs enter the hallway, consult the random chart below to determine if monsters are present:

Section B: Hallway Encounters	
1	Empty
2	Empty
3	Black Orcs (2d4) setting up two Ballista*
4	Brawl: Black Orcs (1d4+1) and Fanged Legionnaires (2d4)
5	Zarim (#31) instructing Black Orcs (1d4+1)
6	Fire Giant talking to Black Orcs (1d4+1)

*The Ballista, front end on wheels, requires two to load. It fires every other round and scores 2d10 points of damage. If a natural 20 is rolled the target is killed instantly.

14. A small table in this secret chamber holds a set of *Nesting Golems* (6) and *Armbands of Healing* (see *Barrowmaze Complete*).

15. Barracks: A group of black orcs have encircled two of their own who are wrestling each other. Unless an alarm has been raised, there is a 1–4 on d6 chance they will be surprised. The room has partially collapsed. Seven hay and fur beds lie on the floor. **Black Orc Patrol Leader** AL: LE, AC: 4 (Half-Plate), HD: 4, HP: 30, #AT: 1, Weapons:

Halberd +1 (1d10) and Longbow with 14 Arrows (1d8). Treasure: 3d10pp, 2d10ap and six **Black Orcs** AL: LE, AC: 4 (Half-Plate), HD: 3+3, HP: 24, 21 2x20, 17, 15, #AT: 1, Weapons: Broadsword (1d6+1) and Heavy Crossbow with 10 Bolts (1d8). Treasure: 3d10pp.

16. Barracks: This group is about to set out on a patrol. Three bunk beds line the walls. One wall has partially collapsed. **Black Orc Patrol Leader** AL: LE, AC: 0 (*Plate-mail +1* and *Shield +1*), HD: 4, HP: 30, #AT: 1, Weapons: *Broadsword +1* (1d6+1) and Longbow with 12 Arrows (1d8). Treasure: 3d10pp, 2d10ap and five **Black Orcs** AL: LE, AC: 3 (Half-Plate and Shield), HD: 3+3, HP: 24, 20, 18, 2x16, #AT: 1, Weapons: Scimitar (1d8), Dagger (1d4), Longbow and 20 Arrows (1d8). Treasure: 3d10gp each.

17. Barracks: This barrack is empty. The orcs are on patrol. Under one of the five bed piles, hidden under a loose stone, are two *Potions of Extra-Healing*.

18. This is a small storage room. There are four large crates of dried meat and fish.

19. This is another small storage room. There are four large barrels of water and two large barrels of rice.

20. This is a guardroom. A patrol of **Black Orcs** (5) AL: LE, AC: 4 (Half-Plate), HD: 3+3, HP: 22, 19, 2x17, 15, #AT: 1, Weapons: Pike (1d10), Scimitar (1d8), Longbow and 18 Arrows (1d8). Treasure: 3d10ep, 1d8ap, sit on stones in this chamber.

21. Cell: This door has a small barred window. This cell contains a dead, emaciated human woman and a beautiful human woman with long gorgeous red hair. When the PCs enter, **Jannois** will plead for them to free her. As soon as **Fletta** in #22 hears **Jannois** pleading for release (or vice versa), she too will clamor to be set free. After a few moments **Fletta** will tell the PCs not to let **Jannois** out as she is a demon. **Jannois** in return will claim that **Fletta** is the demon and to release her instead. Back and forth it will go and the PCs must make a choice. The two women could become loud enough to attract a random monster (Referee's discretion).

Jannois is a **Penanggalen**. This can be ascertained by detecting her alignment. In life she was a **Level 7 Human Fighter** AL: CE, AC: 7, HD: 7, HP: 52, #AT: 3/2, DMG: 1d10.

22. Cell: This door has a small barred window. This cell contains a dead, emaciated human woman and a beautiful human woman (**Fletta**) with long gorgeous blonde hair. **Fletta** is a **Doppelganger** AL: N, AC: 5, HD: 4, HP: 30, #AT: 1, DMG: 1d12, with a neutral alignment. **Fletta** speaks common awkwardly and puts emphasis on the wrong syllables.

23. This is a mess hall. There are two long tables that run down its length. Broken dishes, candles, and cutlery are on the table.

24. A group of emaciated slaves are busily working in the kitchen. They are roasting two hogs over spits. The heat in the room is intense. They will cower from the PCs. The slaves include four human men, three human women, and two male neanderthals.

25. Prelatus Yor, Level 6 Acolyte of Impurax AL: LE, AC: –1 (Plate, *Shield +2*, Dex), HD: 6, HP: 39, Weapons: *Mace +2* (1d6) and Sling with 10 Stones (1d4), Spells (3/3/2): *Fistfang, Cure Light Wounds, Spore Cloud, Moldskin, Ray of Decay, Silence 15', Animate Dead, Animate Plant-Based Dead*. Treasure: 4d10pp, 3d10ap, is instructing a group of low level clerics in this chamber. **Dall, Bern, Cadgar, Dolmick, Hanz, Kernahan, Eberg, Sammit, Level 2 Acolytes of Impurax** (8) AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 13, 12, 11, 10, 9, 8, 7, 6, Weapons: Spiked Club (1d4+1) and Sling with 14 Stones (1d4), Spells (2): *Shillelagh, Fistfang*. Treasure: 3d30sp.

26. Two upper-level acolytes **Prelatus Saano** and **Krang** are leading a group of underlings in prayer to the Rotting God.

Prelatus Saano, Level 5 Acolyte of Impurax AL: LE, AC: 0 (*Plate +1*, Shield, Dex), HD: 5, HP: 33, Weapons: *Mace +2* (1d6) and Sling with 4 *Stones +3* (1d4), Spells (3/2/1): *Fistfang, Darkness, Entangle, Ray of Decay, Harm, Animate Plant-Based Dead*. Treasure: Treasure: 3d10pp, 2d10ap and a Scroll: *Ward from Magic* and **Prelatus Krang, Level 5 Acolyte of Impurax** AL: LE, AC: 2 (Plate, Dex), HP: 35, Weapons: *Morningstar +2, +3 versus Good* (2d4) and Sling with 10 *Stones +1* (1d4), Spells (3/2/1): *Entangle, Darkness, Command, Ray of Decay, Bless, Animate Dead*. Treasure: 3d10pp and 2d10ap.

Hansen, Joff, Ednard, Surly, Black Jon, Riffam, Zan, Teller, Usen, Melis, Level 2 Acolytes of Impurax (10) AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 16, 15, 13, 12, 11, 10, 9, 8, 7, 6, Weapons: Spiked Club (1d4+1) and Sling with 14 Stones (1d4), Spells (2): *Shillelagh, Spore Cloud*. Treasure: 3d30sp.

27. This door has a small barred window. A group of emaciated and dirty slaves are held in this chamber. They include an Orc (Male), Goblin (Male), Human (Male), Human (Female), and two Neanderthals (Female).

28. This small barrack houses four **Black Orcs** AL: LE, AC: 4 (Half-Plate), HD: 3+3, HP: 23, 18, 2x17, #AT: 1, Weapons: Bill-Guisarme (1d10), Scimitar (1d8), Heavy Crossbow with 10 Bolts (1d8). Treasure: 3d10gp, 1d10pp.

29. Barrack: A **Black Orc Patrol Leader** AL: LE, AC: 1 (Half-Plate and *Shield +2*), HD: 4, HP: 30, #AT: 1, Weapons: *Scimitar +1* (1d8) and Longbow with 14 Arrows (1d8). Trea-

sure: 3d10pp, 2d10ap, leads four **Black Orcs** AL: LE, AC: 3 (Half-Plate and Shield), HD: 3+3, HP: 22, 3x20, #AT: 1, Weapons: Broadsword (1d6+1), Dagger (1d4), Longbow and 12 Arrows (1d8). Treasure: 2d10pp each, in weapon practice. There are three bunk beds in this room. One has a hidden scroll with *Fireball* and *Cone of Cold.*

30. Four officers of the Fanged Legion are barracked in this room. There are four large wooden beds. Each has a chest at its base (holding their coins, each has a key). There is also a desk with a secret compartment that holds a *Potion of Super-Heroism*.

Zarim, Level 6 Blade of Impurax AL: LE, AC: 0 (Plate, Shield, Dex), HD: 6, HP: 55, Weapons: *Spear +3* (1d6), *Broadsword +1* (1d6+1), Dagger (1d4). Treasure: 3d10gp, 5d4pp, and 2d10ap, **Kazat, Level 5 Blade of Impurax** AL: LE, AC: 2 (Plate and Dex), HD: 5, HP: 41, Weapons: *Two-Handed Sword +1* (1d10), *Crossbow +1* and 10 Bolts (1d6), Dagger (1d4). Treasure: 3d10gp, 5d4pp, and 2d10ap, **Baruk, Level 5 Blade of Impurax** AL: LE, AC: 3 (Plate), HD: 5, HP: 47, Weapons: *Battle Axe +2*, Longsword (1d8), Dagger (1d4). Treasure: 3d10gp, 5d4pp, and 2d10ap, and **Hondo, Level 5 Blade of Impurax** AL: LE, AC: 3 (Plate), HD: 5, HP: 45, Weapons: *Halberd +1* (1d10), Broadsword (1d6+1), Dagger (1d4). Treasure: 3d10gp, 5d4pp, and 2d10ap.

31. This is the barrack of **Golg Dwarf-Killer, Black Orc Chieftain** AL: LE, AC: –2 (*Half-Plate +3* and *Shield +2*), HD: 6, HP: 45, #AT: 2, Weapons: *Warhammer +3* (1d8) and a *Scimitar +2* (1d8). Treasure: *Ring of Fire Resistance, Potion of Extra-Healing* (x2), 5d10ap, 3d10pp, 2d20gp. There is a makeshift bed in this room. A huge tusk, a pair of frost giant hands, and the claws of a huge bear are hung on the walls. The chieftain carries his treasure with him.

32. A small detachment of low-level Fanged Legionnaires occupies this guardroom. There is a table with four chairs and a stool. **Janz, Green Tom, Yaric, Guldan, Fargus, Level 3 Fangs of Impurax** (5) AL: LE, AC: 2 (Plate and Shield), HD: 3, HP: 22, 21, 20, 19, 18, #AT; 1, Weapons: Spear (1d8), Mace (1d6), and Dagger (1d4). Treasure: 3d10gp. They are led by **Yolkim, Level 6 Blade of Impurax** AL: LE, AC: –2 (Plate, *Shield +3*, Dex), HD: 6, HP: 50, Weapons: *Broadsword +2* (1d6+1), Mace (1d6), *Dagger +2* (1d4). Treasure: 3d10gp, 5d4pp, and 2d10ap.

33. This barrack is empty. There are four beds. There is nothing of value.

34. A **Black Orc Patrol Leader** AL: LE, AC: 4 (Half-Plate), HD: 4, HP: 30, #AT: 1, Weapons: *Military Fork +2* (1d10) and Longbow with 10 Arrows (1d6). Treasure: 3d10pp, 2d10ap and four **Black Orcs** AL: LE, AC: 3 (Half-Plate and Shield), HD: 3+3, HP: 22, 21, 19, 17, #AT: 1, Weapons: Scimitar (1d8), Dagger (1d4), Longbow and 14 Arrows (1d8). Treasure: 3d10gp each, occupy this guardroom. They are sharpening their weapons.

35. Barracks: A group of **Oor-Uks** are tormenting three giant rats (5) AL: LE, AC: 4 (Half-Plate and Shield), HD: 3+3, HP: 23, 22, 21, 18, 15 #AT: 1, Weapons: Broadsword (1d6+1), Dagger (1d4), and Heavy Crossbow with 10 Bolts (1d8). Treasure: 1d8ap each.

36. This room is filled with rubbish. Three decaying human slaves and a dwarf are piled in this room.

37. This chamber is used for new weapon storage. There are two large crates with arrow and spear-heads (60 in each). There are three bundles of scimitars and daggers (20 each).

38. This room is a weapon forge. There are three male dwarven slaves and four male gnomes working the fires. There are two **Black Orcs** AL: LE, AC: 4 (Half-Plate), HD: 3+3, HP: 23, 21, #AT: 1, Weapons: Scimitar (1d8), Dagger (1d4), and Longbow and 14 Arrows (1d8). Treasure: 1d10ap each, guarding the slaves.

39. This barrack is empty. The orcs are currently in #42.

40. This chamber contains tools, three barrels of water, and materials for the forges in #38 and #41.

41. This chamber is an armour forge. There are five male dwarven slaves and four male humans working the fires. There are three **Black Orcs** AL: LE, AC: 4 (Half-Plate), HD: 3+3, HP: 23, 21, 18, #AT: 1, Weapons: Scimitar (1d8), Dagger (1d4), and Longbow and 14 Arrows (1d8). Treasure: 1d10ap each, guarding the slaves.

42. Three large stone columns, shaped like the fanged hand of Impurax, support the ceiling of this room. **Prelatus Ghaslin, Level 6 Acolyte of Impurax** AL: LE, AC: –1 (Plate, *Shield +2*, Dex), HD: 6, HP: 37, Weapons: *Warhammer +2* (1d6) and Sling with 8 *Stones +2* (1d4), Spells (3/3/2): *Fistfang, Cure Light Wounds, Protection from Good, Moldskin, Ray of Decay, Silence 15', Summon Plants and Funguses, Animate Plant-Based Dead*. Treasure: 4d10pp, 3d10ap, leads a group of **Black Orcs** (6) AL: LE, AC: 4 (Half-Plate), HD: 3+3, HP: 25, 24, 20, 19, 2X18, #AT: 1, Weapons: Pike (1d10), Broadsword (1d6+1), and Heavy Crossbow with 10 Bolts (1d8). Treasure: 4d10gp, 1d10pp, in prayer.

43. This is a storage chamber for the forge in #41. There are sheets of metal and strips of leather for the crafting of orcish half-plate armour.



Section C:
The Burning Keep of Gul-Duz-Ath-Aa

Unless something unforeseen has taken place, the Archons of the Trium are not expecting an attack into the heart of their underground lair. They are smug and secure, not only in their individual abilities, but also in the tribes of Black Orcs, Fire Giants, Acolytes, and Fangs that protect them. The layout presented here assumes the alarm has not been raised. If it has, the Archons will use everything at their disposal to destroy the intruders.

Note: Referee's should roll for random encounters once every other turn (1–2 on d6 while in the ruins).

1. This massive chamber is the throne room of **Gul-Duz-Ath-Aa**, an **Archon of the Trium**.

A huge set of double doors opens into 80x80 foot vaulted chamber supported by eight round columns. The chamber is in ruins and has collapsed in three different places leaving large rubble piles throughout.

The floor is cracked with three 20-foot long fissures that are prone to bouts of Hellfire (There is a 35% chance, check each round of combat). Hellfire shoots intense flame upwards 1d4x10 feet into the air causing 3d6 points of damage. Make a Dexterity check for half damage. There is a 15% chance 1d4+1 **Fire Elementals** will emerge from the Hellfire.

Gul-Duz-Ath-Aa is served by two **Shadow Demons**.

There is a 70% chance **Gul-Duz-Ath-Aa** is hovering on his throne and a 30% chance he is in room #5 engaged in medical experimentation. His **Shadow Demons** will be in the throne room.

Gul-Duz-Ath-Aa AL: LE, AC: –5, HD: 15/7 (MU/Cl), HP: 70, #AT: 3, DMG: *Black Blade of Muor'Hatak +4* (1d10). Spells: See Entry.

Shadow Demons (2) AL: CE, AC: see Entry, HD: 7+3, HP: 50 each, #AT: 3, DMG: 1d6/1d6/1d8.

2. Empty

3. A broken statue to Anu-Eya lies on its side in this chamber.

4. This chamber contains a single large metal chest. The chest is double trapped (poison needle save or die and poison gas that will fill the room, save or die). The chest contains a kingly hoard of 1,125ap.

5. This room appears like a laboratory and contains bookcases, tables, and three large vats. A **Grizzly Bear** and a **Giant Owl** stand motionless in stasis. There are also three **Owlbears** in stasis, each a variation on a theme: one with the body and head of a bear and a long beak, another with the body of a bear and the head of an owl, and another with the body of a bear, head of an owl, and flightless wings. The archon can release the stasis at will.

Owlbears (3) AL: N, AC: 5, HD: 5, HP: 32, #AT: 3, DMG: 1d8/1d8/1d8.

Grizzly Bear AL: N, AC: 6, HD: 5, HP: 30, #AT: 3, DMG: 1d3/1d3/1d6.

Giant Owl AL: N, AC: 6, HD: 4, HP: 25, #AT: 3, DMG: 2d4/2d4/1d4+1.

6. The long disintegrated skeletons of many Archaians lie on the floor. The room is otherwise empty.

7. This chamber contains the decomposing remains of black orcs and common orcs that have been dissected. They have been here for some time.

8. This room contains a massive spellbook bound in the skin of an unknown creature. It contains copies of all **Gul-Duz-Ath-Aa's** spells written in Ancient Archaian and Black Tongue. The book is cursed. Once a month 1d3 **Babau Demons** will attempt to steal it back. There is also a *Tome of Clear Thought* and a *Tome of Knowledge*.

Section D:
The Hell-Fortress of the Magma Brethren (Fire Giants)

1. The giants on guard duty in #2 barrack in this room. There are two heaps of furs, dirty cloth, and hay. Underneath one is a *Dagger +2, +3 versus Giants* that serves as a useful toothpick.

2. This guardroom is manned by two **Fire Giants** AL: LE, AC: 3, HD: 11+1, HP: 50, 45, #AT: 1, DMG: Two-Handed Sword (5d6), Treasure: Giant-Sized Wineskin and 1d6x100gp, Half-Eaten Dwarf and an Archinium Earring (1d8x100gp), and a **Hellhound** AL: CE, AC: 4, HD: 7, HP: 40, #AT: 1, DMG: see entry.

3. This room is empty.

4. This is a torture room. Three dead emaciated human slaves have been chained to a wall. The giants beat and whipped them.

5. This is a storeroom. There are four barrels of water and two crates of blood sausages.

6. Two 10x10 square columns support this chamber. The room houses five prison cells. An unusually obese **Fire Giant** AL: LE, AC: 3, HD: 11+1, HP: 50, 45, #AT: 1, DMG: Two-Handed Sword (5d6), Treasure: Minotaur Skull and Hell Hound Pelt (+2 on fire saves) serves as the jailor.

From North to South:

A. Goblin (Female), Elf (Male), Gnome (Female), Neanderthal (Female)

B. Human (Male) Goblin (Female), Lizardman (Male), Gnoll (Male), Bugbear (Male)

C. Hobgoblin (Male), Kobold (Male), Human (Male), Dwarf (Female)

D. Greybeard the Hill Giant AL: CE, AC: 4, HD: 8, HP: 45, #AT: 1, DMG: 2d8.

E. Orsen the Ogre AL: CE, AC: 5, HD: 4+1, HP: 30, 21, #AT: 1, DMG: 1d10.

Greybeard the Hill Giant is an old slave the fire giants keep around to abuse and to conduct menial labour. Despite the evil nature of his kind, **Greybeard** would love to exact revenge on his captors for decades of abuse. He talks with a peculiar country accent and slang.

Orsen the Ogre is another of the slaves that would love to flee the oppression of the giants. He is incredibly stupid and usually just speaks in the affirmative "ummhmm" or the negative "awwwno." He sits in his cell destroying bugs, rats, and beetles with a "Kuh, Kuh" sound.

7. This is the giants' weapon training room. Six 10x10 square columns support this massive space. Blood splatter marks cover the floor at various points. There are several giant sized weapons, all in a state of disrepair. They include four two-handed swords, mauls, and maces.

8. Three rough-hewn suits of giant platemail are heaped in a pile at the back of the room. There are also large battered shields that bear the flaming sword sigil of the Magma Brethren.

9. This room contains a bundle of giant sized spears leaning into the southwest corner of the room.

10. This room is empty.

11. This barrack has two giant bed piles on the floor. Humanoid bones litter the room.

12. This chamber is empty.

13. There are two **Fire Giants** AL: LE, AC: 3, HD: 11+1, HP: 56, 47, #AT: 1, DMG: Two-Handed Sword (5d6) and a Two-Handed Mace (5d6), Treasure: Cowbell and Platinum Nose Ring (1d8x100gp), on guard duty in this room.

14. Six pillars support the ceiling of this 60x50 foot chamber. Rough giant-painted murals depict the Abomination of Impurax destroying a human army.



15. There are three **Fire Giants** AL: LE, AC: 3, HD: 11+1, HP: 53, 40, 34 #AT: 1, DMG: Two-Handed Sword 5d6, Treasure: White Dragon Scale and Elk Pelt (1d6x100gp), on sentry duty in this guardroom. They also have a **Hellhound** AL: CE, AC: 4, HD: 7, HP: 40, #AT: 1, DMG: see entry.

16. The secret door opens into a small triangular room. Hovering magically just above a pedestal, and bathed in bluish light, is an ornate battle axe. This is the *Battle Axe of Hamun'at-a*. The blade of the axe is covered in runes and it appears of exquisite craftsmanship. The axe is +2, +3 versus giants and scores 1d10 damage. The weapon also provides a +1 armour class bonus. It is a two-handed weapon. There is no trap.

17. This room "appears" to have collapsed along the western wall. However, if the PCs spend 2d10 turns removing rubble they will find the back wall of the room (with a secret door).

18. A number of chains and manacles are secured to the northern wall. The giants have left one of their clan here to die. **Fenok the Fearsome, Fire Giant** AL: LE, AC: 3, HD: 11+1, HP: 10 (45), #AT: 1, DMG: First (3d6) or Two-Handed Sword (5d6). **Fenok** was repeatedly punished for refuting the worship of Impurax. He believed the giants had lost their way and should return to their god of old. He has been beaten and chained here to die. If healed, he may join the party for a time. **Fenok** will prefer to attack acolytes and fangs instead of his fire giant brethren. After crushing the followers of Impurax, he will choose to depart. If attacked, he will defend himself.

19. Two walls have partially collapsed in this chamber. The giants have thrown refuse here. There are bits and scraps of metal, wood, clothing, and carrion.

20. This room is empty.

21. The southeastern corner of this wall has completely collapsed. The room is empty.

22. Three **Fire Giants** AL: LE, AC: 3, HD: 11+1, HP: 54, 51, 43, #AT: 1, DMG: Two with Two-Handed Swords (5d6) and one with a Two-Handed Hammer (5d6), Treasure: Winter Wolf Pelt (3,000gp) and 12 feet of Rusty Chain, stand on guard in this sentry room.

23. Guardroom: Two **Fire Giants** AL: LE, AC: 3, HD: 11+1, HP: 50, 43, #AT: 1, DMG: Both wield Two-Handed Maces (5d6), Treasure: 1d4 Dried Shriekers and Giant Badger Pelt (1d8x100gp), Gold Necklace (1d6x100) and an Old Beaten Shield as a Breastplate.

24. The western side chamber to #26 serves as a robing and disrobing room for the sauna and the pool.

25. This is a thermal pool. The steam that emerges from this room when the door is opened may 1–2 on d6 blind for 1d3 turns. The hot steam comes from both the pool and from the archway to #26. Steam reduces vision to 10 feet in both #24 and #25-28. There are two naked **Fire Giants** AL: LE, AC: 3, HD: 11+1, HP: 50, 43, #AT: 1, DMG: 3d6 (fist), in the pool.

26. This is a steam room or sauna. Giant-sized benches line the back wall. A rectangular bed of smoldering coals stands in the center of the chamber.

27. This room is empty. Steam obscures the chamber.

28. The eastern side chamber to #26 serves as a robing and disrobing room for the sauna and the pool.

29. Barrack: There are four giant bed piles on the floor. One contains a scroll with *Cure Serious Wounds* x3.

30. Barracks: five giant bed piles can be found in this chamber. Underneath one is a corpse infested with 1d10 **Rot Grubs**.

31. This is the secret treasure room of the Magma Brethren clan. The hoard includes the following:

A Massive Wooden Chest: 10,398cp and in a carefully constructed secret compartment on the bottom holds a *Staff of the Magi*.

A Large Wooden Chest: 9,984sp.

A Metal Chest: 3,415gp.

A Silver Coffer (1,000gp) with the following treasures: Silver Goblet (200gp), Bronze Anklet with Diamonds (400gp), Platinum Buckle (500gp), Archinium Pin (800gp), Platinum Ring with Emeralds (900gp), Gold Medal (2,000gp), Archinium Medallion (3,600gp).

Leaning against the corner of the wall is a *Spear +4*, a *Hammer +3 Dwarven Thrower*, and a *Red Dragon Scale Shield +3* (immunity to mundane and magical flame attacks).

32. This pillared room serves as the kitchen for the throne room (#43). There are ten female slaves (five humans, three elves, and two dwarves) working busily to prepare four large boars for two fire pits. Two **Fire Giants** AL: LE, AC: 3, HD: 11+1, HP: 50, 43, #AT: 1, DMG: Both wield Two-Handed Maces (5d6), stand watch over them on either side of the door inside the room.

33. This strangely shaped room is a large open barrack. Seven giant bed piles dot the room at various spots. Only two contain treasure: a bag with 1d100gp and a *Potion of Invisibility*.


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34. This a small kennel for hellhounds. It smells terrible. **Hellhounds** (2) AL: CE, AC: 4, HD: *7*, HP: 43, 34, #AT: 1, DMG: see entry.

35. This side chamber is the barrack of a giant patrol leader. On the wall are two trophy heads: Minotaur and a giant lizard. In the corner is a dirty and worn *Shortsword +3*.

36. Barrack: Two **Fire Giants** AL: LE, AC: 3, HD: 11+1, HP: *55*, *49*, #AT: 1, DMG: Both wield Two-Handed Hammers (5d6), are here at rest. They each carry 2d100gp and 1d100pp.

37. Barracks: This barrack is empty. There is nothing of value.

38. Kennel: **Hellhounds** (3) AL: CE, AC: 4, HD: *7*, HP: 41, 33, 25, #AT: 1, DMG: see entry.

39. Kennel: Empty.

40. Guardroom: Three **Fire Giants** AL: LE, AC: 3, HD: 11+1, HP: 60, *55*, 43, #AT: 1, DMG: Two-Handed Sword (5d6), Treasure: 1d8x100gp and a Gold Earring (400gp), 1d4 Giant Rats and 3d10ap, Cask of Mead and 1d8x100sp, are on sentry duty in this chamber. They sit on stools at a huge table.

41. This is a storage room with three two-handed swords, four giant maces, four giant shields with the flaming sword sigil, and two massive spears.

42. Two 20x20 square columns support this massive common area. Chained to the westernmost column is a **Six-Headed Hydra** AL: N, AC: *5*, HD: 6, HP: 40, #AT: 6, DMG: 1d10/head. The chain is long enough to allow the Hydra 30 feet of movement around the column. There is a 1–3 on d6 chance that the monster can break its chain if angered or attacked. It is a pet of the fire giants and will not attack them. It responds to their commands only.

Note: Random monsters in #42, extending through the large corridors that run the length of the complex, take place at 1–3 on d6. The encounter will always be a Fire Giant Patrol. Consult the appropriate table at the beginning of this section.

43. This is the great hall of **MacDrogal Smoldenbeard III, Fire Giant and King of the Magma Brethren** AL: LE, AC: 0 (White Dragon Platemail and Shield), HD: 13, HP: *70*, #AT: 1, DMG: *Massive Two-Handed Sword +2* (5d6). **Smoldenbeard's** armour provides him a +3 on all saves versus cold-based spells.

MacDrogal sits with **Queen Muurdris Smoldenbeard, Fire Giant** AL: LE, AC: 1 (Giant Half-Plate and Shield), HD: 11, HP: 66, #AT: 1, DMG: Spear (5d6), Treasure: Gold Bracers (2,000gp each), Platinum Necklace with Rubies (4,000gp), and a key (#44), on thrones on a great dais at the back of the chamber opposite the double doors. At their feet are two **Hellhounds** AL: CE, AC: 4, HD: *7*, HP: 40 each, #AT: 1, DMG: see entry.

There are also three other **Fire Giant Females** AL: LE, AC: *5*, HD: 10, HP: *45*, *44*, *41*, #AT: 1, DMG: 4d6 and three **Fire Giant Young Adults** AL: LE, AC: *5*, HD: 6, HP: 31, 29, 28, #AT: 1, DMG: 3d6.

44. This side chamber serves as the king's royal bedroom. A stuffed and roughly sewn down mattress sits atop a giant-sized bedframe made of steel. A wooden chest rests at the bottom of the bed. It is locked (the queen has the key) and contains 2,375gp. A worn, and well-used battle-axe (giant-sized) hangs above the bed.

45. This is the personal audience chamber of the king of the fire giants. There are three stone stools and two barrels of water.

46. Two **Fire Giants** AL: LE, AC: 3, HD: 11+1, HP: 69, 51, #AT: 1, DMG: Two-Handed Swords (5d6), Treasure: Platinum Bracelet (1d8x100gp) and a Half-Eaten Elf, Large Bag of Pepper and 12 Feet of Rope, Gold Tooth (500gp) and an Ogre Skull, and their pet Hellhound AL: CE, AC: 4, HD: *7*, HP: 40, #AT: 1, DMG: see entry, are in this guardroom.

47. Barrack: There are four giant bed piles on the floor. One contains a massive pouch with tobacco worth 500gp.

48. This is a storage room. Four open barrels of water and two closed sit in a corner of the room. There are multiple empty crates as well ask crates filled with blood sausages, oats, beans, barley, and jerky.

49. This barracks has three bed piles. Two long hafted spears lean against the wall. One of the bed piles contains a wooden box with three blue liquids: *Potions of Extra-Healing*.

50. Barracks: **Fire Giants** (6) AL: LE, AC: 3, HD: 11+1, HP: *65*, *60*, *58*, *55*, *50*, *42*, #AT: 1, DMG: three with Two-Handed Swords (5d6) and three with Two-Handed Hammers (5d6), Treasure: Flattened Shield (Plate) and a Haunch of Meat (Unknown), 3d10pp and an Orc Corpse, 1d6x100gp and a Silver Earring (300gp), 1d4 Giant Rats and 3d10ap, Cask of Mead and 1d8x100sp, 1d4 Dried Shriekers and Giant Badger Pelt (1d8x100gp). These fire giants have gathered together from the immediate surrounding chambers to discuss the coming war on the Prelacy of Middenmark.

51. This is a barrack. There are four large bed piles. One **Fire Giant** AL: LE, AC: 3, HD: 11+1, HP: 58, #AT: 1, DMG: Two-Handed Swords (5d6), Treasure: 1d6x100gp and a Haunch of Meat (Unknown), is snoring very loudly in his bed. If the snoring stops there is a 65% chance one of the

giants from #50 will come to investigate. It is extremely difficult to wake a sleeping giant. The beds hold no treasure.

52. Kennel: Empty

53. This is a large barrack. There are six bed piles on the floor and rough painted murals of the Abomination of Impurax at the Great Henge. Three black stick figures with their hands to the sky call down from the heavens around it. Mixed in with the rags and dirty clothes in one of the bed piles is a *Cloak of Protection +2.*

54. Guardroom: Two **Fire Giants** AL: LE, AC: 3, HD: 11+1, HP: *57, 54*, #AT: 1, DMG: Two-Handed Hammers (5d6), Treasure: 4d10pp and an Oar, Cask of Wine and 1d8x100ep.

55. Double-doors open into a temple to Impurax. Six round columns support the chamber and a small staircase leads up to a statue of the Rotting God.

56. Three **Fire Giants** AL: LE, AC: 3, HD: 11+1, HP: 51, 48, 45 #AT: 1, DMG: Two-Handed Swords (5d6), Treasure: Moldy Cheese and a Bag of Salt, Broken Wagon Wheel and 4d10ap, Filleting Knife and 1d100gp, are on sentry duty in this room. Two have fallen asleep with their backs against the wall.

57. Guardroom: There are **Fire Giants** (2) AL: LE, AC: 3, HD: 11+1, HP: *65, 42*, #AT: 1, DMG: Two-Handed Swords (5d6), Treasure: Flattened Shield (Plate) and a Haunch of Meat (Unknown), 3d10pp and an Orc Corpse, and a **Hellhound** AL: CE, AC: 4, HD: *7*, HP: 40, #AT: 1, DMG: see entry, in this room.

58. This is a kennel for hellhounds. It is empty.

59. Random Monsters in #59, extending west, north, and east to #*77* take place at 1–3 on d6. The encounter will always be a Tribal Patrol (fire giants, black orcs, acolytes, or fangs). Consult the appropriate table at the beginning of this section.

The northern section of #59 contains a temple to Impurax under construction.

60. Fire Giants (2) AL: LE, AC: 3, HD: 11+1, HP: 60, 51, #AT: 1, DMG: Two-Handed Swords (5d6), Treasure: 1d2 Hellhound Puppies and 1d6x100ap, Platinum Bracer (650gp) and a Cask of Cider, guard this chamber. In the event of a battle one of the giants will hold off the PCs while the other releases the hounds in #61.

61. Three **Hellhounds** AL: CE, AC: 4, HD: *7*, HP: 40 each, #AT: 1, DMG: see entry, are kenneled in this alcove.

62. This is the chamber of **Prelatus Mance** and **Nurval.** They are **Grand Priestess Selucta's** personal bodyguards. They protect this chamber from intrusion into her personal chambers. They also follow her everywhere.

Prelatus Mance, Level 5 Acolyte of Impurax AL: LE, AC: –1 (*Plate +1, Shield +1*, Dex), HD: *5*, HP: 44, Weapons: *Mace +2* (1d6) and Sling with 4 *Stones +3* (1d4), Spells (3/2/1): *Fistfang, Darkness, Command, Ray of Decay, Harm, Animate Plant-Based Dead*. Treasure: Treasure: 3d10pp, 2d10ap and a *Scroll: Protection from Magic* and **Prelatus Nurval, Level 5 Acolyte of Impurax** AL: LE, AC: 2 (Plate, Dex), HD: *5*, HP: 40, Weapons: *Morningstar +2* (2d4) and Sling with 10 *Stones +1* (1d4), Spells (3/2/1): *Shillelagh, Darkness, Command, Ray of Decay, Bless, Animate Dead*. Treasure: 3d10pp and 2d10ap. Each cleric carries a backpack of dried bones to facilitate spells.

63. This is the personal chamber of **Putrescate Selucta, Level 11 Acolyte and Grand Priestess of Impurax** AL: LE, AC: *–4* (*Plate +3, Shield +2*, Dex), HP: 11, HP: 68, Weapons: *Warhammer +3 of Smiting* (1d6), She is +1 to hit/damage due to Strength, Spells (*5/4/3/3/2/1*): *Entangle, Darkness, Cure Light Wounds, Fistfang, Cloud Spore, Silence 15', Moldskin, Ray of Decay, Hold Person, Summon Plants and Funguses I, Animate Plant-Based Dead, Animate Dead, Cure Serious Wounds, Mold to Moldmen, Insect Swarm, Flame Strike, Commune, Word of Recall*. Treasure: 1d4+1x100ap, 1d4+1x100pp, *Potion of Speed*. **Selucta** carries a backpack with dried bones to facilitate her third level spells.

Selucta is likely in her quarters (50%), talking with **Maddox Greatsword** (25%: #71), or reviewing the temple construction (25%: #59).

The room contains a plush bed, two desks (one with a *Tome of Understanding*), and a defaced 10-foot tall statue of Anu-Eya. There is also a Gold and Emerald Headdress (8,000gp) on a stand and a Locked Iron Chest. The chest is extremely heavy and triple trapped with a poison needle (save or die), Poison Gas 10-foot radius, and a Poisoned Scything Blade (save or die). The chest contains a great fortune: 2,146ap.

64. This is **Selucta's** persona shrine. Beautiful painted murals show a swirling mass of eyes and fangs on the walls. A Platinum Statuette of Impurax with Emerald Eyes (6,500gp) stands in the center. There are two Gold Candelabras (2,000gp each). Hear the Grand Priestess communes with her deity and receives his commands. The private shrine contains many scrolls two of which contain 1d6 random spells and a *Protection Scroll (Undead).*

65. This is an ossuary. The acolytes have stacked bones here for use in spells and in the decoration of their new temple. There are several empty bags and backpacks near the archway.

66. This chamber contains construction materials for the new temple located immediately to the east of this room (#86).

67. This room is the antechamber of **High Priestess Theda**, the second in command of the Acolytes of Impurax. The chamber is set as a war-room with a vast table showing the geographical area of the Prelacy of Middenmark and also the location of garrisons, towns, and forces. The Horde of the Rotting Hand plans to destroy Eastdale and then proceed to Threshold.

68. This is the personal chamber of **Putrescate Theda, Level 8 Acolyte of Impurax and High Priestess of Impurax** AL: CE, AC: –3 (*Plate +1 of Free Action, Shield +2*, Dex), HD: 8, HP: 55, Weapons: *Mace +3* (1d6), She is +2 on to hit/damage rolls. Spells (4/3/3/2): *Entangle, Spore Cloud, Cure Light Wounds, Fistfang, Silence 15', Moldskin, Ray of Decay, Animate Statue, Summon Plants and Funguses, Animate Plant-Based Dead, Insect Swarm, Mold to Mold-men*. Treasure: 1d2x100ap, 1d2x100pp, 5d50gp, *Potion of Speed, Potion of Invisibility*. **Theda** carries a backpack with dried bones to facilitate her third level spells.

Theda is likely in her quarters (60%), reviewing the temple construction (20%: #59), or overseeing the weapon training (20%: #74).

The room contains a plush bed, a simple private prayer shrine, and a desk. The private shrine contains two clerical scrolls with 2d4 random spells. There is also a Jeweled Gold Box (3,000gp) with two uses of *Dust of Disappearance*. There is an Ivory Statue of the Fanged Hand worth (1,800gp). A *Staff of Healing* with (25 charges) rests in a corner by the desk.

69. This is a weapon training area for the officers of the Fanged Legion. There are numerous straw dummies and bulls-eye targets on the wall. There are several wooden racks of well-kept weapons and shields. Old blood splatter marks dot the floor.

70. This is a storage room for weapons and armour. It includes four heavy crossbows, five longbows, and four quivers of ammunition for each. There are also three square metal shields and four suits of padded training armour.

71. This is the lavish personal chamber of **Maddox Greatsword, High Blade of Impurax and Lord Commander of the Fanged Legion**. This room contains a large plush bed and two desks filled with notes and orders. One scroll dated today, by **Putrescate Selucta, Grand Priestess of Impurax**, commands **Greatsword** to marshal The Horde of The Rotting Hand at the Great Henge to witness the birth of the Abomination of Impurax. The room is decorated with two Golden Candelabras (2,000gp each) and a Platinum Statuette of Impurax worth 8,000gp. **Maddox Greatsword, Level 8 High Blade of Impurax** AL: LE, AC: –4 (*Platemail +2 of Fire Resistance, Shield +2*, Dex), HD: 8, HP: 75, #AT: 3/2, Weapons: *Broadsword +3* (1d6+1), *Mace +2* (1d6), *Dagger +3*. Treasure: 123ap, *Potion of Extra-Healing, Potion of Invisibility*, and a *Potion of Speed*. Two of the books on the desk are a *Tome of Leadership and Influence* and a *Tome of Martial Knowledge*.

72. This is the personal chamber of **Gin Allee, High-Blade Apparent and a Level 7 Blade of Impurax** AL: LE, AC: –2 (Plate, *Shield +3*, Dex), HD: 7, HP: 60, #AT: 3/2, Weapons: *Broadsword +2* (1d6+1), Mace (1d6), *Dagger +2* (1d4). Treasure: key for chest, 3d10gp, 5d4pp, and 2d10ap. The room is spartan. It contains a small bed on a wooden frame, a desk, a Gold Statuette of Impurax (4,000gp), and a Locked Wooden Chest with his coinage.

73. A detachment of five low-level Fanged Legionnaires are barracked in this guardroom. There is a table with four chairs and a stool, as well as three bunk beds. They include **Igrik, Vicious Sid, Seerin, Xam, Sonjak, Level 3 Fangs of Impurax** (5) AL: LE, AC: 2 (Plate and Shield), HD: 3, HP: 25, 24, 2x20, 18, #AT: 1, Weapons: Spear (1d8), Mace (1d6), and Dagger (1d4). Treasure: 3d10gp. They are led by **Randleman, Level 6 Blade of Impurax** AL: LE, AC: –2 (Plate, *Shield +3*, Dex), HD: 6, HP: 50, Weapons: *Scimitar +2* (1d6+1), Mace (1d6), *Dagger +2* (1d4). Treasure: 3d10gp, 5d4pp, and 2d10ap.

74. This massive training room is for the low-level Fanged Legionaires. Training takes place constantly. The Fangs also train the black orcs in this chamber. Use the following guide to determine who is training:

	Trainees (Roll twice)
1	1d6+1 Level 3 Fangs of Impurax
2	1d6+1 Level 4 Fangs of Impurax
3	1d4+1 Level 5 Fangs of Impurax
4	1d6+1 Black Orcs with a Patrol Leader
5	1d8+1 Black Orcs
6	1d2 Fire Giants

There is a 15% chance **Maddox Greatsword** (#71) is here overseeing the training.

75. This is a weapons storage room for the training area. A variety of scimitars, broadswords, spears, metal shields, crossbows and bolts can be found here. There are also two open barrels of water and cups.

76. This room contains several small-sized ballista in construction. The front legs are mounted on wheels and the back leg and be picked up and moved by two humanoids using handles. There are two large bundles of quarrels (10 each).

77. Random Monsters in #77 extending west to #59 take place at 1–3 on d6. The encounter will always be a Tribal Patrol (fire giants, black orcs, acolytes, or fangs). Consult the appropriate table at the beginning of this section.

78. Guardroom: Two **Fire Giants** (2) AL: LE, AC: 3, HD: 11+1, HP: 63, 39 #AT: 1, DMG: Two-Handed Swords (5d6), Treasure: Necklace of Human Skulls and a *Red Banner Shield +2*, Maggoty Bread and 1d6x100pp, are eating blood sausages and paying little attention to their sentry duties.

79. An empty guardroom.

80. This is a common area for the acolytes of Impurax. There is a 20% chance that the clerics in #81–82 and #85–85A are in this chamber in discussion of the war to come on Middenmark.

81. This is a barrack for low-level acolytes: **Lanoiln, Jax, Gartol, Gavjan, Ryoct, Grejan, Rantul, Emmitt, Level 2 Acolytes of Impurax** (8) AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 8x14, Weapons: Spiked Club (1d4+1) and Sling with 14 Stones (1d4), Spells (2): *Shillelagh, Entangle*. Treasure: 3d30sp. The room contains four wooden bunk beds. There is nothing of value.

82. This is the personal chamber of **Prelatus Mulm, Level 6 Acolyte of Impurax** AL: LE, AC: –2 (*Plate +1, Shield +2,* Dex), HD: 6, HP: 39, Weapons: *Mace +2* (1d6) and Sling with 10 *Stones +1* (1d4), Spells (3/3/2): *Fistfang, Cure Light Wounds, Spore Cloud, Moldskin, Ray of Decay, Silence 15', Animate Dead, Animate Plant-Based Dead*. Treasure: 4d10pp, 3d10ap, who oversees the instruction and training of eight low-level acolytes. His room contains a bed. There is nothing of value. **Mulm** carries a backpack with dried bones to facilitate his third level spells.

83. Twenty slaves are chained to the wall here (12 humans, 4 dwarves, and 6 lizardmen). They are being used as labour to construct the new great temple of Impurax. They are whipped and beaten by their guards regularly. Their guards are **Pep, Yustin, Bronas, Level 3 Fangs of Impurax** (3) AL: LE, AC: 2 (Plate and Shield), HD: 3, HP: 28, 25, 20, #AT; 1, Weapons: Spear (1d8), Mace (1d6), and Dagger (1d4). Treasure: 3d10gp.

84. This chamber is filled with construction tools: hammers, shovels, wheelbarrows, rope, etc. These tools are returned to this room before the slaves proceed to #83 and are chained to the wall for the evening.

85. This is a barrack for low level acolytes: **Sundal, Tindrick, Athel, Andrus, Orhod, Black Jem, and Yellow Bram, Level 3 Acolytes of Impurax** (7) AL: LE, AC: 2 (Plate and Shield), HD: 3, HP: 22, 21, 2x19, 2x18, 15, Weapons: Mace (1d6) and Sling with 14 Stones (1d4), Spells (2/1): *Entangle, Fistfang, Moldskin*, Treasure: 5d10gp. The room contains four large round pillars and six wooden bunk beds lined up along the walls. There is nothing of value.

A. This is the personal chamber of **Prelatus Vandoo, Level 6 Acolyte of Impurax** AL: LE, AC: 1 (*Plate +1* and Shield), HD: 6, HP: 52, Weapons: *Morningstar +1* (2d4) and *Sling +2* with 10 *Stones +2* (1d4). Spells (3/3/2): *Fistfang, Cause Light Wounds, Entangle, Moldskin, Hold Person, Ray of Decay, Insect Swarm, Animate Plant-Based Dead*. Treasure: 4d10pp, 3d10ap, and chest key. **Vandoo** oversees the training of seven low-level acolytes. His room contains a bed and a locked chest with 123ap. **Vandoo** carries a backpack with dried bones to facilitate his spells.

86. This is a massive new temple to Impurax currently under construction. There are many wooden scaffolds along all the walls and construction tools and stone lay about the room.



Section E:
The Blackened Desolation of Al'Ak-Al-Zod

See the Referee's Note under Section C.

Note: Referee's should roll for random encounters once every other turn (1–2 on d6 while in the ruins).

1. This hallway is in ruins. A massive set of double doors rests on the southern wall with an archway opposite.

2. This is the throne room of **Al'Ak-Al-Zod**, an **Archon of the Trium**.

The floor of this room is in ruin. It is marked with small cracks and dotted with holes from two inches to two feet across. The holes vent noxious gas every 1d2+1 turns. If caught in the immediate area a Constitution check must be made or result in gagging and the loss of 1d4 points of Constitution for 1d4+4 hours in addition to –2 penalties to attack and damage rolls. The **Archon** and the **Shambling Mounds** are unaffected by the gas.

The **Archon** is likely in this chamber (70%) or he is in #14 on his way back (30%). Two large **Shambling Mounds** serve as his bodyguards. One is posted in each of #5 and #6.

Al'Ak-Al-Zod AL: LE, AC: –7, HD: 16/8 (MU/Cl), HP: 80, #AT: 3, DMG: *Ebon Mace +3* (2d6). Spells: See Entry

3. This is the study of **Al'Ak-Al-Zod.** It contains his massive spellbook on a grand pedestal. The tome contains all his spells and 1d8 other spells over mid-to-high level (Referee's discretion).

4. This is **Al'Ak-Al-Zod's** private shrine to Impurax. The shrine has a Platinum Statuette of the Fanged Hand worth 7,000gp.

5. This side chamber contains a large **Shambling Mound** AL: N, AC: 0, HD: 10, HP: 60, #AT: 2, DMG: 2d8/2d8.

6. This side chamber contains a large **Shambling Mound** AL: N, AC: 0, HD: 10, HP: 60, #AT: 2, DMG: 2d8/2d8.

7. This small chamber is empty.

8–9. This room is overrun with deadly molds, spores, and funguses. There are two **Black Puddings** AL: N, AC: 6, HD: 10, HP: 60 each, #AT: 1, DMG: 3d8, one on the southern wall and one on the ceiling. A *Broadsword +1 Flame Tongue* is hidden under the overgrowth.

10. This chamber is empty.

11. This chamber was once a robing room. A pile of dust covered clothing lies on the ground. At the bottom is a *Robe of the Arch Magi*.



12. A suit of *Archaian Leather Armour +5* rests on an armour stand. The room is otherwise empty.

13. This is a small personal armoury. It contains a quiver of 10 *Arrows +5* and 10 *Bolts +4*.

14. This chamber is empty. Broken tables and disintegrated tapestries are all that remain.

15. The dust-covered skeletons of several Archaians lie on the floor of this room.

16. This is a personal library filled with dusty bookshelves. The library possesses a small fortune of rare and ancient tomes (35) worth a total of 35,540gp.

Section F:
The Lava Throne of Maz'Mak-Mal-Mog

See the Referee's Note under Section C.

1. This massive chamber is the throne room of **Maz'Mak-Mal-Mog**, the leader of the **Archons of the Trium**.

Two sets of double doors (south and west) open into 90x90 foot vaulted chamber supported by twelve large round stone columns. The walls, ceiling, and pillars of the room are in a state of near collapse. Any powerful damage-inducing spells or spell-like devices (Level 3 spell/effect or higher) may (1–2 on d6) cause a terrible collapse causing 6d6 hit points of damage to anyone in the area of effect (save versus Death for half damage). Referees should number each 20x30 space in the room starting in the top left corner (northwest) and continuing horizontally and down to the bottom right corner (southeast). There are a total of 15 20x30 sections. Roll randomly to determine which collapses.

Maz'Mak-Mal-Mog AL: LE, AC: –9, HD: 17/10 (MU/Cl), HP: 90, #AT: 3, DMG: *Ruling Staff of the Trium*, Spells: See Entry.

Maz'Mak-Mal-Mog is served by two **Balor Demons** AL: CE, AC: –2, HD: 8+7, HP: 53, 48, #AT: 1, DMG: see entry, that stand on opposite sides of his throne.

On a pedestal in his chamber is a massive spellbook that contains all listed all known arcane spells. The spellbook is magical and contains an unlimited number of pages.

The Forbidden Caverns of Archaia: Time Tracker

Referee's are encouraged to use the following wheel to mark time and manage checks while players are exploring underground.

The numbers on the outer edge of the wheel represent turns (or 10 minutes of game time). Note that each time the players stop to inspect something, search, or deliberate etc, that constitutes 1 turn.

The swords on the outer circle signify random monster checks which should be rolled at the beginning of every other turn (starting at the beginning of turn two).

