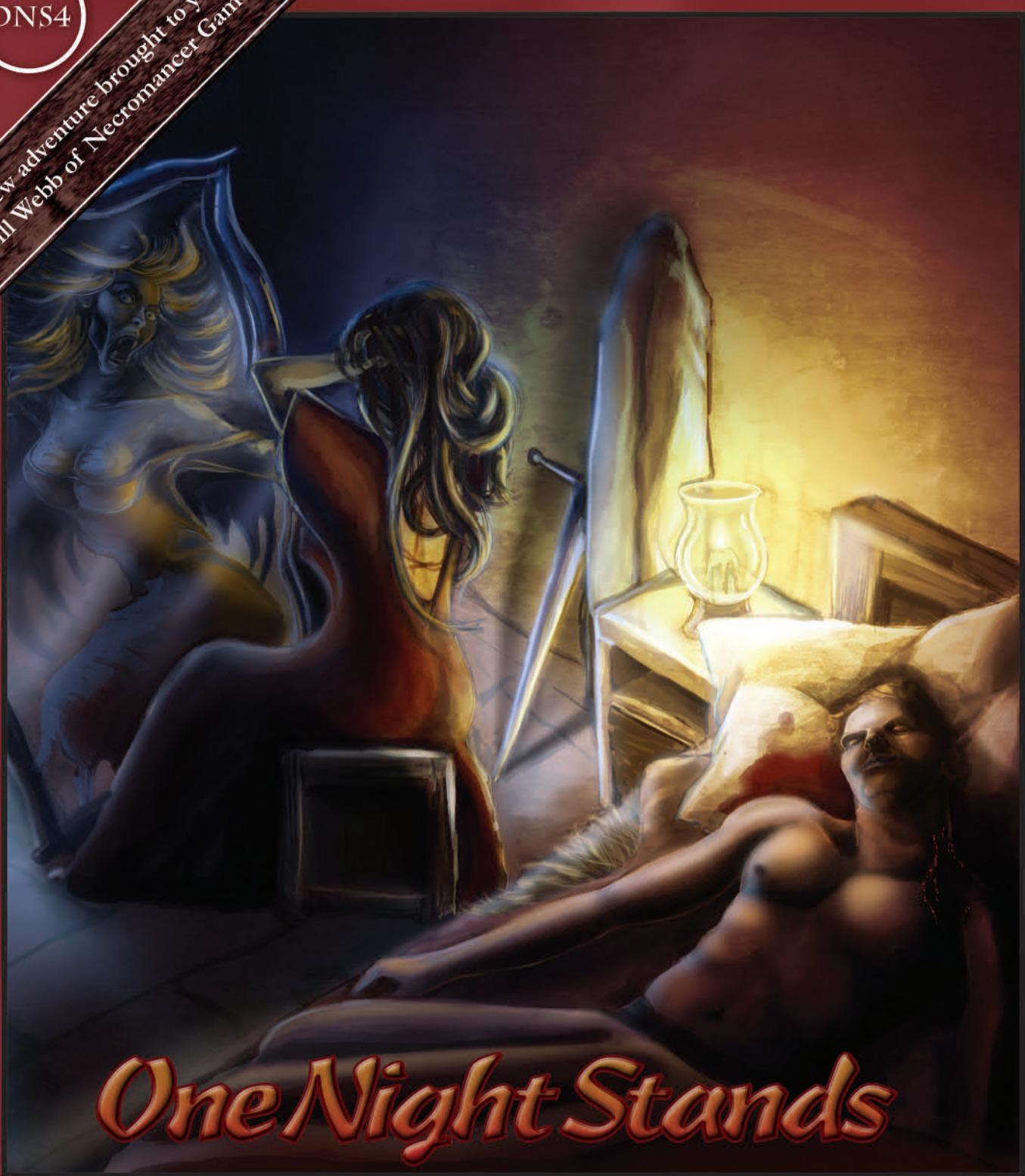




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One Night Stands

— Dread Saecaroth —

By James C. Boney

**First
Printing!**

**SWORDS &
WIZARDRY**

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Introduction

Dread Saecaroth

Saecaroth! That most infamous den of wickedness and hatred... a tower stretching up in defiance toward the gods themselves... where the priests of the unholy Three committed acts of such evil that the gods themselves lay the tower low. Now hardly a stone stands upon a stone where the tower once brooded; the priests and minions of the Three were driven into the passages and tunnels beneath the surface where they were hunted like rats by those powerful enough to destroy them. Two centuries have passed, and the grass has grown over the site of the obscenity which once dominated the countryside. Those with wisdom may find the entrances to the dungeons underneath, and those with strength may wrest the treasures still rumored to lie in its most hidden depths, but beware!... legends whisper that some of the priests of the Three still dwell deep below... performing unspeakable rites to their alien gods and always seeking fresh and powerful sacrifices...

Now you and your comrades have learned the location and the history of this foul and forgotten place. Will you plumb its depths and bring forward the forgotten secrets and treasures that lie deep within, or will you become yet more corpses at uneasy rest in the corners of this terrible place?

Background and History

Over 800 years ago, a handful of priests devoted to three unknown and evil deities (Ydaar, Sha-Yen-Maar, and Maorca) journeyed with their minions to this remote area and began the slow process of claiming it. Within ten years, a tower was erected over the site of a natural labyrinth. As a century passed, the tower was increased into a veritable fortress of immense size and the tunnels beneath were expanded through magic and slave labor. The dread influence of this stronghold, now named Saecaroth (SAY-kah-rawth, or “denizens of the night” in the secret tongue of the clerics), spread out into the wilds. Twisted animals began to journey out from the wilderness into nearby towns and villages. Women and children began to disappear in the middle of the night and the vile hand of Saecaroth slowly reached into local politics and economy to strangle any hope of striking back.

It was an outside influence that began to turn the tide. The paladin Ardanicus the Younger heard tales of the dread cult of the Three and vowed to destroy Saecaroth and free the area once and for all. He journeyed into the area with six trusted and goodly companions, and the seven raised an army from the local population. Little by little, portions of the region were wrested from the evil clerics until only the surrounding three miles around the tower lay unconquered. Joined by more professional forces from other lands (who saw the opportunity to put an end to the evil of that place and relieve themselves from the threat), the siege against the tower ended with the structure itself in total ruin and the avenging army storming into the dungeons beneath to put all they found to the sword. Three levels deep Ardanicus led his faithful troops, slaughtering all evil creatures that dared to stop running. At the fourth level, the Triad summoned their dark gods at a lesser temple, and Ardanicus himself was destroyed... his soul ripped from his body and flung into the deep pits from where these alien powers came. His army was routed and devoured by the monsters brought forth, and the siege of Saecaroth ended.

But the damage was done. Hundreds of faithful worshipers were dead or missing. The tower itself was totally destroyed, and the deep entrances to the more important parts of the dungeon were darkly sealed so the

clerics could lick their wounds and recover enough to perhaps sally forth once more. They were never heard from again.

Notes for the GM

Dread Saecaroth is the first module in a series outlining the ten levels of a mega-dungeon. The mega-dungeon is a time honored tradition in the history of fantasy role playing games, and the author hopes this one will not disappoint.

This module is designed for a party of 5-8 characters of levels 1 to 3, though characters of level 4 and perhaps even 5 will find challenges here as well. The party that dares enter the depths of this dungeon should be comprised of at least one cleric, one magic-user, and one thief. Two fighters (preferably more) are a must. If the players do not have the recommended character classes on hand, feel free to use the pre-generated PCs included at the end of this module to balance the party, and/or allow the players to use two characters if you feel they can do so with fair play.

If you, the Game Master, plan to use this and the subsequent modules in this series as the basis of play in your campaign, it is suggested that you even the odds for your players by providing the party with the essential gear they will need to competently delve into the depths of Saecaroth (APPENDIX B gives some recommended magical items) as well as equipment needed on the surface as well: horses, camping equipment, supplies and what not. If not using the suggested items given at the end of this work, then give the players a couple silver weapons... a silver dagger or two will do for the job at hand. In any case, don't over indulge the players... merely make things smoother for them in the long run but make sure they have a reasonable chance of surviving the encounters depicted herein.

Many of the encounters in Saecaroth are difficult for the suggested player character levels. The party should not breeze through this module; indeed, it should be difficult for them and they should take their time thoroughly exploring the depths of this place. If this gets to be a problem, however, the Game Master should feel free to reduce numbers of monsters encountered.

Place this dungeon in a remotely developed area of your campaign. Civilization should be no closer than 5 miles, thus making journeys to Saecaroth not too long but interesting. Any methods for disposing of loot and magical items shouldn't be easy; remember that bringing to the surface massive amounts of loot will affect the local economy. Since Saecaroth is supposed to be somewhat remote, surrounding villages will have little in the way of high priced services... perhaps a jeweler along a trade route or a sage who has retired to a more rural scene. Expensive clerical treatment or magical aid will require traveling to a larger city and even then won't come cheap.

Area Description

The area of the former tower itself is a small plain three miles across at its widest point. The plain is roughly oval shaped with irregular edges. There are no trees growing in this area, nor are there any hills or structures. Herd animals graze along the outside mile area, but few venture into the interior where the grass has grown six feet tall in some places. The few trails leading into the center part show heavy and recent traffic. Trackers will note small humanoid footprints in the mud along with the prints of larger creatures here and there. The occasional clearing or mashed down

INTRODUCTION

spot will show evidence of large things having bedded down at some recent time; in one spot, the remains of a large cracked egg can be found.

A thorough investigation through the grass will show one trail leading to a moss-covered stone set of stairs reaching down into the darkness (this leads to LEVEL ONE ROOM 1). Another trail leads to a well hole (some scant few bricks still giving it form; this leads to LEVEL ONE ROOM 27). A large stake is driven into the ground near the well hole and a rope leads from the stake into the well's depths and is secured at many points down the dirt wall.

Random wilderness encounters should be checked from the table provided below:

Encounter chance is 1 in 6 every 6 hours. If an encounter is indicated, roll 1d12 and consult the table

Roll Encounter

- 1 **1d6+1 Ants, giant:** HD 2; HP 5 each; AC 3[16]; Atk Bite (1d6); Move 18; Save 16; Special: none
- 2 **1d4 Birhaakamens:** HD 1+3; HP 11, 10, 9, 8; AC 6[13]; Atk 2 claws (1d2) and beak (1d3); Move 12 (Fly 18); Save 17; Special: fly
- 3 **1d3 Cattle:** HD 3; HP 18, 15, 12; AC 7[12]; Atk 1 gore (1d6); Move 18; Save 14; Special: none
- 4 **1d3 Centipedes, giant (small, lethal):** HD 1d2hp; HP 2 each; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; Special: poison bite +4 save or die
- 5 **1d3 Centipedes, giant (small, nonlethal):** HD 1d2hp; HP 2 each; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; Special: non-lethal poison bite +4 to save
- 6 **1d2 Fox monks:** HD 2+3; HP 17, 13; AC 7[12]; Atk 1 bite (1d4) or 1 strike (1d3 + spasms); Move 15; Save 16; Special: spells, monkish strike
- 7 **1d4 Frogs, giant (medium):** HD 2; HP 12 each; AC 7[12]; Atk 1 bite (1d6); Move 3 (or 100 foot leap); Save 16; Special: leap
- 8 **2d4 Human bandits:** HD 1; HP 7 each ; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; Special: none; will have 1d4 GP and 2d4 SP each
- 9 **3d4 Human patrol:** HD 1; HP 6 each ; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; Special: none; 2d6 GP each, 1d12 SP each
- 10 **12 Snakes, viper:** HD 4; HP 12 each; AC 5[14]; Atk 1 bite (1d3 + poison); Move 12; Save 13; Special: lethal poison
- 11 **1d6+1 Thugloads:** HD 1; HP 8 each; AC 6[13]; Atk 1 weapon (1d6); Move 4 (swim 15); Save 17; Special: camouflage, hop; 1d4+1 GP each, 1d6 SP each
- 12 **1d4+1 Wolves:** HD 2+2; HP 12 each; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; Special: none

Dungeon Notes:

The map is set in blocks of 10 feet by 10 feet. Unless otherwise noted, all dungeon passages are 10 feet tall with supporting arches at 15 foot intervals. The stone work is unremarkable but well made in almost all places. In areas which haven't been exposed to fresh air and sunlight in a long time, the stone will have a light sheen of moisture and grit. Dust is everywhere and makes for excellent tracking if a character is inclined to do so. Occasional patches of fungi cover flat surfaces here and there and provide a meal for those creatures who include such a substance in their menu.

The Game Master will note that some rooms, areas and features are not numbered and explained. These are left for referee to design on his own; either insert a monster, challenge or trap of your own devices or leave it blank. Keep in mind that not every room should be filled.

Some areas of the dungeon, as explained below, are dominated by group creatures who roam a given range. Other areas have been sealed off for quite some time. Through out the complex, skeletons and parts of skeletons are found resting; these are the remains of Ardanicus' army who fell clearing out these levels and their mortal enemies.

Squares marked with a circle T are teleport traps which will send who ever steps in that area to LEVEL ONE ROOM 9

The unholy nature of this place has not dissipated much over the centuries. Party members will feel uneasy after spending more than an hour in here, and will hear, see, feel and smell unusual things while exploring this dungeon. As the mood strikes you (or if things are getting dull), roll on the following table for an additional ambiance:

Roll on a 1d8:

1. Strange cries echo through the corridors and seem to be nearby one moment and far away the next.
2. Flickering torchlight at some great distance moving away from the party.
3. Fingertips rake across a random character's back.
4. A strong cold breeze blows down the corridor; 1 in 4 chance of extinguishing non-magical lights.
5. The subtle feeling of being watched is felt by a random party member for 1d3 turns.
6. Slithering sounds from behind for 1 turn.
7. Low-level booms from far away; after 1 turn the booms will become rhythmic for 3 turns and then cease.
8. A child's mortal scream from somewhere nearby.

Level One

Monsters: many of the monsters used in this module are from the Swords & Wizardry rule book. Many others are pulled from the supplemental work Swords & Wizardry: 0e Reloaded Monster Book. Stats are provided for all monsters used in the following format:

Name and number: HD ; HP ; AC ; Atk ; Move ; Save ; Special:

Name and number: the monster's name and the number present

HD: hit dice

HP: hit points for the monster(s)

AC: armor class, given in descending armor class first, and ascending armor class in [brackets]

Atk: type of attack with damage range given in parentheses

Move: the monster's move speed

Save: the monster's saving throw

Special: any special attacks, effects, or abilities

Level One Key

Wandering Monsters (check every 10 minutes; a roll of 1 on a 1d6 indicates a roll of 1D8 on this table)

Roll Encounter

1	1d6 ants, worker: HD 2; HP 10 each; AC 3[16]; Atk Bite (1d6); Move 18; Save 16; Special: none
2	1d3 frog, giant (small): HD 1; HP 6 each; AC 7[13]; Atk 1 bite (1d3); Move 3 (or 150 feet leap); Save 17; Special: leap
3	1d3 ghouls: HD 2; HP 12 each; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; Special: immunities, paralyzing touch
4	2d4 rats, giant: HD 1d4hp; HP 3 each; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; Special: 5% are diseased
5	1 snake, viper: HD 1d6hp; HP 3; AC 5[14]; Atk 1 bite (1hp + poison); Move 18; Save 18; Special: lethal poison (+2 to save)
6	1d6 stirges: HD 1+1; HP 7 each; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (fly 18); Save 17; Special: blood drain (1d4), +2 to hit bonus
7	2d4 skeleton, fossilized: HD 2; HP 10 each; AC 6[13]; Atk 1 strike (1d8); Move 9; Save 16; Special: none
8	1d6 zombies: HD 2; HP 12 each; AC 8[11]; Atk 1 strike (1d8); Move 6; Save 16; Special: immune to sleep and charm

I. Entrance

Obviously the most used entry way into this level, the steps show signs of recent traffic and empty into an irregularly shaped room with two doors. Both doors are barred from the other side and either one requires a combined strength of 30 or more to break it open.

Opposite the stairway is a recess in the wall filled with a intricate painting of plants, trees, bushes and tangled vines; among the flora are hidden faces of twisted and evil fae creatures. Hidden within this painting (if someone searches, give them a 2 in 6 chance to find it) is a tiny peep hole allowing observation from ROOM 2.

2. Guard Room

12 bandits are on duty here at all times for defense against any intruders or to act as a rapid strike force should situation require they sally out onto the surface. One bandit is looking through the peep hole at all times and will spot the party as it descends the stairs.

The guards will form up for combat on the stairs below which ever door the party chooses to force. Should the party choose to force both doors, one bandit will seek reinforcements from ROOM 3. Otherwise, six guards will arrange their spears as a phalanx to stab who ever comes down the steps, four guards will stand back with bows, and one will hang back for possible summons of help while the last one will continue to keep an eye through the peep hole (only coming to assistance if absolutely necessary). None of these bandits are carrying any valuables, however a small table suitable for four players is set in the eastern point of this room; obviously a card game was in progress. On the table can be found 23 GP, 120 SP, 100 CP.

12 Bandits: HD 1; HP 7(x2), 6(x3), 5(x4), 4(x3); AC 7[12]; Atk 1 weapon (as below); Move 12; Save 17; CL/XP 1/15; Special: None.