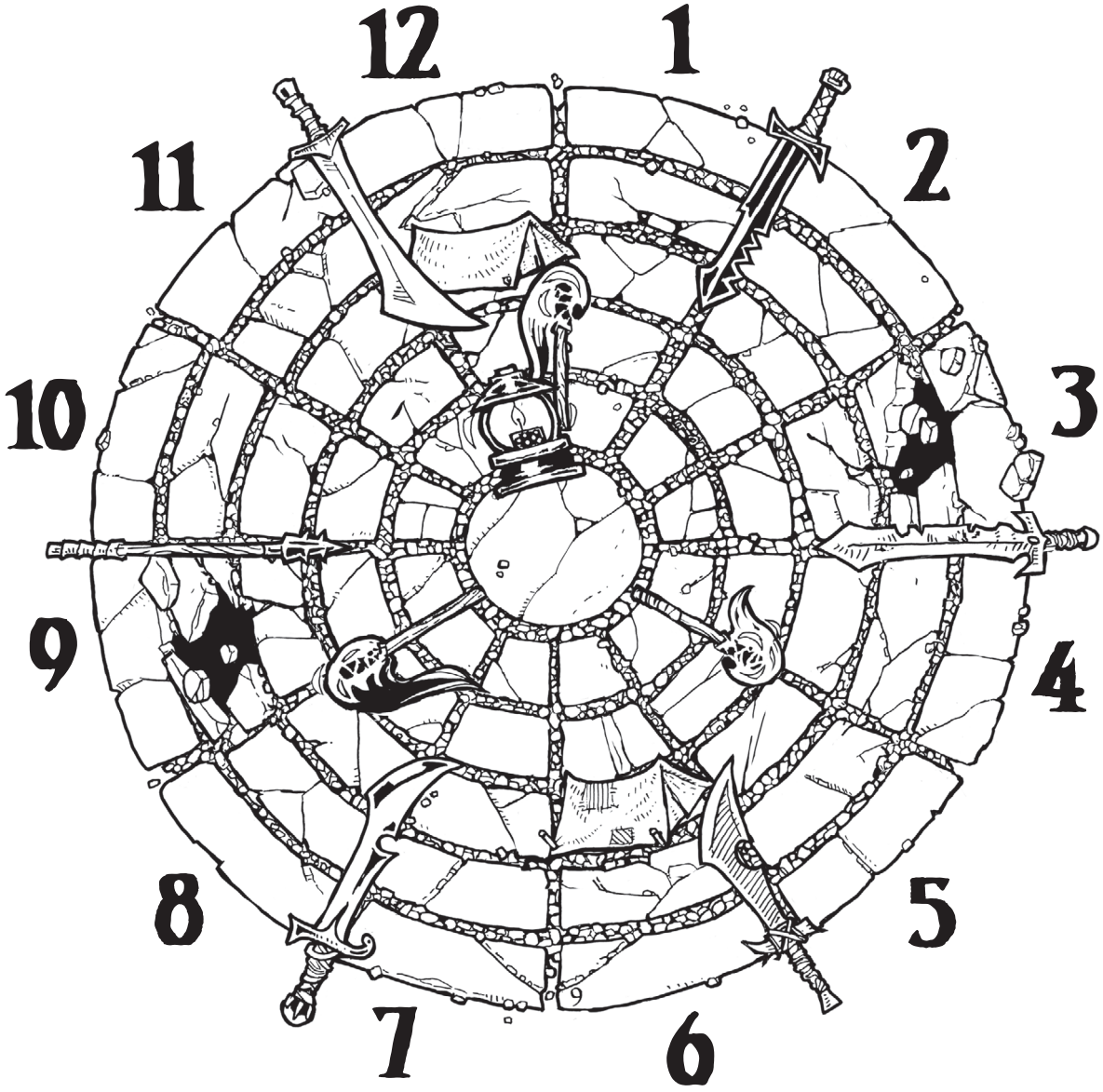
The next represents random cave-ins and collpases that are a key feature of The Forbidden Caverns of Archaia. These take place on a 1–2 on d6 and are checked every six turns (beginning on turn #3).

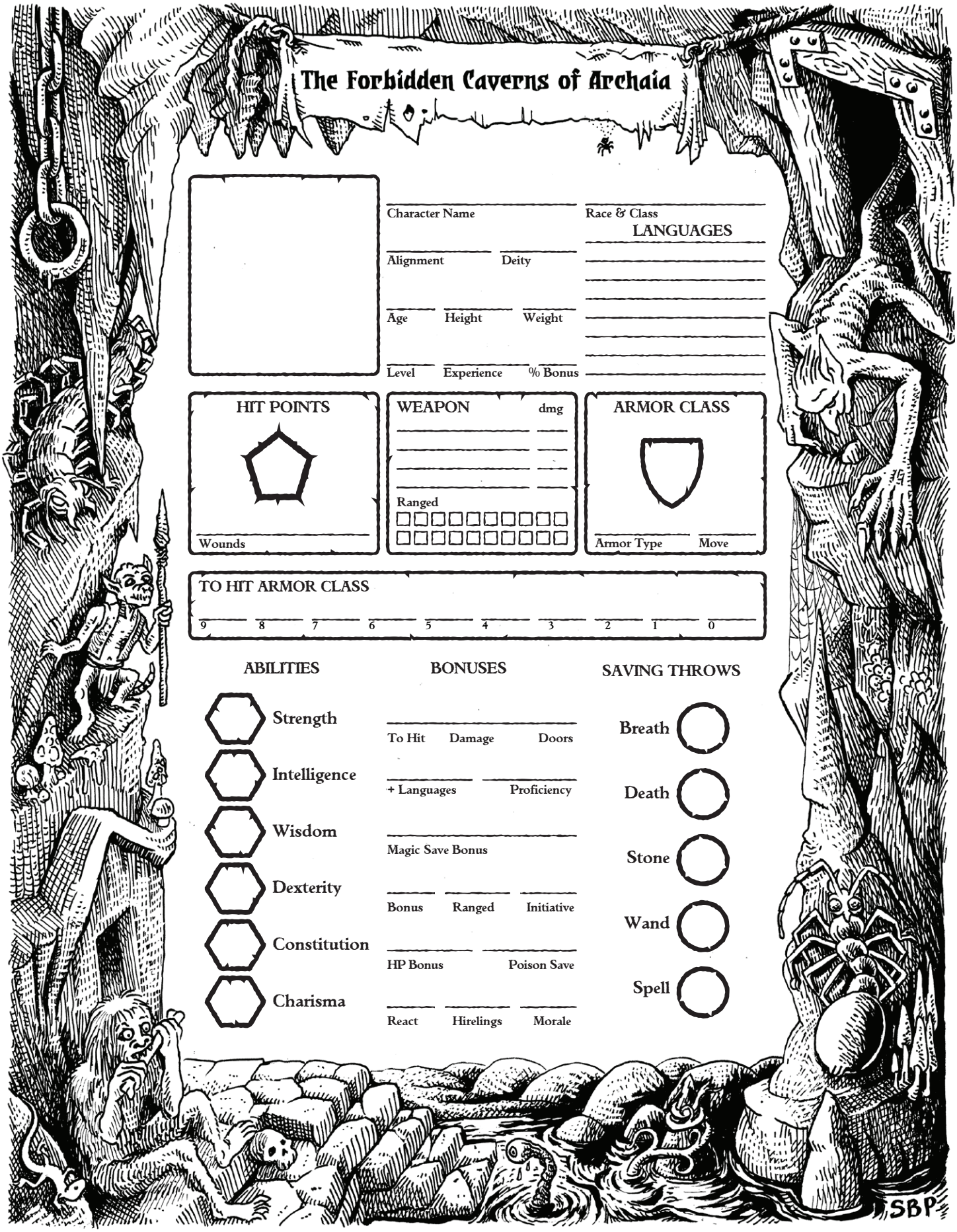
The tent represents a rest of one turn. PCs in armour must rest at the end of every five turns (specifically turn #6 and #12).

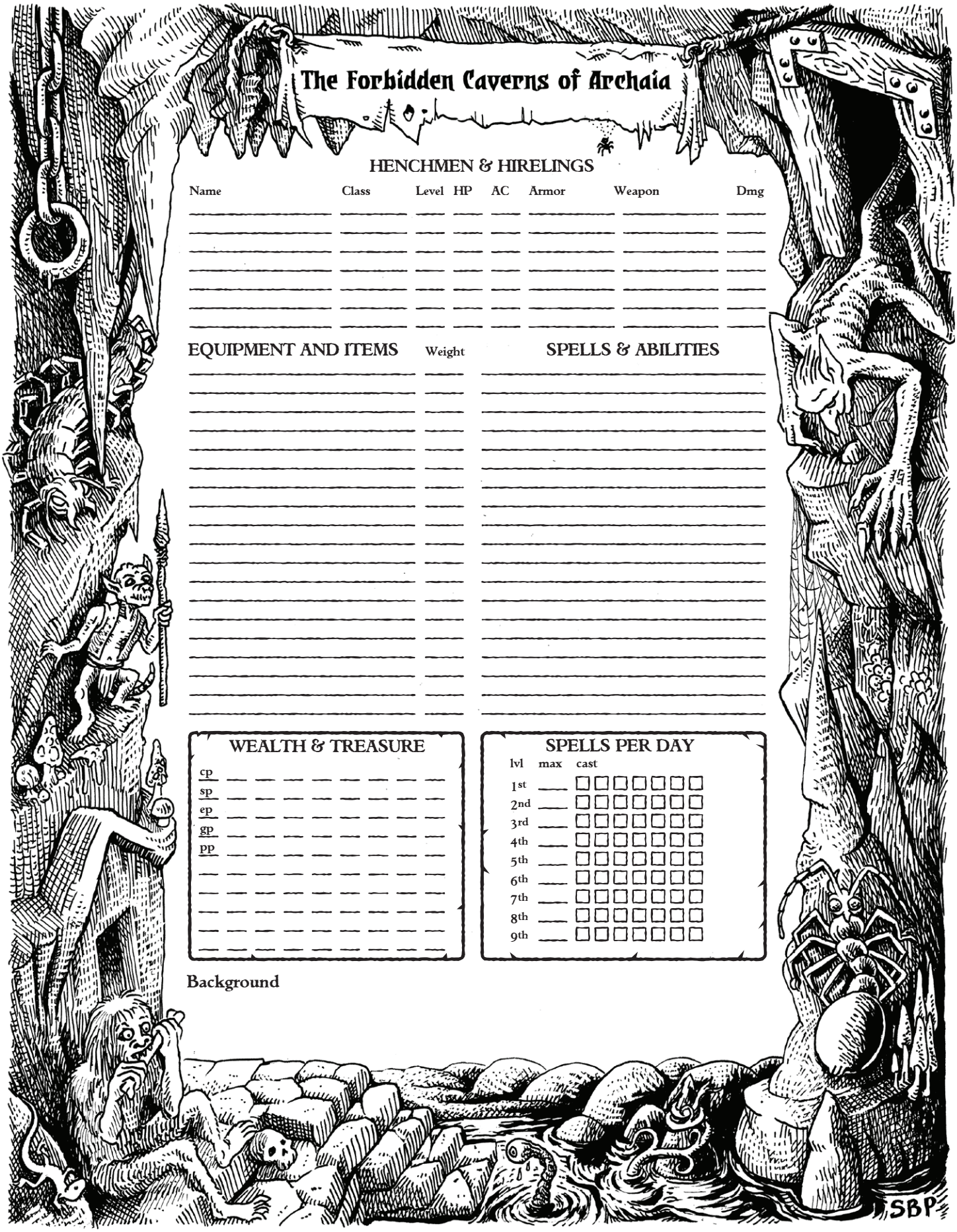
Torches last four turns. New torches must be lit at the beginning of turns #4, #8, and #12.

Finally, lanterns last twelve rounds or two hours.

Referee's can either use dice or create a pinwheel to mark the passage of time.




The Forbidden Caverns of Archaia
Character Name
Race & Class
LANGUAGES
Alignment
Deity
Age
Height
Weight
Level
Experience
% Bonus
HIT POINTS
Wounds
WEAPON
dmg
Ranged
ARMOR CLASS
Armor Type
Move
TO HIT ARMOR CLASS
9 8 7 6 5 4 3 2 1 0
ABILITIES
Strength
Intelligence
Wisdom
Dexterity
Constitution
Charisma
BONUSES
To Hit
Damage
Doors
+ Languages
Proficiency
Magic Save Bonus
Bonus
Ranged
Initiative
HP Bonus
Poison Save
React
Hirelings
Morale
SAVING THROWS
Breath
Death
Stone
Wand
Spell
SBP



HENCHMEN & HIRELINGS

Name	Class	Level	HP	AC	Armor	Weapon	Dmg

EQUIPMENT AND ITEMS

	Weight

SPELLS & ABILITIES

WEALTH & TREASURE

cp								
sp								
ep								
gp								
pp								

SPELLS PER DAY

lvl	max	cast
1st		☐☐☐☐☐☐☐
2nd		☐☐☐☐☐☐☐
3rd		☐☐☐☐☐☐☐
4th		☐☐☐☐☐☐☐
5th		☐☐☐☐☐☐☐
6th		☐☐☐☐☐☐☐
7th		☐☐☐☐☐☐☐
8th		☐☐☐☐☐☐☐
9th		☐☐☐☐☐☐☐

Background

Bowku's Beetle Armour

Bowku's Beetle Armour is a set of exquisite *Ebon Platemail +3* and helm of Archaian craftsmanship. The armour provides four unique abilities and may only be worn by a fighter or a paladin. First, the armour is immune to normal missiles. Second, the armour is equipped with wings that allow limited flight of up to 30 feet at a time. Third, the armour is also equipped with a second set of arms below the main arms. These allow the use of four single hand weapons, two two-handed weapons, or two ranged weapons. These attacks do not stack with multiple attacks per round for high-level fighters and paladins. Finally, the wearer may assume the form of a giant flying beetle (approximately 7 feet long with 5 foot long mandibles) once per day for 2 turns. The giant beetle retains the hit points of the wearer and possesses the following abilities and statistics: Move: 50, Bore: 20, Fly: 30, AC: 3, #AT: 3 (bite and horns), DMG: 4d4/1d10/1d10, and six legs (four from the armour and the wearer's own legs).

Ekintzart's Eldritch Scroll Tube

This strange item looks like an ornate carved bone scroll tube. The tube can hold up to ten scrolls of any size. When grasped the bearer need only think of the one desired and the tube will provide the appropriate scroll. When the command word is spoken (Ekintzart, written on a scroll inside), the tube will elongate and function as a quarterstaff +1. When found, there is a 20% chance of the tube holding a first level magic-user or clerical scroll with 1d4+1 random spells and a 10% chance of a random ward scroll).

Grabthar's Gauntlets of Power

These metal gloves of dwarven manufacture appear like gauntlets worn with platemail armour. The wearer of these metal gauntlets is imbued with 18 Strength. When attacking with a melee weapon, or a hurled weapon, the wearer strikes at +3 to hit and +7 to damage. Both gauntlets must be worn at the same time for their magic to function. They may also allow the wearer to carry 100 extra pounds of additional weight. The gauntlets may only be worn by a fighter, ranger, paladin, or cleric.

The gauntlets are marked with Grabthar's rune, an eye within a diamond. His prowess on the battlefield was equally matched by his ability as a weaponsmith. Most dwarves would recognize his mark immediately (75%). The runes glow a pale blue when the bearer is in possession of both the gauntlets and the hammer.



Grabthar's Hammer

This dwarven hammer has a round cylindrical head decorated with dwarven runes and a thick, beaded wooden shaft. Under normal circumstances, the hammer functions as simple +1 magical weapon that strikes for 1d6 points of damage.

However, when combined the *Grabthar's Gauntlets of Power* its true nature is revealed. The hammer strikes for 1d10 points of damage and is +2 to hit and +3 to damage. This damage stacks with the bonuses provided by *Grabthar's Gauntlets of Power* (for a total attack and damage bonus of +5/+10) and any bonuses from Strength. In addition, the hammer can be thrown up to 60 feet and return to the wielder in the same round.

The hammer is marked with Grabthar's rune, an eye within a diamond. His prowess on the battlefield was equally matched by his ability as a weaponsmith. Most dwarves would recognize his mark immediately (75%). The runes glow a pale blue when the bearer is in possession of both the gauntlets and the hammer.

Ioun Stones

Ioun stones are small crystals that float in a circle around the head of the bearer. 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, for example), but he loses the benefits of the stone during that time. Ioun stones have AC –4 and 10 hp. There is a 10% chance that any stone found is gray, burned out, and worthless.

Ioun Stones

Colour	Shape	Effect
Clear	Ellipsoid	+5 Magic Points (See Archomancy)
Light Green	Sphere	+1 First Level spell/day
Medium Green	Sphere	+1 Second Level spell/day
Dark Green	Sphere	+1 Third Level spell/day
Light Blue	Prism	*Cure Light Wounds* (self, once/day)
Dark Blue	Prism	*Cure Serious Wounds* (self, once/day)
Pews	Spindle	*Read Languages*

Long Point Dagger

The Long Point Dagger functions similar to a magical dagger (varying from +1 to +5) in all respects. However, the Long Point Dagger can act as a reach weapon and allow the bearer to attack the second rank of an enemy.

Mystic Jewel of Koweewah

The *Mystic Jewel of Koweewah* is an exquisite, hand-sized ruby. The jewel possesses a fragment of the consciousness of an Archaian magic-user named Koweewah. The jewel has a neutral alignment, an intelligence of 9, and the ability to commune with its bearer (Ancient Archaian). It possesses a psyche of 11 and willpower of 20. By gazing deeply into the ruby the bearer may draw upon its powers. The Jewel functions as a *Gem of True Seeing*, a *Medallion of Thoughts* (60 Feet), and a *Wand of Wonder*. It can also detect gemstones within 30 feet.

The jewel will only commune with a magic-user, illusionist, cleric, or druid. The jewel has the capacity to learn languages and teach Ancient Archaian instantly to its bearer (subject to a successful Intelligence check. Intelligence bonus applies). If this check fails it will take 4–8 weeks of devoted study to learn Ancient Archaian from Koweewah. If the jewel can communicate with its bearer, it will also teach a magic-user or illusionist (fifth level or higher) the fundamental precepts and techniques of Archomancy (see Archomancy: The Archaian Magic System). Learning Archomancy, like Ancient Archaian, is subject to the same process outlined above.

Nesting Golems

Nesting Golems appear as a unique set of 1d4+2 roughhewn nesting dolls. A *Nesting Golem* is activated by separating one doll from the rest, placing it on the ground, and speaking the command word. The doll will grow into a golem of the size listed below and will do the bidding of its bearer until destroyed. Use the following chart to determine the height, hit dice, and damage of each individual nesting golem in the set rolled:

Nesting Golems

1d6	Height	Hit Dice	AC	Attacks and Damage
6	8 feet	6 (30hp)	2	2d6/2d6
5	7 feet	5 (25hp)	3	1d10/1d10
4	6 feet	4 (20hp)	4	1d8/1d8
3	5 feet	3 (15hp)	5	1d6/1d6
2	4 feet	2 (10hp)	6	1d4+1/1d4+1
1	3 feet	1 (5hp)	7	1d4/1d4

Example: A party finds a set of three nesting golems (1d6). The first is five feet tall, has 3 Hit Dice, AC 5, and attacks twice per round (1d6/1d6 damage). This golem is destroyed in its first combat. During the next encounter, the party chooses to use the second golem. This one is four feet tall, has 2 HD, AC 6, and strikes for (1d4+1/1d4+1). The second doll is also destroyed in its first combat. That leaves one doll remaining (three feet tall, 1 HD, AC 7, 1d4/1d4).

Sferenop's Shimmering Sea Shell

Sferenop's Shimmering Sea Shell functions similar to a *Rod of Absorption*. The shell absorbs a total of twelve spell levels before breaking and losing its magical properties. The shell can also be held to a door and increase the bearer's chance to hear noise by an additional 2 on a d6.



The Hengegates and Keystaffs of Ancient Archaia

Introduction

During the Golden Age of Archaia, the Archaians created a system of magical henges to serve as teleportation gates across the realm now known as The Northern Reaches. The Archaians used magical *Keystaffs* to operate and control the gates. These *Keystaffs*, when activated in the center of a Hengegate, teleport those within the circle to a specific destination gate.

After the Great Cataclysm, knowledge of the Archaian Hengegate system was lost. The *Keystaffs* were largely destroyed or scattered. However, fragments of knowledge may be found carved in bas-relief or written down on ancient scrolls hidden in the sunken city.

Kelda of the Seven-Stars, the Grand Magus of Arcantryl, and **Muirron the Magician** in Eastdale, have pieced together some legends surrounding the hengegates and will pay from 100 to 1,000gp for new information related to henge magic. They know the hengegates possess strong magical enchantments but do not know of their teleportation capability yet.



Archaian Keystaffs

A complete Archaian Keystaff consists of the following items:

1. *Ebon Staff*
2. *Ring of Embarkation*
3. *Ring of Destination*
4. Power Ring: *Volcanic Conflagration, Icy Glaciate, or Archomancy*
5. *Headpiece*: See below

Note: Only a complete *Keystaff* can activate and allow teleportation between Hengegates. Each of these items will radiate a powerful magical aura, if detected.

The Ancient Archaians would assemble and dissemble the parts as required, to alter the eldritch functionality and to transport to specific henges. *Keystaffs* are typically found in scattered parts.

Only magic-users or illusionists may use an *Archaian Keystaff*.

The Ebon Staff

The main body of an *Archaian Keystaff* is a smooth, black, cylindrical metal pole approximately 6 feet in length and 1 inch in diameter. An *Ebon Staff* has three circular indentations at the top of the staff to seat the three rings into position, and a triangular slot on the top which is designed to hold a headpiece. The staff also has a silver cap on the bottom end.

Without any rings or headpiece attached, an *Ebon Staff* may be used as a +1 magical weapon (1d6). The staff weighs 12 pounds.

Runic Rings

Archaian Keystaffs grow in power subject to rings it bears:

An *Ebon Staff* with a *Ring of Embarkation* advances to a +2 magic weapon and may cast *Magic Missile, Light*, and *Knock* once per day. These spells are cast at fourth level of magic use. Magic-users must be able to cast spells of the appropriate level to use these enchantments.

An *Ebon Staff* with a *Ring of Embarkation* and *Ring of Destination* advances to a +3 magic weapon may cast *Magic Missile, Light, Knock, Detect Invisibility, Ray of Enfeeblement,* and *Protection from Normal Missiles*. These spells are cast at fifth level of magic use. Magic-users must be able to cast spells of the appropriate level to use these enchantments.

An *Ebon Staff* with a *Ring of Embarkation*, a *Ring of Destination*, and a *Power Ring* (see below) is subject to the custom magic of the third ring.

Each ring provides options in the operation of a Hengegate. Rings can be turned to a different rune, removed, and replaced, as needed, on the *Keystaff* (use the *Archaian Keystaff Worksheet* to keep track). However, Rings must be placed on the staff in the following order:

1. *Embarkation*
2. *Destination*
3. *Power Ring*

The top of the staff has an indented space for three rings outlined above. There is also a small central indicator arrow on the staff just below the indentations for the rings. If the arrow is aligned with a rune on a ring, the ring will faintly illuminate a pale green. Each ring can have multiple runes. A single rune must be aligned with the indicator arrow on the *Ebon Staff* or the magic will fail to initialize.

Reminder: Only a complete *Keystaff* consisting of a R*ing of Embarkation*, a *Ring of Destination*, and a third *Power Ring*, as well as a *Headpiece*, can activate a Hengegate.

Runic Ring Types

Ring of Embarkation

Purpose: A *Ring of Embarkation* establishes the Hengegate point of origin for teleportation. Each unique Hengegate has its own rune carved into one of its standing stones. A *Ring of Embarkation* contains three location runes.

Note that some Hengegate points of origin have been destroyed or have not been accessible since The Cataclysm. Destroyed locations, called broken runes, simply fail to operate if selected.

These rings are made of Archinium and are worth 800gp.

Ring of Destination

Purpose: A *Ring of Destination* establishes the Hengegate point of destination. Each Hengegate has its own rune carved into one of its standing stones. A *Ring of Destination* contains three location runes.

Note that some Hengegate points of destination have been destroyed or have not been accessible since The Cataclysm. Destroyed locations, called broken runes, simply fail to operate if selected.

These rings are made of Platinum and are worth 500gp.

Activating Hengegates

Hengegates may only be activated using a fully constructed *Keystaff* consisting of an *Ebon Staff*, a *Ring of Embarkation*, a *Ring of Destination*, a *Ring of Power* and a *Headpiece*.

The correct procedure for activating a Hengegate is as follows:

1. With the *Ring of Embarkation*, align the Location Rune that matches the one on the current Henge.

2. With the *Ring of Destination* align the Location Rune to match the rune of the intended destination Henge.

3. Stand in the center of a Hengegate.

When the bearer of the staff stands in the center, all current occupants within the Hengegate dais, along with all their possessions will then be teleported to the location indicated by the *Ring of Destination*.

It is suggested that the players use the Keystaff Worksheet and rune counters to help keep track of the status of their Keystaff.

Location Runes

Each Hengegate has its own, unique location rune carved into one of its standing stones. Not all henge locations are marked on all rings. Also note that some Hengegates have been destroyed or have not been accessible since The Cataclysm. Destroyed locations, called broken runes, simply fail to operate if selected.

Location Runes

Rune	Destination
HG1	Dragon's Teeth Henge (The Forbidden Zone)
HG2	Southwestern Gate (Archaia)
HG3	Southeastern Gate (Archaia)
HG4	The Great Henge (Archaia)
HG5	Northern Gate (Archaia)
HG6	Hell-Fire Furnace
HG7	Darkwood Forest (Location Unknown)
HG8	The Secret Shrine of Zorgon (Duchy of Aerik)
HG9	Barrowmaze (#11 The Standing Stone of the Chosen)

Power Rings

As well as the *Rings of Embarkation* and *Destination*, which are for the primary function of teleportation between Hengegates, a third type of ring must be placed on a *Keystaff* to unlock the teleportation magic of the Hengegates.

Important note: This magic of the *Power Rings* can only be accessed in conjunction with an *Ebon Staff, Ring of Embarkation*, and a *Ring of Destination*. Their power cannot be used without these components. A Headpiece is not necessary to invoke the enchantments of a *Power Ring*. Only one *Power Ring* may be used on a *Keystaff*. *Power Rings* radiate an intense magical aura, if detected.

Ring of Volcanic Conflagration

An *Ebon Staff* with a *Ring of Embarkation*, a *Ring of Destination*, and the *Ring of Volcanic Conflagration* advances to a +4 magic weapon and may cast *Magic Missile, Light, Knock, Detect Invisibility, Ray of Enfeeblement, Protection from Normal Missiles*, as well as *Burning Hands, Fireball*, and *Flame Arrow*. These spells are cast at sixth level of magic use. Magic-users must be able to cast spells of the appropriate level to use these powers. In addition, with this ring attached the *Ebon Staff* will also function as a *Wand of Fiery Burning* (see Barrowmaze Complete) once per day.

This ring contains a single rune (fire).

Ring of Icy Glaciate

An *Ebon Staff* with a *Ring of Embarkation* and *Ring of Destination*, and a *Ring of Icy Glaciate* advances to a +4 magic weapon may cast *Magic Missile, Light, Knock, Detect Invisibility, Ray of Enfeeblement, Protection from Normal Missiles*, as well as *Hold Person, Ice Storm, Cone of Cold*. These spells are cast at seventh level of magic use. Magic-users must be able to cast spells of the appropriate level to use these powers.

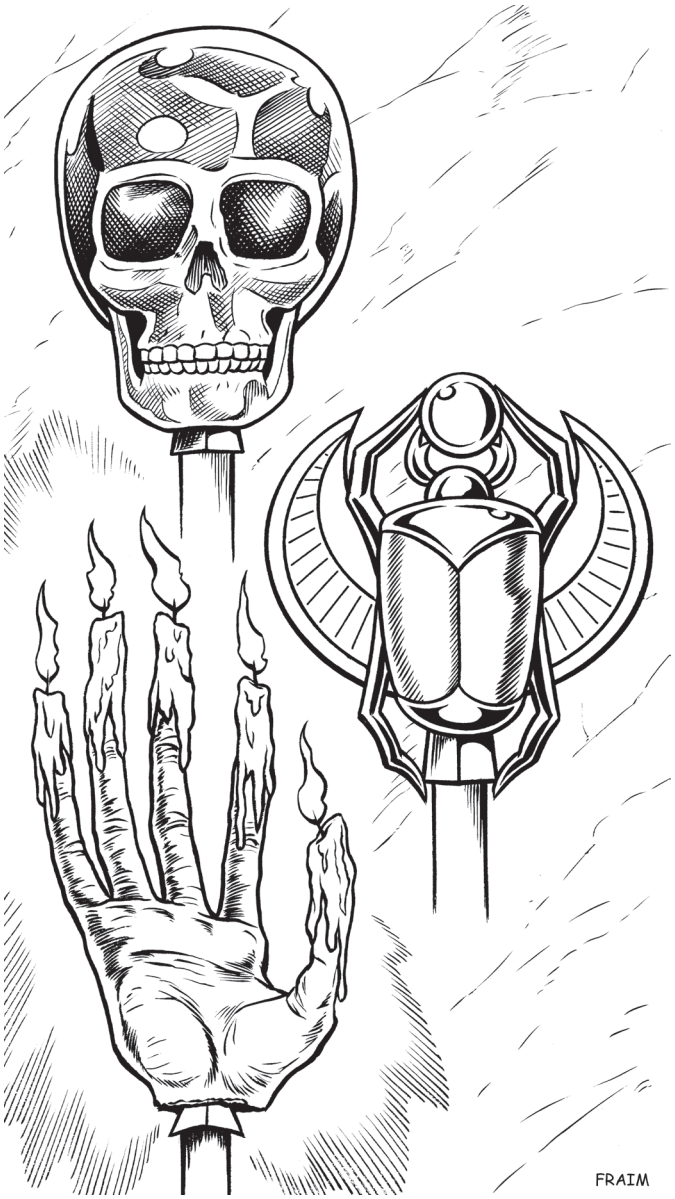
This ring contains a single rune (ice).

Ring of Archomancy

This ring contains a single rune (Archons of the Trium).

This ring adds 10 spell points to the total spell points of an Archomancer.

These rings are made of Archinium and worth 2,000gp.



Keystaff Headpieces

Keystaff Headpieces vary in shape, size, and material, and eldritch functionality. However, they all share a triangular insertion stem that fits into the top of an *Ebon Staff*.

The magical properties of a headpiece can only be accessed when used in conjunction with a complete *Keystaff* (*Ebon Staff*, a *Ring of Embarkation*, a *Ring of Destination*, and a *Power Ring*).

Each *Headpiece* contains a certain number of charges. Once all the charges have been used, the *Headpiece* loses its magical abilities.

Headpiece of the Black Crystal Skull

An exquisitely carved Archon skull of pale rose crystal.

Value: 1,000gp

Primary Property: When attached to an *Ebon Staff*, the *Crystal Skull Headpiece* may control undead as per an evil cleric of the same level once per day. Note that undead are drawn to attack the bearer of this headpiece.

The *Crystal Skull Headpiece* activates a Hengegate once per week. It has 16 teleportation charges remaining.

Headpiece of the Broken Scarab

A jade and gold scarab holding a single pearl.

Value: 1,000gp

Primary Property: The *Headpiece of the Broken Scarab* allows the bearer to summon giant insects once per day as per the spell *Summon Monster II* at seventh level of magic use.

The *Broken Scarab Headpiece* opens a Hengegate twice per week. It has 13 teleportation charges remaining.

Headpiece of the Hand

The *Headpiece of the Hand* looks like petrified Archaian hand with candles on each finger that shine with an eerie blue glow.

Value: 1,000GP

Primary Property: The *Headpiece* provides the bearer an additional 5 spell points (see Archomancy) and allows the bearer to cast *Sleep* once per day.

The *Headpiece of the Hand* opens a Hengegate once per day. It has 10 teleportation charges remaining

Headpiece of Gozor

A marble sculpted head of a boyishly beautiful, short haired woman.

Value: 500gp

Primary Property: The *Headpiece of Gozor* allows the bearer to polymorph into a Hell Hound of maximum hit dice for 1 turn per level of the caster, or summon 1d3 Hell Hounds of maximum hit dice. Note that the Hell Hounds may (10%) attack the caster when summoned.

The *Gozarian Headpiece* opens a Hengegate twice per day. It has 8 teleportation charges remaining.

Headpiece of the Illuminated Oracle

A ruby set within an eye within a golden triangle.

Value: 600gp

Primary Property: When attached, the eye within the *Headpiece of the Illuminated Oracle* glows blue and provides *True Sight* (as per a *Gem of True Seeing*) to the bearer. However, if used the Archons will become aware of the bearer's location as per an *Amulet of Inescapable Location* for as long as the headpiece remains attached.

The *Oracle Headpiece* opens a Hengegate twice per day. It has 8 teleportation charges remaining.

Headpiece of the Twin Serpents

Two brass serpents with green emerald eyes.

Value: 600gp

Property: When The *Headpiece of the Twin Serpents* is used to teleport, all those passing through the Hengegate are healed as per a *Heal* spell.

The *Headpiece of the Twin Serpents* opens a Hengegate once per day. It has 5 teleportation charges remaining.

Headpiece of the Cursed Incantation

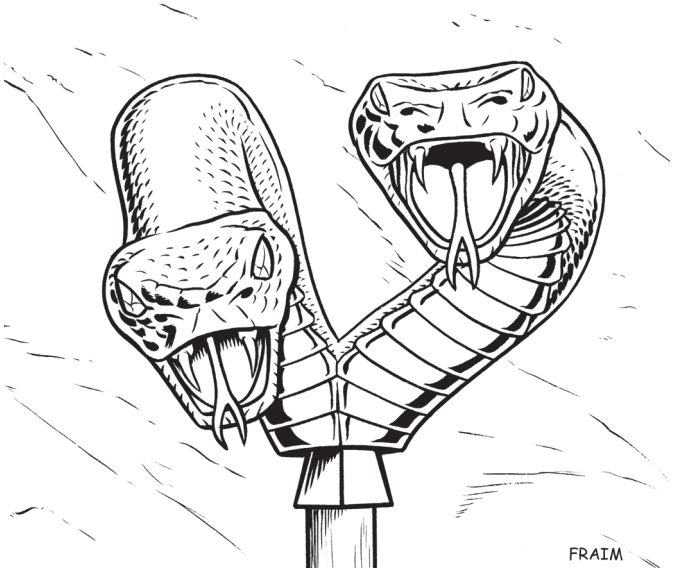
Property: When attached to a *Keystaff* and used to open a Hengegate, all creatures passing though must make a saving throw versus Spell or be subject to the effects of *Cause Disease*.

The *Headpiece of the Cursed Incantation* opens a Hengegate twice per day. It has 10 teleportation charges remaining.

Headpiece of the Blood Matrix

A simple large ruby suspended a web within a circle of gold.

Value: 700gp



Property: This *headpiece* only initializes if the bearer smears the ruby with 1d6 hit points of their own blood. When appetized, the ruby will begin to glow a brilliant red and functions as a *Staff +2 Nine Lives Stealer* for the duration of a single combat once per week.

The *Headpiece of the Blood Matrix* opens a Hengegate per day. It has 6 teleportation charges remaining.

Headpiece of Immediate Distant Insubstantiation

A forked end-piece made of crystal.

Value: 800gp

Primary Property: The *Headpiece of Immediate Distant Insubstantiation* unleashes a beam of magical energy that, upon striking an enemy, will teleport a single target to a Hengegate of the bearer's choosing. The target is allowed a save versus Spell to resist the teleportation. This ability can be used once per day on a single man-sized target.

The *Headpiece* opens a Hengegate per day. It has 5 teleportation charges remaining.

The Burial Headpiece of the Ancients

A broad circle of Archinium engraved with an Archaian Arch

Value: 2,000gp

Primary Property: The *Burial Headpiece of the Ancients* allows the bearer of the staff to open the Burial Vault of the Ancient Archaians located at O on the Forbidden Caverns of Archaia Hex Map. The staff also translates the language of the bearer to Ancient Archaian and translates Ancient Archaian into the bearer's language when held.

The *headpiece* opens a Hengegate per day. It has 5 teleportation charges remaining.

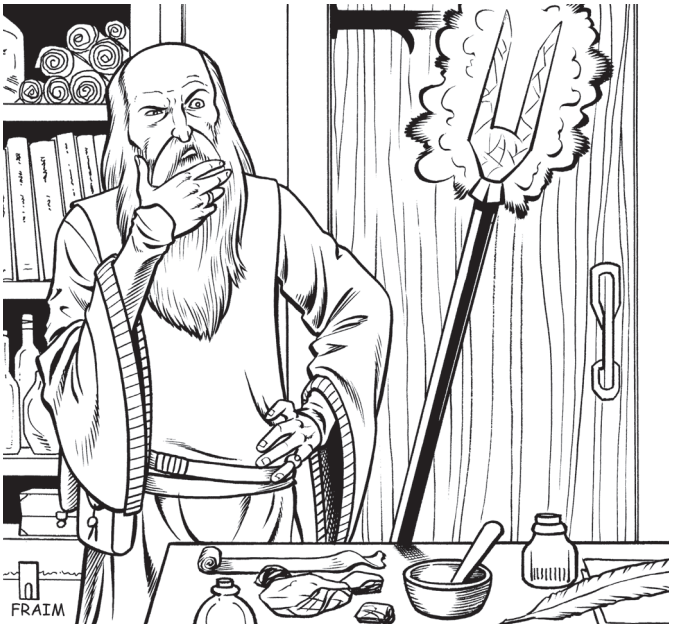
Keystaffs: Secondary Uses

Keystaffs have a number of secondary uses:

A fully assembled *Keystaff* (Rings: *Embarkation, Origin,* and *Power*, and a *Headpiece*) held above a copper bowl filled with the materials listed below will perform a number of minor dweomers. The Archaians constructed stone statues, or extensions of standing stones, with cupped hands (or hands holding a bowl) at each Hengegate:

Keystaff Secondary Use	
Material	Effect
Water	An image of the target destination can be seen on the surface
Milk	Sound projected to and from the target henge
Sand	Small hand-sized items placed on top of sand will be teleported to destination
Iron filings	Staff will point towards set destination
Wood chips	Start fire
Blood	Magic cast into bowl will arrive at set destination
Oil	The statue will come to life (Greater Archaian Sentinel)
Soil	A small (under 1 HD) creature will return to life

Alongside these peculiar effects, holding a completed *Keystaff* over a bowl filled with one of these material may (15%) add one charge to the item. The Hengegate magic works as an interconnected system and thus this can only be attempted with one *Headpiece*, at a single location, once per day.



Crossing the Streams

If a character attempts to carry more than one fully-assembled *Keystaff* through a Hengegate roll 1d10.

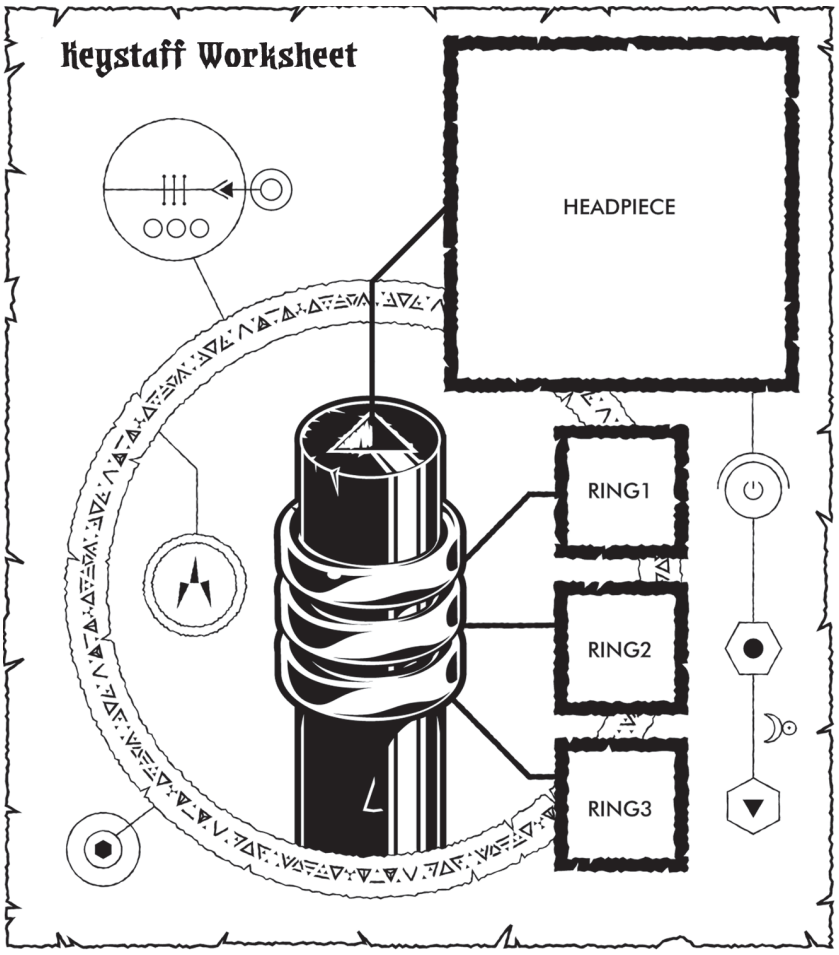
Crossing the Streams: Random Effects	
1	Nothing Happens
2	Only beings pass through, all inanimate objects remain
3	Alignment change (Random)
4	Teleported to in front of an Archon (roll 1d3, see entry for Archons)
5	Transported to a random Hengegate
6	An angry Balor demon is summoned
7	Transported to a random wilderness hex (see Region Map)
8	Transported to a random dungeon location in Archaia (1–75)
9	A twisted mound of petrified flesh, organs, and 1d6 gemstones appears
10	Take 1d6 damage per level

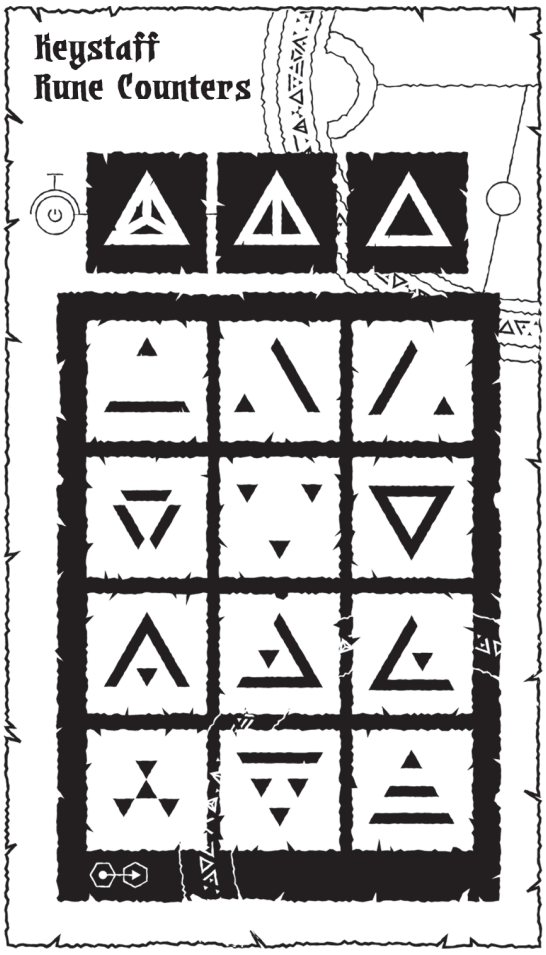
A second dissembled *Keystaff* can be transported through a Hengegate normally.

Random Keystaff Hints

Hints may be gleaned by a sage or by examining an ancient Hengegate scroll or bas-relief:

Random Keystaff Hints	
1	Runes on the rings must be aligned with the indicator arrow
2	Each Hengegate has a unique symbol
3	The henges are gateways of some kind
4	Keystaff needs 3 rings, a staff and a headpiece to function
5	Some rings are about points of origin (1–3)/others destination (4–6)
6	The statues near the Hengegates have magical properties
7	The rings must be placed in order (Embarkation, Destination, Power)
8	A completed staff will activate the henge if placed in the centre
9	The exact operation of a single ring rune
10	The property of a random headpiece





Referee's Keystaff Rune Guide

LOCATION RUNES

HG1	Dragon's Teeth Henge (The Forbidden Zone)
HG2	Southwestern Gate (Archaia)
HG3	Southeastern Gate (Archaia)
HG4	The Great Henge (Archaia)
HG5	Northern Gate (Archaia)
HG6	Hell-Fire Furnace
HG7	Darkwood Forest (Location Unknown)
HG8	The Secret Shrine of Zorgon (Duchy of Aerik)
HG9	Barrowmaze (#11 The Standing Stone of the Chosen)

POWER RUNES

Trium	Power Ring of Archomancy
Ice	Power Ring of Icy Glaciate
Fire	Power Ring of Volcanic Conflagration

BROKEN RUNES
(no teleport location)

KEYSTAFF RING SEQUENCE

RING1	Ring of Embarkation
RING2	Ring of Destination
RING3	Power Ring

Animate Plant-Based Dead

Level: 3 (Cleric of Impurax)
Duration: Special
Range: 60 feet

This spell allows the caster to call upon plant-matter (grasses, vines, funguses, roots, molds, etc) to grow within and animate skeletons and corpses within the range of the spell. These animated dead are plant-based. They are not considered undead and cannot be turned by clerics. They will obey the caster until they are destroyed, the caster is killed, or they are dispelled by *Dispel Magic*. The spell animates 1 hit die for every level of the caster. For example, a fifth level cleric would raise five skeletons (1 HD each) or two zombies (2 HD each) and one skeleton (1 HD), etc. The skeletons and zombies animated have the same hit dice, armor class, and movement rates as their undead counterparts. However, because they are plant-based they take double damage from cold-based attacks.

Aztazibar's Acrid Finger

Level: 1 (Magic-User)
Duration: 1 round per level
Range: Special

By means of this spell a single gout of green acid projects from the index finger of the caster. The jet of acid causes 1d4+1 points of acid damage per round. *Aztazibar's Acrid Finger* automatically strikes a target if the range is within 20 feet. However, if the target is beyond 20 feet s/he must make a successful ranged attack roll. If the caster is beyond first level, s/he may choose to target different opponents in different rounds, but the above issue regarding range still applies. The caster must have an unobstructed line of sight to the target. Anything or anyone that obstructs the arc of the stream takes immediate damage. The caster must maintain concentration throughout the duration of the spell and may perform no other actions.



Demambala's Sepulchral Soup

Level: 3 (Magic-User)
Duration: 3 turns
Range: 1 Target

By means of this spell, the magic-user creates a disgusting broth made from the bones of animated skeletons and wight flesh. By consuming *Demambala's Sepulchral Soup,* the imbiber will become immune to a single level drain attack from all undead up to, and including, a vampire. However, drinking the soup is a difficult task, even for the most ardent of brawny adventurers. After drinking the soup the imbiber must make a Constitution check or vomit profusely for 1d4 rounds plus 1 round for each level of the caster. Vomiting indicates spell failure.

Filangee's Sycophantic Praise

Level: 1 (Magic-User)
Duration: Special
Range: Line of sight

Through this spell a magic-user bombards a single monstrous humanoid with effusive and obsequious flattery. The effect of the spell is akin to a *Charm Person*, insofar as the target will view the caster as a trusted friend and ally if a save versus Spell is failed (–2). The spell does not enable the caster to control the charmed person as if it was an automaton, but it perceives the caster's words and actions in the most favorable way. The subject can be given orders, but actions it would not ordinarily do based on its nature or alignment may be abstained from. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the caster, or his compatriots, which threatens the target will break the spell. The caster must speak the person's language to communicate commands, or else be good at pantomiming.

The spell differs from *Charm Person* in terms of its duration. In order for the spell to remain in effect the caster must offer continuous (and sickening) flattering every other turn the target is awake or the spell will fail. The spell affects creatures up to and including five hit dice.

Fistfang

Level: 1 (Cleric of Impurax)
Duration: 2 rounds/level
Range: N/A

By means of this spell, a cleric of Impurax summons a fanged maw that increases damage upon a successful to hit roll in combat. The cleric can either summon the *Fistfang* onto his fist (1d4) or onto the end of a club, hammer,

or mace (1d6). In either case, the cleric scores an additional +2 damage as the fanged maw bites into flesh.

Fungus Shape

Level: 3 (Cleric of Impurax)
Duration: 6 turns, +1 turn per level
Range: 0

By means of this spell, the caster is able to assume the form of a large mushroom or a patch of mix-coloured mold. The closest inspection cannot reveal that the fungus/mold in question is a magically concealed humanoid. To all normal tests the caster is a fungus or mold. While in fungal form, the caster can observe all that transpires around him. All clothing and gear carried or worn also changes. The caster may end the spell at any time, and may attack or undertake other normal actions the same round the spell is dismissed.

Gartzee's Incredulous Apostate

Level: 2 (Magic-User/Illusionist)
Duration: 1 round per level
Range: 1 Cleric, Druid, or Shaman

Through this spell a magic-user or illusionist can incite a cleric, druid, or shaman into a fit of religious self-doubt and heresy. Unless a save versus Spell is successful, the target of the spell will emit a torrent of heretical sacrilege, blasphemy, and profanities. The target will be conscious of the blasphemies, but will be unable to make them stop for the duration of the spell.

If cast on a cleric, druid, or shaman, within a group of religious spell-casters, they all must make a save versus Spell or be bewildered by the *Incredulous Apostate* for a single round. For each level beyond third, the target receives a +1 on the saving throw.



Mazakala's Imperfect Panic

Level: 1 (Magic-User/Illusionist)
Duration: 1d6 rounds/+1 per level of caster
Range: 40 feet

By means of this spell the caster inspires panic in 2d4 (+1 per level) humanoid creatures of no greater than two hit dice (saving throw versus Spell for no effect). The result of Mazakala's Imperfect Panic is subject to the random table below:

	Spell Effect*
1	Screams and runs in a random direction
2	Begins sobbing uncontrollably
3	Attacks nearest humanoid
4	Begins vomiting loudly
5	Assumes fetal position and rocks back and forth
6	Referee's Choice

*Rolled by Referee

Affected creatures can take no other action for the duration of the spell.

Mikda-Err's Practical Tilt

Level: 2 (Magic-User/Illusionist)
Duration: 1 Round
Range: See Below

Through this spell the magic-user may target 1 human-sized or smaller creature in sight (normally an advancing enemy) and plant a suggestion that the floor has tilted. The target is allowed a save versus Spell for no effect. Failure indicates that the target has fallen and will require a round to get off the floor and resume their attack. For each level after the first, the magic-user may affect an additional target (2 at second level, 3 at third, and so on). Alternatively, the magic-user or illusionist may impose a penalty of –1 on the save instead of affecting a second target. Thus, a third level caster could affect three creatures, one creature at –2, or two at –1.

Mold to Moldmen

Level: 4 (Cleric of Impurax)
Duration: 4 turns
Range: 120 feet

The caster can transform vegetable matter into 2d4 moldmen (vegepygmies) of 1d2 HD. The moldmen are subject to the bidding of the caster. At the end of the spell's duration, moldmen will flee the caster at their fastest movement rate. The statistics for these moldmen are as follows: AL N, MV 12, AC 4, HD 1 or 2, HP: 6 or 10, #AT 1, DM 1d6, SV F1, ML 10.

Moldskin

Level: 2 (Cleric of Impurax)
Duration: 4 rounds, +1 round per level
Range: Touch

Moldskin toughens skin through the formation of a hard leathery fungal growth. This spell may be used on the caster or another willing target. The effect lowers the target's existing armor class by 1, and provides a +1 to all saving throws. The moldskin covers the face and makes the bearer of the spell imperious to the effects of spores,

molds, gases, drowning, oxygen deprivation, and funguses. Spore, mold, plant, or fungus-based monsters will not attack the bearer of moldskin.

Ray of Decay

Level: 2 (Cleric of Impurax)
Duration: 40 feet
Range: One creature

Through the unholy power of Impurax, the cleric casts a beam of sickly green energy at a single target. The cleric must have line-of-sight. The *Ray of Decay* infects the victim with mold and dehydrates and sickens exposed flesh, turning it a moldy green color on contact. The target takes 1d8 points of damage (save versus Poison for half damage). If the first save is failed the target takes an additional 1d4 the next round. If the target saves the first time, s/he takes 1d2 the second round.

Spore Cloud

Level: 2 (Cleric of Impurax)
Duration: 1 Turn + 1 Round/Level of caster
Range: 60 feet

Spore Cloud creates a 30x30 foot spore-based haze 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 on a saving throw versus Poison when leaving the fog is not affected for the additional rounds.

Summon Pants and Funguses

Level: 4 (Cleric of Impurax)
Duration: 1 turn per level
Range: 40 feet per level

The caster of the spell summons plants or funguses to grow out of the ground before the caster. Summoned vegetation will serve the caster for a specific task, including fighting, aiding on a quest, or other goals subject to the duration of the spell. The caster may release the summoned plants or funguses from the spell at any time. Use the following chart to randomly determine the results of the spell:

Animate Pants and Funguses

D10	Hit Dice	Result
1–5	HD 1 (1d10)	1) Blooderfly, 2) Oozie, 3) Vegepygmie
6–7	HD 2 (2d4)	1) Phycomid, 2) Fungus Men, 3) Gas Spore Fungus
8–9	HD 3 (1d4)	1) Plant-Based Dead, 2) Carnivorous Vines, 3) Fungus Men
10	HD 4 (1d3)	1) Shambling Mound (4HD), 2) Basidirond (4HD), 3) Gibbering Mouther (4HD), 4) Carnivorous Vines (4HD)

Zurgosmel's Heeded Echo

Level: 3 (Magic-User/Illusionist)
Duration: 2 rounds per level
Range: 60 feet + 10 feet per level

This spell is a variation of *Auditory Illusion*. Through this spell the caster creates a false sound that monstrous humanoids will hear as a command issued from a monster of higher-rank such as a warband leader, tribal chieftain, warlord, king, etc. The sound may be centered anywhere within the spell's range. The caster may also fluctuate the sound to appear as approaching or receding. The spell affects four humanoid sized monsters plus one per level of the caster. Monsters of 4+ plus hit dice are unaffected. However, monsters of 3 hit dice or lower are allowed a saving throw (Spell at –2) to realize the effect is illusory, but only if the orders issued make no logical sense in the context of the situation and thus prompt an attempt to disbelieve.

Zu-Pang's Protracting Eyeball

Level: 1 (Magic-User)
Duration: 1 round per level
Range: 30 feet + 10 feet per level

Through this spell a magic-user may stretch and extend the muscles of his or her eyeball from its socket to a range of 30 feet plus 10 feet per level. The protracting eyeball is completely silent and serves as an excellent means of scouting unknown environments. The caster may turn the eyeball any direction (left, right, up, down, etc.) but may only see what is directly in front (no peripheral vision is provided unless the eyeball is turned to look in a given direction). If the muscles of the eyeball are severed, for any reason, the magic-user loses the eye and 1d3 hit points permanently. Note that *Zu-Pang's Protracting Eyeball* stacks with other spells that magically enhance the eye (such as Infravision etc.). The eye can be recoiled by the magic-user at any time.



Archomancy: The Archaian Magic System

The Archaian magic system is a variant of the standard magic system in Labyrinth Lord™ and other classic fantasy role playing games.

Archaian magic is subject to the same number of "spells per level" and "per day" as the standard spell-casting tables for magic-users in the Labyrinth Lord Core Rulebook™.

However, the Archaian spell system uses "Spell Points" to allow for specific effects and ways to bend the standard spell casting system. Spell Points are determined by the total number of spells a magic-user can cast multiplied by the level of the spell. Spell Points are used to:

1. Cast Spells

2. Use Spell Point Effects while casting spells (see below).

First, determine the total number of Spell Points a magic-user posseses.

For example, a Level 10 Magic-User, An'akk'anon, can cast 3/3/3/3/2 per day/per level. These spells, multiplied by their spell level, equal a total of 40 spell points. See the chart below:

	Spell Point	
Spell Level	**Multiplied by Spells Per Day and Spell Point Cost**	**Spell Points**
1	x3	3
2	x3	6
3	x3	9
4	x3	12
5	x2	10
		40

Within the constraints of the number of spells per level/per day and the total number of spell points, a magic-user can influence and manipulate their spells in the following ways:

Spell Point Effects:

1. Cast Instantly (20 Spell Points)

The caster's spell is the first action in any combat round regardless of the initiative roll. The caster may not cast a spell in the following round.

2. Max Dice (50 Spell Points)

The spell receives the maximum amount of damage per die to a maximum of 10 damage dice. All additional dice after 10 are rolled normally. The caster may not cast a spell in the following two rounds.

3. Extra Dice (5 Spell Points/per die)

The caster adds one additional die of damage to the spell

4. Broaden Effect (5 Spell Points/per 10 feet)

The caster broadens the effect of a spell by 10 feet.

5. Lengthen Effect (5 Spell Points/per round)

The caster lengthens the duration of a spell by 1 round.

6. Dual-Casting (25 Spell Points)

The caster may throw two spells at the same time. Both spells must be declared prior to initiative. If both spells are between levels 1–4 they must be at least two levels apart. If both spells are between levels 5–9 they must be three levels apart. Spells between levels 1–9 must be four levels apart.

Example of Spell Point Casting: Using the aforementioned chart, An'akk'anon, a Level 10 Magic-User, can cast 3 third level spells per day and has a total of 40 spell points. He declares he is casting Fireball alongside Cast Instantly at the beginning of the round before initiative is rolled. He casts Fireball (3 Spell Points) and uses Cast Instantly (20 Spell Points) for a total of 23 Spell Points. An'akk'anon has 17 Spell Points remaining. He cannot cast any spells, or use any Spell Point effects, that exceed 17 Spell Points.

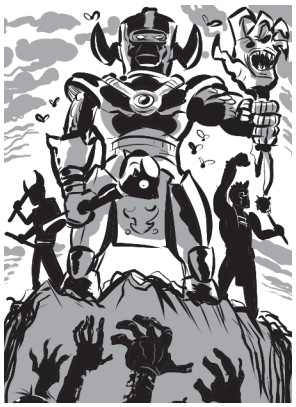
Casters may exceed their total number of Spell Points, to a maximum value of –10, but at a terrible price. For each negative point of value, the caster loses 2 hit points and 1 ability score point across all five ability scores, permanently. If any of the caster's ability scores reach a negative value the caster explodes in a burst of magical energy and will create a Magic Dead area 300 feet by 300 feet square.





There are two general notes on the monsters in this section. First, all monster movement rates are converted to 3.5 edition for miniature use (based on movement squares of 5 feet). Second the languages of the monstrous humanoids, such as goblins, hobgoblins, bugbears, and orcs etc. have been brought under the umbrella of a single language called Black Tongue. Each tribe speaks its own racial dialect.

Acolytes of Impurax



No. Enc: 1d8
Alignment: Lawful Evil
Movement: 30
Armor Class: Varies
Hit Dice: Varies
Attacks: 1
Damage: By weapon
Save: Varies/HD
Morale: 10
Hoard Class: XXI
XP: 21 per HD

Acolytes are clerics in the service of Impurax, the God of Rot, Decay, and Corruption. They typically wear grey-green (or field-green) robes underneath their armor. For every group of 5 or more acolytes there will be a mid-rank priest of second, third, or fourth level (d6: 1–2 second, 3–4: third, 5–6: fourth). Their symbol is the fanged hand.

First and second level clerics of Impurax can cast one (or two) of the following spells: ***Shillelagh***, ***Entangle***, or ***Fistfang***. These low-level acolytes typically wear studded leather armour and carry a shield (AC 6). They use spiked cudgels (1d4+1) and will have 3d30sp.

Those of third and fourth level wear chainmail and shield (AC 4). They carry a mace (1d6) and 5d10gp. Acolytes of fifth level and beyond wear platemail and shield (AC 2). Some of these wield two-handed morningstars (25%) while the rest (75%) use a shield alongside a mace (50%) or warhammer (50%). They normally have 5d4pp.

There is a 10% chance that clerics of fifth level and above are carrying a magical weapon, armor, or random potion. There is also 15% chance that they are carrying a scroll with 1d4 clerical spells randomly drawn from the lists below. Clerical spells memorized beyond second level are subject to the discretion of the referee as informed by the spell list provided:

Acolytes of Impurax Clerical Spells

D10	First Level	Second Level	Third Level	Fourth Level
1	*Cure Light Wounds*	*Bless/Harm*	*Speak with Plants*	*Cure Serious Wounds*
2	*Detect Good*	*Find Traps*	*Animate Statue*	*Divination*
3	*Detect Magic*	*Hold Person*	*Insect Swarm*	*Lower Water*
4	*Darkness*	*Resist Fire*	*Plant Growth*	*Protection from Good 10'*
5	*Protection from Good*	*Silence 15'*	*Striking*	*Tongues*
6	*Resist Cold*	*Snake Charm*	*Dispel Magic*	*Insect Swarm*
7	*Entangle*	*Heat Metal***	*Glyph of Warding*	*Hold Plants and Funguses*
8	*Shillelagh*	*Charm Plants*	*Animate Dead*	*Temperature Control (Heat)*
9	*Fistfang**	*Moldskin**	*Summon Plants and Funguses**	*Fungus Shape**
10	*Spore Cloud**	*Ray of Decay**	*Animate Plant-Based Dead**	*Mold to Moldmen**

*See New Spells
**Clerics of Impurax may not use *Freeze Metal*

Clerics of Impurax are immune to disease (including Mummy Rot and Lycanthropy). They may consume rotting or poisoned food or vegetable matter without effect. They speak Common, Ancient Common, and Black Tongue.



Archaian Reliquary Guardian



No. Enc: 1d2
Alignment: Lawful Neutral
Movement: 20
Armor Class: 4
Hit Dice: 12
Attacks: 1 or 2
Damage: See below
Save: F12
Morale: 12
Hoard Class: None
XP: Standard 1,900
Greater 2,700

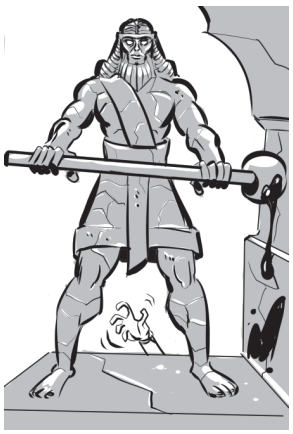
A reliquary guardian is a massive 12 foot tall exquisitely carved statue and weighs over 5,000 pounds. Reliquary guardians are found in tombs and crypts of import in Ancient Archaia. They protect the remains of important magic-users and clerics. They can also be found guarding magical relics and artifacts. They possess wings like angels and carry a massive stone *Longsword +2* that strikes for 3d6 points of damage. Alternatively they can strike twice with their fists for 2d6 points of damage each. They speak Ancient Archaian.

There are two types: The Standard and the Greater Archaian Reliquary Guardian.

Standard reliquary guardians are preprogrammed constructs that stand unmoving until their activation is triggered by the presence of intruders. Once per day, a reliquary guardian can make a *Fear* pronouncement that affects all creatures within 60 feet. Once per day, reliquary guardians can also cast *Detect Magic, Detect Invisibility, Dispel Magic, Confusion*, and *Feeblemind*.

However, 10% of all reliquary guardians were graced with a form of sentience. Once per day a greater guardian may produce a *Flame Strike* that blasts forth from its hands (or sword) 60 feet and deals 6d8 points of damage (save versus Spell for half damage). These guardians can also cast *Detect Magic, Detect Invisibility, Dispel Magic, Confusion*, and *Feeblemind*, once per day. They can also *Detect Alignment* at will.

Archaian Sentinel



No. Enc: 1d4
Alignment: Neutral
Movement: 20
Armor Class: 3
Hit Dice: 3
Attacks: 1
Damage: 1d6
Save: F3
Morale: 12
Hoard Class: None
XP: 350

The Archaian sentinel is similar to a caryatid column, but they are specific to Ancient Archaia. They appear as stone statues, pillars, or columns in the form of warriors. Archaian sentinels were often used to guard important locations. They are inanimate until someone disturbs the place they have been assigned to protect. They are made of a marble strengthened and reinforced with eldritch magic.

With each hit on an Archaian sentinel, the character must make two saving throws: the first for the character (Paralyze) and the second for the weapon (Death). Roll the character save first. A successful save results in no damage. If the character fails, the strength of the stone has quivered up the arm to the body of the attacker (1d4 points of damage). Roll for the weapon next using the character's unmodified Death save. If the weapon fails, it shatters against the stone. Magical weapons apply their bonuses to the saving throw. A successful save results in no effect.

Archaian Sentinel (Greater)



No. Enc: 1d2
Alignment: Neutral
Movement: 20
Armor Class: 0
Hit Dice: 8
Attacks: 6
Damage: 1d6+2/per attack
Save: F8
Morale: 12
Hoard Class: None
XP: 850

The greater Archaian sentinel is similar to the 3 hit die Archaian sentinel insofar as they appear as statues or columns. However, the greater Archaian sentinel is constructed with stronger enchantments and has greater hit dice. They are 25% resistant to magic.

The greater Archaian sentinel possesses six arms and each does 1d6+2 points of damage regardless of armament (stone scimitars or punch). Sentinels will also pick up large rocks, or break off pieces of stone, to throw at opponents (also 1d6+2). Note that the sentinel can choose to both melee and/or use ranged attacks while targeting single or multiple opponents:

Greater Archaian Sentinel Armament	
1–2	Two scimitars, two fist punches, and two rocks
3–4	Three scimitars, one fist punch, and two rocks
5–6	Six scimitars

Similar to the 3 hit die version, striking a greater Archaian sentinel results in the quivering damage and possible weapon-shattering effect.

Axe Bleak



No. Enc: 2d6
Alignment: Neutral
Movement: 40
Armor Class: 5
Hit Dice: 1+2
Attacks: 3
Damage: 1d2/1d2/1d4
Save: F1
Morale: See below
Hoard Class: None
XP: 27

Axe bleaks are the small, mangy, degenerate cousins of the axe beak. These creatures do not groom themselves regularly and their feathers are often dirty and matted. They are significantly smaller than standard axe beaks (about the size of a wild turkey) and hunt in packs. They are found primarily in arid regions and badlands like The Forbidden Zone.

If five or fewer axe bleaks are encountered their morale is 7, but if more than five are encountered their morale increases to 9. In the latter case, there is a 35% likelihood of a 2 HD axe bleak male leading the flock. The presence of a dominant male increases their morale by another two.

Basidirond



No. Enc: 1d2
Alignment: Neutral
Movement: 30
Armor Class: 3
Hit Dice: 5
Attacks: 1d8+Special
Damage: 1d8
Save: F5
Morale: 10
Hoard Class: Incidental
XP: 425

A basidirond is a sentient fungal creature that resembles an inverted umbrella with long stem-like legs. The creature stands 7 feet tall and sages believe it is related to the ascomoid. It attacks by slamming opponents with its cap or by using one of its legs to kick-slam (1d8). The slam transfers smothering poisonous spores. Anyone struck must save versus Death or suffocate in 1d4+1 rounds unless cleaned with alcohol or a *Cure Disease* spell is cast.



The basidirond can also release a large spore cloud. The cloud extends 20 feet and can be used once per day. Those caught in a cloud must save versus Poison or be affected by a random hallucination (see below) that lasts for 3d4 rounds after leaving the spore cloud:

Basidirond Hallucination Cloud	
1	Sinking into a swamp: Strips off gear and armor to avoid sinking.
2	Swarm of spiders: Attacks the floor and surrounding area.
3	Item in hand turns into a viper: drops item and retreats.
4	Suffocation: Gasps for air and clutches throat.
5	Shrunk to 1/10 normal size and screams for help.
6	Contracted leprosy: Will keep 10 feet minimum distance.
7	Melting: Grasps self in attempt to hold together.
8	Body covered with leeches: Tears off all armor and clothing.

Behir



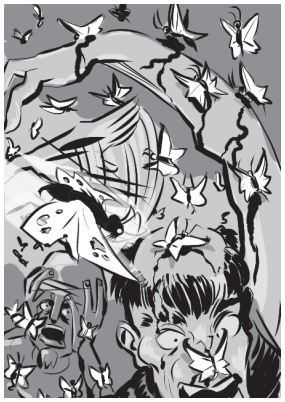
No. Enc: 1d2
Alignment: Neutral Evil
Movement: 40 (Climb 15)
Armor Class: 4
Hit Dice: 12
Attacks: 1
Damage: See below
Save: F12
Morale: 12
Hoard Class: XXI
XP: 3,500

The behir is a 40 foot long serpentine monster with twelve legs that allow it to move quickly. Most are blue in color, lighter in the underbody, and have heads resembling alligators or crocodiles. A behir attacks by biting and will swallow prey whole on a natural roll of 20, or it can also wrap its body around its prey (to hit), and in the round following they can bring 6 claws to bear on their victim (6 attacks, 1d6 hit points per attack).

Behirs also possess a breath weapon: they can spit a bolt of lightning 25 feet once per 10 rounds and inflict 24 points of damage (2 per hit die, for smaller or larger behirs). This attack targets a single opponent, or a number of opponents in a straight line (subject to range). A successful saving throw (Breath) indicates half damage.

Treasure is normally strewn around its cave. There is a 2 on d6 chance of gemstones (1d6), jewelry (1d4), or a single, indigestible, miscellaneous magic item, inside the beast.

Blooderfly



No. Enc: Varies
Alignment: Neutral
Movement (Fly): 20
Armor Class: 10
Hit Dice: 1hp
Attacks: 1/per
Damage: 1hp
Save: F1
Morale: 12
Hoard Class: None
XP: 5 per Blooderfly

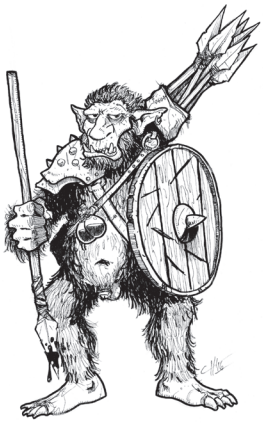
Blooderflies are very small, subterranean flying fungi, about four inches long by four inches wide. They vaguely resemble butterflies. Blooderflies are often found hidden within patches of mushrooms, molds, or clinging to walls or ceilings. There is a 2 in 6 chance blooderflies will be found in the vicinity of a shrieker, faze fungus, yellow mold, or mephical mold.

They attack in swarms that vary in size and can be scaled to party level (see below). Blooderflies are drawn to warm-blooded creatures (which they can sense within 30 feet). On a successful attack roll, a blooderfly latches onto flesh and causes 1 hit point of damage. Once a blooderfly draws fresh blood, other blooderflies in the swarm will target the wounded character (if an opponent is already wounded, they will target the wounded character first). They emit a soft purple bioluminescence when famished that changes to crimson when satiated.

Blooderfly Swarm

Level	Blooderfly Swarm Size
1–2	3d4+2
3–4	6d4+4
5–6	8d4+8

Bugbear



No. Enc: 2d4 (5d4)
Alignment: Chaotic Evil
Movement: 30
Armor Class: 5
Hit Dice: 3+1
Attacks: 1
Damage: 2d4 or weapon
Save: F3
Morale: 9
Hoard Class: XXI
XP: 100

These large, hairy goblinoids are tall (7 feet) and have big round heads, pointy ears, and misshapen bodies. Due to their size they receive a +1 to weapon damage. Bugbears prefer polearms, large maces, and morningstars. They possess a rough hide (AC 5) and rarely wear armour. Bugbear equipment is always rusty and in disrepair.

For every ten bugbears, there will be a group leader with AC 4 and 4 HD. A bugbear chieftain will lead a group of 20 or more. A chief will have 5 HD, AC 3, and damage bonus of +2. Any tribe consists of roughly 25% females and young to the total number of males.

Like all goblinkind, bugbears possess an obnoxious and disagreeable nature, even with each other. Whenever one tribe of bugbears meets another tribe of bugbears, orcs, or goblinoids, there is a 1 on d6 chance of a shoving match (65%) or fight (35%) breaking out between them. Bugbears speak Black Tongue.

Random Bugbear Weapons

1	Great Mace (2d4)
2	Morningstar (2d4)
3	Halberd (1d10)
4	Great Spear (1d8)
5	Great Hammer (1d8)
6	Battle Axe (1d8)

Carnivorous Ape



No. Enc: 2d4
Alignment: Neutral
Movement: 40
Armor Class: 6
Hit Dice: 5
Attacks: 2 or 3
Damage: 1d4/1d4/1d8
Save: F5
Morale: 10
Hoard Class: XIX
XP: 350

Man-eating apes are related to gorillas but are bigger, faster, and stronger. They are very aggressive and have an insatiable hunger for human flesh. They attack with two powerful claws. If both claws hit the same target in the same round, the victim suffers a bite attack for an extra 1d8 hit points of damage.

Carnivorous apes are more intelligent than other apes (average INT 8) and will use tools and ambush their prey. They have sharp senses that allow them to be surprised only on 1 in 1d6.



Carnivorous Vines



No. Enc: 1
Alignment: Neutral
Movement: See below
Armor Class: 6
Hit Dice: Varies
Attacks: See below
Damage: See below
Save: Varies
Morale: N/A
Hoard Class: IV, V, XI, XIV
XP: 100 per hit die

Carnivorous vines are intelligent plants found in patches anywhere from 10–100 feet long (1d10) x 10–100 feet wide (1d10). The carnivorous vine gains ½ hit die for each 10 foot square it covers (rounding up). For example, an 80 foot by 30 foot patch would have 24 10x10 squares or 12 hit dice (8 x 3 = 24 ÷ 2 = 12HD).

Carnivorous vines have red poppy-like flowers that possess the ability to mimic voices or sounds like an *Auditory Illusion* (Level 2 Spell). It uses this ability to lure prey into a kill zone, or where it can surround and feed on its victim(s).

The carnivorous plant can attack with as many vines as it has hit dice. However, these vines are 40 feet in length and, subject to the size of the patch, it may be that only about half can attack at any moment, subject to the discretion of the Referee. It is particularly drawn to humanoid blood and will immediately target a wounded opponent over an unwounded opponent with half its attacks.

On its first attack, the creature will attempt use a vine to entangle and immobilize its target (save versus Paralyze for no effect). It will then use successive attacks to puncture and drink 1d3 points of damage per hit die (or enter pre-existing wounds). When a carnivorous vine enters a wound it will inject poisonous seeds that will lead to insanity in 1d6 hours (save versus Poison for no effect).

Cave Fisher



No. Enc: 1d4
Alignment: Neutral
Movement: 20 (Climb 20)
Armor Class: 4
Hit Dice: 3
Attacks: Special
Damage: 1d8/1d8
Save: F3
Morale: 8
Hoard Class: XVI
XP: 275

The cave fisher is a 7 foot long insect-like creature with a hard exoskeleton. It possesses six legs and a front pair of serrated pincers. The fisher's snout fires a strong sticky filament (60 feet long) that it uses to grab and reel in its prey. Cave fishers seek to lair on high ledges underground where they can strike their prey from safety. Only alcohol or a sharp weapon can release the grip of the fisher's filament (AC 2 and 10 points). A cave fisher can grow a new filament within 2d4 days. Its filament attacks as a 6 HD monster.

Cinnamon Mold



No. Enc: 1d4
Alignment: Neutral
Movement: 0
Armor Class: Always hit
Hit Dice: 2
Attacks: Spores
Damage: 2d6+1d6
Save: F2
Morale: N/A
Hoard Class: None
XP: 40

Cinnamon mold covers a 10–40 foot square patch of subterranean ground (1d4). Upon sensing vibration, a cinnamon mold casts a spore cloud of choking dust into the air in an area as large as the mold. All creatures within the area take 2d6 points of damage (save versus Poison for half). One round later another saving throw must be made or take an additional 1d6 points of damage.

Regardless of whether saving throws have been successful or not, all creatures engage in loud choking and coughing for 2d4 rounds and may take no other actions. Be sure to roll for random monsters. Cinnamon mold can be destroyed by cold or flaming oil. Sages believe cinnamon fungi may also exist.

Clockwork Centipede



No. Enc: 1d4
Alignment: Neutral
Movement: 20
Armor Class: 2
Hit Dice: 1
Attacks: 1
Damage: 1d3+poison
Save: F1
Morale: 12
Hoard Class: None
XP: 100

Clockwork centipedes are metal constructs animated by magic. They are used to guard treasures and secret places. A clockwork centipede is completely silent when motionless, but when moving emits a *click, click, click, clack* noise. Non-magical weapons inflict only half damage on a clockwork construct. Its bite inflicts 1d3 points of damage. In addition, its first two bites will also inject lethal poison into the victim (save versus Poison or die).

Crystal Ooze



No. Enc: 1d2
Alignment: Neutral
Movement: 5
Armor Class: 8
Hit Dice: 4
Attacks: 1
Damage: 4d4
Save: F4
Morale: 12
Hoard Class: None
XP: 275

The crystal ooze inhabits shallow subterranean pools. They are almost invisible (75%) when submerged in water. Crystal ooze lay in wait until prey nears and then they reach out with a paralyzing touch (saving throw versus Paralyze for no effect). The ooze will then consume or attack its prey doing 4d4 points of damage.

The ooze takes no damage from fire, cold, or acid. Electricity does full damage as well as *Magic Missiles*. It takes one point of damage from metal weapons.

Crystalline Cluster



No. Enc: 1d4
Alignment: Neutral
Movement: 10
Armor Class: 4
Hit Dice: 3
Attacks: See below
Damage: See below
Save: F3
Morale: 12
Hoard Class: None
XP: 65

Crystalline clusters appear as subterranean crystal growths. They can sense movement and vibration within 10 feet. Once alerted, crystalline clusters begin vibrating and this vibration emits a loud, high-pitched tone. With the exception of the red clusters listed below, the tone persists for 1d4+2 rounds. Be sure to check for random monsters. The effect of the virbating noise varies depending on the color of the crystals:

Crystalline Cluster Colour and Effect		
1	Blue	*Hold Person*: As per Level 2 Cleric spell
2	Teal	*Slow*: As per Level 3 Cleric spell
3	Yellow	*Panic: Mazakala's Imperfect Panic* (see New Spells)
4	Purple	*Feeblemind*: Save versus spell at –2 for no effect
5	Green	Calls Insect Swarm: 1) Beetles, 2) Ants, 3) Crickets, 4) GMs Choice
6	Red	Explosive: 1d6 per average PC party level

Darkmantle



No. Enc: 2d6
Alignment: Neutral
Movement: 10
Armor Class: 4
Hit Dice: 1+2
Attacks: 1
Damage: 1d4
Save: F1
Morale: 8
Hoard Class: None
XP: 27

Darkmantles are subterranean squid-like creatures that resemble rock. They cling to the ceiling of caverns, appear much like stalactites, and drop down to ambush their prey. Their flight is clumsy and awkward.

A darkmantle does 1d4 points of damage on a successful hit and, unless a save versus Paralyze is made, the creature has enveloped the head of its victim and does a 1d4 points of automatic damage thereafter. If it misses, the creature will attempt to fly back into the air and repeat its attack. Darkmantles can cause *Darkness* (15 feet) once per day (as per the spell).

Deinonychus



No. Enc: 1d2
Alignment: Neutral
Movement: 50
Armor Class: 4
Hit Dice: 4+1
Attacks: 3
Damage: 1d2/1d2/2d6
Save: F4
Morale: 12
Hoard Class: None
XP: 275

These 6 foot long carnivores are extremely fast. They throw themselves at their prey ripping with their forward claws (1d2/1d2) and their rear talons that attack at +2 and inflict 2d6 points of damage.

Dervish Nomads



No. Enc: 1d8 (6d10)
Alignment: Neutral (Evil)
Movement: 40
Armor Class: Varies
Hit Dice: 2
Attacks: 1
Damage: By Weapon
Save: F2
Morale: 10
Hoard Class: VI
XP: 20

Dervishes are nomadic human tribes, also called Fremics, that live in The Forbidden Zone. They arm themselves with scimitars and buckler shields. Dervishes cover their heads and faces with sashes. They are masters of guerilla warfare in the desert badlands.

Dervishes often use a Zajaari Stick in battle. The Zajaari Stick is a two-handed metal weapon with a ball on one end (as a club 1d6) and a bladed edge on the other (damage equivalent to a hand axe 1d6). If a Dervish scores a successful hit with a Zajaari Stick with its first attack, he or she immediately whirls and receives a second free attack with the other end. All dervishes can track in The Forbidden Zone as rangers.

Dervish Random Weapons and Armour			
1–2	Scimitar, Dagger, Javelins (3)	**1–2**	No armour and Buckler Shield
3–4	Zajaari, Dagger, Sling	**3–4**	Leather and Buckler Shield
5–6	Spear, Dagger, Javelins (3)	**5–6**	Studded Leather

Every patrol of dervishes is led by a patrol leader (AC: 6 (Studded and Buckler), HD: 2+2, HP: 9, Weapons: Zajaari Stick, Javelins (3), Dagger. Every 30 dervishes are lead by a Kahl (or king). The kahl has 5 HD and AC: 3. The kahl is always accompanied by 8 bodyguards called blood-men. Serving as a bodyguard to the kahl is considered one of the highest honours a warrior can achieve in their culture. Fremic women are trained as combatants and comprise about 30% of all Fremics.

These desert nomads are reclusive and avoid contact with other humans in the Northern Reaches. The dervishes are religiously fanatical and uncompromising in their beliefs. In the last few years, missionaries of Impurax have purposefully and systematically converted the dervishes to the worship of the Rotting God and united various smaller bands into a single tribe. They travel in single file to hide their numbers. Dervish Nomads speak their own language, called Fremish. Some (25%) speak Black Tongue.



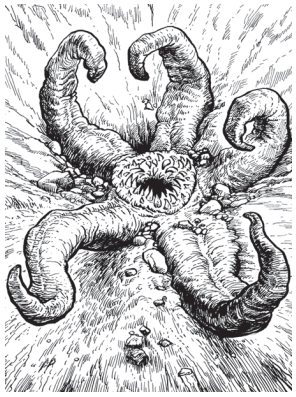
Dimetradon



No. Enc: 1d2
Alignment: Neutral
Movement: 30
Armor Class: 4
Hit Dice: 3–5
Attacks: 1
Damage: 4d4
Save: Varies
Morale: 12
Hoard Class: None
XP: 50, 125, 300

This vicious predator is known for its large dorsal fin. It is not a dinosaur, but rather a distant relative of the alligator. It possesses a powerful bite attack.

Dust Digger



No. Enc: 2d8
Alignment: Neutral
Movement: 10
Armor Class: 4
Hit Dice: 4
Attacks: 1
Damage: 1d8+AC
Save: F4
Morale: 10
Hoard Class: None
XP: 225

The dust digger looks like a giant starfish with five arms and a central maw. They dig holes in loose sand or soil. When prey walks overtop, the creature strikes by raising its arms and creating a sinkhole that leads to its maw. Once a dust digger has folded its arms, prey cannot escape its grasp. Dust diggers are surprisingly skilled at mimicry and can vocalize sounds they have heard (death throes, animal sounds, calls for help, etc.).

Ettercap



No. Enc: 1d4
Alignment: Chaotic Evil
Movement: 30 (Climb 30)
Armor Class: 6
Hit Dice: 5
Attacks: 3 (See below)
Damage: See below
Save: F5
Morale: 8
Hoard Class: None
XP: 425

Ettercaps are a race of thin, spindly, long-armed bipeds. They have spider-like spinnerets and are often (75%) among giant spiders (these could include crab spiders, blood-thirsty spiders, giant jumping spiders, or spider swarms). Ettercaps have devious minds and use their web spinning abilities to

create traps and weapons. They attack using two claws for 1d3 points of damage each and a bite that does 1d8 points and contains a lethal venom (save versus Poison or die).

Fanged Legion of Impurax



No. Enc: 1d8
Alignment: Lawful Evil
Movement: 30
Armor Class: Varies
Hit Dice: Varies
Attacks: 1
Damage: By weapon
Save: Varies/HD
Morale: 10
Hoard Class: XXI (Lair)
XP: 19, 35, 80, 325, 800, 1,400

The Fanged Legion is a special unit of fanatical religious fighters in the service of Impurax, the God of Rot, Decay, and Corruption. Like the acolytes of Impurax, Fanged Legionaries typically wear grey-green (or field-green) clothing under their armour. They possess some limited powers akin to corrupt paladins.

There are three ranks in the legion: Fang, Blade, and High Blade.

First, second, and third level warriors in the legion, called Fangs of Impurax, typically wear scalemail and carry a square metal shield (AC 5). They are armed with spears (75%) or glaives (25%) and a dagger. There is a 35% chance that third level fighters are wearing half-platemail (AC 3), carry a square metal shield, and have a scimitar (1d8) and a light crossbow with 10 bolts. They normally carry 3d10sp.

For every group of five or more first level fighters there will be a mid-rank warrior of second, third, or fourth level (d6: 1–2 second, 3–4: third, 5–6: fourth).

Fourth, fifth, and sixth level officers, called Blades of Impurax, wear platemail and carry a square metal shield (AC 2). They are armed with a scimitar (75%) or broadsword (25%), light crossbow with 10 bolts, and a dagger. There is a 35% chance that sixth level fighters wield a two-handed sword. They normally carry 5d4pp, There is a 10% chance that Blades of fourth level and above are carrying a magical weapon, armor, or random potion.

Each legion is led by a High Blade of Impurax. The High Blade is a fighter of not less than Level 7 and is the highest ranking officer. His/Her rule is absolute. The High Blade requires the support and blessing of a Grand Priest/ess of Impurax to assume the position. The High Blade wears magical platemail (d6: 1–2: +1, 3–4: +2, 5–6: +3) and also carries a magical scimitar or broadsword (d6: 1–2: +1, 3–4: +2, 5–6: +3) and 1d3 random potions. A High Blade attacks 3 times every two rounds (3/2).

All Fangs, Blades, and High Blades are immune to disease and can *Detect Good* in a 40 feet radius as per the spell, when concentrating. They also receive a +1 on all saving throws. At fourth level Blades can *Control Undead* as a cleric of two levels lower. Blades can also *Cause Disease* once per day. The soldiers of The Fanged Legion speak Common and Black Tongue.

Their symbol is a rotting open hand with a fanged maw in the center.

Faze Fungus



No. Enc: 1d4
Alignment: Neutral
Movement: 10
Armor Class: 6
Hit Dice: 3
Attacks: See below
Damage: See below
Save: F3
Morale: 12
Hoard Class: None
XP: 65

The faze fungus is related to the standard shrieker in most respects except that its cap is larger and red in color. When it senses movement within 30 feet, the fungus emits a scream that lasts for 1d4 rounds and requires at least one random monster check. Alongside its scream, it also releases a disorienting spore cloud. Any creatures caught within a 30 foot radius of the fungus will be confused and unable to act (beyond staggering outside the cloud). The condition lasts for 1d4+1 rounds after leaving the cloud. The faze fungus is also called the scarlet shrieker.

Fire Giant



No. Enc: 1d2 (2d10)
Alignment: Chaotic Evil
Movement: 30
Armor Class: 4
Hit Dice: 11+
Attacks: 1
Damage: 5d6
Save: F11
Morale: 9
Hoard Class: XVIII+5,000gp
XP: 2,225

The shortest of the known giants (12 feet tall), fire giants possess a stocky build similar to dwarves. They have stout hardy bodies and very broad shoulders. Their hair is always some variation of red—commonly bright to burnt orange. Their skin is the colour of soot or coal. Their teeth are yellowed.

Fire giants are adept at armour smithing and they will forge crude mail or plate for themselves. They use what-

ever metal they can force their slaves to mine, such as iron, bronze, or copper. In rare exceptions, they will fashion armour from the skin of a great beast, such as a dragon.

Fire giants are at home in subterranean caves and dungeons close to a heat source, such as a volcano or lava streams.

In combat, fire giants wield large two-handed weapons such as swords, axes, or morningstars for 5d6 points of damage. Like most giants, adult fire giants delight in using their great strength to hurl rocks and boulders at enemies. They can hit a target from a distance of 50 feet and inflict 2d10 hit points of damage. Fire giants are immune to fire-based attacks, including the fire breath of a red dragon or related monster. Fire giants can catch, or simply bat away, missile attacks 50% of the time. They are +5 on damage rolls.

Fire giants keep pets in their lair (1–8 on 1d10) such as 3d6 hellhounds, or occasionally (9–10 on 1d10), 1d3 hydras. If found on a patrol, there is a 25% chance giants will have 1d4 hellhounds.

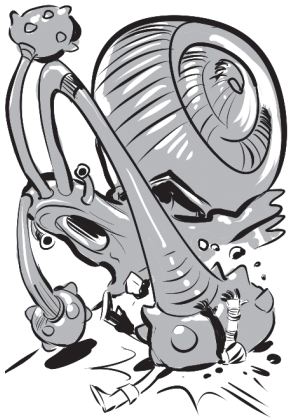
If more than 10 fire giants are encountered in their lair, there is a chance of 1d4 females (10 HD, AC 5, 4d6 damage). If more than two females are encountered, there is a 65% chance of 1d2 young (6+1d4 feet in height with 6 HD and attack for 3d6 points of damage).

If 15 or more fire giants are encountered, there will be a king and queen present. The king will have 11+1d4 HD and be clad in massive platemail with an AC of 0. He scores 6d6 points of damage with a giant two-handed sword. There is a 35% chance his armour includes the scales of a random dragon (1d4:1) Red, 2) White, 3) Green, 4) Black) and provides a special defensive bonus, subject to the Referee. The queen will have 11 HD, wear half-plate armour for an AC of 1, and score 5d6 points of damage.

Fire Giants speak their own dialect of Black Tongue.

Flail Snail

No. Enc: 1
Alignment: Neutral
Movement: 30
Armor Class: 1
Hit Dice: 4–8
Attacks: Varies
Damage: 1d8 per head
Save: Varies
Morale: 8
Hoard Class: None
XP: 175, 425, 725, 875, 925

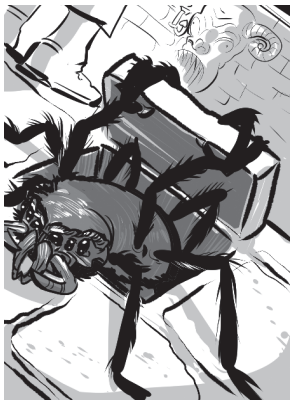


Flail snails are massive snails found in the deepest subterranean passages. The largest can reach 10 feet in height. Extending from their head are balled tentacles, not unlike the head of a mace or flail. A flail snail has a balled tentacle for each of its hit dice. Daylight or magical light blinds a flail snail for one round. The shell of a flail snail is made of a scintillating mix of colors that produces a random effect (1d10) when spells are cast directly at the creature:

	Effect of Spell
1–2	Spell misfires and caster disoriented for 1d4 rounds.
3–4	Spell misfires and deflected to target closest to the snail.
5–7	Spell functions normally.
8–9	Spell absorbed by shell. No effect.
10	Spell rebounds off the shell and back at the caster.

Flail snail shells are highly valuable. An intact shell can be sold for 3,000–5,000gp.

Flagstone Spider



No. Enc: 1d3
Alignment: Neutral
Movement: 20
Armor Class: 3
Hit Dice: 1
Attacks: 3
Damage: 1d2+poison
Save: F1
Morale: 8
Hoard Class: VI
XP: 22

This species of giant spider is a relative of the trap-door spider. One pair of their forward legs resembles claws, which it uses to pry up, and dig under, flagstones. The spider lairs underneath its trapdoor, which is 90% indistinguishable from the floor. Flagstone spiders attack with surprise 50% of the time (1–3 on d6). A bite from a flagstone spider requires a save versus Poison (+2) or die.

Frogling

No. Enc: 2d6 (3d10)
Alignment: Chaotic Evil
Movement: 20 (Jump 30)
Armor Class: 6
Hit Dice: 1–1
Attacks: 1
Damage: By weapon
Save: F1
Morale: 7
Hoard Class: III (XX)
XP: 10



Froglings, also called boglings or frogmen, are often found in marshes and moors. They have large round eyes,

a broad mouth, and are from 3–3½ feet tall. They possess thin arms and legs that belie their strong leaping ability. They have muted olive green to bright green skin with lighter coloured underbellies and wear drab clothing to reflect their environment.

Froglings use primitive weapons. They prefer clubs, spears, nets, and shortswords. Their weapons are often improvised and in disrepair. They use wooden shields or shields made from tortoise shells. Froglings have naturally tough hides and are very agile. They rarely wear mail, but instead create armour from scraps and bits they have scavenged or looted.

Froglings possess a unique jumping ability useable once per combat. They can either use their jump to attack an opponent (+1 to hit) or they can use their unique jumping ability to disengage from an opponent without incurring an attack as they flee. Froglings take advantage of their natural "hit and run" ability and prefer to ambush unsuspecting prey.

For every six froglings, there will be a sub-leader with two hit dice. For every 20 encountered, there will be a frog king with 3 hit dice with a +1 bonus on all damage rolls. The king will have two sub-chiefs (2 HD) that serve him as bodyguards. The king will have a hoard class of XX. Alongside the king and the bodyguards, there is a 75% chance the tribe will have a witchdoctor or shaman (with the hit points and casting abilities of a third level cleric or magic-user). Any tribe will have females and young (25%) in addition to the total number of males.



Froglings have a disagreeable nature, even with each other. Whenever one tribe of Froglings meets another tribe, or a tribe of orcs or goblinoids, there is a 1 on d6 chance of a shoving match (65%) or conflict (35%) breaking out between them. Froglings speaking their own language and their leaders and shamans will also speak Black Tongue.

Frogling Random Weapons and Armour			
1–2	Spear (1d6) and Net	**1–2**	AC: 6 (No armour)
3–4	Spiked Club (1d6) and Sling	**3–4**	AC: 5 (Shell Chainmail)
5–6	Shortsword and Javelins (3)	**5–6**	AC: 4 (Shell Chain and Turtle Shield

Fungus Man

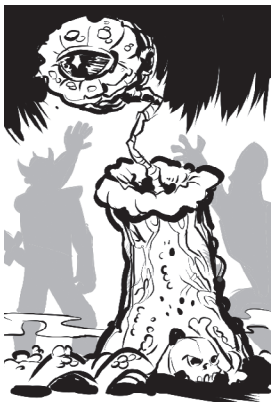


No. Enc: 1d12 (3d20)
Alignment: Neutral
Movement: 20
Armor Class: 5
Hit Dice: Varies
Attacks: 1
Damage: Varies
Save: Varies
Morale: 9
Hoard Class: IV
XP: 10 per HD

Fungus men, also called mushroom men, resemble humanoid mushrooms with arms and legs. They are found underground in dark subterranean passages and fear direct sunlight.

They vary in size from 1–6 hit dice with each hit die corresponding to roughly 2 feet in height. Fungus men attack with their fists which do 1d4 points of damage per hit die. Each colony of 20 or more includes a king with 6 HD (XP: 275) and a shaman, also with 6 HD, called a shroom or a sporceror. The sporceror has the spell casting ability of a fourth level magic-user (at minimum) and can use the following once per day: *Control Plants, Plant Growth, Entangle, Faerie Fire, Find Plants,* and *Speak with Plants*.

Gas Spore Fungus



No. Enc: 1d6
Alignment: Neutral
Movement: 10
Armor Class: 6
Hit Dice: 2
Attacks: See below
Damage: See below
Save: F2
Morale: 12
Hoard Class: VII
XP: 35

The gas spore fungus, also called the orb fungus or eyeball fungus, is named for the globe-like cap that sits atop its stalk. The orb is attached to the base by a leathery vein about 5 feet in length. When it senses prey passing within 30 feet, the fungus releases the orb and it begins to sway back and forth. This has the effect of the first level illusionist spell *Hypnotism*. If a save (Spell) is failed, hypnotized prey immediately move toward the fungus and touch the orb. When touched the orb explodes in a shower of spores that causes 3d6 hit points of damage (save versus Poison for half damage). The fungus then slowly moves over, and absorbs, the remains. New orbs grow back in 2d4 days.

Note there is a 50% chance that any gas spore fungus adjacent to one that explodes may also detonate creating a cascading, and highly dangerous, series of explosions.

The eyeball fungus, sages believe, is a distant cousin of the shrieker or the gas spore. There is a 50% chance that the gas spore fungus will be mistaken as a spectator (50%) or an eye of terror (50%) in either near darkness or torchlight.

Giant Ant



No. Enc: Varies
Alignment: Neutral
Movement: 20
Armor Class: Varies
Hit Dice: Varies
Attacks: 1
Damage: Varies
Save: Varies
Morale: 9
Hoard Class: None
XP: 20 per hit die

Giant ants are often found in two varieties: workers and soldiers.

Workers are normally 3 feet long and typically have an armor class of 4 and 2 hit dice. They attack once per round for 1d6 points of damage.

Soldiers are normally 4 feet long and are stronger and more resilient. They have an armor class of 2 and 3 hit dice. They attack once per round for 2d6 points of damage. On each successful hit they may also sting for 2d4 points of damage.

For every 20 ants there will be a queen with an armor class of 3 and 10 hit dice. The queen is a noncombatant.

For each queen there will be 10–40 larvae overseen by the worker ants. Giant ants will never retreat if defending the queen.

Giant ants tend to have little treasure but in some rare instances they inexplicably mine precious metals. This occurs in about 30% of nests, and there will be as much as 1d10x1000 gold pieces' worth of raw gold nuggets.



Giant Beetle Exoskeleton



No. Enc: 2d4
Alignment: Chaotic Evil
Movement: 20
Armor Class: 4
Hit Dice: 5
Attacks: 3
Damage: 3d4/2d4/2d4
Save: F5
Morale: 12
Hoard Class: None
XP: 300

These undead creatures are the animated husks of giant beetles. They are turned as 5 HD monsters on the turning undead table. Like all undead, they are immune to *Sleep*, *Charm*, and mind-influencing spells.

Giant Blister Beetle



No. Enc: 1d6
Alignment: Neutral
Movement: 40
Armor Class: 8
Hit Dice: 2
Attacks: 1
Damage: 1d6 or special
Save: F2
Morale: 10
Hoard Class: None
XP: 25

The blister beetle is about 3 feet long with a green carapace. When they snap their serrated mandibles, it can be heard 20 feet away. When attacked, blister beetles can choose to bite (1d6) or spray an oily liquid up to 20 feet away that immediately causes the skin to blister (1d3). A save versus Poison negates this damage.

Giant Cockroach



No. Enc: 1d8
Alignment: Neutral
Movement: 30
Armor Class: 4
Hit Dice: 1
Attacks: 1
Damage: 1d6
Save: F1
Morale: 7
Hoard Class: None
XP: 16

Giant cockroaches are about 4 feet long with long antennae that extend about another 2 feet. These insects are particularly hardy and only take half damage from fire and cold-based attacks and spells. They are primarily nocturnal and will flee in the face of magical light. Giant cockroaches are immune to disease.

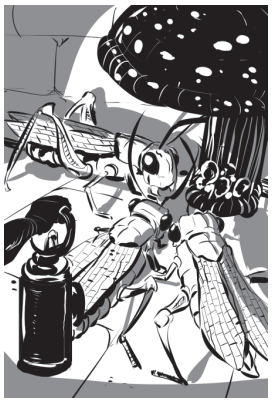
Giant Crab



No. Enc: 1d6
Alignment: Neutral
Movement: 20
Armor Class: 4
Hit Dice: 2
Attacks: 2
Damage: 1d6/1d6
Save: F2
Morale: 7
Hoard Class: None
XP: 25

These crabs are the giant cousins of ordinary crabs. They can be found in almost any watery environment including fresh or salt water, marches, or caves. They are about 3 feet in length.

Giant Cricket



No. Enc: 1d10
Alignment: Neutral
Movement: 20 (Jump 40)
Armor Class: 4
Hit Dice: 1
Attacks: 1
Damage: 1d4 or spit
Save: F1
Morale: 6
Hoard Class: None
XP: 38

The giant cave cricket is about 3–4 feet in length. They are coloured to match their subterranean environment, usually grey, dark yellow, or brownish. Due to their camouflage they are often unseen except in light greater than a torch. They feed on mold, jellies, and funguses and have developed immunity to spore effects and poisons.

Cave crickets can jump 40 feet with their wings. If they jump-attack, they are +1 to hit. Instead of their regular melee attack, cave crickets can produce a gooey spittle that, if it hits, sticks to their victim and makes them unable to move for one round.

When attacking, or when frightened, cave crickets produce a loud shrieking sound. This noise has a chance (2 on d6) of attracting a wandering monster.

Giant Dragonfly



No. Enc: 1d4
Alignment: Neutral
Movement: 20 (Fly 80)
Armor Class: 3
Hit Dice: 7
Attacks: 1
Damage: 4d4
Save: F8
Morale: 12
Hoard Class: None
XP: 850

Giant dragonflies are known for their speed, darting, and hovering abilities. As such they receive +2 on all initiative checks. With initiative, these insects are immune to melee weapons and ranged attacks are at –4. Without initiative, they may be attacked normally and missile weapons are at –2.

Due to their scintillating, gleaming coloration, Giant dragonfly skin is highly valuable. One 800gp patch of skin can be taken from each adult, although the utmost time and care must be taken when harvested.

Giant Earthworm



No. Enc: 1d6
Alignment: Neutral
Movement: 30
Armor Class: 6
Hit Dice: 4
Attacks: 1 (bite)
Damage: 1d8
Save: F4
Morale: 9
Hoard Class: XXI
XP: 175

These 30 foot long worms attack with wide, toothed-rimmed mouths. Giant earthworms are able to swallow prey whole on an attack roll of 19 or 20. A swallowed opponent takes 1d8 hit points of automatic damage each round until the worm is killed. If swallowed, only a dagger can be used to cut through the worm at a –4 penalty. These worms can burst forth from floors or walls and surprise 50% of the time (1–3 on d6).



Giant Jumping Spider



No. Enc: 2d4
Alignment: Neutral
Movement: 20 (Jump 40)
Armor Class: 5
Hit Dice: 1
Attacks: 1
Damage: 1d6+poison
Save: F1
Morale: 8
Hoard Class: VI
XP: 22

Giant jumping spiders (Salticidae) have small bodies with long legs that allow them to leap up to 40 feet. When these spiders leap to the attack, they are +1 to hit and +1 to damage. They surprise on a 1d4 on d6. Their bite is poisonous. Victims must save versus Poison at +2 or die in 1d4 turns.

These spiders often attach a silk drag-line immediately before attacking which they use to quickly pull themselves backwards to safety with their prey. Due to their eye position, these spiders are never surprised.