Weapons:

- 8 have spears (1d6), daggers (1d4) and long swords (1d8)
- 4 have long swords (1d8), daggers (1d4) and bows (1d6)

3. Bandit Den

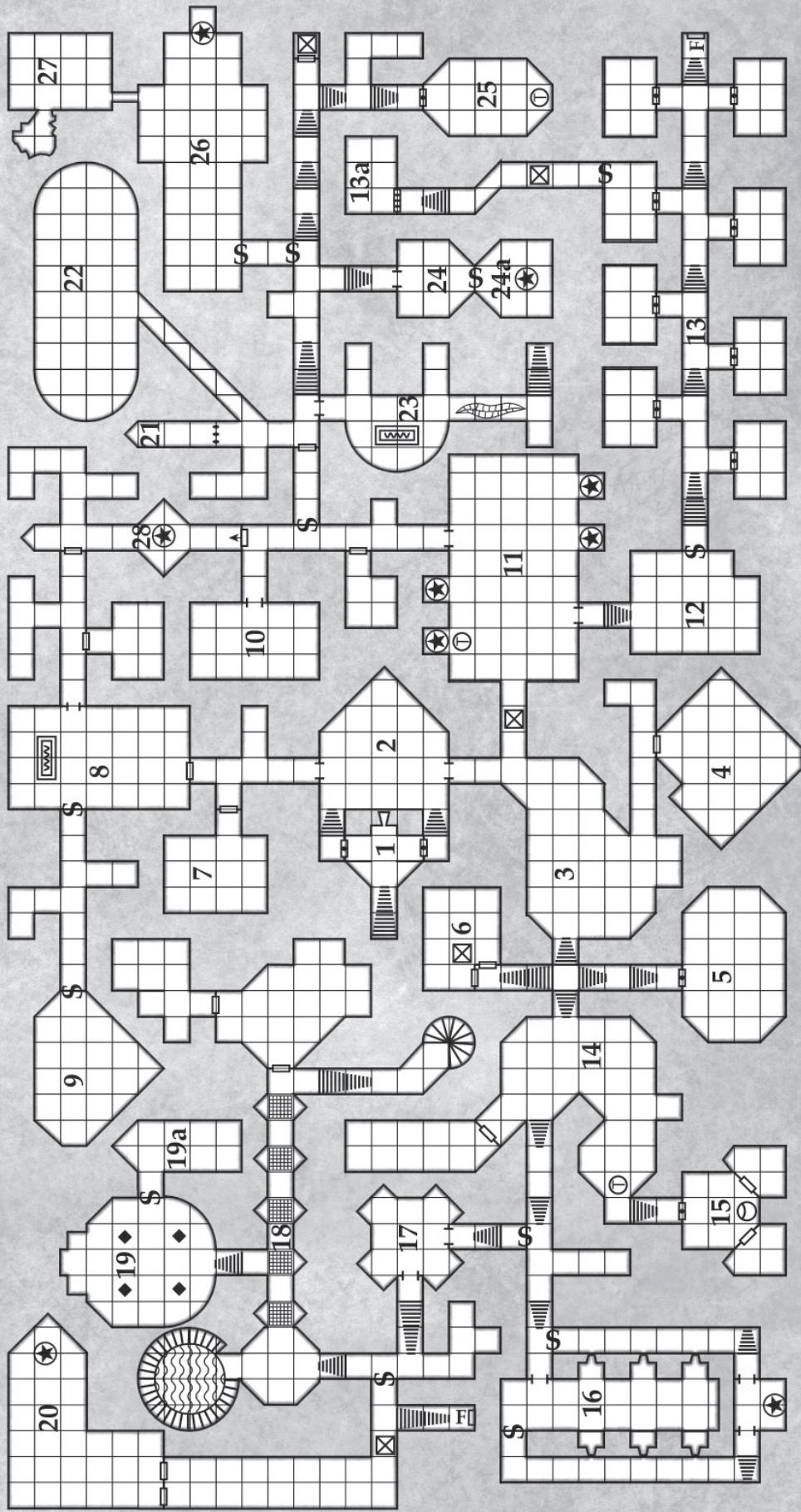
Here the remainder of the bandit force resides while underground. If fighting breaks out in ROOM 2, the bandits here will suit up and prepare to receive any unwelcome visitors unless reinforcements are summoned. In that case, ten of the twenty here will charge into ROOM 2 while the other ten retreat to the door of ROOM 4.

Bandits: HD 1; HP 7(x5), 6(x3), 5(x4), 4(x3), 3(x5); AC 7[12]; Atk 1 weapon (as below); Move 12; Save 17; CL/XP 1/15; Special: None.

There are 32 small trunks near 32 bedrolls scattered throughout this room. Perusal of all of them will reveal a total of 144 GP, 209 SP and 450 CP plus 2d4 gems of 1d4x50 GP worth

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4. Bandit Commander

The bandit groups captain and his lieutenant reside here among the bulk of the group's booty. Should these two be alerted to intrusion in ROOMS 2 and 3, the captain will send his lieutenant forward to take charge of the situation while he stays here. He will come out only if the situation seems to be reasonably under control.

Janral, bandit captain HD 2nd level fighter; HP 15 AC 4[15]; Atk 1 long sword (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.

Janral wears chain mail and carries a shield. He uses a long sword and a spear. His footlocker is locked and trapped (poison needle; save or die) and holds 340 GP and 60 PP.

Gannar, bandit lieutenant: HD 1st level fighter; HP 7; AC 7[12]; Atk 2-handed sword; Move 12; Save 17; CL/XP 1/15; Special: None.

Gannar wears leather armor and uses a 2-handed sword. His footlocker is locked and holds 100 GP and 230 SP.

The bulk of this room is filled with the plunder of bandit raids on nearby homes, caravans, and what not. Here the party will find:

- two barrels of dried meat (good for 30 meals)
- three barrels of nails
- 140 boards of lumber
- 250 feet of rope
- two barrels of passable wine
- a large sack of flour
- 12 long swords
- 20 spears
- a lyre
- 4 crossbows
- 200 crossbow bolts
- 6 long bows
- 120 arrows
- six daggers
- 3 pole arms
- 2 bolts of fine linen worth 20 GP each
- 2 bolts of decent quality silk worth 50 GP each
- a large trunk filled with high quality lady's clothing worth 100 GP total
- a crate with 50 pairs of leather gloves
- a locked trunk holding 200 GP, 300 CP and a set of silverware worth 100 GP total

5. Sealed Room

he bandits braced this door with beams to seal it off because they were tired of being attacked by giant flagstone spiders from here. Initial investigation of this area will reveal little... a few skeletons, some broken furniture, faded paper... until they party is well into the room and the spiders appear and strike.

10 giant flagstone spiders : HD 1d4hps; HP 3 each; AC 3[16]; Atk 2 claws (1d2) and 1 bite (0 HP + poison); Move 15; Save 18; Special: poisonous bite (+4 save or die); surprise on 1-3 in 6

A more thorough search will reveal some of the junked furniture is actually a cabinet with two scrolls inside. One is a partial map of LEVEL TWO (showing Area 9-15 without details on traps, etc.), and the other is a magical scroll with the spells knock and protection from evil.

6. Death of a Dozen Cuts?

The original use for this room was unknown... perhaps a cruel and hateful form of execution for enemies of the cult that built this place. Both doors are lockable from the outside and will be unlocked upon first investigation. The room itself is slightly cluttered with various dusty items of no interest... wrecked furniture, religious icons, etc... and the walls are covered in murals depicting the death of the cult's most hated enemies.

The area marked with a trap door is spring loaded. If more than 40 lbs is placed on it, the trap door will dump the victim into a second room underneath for 1d6 HP damage. The second room measures the same dimensions as this one and has a painting of a door on each wall. The floor is spongy; walking across it will cause it to buckle and twist much as if one were walking on a mattress. Underneath the floor is a large collection of razor blades that will protrude through the floor's material and cut into the feet and ankles of the victim should he desire to walk around and investigate the room. Moving through a 10 feet by 10 feet will generate a 40% chance of a razor doing its work on the character and inflicting 1d2 hp damage. The only escape or rescue comes from other party members above.

7. Storage Room

Having apparently escaped the devastation of Ardanicus' invasion, this room is filled with barrels of dried meat (now dust), crates filled with general supplies such as torches for the sconces, oil (approximately 5 barrels worth), a large chest filled with assorted vials (mostly empty) with four vials of unholy water and a potion of diminution.

8. Bathing Room

A large bath (18 feet by 8 feet) filled with now rank water is on the northern end of this room and is the lair of a slithering tracker.

1 Slithering Tracker : HD 4; HP 24; AC 5[14]; Atk none; Move 12; Save 13; Special: transparent, paralysis

If the party searches the murky, foul water they will find 45 GP, a silver dagger, and a small jewel encrusted idol worth 150 GP.

9. The Diamond Shaped Room

All teleport traps send their victims to this room. It is host to several (non-animated) skeletons and other trash. The secret door to the east is hard to detect (1 in 8) as is its twin further down the hallway. Anyone sent here is probably here to stay (and starve) unless rescue comes from outside. Salvageable items from former occupants include:

- 2 broad swords
- 1 long sword +1
- 60 feet of rope
- two skins of water
- a helmet
- a suit of chain mail armor
- 2 shields, one is +1
- a wand of paralyzing (10 charges)
- a medallion of ESP



10. Webbed Horrors

This room is the den of 3 phase spiders. Desperate for new blood (since the bandits stopped venturing past ROOM 11), these creatures will attack in a frenzy

3 phase spiders: HD 2+2; HP 16, 14, 14; AC 3[16]; Atk bite for 1d6 + poison; Move 18; Save 16; Special: poison (+1 save or die), phase

A search among the webs here will reveal several dessicated corpses with a total of 120 GP and a gemstone worth 100 GP.

11. Site of a Pitched Battle

The bandits have jammed open the pit trap on the western hallway and use it as a privy. The smell is overwhelming but the pit itself can be bypassed through walking on each side of it on a 2 foot wide ledge. The bandits themselves never journeyed into this chamber since the obvious sight of several skeletons here (and occasional strange sounds) has spooked the superstitious thieves.

There are no less than 40 (non-animated) skeletons here of various species types: humans, elves, bugbears and orcs. They have been previously stripped of anything of value. Hiding among the dead here is a wight.