Giant Mosquito



No. Enc: 1d10
Alignment: Neutral
Movement: 20 (Fly 60)
Armor Class: 6
Hit Dice: 1
Attacks: 1
Damage: 1hp+special
Save: F1
Morale: 12
Hoard Class: None
XP: 16

Giant mosquitoes are about 3 feet in length with six long gangly legs and translucent wings. They attack by latching on to their prey (1 hit point in the first round) and using their proboscis to suck blood, inflicting an automatic 1d6 hit points of damage in subsequent rounds. Their victims must save versus Poison. Failure indicates that their prey immediately develops a horrible sickness for 10 days, cannot fight, and can only move at 50% normal rate unless a *Neutralize Poison* spell is cast. Only a successful strength check can pull a giant mosquito from its prey.



Giant Pterodactyl



No. Enc: 1d2
Alignment: Neutral
Movement: 10 (Fly 180)
Armor Class: 5
Hit Dice: 6+6
Attacks: 1
Damage: 4d4
Save: F6
Morale: 9
Hoard Class: XVIII (lair)
XP: 725

These flying dinosaurs have a 10 foot long neck and sharp razor teeth. If a giant pterodactyl dives and attacks prey, it does so at +4 and inflicts double damage. They weigh about 300 pounds and sages believe they can carry three times that weight in their jaws.

Giant Saw-Toothed Beetle



No. Enc: 1d4
Alignment: Neutral
Movement: 30
Armor Class: 7
Hit Dice: 4
Attacks: 1
Damage: 2d6
Save: F4
Morale: 12
Hoard Class: VI (in lair)
XP: 125

A giant saw-toothed beetle has oversized, serrated mandibles to chew and crush its food. These creatures are about 6 feet long. On a successful attack, the saw-toothed beetle inflicts 2d6 points of damage and immobilizes its prey in its massive mandibles. The beetle automatically inflicts 1d8 points of damage in each round until its prey is killed.

Giant Slicer Beetle



No. Enc: 1d3
Alignment: Neutral
Movement: 30
Armor Class: 2
Hit Dice: 6
Attacks: 1
Damage: 3d8
Save: F6
Morale: 12
Hoard Class: XIX
XP: 500

This huge beetle has a triangular head, two long razor-sharp mandibles, and a black body. This creature is often mistaken as a giant stag beetle. Slicer beetles are approximately 10 feet in length but the largest can grow as big as 20 feet long.

If a slicer beetle scores a natural 20 and its prey fails a save versus Death, it severs an extremity (roll 1d6 to randomly determine which limb is severed: 1–3 arm, 4–6 leg (50% chance of right or left)). There is a 35% chance of mismatching magical gloves and/or gauntlets and/or boots in its lair. The effect of mismatching magical items is subject to the discretion of the Referee.

Giant Vulture



No. Enc: 2d6
Alignment: Neutral
Movement: 10
Armor Class: 6
Hit Dice: 2+2
Attacks: 1
Damage: 1d6+1
Save: F2
Morale: 7
Hoard Class: None
XP: 40

Giant vultures are scavengers. They search for carrion and prefer to avoid direct combat. They have pink bald heads and greasy black feathers. Giant vultures are immune to disease. They have a flying speed of 180' (60').

Giant vultures are often found with harpies who train them as pets or for protection. They attack with sharp powerful beaks for 1d6+1 points of damage.

Giant vultures draw strength from numbers. For each giant vulture present after the third, their morale increases by one (a morale of 8 with four vultures, 9 with five vultures, etc.) to a maximum morale of 11. Giant vulture hatchlings, or intact eggs, are worth 20–50gp each.

Gibbering Mouther



No. Enc: 1d2
Alignment: Neutral
Movement: 10
Armor Class: 1
Hit Dice: 4+4
Attacks: 6
Damage: 1hp/mouth
Save: F4
Morale: 12
Hoard Class: XI
XP: 400

At first glance, a gibbering mouther appears as an oozy pile of earth. A mouther is an amorphous blob of flesh with multiple eyes and mouths that appear and disappear from its quivering body from one moment to the next. Its mouths gibber and babble meaningless, speech-like noises (a giveaway to a veteran adventurer).

When the creature spots prey, it begins gibbering loudly, causing anyone within 60 feet to make a saving throw (Spell) or suffer from *Confusion*. Each round spent listening to the gibbering requires another saving throw. In any given round, the mouther will have 6 mouths available either to spit or to bite. The creature's spittle flashes brightly upon impact with most surfaces, causing anyone nearby to make a saving throw (Paralyze) or be blinded for one round.

The mouther's bites are not particularly deadly, but once a mouth hits, it fastens on and continues to do automatic damage thereafter. Also, if a character has 3 or more mouths fastened to him, there is a risk of slipping and being covered (which allows the mouther to attack with 12 additional mouths on its underside). The chance of slipping is 5%, and if more than 3 mouths are attached, the chance increases by 5% per additional mouth. The ground around a gibbering mouther, in a radius of 5 feet, will be soft and mud-like, for the mouther changes the consistency of the ground beneath itself.

Goblin



No. Enc: 2d4 (6d10)
Alignment: Chaotic Evil
Movement: 20
Armor Class: 6
Hit Dice: 1–1
Attacks: 1
Damage: by weapon
Save: F1
Morale: 7
Hoard Class: III (XX)
XP: 5

Goblins stand about 3–3½ feet tall. Their skin color ranges from yellow through any shade of orange to a deep red. Usually the members of a single tribe are roughly the same color. Goblins wear clothing of dirty leather and tend toward drab, soiled-looking colors. They spend most of their days underground, and as such suffer a –1 penalty to all attack rolls when in full sunlight. They have long-range of dark vision, to 90 feet. Goblins and dwarves are bitter enemies, who they hate above all other humanoids.

For every two-score goblins, there will be a goblin king who attacks as a 3 HD monster with a damage bonus of +1. Normally, 2d6 loyal bodyguards accompany the goblin king. The bodyguards each have 2d6 hit points, and attack as monsters with 2 HD. All goblins in the presence of the king have a morale score of 9. There is also a 50% chance of a goblin shaman to oversee the tribe. The shaman has 3 HD and the abilities of third level cleric/magic-user. The goblin lair has hoard class XX. Any tribe consists of roughly 25% females and young to the total number of males.

Goblins often use wolves as mounts and 20% of the time 25% of their number will be mounted.

Goblins possess an obnoxious and disagreeable nature, even with each other. Whenever one tribe of goblins meets another tribe of goblins, orcs, or goblinoids, there is a 1 on d6 chance of a shoving match (65%) or conflict (35%) breaking out between them. Goblins speak a dialect of Black Tongue.

Goblin Random Weapons and Armour			
1–3	Leather and Shield (AC7)	**1–3**	Club and Dagger
4–5	Studded (AC7)	**4–5**	Spear and Dagger
6	Studded and Shield (AC6)	**6**	Scimitar and Sling

Gnoll



No. Enc: 1d6 (3d6)
Alignment: Chaotic Evil
Movement: 30
Armor Class: 5
Hit Dice: 2
Attacks: 1
Damage: 2d4 or weapon
Save: F2
Morale: 8
Hoard Class: XIX
XP: 47

Gnolls are hyena-headed, chaotic humanoids that wander in loose tribes. Most gnolls have dirty yellow or tan fur. They are typically led by the largest and cruelest of their race. They are very tall and stand near 7 feet in height. Gnolls use a variety of weapons, and receive a +1 to damage due to their stature and strength. Gnolls may use two-handed weapons, such as battle axes and polearms, one-handed. They can see in the dark 30 feet.

In any group of gnolls encountered, there will be a patrol leader with 3 HD. For every 30 gnolls encountered, there will be a chief with 4 HD and AC 3. The chief will be accompanied by 2d4 bodyguards (3 HD with AC 4). Any tribe has roughly the same number of females and young to males. Half of the number of females fight as combatants.

Gnolls often (75%) keep a pack of hyenas (4d4) as guard animals.

Gnolls possess an insufferable and disagreeable nature.. Whenever one tribe of gnolls meets another tribe of gnolls, orcs, or goblinoids, there is a 1 on d6 chance of a shoving match (65%) or conflict (35%) breaking out between them. Gnolls speak a dialect of Black Tongue.

Gnoll Random Weapons and Armour			
1–3	Chainmail (AC5)	**1–3**	Battle Axe and Javelins (2)
4–5	Chainmail and Shield (AC4)	**4–5**	Polearm
6	Splintmail (AC4)	**6**	Scimitar and Longbow

Grub Globules



No. Enc: 1d4+1
Alignment: Neutral
Movement: 0
Armor Class: 10
Hit Dice: 1hp/globule
Attacks: See below
Damage: See below
Save: F1
Morale: 12
Hoard Class: VII
XP: 7

Grub globules are orb-like membranous cysts that grow in damp subterranean environments. They hang fruit-like from vines that grow, from carrion or dead organic tissue infected with rot grubs, up dungeon or cavern walls. There are 1d4+1 cysts per globule. The cysts glow with a pale yellow-green bioluminescence. The cysts can sense movement within 10 feet and react by bursting and ejecting 1d4+1 rot grubs towards its target. See rot grubs in the Labyrinth Lord™ Core Rulebook.



Hobgoblin



No. Enc: 1d6 (4d6)
Alignment: Lawful Evil
Movement: 30
Armor Class: 6
Hit Dice: 1+1
Attacks: 1
Damage: by weapon
Save: F1
Morale: 8
Hoard Class: XIX
XP: 15

Hobgoblins are strong and disciplined warriors. Their culture is highly regimented and hierarchical. Unlike other goblinoids, they possess tactical skill, discipline, and martial training. Their weaponry is kept polished and in excellent repair. Each tribe of hobgoblins has a battle standard. In the presence of the standard tribe members receive a +1 to hit and a +1 to their morale score.

Hobgoblin hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Hobgoblin eyes are yellowish or dark brown, and their teeth are yellow. Their armour and garments tend to be oriental in design and brightly coloured, such as blood red or deep blue, reflecting their tribal affiliation.

Hobgoblins tend to reside below ground, but can live or venture on the surface, and suffer no penalties to daylight like their smaller cousins.

For every patrol of hobgoblins, there will be a patrol sergeant with 2 HD with superior armour and weaponry.

For every score of hobgoblins, there will be a king with 4 HD wearing platemail and shield (AC2). A hobgoblin king possesses great strength (+2 damage bonus). A loyal group of bodyguards, totaling 1d4 individuals, serve the king. The bodyguards each have 3 HD. All hobgoblins in the presence of the king have a morale score of 10. Any tribe of hobgoblins consists of roughly 25% females and young to the total number of males.

Hobgoblins possess an intolerable and unfriendly nature. Whenever one tribe of hobgoblins meets another tribe of hobgoblins, orcs, or goblinoids, there is a 1 on d6 chance of a shoving match (65%) or conflict (35%) breaking out between them. Hobgoblins speak Black Tongue.

Hobgoblin Random Weapons and Armour			
1–3	Chainmail (AC5)	**1–3**	Scimitar and Longbow
4–5	Chainmail and Shield (AC4)	**4–5**	Polearm and Mace
6	Half-Plate (AC3)	**6**	Morningstar and Hand Axe

Hook Horror



No. Enc: 2d4 (2d6)
Alignment: Neutral
Movement: 30
Armor Class: 3
Hit Dice: 5
Attacks: 2
Damage: 1d8/1d8
Save: F5
Morale: 10
Hoard Class: X (in lair)
XP: 425

The hook horror is a terror to behold. It possesses a vaguely vulture-like head and a hard chitinous exoskeleton. Its near-black color reflects its dark subterranean environment. Its vision is very poor and its eyes are milky white. Its hearing is keen and as a result it is rarely surprised (1 on d10). Hook horrors possess no verbal language but instead communicate by chittering with their beaks and clacking against their exoskeletons.

Incendiary Fungus



No. Enc: 1d6
Alignment: Neutral
Movement: 10
Armor Class: 6
Hit Dice: 3
Attacks: 1 to 4
Damage: See below
Save: F3
Morale: 12
Hoard Class: None
XP: 80

These stout, orange-ringed fungi possess numerous hollow stumps on their trunk. From these stumps, the fungus can spark a small flame as per the spell *Produce Flame*. When the fungus perceives movement within 30 feet, it convulses and shoots a jet of flaming oil 30 feet from its body through its stumps. Those struck take 1d8 hit points of damage in the first round and 1d4 in the second. The fungus can do this four times a day. Moreover, the convulsing action also creates a loud noise similar to vomiting each time it ejaculates (be sure to roll for random monsters). The incendiary fungus is immune to fire. Once a fungus is killed 1d4 flasks worth of oil can be harvested from it.



Kobold



No. Enc: 4d4 (6d10)
Alignment: Chaotic Evil
Movement: 20
Armor Class: 7
Hit Dice: 1d4 hp
Attacks: 1
Damage: 1d4 or by weapon –1
Save: F0
Morale: 6
Hoard Class: I (XIII)
XP: 5

Kobolds are short, scaly, dog-like humanoids. A kobold's skin colour ranges from dark rusty brown to a rusty black color. They have yellow eyes. A kobold is 2 to 2½ feet tall.

Kobolds wear utility belts or ragged scraps of clothing and favour colours that match their environments. Kobolds live exclusively underground and have extended darkvision to 90 feet. They shun direct sunlight and attack at –1 in those conditions.

Ten or more kobolds will be led by a patrol leader with 1+1 HD (7 HP) and AC 6 (shield) who strikes for 1d6 points of damage. For every score of kobolds, there will be a kobold sub-chief. The sub-chief has 1+2 HD and 8–10 hit points. He wears studded leather and a shield (AC 6). For every score and ten of these creatures, there will be a kobold chieftain. The chief is an exceptional kobold, who attacks like a monster of 2+2 HD with 12 hit points. A kobold chief is always accompanied by a loyal bodyguard, totaling 1d6 individuals (each bodyguard is equal to a patrol leader as outlined above). All kobolds in the presence of the kobold chief have a morale score of 8.

Kobolds understand their short stature and relative weakness means they need to improvise and adapt or be overwhelmed. Kobolds are quite devious and adept at constructing traps and ambushes. These traps can be designed to capture, alert, slow, poison, or kill, subject to their needs. Kobolds design their lairs with multiple rings of traps to best ensure their survival. Kobolds have also been known to cultivate subterranean molds and funguses (against which they are mostly immune) in strategic locations for defense.

In their lairs, kobolds will have females equal to 25% of the total number of males. There may also be an egg hatchery with 10d12 eggs.

Kobolds are general bullied by orcs and goblinoids, however they seem to have amicable relations with froglings, lizardmen, and occasionally, troglodytes. Kobolds speak their own dialect of Black Tongue.

Kobold Random Weapons and Armour			
1–3	Wicker Shield (AC7)	**1–3**	Shortsword and Javelins
4–5	Leather and Wicker Shield (AC7)	**4–5**	Shortsword and Sling
6	Studded Leather (AC7)	**6**	Spiked Club and Sling

Lizardman



No. Enc: 2d4 (6d6)
Alignment: Neutral
Movement: 20
Armor Class: 5
Hit Dice: 2+1
Attacks: 1
Damage: 1d6+1 or weapon
Save: F2
Morale: 12
Hoard Class: XIX
XP: 47

Lizardmen resemble humanoid lizards. They live in tribal groups in marshes or subterranean caves with access to water.

Lizardmen employ any kind of weapon, but prefer spears, javelins, tridents, spiked clubs, and morningstars. They have tough hides (AC5) and their immense strength grants them a +1 bonus to damage. They are carnivores and prize human flesh above all others. Any tribe consists of roughly 25% females and young to the total number of males.

For every group of lizardmen encountered out of their lair there will be a patrol leader with maximum hit points. For every 20 lizardmen encountered, there will be a lizardman chieftain with 4 hit dice. The chieftain typically wields a large trident, the symbol of leadership amongst their race, and receives +2 on damage rolls with this weapon. There are always 2d4+1 bodyguards who protect the chief. They have 3 HD each.

Although lizardmen have agreeable relations with kobolds and froglings, they are universally despised by orcs and goblinoids. Whenever lizardmen meet a tribe of orcs or goblinoids there is a 5 on d6 chance of a shoving match (65%) or conflict (35%) breaking out between them. Lizardmen speak their own language and a dialect of Black Tongue.



Mantrap (Archaian)



No. Enc: 1d2
Alignment: Neutral
Movement: None
Armor Class: 10
Hit Dice: 4–9
Attacks: 2–5
Damage: See below
Save: As per HD
Morale: 12
Hoard Class: I, V, XIXx5
XP: 275, 675, 1,075, 1,425, 1,675, 1,925

This giant plant lures prey to their death. It secretes pollen that fascinates all creatures within 60 feet to voluntarily lay down in one of its 2–5 leaves (save versus Poison negates). The mantrap leaves close immediately, trapping its victim. It then releases an acidic secretion that dissolves 1d6 hit points per round, per level of the player character. Victims cannot be freed until the plant has been destroyed.

The mantrap also possesses 2–5 ten foot long fronds that it uses to either: 1) keep threats at bay from its leaves by striking (1d4 damage at 2HD, 2d4 at 3HD, 3d4 at 4HD, and so on), or 2) the mantrap can, on a successful hit, wrap its fronds around an unwilling target and pull it into its leaves. To break the grip of a frond an opposing strength roll must be made. The Archaian mantrap has an effective strength of 16.

Megalocentipede



No. Enc: 1d4
Alignment: Neutral
Movement: 50
Armor Class: 5
Hit Dice: 3
Attacks: 1
Damage: 1d3+poison
Save: F3
Morale: 12
Hoard Class: None
XP: 65

These creatures are a huge version of the giant centipede, approximately 10-14 feet long. They possess a virulent poison (save or die). A successful save results in 1d8 points of damage. A struck opponent must also make a Dexterity check or be tripped by its long body and fall prone for (+4 to hit).



Mephical Mold



No. Enc: 1
Alignment: Neutral
Movement: 0
Armor Class: Always hit
Hit Dice: 1–4
Attacks: Spores
Damage: See below
Save: Varies/HD
Morale: 12
Hoard Class: None
XP: 16, 30, 65, 175

Mephical, or mephitis, mold ranges from dark orange to brown in color and its size can vary from 10–40 (1d4) feet square (this is also a reflection of their hit dice). The mold gives off a foul poisonous stench when disturbed. The effect of this stench is variable and each requires a save versus Poison at –2:

Mephical Mold Stench Effect	
1	Vomit loudly for 1d4 rounds.
2	Develop sickness/nausea for 10 days and 50% normal movement rate.
3	Stand bewildered for 1d4 rounds.
4	Fear: Run screaming for 1d4 rounds, 50% drop weapon/equipment.

Minotaur



No. Enc: 1d6 (2d8)
Alignment: Chaotic Evil
Movement: 40
Armor Class: 6
Hit Dice: 6
Attacks: 1
Damage: See below
Save: F6
Morale: 12
Hoard Class: XX
XP: 725

These large, somewhat dimwitted, humanoids have the bodies of male humans and the heads of a horned bull. They usually live in labyrinths, where they prey upon anyone who ventures into their territory. They have an acute olfactory sense and can track prey within 100 feet with 80% accuracy.

Although they prefer large battle axes and halberds, minotaurs may use any weapon, and due to their great strength receive a +2 bonus to weapon damage rolls. In any round, minotaurs can either attack with a weapon or charge at an opponent and gore with their horns for 3d6 points of damage. Minotaurs are relentless, and will attempt to chase fleeing prey.

A minotaur chief is selected for his superior strength through a process of ritual combat within the tribe. A chief will have AC: 2 (partially armoured), HD: 8 and +4 on damage rolls. A sub-chief has AC: 4, HD: 7. There is a 75% chance of either 1d2 Oxotaurs or 1d2 Tricerotaurs within a minotaur tribe. A minotaur tribe consists of females and young in addition to 25% of the total number of males. Adult females are combatants (AC: 7, 5 HD, +1 on damage rolls). Minotaurs speak Black Tongue.

Mongrelman



No. Enc: 2d6
Alignment: Neutral
Movement: 60 (30)
Armor Class: 6
Hit Dice: Varies
Attacks: Varies
Damage: Varies
Save: Varies
Morale: 8
Hoard Class: XX
XP: 10 per Hit Die

Mongrelmen are abominable monsters that possess the body parts of many different creatures such as gnolls, bugbears, humans, lizardmen, goblins, etc. After centuries of interbreeding almost any combination is possible within a mongrelman tribe.

Mongrelmen are shunned by society and often retreat to subterranean 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 any sound 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 combat.

Their language consists of a mixture of human, goblin, and orc words along with a mixture of animal sounds and Black Tongue. Mongrelmen also include ambient environmental sounds in their language to allow them to communicate without giving away their position to others in a dungeon.

The hit dice of mongrelmen varies and the damage they inflict is subject to hit dice (Examples: HD1: 1d4, HD2: 1d6 and HD3: 2d4).



Mudman



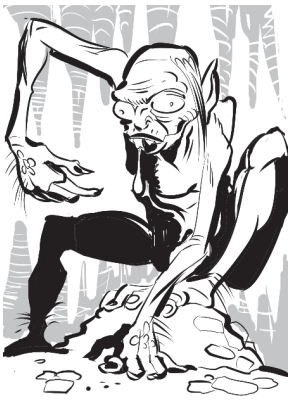
No. Enc: 2d4
Alignment: Neutral
Movement: 10
Armor Class: 10
Hit Dice: 2
Attacks: Special
Damage: Special
Save: F2
Morale: 12
Hoard Class: None
XP: 30

Mudmen appear like normal puddles of mud until their pool is disturbed. When agitated, they draw themselves up into a vaguely humanoid form within 1 round.

Mudmen hurl mud at their opponents (up to 30 feet). On impact the mud hardens and slows the victim by ¼ of their movement rate. While hurling, mudmen also move toward their prey. When close, they will throw their bodies at their opponents. If successful, a mudman encases and suffocates its victim inflicting 1d6 points of damage per round unless the face of their target is cleared. If unsuccessful with their body slam, mudmen will reform in 1 round and attack again.

Mudmen are immune to normal weapons and mind-influencing spells. *Transmute Mud to Rock* destroys them.

Muggle



No. Enc: 2d4
Alignment: Chaotic Evil
Movement: 30
Armor Class: 5
Hit Dice: 2
Attacks: 2+special
Damage: 1d6+special
Save: F4
Morale: 6
Hoard Class: See below
XP: 275

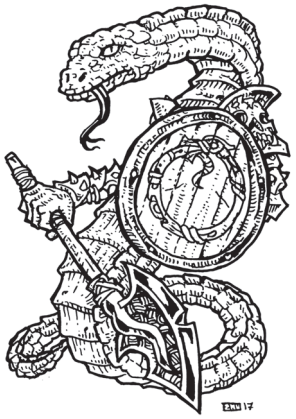
Muggles are small humanoid creatures of low intelligence. Their bodies are quite disproportionate—they have large round heads, bulbous eyes, large ears, and long gangly arms. They often drag their knuckles on the ground. They have excellent darkvision and can see 60 feet. They are quite cowardly (morale 6) and have a tendency to skulk and avoid contact with other humanoids. Some can speak a broken version of common, or a broken version of Black Tongue, and often mutter and murmur to themselves.

Muggles attack by smashing opponents with their hands or choking. If both hand attacks are successful in the same round the muggle has wrapped its hands around the throat of its opponent and will also automatically inflict strangle damage (1d6) each round thereafter until its target is dead

or it is pulled off. Muggles are excellent climbers and can *Spider Climb* (as per the spell) at will. Muggles possess a keen olfactory sense that allows them to detect invisibility and track as rangers. Young muggles are often taken and trained by intelligent humanoids to serve as trackers.

Despite their awkward appearance, muggles are quite dexterous. They hide as halfings in outdoor terrain. They also have extremely light fingers and are adept at picking pockets (85%). They are especially fond of bright shiny things like gems and jewelry. As a result, they have Hoard Class XI on their person (usually in a pouch under their loin cloth) and XX in lair.

Naga-Ti



No. Enc: 1d4 (4d5)
Alignment: Chaotic Evil
Movement: 30
Armor Class: 0
Hit Dice: 9
Attacks: 2
Damage: See entry
Save: F9
Morale: 12
Hoard Class:
XP: 2,300

The naga-ti, also called "the serpentine" by humans, or ophidians by learned sages, are a degenerate race of snakemen. Some believe they served as an under-class to the Archons themselves while others believe they were humans cursed by the vengeful reptile god they worshipped. Naga-ti reproduce very slowly.

The serpentine appear like 6–7 foot tall snakes with humanoid arms. Their colours vary to represent all types of deadly snakes, pythons, and cobras. They attack twice per round in the following manner:

1. Attack twice with their melee weapon of choice (they prefer glaives, scimitars, spears and bardiches).

2. Attack once with melee weapon and once with their bite that inflicts 1d10 points of damage and the victim must save versus Poison or die.

3. Attack twice with (two of) melee weapon, bite, or tail smack. A successful tail smack results in 1d6 points of damage and the victim must make a Dexterity check or fall prone for one round (+4 to hit).

Naga-ti can use their bodies to coil around columns and use this type of movement to their advantage in combat. They speak Ancient Archaian and Black Tongue and can also communicate with any snakes, reptiles, or snake-like monsters, many of whom they keep as pets. There is a 10% chance a naga-ti speaks the Common language and a 15% chance they speak Elvish.

For every dozen naga-ti encountered there will be a lord with AC –2 and 10+3 Hit Dice. The naga-ti lord receives a +3 to damage due to strength and possesses an innate magical ability similar to *Eyes of Charming* that are used to create a servile underclass to do the bidding of the tribe (protection, meal preparation, construction, etc.) or to serve as docile food.

Sages believe there are other types of Naga-Ti, but these have yet been substantiated. Naga-Ti speak their own language and a dialect of Black Tongue.

Neanderthal



No. Enc: 1d10 (4d10)
Alignment: Neutral
Movement: 40
Armor Class: 8
Hit Dice: 2
Attacks: 1
Damage: 2d4 or weapon
Save: F2
Morale: 7
Hoard Class: XX
XP: 20

Neanderthals, or cavemen, are distantly related to humans. They possess a primitive intelligence and can fashion tools, traps, weapons, and have a distinct culture. They have large sloping foreheads and muscular, bodies. Neanderthals receive a +1 on all damage rolls.

Neanderthals typically attack with flint spears, wooden clubs, and battle axes with stone blades.

A band of cavemen usually consists of 1d4x10 individuals. For every 8 neanderthals, there will be a leader with 3 HD. For every 16 neanderthals, will be a sub-chief with 4 HD and +2 on all damage rolls. For every 25, there will be a chieftain with 6 HD and +3 on all damage rolls and a witchdoctor or shaman with 4 HD and the abilities of a fourth level cleric or druid. They will have an equal number of non-combatant women and children to men.

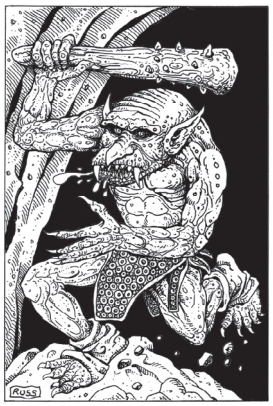
Neanderthals may (30%) keep apes, or dogs, as trained pets and guardians. Neanderthals revere cave bears (and other totem animals or beasts) and will hunt them as rites of passage and for spiritual purposes.

Cavemen are superstitious, naive, and easily startled by the strange and unfamiliar. Their treasure normally consists of animal trophies, or exotic beasts defeated in combat, such as furs, pelts, or ivory tusks. They may also have uncut gemstones, crude jewelry, or nuggets of gold, silver, electrum, or copper.

Neanderthals are hated, and sometimes hunted, by orcs and goblinoids. Neanderthals are outnumbered by those groups and thus tend to avoid direct contact, or sustained

conflict, with them. Some tribes of neanderthals are neutral, whereas some can lean toward Neutral Evil. Neanderthals speak their own tribal language.

Norker



No. Enc: 2d6 (4d40)
Alignment: Chaotic Evil
Movement: 30
Armor Class: 4
Hit Dice: 1+2
Attacks: See below
Damage: See below
Save: F1
Morale: 8
Hoard Class: XVIII
XP: 23

Norkers are small degenerate humanoids. Sages believe they may be related to hobgoblins, or are perhaps a hobgoblin-orc crossbreed. They possess average intelligence and tend to shun contact with other humanoids. They use primitive weapons such as clubs, spears, and slings, but may also use weapons they have stolen or found. They possess a very hard leathery skin and do not wear armour, although they have been know to use shields from time to time. In melee, norkers attack with either a claw (1d2) and bite (1d4) routine or by weapon type.

For every 25 norkers encountered, there will be a chief (4 HD) and 2 sub-leaders (3 HD). In addition, there is a 20% chance of a mystic shaman (3 HD) with access to first and second level magic-user and cleric spells.

Norkers speak their own dialect of Black Tongue.

Ogre



No. Enc: 1d6 (2d6)
Alignment: Chaotic Evil
Movement: 30
Armor Class: 5
Hit Dice: 4+1
Attacks: 1
Damage: 1d10
Save: F4
Morale: 10
Hoard Class: XX+1,000gp
XP: 215

Adult ogres stand 8–10 feet tall and are big, overweight, brutish humanoids. They have low intelligence, an ill-temper, and are indolent. Their skin color is usually dull yellow, and they have rotting, dark yellow teeth. Ogre clothing consists of poorly cured furs and hides, which add to their naturally repellent body odor. They receive +2 on all damage rolls.

Ogres may be found in the lairs of lesser goblinoids or among lesser giants. Ogres usually live under rock shelters, or in caves or dungeons. When ogres are found away from their lair they will have sacks containing 1d6x100gp. An ogre lair will have normally (50%) include human, demi-human, or monstrous humanoid captives, used as either slaves or food. They are especially fond of elves and only eat dwarves as a last resort (poor taste).

Any group of 4 or more ogres on patrol will have a patrol leader with 4+4 HD. If 10 or more are found, a subchief with 5 HD and an AC 3 will lead them. The subchief rolls 2d6 for damage. If 15 or more ogres are encountered, there will be a second subchief and a chieftain with AC 2 and two maximum HD. The chieftain strikes for 3d4 points and an additional damage bonus of +3.

Female ogres and youth constitute 10–30% (1d3) of any ogre clan. Females attack as three hit die monsters for 2d4 points of damage and have an armour class of 6. Adolescent ogres attack as one or two hit dice monsters, have an AC of 7, and score 1d6 points of damage.

Ogres possess an obnoxious and disagreeable nature, even with each other. Whenever one tribe of ogres meets another tribe of ogres or related HD monstrous humanoids, there is a 1 on d6 chance of a shoving match (65%) or fight (35%) breaking out between them. Ogres speak a dialect of Black Tongue.

Orc



No. Enc: 2d4 (1d6x10)
Alignment: Chaotic Evil
Movement: 40
Armor Class: 6
Hit Dice: 1
Attacks: 1
Damage: by weapon
Save: F1
Morale: 8
Hoard Class: XIX
XP: 10

Orcs have broad faces, jutting fangs, and black hair. Their clothing and equipment is dirty, oily, and rusty. Orcs tend to be gangly, disproportionate, and have a forward lean. Orcs are primarily subterranean and suffer a penalty of –1 to hit rolls when in sunlight. Orcs are exceedingly cruel and torment their inferiors. They can see 60 feet in the dark.

A party of orcs will have a leader who has 8 hit points, and is exceptionally strong. He receives a +1 bonus to weapon damage rolls. Should the leader of a party of orcs be slain, the remaining orcs have a morale score of 6.

Orcs organize themselves into tribes with names like Red Fang, White Hand, Red Eye, or Bloody Skull. Tribes sel-

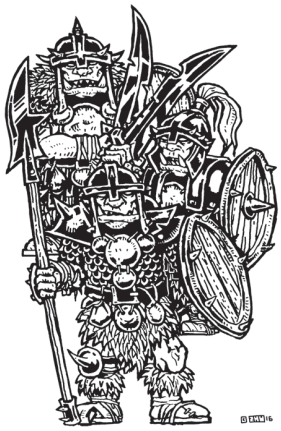
dom work together unless united under strong, and fear inducing, leader. Any tribe has 25% females and young in addition to the total number of males.

For every 25 orcs, there will be an orc chieftain with 4 HD and two personal bodyguards with 3 HD. The chief will be very strong and have a weapon damage bonus of +2. There is a 60% chance that any tribe consisting of 25 or more orcs will have an ogre present. There is a 10% chance that a tribe of 30 or more orcs has a troll present.

Orcs possess an obnoxious and disagreeable nature. Whenever one tribe of orcs meets another tribe of orcs or goblinoids, there is a 1 on d6 chance of a shoving match (65%) or fight (35%) breaking out between them. Each orc tribe speaks its own dialect of Black Tongue.

Orc Random Weapons and Armour			
1–3	Leather and Shield (AC7)	**1–3**	Scimitar
4–5	Studded Leather and Shield (AC6)	**4–5**	Battleaxe
6	Chainmail (AC5)	**6**	Scimitar and crossbow

Orc, Black



No. Enc: 2d4 (1d4x10)
Alignment: Lawful Evil
Movement: 30
Armor Class: See below
Hit Dice: 3+3
Attacks: 1
Damage: By weapon
Save: F2
Morale: 10
Hoard Class: VII (XIX)
XP: 65

Black orcs, also called great orcs or Oor-Uks, are stronger, more regimented, and more intelligent than their regular orc cousins. Their skin is black with a slight bluish-grey tinge and their hair is usually black, grey-black, or white depending on their age. They have yellow eyes and teeth. Black orcs have an effective strength of 16 and add +2 to their melee attack and damage rolls.

Every Oor-Uk warband is led by a leader with 4 HD (28hp). Each tribe of black orcs will have a warchief with 6 HD (40 hp) and 18 strength. Black orcs are rare and more than likely bred by an evil wizard or warlord to serve as an elite guard. Black orcs can move and fight in sunlight without penalty. Black orcs take better care of their weapons and armor than regular orcs, although their equipment may still show rust and disrepair. These monsters are bred for war as heavy infantry.

Oor-Uks are typically armed with the following weapons:

Black Orc Random Weapons and Armour			
1–3	Chainmail and Shield	**1–3**	Scimitar and Polearm*
4–5	Half-Plate (AC4)	**4–5**	Broadsword (1d6+1) and Heavy Crossbow
6	Half-Plate and Shield (AC3)	**6**	Broadsword and Longbow

*Random Polearm	
1–2	50% Glaives (1d8) and 50% Awl Pikes (1d10)
3–4	50% Bill-Guisarmes (2d4) and 50% Halberds (1d10)
5–6	50% Awl Pikes (1d10) and 50% Military Forks (1d8)

Although Black orcs have a regimented and martial culture, they still possess the obnoxious and disagreeable nature of their lesser ancestors. Whenever one tribe of black orcs meets another tribe of orcs or goblinoids, there is a 1 on d6 chance of a shoving match (65%) or fight (35%) breaking out between them. Oor-Uks speak Black Tongue.

Oozie



No. Enc: 2d8
Alignment: Neutral
Movement: 30
Armor Class: 6
Hit Dice: 1–4hp
Attacks: 1
Damage: 1d8
Save: F1
Morale: 12
Hoard Class: None
XP: 7

Sages believe these small algae-based monsters originated on the Elemental Plane of Ooze and were once summoned and set free to multiply on the Prime Plane by clerics of Impurax.

Oozies take the shape of small green puddles of sludge found in dark, damp subterranean environments. Upon sensing the living, they draw themselves up into a roughly humanoid shape about 2 feet tall and run at their target. Oozies explode on contact and generate a surprising amount of energy in a 5 foot radius.

Targets must make two saving throws versus Breath. The first halves the damage (1d6 plus the hit points of the Oozie rounding up) and the other to determine if the target falls prone from the force of the impact (+4 to hit when prone).

Oxotaur



No. Enc: 1d6
Alignment: Chaotic Evil
Movement: 30
Armor Class: 6
Hit Dice: 6
Attacks: 2 or 1
Damage: 1d6/1d6 or weapon
Save: F6
Morale: 12
Hoard Class: XX
XP: 725

Like the minotaur, the oxotaur is large, slow, and dim-witted. They possess the body of a large strong man and the head of an ox. Oxotaurs do not have the keen sense of direction of their minotaur cousins, but they do possess slightly more strength on damage rolls (+3) when using weapons. Oxotaurs prefer large two-handed swords or two-handed flails that do 2d6 points of damage. Oxotaurs are extremely stubborn and never flee from combat.

Penanggalen



No. Enc: 1
Alignment: Chaotic Evil
Movement: Varies
Armor Class: See below
Hit Dice: Varies
Attacks: 1
Damage: Special
Save: Varies
Morale: 12
Hoard Class: XVII
XP: 275

The penanggalen is a hideous undead creature from Malaysian folklore. A penanggalen is a woman who made a pact with an evil spirit or demon to obtain beauty in life.

During the day, a penanggalen appears completely normal, but upon sunset she becomes a hideous vampire-like creature. Her head, internal organs, and entrails detach from her body. The creature then floats away in search of a victim, preferably a human woman, pregnant female, or infant, upon which to feed.

One hour before sunrise, she will return to a hidden lair, immerse her organs in a vat of vinegar to shrink them, and reenter her body by sunrise. A penanggalen thus always carries the scent of vinegar. During the day, she retains all abilities, skills, spells, hit dice, hit points, and levels she possessed in life (usually between levels 5–10). Like all undead, she is immune to sleep, charm, and mind-influencing spells. A penanggalen turns as an 8 HD vampire on the cleric turning table.

A penanggalen's head and intestines possess 4 HD and armor class 8. She will seek to feed on the same victim repeatedly. The victim takes 1d6 points of permanent constitution damage per evening until drained of life.

Phase Ghoul



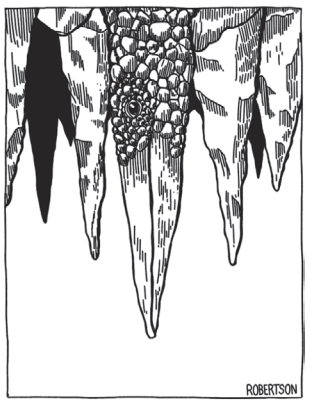
No. Enc: 1
Alignment: Chaotic Evil
Movement: 40
Armor Class: 2
Hit Dice: 8
Attacks: 3
Damage: 1d8/1d8
Save: F6
Morale: 12
Hoard Class: XVII
XP: 1,350

The phase ghoul is a hideous undead monstrosity. The ghoul possesses no eyes, nose, or mouth per se. However, the phase ghoul has the ability to sense living creatures within a 50 feet radius. It can also sense fresh blood within an 80 foot radius to which it is immediately drawn.

It attacks with two damaging, paralyzing claws (save versus Paralyze). Once it has paralyzed its prey, the phase ghoul peals back the flesh of its "head" to reveal a single, wide toothed-maw that bites for a devastating 4d6 points of damage.

The creature is native to the Plane of Shadow and enters the Prime Plane through a small, well-hidden gate that is always within a mile of its location. Although a phase ghoul can take damage, it can only be permanently destroyed on its home plane of existence. A phase ghoul that reaches zero hit points on the Prime Plane immediately phases back to the Plane of Shadow where it regenerates within 24 hours.

Piercer (Archaian)



No. Enc: 3d6
Alignment: Neutral
Movement: 10
Armor Class: 3
Hit Dice: 1d6
Attacks: 1
Damage: 1d6 per HD
Save: F1–4
Morale: 8
Hoard Class: None
XP: 10, 20, 50, 80, 200, 400

These creatures have specifically adapted to cavernous environments. They resemble stalactites and hang from cavernous ceilings.

There are two different kinds of Archaian piercers. The males possess a wide toothed maw that opens immedi-

ately before they drop on their prey. The female does not possess a maw but rather tries to drop and impale its victim. If a female scores a hit it begins sucking the blood of its victim through a small opening at its tip. This counts as automatic damage per round (per hit die) until the female is killed or thrown off (strength check).

Both male and female piercers have small, barely perceptible appendages and a tail through which they can climb up, and attach, to cavernous ceilings.

Phycomid



No. Enc: 1d4
Alignment: Neutral
Movement: 10
Armor Class: 5
Hit Dice: 2
Attacks: See below
Damage: See below
Save: F4
Morale: 12
Hoard Class: None
XP: 40

Phycomids are subterranean tubular fungi often found among common mushrooms and molds. They are partially immune to fire (save at +4 and only take half damage). When threatened, phycomids ejaculate globules of thick sticky mucus as far as 40 feet. There are at least three known types of phycomids (green, white, and yellow):

1. Green: Save versus Poison or be stuck to the ground for 1d4+1 rounds.

2. White: Shoots a wad of spores that sprout into small mushrooms when they come in contact with flesh (1d6+1 damage).

3. Yellow: Shoots a spore cloud that blisters human skin for 1d8 points of damage and can cause permanent blindness unless a save versus Poison is made. This can be cured by a *Cure Blindness* spell.

Red Snappers



No. Enc: 2d8
Alignment: Neutral
Movement: 0
Armor Class: 6
Hit Dice: 1–4
Attacks: 2
Damage: Varies
Save: F1–4
Morale: 12
Hoard Class: VIIx2 and IX, XIV
XP: 16, 30, 65, 175 per flower

Red snappers, also known as red flowers, are giant carnivorous subterranean flora 30–40 feet in height. From a distance, the red snapper appears as a giant flower extending from a palm tree-like trunk.

They are found in beds of 2d8 with 1d2 flowers per trunk. When a living creature moves within 20 feet, the flowers will turn to face the disturbance. Once in range the flower strikes with the speed of a giant rattlesnake. As it attacks the stamen will open to reveal a mouth full of sharp teeth (HD1: 1d4, HD2: 1d4+1, HD3: 1d6, HD4: 1d8). The petals close to scoop up its prey. On an attack roll of 18, 19, or 20 a Red Snapper has swallowed its prey (automatic 1d6 damage per round, per HD of monster).

There are normally 2d8 petals in the vicinity of red snappers. One can pass through a red flower patch unhindered by using fallen petals as camouflage.

Rock Reptile



No. Enc: 1d2
Alignment: Neutral
Movement: 20
Armor Class: 3
Hit Dice: 2–5
Attacks: 1
Damage: Varies
Save: F2–5
Morale: 10
Hoard Class: See below
XP: 30, 65, 175, 425

Rock reptiles have a tough rock-like hide and the ability to change their skin color to match their environment. Their camouflage ability allows them to surprise on a 1–3 on a d6. Rock reptiles vary in size:

Rock Reptile Size		
Age Category	**Hit Dice**	**Damage**
Young	2HD	1d4+2
Young Adult	3HD	1d6+3
Adult	4HD	1d8+4
Mature	5HD	2d4+5

Although they will hunt in daylight, rock reptiles prefer dark caves. There is a 2 on d6 chance of Hoard Classes I, II, III, IV as well as XI, IX and VIII in their lairs.



Russet Mold



No. Enc: 1d4
Alignment: Neutral
Movement: None
Armor Class: Always hit
Hit Dice: 1HD/10 feet
Attacks: None
Damage: Nil
Save: Varies/HD
Morale: N/A
Hoard Class: None
XP: 19

Russet mold is commonly found in dark subterranean passages. Russet mold is often burnt orange in colour, which gives it the appearance of rust (for which it is often mistaken). Close inspection reveals they are lumpy with small hair-like growths.

Russet molds do not attack, persay, but rather release a cloud of barely visible spores in a 5 foot radius if disturbed. Anyone within the spore cloud, or who touches the mold, takes 2d6 points of damage and must save versus Poison or die in 1d4 turns unless a *Cure Disease* spell is cast upon them.

Russet Molds vary in size from 10–40 feet square (1d4). Their size also corresponds to their hit dice and saving throw (F1–F4).

Anyone who perishes from Russet Mold spores undergoes an advanced decomposition. Within 1d2 days a yegepygmie will emerge from the remains.

Sallow Cysts



No. Enc: 2d4
Alignment: Neutral
Movement: 0
Armor Class: 10
Hit Dice: 1
Attacks: See below
Damage: See below
Save: F1
Morale: 12
Hoard Class: VII
XP: 16

Sallow cysts, like grub globules, are membranous growths that grow and extend on vines from dead organic matter. They prefer to grow as high as possible, even on the ceilings of their environments. When they sense movement within 20 feet, they explode and eject spores. Unless a save versus Petrification is made, its target will be paralyzed for 2d4 turns. This is similar to ghoul paralysis and elves are unaffected. The cysts are found in clusters of 2d8.

Sand Stalker



No. Enc: 1
Alignment: Neutral
Movement: 40 (Burrow 30)
Armor Class: 4
Hit Dice: 7
Attacks: 1 bite
Damage: 1d6+2 (poison)
Save: F7
Morale: 9
Hoard Class: XIV
XP: 1,300

Stand stalkers are giant hunting spiders almost 12 feet long. They live in environments with sand or loose soil where they can burrow below the surface, leaving just their front legs exposed. As wind passes over their legs, it makes an eerie wailing sound that hypnotizes and attracts their prey (save versus Spell to resist) into striking range.

The creature's bite is poisonous (save or die). If the sand stalker kills its target, it will try to cocoon and preserve its victim for later consumption. It may (15%) have 1d3 young (2 HD with a paralytic poison bite for 1d4 turns).

Scorpion, Giant



No. Enc: 1d6
Alignment: Neutral
Movement: 20
Armor Class: 5
Hit Dice: 2+2
Attacks: 3
Damage: 1d6/1d6/1d3*
Save: F2
Morale: 12
Hoard Class: XIX
XP: 100

Giant scorpions attack with their two pincers each doing 1d6 points of damage. They also use their lethal poison stinger (1d3) that requires an immediate save (Poison) or be killed instantly. Giant scorpions very in size from 3–5 feet in length.

Scorpion, Huge



No. Enc: 1d3
Alignment: Neutral
Movement: 30
Armor Class: 4
Hit Dice: 4+4
Attacks: 3
Damage: 1d8/1d8/1d3
Save: F4
Morale: 12
Hoard Class: XIX
XP: 265

Similar to their smaller cousins, huge scorpions attack with their two pincers, each doing 1–8 points of damage They also use their poison stinger that does 1d3 points of damage and requires a save (Poison) or be killed instantly. Huge scorpions are normally to 7 feet long.

Shadow



No. Enc: 2d4 (4d4)
Alignment: Chaotic Evil
Movement: 30
Armor Class: 7
Hit Dice: 2+2
Attacks: 1
Damage: 1d4, special
Save: F2
Morale: 12
Hoard Class: XVII
XP: 83

Shadows are ethereal undead. As a consequence they are susceptible to the clerical turning ability. They possess little intelligence and seek to drain the life force of their victims. With each successful hit, the cold touch of a shadow causes 1d4 points of damage and drains 1 point of Strength for 1 turn (cumulative with multiple hits). Should a being be drained to STR 0, it immediately transforms into a shadow.

Shadows are very silent and difficult to observe. They will surprise with a 1–5 on 1d6. Like all undead, shadows are immune to mind-influencing spells. Shadows may only be struck with silver or magical weapons.

Shadow Demon



No. Enc: 1
Alignment: Chaotic Evil
Movement: 30 (Fly 120)
Armor Class: See below
Hit Dice: 7+3
Attacks: 3
Damage: 1d6/1d6/1d8
Save: F8
Morale: 10
Hoard Class: None
XP: 1,325

The shadow demon resembles a black shadow and is mistaken as such 90% of the time. It attacks with a vicious claw, claw, bite routine. The creature's armor class is subject to light. In full darkness, or near darkness, it has an AC of 1, attacks at +2 on the die, and takes half damage from weapons and spells. In torchlight, it is AC 5 and takes full damage. In daylight, the shadow demon is AC 10 and takes double damage from attacks.

A shadow demon is immune to all lightning, cold, and fire attacks. Although a *Light* spell cast on it is equivalent to a *Fireball*, regardless of illumination. The creature can cast *Fear* in a 40 foot radius and can cast *Darkness* (15 feet) once each per day. Shadow demons are extremely intelligent (16+). They are occasionally summoned from the lower planes to serve evil humans or humanoids in the service of their demon lord. They turn as specials on the cleric undead turning table. Shadow demons speak Common, Ancient Common, and Black Tongue.

Shadow demons may only be struck with silver or magical weapons.

Shambling Filth



No. Enc: 1d3
Alignment: Neutral
Movement: 20 (Swim 20)
Armor Class: 2
Hit Dice: 6–9
Attacks: 2
Damage: 2d6/2d6
Save: Varies/HD
Morale: 12
Hoard Class: XXI, VIII,
XP: 1,800

Shambling filth appear as roughly humanoid shaped mounds of rotting vegetation. They possess low intelligence and are considered a form of vegetable life akin to a shambling mound (with whom it is believed they are related). However, they have been infected by exposure to pollution and sewer run-off.

They range from 6 feet to 9 feet tall as reflected by their Hit Dice. Shamblers are wet and slimy and thus take no damage from fire. Cold does half damage and lightning will cause it to grow by 1d3 Hit Dice. If a shambler hits with both its clubbing limbs, it entangles a combatant leading to suffocation in 2d4 rounds. Note that melee attacks and damage in this instance must be divided between the shambler and the entangled victim.

The shambler emits a sewer stench in a 10 foot radius. All those who fail a save versus Poison (–2) will begin retching and vomiting for 2d4 rounds. This effect continues even after they leave the stench radius.

If a shambler is hit by a slashing weapon (sword or axe), it squirts a stream of pus at the attacker that requires a save versus Poison. Those who fail their save are immediately wracked by shooting pain and *Slowed* as per the magic-user spell. As a result of exposure to the shambler's pus, the victim develops a high temperature and begins perspiring profusely. During the victim's next rest, s/he will fall into a comatose state. The victim must make an additional save versus Poison or die within 24 hours. If successful, s/he is reduced to one hit point and incapacitated. A *Cure Disease* spell will cure the infected character. *Neutralize Poison* merely adds +1 to the victim's save.

Spectator



No. Enc: 1d2
Alignment: Neutral
Movement: Fly 30
Armor Class: 3/4
Hit Dice: 5+10hp/Eye stalk
Attacks: 4
Damage: See below
Save: F4
Morale: 12
Hoard Class: See below
XP: 1,100

A spectator is a guardian summoned by a magic-user for a period of 666 years. Spectator's serve as protectors of wondrous treasure, magical items, or deceased remains. They appear much like an eye of terror and are often mistaken as such (1–5 on d6).

They possess a central floating body, toothed-maw, and three eye-stalks that protrude from the central body. The spectator's body has an armour class of 3, and the eye-stalks have an armour class of 4 (10 hit points per stalk, these hit points are in addition to its 4+4 Hit Dice which reflect the damage to the central body). Its eyes regenerate in one day. The spectator will maintain its post until it is destroyed or 666 years have elapsed.

A spectator attacks with its three eye-stalk rays (see below) followed by a bite from its maw that inflicts 2d8 points of damage. It can divide its attacks between multiple opponents.

Eye 1: Ray of Pain: Inflicts 2d8+3 damage to a single target with a range of 60 feet. A save versus Spell halves the damage.

Eye 2: Ray of Paralyzation: One target with a range of 60 feet (duration 5d4 rounds). A save versus Spell negates the effect.

Eye 3: Ray of Panic: One target with a range of 60 feet (duration 5d4 rounds). A save versus Spell negates the effect.

A spectator has special magical defenses. First, it has a magic resistance of 10%. Second, the creature can also deflect one spell per round back at the caster or a target of its choosing. Spectators can *Create Food and Water* three times per day. They never sleep and cannot be surprised.

The spectator will likely (1–9 on d10) be guarding a treasure or magic item worth at least 12,000gp. It may (1 on d6) also have incidental treasure: 50% for 3d10 x100 coins of mixed types (1d20pp, 2d20gp. 4d20ep, with the remainder in sp). There is also a 30% chance of 1d8 gems, 20% chance for 1d4 potions; 15% chance for a piece of armour. There is also a 15% chance of a weapon and a 5% chance of a miscellaneous magic item valued under 8,000gp.

Stalagbite



No. Enc: 2d6
Alignment: Neutral
Movement: 10
Armor Class: 4
Hit Dice: 1 to 4
Attacks: 1
Damage: 1d6/2d4/2d6/2d8
Save: Varies with HD
Morale: 10
Hoard Class: See below
XP: 25 per HD

Sages believe stalagbites are related to ropers and storopers. Stalagbites resemble regular stalagmites in every way, and they use their stone-like skin as camouflage to their best advantage. They prefer to ambush by spreading out and waiting until their prey passes between them. Once in their kill circle, they attack.

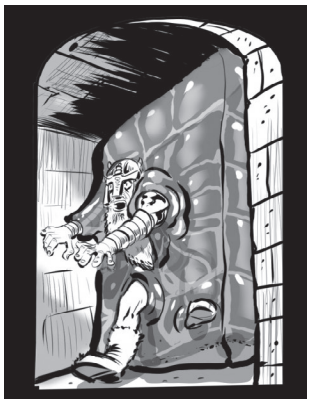
Stalagbites possess a single, large central eye and a maw of razor sharp teeth. Despite their appearance, stalagbites are surprisingly quick and can shuffle along a cavern floor with their lower appendages. Inside a stalagbite is a small central organ that may (35%) hold valuable gemstones:

Gemstone Value			
	HD 1–2		**HD 3–4**
1	1d4x20gp	**1**	1d4x75gp
2	2d4x20gp	**2**	2d4x75gp
3	3d4x20gp	**3**	3d4x75gp
4	4d4x20gp	**4**	4d4x75gp

28mm stalagbites are available from Midlham Miniatures. Stalagbites are Copyright Midlham Miniatures and used with permission.



Stun Jelly



No. Enc: 1
Alignment: Neutral
Movement: 10
Armor Class: 8
Hit Dice: 4
Attacks: 1
Damage: 2d6
Save: F4
Morale: 12
Hoard Class: VII
XP: 245

The stun jelly is a translucent organism related to the gelatinous cube. However, unlike its cousin the stun jelly remains relatively stationary along a 10 foot section of dungeon wall, ceiling, or floor, and awaits prey to pass near it.

The stun jelly attacks by reaching out with a paralytic touch (save versus Paralyze or be paralyzed for 2d4 turns) plus 2d6 points of damage. During this time the creature will attempt to envelop and digest its victim.

The stun jelly is almost imperceptible to the naked eye (1 on d10 in torch or lantern light) unless actively searching.

Sunburst Lichen



No. Enc: 1
Alignment: Neutral
Movement: See below
Armor Class: N/A
Hit Dice: 3
Attacks: 1+Special
Damage: Special
Save: F3
Morale: N/A
Hoard Class: XII
XP: 65

The sunburst lichen is related to purple moss but much larger. Its size varies from 10–40 feet in length to 10–40 feet in width.

When something moves within 30 feet of a sunburst lichen, it begins to glow with a purple luminescence. The luminescence pulsates with the effect of a *Hypnotic Pattern* beginning at its extremity and toward its center. Those who fail a save (Spell) become transfixed by the rhythmic pattern and walk at their regular movement rate into the center of the lichen. The creature then aggressively grows over its prey in two (halflings, gnomes, or dwarves) rounds or four (humans, elves, etc.) rounds. Those covered will suffocate in 1d4 rounds and will be digested in 1d2 hours. A sunburst lichen takes half damage from fire.

Terrordactyl



No. Enc: 1d4
Alignment: Neutral
Movement: 10 (Fly 120)
Armor Class: 5
Hit Dice: 2–3
Attacks: 2–3
Damage: 1d6/head
Save: 2–3
Morale: 9
Hoard Class: None
XP: 45, 65

The terrordactyl is similar to the pterodactyl in most respects except it will have 2 or 3 heads (65% have two, 35% have three). This is also a reflection of their hit dice. The terrordactyl may divide its attacks between multiple opponents.

Thesselhydra



No. Enc: 1
Alignment: Neutral
Movement: 30
Armor Class: 0
Hit Dice: 12
Attacks: Up to 10
Damage: See below
Save: F12
Morale: 12
Hoard Class: XV
XP: 4,075

The dreaded and terrifying thesselhydra is a massive reptilian monster. It has a main maw that bites for 1d20 hit points of damage plus an additional 1d20 points of acid damage (save versus Breath for half). The maw is surrounded by eight snake-like heads (12 feet long) that inflict 1d6 hit points of damage each plus an additional 1d6 points of poison damage on a failed save. Each snake head requires 12 points of damage to sever, and the monster will regenerate a new head in one week. Head damage is in addition to total hit dice.

The thesselhydra also possesses a mighty tail pincer that, on a successful attack, grabs its target for 1d12 points of damage and throws it into the main maw in the same round. Once per day, the monster can belch forth a glob of acid that covers a 10x10 foot square from 10 feet away. Those caught take 6d12 points of acid damage (save versus Breath for half).

Tricerotaur



No. Enc: 1d2
Alignment: Chaotic Evil
Movement: 40
Armor Class: 4
Hit Dice: 8
Attacks: 2 or 1
Damage: See below
Save: F8
Morale: 12
Hoard Class: XX
XP: 900

A tricerotaur is the result of diabolic magical experimentation. Similar to a minotaur, the tricerotaur possesses the head of a triceratops and the body of a strong man.

A tricerotaur can attack in three different ways: 1) pummeling with fists (1d8/1d8), 2) with a gore attack, 3) or by weapon type. If a tricerotaur hits with its gore attack (1d10), it makes an immediate second attack roll. If that roll is successful, its opponent was pierced through the body, takes an additional 2d6 damage, and remains impaled on its horns, unable to pull free.

Tricerotaurs prefer large bludgeoning weapons like morningstars (2d8). They are +3 on damage rolls with melee weapons. Tricerotaurs speak the minotaur dialect of Black Tongue.

Tri-Flower Frond



No. Enc: 2d8
Alignment: Neutral
Movement: 0
Armor Class: 9
Hit Dice: 2+8
Attacks: See below
Damage: See below
Save: F2
Morale: 12
Hoard Class: None
XP: 65

The tri-flower frond has stalks that very from 5–8 feet in height. The stalks are dark green, and it has three trumpet shaped flowers that extend from the top (orange, yellow, and red). Each of the flowers has a specific function.

The orange shoots 2–8 tendrils, each 10 feet long, and anything touched by them must save versus Poison or fall asleep.

The yellow flower reaches over incapacitated victims and trembles. This disperses a sticky digestive enzyme that causes 2–8 hit points of damage. The red flower simultaneously extends tubular tendrils into the body and sucks bodily fluids and juices inflicting 1d6 points of damage per round. They surprise 50% of the time (1d3 on d6).

Troglodyte



No. Enc: 1d8 (5d8)
Alignment: Chaotic Evil
Movement: 40
Armor Class: 5
Hit Dice: 2
Attacks: 1 or 3
Damage: see below
Save: F2
Morale: 9
Hoard Class: XXII
XP: 38

These humanoid reptiles are green, scaly, and have a bony spine along the center of the top of their heads and down their backs.

Troglodytes are tribal, malicious and warlike. They have the ability to blend into their environment like a chameleon, and will surprise opponents on a roll of 1–4 on 1d6. Their scales secrete a stinky, slimy coating. All non-troglodytes that come near a troglodyte are required to make a saving throw (Poison) or suffer –2 to attack rolls due to the disgusting, horrid stench.

For every dozen troglodytes, their will be a leader with 3 HD, and for every score of troglodytes, there will be will be a tribal chief with 5 HD. The chief will always be surrounded by 2d4 bodyguards (leaders with 3 HD).

Any tribe has about 25% the number of females to the total number of males. Females are combatants and attack as 1 HD troglodytes.

Troglodytes prefer stone axes, clubs, spiked clubs, and javelins. Troglodytes are particularly adept at throwing javelins (+3 to hit and strike for 2d4 points of damage). They can also attack with their natural weapons: two claws and a bite (1d4/1d4/1d4). Troglodytes speak their own language. Only about 25% speak a dialect of Black Tongue.



Troll



No. Enc: 1d8 (1d8)
Alignment: Chaotic Evil
Movement: 40
Armor Class: 4
Hit Dice: 6+6
Attacks: 3 (2 claws, bite)
Damage: 1d6/1d6/1d10
Save: F6
Morale: 10
Hoard Class: XIX
XP: 600

A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or dark gray, and its eyes are cold and black. A typical adult troll stands 8 feet tall and appears emaciated. Trolls are constantly hungry. Trolls tend to lurk in labyrinths, caverns, ruins, and swamps. They are very wiry and lanky, but their thin appearance belies their great strength. They have menacing, dirty claws and sharp teeth. Trolls have remarkable olfactory senses and outstanding darkvision to 60 feet. Trolls are +3 to damage rolls.

Trolls have the ability to regenerate physical damage. After 3 rounds have passed, they regenerate 3 hit points each round. A troll cannot regenerate fire and acid damage. If a troll loses a limb or body part, these parts will grow a new troll (in 2d6 rounds) or a troll can reattach a severed limb in one round by holding it to the stump. Due to this powerful ability to regenerate, trolls cannot be permanently destroyed except by fire or acid. If a troll is damaged enough to be killed (reaches 0 hit points) the troll will continue to regenerate and stand again to fight after 2d6 rounds. Due to their regenerative abilities, they are universally feared. They speak their own version of Black Tongue.

Vampiric Vapour



No. Enc: 1d4
Alignment: Chaotic Evil
Movement: 30
Armor Class: 4
Hit Dice: 3
Attacks: 1
Damage: 1d8
Save: F3
Morale: 9
Hoard Class: XVIII
XP: 95

Vampiric vapor looks like a misty cloud about 4–10 feet in diameter. These creatures have maximum hit points per die but are rarely encountered at full health.

For each 12 hour period without feeding a vampiric vapor loses 1 hit point and they are often found in a ravenous state. It regains health by enveloping a target and draining its blood. For every 2 hit points drained, the vapor regains 1 hit point. The vapor can choose to attack with a smokey tendril for 1d6 points of damage. Armor and shields (magical or non-magical) provide no protection against this monster, only dexterity and other magical protections. If a vapor rolls 4 or higher than required to hit (or on a natural 20), it has enveloped its target and automatically draws 1d8 points of damage per round. If a vapor is struck while it has enveloped a victim the damage is divided between the vapor and its target. An enveloped target cannot cast spells but may attack without spreading damage.

This monster can only be damaged by magical weapons and spells.

Vargouille



No. Enc: 1d6
Alignment: Chaotic Evil
Movement: 10 (Fly 60)
Armor Class: 2
Hit Dice: 1
Attacks: 1
Damage: 1d4+Special
Save: F1
Morale: 10
Hoard Class: None
XP: 16

Varghouilles are demons from the lower planes. They have a demonic fanged visage covered in tentacles. Their batwings extend from the backs of their stubby bodies. Their bite is deadly and causes the permanent loss of hit points on a failed save (Poison).

Vegepygmy (Moldman)



No. Enc: 3d10
Alignment: Neutral
Movement: 20
Armor Class: 4
Hit Dice: 1 to 6
Attacks: 1
Damage: 1d6
Save: Varies
Morale: 10
Hoard Class: VIII
XP: 19, 35, 80, 225, 550, 950

Vegepygmies are small humanoids made of vegetable matter. They possess little intelligence and form small tribal bands for safety and security. These creatures reflect the colors of their environment and surprise 50% of the time (1–3 on d6). They fear direct sunlight and generally flee from light greater than a torch or lantern.

Vegepygmies average 2 feet in height and gain 6 inches for every hit die beyond the first. Piercing weapons only

score 1 point of damage and electrical attacks do no damage. Vegepygmies will cultivate (85% likely) defensive funguses and molds (such as shriekers, scarlet shriekers, yellow mold, purple moss, sunburst lichens, etc.) around their colonies for defense. Vegepygmies can pass through these without disruption and are immune to their effects.

These vegetable creatures communicate through a combination of sign language and body thumping. They eat meat and carrion. In combat these humanoids cause 1d6 points of damage with their fists or they can score damage by weapon type (they prefer spears and clubs). They also use blow darts with lethal and non-lethal poison. They reproduce via russet mold.

Vegepygmie patrols can be randomly generated using the following suggested guidelines: determine the total number of player characters and average party level. There will be the same number of vegepygmies to PCs with HD that corresponds to average party level. In addition, there will be 1d4 vegepygmies with 1 (50%) or 2 (50%) lower hit dice and 1d2 with 1 (50%) or 2 (50%) higher hit dice.

Each colony of 20 or more includes a sovereign with 4–8 HD and AC 3. There is a 50% chance of a shaman, also with 4–6 HD, called a vegemancer. The vegemancer has spell casting ability of a fourth level magic-user or illusionist (at minimum) and can use the following once per day: *Control Plants, Plant Growth, Entangle, Faerie Fire, Find Plants,* and *Speak with Plants*.

Velociraptor



No. Enc: 2d6 +2
Alignment: Neutral
Movement: 60
Armor Class: 4
Hit Dice: 1
Attacks: 3
Damage: 1d2/1d2/1d6
Save: F2
Morale: 7
Hoard Class: None
XP: 16

The velociraptor measures about 6 feet long (including its long tail) and about 2–3 feet tall. They hunt in packs and attack using a claw, claw, bite routine.

They are partially feathered and may attack significantly larger prey if they outnumber them. For every velociraptor beyond seven, the pack morale increases by one (eight would be morale 8, nine would be morale 9, etc).

Volt



No. Enc: 2d6
Alignment: Neutral
Movement: 10 (Fly 60)
Armor Class: 4
Hit Dice: 2+1
Attacks: 1 and 1
Damage: 1d4 and 1d12
Save: F2
Morale: 12
Hoard Class: None
XP: 65

This strange creature has a shaggy horned head with two bulbous eyes and a gaping maw. A long tail extends about 3 feet behind it. Volts fly through the air by a means unknown to sages.

It attacks by biting at the head or neck for 1d4 points of damage. Once latched, a volt cannot be removed and will drink 1d4 points of blood automatically each round. While attached, it will also whip its prey for an automatic 1d12 of electrical damage from its tail each round.

Weevil-Men



	Drones
No. Enc:	2d10
Alignment:	Neutral
Movement:	40
Armor Class:	2
Hit Dice:	6
Attacks:	2
Damage:	See below
Save:	F6
Morale:	12
Hoard Class:	XVII
XP:	500

Weevil-men are organized into three types: drones, larvae, and a queen. The drones facilitate everything from defense of the colony to feeding and nurturing the larvae. Drones appear as 6 foot tall humanoid weevils. They have six legs and can stand erect on two while using multiple shields and weapons. Most often they will fight with two weapons and two shields. They are fanatically loyal to their queen. They possess a long proboscis and multi-faceted eyes. Drones have intelligence and can fashion tools, weapons, and traps.



Weevil-Men

	Queen	Larva
No. Enc:	1	3d10
Alignment:	Neutral	Neutral
Movement:	10	5
Armor Class:	6	7
Hit Dice:	10	2
Attacks:	1	1
Damage:	3d6	1d6+1
Save:	F10	F2
Morale:	12	12
Hoard Class:	None	None
XP:	600	20

The queen's primary function is the production of eggs to ensure the survival of the colony. She is a large bloated grub 15 feet in length. If the queen dies or is killed, the drones select a new queen from the existing larvae. The larvae appear as large white grubs and are normally found in nurseries near the queen. A weevil-men colony will normally include hatcheries, egg chambers, granaries, and a central chamber.

Yellow Musk Creeper



No. Enc: 1
Alignment: Neutral
Movement: Immobile
Armor Class: 7
Hit Dice: 3
Attacks: See below
Damage: See below
Save: F3
Morale: 12
Hoard Class: VI
XP: 80

A yellow musk creeper is a subterranean fungus that grows up cavern or dungeon walls. It covers an area approximately 20 feet square.

It shoots spores at creatures that approach within 10 feet. It can shoot spores as many times as it has flowers (2d6) and can control as many zombies as it has buds (1d4). If a hit is made the target must save versus Breath.

Any target that fails falls under the suggestion of the plant and moves directly into its center. Once there, the plant attaches to the skull of the victim and drains 1d4 intelligence points permanently per round. If the victim's intelligence is lowered to zero, it becomes a yellow musk zombie.

A yellow musk zombie is plant based, cannot be turned, and is immune to mind-influencing spells. It can be destroyed by killing the parent creeper or by casting *Heal* and *Neutralize Poison* consecutively.

Yellow Musk Zombie



No. Enc: 1d4
Alignment: Neural
Movement: 20
Armor Class: Varies
Hit Dice: 2
Attacks: 1
Damage: By Weapon
Save: F2
Morale: 12
Hoard Class: None
XP: 30

Yellow musk zombies are the corpses of humanoids animated by a yellow musk creeper. They look like emaciated zombies but have a dark yellow skin colour. Some (50%) may have yellow vines and flowers extending out of their bodies.

These zombies retain the statistics and equipment they held in life (except spells) but attack as two hit die monsters. They receive no ability score bonuses of any kind. They serve their yellow musk creeper for several months until their bodies have almost completely decomposed. The zombies then wander away aimless and collapse in a dark place. A new creeper will begin growing from the organic remains.

Yellow musk zombies are not traditional undead. Therefore they cannot be turned by a cleric. They are also immune to all mind-influencing spells. Yellow musk zombies cannot be cured.



The Abomination of Impurax

No. Enc: 1 (Unique)
Alignment: Neutral Evil
Movement: 30
Armor Class: –5
Hit Dice: 30 (240hp)
Attacks: See below
Damage: See below
Save: F30
Morale: See below
Hoard Class: XV–XXII
XP: 20,000

Impurax is the deity of rot, corruption and pestilence. His symbol is a decaying fanged hand or a rotting raven's head. Through the sphere of rot and decay, Impurax possesses influence over fungi, molds, oozes, and carnivorous plant-life. His many names include The Rot-Bringer, The Rotting God, The Decaying One, or The Fanged God.

Impurax has, very millennia or so, assumed a physical manifestation on the Prime Material Plane. He manifests as a monstrously large blob of rotting vegetation and carrion approximately 360 feet long by 225 feet wide. The Abomination of Impurax, or God-Thing, consumes everything in its path including towns, villages, forests, etc., and can grow significantly larger. It leaves a putrid green slime in its wake that can spawn forests of fungi and carnivorous plants. The Abomination's physical form only lasts for 1d4+2 months after which it must adopt a new form or return to the plane from whence it came.

The Abomination has a giant maw that bites for 5d10 points of damage. The Abomination can sprout 2d8 tentacles (20 hit points each) from any aspect of itself for defense. These tentacles have fanged maws at the tip that can speak if so desired, or they can be used to bite (2d8) or immobilize (save versus Paralyze) and drag an opponent into its main maw for 5d10 points of damage in 1d3 rounds. The Abomination immediately possesses all the knowledge and spells or spell-like abilities of those it consumes. Finally, the tentacles can pull over and hurl trees or boulders 300 feet for 3d10 points of damage.

The Abomination has a magic resistance of 30%. It is immune to fire damage but takes double damage from cold.

Three times per day, the Abomination can spawn monsters that heed its bidding until the god leaves its form on the Prime Plane. Use the following random chart:

The Abomination: Spawning Table I	
1	Shambling Filth (1d2)
2	Shambling Mound (1d2)
3	Gibbering Mouther (1d2)
4	Evil Vegepygmies (3d4)
5	Evil Fungus Men (3d4)
6	Roll Table II

The Abomination: Spawning Table II	
1	Seeds a trail of 1d4 Carnivorous Vines behind it.
2	Seeds a trail of 1d6 Tri-Flower Fronds behind it.
3	Seeds a trail of 1d10 Archaian Mantraps behind it.
4	Basidironds (2d6)
5	Flock of Blooderflies (8d8+8)
6	Seeds a trail of 1d12 Red Flowers behind it.
7	Release random Oozes, Jellies, and Puddings*
8	Seeds a forest of giant fungi*

*Referee's discretion. See the New Monster section and the Labyrinth Lord Core Book™.

Impurax was a lesser deity during the time of Nergal's reign as Lord Of The Dead. However, since Nergal's presumed death, Impurax has slowly, but steadily, grown in power and influence across the Northern Reaches. His faith has grown from a small group of corrupt druids in the Duchy of Aerik, to a structured order of zealot acolytes intent on gating Impurax to this world. In addition, the acolytes founded a regiment of warriors called The Fanged Legion that possess powers akin to dark paladins. The Church of Impurax is now a force in the Northern Reaches.



Archons

In Archaian civilization the three strongest sorcerers, called the Archons of the Trium, were chosen to lead their society. They were both very powerful magic-users highly attuned to the eldritch energy of the cosmos as well as devout priests of Anu-Eya. The most powerful is Maz'Mak-Mal-Mog (MU17/C10), followed by Al'Ak-Al-Zod (MU16/C8), and Gul-Duz-Ath-Aa (MU15/C7).

The Archons, smug and confident in their abilities, sought to ascend to godhood and challenged their deity Anu-Eya. Alongside the destruction of Archaia and his people, Anu-Eya cast the Archons out of his celestial realm and destroyed them—or so he thought. The Archons, their bodies shattered, retreated deep into the bowels of a great volcano, the Hell-Fire Furnace, and over the centuries they slowly reconstituted themselves and their powerful magic. They are consumed by a single motivation—revenge on Anu-Eya.

In order to exact their revenge, the Archons required more power. They began worship of an old, re-emerging deity - Impurax the God of Rot, Corruption, and Pestilence. It was a bargain struck of the blackest evil. Through worship the Archons received Impurax's help to grow in power and seek their revenge on Anu-Eya, and the Archon's agreed to help the Acolytes of Impurax build an army of monstrous humanoids and gate as aspect of their deity, the Abomination of Impurax, onto the Prime Material Plane.

Description: At first glance, Archons appear as a form of undead. This is partially correct. Their corporeal selves are already dead, or very nearly so. They have pale white skin pulled tight over their skulls and slightly pointed ears. Their eyes are black and soulless. The Archons have elongated arms and fingers. They wear strange, alien-looking ebon armour and wield weapons of the same material. Their decrepit forms can no longer sustain them. Instead, their upper bodies move through an unknown form of flight or levitation and the remains of their spinal cords dangle below them. Despite their physical state, they are not undead and clerics have no turning ability over them.

The Archons have a magic resistance of 30% and are immune to mind influencing-spells. They are completely immune to cold-based and electrical-based attacks, death spells, enfeeblement, polymorph, and any effects that cause insanity. The Archons prefer to cast spells or use their weapons in battle, but also possess a cold touch attack that deals 1d10 hit points damage similar to a lich. Victims must also save versus Paralyze or become paralyzed permanently, unless magically cured. Finally, all beings with 4 or fewer HD that see an Archon will be affected with Fear (no saving throw).

Archons can sustain themselves without food and water and do not require oxygen to breath. They may wield any weapon and wear any form of armour. The Archon's unique Ebon Platemail allows them to cast spells in armour. Their base armour class is specific to each individual.

Maz'Mak-Mal-Mog (MU17/C10)



No. Enc: 1 (unique)
Alignment: Lawful Evil
Movement: 3
Armor Class: –9
Hit Dice: 90hp
Attacks: 3
Damage: Weapon type
Save: MU17
Morale: 12
Hoard Class: XXII
XP: 7,000

During the Golden Age of Ancient Archaia, Maz'Mak-Mal-Mog was the greatest of the Archaian sorcerers.

Maz'Mak-Mal-Mog wears the *Headdress of Pelar-Tok*. The headdress provides 10% magical resistance (this stacks with existing bonuses) and +4 to AC. In the center of the headdress is a *Gem of Seeing* that provides the wearer with *True Sight.*

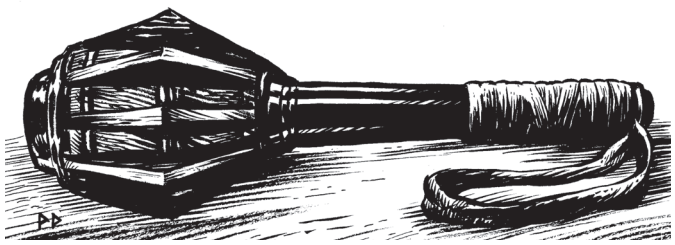


Maz'Mak-Mal-Mog bears the *Ruling Staff of the Trium*. The *Ruling Staff of the Trium* is an *Ebon Staff* that functions both as a *Staff of the Magi* and a *Hengegate Keystaff*. It is a long obsidian pole carved with archomantic runes. At the top of the staff are three floating Ioun Stones stacked on top of each other. These stones are Pearly White (regenerate as per Ring of Regeneration), Dusty Rose (–1 to AC), and Pale Lavender (Absorbs spells of 4th level or lower, may absorb 20 spell levels). He wears *Archaian Ebon Platemail +5* that enables spell-casting in armour.

Ability Scores					
S 18	I 22	W 22	D 16	C 15	Ch 12

Maz'Mak-Mal-Mog possesses 151 Spell Points.

Maz'Mak-Mal-Mog's Spells	
Level	**Magic-User Spells (17th Level of Magic Use)**
1 (5)	*Magic Missile, Burning Hands, Shield, Unseen Servant, Manipulate Fire*
2 (5)	*Galaxina's Scintillating Spark Shower, Detect Invisible, ESP, Invisibility, Web*
3 (5)	*Ool's Broiling Exhalation, Fireball, Lightning Bolt, Haste, Protection from Normal Missiles*
4 (4)	*Dimension Door, Fire Shield, Polymorph Other, Wall of Fire*
5 (4)	*Conjure Elemental, Teleport, Transmute Rock to Mud, Wall of Force*
6 (4)	*Anti-Magic Shell, Disintegrate, Monster Summoning IV, Globe of Invulnerability*
7 (4)	*Delayed Blast Fireball, Instant Summons, Summon Demon, Summon Monster V*
8 (3)	*Clenched Fist, Spell Resistance, Power Word Blind*
9 (1)	*Power Word Kill*
Level	**Cleric Spells (10th Level of Magic Use)**
1 (5)	*Cure Light Wounds, Protection from Good, Darkness, Command, Detect Good*
2 (4)	*Moldskin, Ray of Decay, Hold Person, Silence 15' Radius*
3 (3)	*Dispel Magic, Animate Plant-Based Dead, Striking*
4 (3)	*Summon Pants and Funguses, Mold to Moldmen, Protection from Good 10' Radius*
5 (2)	*Insect Plague, Flamestrike*





Al'Ak-Al-Zod (MU16/C8)



No. Enc: 1 (unique)
Alignment: Lawful Evil
Movement: 3
Armor Class: –7
Hit Dice: 80hp
Attacks: 3
Damage: Weapon type
Save: MU16
Morale: 12
Hoard Class: XXII
XP: 6,000

Al'Ak-Al-Zod bears the *Henge-Crown of Gur'az-Tak*. The crown provides +2 to AC, 5% magic resistance (this stacks with existing bonuses), and the abilities of a *Helm of Brilliance*.

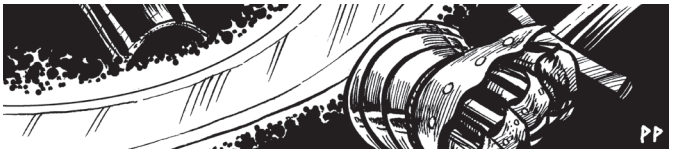
Al'Ak-Al-Zod wields the *Ebon Mace* in melee combat. The *Ebon Mace +3* feels almost lightless in the hand and deals double damage on a successful hit (2d6). Once per turn, the wielder can call on the power of the *Ebon Mace* to deliver a *Splintering Strike*. On a successful Splintering Strike, the Ebon Mace does 2d12 points of damage and the target must save versus Spell or be stunned for 1d6 rounds. In addition, if the target is wearing any form of platemail armour, the armour must save at –3 (using the wearers unadjusted saving throw versus Spell. However, armour bonuses apply) or splinter into shards (destroyed).

He wears *Archaian Ebon Platemail +3* that enables the casting of spells in armour.

Ability Scores					
S 19	I 21	W 20	D 17	C 16	Ch 11

Al'Ak-Al-Zod possesses 124 Spell Points.

Al'Ak-Al-Zod's Spells	
Level	**Spells (16th Level of Magic Use)**
1 (5)	*Burning Hands, Magic Missile, Protection from Good, Spider Climb, Unseen Servant*
2 (5)	*Darkness Globe, Detect Invisible, ESP, Invisibility, Mirror Image*
3 (4)	*Fireball, Flame Arrow, Fly, Haste,*
4 (4)	*Dimension Door, Flame Charm, Ice Storm, Polymorph Other*
5 (4)	*Animate Dead, Conjure Elemental, Magic Jar, Transmute Rock to Mud*
6 (4)	*Disintegrate, Globe of Invulnerability, Monster Summoning IV, Project Image*
7 (3)	*Grasping Hand, Power Word: Stun, Summon Demon*
8 (2)	*Trap the Soul, Summon Monster VI*
Level	**Cleric Spells (8th Level of Magic Use)**
1 (4)	*Cure Light Wounds, Protection from Good, Darkness, Command*
2 (3)	*Resist Fire, Ray of Decay, Hold Person*
3 (2)	*Animate Statue, Animate Plant-Based Dead*
4 (2)	*Summon Pants and Funguses, Mold to Moldmen*



Gul-Duz-Ath-Aa (MU15/C7)



No. Enc: 1 (unique)
Alignment: Lawful Evil
Movement: 3
Armor Class: –5
Hit Dice: 70hp
Attacks: 3
Damage: Weapon type
Save: MU15
Morale: 12
Hoard Class: XXII
XP: 5,000

Gul-Duz-Ath-Aa bears the intimidating *Black Blade of Muor'Hatak*, a weapon as old as the Archaians themselves. The blade is a fully +4 magical scimitar that strikes for 1d10 points of damage. The blade sparks with magical energy that trails behind it as it cuts through the air. The weapon possesses the abilities of both a *Sword of Dismembering* and a *Sword of Wounding*. The blade of the sword glistens with the energy of the cosmos.



He wears *Archaian Ebon Platemail +5* that enables the casting of spells in armour. Although he no longer requires it, Gul-Duz-Ath-Aa's armour is equipped with a re-breather that sustains the wearer without oxygen. It also possesses the abilities of a *Ring of Fire Resistance* and a *Cube of Frost Resistance.*

Ability Scores					
S 20	I 20	W 19	D 18	C 17	Ch 10

Gul-Duz-Ath-Aa possesses 101 Spell Points.

Gul-Duz-Ath-Aa's Spells	
Level	**Spells (15th Level of Magic Use)**
1 (5)	*Baltron's Black Sheen, Magic Missile, Burning Hands, Protection from Good, Sleep*
2 (4)	*Galaxina's Scintillating Spark Shower, Detect Invisible, Invisibility, Mirror Image*
3 (4)	*Zozomir's Stentorian Shout, Ool's Broiling Exhalation, Fireball, Lightning Bolt*
4 (4)	*Fire Shield, Lesser Globe of Invulnerability, Wall of Ice, Polymorph Other*
5 (4)	*Cone of Cold, Conjure Elemental, Teleport, Wall of Iron*
6 (3)	*Death Spell, Guards and Wards, Invisible Stalker*
7 (2)	*Instant Summons, Statue*
8 (1)	*Maze*
Level	**Cleric Spells (7th Level of Magic Use)**
1 (4)	*Cure Light Wounds, Protection from Good, Darkness, Command*
2 (3)	*Moldskin, Ray of Decay, Hold Person*
3 (2)	*Animate Statue, Animate Plant-Based Dead*
4 (1)	*Summon Pants and Funguses*

Rival Adventuring Parties

Rival adventuring parties provide a certain verisimilitude to the game world. They create a dynamic environment and situate treasure (and XP) as a limited resource. However, Referees should use rival adventuring parties with care. Sometimes the rumours of a rival group (and whispers of their successful forays into the sunken city) could be as advantageous as a direct confrontation in a tavern or the wilderness.

The section below outlines various competing groups of adventurers. They each have their own personality and motivations. Referees should change, adapt, or increase the levels of these groups commensurate with the advancement of player characters. These groups will possess standard equipment as determined by the Referee.

Inglorious Bastards

The Inglorious Bastards are a group of rough-looking brigands. They are recent arrivals to Eastdale and have worked for Hudson's Grey Company on occasion. They have heard the rumours of great wealth in Archaia, and plan a foray in the near future… or at the very least, to waylay other adventurers on the road.

Jorbek Kaskhammer

Level 2 Dwarven Fighter

S 13	I 9	W 10	D 12	C 14	Ch 11

AL: NE **HP:** 6 **AC:** 8 (Leather)

Weapons: Shortsword, Light Crossbow, Dagger

Girdan Highcrag, Blood of Dorak

Level 1 Dwarven Cleric

S 13	I 9	W 10	D 9	C 12	Ch 9

AL: N **HP:** 8 **AC:** 4 (Chainmail and Shield)

Weapons: Warhammer, Sling

Spells (1): *Cause Light Wounds*

Brant Bureen

Level 1 Half-Elf Thief

S 14	I 10	W 10	D 12	C 9	Ch 12

AL: NE **HP:** 6 **AC:** 8 (Leather)

Weapons: Shortsword, Light Crossbow, Dagger

Thief Abilities: PL 17%, F/RT 14%, PP 33%, MS 23%, CW 87%, HS 18%, HN 1–2.

Loiel Brightarrow

Level 2 Elven Fighter

S 14	I 10	W 12	D 16	C 10	Ch 12

AL: LE **HP:** 13 **AC:** 4 (Studded Leather, Shield, Dex)

Weapons: Longsword, Longbow and 10 *Arrows +1*, Dagger

Sayak the Stargazer

Level 2 Elf Magic-User

S 10	I 14	W 9	D 13	C 9	Ch 14

AL: LE **HP:** 7 **AC:** 8 (*Ring of Protection +1* and Dex)

Weapons: Staff, Dagger

Spells (2): *Magic Missile, Sleep*

Brix "Cutty" Hillside

Level 1 Halfling Thief

S 9	I 13	W 10	D 13	C 9	Ch 9

AL: NE **HP:** 6 **AC:** 7 (Leather and Dex)

Weapons: Shortsword, Shortbow, Daggers (x2)

Thief Abilities: PL 23%, F/RT 19%, PP 28%, MS 33%, CW 72%, HS 23%, HN 1–2.

Vardra the Devout

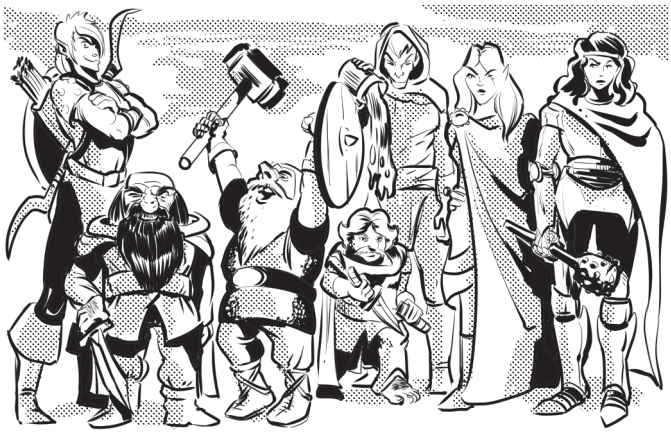
Level 2 Human Cleric of Imperiosa

S 15	I 11	W 15	D 9	C 9	Ch 14

AL: LE **HP:** 12 **AC:** 2 (Platemail and Shield)

Weapons: Mace, *Sling +1*

Spells (2): *Command, Protection from Good*



Two... and a Half-Man

When Jaaken and Vardel teamed up with "Peck" McGillicutty, they immediately became known as Two... and a Half-Man among the patrons of The Saucy Tart. Despite hiring extra men-at-arms the name stuck and they embrace it. The party does not have much experience, but they do serve as caravan guards to make a few coins, from time to time.

Jaaken Untwar

Level 3 Human Fighter

S 14	I 9	W 6	D 10	C 14	Ch 9

AL: NG **HP:** 25 **AC:** 4 (Chainmail and Shield)

Weapons: *Broadsword +1*, Spear, Dagger

Vardel the Vicious

Level 3 Human Fighter

S 13	I 8	W 7	D 13	C 13	Ch 10

AL: CG **HP:** 23 **AC:** 2 (Platemail and Dex)

Weapons: Morningstar, Heavy Crossbow, *Dagger +1*

Hillock "Peck" McGillicutty

Level 2 Halfling Thief

S 12	I 10	W 10	D 16	C 12	Ch 14

AL: CG **HP:** 10 **AC:** 6 (Leather, Dex)

Weapons: Shortsword, Sling, *Dagger +2*

Thief Abilities: PL 33%, F/RT 27%, PP 37%, MS 42%, CW 77%, HS 33%, HN 1–2.



PP

Men-at-Arms:

Millwick, AL: N, HP: 3, AC: 8 (Leather), Weapons: Club and Dagger

Bulgos, AL: CE, HP: 4, AC: 7 (Leather and Shield), Weapons: Club and Light Crossbow

Galg, AL: NE, HP: 5, AC: 8 (Leather), Weapons: Broadsword and Shortbow



Sons of Arkhos

The Sons of Arkhos hail from the region south of the Duchy of Aerik. They are a miserable group of grab-ups and ragtags with little regard for law and order. They often run afoul of the priests of St. Ygg in Eastdale. They are an effective fighting force led by Samera the Strong.

Samera the Strong

Level 3 Human Fighter

S 15	I 12	W 10	D 13	C 13	Ch 14

AL: CE **HP:** 24 **AC:** 1 (*Chainmail +1, Shield +1*, Dex)

Weapons: Broadsword, Handaxe, Dagger

Etsie Appelbottom

Level 2 Halfling Thief

S 10	I 8	W 10	D 14	C 13	Ch 10

AL: CE **HP:** 10 **AC:** 6 (Studded Leather and Dex)

Weapons: Shortsword, Sling, Dagger.

Thief Abilities: PL 28%, F/RT 22%, PP 32%, MS 37%, CW 72%, HS 27%, HN 1–2.

Shec the Sinister

Level 2 Human Thief

S 12	I 14	W 13	D 16	C 10	Ch 12

AL: CE **HP:** 9 **AC:** 5 (*Leather +1* and Dex)

Weapons: Shortsword, Light Crossbow, Daggers (2)

Thief Abilities: PL 23%, F/RT 17%, PP 27%, MS 27%, CW 88%, HS 17%, HN 1–2.

Gir-Shaul the Necromancer

Level 3 Human Magic-User

S 8	I 14	W 10	D 14	C 16	Ch 5

AL: LE **HP:** 13 **AC:** 7 (*Ring of Protection +2* and Dex)

Weapons: Staff, Sling, Daggers (4)

Spells (2/1): *Charm Person, Burning Hands, Baltron's Black Sheen*



Cain the Killer

Level 3 Human Fighter

S 16	I 7	W 6	D 10	C 14	Ch 7

AL: LE **HP:** 27 **AC:** 3 (Platemail)

Weapons: Two-handed Sword, Mace, Dagger

Essard the Impure

Level 2 Human Cleric of Impurax

S 12	I 10	W 14	D 10	C 9	Ch 7

AL: CE **HP:** 12 **AC:** 4 (Chain and Shield)

Weapons: Mace, Hammer, Sling

Spells (2): *Command, Protection from Good*

Delnos the Destroyer

Level 2 Human Fighter

S 17	I 8	W 7	D 12	C 14	Ch 8

AL: CE **HP:** 17 **AC:** 3 (Chainmail, Shield, and *Cloak of Protection +1*)

Weapons: Morningstar, Sling



The Booty Snatchers

The Booty Snatchers got their name from ambushing and slaying a group of adventurers returning from Archaia at Dragon's Teeth Henge. They left one survivor who was picked up by a caravan and returned to Eastdale. As punishment, half of their number was hanged and the rest were imprisoned. After their sentence, The Booty Snatchers repopulated their ranks and resumed their lives as soldiers of fortune.

Relcha the Acolyte

Level 2 Human Cleric of Imperiosa

S 12	I 10	W 14	D 14	C 12	Ch 10

AL: LE **HP:** 10 **AC:** 3 (Chainmail, Shield, Dex)

Weapons: Flail and Sling

Spells (2): *Command, Darkness*

Eriq the Enchanter

Level 2 Human Magic-User

S 8	I 16	W 14	D 9	C 10	Ch 12

AL: NE **HP:** 8 **AC:** 10 (None)

Weapons: *Staff +1*

Spells (2): *Magic Missile, Shocking Grasp*

Azendago the Amazing

Level 1 Human Magic-User

S 8	I 16	W 12	D 14	C 10	Ch 7

AL: LE **HP:** 4 **AC:** 9 (Dex)

Weapons: Dagger

Spells (1): *Burning Hands*

Stuk the Swordsman

Level 2 Human Fighter

S 14	I 10	W 12	D 14	C 15	Ch 10

AL: NE **HP:** 17 **AC:** 1 (Plate, Shield, Dex)

Weapons: Broadsword, Spear, Dagger

Naug Giantbane

Level 2 Dwarven Fighter

S 14	I 7	W 10	D 12	C 14	Ch 9

AL: NE **HP:** 18 **AC:** 4 (Chain and Shield)

Weapons: Hand Axe, Light Crossbow, Dagger



Cheal the Cheator

Level 1 Human Thief

S 12	I 5	W 11	D 12	C 10	Ch 9

AL: CE **HP:** 6 **AC:** 8 (Leather)

Weapons: Longsword, Light Crossbow, Dagger

Thief Abilities: PL 17%, F/RT 14%, PP 23%, MS 23%, CW 87%, HS 13%, HN 1–2.

Tond Pubblehome

Level 1 Halfling Thief

S 11	I 10	W 7	D 13	C 10	Ch 9

AL: NE **HP:** 6 **AC:** 7 (Leather and Dex)

Weapons: Shortsword, Daggers (2)

Thief Abilities: PL 23%, F/RT 19%, PP 28%, MS 33%, CW 72%, HS 23%, HN 1–2.

Red Bannermen (Knights of the Crimson Cross)

The Red Bannermen are sanctimonious, smug, and vain. They are drawn from the ranks of the social and political elite and view themselves as the moral compass of society. In some instances they will not even talk directly to their inferiors, but rather they may choose to communicate through one of their squires. Their world is informed by the strict doctrines of St. Ygg—and this is the source of their sacred abilities as Knights of the Crimson Cross. The will not abide the presence of undead and will never flee in the face of such enemies. They are the epitome of self-righteous paladinhood.

Ser Arthuris Daggerford, Baronet of Netherby

Level 4 Human Paladin

S 13	I 9	W 14	D 13	C 14	Ch 17

AL: LG **HP:** 38 **AC:** 1 (*Platemail +1* and Dex)

Weapons: *Two-Handed Sword +1*, Dagger, Lance (mounted)

Magical Items: *Gem of Seeing*

Paladin Abilities: *Lay on Hands, Cure Disease, Immunity to Disease, Detect Evil (60 feet), Protection from Evil (10 feet), Turn Undead, Summon Warhorse*

Heavy Warhorse (Boagrius), AC: 5, HD: 5+5, HP: 40 and movement of 180 (60).

Ser Renard de Castillon

Level 4 Human Paladin

S 14	I 12	W 14	D 10	C 14	Ch 17

AL: LG **HP:** 36 **AC:** 0 (*Platemail +1* and *Shield +1*)

Weapons: Longsword, Dagger, Lance (mounted)

Magical Items: *Talisman of Pure Good* (1 charge)

Paladin Abilities: *Lay on Hands, Cure Disease, Immunity to Disease, Detect Evil (60 feet), Protection from Evil (10 feet), Turn Undead, Summon Warhorse*

Heavy Warhorse (Clyde), AC: 5, HD: 5+5, HP: 34 and movement of 180 (60).



Ser Farmanus Lightblade

Level 3 Human Paladin

S 16	I 10	W 13	D 12	C 15	Ch 18

AL: LG **HP:** 27 **AC:** 2 (Platemail and Shield)

Weapons: Longsword, Dagger, Lance (mounted)

Magical Items: *Potion of Healing*

Paladin Abilities: *Lay on Hands, Cure Disease, Immunity to Disease, Detect Evil (60 feet), Protection from Evil (10 feet), Turn Undead*

Medium Warhorse (Renmargo)

Ser Galterius Highborn

Level 3 Human Paladin

S 17	I 10	W 15	D 10	C 14	Ch 17

AL: LG **HP:** 26 **AC:** 3 (Platemail)

Weapons: Bardiche, Dagger, Lance (mounted)

Magical Items: *Potion of Heroism*

Paladin Abilities: *Lay on Hands, Cure Disease, Immunity to Disease, Detect Evil (60 feet), Protection from Evil (10 feet), Turn Undead*

Medium Warhorse (Judd)



Dundaris Greatsong

Level 0 Muse-Bard

S 7	I 14	W 14	D 9	C 8	Ch 16

AL: LN **HP:** 4 **AC:** 10 (none), **Weapons:** None

Riding Horse (Jack)

Jacomus Morningfist

Level 0 Human Paladin (Squire)

S 12	I 10	W 14	D 14	C 14	Ch 17

AL: LG **HP:** 5 **AC:** 6 (Studded Leather and Dex)

Weapons: Shortsword, Dagger

Light Warhorse (Chestnut)

Eleot Firesoar

Level 0 Human Paladin (Squire)

S 16	I 13	W 13	D 16	C 15	Ch 18

AL: LG **HP:** 5 **AC:** 6 (Leather and Dex)

Weapons: Shortsword, Dagger

Light Warhorse (Carr)

Dru Adamant

Level 0 Human Paladin (Squire)

S 15	I 10	W 16	D 14	C 12	Ch 17

AL: LG **HP:** 4 **AC:** 7 (Leather and Dex)

Weapons: Shortsword, Dagger

Light Warhorse (Dreadnaught)

Garm Battleguard

Level 0 Human Paladin (Squire)

S 16	I 9	W 13	D 13	C 16	Ch 17

AL: LG **HP:** 5 **AC:** 6 (Studded Leather and Dex)

Weapons: Shortsword, Dagger

Light Warhorse (Perrin)



Dirty Rotten Scoundrels

The Dirty Rotten Scoundrels hail from Threshold. They have run across the authorities in that city too many times, and decided to travel to Eastdale and greener pastures. They are a formidable fighting force and know how to work together to best achieve success in combat. Their leader, Ruprecht, is extremely intelligent and a sly tactician.

Ruprecht the Rogue

Level 3 Half-Elf Thief

S 12	I 16	W 7	D 16	C 12	Ch 8

AL: NE **HP:** 15 **AC:** 5 (Leather and Shield)

Weapons: Short Sword, Dagger, Light Crossbow

Oz the Austere

Level 4 Elf Magic-User

S 6	I 14	W 9	D 9	C 11	Ch 6

AL: NE **HP:** 10 **AC:** 10 (Robes)

Weapons: Staff (Knotted)

Spells (3/2): *Magic Missile, Detect Magic, Friends, Fools Gold, Invisibility.*

Shapiro the Shankster

Level 4 Fighter

S 15	I 11	W 7	D 12	C 15	Ch 9

AL: CE **HP:** 38 **AC:** 4 (Chain and Buckler Shield)

Weapons: Two *Daggers + 2* (Poisoned), Longsword.

Colgate the Crass

Level 4 Cleric

S 12	I 11	W 14	D 9	C 13	Ch 6

AL: LE **HP:** 20 **AC:** 7 (Leather and Shield)

Weapons: Mace, Sling

Spells (2/2): *Cause Light Wounds, Darkness, Hold Person, Find Traps.*

Andre the Anarchist

Level 3 Fighter

S 17	I 13	W 6	D 8	C 12	Ch 8

AL: CE **HP:** 24 **AC:** 4 (Chain and Shield)

Weapons: Longsword, Long Bow with 12 *+2 Arrows*



Lawrence the Loup

Level 2 Halfling Thief

S 13	I 12	W 9	D 16	C 9	Ch 10

AL: NE **HP:** 9 **AC:** 5 (Leather, Shield, and Dex)

Weapons: Shortsword, Two Daggers

Thief Abilities: PL 33%, F/RT 27%, PP 37%, MS 42%, CW 77%, HS 33%, HN 1–2.

Contributed by Rendar Serouc

The Heathens

Led by Hecto the Klepto, The Heathens are a group of thieves, cutthroats, and bandits who place stealing and self-interest above all. They are uniquely suited to both dungeon exploration and urban settings. They prefer to ambush on prepared ground over a straight-up sword fight, as this plays to their strengths in combat.

Hecto the Klepto

Level 5 Human Thief/Level 3 Fighter

S 13	I 11	W 10	D 15	C 12	Ch 15

AL: NE **HP:** 40 **AC:** 2 (*Studded Leather +2, Shield +1,* Dex)

Weapons: *Scimitar +1,* Shortbow and 10 Arrows, Two *Daggers +1.*

Magic Items: *Broach of Shielding* (20 points remaining)

Thief Abilities: PL 40%, F/RT 38%, PP 45%, MS 45%, CW 96%, HS 35%, HN 1–3.

Brute Dan

Level 4 Human Thief

S 10	I 11	W 13	D 14	C 12	Ch 12

AL: LE **HP:** 17 **AC:** 5 (Bracers AC6 and Dex)

Weapons: *Broadsword +1,* Sling with 10 Bullets, and Dagger.

Magic Items: *Potions of Healing and Invisibility.*

Thief Abilities: PL 36%, F/RT 28%, PP 42%, MS 42%, CW 95%, HS 32%, HN 1–3.

Braddock the Bleeder

Level 4 Half-Orc Thief

S 16	I 8	W 9	D 14	C 14	Ch 8

AL: NE **HP:** 20 **AC:** 3 Studded Leather, Shield +2, Dex)

Weapons: *Club +1,* Light Crossbow and 10 *Bolts +1,* and Dagger.

Thief Abilities: PL 36%, F/RT 28%, PP 42%, MS 42%, CW 95%, HS 32%, HN 1–3.