1 Wight: HD 3; HP 15; AC 5[14]; Atk 1 claw (1 hp + level drain); Move 9; Save 14; Special: drain 1 level with hit, hit only by magic and silver weapons

Two statues are recessed on the northern wall and two on the southern wall. All four are approximately 7 feet in height. The northern two are male humans with the appearance of questionable morals and both have their arms raised up. One has a teleportation trap in front of it (see map) The southern two are females of equally doubtful habits; their arms are spread downward toward the floor.

The male statue covered by the teleportation trap has a left hand that can be swiveled clockwise. If the hand is twisted such, it will drain the acid trap in AREA 23 for 1 hour.

The eastern female also has a swiveling hand. Should its hand be twisted, it will emit a piercing scream dealing 1d3 HP damage to all in this room and draw the attention of the stirges in ROOM 12.

12. Side Room

This area is empty except for the secret door to the east and a flight of stirges which will fly forth into ROOM 11 if aggravated by the statue scream. They will also attack anyone who enters here.

5 stirges: HD 1+1; HP 7, 7, 7, 5, 4; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; Special: blood drain (1d4), +2 hit bonus

13. Scavengers in the Dark

This stretch of former prisoner cells is the abode of several tunnel prawn. They will instinctively attack any interlopers who come past the main stairs.

8 tunnel prawn: HD 1; HP: 8, 7, 7, 7, 5, 4, 4; AC 4[15]; Atk 2 pincers (1d2); Move 6; Save 17; Special: climbing

Each of the cells contain the sparse remains of former prisoners who were left here to die. All cell doors are locked and thoroughly rusted tight. One cell contains a secret door leading to 13A.

The false door at the end of the hall way is trapped to release a stun gas which will flood the hall way and affect all present unless a character makes a successful saving throw. This was a device to capture escaping prisoners who tried to seek freedom through that door.

13A. Hidden Skeletons

This hidden room is sealed with locked double doors. Formerly, it held the “worst of the worst” and they’re still here. Sixteen skeletons are shackled here and will slip their chains to attack the party when it enters this room.

16 skeletons: HD 1; HP 8, 8, 8, 7, 7, 7, 6, 6, 6, 5, 5, 5, 5, 5; AC 8[11]; Atk 1 strike (1d6); Move 12; Save 17; Special: none

14. Room of Slime and Succor

The pillar in the hallway is of no real importance... still the bandits have ventured past it into this area only once (and suffered casualties as a result) and down to ROOM 5. This irregularly shaped chamber at first appears featureless. A thorough scan will reveal an inset at about eye level height on the south wall. Looking down into the inset will reveal four vials: two are filled with holy water, and the other two are a potion of healing and a potion of speed.

Over the arch mantle of the northeastern hallway is green slime that will drip down on passersby if it is not detected and dealt with first. The mostly dissolved remains of a bandit in the hallway should provide a clue to the party. There is a teleport trap covering the southwestern hallway which will send any victims to ROOM 9.

15. Old Fountain

This locked chamber holds a dried fountain filled with dirt and rocks. Should the party care to dig out the fountain, water will begin to seep at two feet and gush as three feet. Total freedom of flow comes at five feet.

The water is tasty (even with the residue of mud from the dirt) and wholesome to one’s health. Drinking one’s fill will heal all damage and disease. Drinking from this source more than once per day incurs a risk... for each additional draught in a 24 hour period beyond the first, the PC runs a 10% chance of losing 1d4 years in age. If the water is bagged or otherwise removed from this fountain, all effects will disappear and it will become normal water.

The eastern side room is empty. The western room contains nothing but broken furniture and torn tapestries.

16. The Initiation Chamber

Former acolytes of the cult were initiated here under the watchful eyes of their superiors. Both long walls have three peepholes allowing a view of the room's contents.

The secret door on the north end of the room allows access to the peepholes and the hidden chamber to the south. The statue in that room released an eerie ether which will affect only non-initiates (the ether will not release if initiates are present). Three minutes after the main room is entered the ether trap will be triggered and begin to flow into the area through the peep holes as a sickeningly green fog. Characters in this space must immediately hold their breath and flee or they will breathe in the ether and must make a successful save or be knocked out.

The ether fog will continue to roll for an additional ten minutes and then cease. After the trap is finished, the Morrosian statues of ROOM 17 will arrive and carry all affected PCs to the pool in ROOM 18. Any party members attempting to stop the statues' task will have to fight them first; one statue will combat any remaining party members while the other retrieves the fallen PCs.

The statue of the secret room appears as a frightening humanoid of some nine feet in height with four arms folded against its torso and thighs. The ether will emanate from its mouth and emanate out at a level of 5 feet in height; its reach will not go past the archway entrance of this room.

17. Chamber of the Guardians

The secret door leading to this area is well hidden and can be detected on a roll of 1 in 8 for any character. The chamber itself has an archway leading west down a flight of stairs. There are four recesses in the walls here, two of which are occupied by Morrosian statues. The statues will not move or react to any party actions except direct attacks (in which case, all four will step down and attack). The statues are tasked solely to retrieve victims of the green ether in ROOM 16. In the other two recesses are two normal statues identical in appearance to the Marrossian statues.

2 Morrosian Statues: HD 3; HP 221, 18, 15; AC 1[18]; Atk stone weapon (1d8); Move 12; Save 14; Special: soul chill, resistance to slashing/piercing

18. Depths of Horror

This area is comprised of a large, murky pool connected to an empty room and a passage way extending east and then turning south to a spiral staircase which leads to LEVEL TWO. The passage has one hall way going north to ROOM 19.

The east/west passage has several iron grates built into the floor. The same murky water can be seen just an inch or so beneath the grates.

The pool itself is occupied by ghouls. The horrid creatures lurk beneath waiting for bodies brought to them from ROOM 16 by the Marrossian statues. The statues will toss any unconscious victims into the water and then leave while the ghouls feast.

8 Ghouls: HD 2; HP 14, 14, 14, 12, 12, 12, 10, 10; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; Special: Immunities, paralyzing touch

Should the party bypass the pool and travel down the corridor, the ghouls will attack through the grates by grabbing characters' ankles and attempting to paralyze them.

If the party elects to search the depths of the pool they will need some strong source of light or grope by hand. Scattered on the bottom is 330 GP, 500 SP, 6 gems worth 2d6x50 GP each, and a dagger +1.

19. The Urn-Shaped Room

Aside from four pillars, this room appears at first to be unremarkable. The pillars seem to extend to the ceiling and are intricately carved with ivy and what could be interpreted as arms of some nether worldly creatures. In fact, the pillars stop just one inch short of the ceiling; each is topped with an item of interest:

- Northwest pillar: the key which will unlock the secret door on the east wall leading to ROOM 19A.
- Northeast pillar: a wand of secret door detection (8 charges)
- Southwest pillar: a stack of 10 PP
- Southeast pillar: a small cube which resembles a die complete with the appropriate pips but radiates magic if checked. This is a lucky die (see new magic items)

19A. Waiting in the Dark

This room is magically darkened. Torch light will extend no more than 5 feet out and magical sources of light will dim out to a 10 foot radius. The walls are covered with tattered tapestries depicting strange rituals, creatures emerging from cracks in the floors of deep caverns, and flying things that cannot be classified as living or constructed. On the south end of this room are the remains of wooden furniture apparently chopped to bits at one time. Only the imagination can determine what shape the wood originally took.

There are four darkmantles hanging to the ceiling here. They will wait until the party is fully in the room before committing to a drop attack.

4 darkmantles: HD 1+2; HP 10, 10, 8, 8; AC 4[15]; Atk 1 grab (1d4); Move 3 (fly 3); Save 17; Special: suffocation, darkness

20. Statue of Sacrifice

This large chamber has strange acoustics which magnify and distort any sound made in here. The slightest sound is as loud as a regular conversation, and louder noises will be deafening to all.

On the east end of this chamber is a large statue of a man holding up the ceiling with his shoulders and head. At the base of the statue is a small stone cylinder of some 3 feet in height and covered with the tattered remains of an altar cloth.

Touching the stone cylinder in any way has no effect. Items placed on the cylinder will provoke certain effects from the statue as follows:

- Magical weapons placed will disappear (teleported to ROOM 9). The possessor will receive 2d4 HP.
- Monetary sums of no less than 500 GP will melt and disappear. The one making the offering will receive the ability to turn invisible as per the spell 3 times (and will be made aware of this mentally).
- Non-weapon magical items will be sent to ROOM 9 and the one making the offering will have the ability to fly as per the spell 3 times.

Any other objects placed on the cylinder will provoke an adverse reaction from the statue. Its mouth will open and spit out a corrosive acid on anyone within 15 feet to the front for 1d10+2 HP.

21. Obvious Trap

A raised portcullis is roughly 30 feet from the end of this hallway. At the north end, the hallway forms a V. On each wall of the V, a doorway is painted. If the right hand painting is touched in any way, the portcullis will slam down trapping the investigators. Touching the left hand painting has no effect. If the party takes measures to prop up the portcullis before continuing, assess their attempt. If the game master feels a good attempt was made, assign a +1 (or maybe +2) score to the following die roll: roll a 1d6... a modified roll of 4 or better indicates the measures prevented the fall of the trap.

The purpose of this encounter is to a) make the players paranoid and b)

LEVEL ONE

cultivate their problem solving skills. Give the players plenty of latitude and time for discuss as to what should happen here, and let the die land as it may!