"Lighthands" Lizzy

Level 3 Human Thief

S 13	I 12	W 10	D 14	C 12	Ch 12

AL: NE **HP:** 14 **AC:** 5 (Leather +1, Shield, and Dex)

Weapons: Broadsword, Light Crossbow with 18 Bolts, and two Daggers.

Thief Abilities: PL 32%, F/RT 25%, PP 35%, MS 35%, CW 94%, HS 25%, HN 1–3.

Begbie the Bastard

Level 3 Human Thief/Level 2 Magic-User

S 9	I 15	W 10	D 14	C 13	Ch 12

AL: NE **HP:** 13 **AC:** 6 (Bracers AC7 and Dex)

Weapons: Four Daggers and a Sling with 20 Bullets

Thief Abilities: PL 32%, F/RT 25%, PP 35%, MS 25%, CW 94%, HS 25%, HN 1–3.

Spells (2): *Sleep, Burning Hands, Baltron's Black Sheen, Read Magic, Detect Magic*

Fenton the Fortunate

Level 3 Human Thief/Level 2 Cleric of Fortuna

S 12	I 12	W 15	D 15	C 9	Ch 9

AL: NE **HP:** 17 **AC:** 5 (Studded Leather, Shield, and Dex)

Weapons: Club, Sling with 20 Stones, Hammer.

Thief Abilities: PL 32%, F/RT 25%, PP 35%, MS 25%, CW 94%, HS 25%, HN 1–3.

Spells (2): *Command, Cure Light Wounds*





Pregenerated Characters

Gaxmandal the Great

Level 1 Human Magic-User

STR: 9	**INT:** 18	**WIS:** 8	**DEX:** 16	**CON:** 13	**CHA:** 16



HP: 5
AC: 8 (Dex)

Alignment: Neutral Good

Weapons: Staff and three Daggers

Equipment: Backpack, spellbook, chalk, waterskin, caltrops (2 pouches), charcoal, blank scroll, rations (10)

Spells: *Read Magic, Detect Magic, Burning Hands, Mazakala's Imperfect Panic*

Cutty Sark

Level 1 Half-Elf Thief

STR: 13	**INT:** 12	**WIS:** 10	**DEX:** 16	**CON:** 12	**CHA:** 15



HP: 6
AC: 5 (Studded Leather and Dex)

Alignment: Neutral

Weapons: Shortsword, Dagger, Light Crossbow

Equipment: Backpack, thieves picks and tools, caltrops (2 pouches), torches (3), flint and steel, mirror, waterskin, rations (10), rope 50'

Thief Abilities: PL 23%, F/RT 19%, PP 38%, MS 28%, CW 92%, HS 23%, HN 1–2.

Mercia the Disciple

Level 1 Human Cleric of Crom

STR: 14	**INT:** 12	**WIS:** 15	**DEX:** 12	**CON:** 13	**CHA:** 10



HP: 9
AC: 4 (Chainmail and Shield)

Alignment: Chaotic Good

Weapons: Mace, Hammer, Sling with 10 Stones

Equipment: Backpack, caltrops, torches (4), flint and steel, waterskin, Rope 50', holy symbol, flasks of oil (3), rations (10)

Spells: *Cure Light Wounds*

Kaneren of the Wood

Level 1 Human Ranger

STR: 13	**INT:** 14	**WIS:** 13	**DEX:** 10	**CON:** 17	**CHA:** 14



HP: 14
AC: 6 (Studded Leather and Shield)

Alignment: Chaotic Good

Weapons: Broadsword, Spear, Dagger

Equipment: Backpack, large sacks (2), lantern, flasks of oil (2), flint and steel, iron spikes (8), small hammer, 10' pole, prybar, rations (10)

Drambuin Ironshield

Level 1 Dwarven Fighter

STR: 16	**INT:** 9	**WIS:** 10	**DEX:** 13	**CON:** 15	**CHA:** 8



HP: 11
AC: 4 (Chainmail and Shield)

Alignment: Neutral Good

Weapons: Hammer, Hand Axe, Dagger

Equipment: Backpack, large sacks (2), flasks of oil (2), flint and steel, iron spikes (10), small hammer, waterskin, grappling hook, rations (10)

Brother Angus

Level 1 Human Cleric of Dogma

STR: 12	**INT:** 10	**WIS:** 16	**DEX:** 13	**CON:** 13	**CHA:** 10



HP: 9
AC: 5 (Studded Leather, Shield, Dex)

Alignment: Lawful Good

Weapons: Mace, Flail, Sling with 12 Stones

Equipment: Backpack, torches (2), flint and steel, waterskin, rope 30', holy symbol, flasks of oil (3), rations (10)

Spells: *Command*

Table 1: The Saucy Tart Random Patron Generator

Patron	AM	PM	Evening	Present?						
Cravos Blackburn	95%	95%	99%	☐	☐	☐	☐	☐	☐	☐
Skye the Barmaid	95%	95%	99%	☐	☐	☐	☐	☐	☐	☐
Sultra the Barmaid	95%	95%	99%	☐	☐	☐	☐	☐	☐	☐
Ivanna the Barmaid	75%	85%	99%	☐	☐	☐	☐	☐	☐	☐
Retep Garnetstone	10%	30%	65%	☐	☐	☐	☐	☐	☐	☐
Samuel Armstrong	10%	10%	50%	☐	☐	☐	☐	☐	☐	☐
Mordicar Justhand	1%	1%	1%	☐	☐	☐	☐	☐	☐	☐
Ser Haldric de Luisignon	1%	1%	5%	☐	☐	☐	☐	☐	☐	☐
Fanig of St. Ygg	1%	15%	30%	☐	☐	☐	☐	☐	☐	☐
Kelda of the Seven Stars	10%	12%	15%	☐	☐	☐	☐	☐	☐	☐
Muirron the Magician	10%	12%	15%	☐	☐	☐	☐	☐	☐	☐
Randle Oliver	10%	30%	65%	☐	☐	☐	☐	☐	☐	☐
Radloc Hudson	10%	10%	65%	☐	☐	☐	☐	☐	☐	☐
Eldrex the Fletcher	5%	10%	50%	☐	☐	☐	☐	☐	☐	☐
Jon the Miller	15%	35%	80%	☐	☐	☐	☐	☐	☐	☐
Garrick Ironmane	10%	30%	80%	☐	☐	☐	☐	☐	☐	☐
Herrick Broadside	10%	10%	35%	☐	☐	☐	☐	☐	☐	☐
Darkeye Thieves (Incognito)	10%	20%	60%	☐	☐	☐	☐	☐	☐	☐
Regular patrons (drunk)	70%	80%	90%	☐	☐	☐	☐	☐	☐	☐
Villagers (2d4+1)	70%	80%	90%	☐	☐	☐	☐	☐	☐	☐
Inglorious Bastards	15%	25%	70%	☐	☐	☐	☐	☐	☐	☐
Two… and a Half-Man	15%	25%	70%	☐	☐	☐	☐	☐	☐	☐
Sons of Arkhos	15%	25%	70%	☐	☐	☐	☐	☐	☐	☐
The Booty Snatchers	15%	25%	70%	☐	☐	☐	☐	☐	☐	☐
Red Bannermen	1%	10%	20%	☐	☐	☐	☐	☐	☐	☐
Dirty Rotten Scoundrels	15%	25%	70%	☐	☐	☐	☐	☐	☐	☐
The Heathens	15%	25%	70%	☐	☐	☐	☐	☐	☐	☐
Level 0 Men-at-Arms (1d4)*	15%	25%	60%	☐	☐	☐	☐	☐	☐	☐
Level 1 Classed Henchmen (1)*	5%	15%	35%	☐	☐	☐	☐	☐	☐	☐
Porters/Torchbearers*	25%	45%	75%	☐	☐	☐	☐	☐	☐	☐

*Referees are encouraged to use Meatshields: The Classic Fantasy Hireling and Henchman Generator at www.barrowmaze.com to determine the presence of Level 0 Men-at-Arms, Classed Henchmen, and Porters/Torchbearers in The Saucy Tart. Referees can also use the following as a guide.



Table 2: Random Monster Tables

	Ruined Arches (Levels 1–3)
1	Giant Rats (3d6)
2	Flagstone Spiders (1d4)
3	Giant Centipedes (2d4)
4	Skeletons (3d4)
5	Zombies (2d4)
6	Wolves (2d6)
7	Green Slime or Yellow Mold (1)
8	Giant Gecko Lizard (1d4)
9	Grub Globules (1d4+1)
10	Stirges or Giant Bats (1d10)

	Ruined Arches (Levels 4–7)
1	Hook Horror (1d4+1)
2	Gibbering Mouther (1d2)
3	Giant Scorpion (1d4+1)
4	Mummy (1d4)
5	Ghoul (2d4) and Ghast (1d2)
6	Gargoyle (1d3)
7	Carnivorous Ape (1d4+1)
8	Mimic (1d2) or Rust Monster (1d3)
9	Eye of Terror (1)
10	Cloaker (1d3)

	Caverns (Levels 1–3)
1	Giant Cave Crickets (2d4)
2	Skeleton (3d4) or Zombie (2d4)
3	Mephical Mold or Sunburst Lichen (1)
4	Blooderfly (3d4+2)
5	Piercer (2d6) or Stalagbite (2d4)
6	Crystalline Cluster (1d4)
7	Shrieker (1d4) or Faze Fungus (1d4)
8	Fire Beetle (1d8) or Blister Beetle (1d6)
9	Giant Cockroach (1d8)
10	Stirge or Giant Mosquito (1d10)

	Caverns (Levels 4–7)
1	Basidirond (1d2)
2	Dimetradon (1d2)
3	Giant Ants (2d6)
4	Giant Earthworm (1d6)
5	Megalocentipede (1d4)
6	Rock Reptile (1d2)
7	Huge Scorpion (1d3)
8	Roper (1d4)
9	Cave Fisher (1d4)
10	Hook Horror (1d4+1)

	Crypts (Levels 1–3)
1	Skeleton (3d6)
2	Zombies (2d4)
3	Shadows (1d8)
4	Ghoul (1d4)
5	Sandling (1d2)
6	Carcass Scavenger (1)
7	Stirge or Giant Bat (1d10)
8	Gelatinous Cube (1)
9	Grey Ooze (1)
10	Insect Swarm (1)

	Crypts (Levels 4–7)
1	Amber Jelly (1d4)
2	Ochre Jelly (1d2)
3	Ghoul (2d4) and Ghast (1d3)
4	Wight (1d3)
5	Wraith (1d2)
6	Mummy (1d4)
7	Volt (2d4)
8	Black Pudding (1)
9	Gargoyle (1d4)
10	Groaning Spirit (1)

	Sewers (Levels 1–3)
1	Oozie (2d8) or Mudman (2d4)
2	Giant Rat (3d6)
3	Grub Globules or Sallow Cysts (1d4+1)
4	Zombies or Shadows (2d4)
5	Stun Jelly (1) or Giant Ticks (2d4)
6	Ghouls (1d4)
7	Giant Frog (1d4) or Giant Toad (1d4)
8	Phycomid (1d4) or Giant Leeches (2d4)
9	Vampiric Vapour (1d4)
10	Yellow Musk Creeper and Zombie (1d4)

	Sewers (Levels 4–7)
1	Shambling Firth (1d3)
2	Megalocentipede (1d4)
3	Giant Beetle Exoskeleton (1d4+1)
4	Troll (1d4+2)
5	Black Tentacles (1) See Barrowmaze
6	Wight (1d3)
7	Amber Jelly (1) or Volt (2d6)
8	Giant Crabs (2d6)
9	Carcass Scavenger (1d2)
10	Giant Python (1d3)

Table 3: Pit Contents*

1–3	Empty
4–5	Spiked
6	Sloped (with closing doors)
7	Monster
8	Bottomless

*Pit Depth: 10' (1–2), 20' (3–4), 30' (4–6). Pits cause 1d6 points of damage per 10 feet.

Table 4: Dungeon Restock*

1	Monster
2	Monster and Treasure
3–6	Empty (1 in 6 chance of concealed treasure)

*Check between player expeditions

Table 5: Random Treasure Type

1–4	Coin*
5–6	Gem (1d4)
7–8	Amphora
9–10	Jewelry
11	Archaian Lore (scrolls or manuscripts)
12	Magic Item

*If coin, roll 1d20: Copper (1-5), Electrum (6–10), Silver (11–14), Gold (15–18), Platinum (19–20). When determining the value, use the coin type rolled instead of gold pieces on the table below.

After determining the treasure type, roll 1d12 and consult the table below to determine the gold piece value or select the appropriate column to correspond to the monster level.

Table 6: Random Treasure Value*

	Levels 1–3	Levels 4–6	Levels 7–10
1	50gp	550gp	1,050gp
2–3	100gp	600gp	1,400gp
4–6	200gp	700gp	1,800gp
7–9	300gp	800gp	2,200gp
10–11	400gp	900gp	2,600gp
12	500gp	1,000gp	3,000gp

*Add 2d6gp to any result to vary treasure values.

For each random treasure roll 1d8. A roll of 1 indicates a treasure of exceptional value. Consult Table 7 if an exceptional treasure is indicated.

Table 7: Exceptional Treasure Value

1	+100gp
2	+150gp
3	+200gp
4	+250gp
5	+300gp
6	+350gp
7	+400gp
8	+500gp
9	+600gp
10	+800gp
11	+900gp
12	+1000gp

Table 8: Magic Items

	Levels 1–2	Levels 3–4	Levels 5–6
1	*Potion of Healing*	*Potion of Extra-Healing*	*Potion of Invisibility*
2	*Potion of Heroism*	*Potion of Fire Resistance*	*Potion of Invulnerability*
3	*Potion of Climbing*	*Wand of Fear* (15 charges)	*Wand of Cold* (16 charges)
4	Scroll: 1d4 Cleric Spells	*Shield +1*	*Shield +2*
5	Scroll: 1d4 Magic-User Spells	Scroll: 1d4 Random Spells	Scroll: 1d4 Random Spells
6	1d10 *Sling Stones +1*	1d8 *Arrows +2*	*Nesting Golems*
7	1d10 *Arrows +1*	*Random Weapon +1*	*Random Weapon +2*
8	*Dagger: +1* (1–3), *+2* (4–6)	*Random Sword +1*	*Random Sword +2*

Table 9: Random Weapons

1	Mace
2	Hammer
3	Shortbow
4	Spear

Table 10: Random Swords

1	Broadsword
2	Longsword
3	Shortsword
4	Two-Handed Sword

The Forbidden Caverns of ARCHAIA

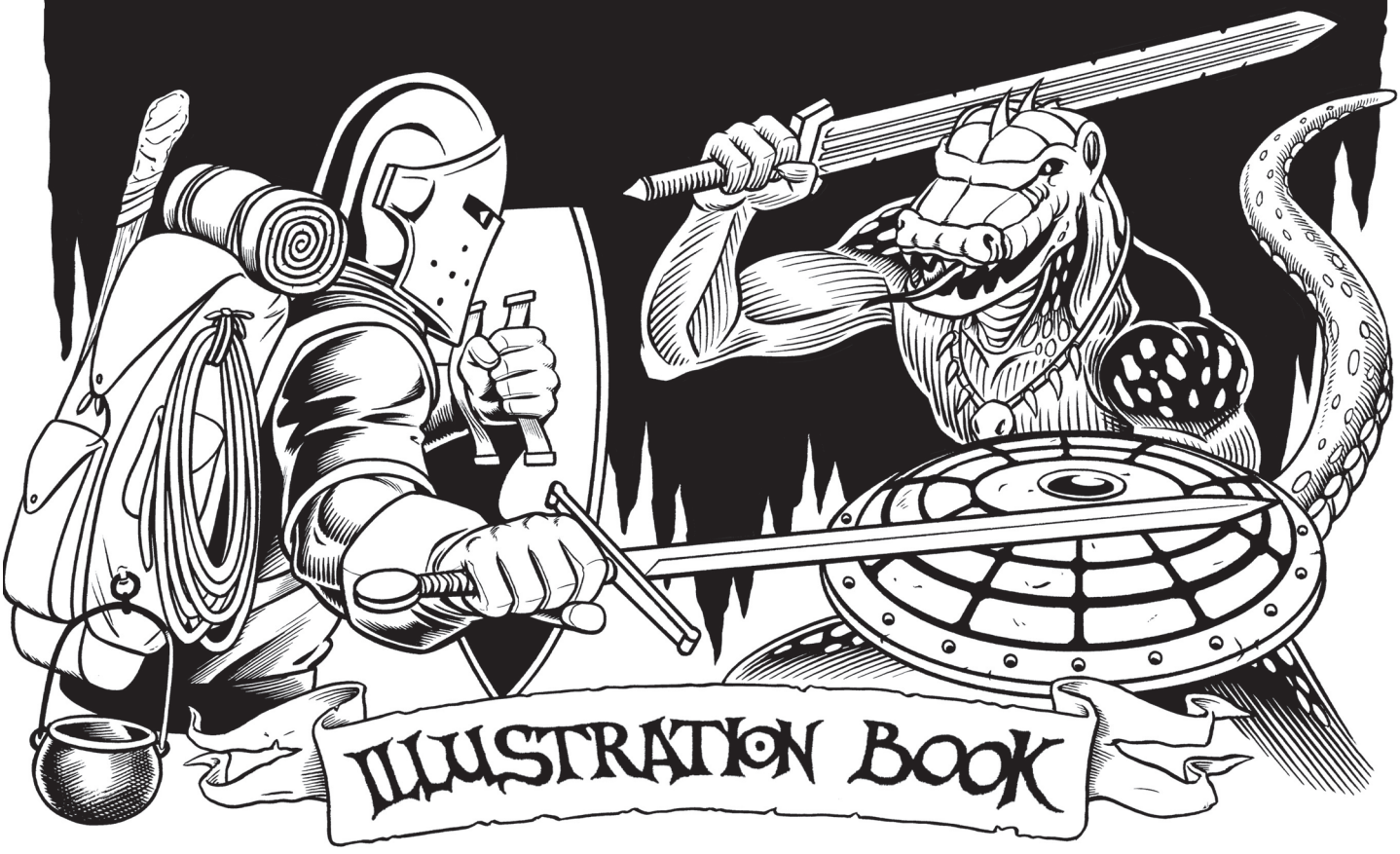
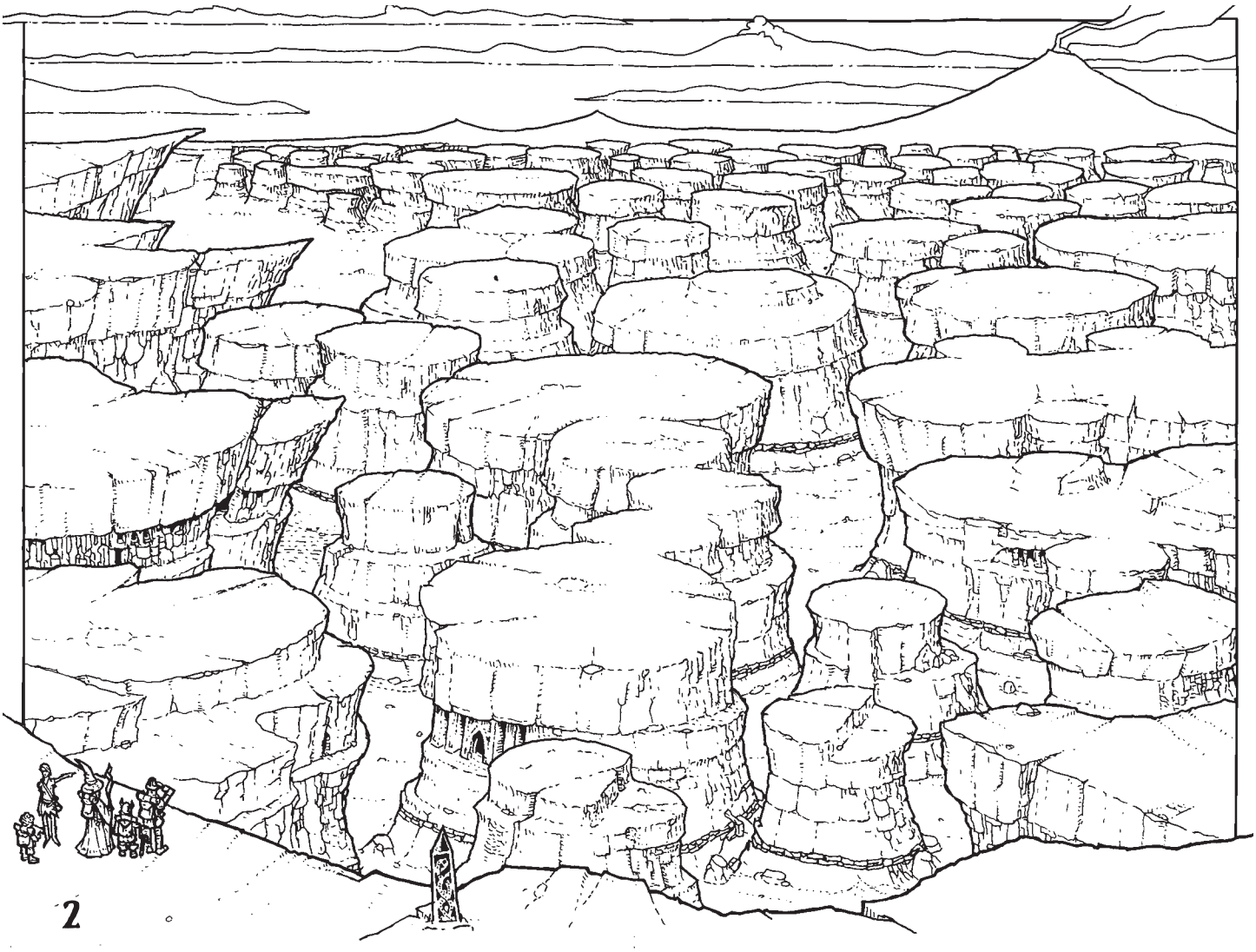
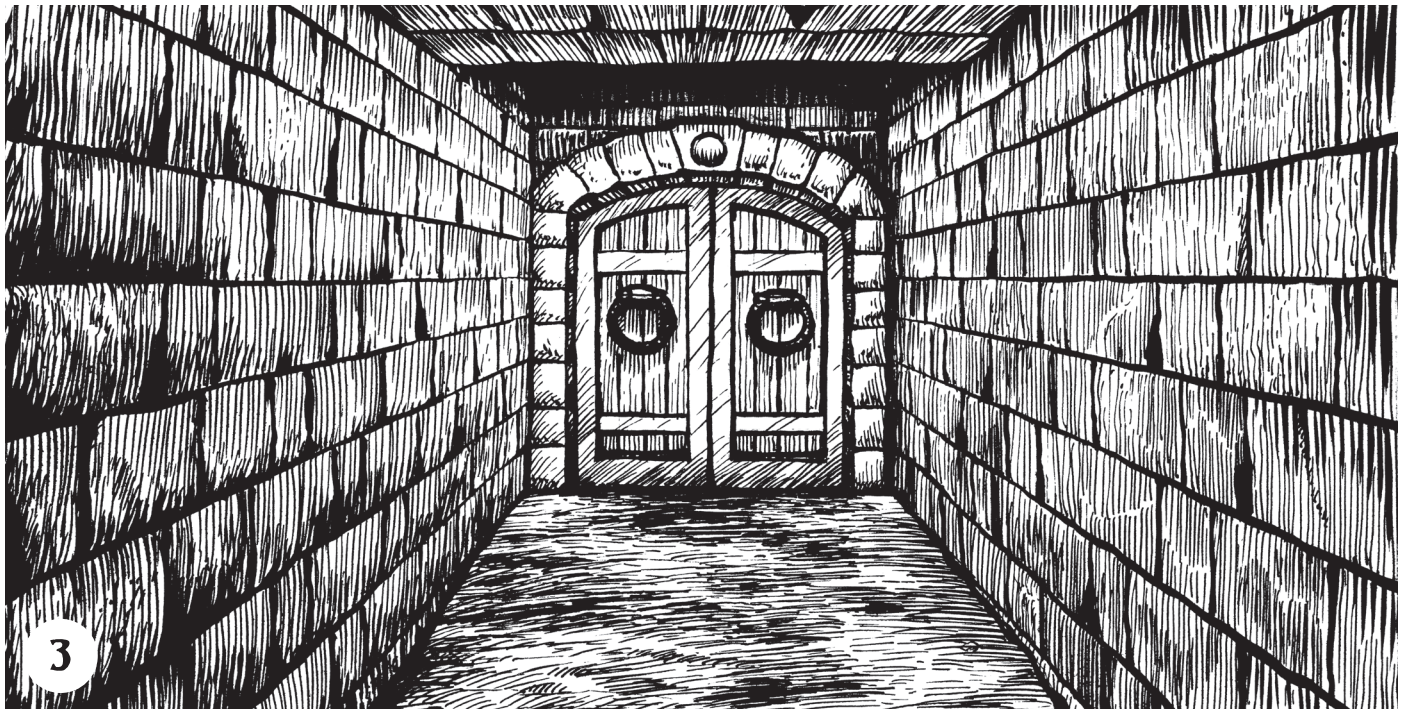


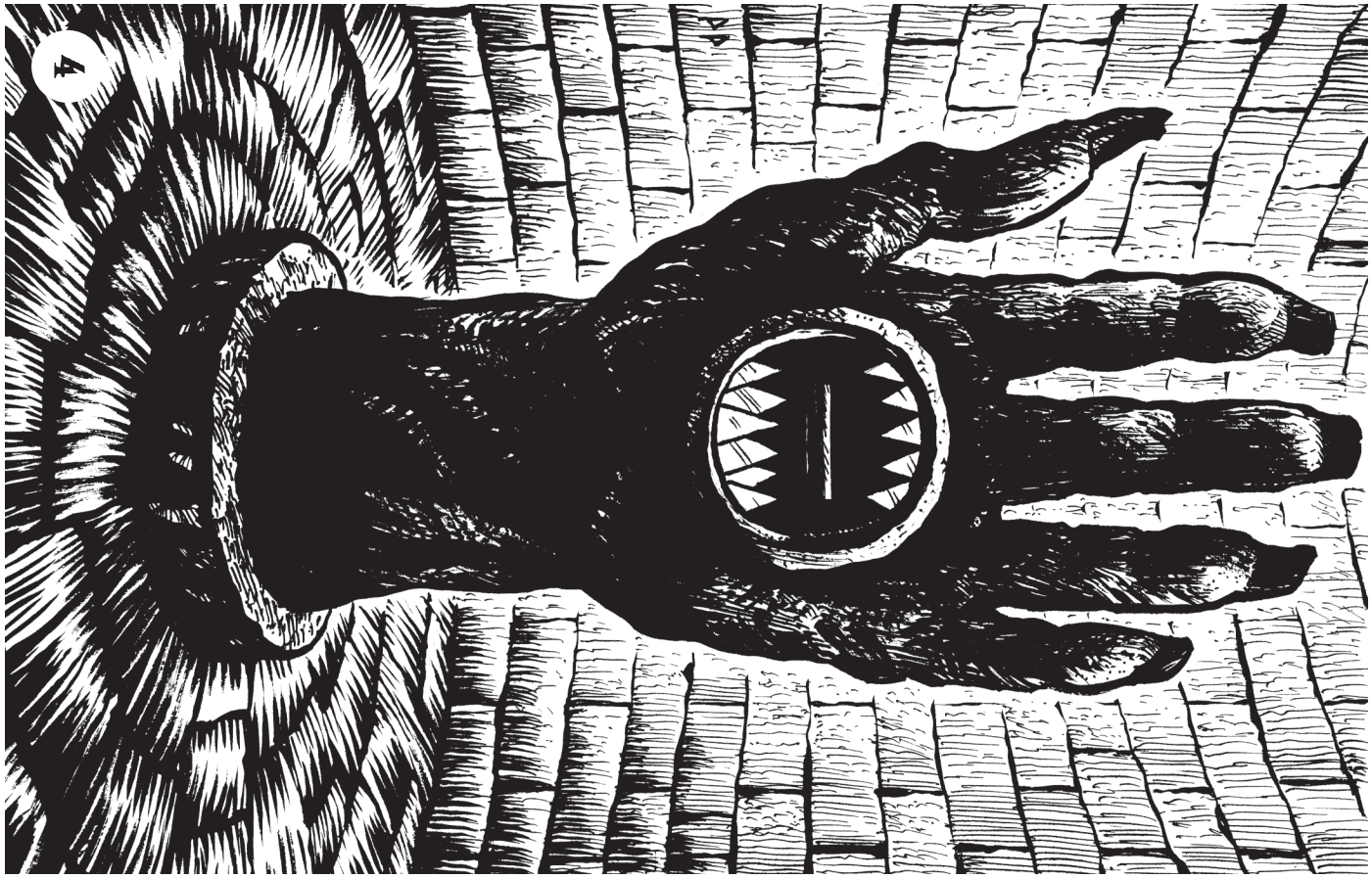
ILLUSTRATION BOOK

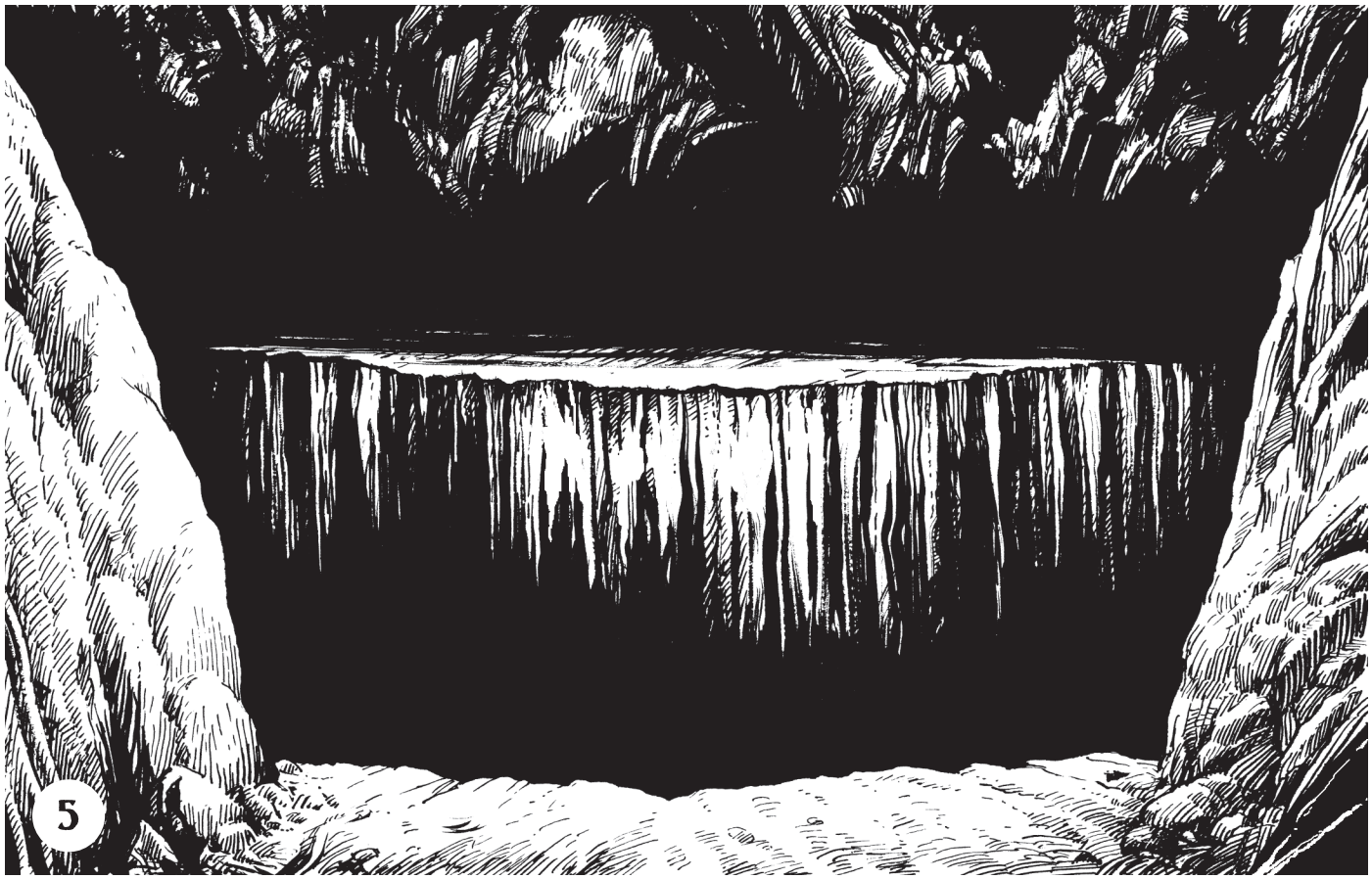


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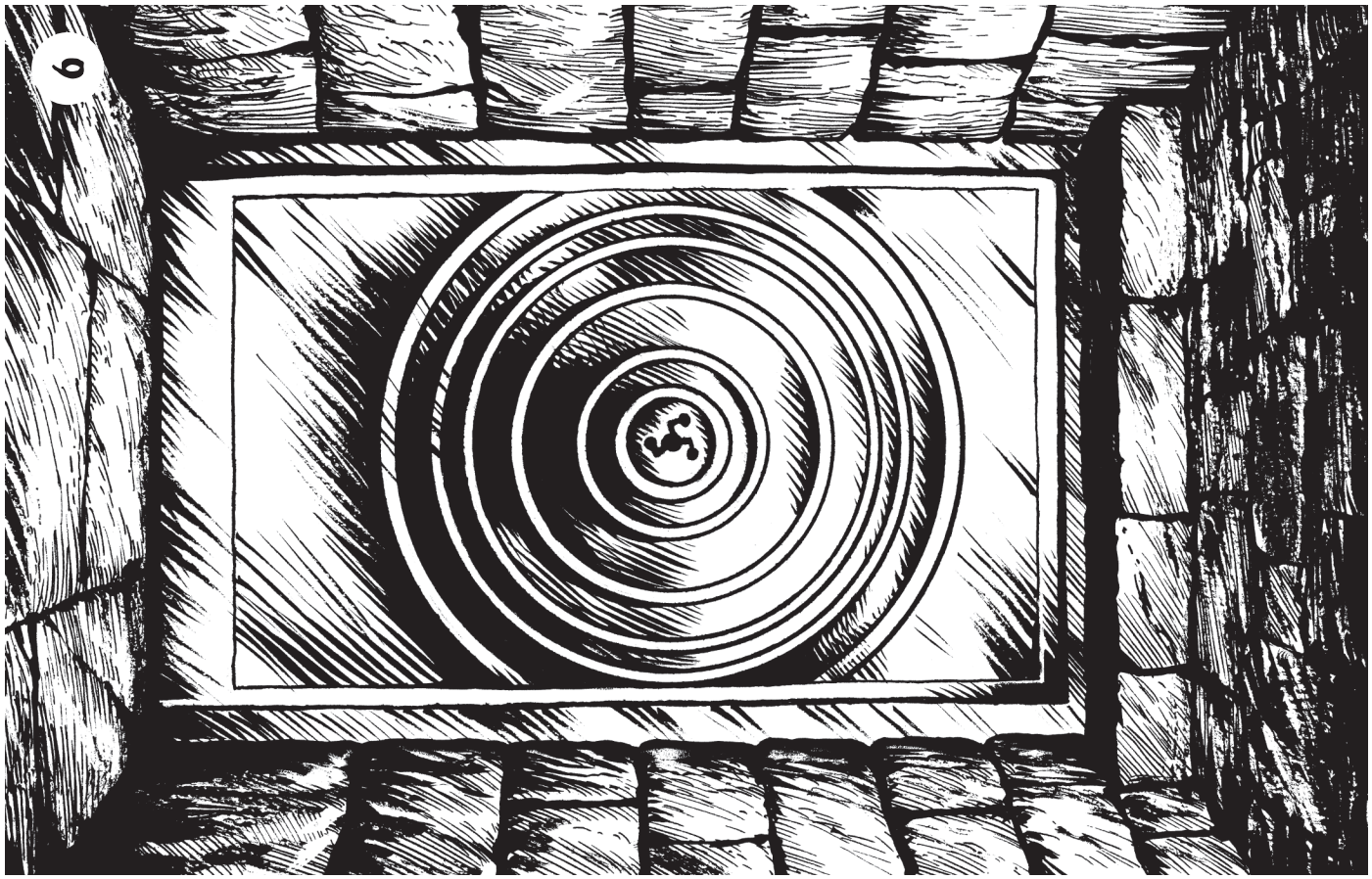

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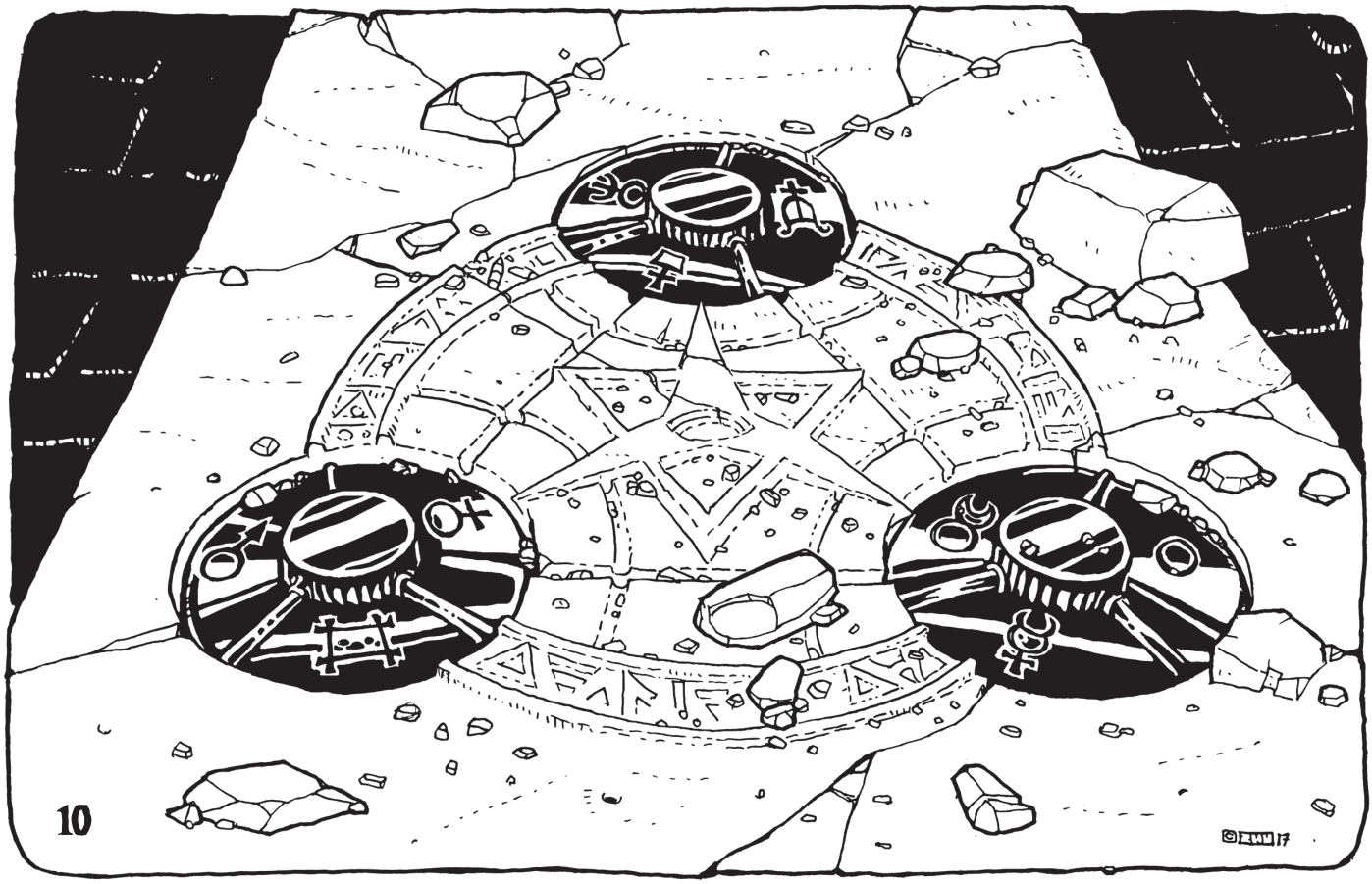

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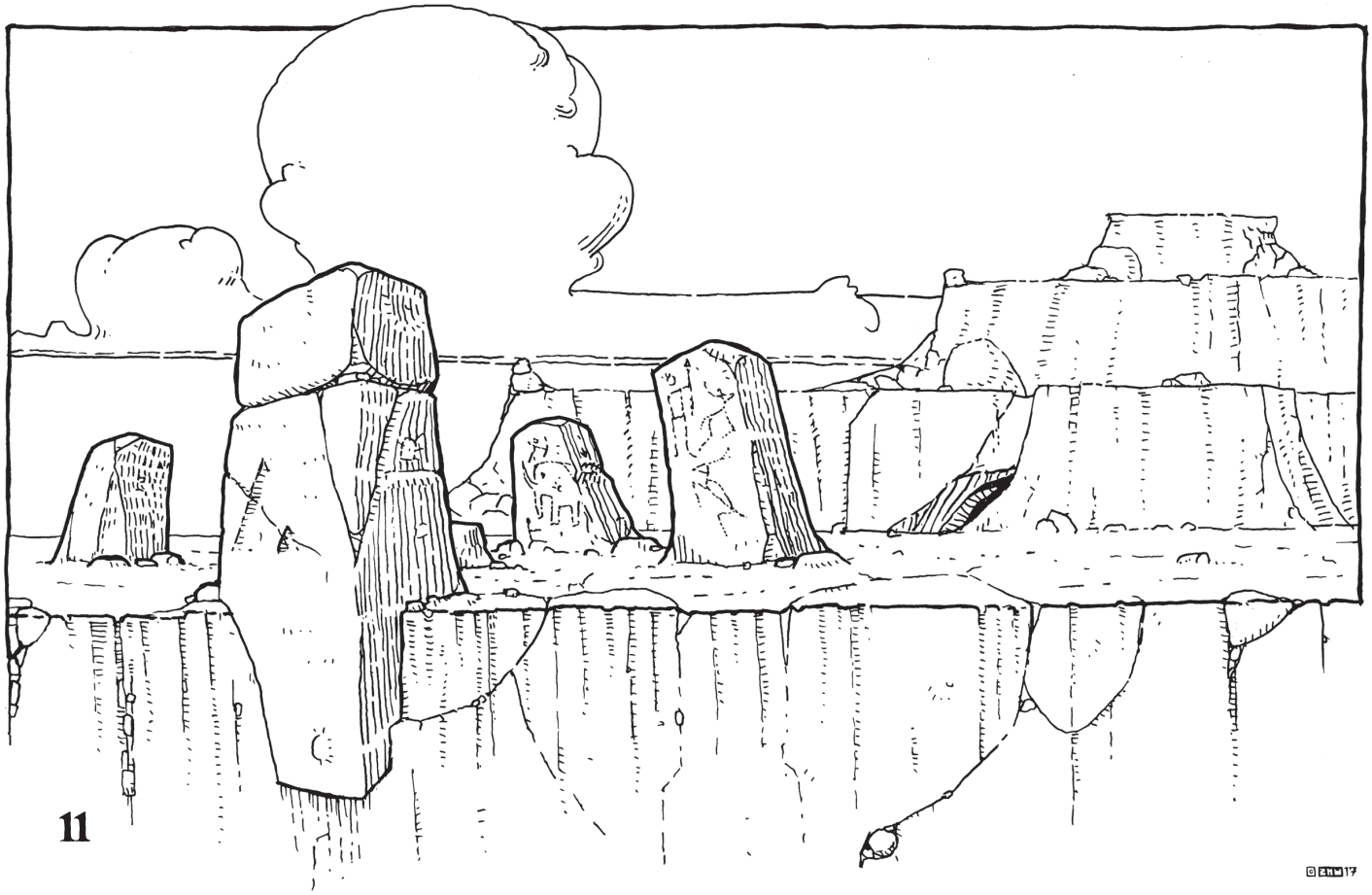

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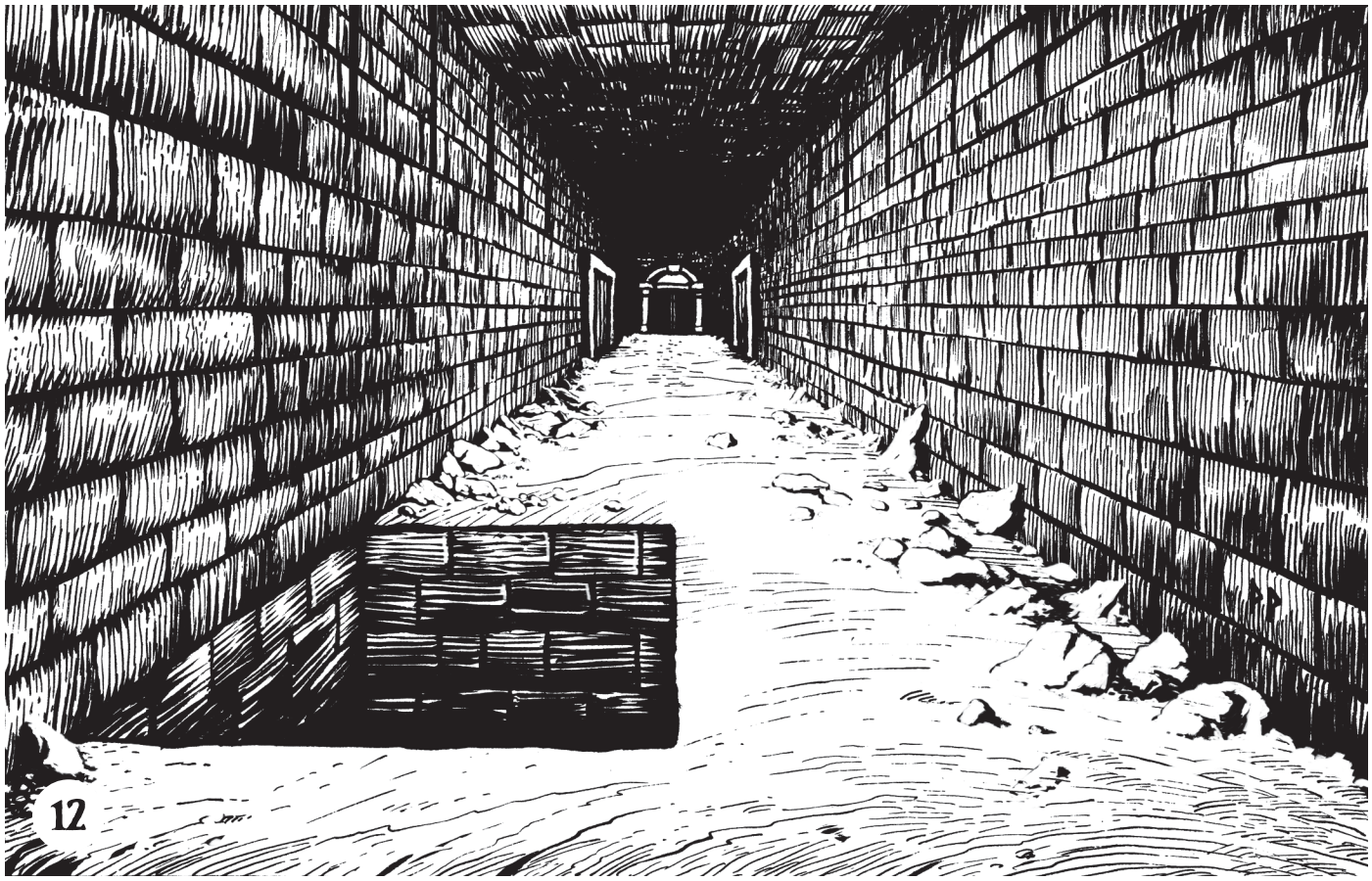

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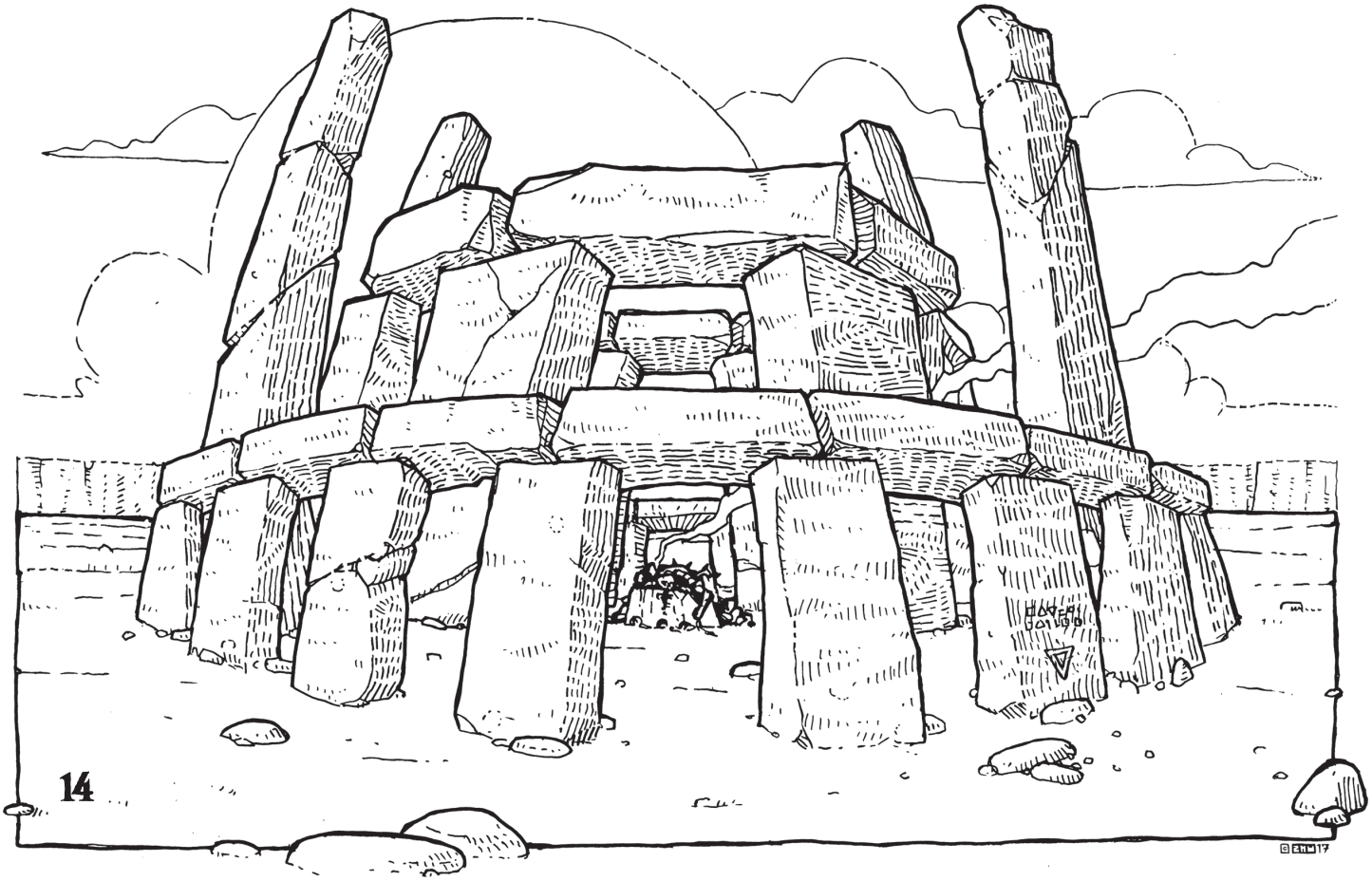