22. Torture Chamber

This former place of great agony and heartbreak is still filled with well built apparatuses throughout the room. A search will show parts of skeletons still in the four iron maidens here as well as on the rack (did Ardanicus make use of this place against its occupants?). Lurking in the dark is a shadow.

1 shadow: HD 3+3; HP 18; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; Special: drain 1 point of strength with hit, hit only by magical weapons

23. Stairs Down

A large pool of acid is in a side area adjacent to this hallway. It is connected to, and drains into, a large crevice further down the hallway. The crevice is 30 feet long and spans the width of the hall; passage is impossible unless the party can fly or can somehow drain the crevice long enough to pass (the statue in ROOM 11 is a good method). Once past the acid, the way is clear to reach the stairs and descend to LEVEL TWO.

24. Double Room Shrine

The upper room appears bare except for intricate sigils carved on the south wall on a secret door. In front of the secret door is an unlit brazier set into the floor. Use of a read languages spell will translate the markings as follows:

“Make obesience to She of the Nine Eyes, Sha-Yen-Maar.”

If something flammable of value (say a scroll) is placed in the brazier, it will immediately catch fire, and the secret door will open allowing access to ROOM 24A

24A. Shrine to the Unholy Three

This hidden shrine is dedicated to one of the Unholy Three... Sha-Yen-Maar. Her statue dominates the room; it's horrible visage depicts a comely female figure topped with the head of a nightmare and possessing nine eyes. The eyes themselves are nine gemstones worth 100 GP each. If the party enters this room and approach the statue, the gemstones will begin to glow in an evil red light sweeping the room with its rays. Those of good bent must make a successful save or flee this area all together; those with less than stellar morals will feel ill regardless. Anyone attempting to actually steal any of the gem stones must save at -2 or take 2d6 HP electrical damage each time.

25. Former Sleeping Chambers

Here a pair of priests slept and studied. It seems to have escaped the invasion and remains largely intact. The room is occupied by two large beds (now largely rotted), two large wardrobes, two desks and a large table. The wardrobes are filled with tattered and disintegrating robes and boots. Both desks hold dust that was one vellum and paper plus bottles of dried ink and quills. One desk holds a scroll tube with a clerical scroll (snake charm, speak with dead, locate object). Note the teleportation point in this room (who would want such a thing in their bedroom???) Why, someone must have set them up after the invasion!...)

26. Hobgoblin Lair

This pitiful band have taken refuge down the well in ROOM 27 and in this forgotten shrine. The chamber itself has a large statue of a gray bat-headed humanoid glaring down on the occupants here. Remnants of wooden furniture and other forgotten accessories are scattered around the room.

The hobgoblins have beds placed where ever handy and store their supplies on the west end of this room. It is as follows:

- a small chest (locked and the leader holds the key) holding 230 GP
- 6 small sacks holding:
- fresh mutton meat (enough for 8 meals)
- four flasks of wine
- a dead turkey
- carpentry tools
- a large hourglass
- two fresh human heads
- a large sack holding six flasks of oil

14 hobgoblins: HD 1+1; HP 9, 9, 9, 8, 7, 7, 7, 6, 6, 6, 5, 5, 5, 4; AC 5[14]; Atk with swords (1d8) or spear (1d6); Move 9; Save 17; Special: none

1 hobgoblin leader: HD 2; HP 15; AC 5[14]; Atk with sword (1d8+2); Move 9; Save 17; Special: larger than the rest giving STR bonus to damage

Each hobgoblin has 2d4 GP and 2d8 SP on its person. The leader has 50 GP and 230 CP.

The hobgoblins have discovered the secret doors in the south passage leading out of this room, and have adventured into AREAS 21, 23 and 24 though they have not penetrated to LEVEL 2.

27. Alternate Entrance

The well shaft on the surface leads straight down and then into a small cavern which connects to this room. Three hobgoblin guards lurk in the dark here at all times. If the room is breached, one will retreat to ROOM 26 for reinforcements while the other two fight off the intruders.

3 hobgoblins: HD 1+1; HP 9, 8, 6; AC 5[14]; Atk with swords (1d8) or spear (1d6); Move 9; Save 17; Special: none

Each hobgoblin has 2d4 GP and 2d8 SP on its person.

28. The Trapped Statue

This construct dominates the hallway but allows ample passage on both sides. The statue faces south and is in the form of an unusually tall human female clad in a toga and carrying a bow in one hand and a lyre in the other. Her mouth is open, though examination will reveal nothing unusual there. Close investigation will show the statue and its base may be turned to face either direction or either wall. When the statue reaches a cardinal map point, a “click” will be heard. Doing so will have the following effects:

- North: releases a gelatinous cube (with no treasure inside) which oozes from the statue's open mouth. The cube will form north of the statue and block passage in that direction.

1 gelatinous cube: HD 4; HP 36; AC 8[11]; Atk attack for 2d4; Move 6; Save 13; Special: paralysis, immune to lightning and cold

- East: all weapons in possession of the party will glow and pop once; each has gained a magical +1 for the duration of the party's stay on this level (returning to the surface will negate the effect, as will entering LEVEL TWO; weapons already having a magical bonus gain +1). The effect is not cumulative, but can be repeated to “recharge” the weapon

- West: teleports a random party member to ROOM 9.

- Returned to south: the statue glows red and bathes the party in a red light healing them of all wounds. This effect is gained only once every three hours.

Level Two

Level Two Key

Dungeon Notes

There are less skeletons about on this level since most bodies were dragged below to lower levels for nefarious reasons. The ones still here tend to be animated, as the wandering monster table shows:

As with LEVEL ONE there are unkeyed rooms on this level. The Game Master is free to design encounters for this area, or simply leave them empty, as he sees fit.

Wandering Monsters (check each turn; a roll of 1 on a 1d6 indicates a roll on the table)

Roll	Encounter
1	2d4 zombie elves: HD 2; HP 8 each; AC 6[13]; Atk 1 strike (1d8); Move 9; Save 16; Special: none
2	1d2 sorcery leeches: HD 1; HP 3 each; AC 9[10]; Atk negligible (0); Move 1; Save 18; Special: arcane siphon
3	1d6 clawed fiends: HD 2; HP 14 each; AC 7[12]; Atk 2 claws (1d8/1d8); Move 3; Save 16; Special: none
4	ghouls: HD ; HP ; AC ; Atk ; Move ; Save ; Special:
5	2d4 skeletons, fossilized: HD 2; HP 10 each; AC 6[13]; Atk 1 strike (1d8); Move 9; Save 16; Special: none
6	1d4+1 rats, monstrously huge: HD 3; HP 18 each; AC 6[13]; Atk 2 claws (1d3) and 1 bite (1d6); Move 12; Save 14; Special: 5% are diseased
7	2d6 skeletons: HD 1; HP 6 each; AC 8[11]; Atk 1 strike (1d6); Move 12; Save 17; Special: none
8	2d4 zombie bugbears: HD 2; HP 12 each; AC 8[11]; Atk 1 strike (1d8); Move 6; Save 16; Special: immune to sleep and charm

1. The South Hall

Both stairs from above empty into this area. The hall way is 20 feet wide by 280 feet in length and has arched buttresses every ten feet. The walls are frescoed in indeterminate scenes of unsettling colors and shapes. Double stair ways lead north to the North Hall in ROOM 2. A smaller set of stairs extends south on the western end, and a secret door on the eastern end reaching south to the area of ROOM 8. A secret door is on the north side of the hall way hiding the passage to ROOM 3 and the stairs down to LEVEL THREE. It can be detected normally, but cannot be opened unless an opening crystal is acquired from the vile fountain in ROOM 9 or from the wraiths in ROOM 20. When the crystal is held against the door, both will glow and passage will be granted.

Light sources in this hallway will significantly dim (by 50% or more); the light will be leeched and funneled into the frescoes which will begin to glow with an eerie light.

2. The North Hall

This hallway is 270 feet long and 20 feet wide. Locked double doors block entrance into this area from the central south; there are four other hallways emptying in from the south. Eight 10 feet square recesses stand along the northern wall. Similar in construction to the South Hall, this area has large arched buttresses every ten feet, but the frescoes are more identifiable... detailed scenes of obscene worship, sacrifices and orgies of every kind are depicted.

Four of the frescoes on the east end are actually dergenue who will attack when any characters come too close.

4 dergenue: HD 2; HP 16, 14, 14, 12; AC 4[15]; Atk 1 strike (1d6); Move 12; Save 16; Special: drag into stone, immunities

The eight recesses appear harmless. Characters searching these areas will have little time to do so; spending more than 1 turn in any recess will teleport any PCs there to ROOM 11 for an appointment with the denizens living there.

3. Stairs Down

This hidden area has a spiral staircase leading down to LEVEL THREE (an area covered in the next module).

4. Room of Tapestries

This chamber is adorned with sturdy (and still intact) tapestries of a non-religious nature. One tapestry on the eastern wall depicts the Saecaroth Tower at its majesty and height. Others show various figures in the history of this complex in action or in portrait.

A secret door is on the west wall (leading to a room with contents decided by you the Game Master), as is an alcove holding a false door. If the door is opened, a spring trap will launch 2d4 darts at the target for 1d4 HP each (save to take half damage).

5. First Guardian Chamber

Ardanicus sets eternal guards in this area and ROOM 6 to ward off intruders from releasing the horror of ROOM 7. Eight pyre zombies (left over from the old times) are trapped here and will viciously attack anyone who enters

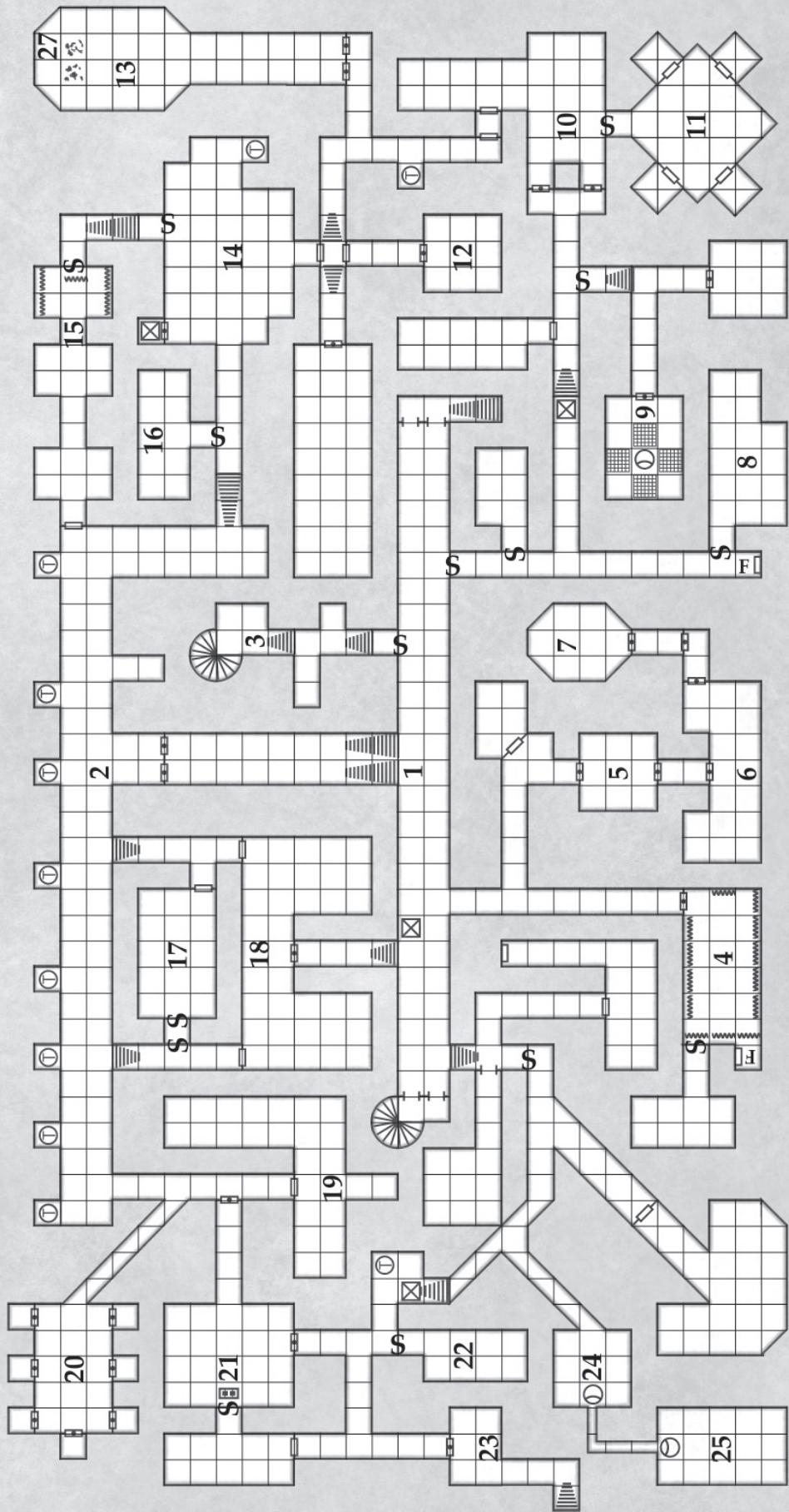
8 Pyre Zombies: HD 2; HP: 16, 14, 14, 14, 12, 12, 10, 10; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; Special: Immune to sleep and charm, immolation.

6. Second Guardian of Dreams

This chamber expands to the east and west and is highly decorated with intricate artwork of the most innocent sort. Pastoral scenes, depictions of happy and prosperous villages, and portraits of fat and well fed children greet the party where ever they look... certainly out of place in this foul dungeon. Spending more than 2 turns here will cause the party members to grow sleepy and desire rest above all else. Roll a secret save for each

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party member; those who fail will bed down here and cannot be awakened so long as they remain past the door into ROOM 5. Those who succeed will still feel light headed and drowsy; all rolls made by them past the aforementioned door will be at -2.

Sleepers will immediately dream of wandering the scenes depicted here in bliss. Spending more than a hour asleep here is a death sentence; after that time period of slumber, the character's body will slowly fade away and will become a part of the paintings. Observers will suddenly note their fallen comrade as a figure in one of the artworks...

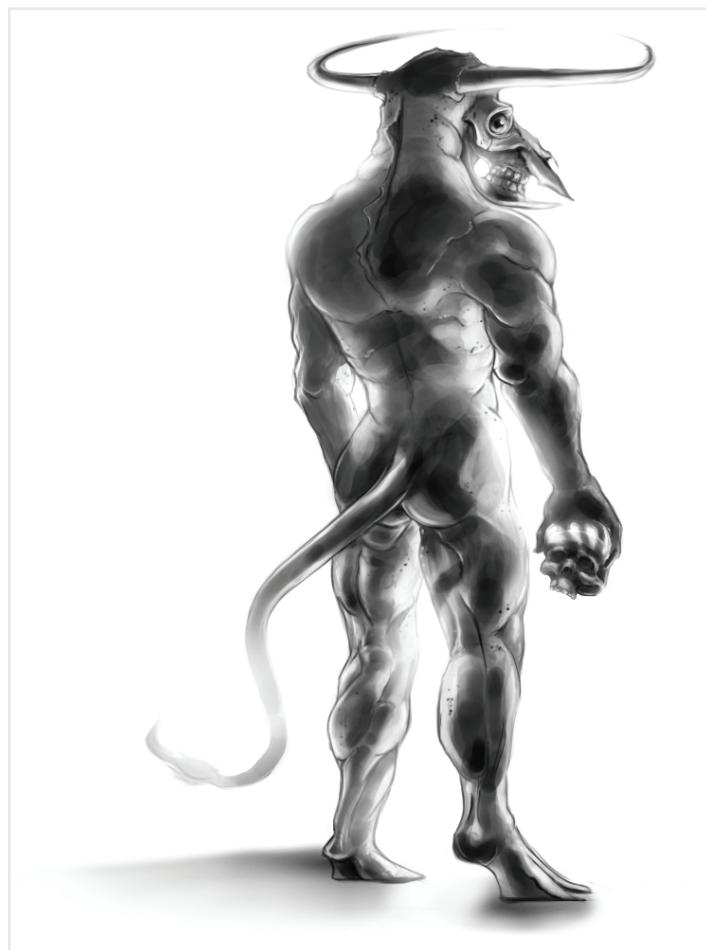
Should the entire party fall asleep, then the adventure is over. Close this module and thank the players for trying their best. The only recourse is for a survivor to drag the sleeping characters past the northern door of ROOM 5.

7. The Deathless Minotaur

(Note: this encounter is slightly above the recommended challenge level for the party. Give the players a little leeway if they choose to deal with this creature... "he who fights and runs away..." is sound advice here should the party find themselves over their heads.)

Three locked doors seal this chamber for exit either way. Ardanicus banished Lukorm the minotaur here after it was discovered the creature simply wouldn't die after being killed several times. The effect is a curse placed on Lukorm many centuries ago by the high priests of this complex. He has remained here after being trapped by the invading forces, he's mad with hunger, and he's incredibly angry about his situation. Fortunately, the door trapping him is of the sturdy sort and resistant to his attempts to gain freedom.

Minotaur: HD 6+4; HP: 40; AC 6[13]; Atk Head butt (2d4), 1 bite (1d3) and 1 weapon (1d8+1); Move 12; Save 11; Special: Never get lost in labyrinths, after death will regenerate to full HP after 2 turns.



Lukorm is armed with a battle axe +1. His possessions from time past are still here with him. A locked chest holds 900 GP, 1000 SP, 6 potions of healing, and a rope of climbing.

If the party slays him, they may wonder what the big deal was until they see the creature suddenly pop up at full hardiness and begin combat anew. The best solution is to retreat, seal the doors, and forget they ever met the minotaur.

8. Regenerative Respite

This hidden room is kept behind a secret door. The door cannot be opened unless the false door at the end of this passage way is opened first. The false door will reveal a blank wall with a seemingly random series of fingerprints set into the mortar as if someone insanely pressed his fingertips in the mortar before it died. There are three sets of prints of differing sizes; should all of the prints from the largest set be touched, the secret door will release (it will release normally from the interior side).

The chamber beyond is bare. A soothing atmosphere pervades this area. If used as a camp, the characters will find their wounds heal at a rate of 1d3 HP per hour and all hunger and thirst is assuaged. Two hours of sleep here is equal to an entire night's slumber. Dead characters (assuming the body is still intact) brought here will regenerate at a rate of 1 HP per hour until they are full strength, though they will require an entire day to fully recover and normally perform. The effects of this room are beneficial only once per 24 hour period.