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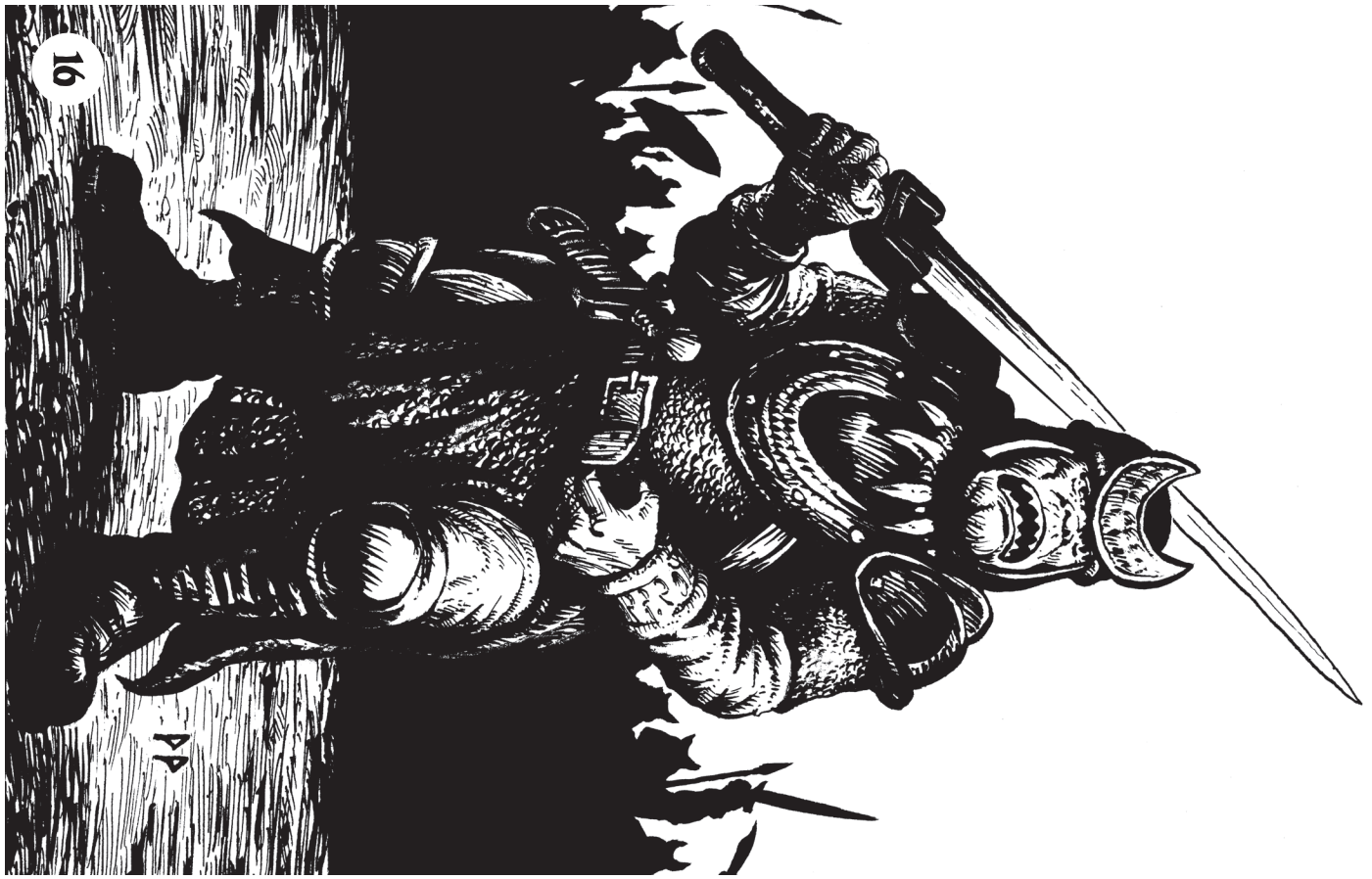

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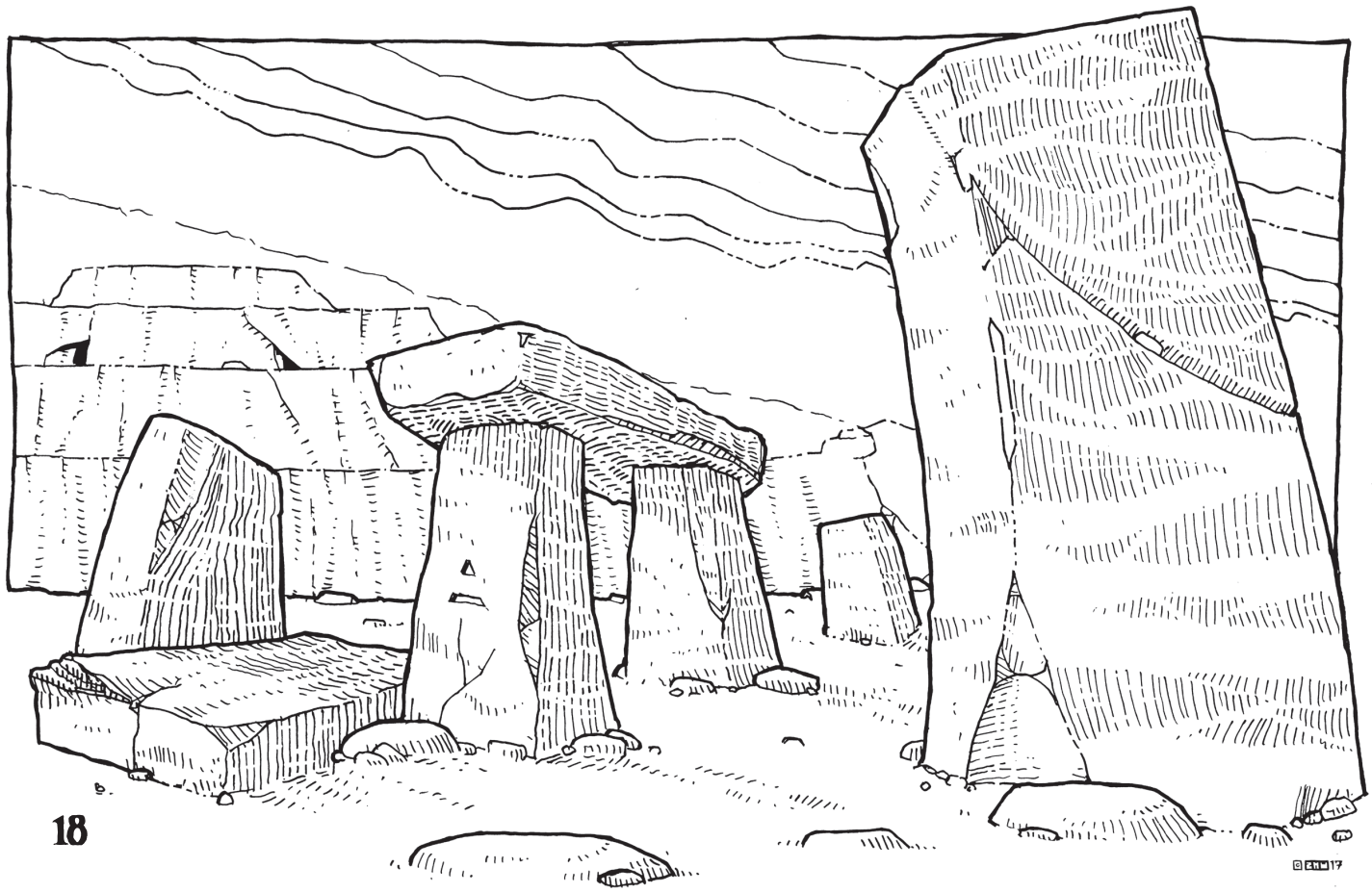

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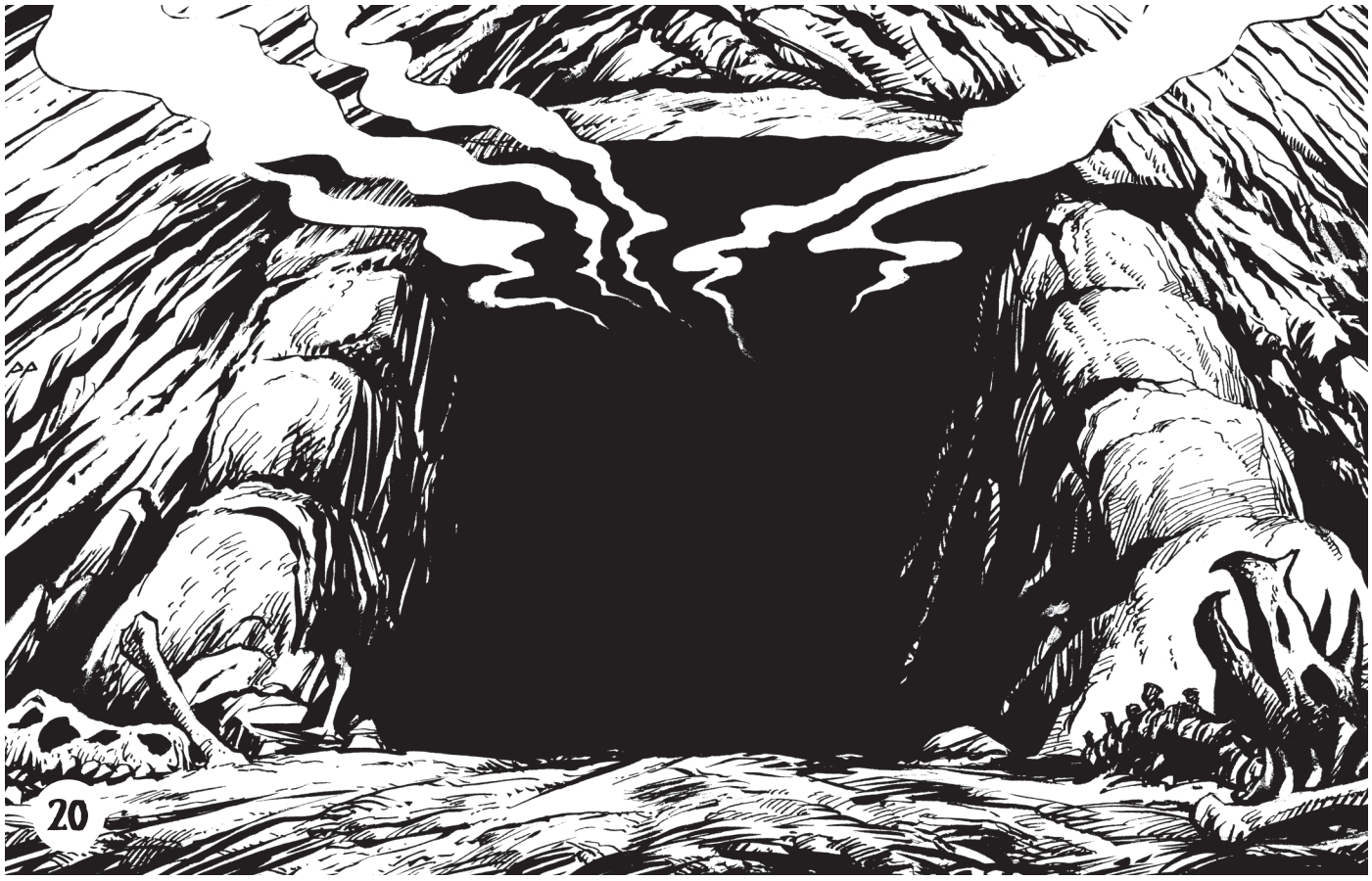

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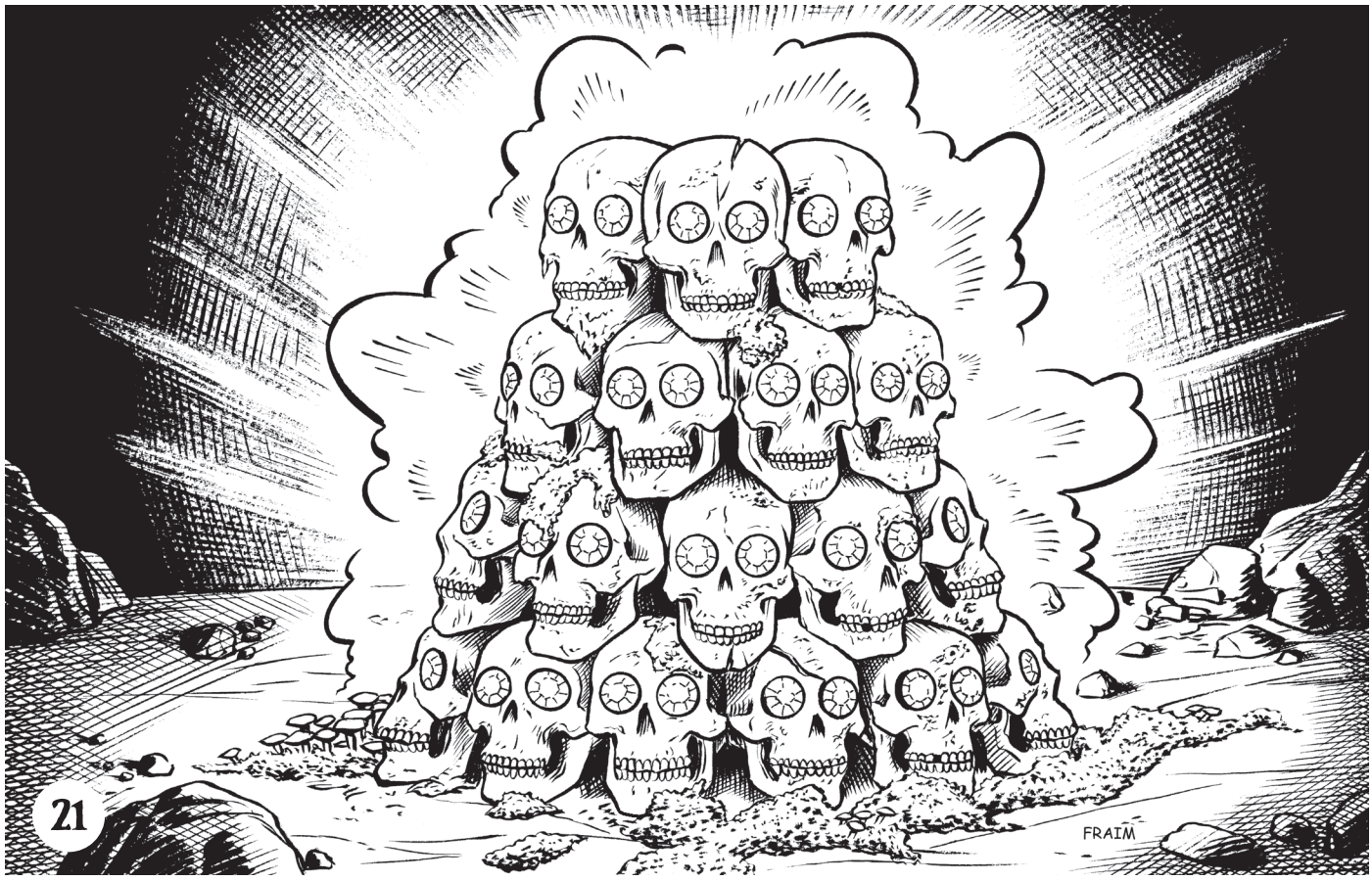

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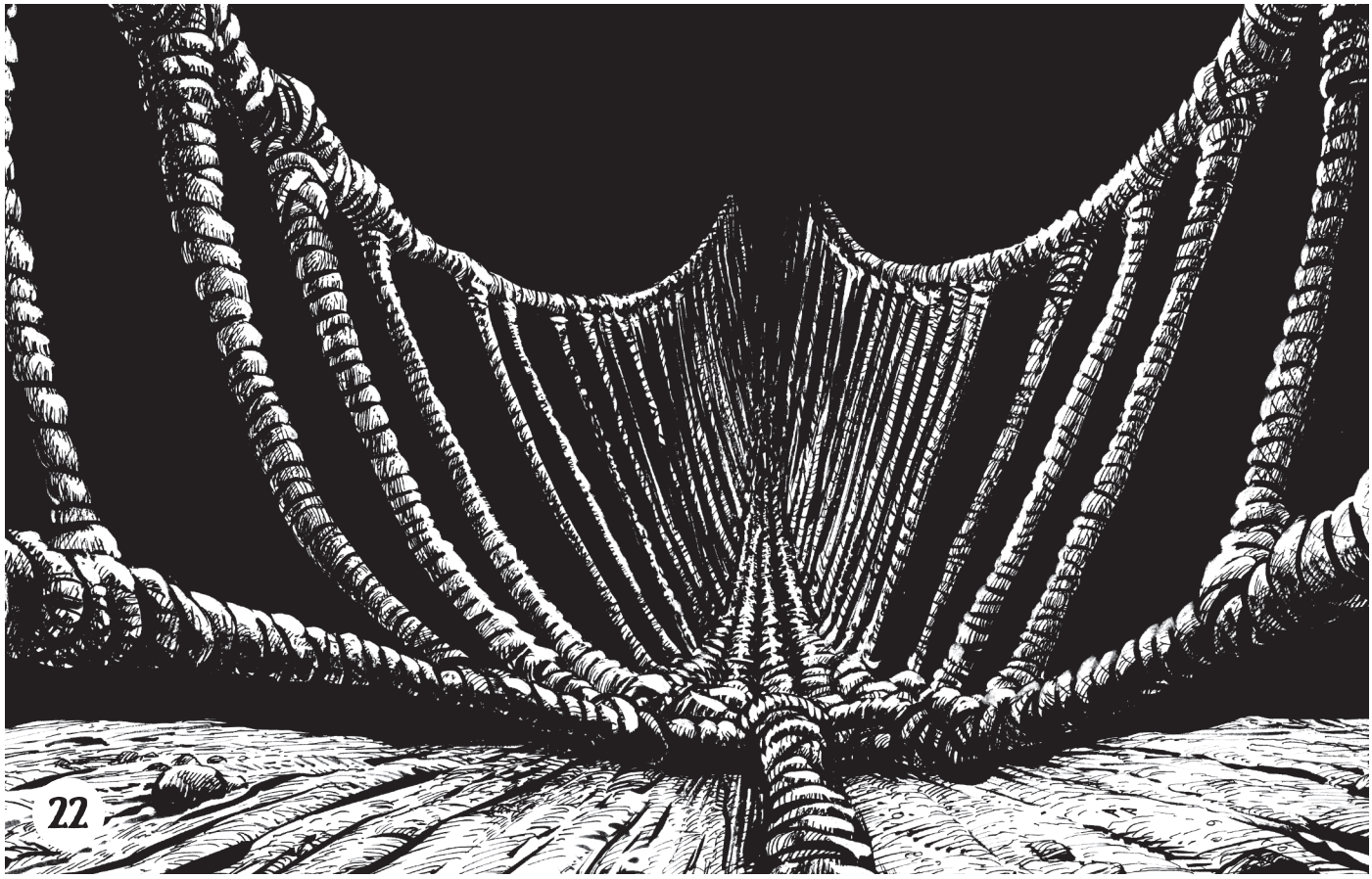

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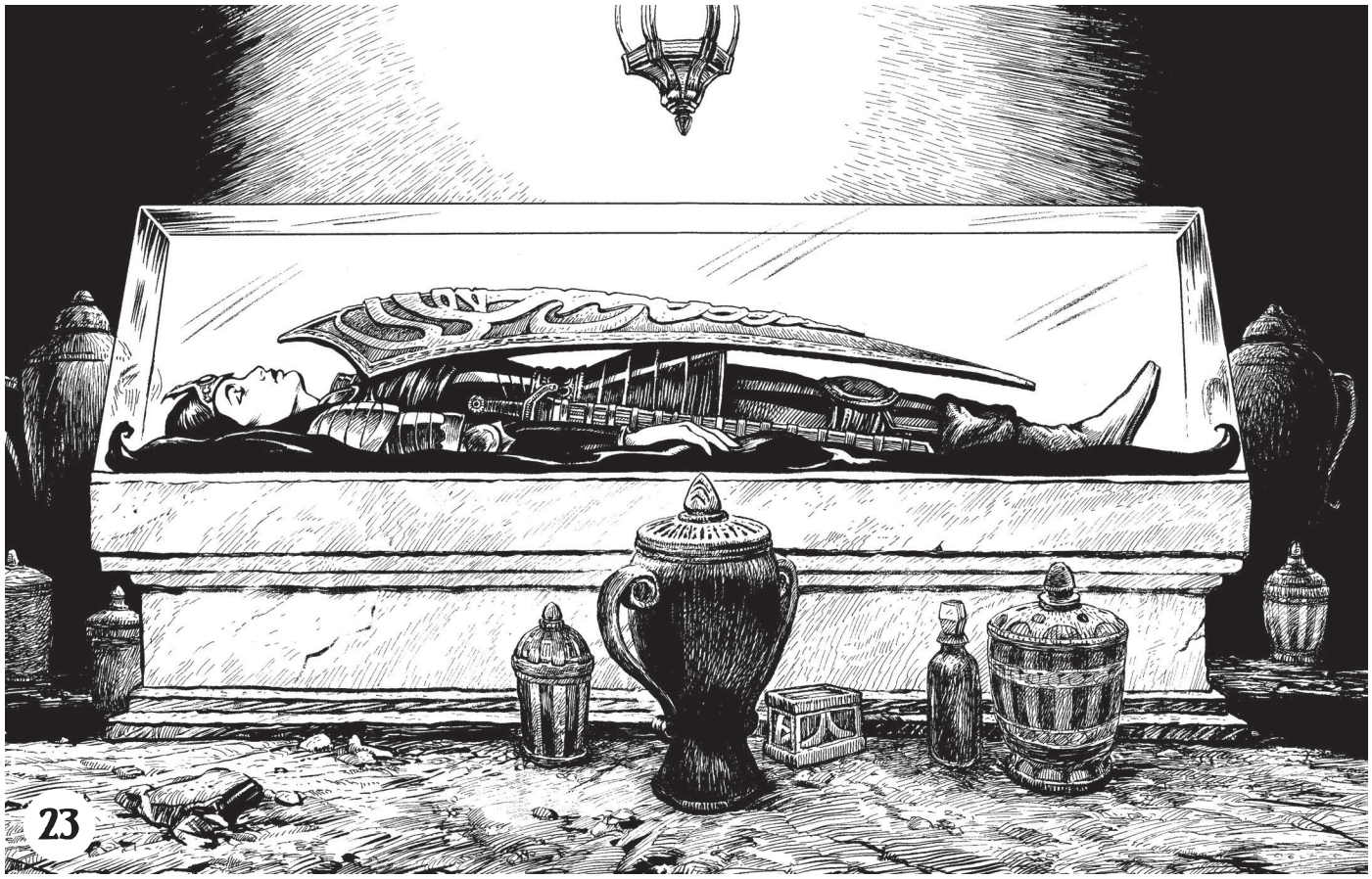

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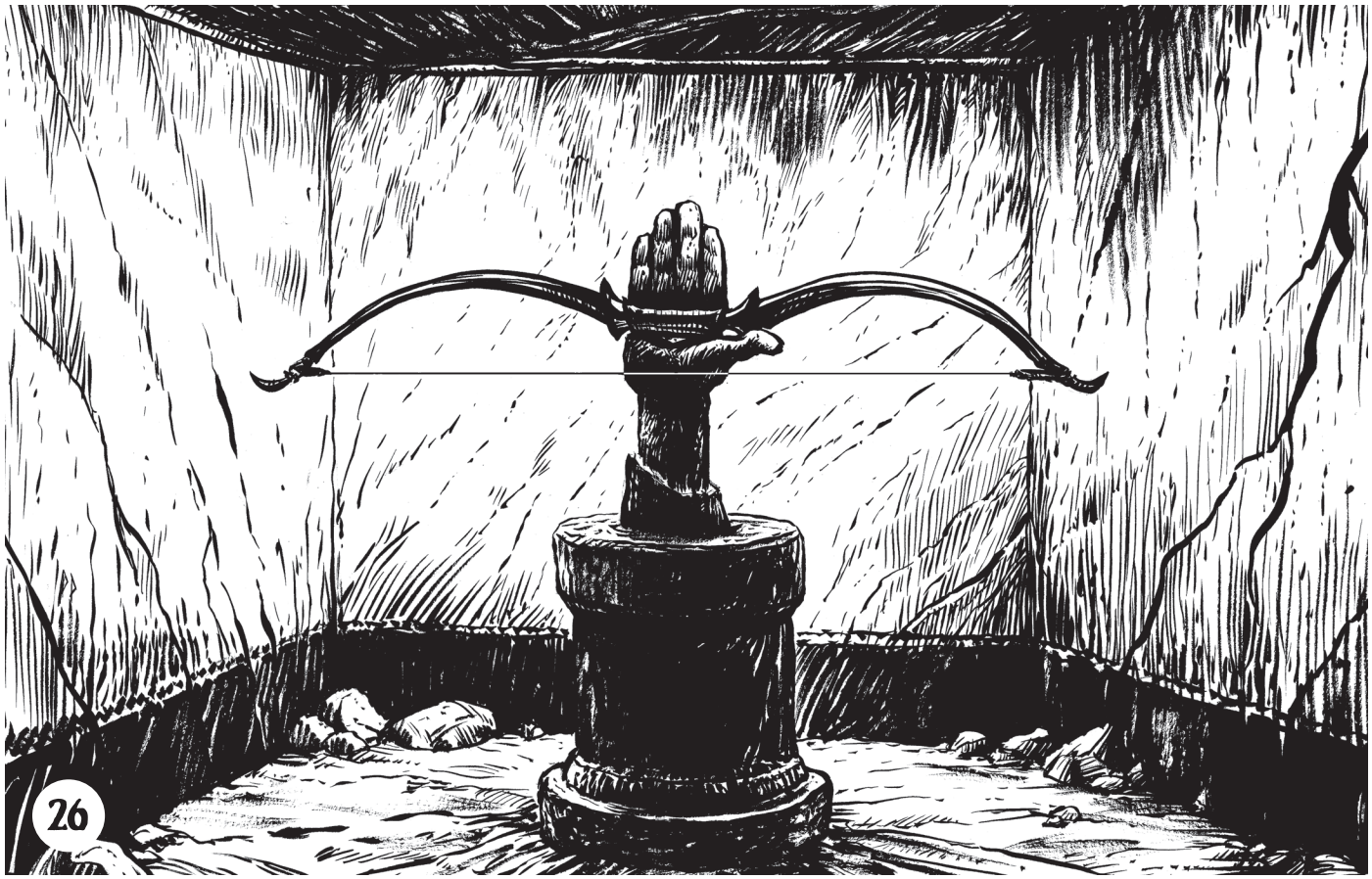

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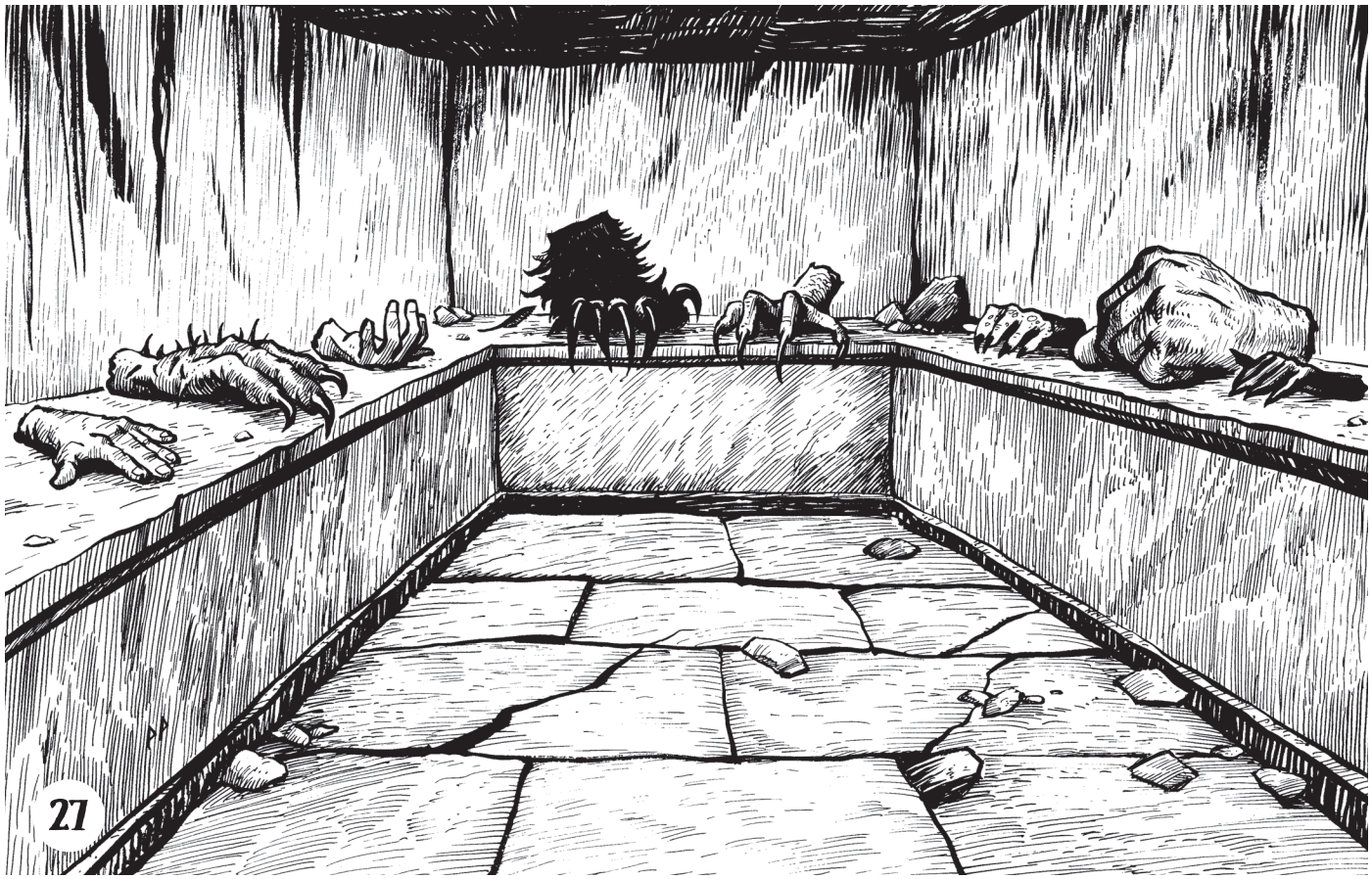

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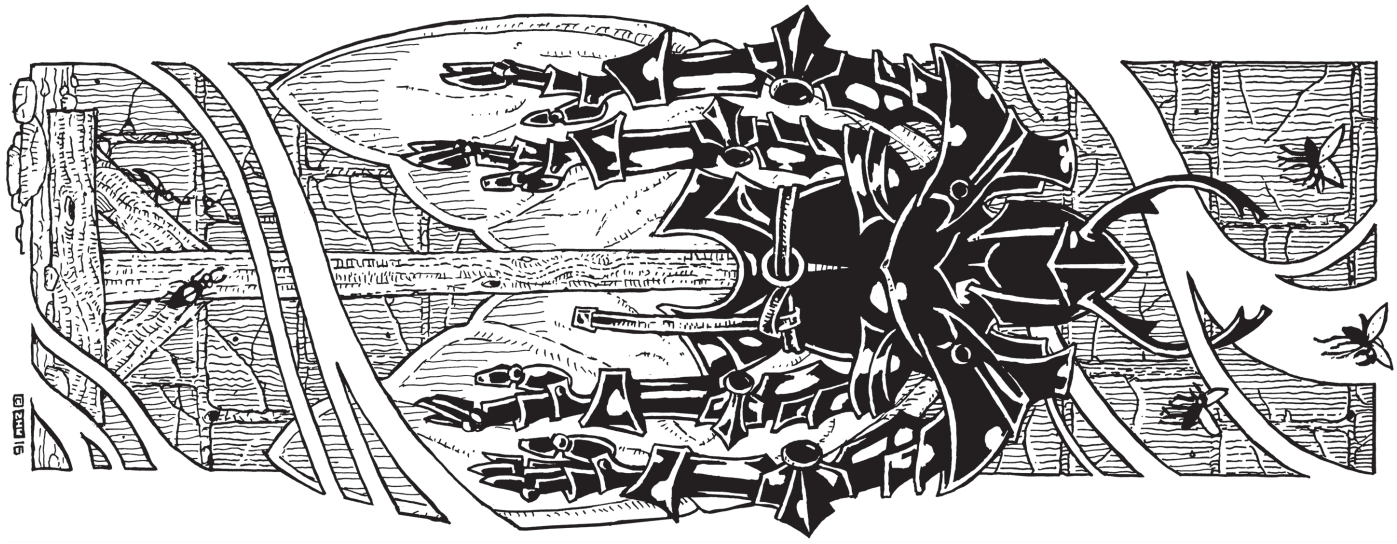
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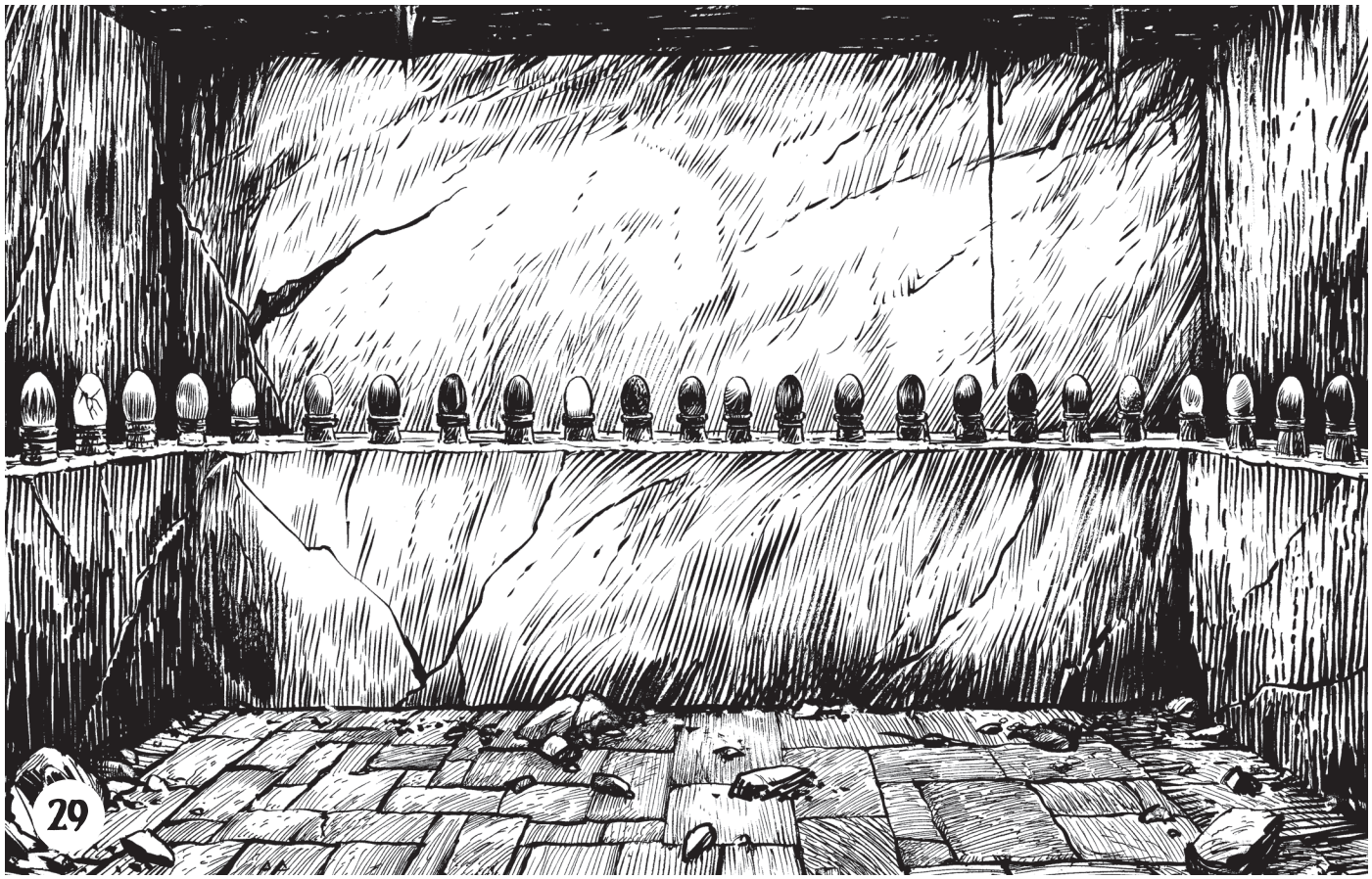
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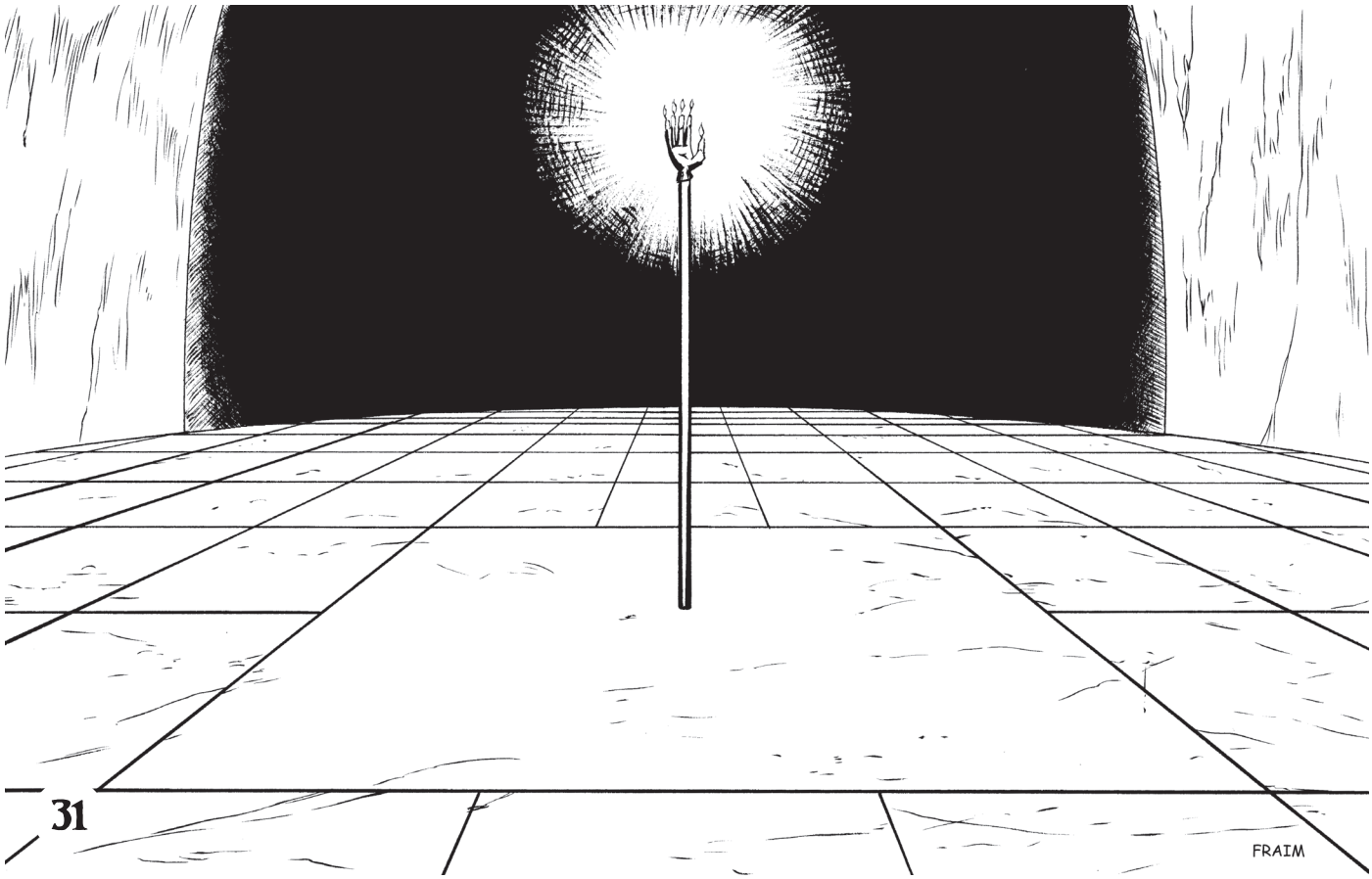

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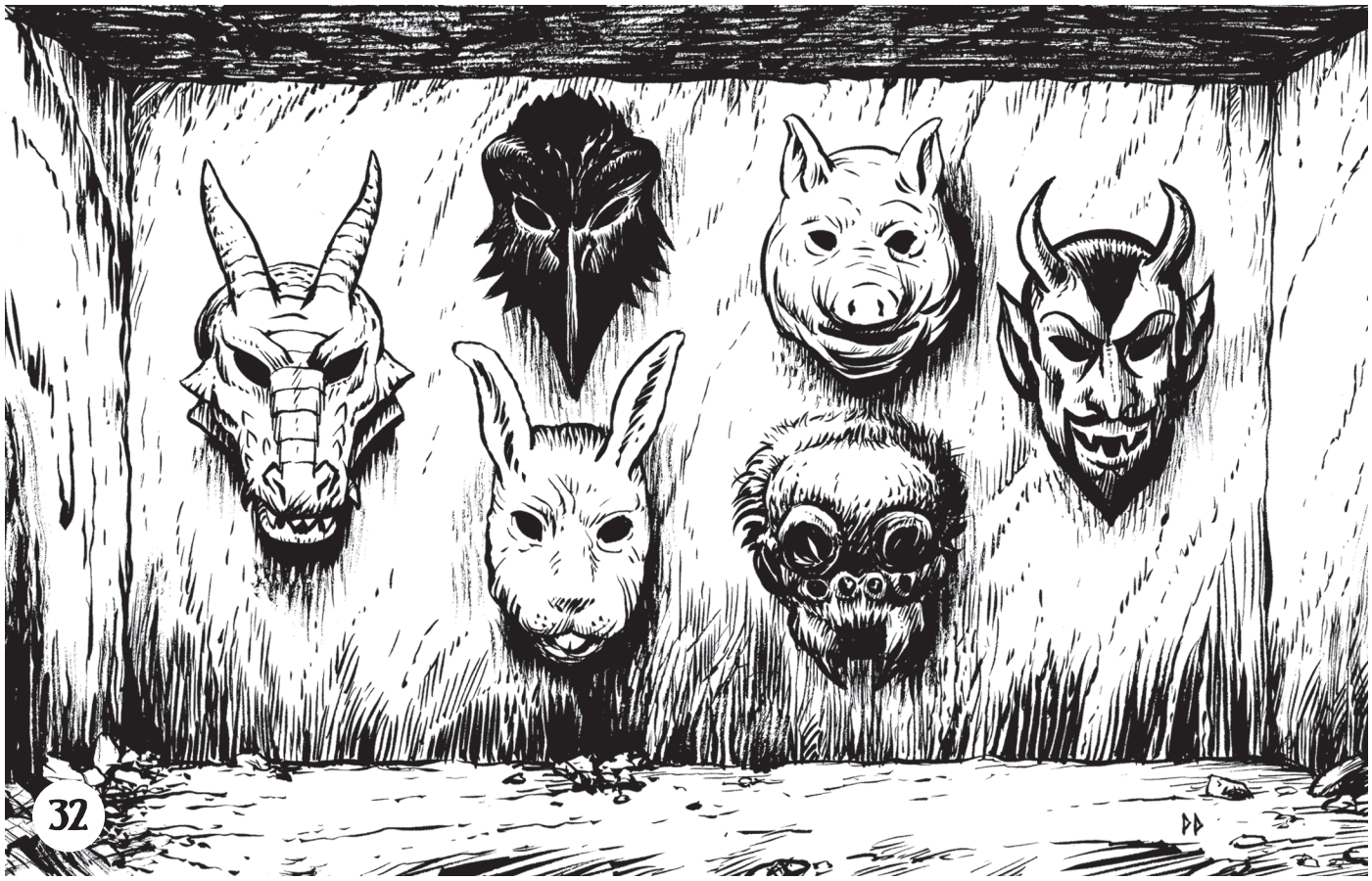
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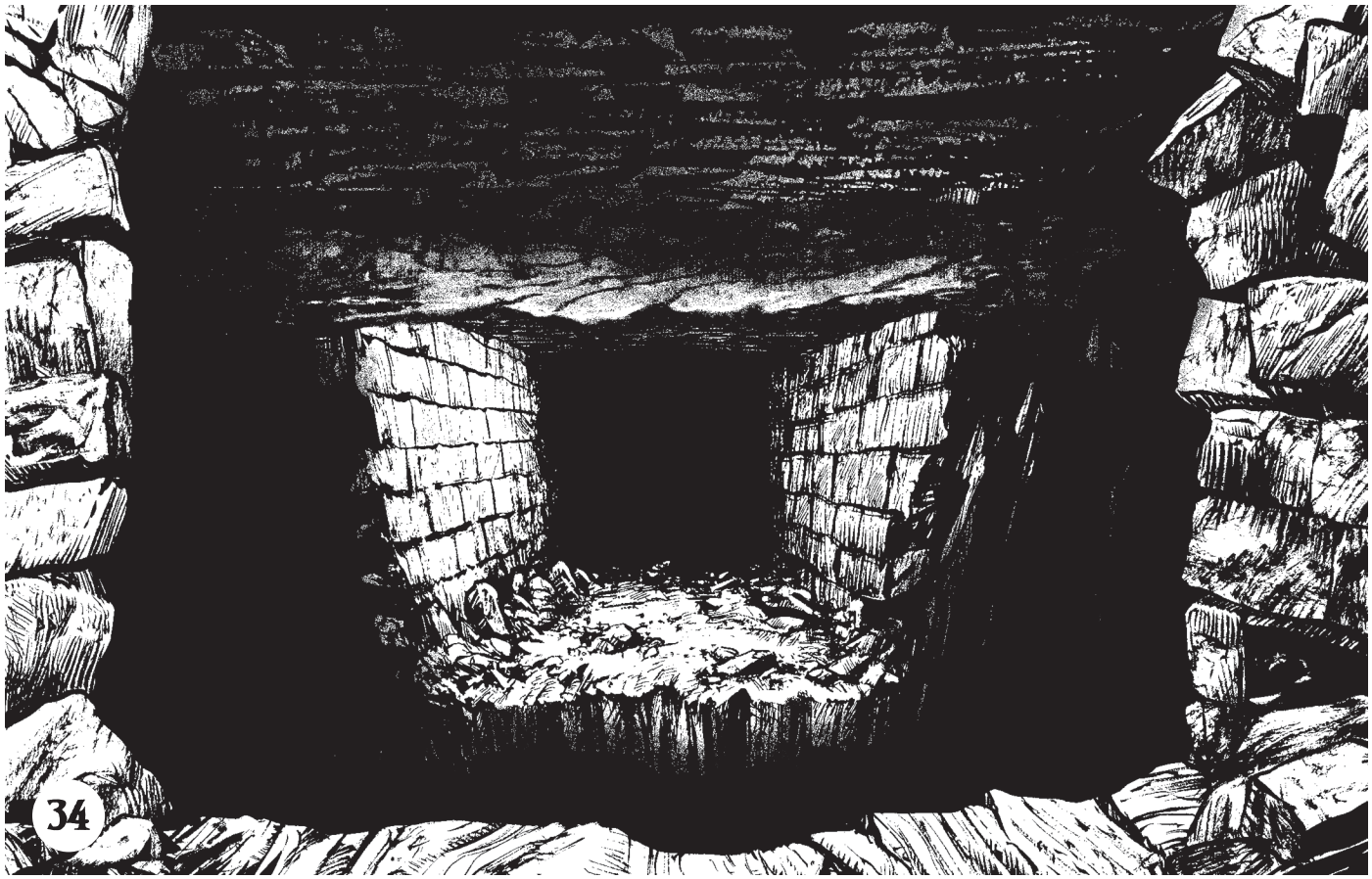


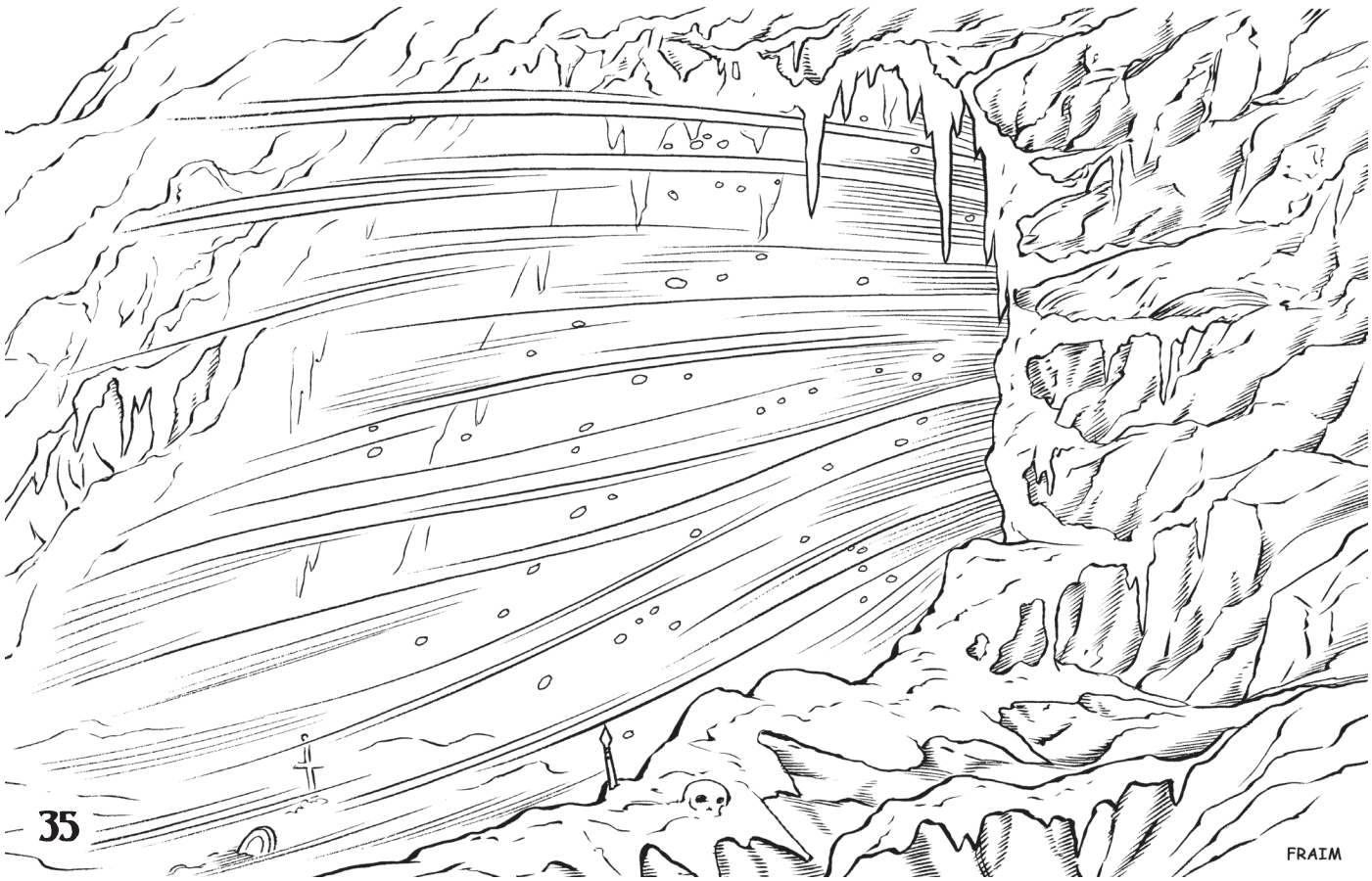

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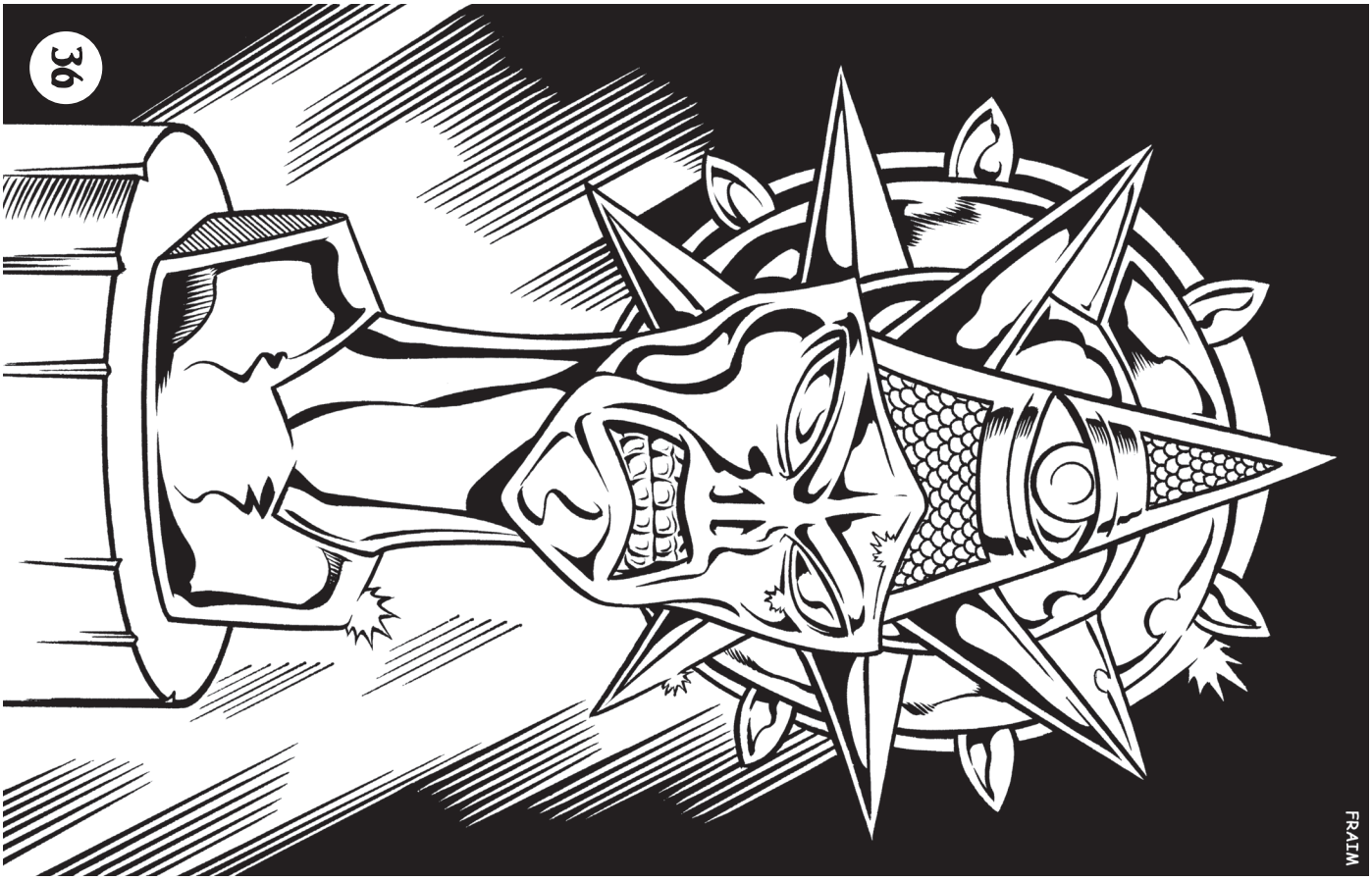

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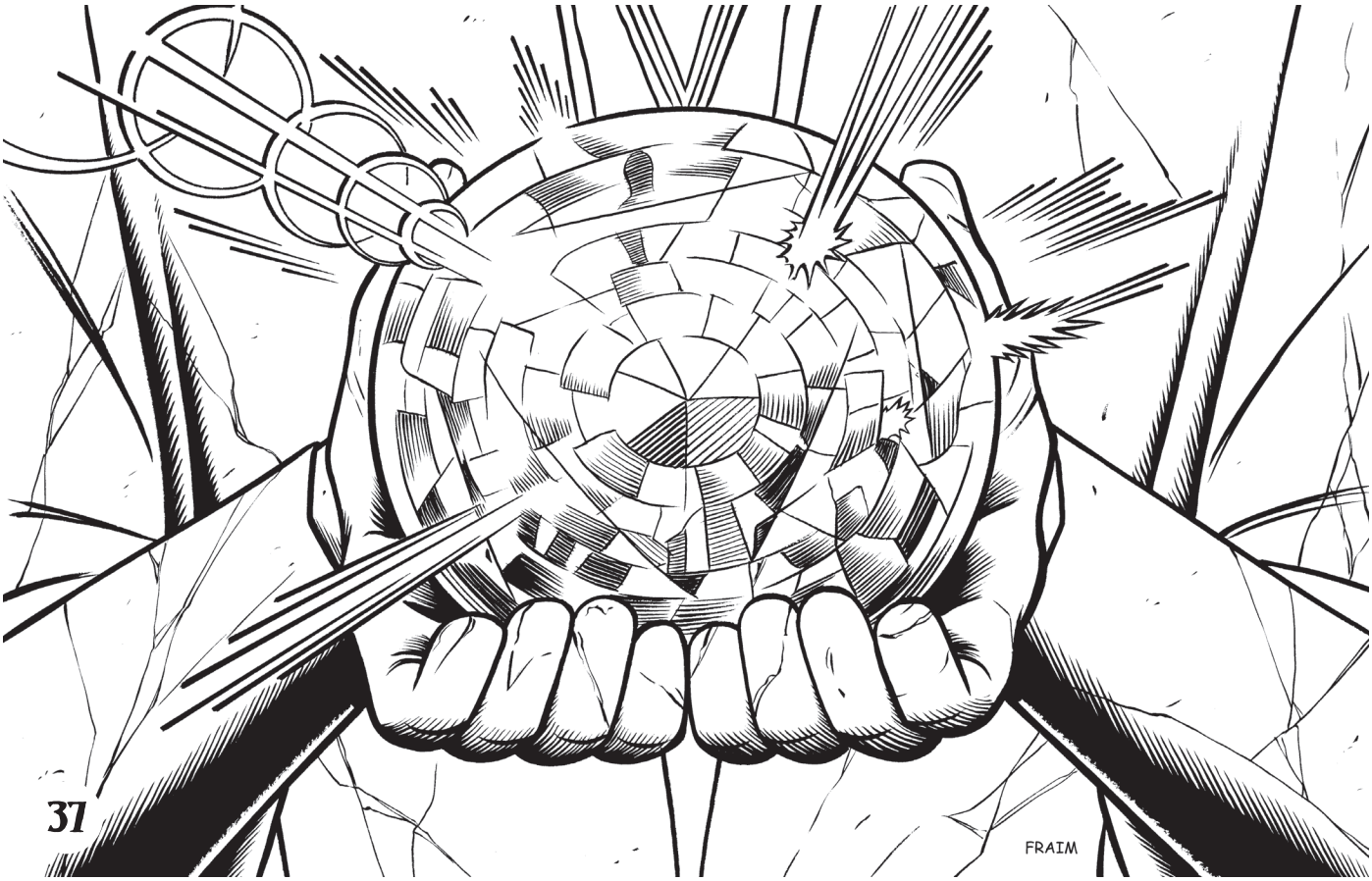

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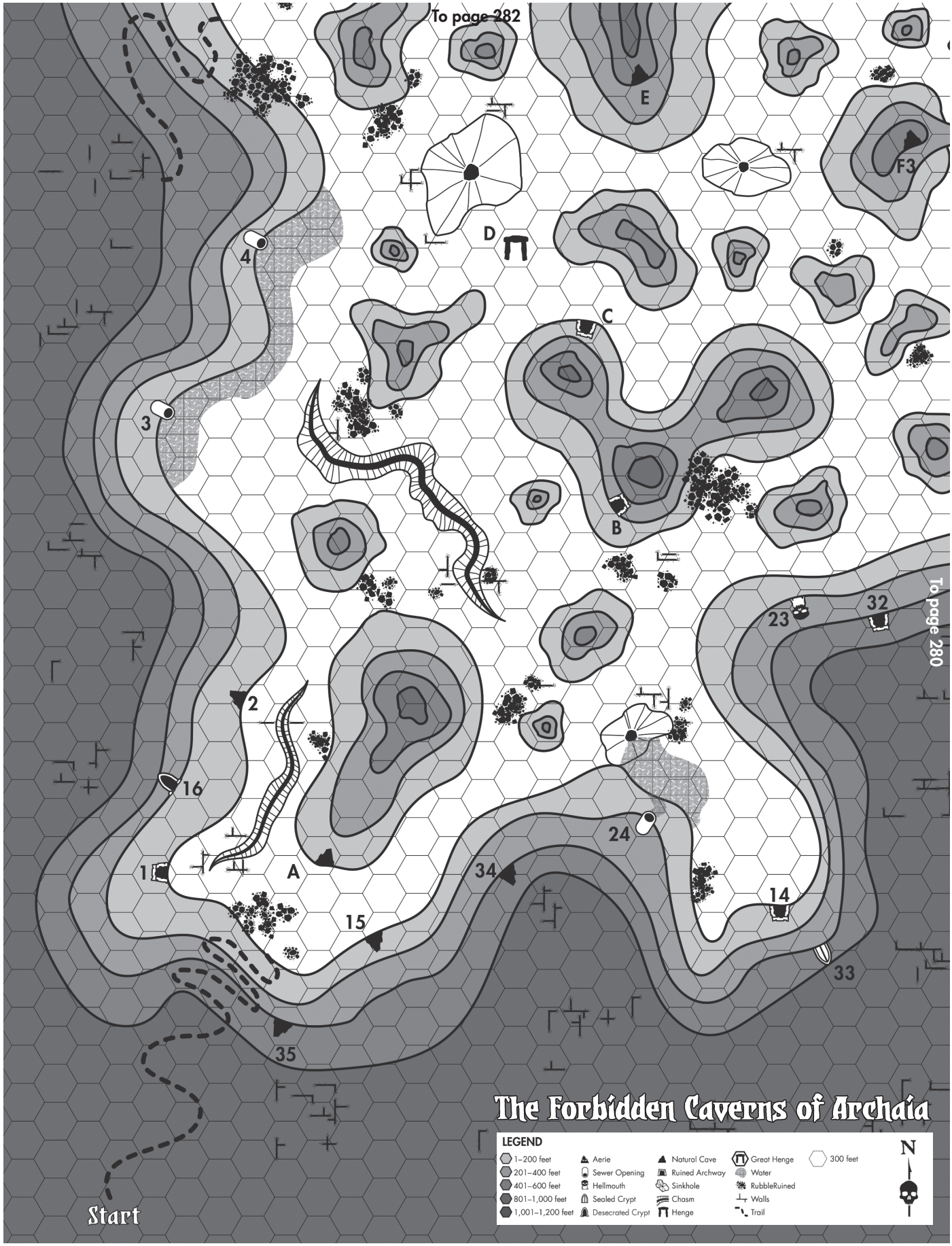

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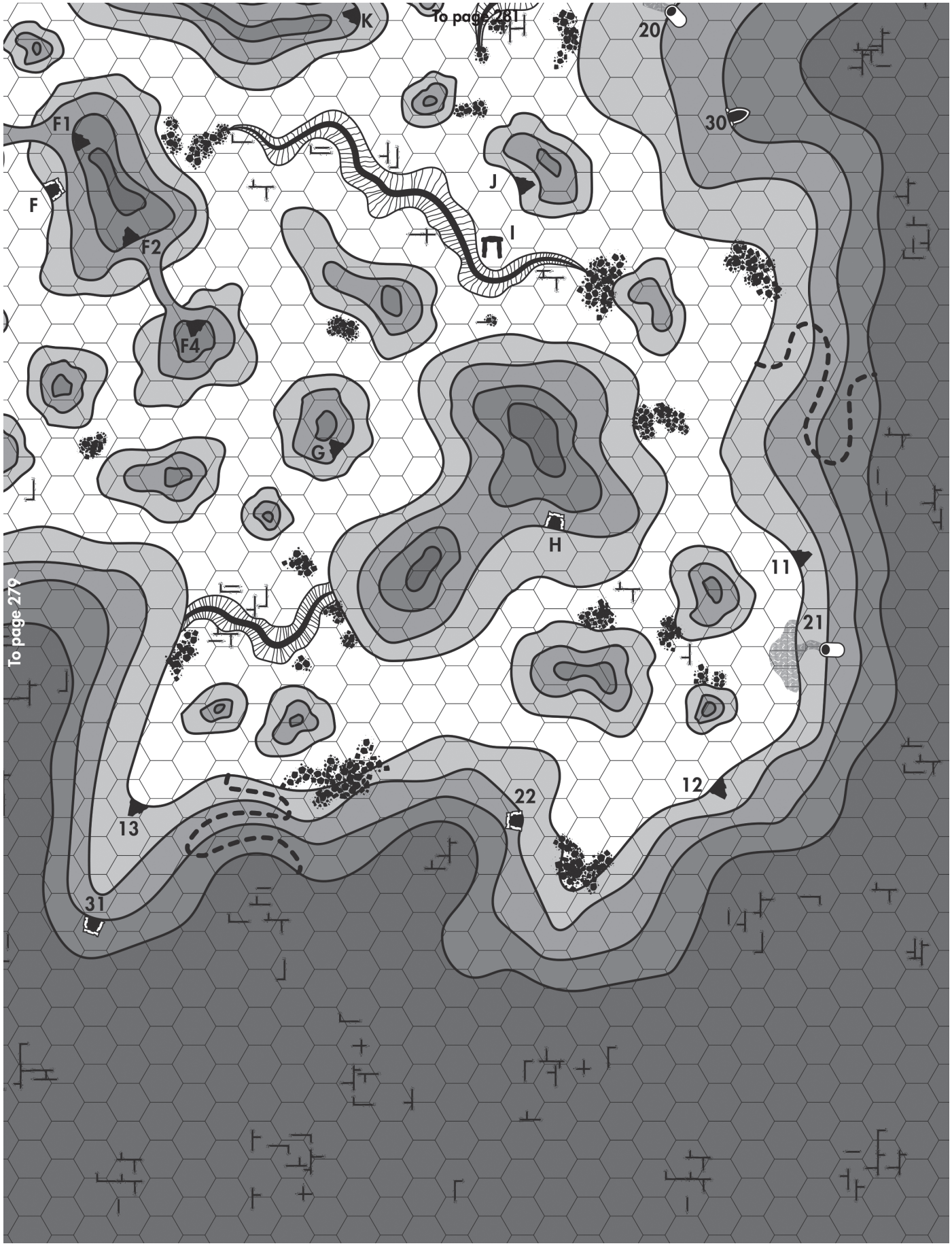

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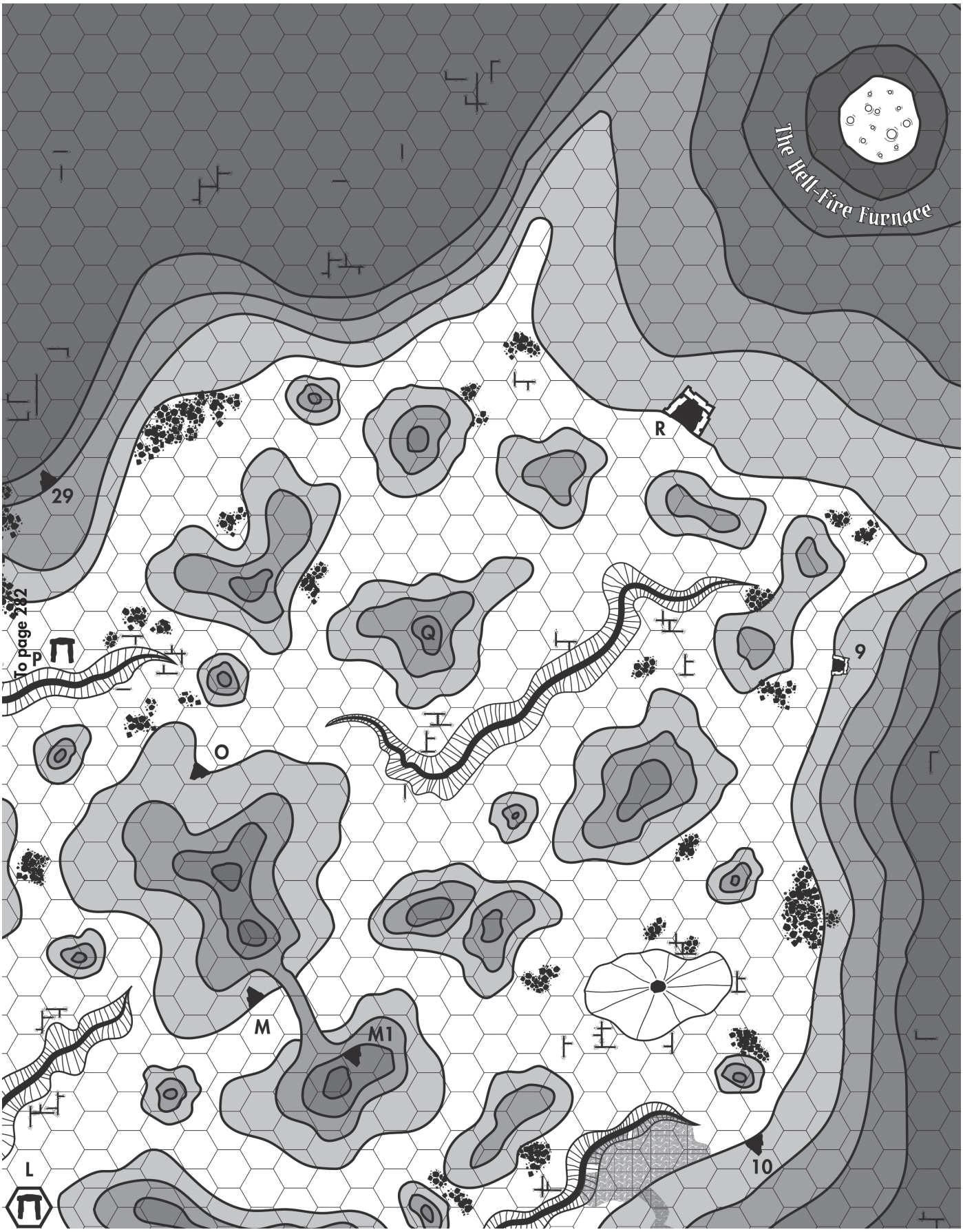

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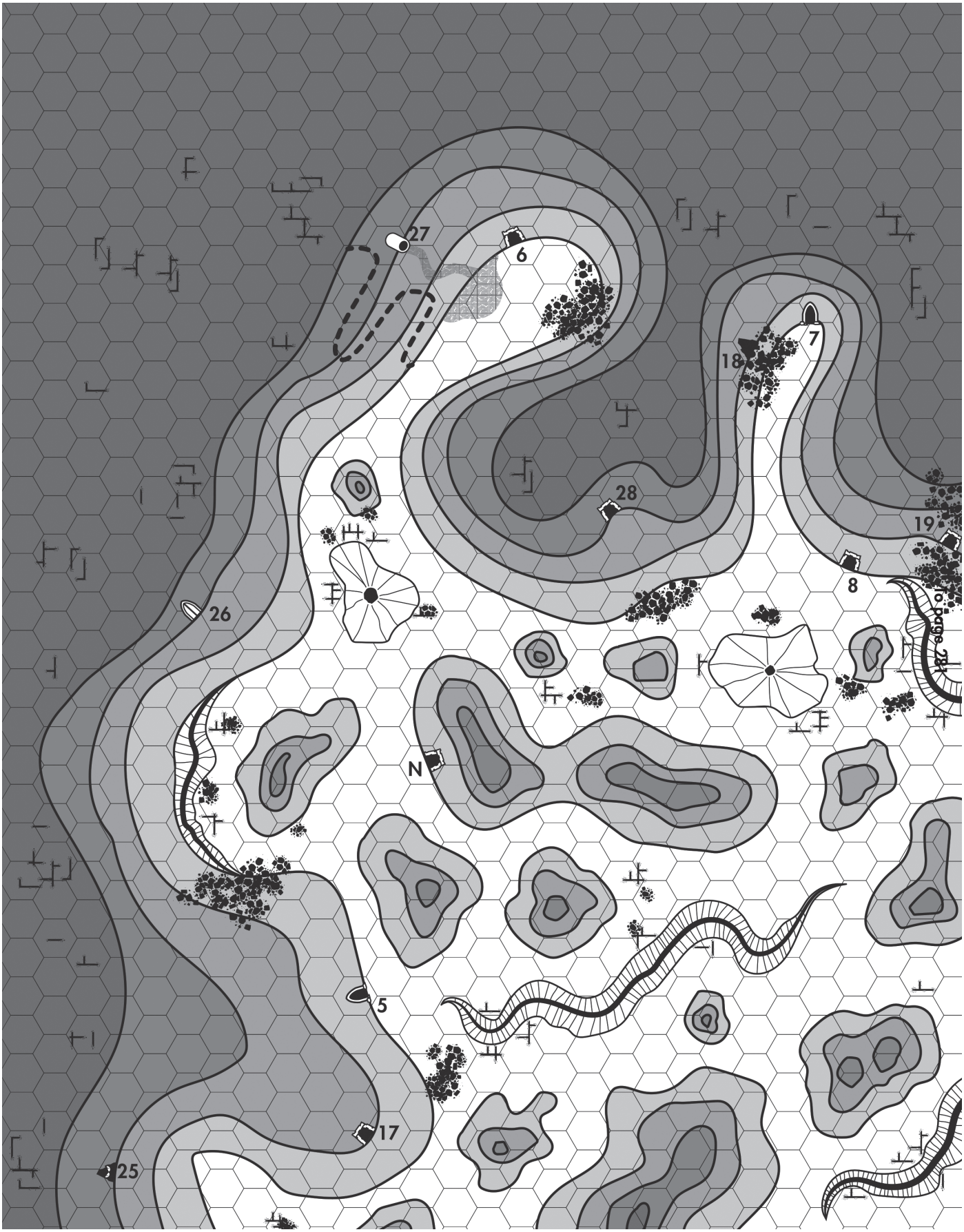

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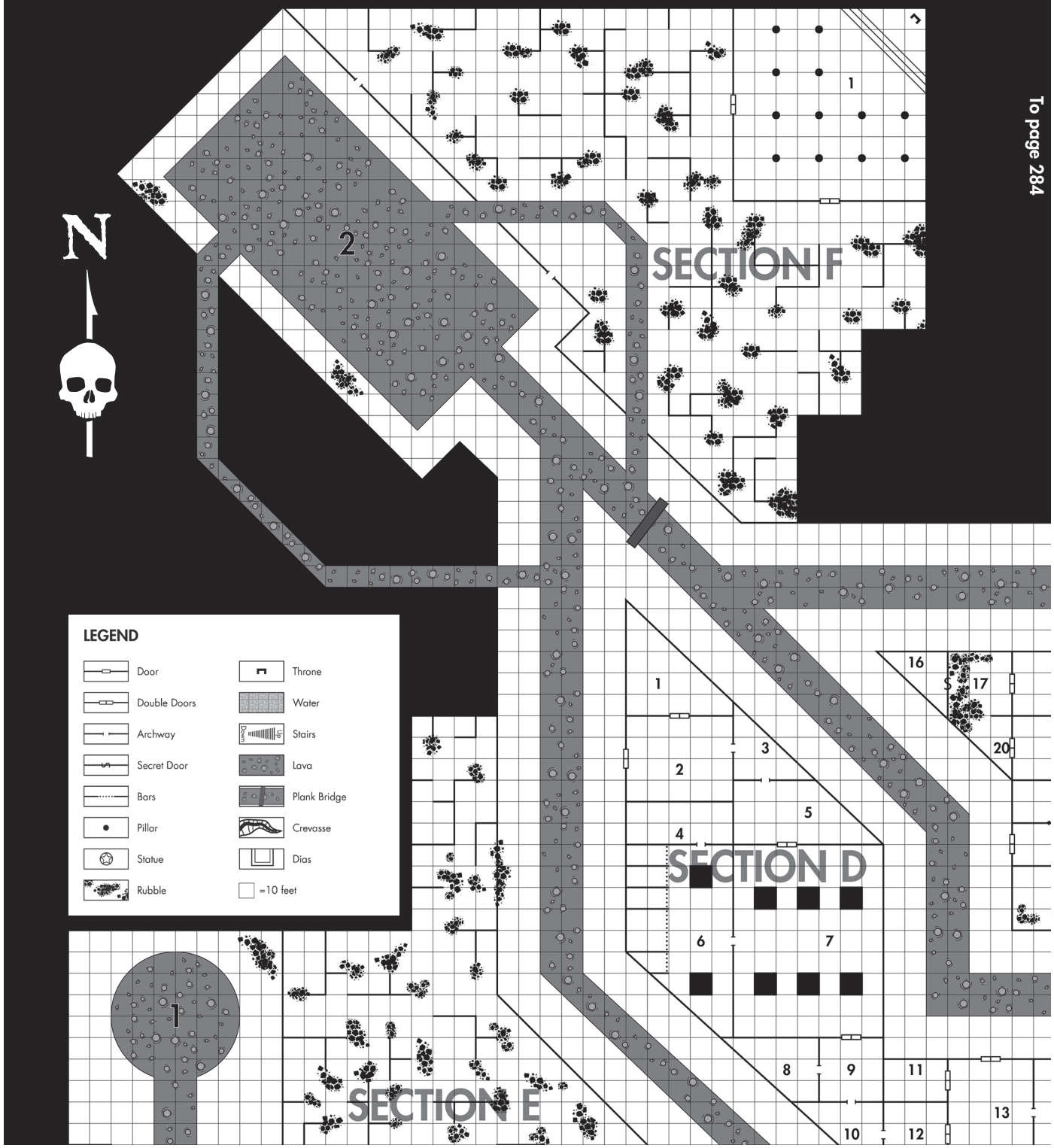


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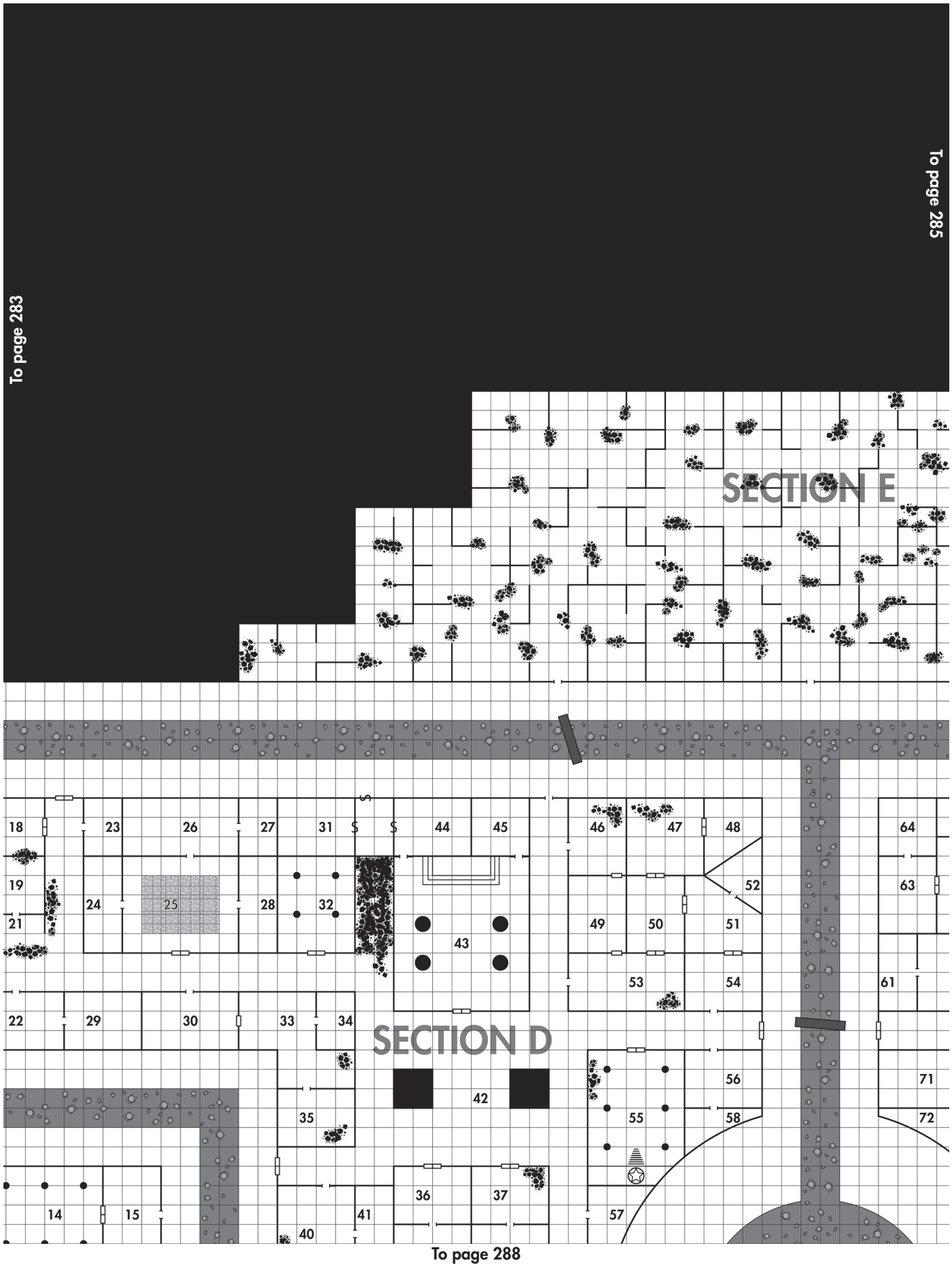
Hellfire Furnace

The Forbidden Caverns of Archaia

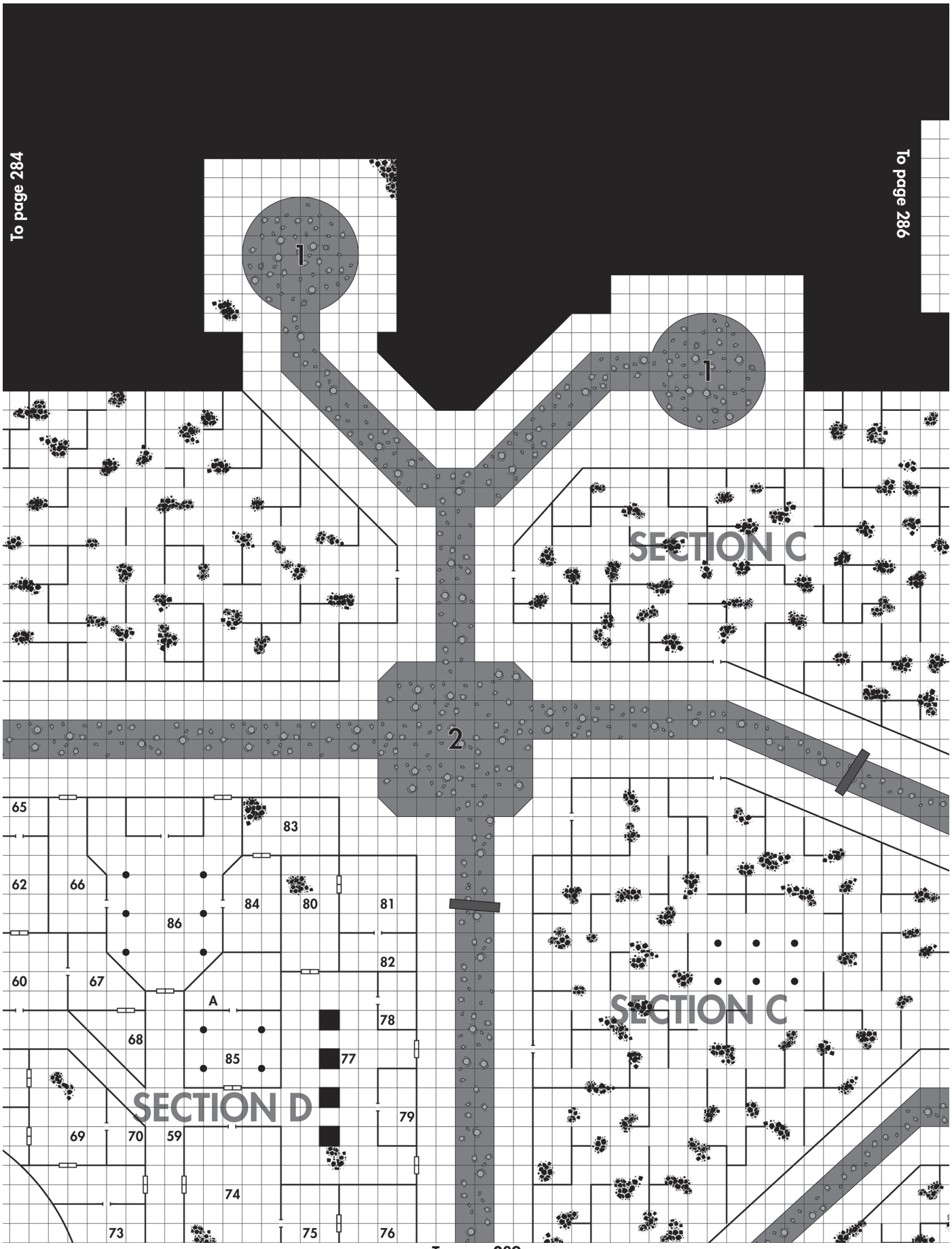


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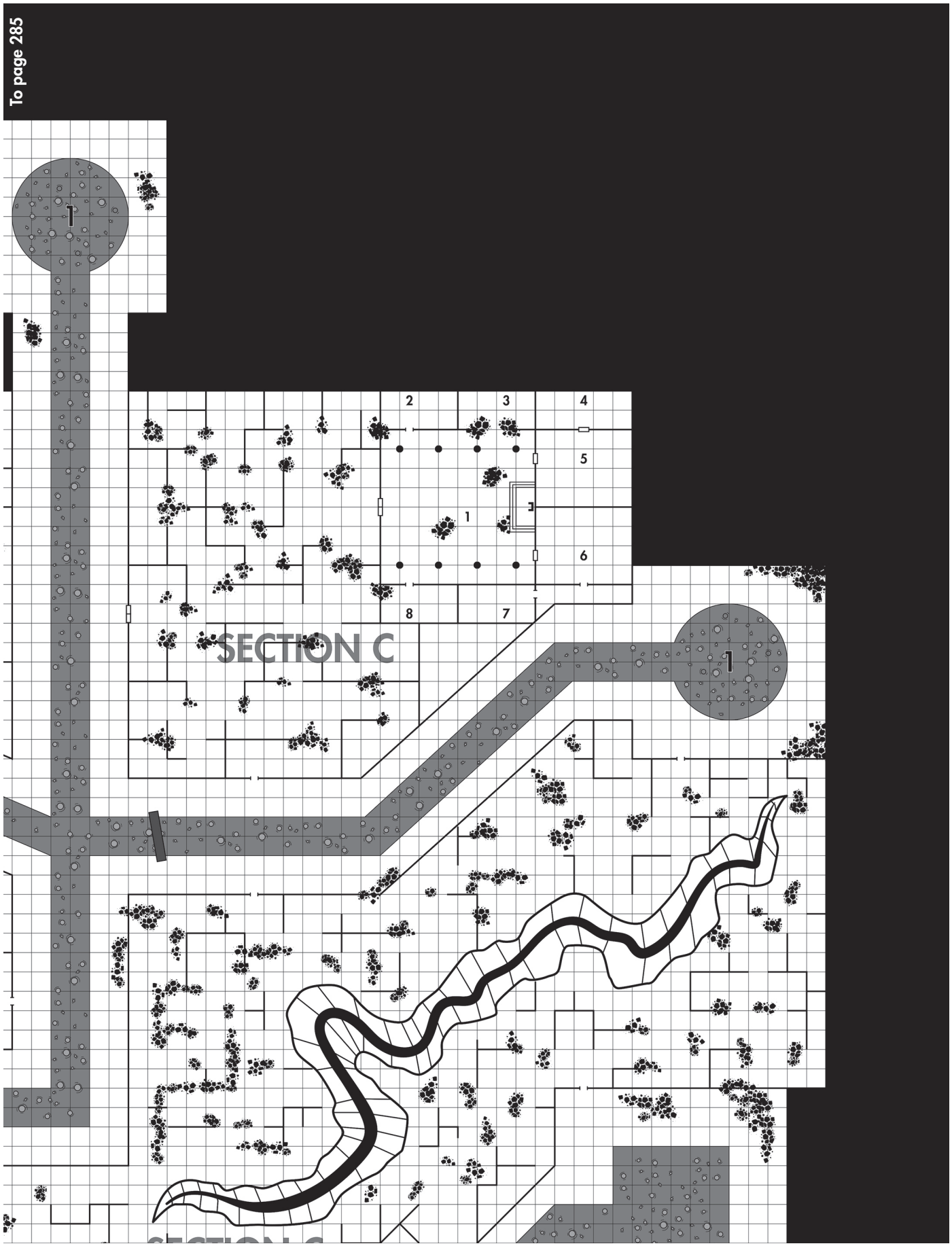

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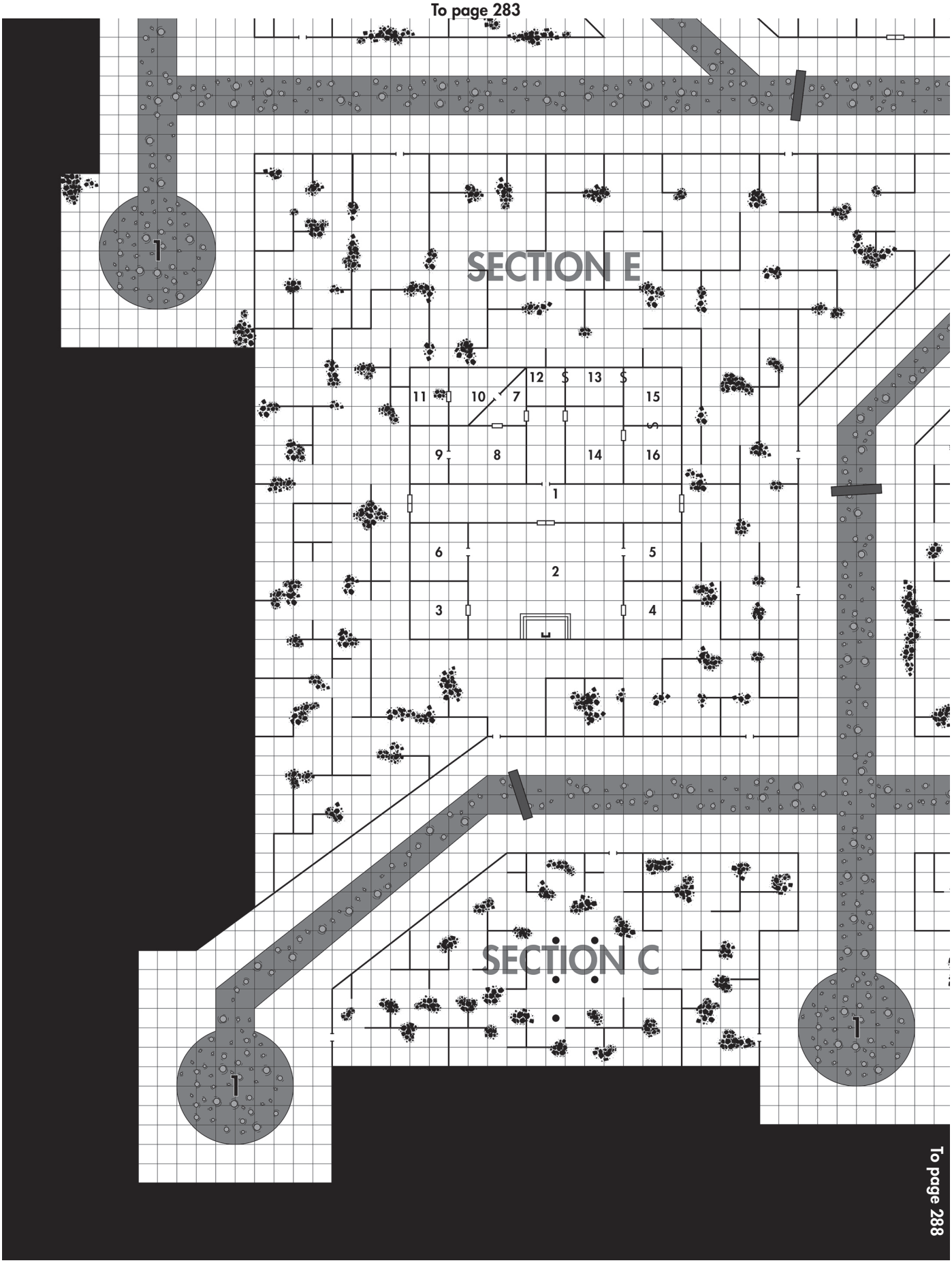
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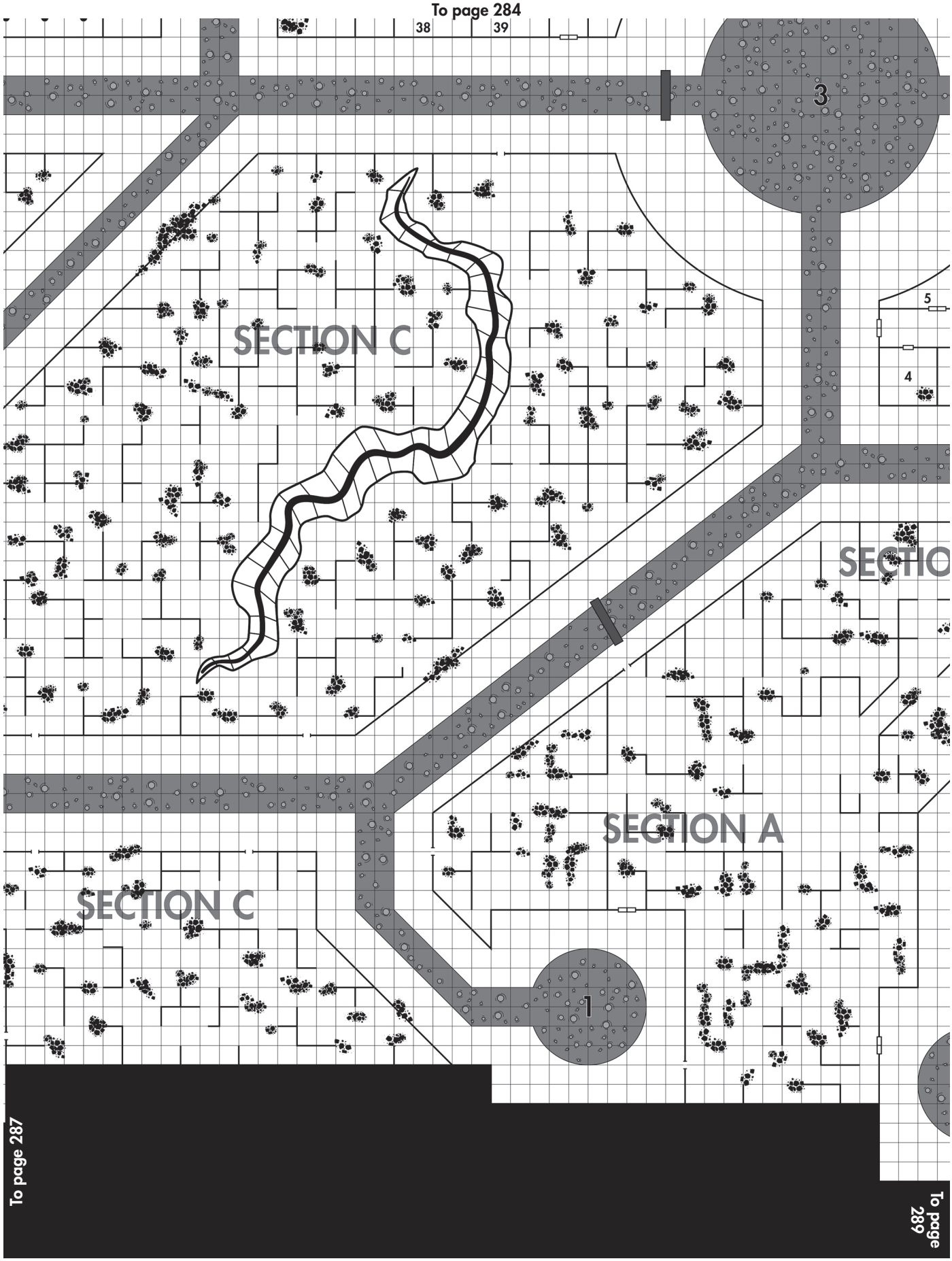
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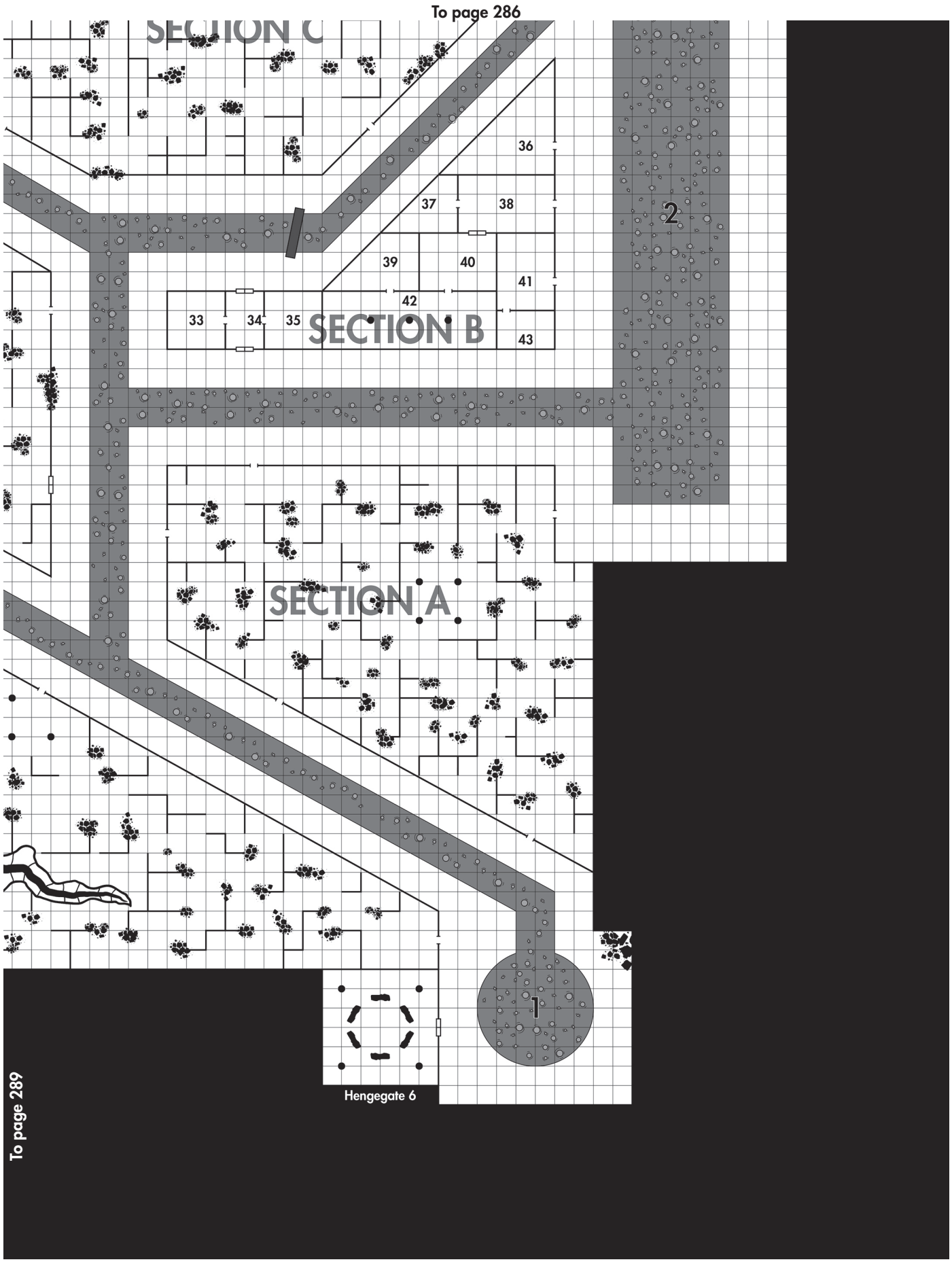


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The Forbidden Caverns of Archaia

by Greg Gillespie

A classic fantasy megadungeon for any old school role-playing game.

The lost city of Archaia — an ancient ruin sunken into the earth — lies deep in the badlands. In recent years, caravans from Eastdale have come under attack from orcs, goblins, and worse. Some say these blood-thirsty warbands have lairs in the deep caves and ruins. Still others say the ancient halls are filled with magnificent treasures left by the Archaians. Are you brave (or foolish) enough to delve The Forbidden Caverns of Archaia?