9. Vile Fountain

Opening the doors to this place will expose the party to centuries of built up fumes; upon initial contact, each party member must make a save or begin retching for 1d8 turns. Only leaving the doors open and allowing the fumes to disappate for one hour will allow safe entrance here.

When the party finally enters, they will see a large fountain of some 4 feet in height bubbling with a noxious brew of greenish water. Contact with the water will deal 1d4 HP each time. Surrounding the fountain are four floor grates over a large pool underneath that is feeding the fountain. The original intent of this room is unknown but probably not beneficial.

Tied with a line of thin wire and dangling into the evil brew is an opening crystal (see ROOM 1). The crystal appears as a well rounded, fist sized quartz stone of unusual clarity with one flat side. Closer inspection will reveal a subtle glow deep inside that becomes apparent only in the darkness or if the stone comes within 5 feet of the secret door it opens.

10. Lounge

This area served as a social and recreational gathering point for the cult members who lived on this level. The furniture is smashed and disintegrated, the wall hangings crumbled to dust, and the small altar that was here was overturned and destroyed. Three monstrously huge rats live in the debris here after having killed and eaten their lesser litter mates.

2 Monstrously Huge Giant Rats: HD 3; HP 18, 18, 18; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; Special: 5% are diseased.

11. Room with Several Doors

The original idea behind the teleportation points throughout this level was to provide an escape route for the priests who lived here. In case of danger, one could teleport to this safe point and receive aid from the guardians here. Characters who have fallen victim to a teleport point and wind up here will be attacked by brain eating zombies. One zombie stays in stasis behind each door. Upon the arrival of a character, the zombies will come out, spend one turn deciding they don't know who the character is, and then attack.

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4 brain-eating zombies: HD 3; HP 21, 18, 18, 15; AC 8[11]; Atk 1 strike (1d8); Move 6; Save 14; Special: absorb spells

If a PC teleports here alone, then this just might be all for him unless he has some fast method of escape or sure method of protection.

12. Ruined Bed Chambers

This was once the private chambers of a middle ranked priest. The invasion sacked the room and destroyed its contents which now lie about in a rotten state. A secret hiding place in the east wall holds an unholy symbol, an icon of some strange otherworldly creature, and a clerical scroll of remove curse.

13. Main Level Temple

This was the main temple for this level... until Ardanicus and his followers broke through and thoroughly destroyed the altar herein. The remains of the altar are in the north reach of this chamber... a pile of small rubble. Because of this desecration, the temple is cursed. Anyone not a servant of the Three who enters here must make a saving throw or be cursed based upon the following table:

Roll 1d6:

- 1 Suffers a -2 to all rolls for 1d3 days
- 2 Contracts a wasting disease that robs 1d3 HP total
- 3 Capacity of spell memorization cut in half for 1d3 days
- 4 Cursed by nightmares of vengeance for this desecration; if the character is a spell caster, not enough sleep will be gained to allow spell restudy the next morning. This lasts for 1d3 days
- 5 Character is plagued by a strong feeling that something is following him. The nervous exhaustion of this will drain the character of 1d3 HP over two days.
- 6 The character ages 2d4+3 years overnight

Merely entering this sanctuary will give the party members an uneasy feeling. Pushing past the doors and into the hall way will require an act of will power; players must save in order to continue on into the main part... those who fail will flee...

14. Irregularly-Shaped Room of Battle

Coming within 60 feet of this room, the characters will hear the sounds of a pitched battle in progress. Investigation will show a heated fight between soldiers wearing the symbol of Ardanicus (a red hammer hanging downward against a white heater shield) and an assortment of bugbears, evil warriors and priests of the Unholy Three.

This scene is an adverse reaction of the magical energy spent in the original battle against the fell powers that permeate this place. The result is a perpetual recreation of the events in this room... ultimately the soldiers of Ardanicus prevailed here but at a heavy cost. Should the characters enter this room, each must make a save or be compelled to join the forces of good in this battle. PCs who make their saves will be stunned to see their comrades rush into the fray.

There's great room here for the Game Master to simply make things up to impress the players. Play the combat out as you would a real one; if a character gets killed, he will die. Spells and ammunition will be spent as it would in normal circumstances, and wounds will be real.

Every two combat rounds, let each surviving PC make another save. Those who do make a save will suddenly realized they've been sucked into an ancient "illusion."

15. Three Rooms

Three rooms measuring 20 feet by 30 feet span this reach of the corridor. Two have been emptied, but the third retains intact tapestries covering the north, south and east walls. Behind the east tapestry is a secret door with a passage leading to ROOM 14.

Despite the blasphemies depicted on these hangings, they were left unmolested during the sacking. The sheer intricacy of their weave and historical significance render them valuable. The party, if interested, can salvage five tapestries worth 200 GP each.

16. Hidden Room

Spared the sacking by the forces of Ardanicus, this area serves as the impromptu tomb for two priests who took refuge here and died of their wounds (serving as an example that every cleric should have a cure wounds spell on hand at all times). Their skeletons are still here, clothed in tattered rags. One cleric still wears gauntlets of dexterity, and together both remains hold 45 GP and 2 gems worth 150 GP each.

The room itself is well furnished. A chest under an empty desk holds crumbling robes of office and a mace +1.

17. Dining Hall

Meals were cooked below (on the third level) and brought up here for the contingency of troops housed in ROOMS 18 and 19. Three long tables once dominated this room; all three are crumbling and in pieces, while the remains of stools are everywhere.

Along the walls are several holes burrowed through the stone and are the entrance points for twelve sumatran rat-ghouls who will issue forth and attack the party within one turn of their entrance into this room.

12 sumatran rat-ghouls: HD 1d6hp; HP 6(x3), 5(x4), 4(x4), 3; AC 6[13]; Atk 1 bite (1d4); Move 9; Save 18; Special: Paralytic bite (+2 save).

The rat-ghouls have no treasure, but a careful search will reveal a dagger +1 in a sheath underneath a table's end.

18. Barracks Room

Filled with wrecked and crumbling bunks, this room was a barracks for temple guards. An occasional bone fragment or skull can be found here and there. There are pieces of foot lockers scattered throughout the area... all long ago looted to pay for the crusade of Ardanicus.

Two of the guards' attack dogs still live here, albeit in spectral form. Two shadow mastiffs lurk in the wreckage and will attack the party on sight.

Shadow Mastiff: HD 3; HP 18, 15; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 14; Special: Baying, concealment in shadow.

19. Barracks Room

As its twin in ROOM 18, the wreckage here was fierce. This room was for humanoid troops (since the humans who lived in ROOM 18 didn't trust sleeping around orcs and hobgoblins). The northern door to this room is wide open, and the northern section is currently occupied by six ghouls.

6 ghouls: HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; Special: Immunities, paralyzing touch.

The undead are currently working on some old bones they have found, but will cheerfully drop that pitiful meal for the fresher one that just

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walked in. Behind them, on the northern wall, is a loose brick (treat as a secret door for detection) covering a cubby hole in the wall. The hidden area contains a bag holding 120 GP, 400 CP, and a silver candlestick holder pilfered from elsewhere worth 50 GP. Hidden inside the hollow holder is a clerical scroll (protection from evil and cure light wounds).

20. Seven Fold Trap

This chamber holds seven smaller rooms measuring 10 feet by 10 feet. Each is locked from the outside with no means of visually detecting what's beyond. Seven priests of the Unholy Three were magically trapped here by Ardanicus' army during the invasion and each died a lingering death only to become a wraith. The wraiths cannot leave their confines unless released by way of opening the prison doors.

7 wraiths: HD 4; HP 32, 28, 24, 24; AC 3[16]; Atk 1 touch (1d6 + level drain); Move 9 (Fly 24); Save 13; Special: drain 1 level with hit

If the party is dumb enough to open more than one door at a time, then this battle may prove problematic for them. Should more than one wraith be freed, they will work in tandem to destroy the party by attacking clerics first, then fighters, then physically weaker classes. On the other hand, if one wraith is freed at a time, there is a 30% initial chance the creature will instead flee this chamber and haunt elsewhere. The chance increases 3% each combat round it survives.

The wraith in the western most cell guards an opening crystal needed to open the secret door in ROOM 1. This wraith will sell its existence dearly to protect the item, since it is the only relic it still has to remind it of its former existence.

The crystal appears as a well rounded, fist sized quartz stone of unusual clarity with one flat side. Closer inspection will reveal a subtle glow deep inside that becomes apparent only in the darkness or if the stone comes within 5 feet of the secret door it opens.

21. Sanctuary

This room once served as a minor temple of prayer to the Three. An altar stands on the west wall (with a secret door behind it... opened by a small switch on the back of the altar) and wrecked furniture is scattered about the place. The evil altar had been desecrated in the name of good, and the sanctuary's denizen is not happy about it.

1 Jackal of Darkness: HD 4; HP 28; AC 4[15]; Atk 1 bite (1d6); Move 14; Save 13; Special: Black fire.

The jackal hides behind the altar and will attack anyone who enters.

22. Hidden Room

This room was never found during the invasion. It contains food provisions (now turned to dust), ruined bows and arrows, warped pole arms, rusted swords and daggers, a chest (locked and rusted shut) containing 15 pieces of silverware (5 worth 150 GP, 4 worth 200 GP, and 6 worth 50 GP), and a large patch of brown mold.

Brown Mold: HD n/a; HP 0; AC n/a; Atk none; Move 0; Save not applicable; Special: Drains heat.

23. Secret Exit

This locked room empties into a lengthy tunnel that slants upwards some 700 feet to the surface west of the initial. Its exit comes into a small cave; the cave's mouth has been slowly covered by vines, tall grass and other detritus over time so that it is nearly impossible to spot from the outside without prior knowledge of its location.

24. Fountain Room

This damp room holds a large, 5 feet deep fountain filled with murky, scum-covered water. The bottom of the fountain has a 3 feet wide passage leading to ROOM 25. The water itself has a strong strain of bacteria in it; exposure for more than 3 minutes will inflict a skin disease which will rob the exposed character of 1 HP per day (up to 10 HP maximum) unless cured.

25. Hidden Monstrance

Passing through the water from ROOM 24 will bring the characters up into an identical fountain and a hidden room. The walls are lined with insets holding thirty closed phialatory containers of various sizes filled with the bones of former priests of the temples below. All containers are constructed of fabulous and expensive woods... teak, ebony, rare cedars, etc...., decorated with intricate gold and silver trim, and each has thick glass windows which allow a view of the contents.

Most of the phialatory contents are simply bones and skulls. Seven have items of worth:

- a robe of blending
- a staff of the snake
- a robe of folding (see new magical items)
- a staff of healing
- a flesh mask of Ikir (see new magical items)
- a mace +2
- one phialatory stands out from the rest. Its ornate design suggests the occupant was of magnificently high importance. Its contents, however, are cursed. Anyone who has a hand in disturbing the contents will be cursed with a -2 to all saves until the effects are relieved.

If the party cares to strip all the containers of their gold and silver trimmings, the process will take 2 hours and will net them a total of 500 GP worth of bulky material.

Magic Item Appendix

Bracers of Displacement: sturdy leather armbands of fine craftsmanship, these items will, upon mental command, displace the image of the wearer so that he appears to be 5 feet away. If the wearer is caught in an area effect spell, the magical energy of that spell will interact with the aura of the Bracers; the wearer must make a successful save or the Bracers will malfunction and paralyze him for 1d4 turns. No other armor can be worn while using this item. Usable by all classes.

Flesh Mask of Ikir: this intricate mask is made of preserved flesh with a thin layer of bone to give it shape. The mask appears as if a face was wildly distorted through tugging and pulling. A leather band on the back secures it to the wearer's head. Donning the mask gives the wearer certain abilities as follows:

- Charm person: the wearer can elect to charm another human or demihuman (5 uses)
- Mirror image: as per spell (5 uses)
- Confusion: as per spell (3 uses)
- Wizard eye: as per spell (4 uses)

No more than two abilities can be used per day and no ability can be used more than once per day. Once an ability's uses are depleted, that ability cannot be replaced until all other abilities are as well. The Flesh Mask can be recharged by bathing it in the fresh blood of any one of the following creatures for one whole day: a basilisk, an elven virgin, a white dragon, or a wyvern. Usable by thieves, assassins, clerics and magic users.

Lucky Die: an assuming little plaything which appears as a normal die found in any tavern or gambling house, the lucky die radiates magic if checked. The die has but six chargers before it is spent and useless. Spell casters will find the device extremely handy; when a particular spell is cast against a single opponent, the caster can cast the die on the ground beforehand. The number indicated dictates how many opponents may be affected by the spell. Spell level does not matter. For example: a cleric wishing to resurrect more than one fallen comrade may roll the lucky die just before casting the spell; if the roll is more than 1, then the number indicated will dictate how many may be resurrected. Usable by all classes.

Short sword +1, Thief's Cohort: this fine blade gives a selection of bonuses to a thief. In combat, the weapon gives the described bonus and also gives a -2/+2 bonus to Armor Class. Additionally, when sheathed, the blade bestows a +15% to all thief skills. Usable by thieves and assassins.

Robe of folding: this garment is an unassuming shade of brown and made from coarse material. On command, the wearer can fold in such a way as to allow him access through cracks as small as one-eighth inch in width. When in such a state, the user is subject to normal attacks with a -3 [+3] to his Armor Class. Usable by clerics and magic users.

Pre-Generated Characters

Should the need arise, provided below are eight pre-generated PCs for use in this dungeon. Standard equipment in packs is provided as choices after the character description.

1. Ignatz: male human fighter level 1; S15 I11 W10 D13 C16 CH9; AC 4[15]

Possesses chain mail armor and shield; carries a long sword, 3 daggers, a short bow and a quiver with 20 arrows, and a spear. 4 GP

2. Dietmar Kaen: male human thief level 2; S12 I13 W11 D17 C15 CH13; AC 7[12]; HP 8

Possesses leather armor; carries a long sword, 3 daggers, a light crossbow and a quiver with 40 bolts, and thief's tools. 2 GP

3. Agathe of Yrd: female human magic user level 1; S8 I15 W14 D15 C11 CH14; AC 9[10]; HP 4

Possesses a quarterstaff, 2 daggers, a sling with 20 bullets in a pouch. 10 GP

Spells possessed: light, sleep

4. Lenz: male human cleric level 2; S13 I11 W16 D15 C15 CH14; AC 4[15]; HP 6

Possesses ring mail armor and shield; carries a mace, a sling with 20 bullets in a pouch, a holy symbol, 2 vials of holy water. 5 GP

Spells: cure light wounds

5. Benno Waerlorn: male human fighter level 2; S17 I11 W11

D14 C16 CH10; AC 3[16]; HP 16

Possesses chain mail armor and shield; carries a broadsword, 2 daggers, a spear and a light crossbow and a quiver with 40 bolts. 5 GP

6. Niklaus: male halfling thief level 1; S14 I11 W13 D16 C16 CH15; AC 6[13]; HP 5

Possesses leather armor; carries a short sword, 6 daggers, a short bow and a quiver with 20 arrows, and thief's tools. 2 GP

7. Mathias: male human cleric level 1; S15 I11 W17 D15 C15 CH14; AC 3[16]; HP 7

Possesses chain mail armor and shield; carries a mace, a quarterstaff, a holy symbol and 3 vials of holy water. 3 GP

8. Sabine: female human fighter/magic user level 2/2; S14 I16 W14 D15 C13 CH17; AC 8[11]; HP 10

Possesses a quarterstaff, 4 daggers, a sling with 20 bullets in a pouch. 12 GP

Spells possessed: sleep, magic missile, protection from evil

Packs: given below are four standard pack assortments. Allow players to choose one type for their characters. Of course, if you're not satisfied with the arrangements given, feel free to add or subtract items as desired.

Pack A: 50 feet of rope, a hooded lantern, 5 pints of oil, 5 days of trail rations, 2 water skins, 4 large sacks

Pack B: 12 iron spikes, 5 torches, a tinderbox, 5 days of trail rations, 1 water skin, 3 large sacks

Pack C: a hooded lantern, 6 pints of oil, 5 days of dried rations, 2 water skins, 5 small sacks, a 10 foot pole

Pack D: 5 days of dried rations, 1 water skin, 3 large sacks, 2 small sacks, 2 bottles of ink, 5 sheets of parchment

Magic/helpful items: if you the Game Master feel the need, distribute the following items among your player's characters to better their odds of survival:

1. 3 potions of healing
2. 1 silver dagger
3. 1 potion of speed
4. 1 potion of heroism
5. 1 clerical scroll of cure light wounds
6. 1 magical scroll of knock
7. 1 longsword +1
8. 1 ring of poison resistance



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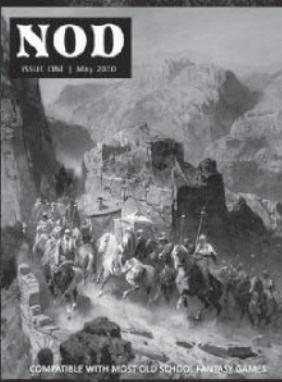
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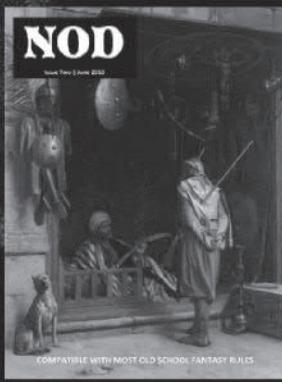
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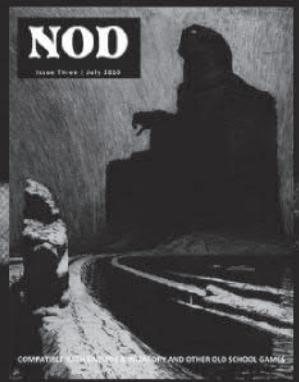
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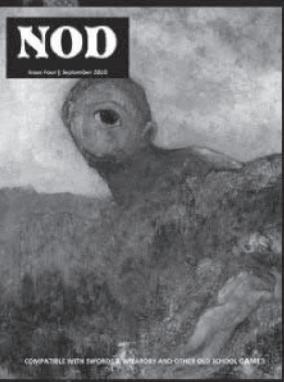
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