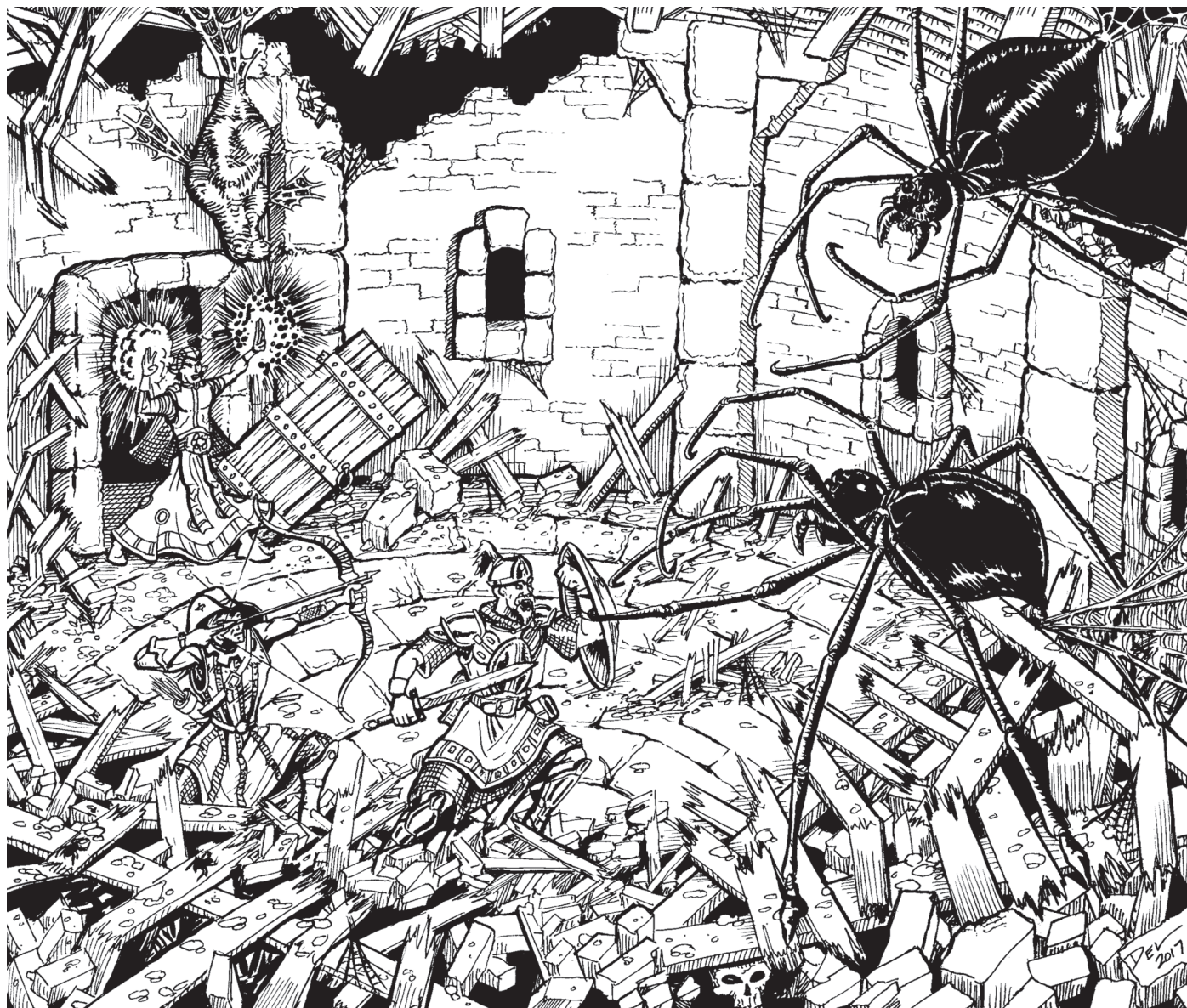


# ADVANCED ADVENTURES MODULE #37

## Under Ruined Onm

by Joseph A. Mohr

AN ADVENTURE FOR CHARACTER LEVELS 5-7



Author: Joseph A. Mohr  
Cover Artist: Bradley McDevitt  
Interior Artist: Del Teigeler  
Editor: Joseph Browning  
Layout: Joseph Browning

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## Under Ruined Onm

Nearly seventy five years ago the greatest bard ever known in the dry land of Zanzia disappeared. Anton Deangelo was a hero famous for some of the greatest songs in Zanzian history. His compositions are still sung at taverns and inns all over the land. In verse, countless dragons he slew, dozens of giants he felled, and hundreds of demons he put to the sword! Outside of the world of song, he and his band of adventurers gathered significant riches and looted many dungeons all over the land. Then suddenly...he was gone.

The last time he was heard from he and his merry band were outfitting an expedition to explore the ruined city of Onm in search of the lost mandolin of Duaree the Mad. The Onm ruins are on the edge of the Blood River and the Dragon Teeth Mountains and no other ruins fabled enough to attract Deangelo are known to be in that area.

**STOP! If you plan to participate in this adventure as a player, then stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.**

**Notes for the Game Master:** Under Ruined Onm is designed for a party of 6-10 characters level 5-7. A well-balanced party is likely essential for success due to the wide-ranging threats the characters will face, both in arriving at the ruins of Onm as well as under them.

**The History of Onm:** Onm was once the summer capital of Zanzia. Over one hundred years ago the land was torn by a civil war of epic proportions. A powerful magic user and former seer of the King of Zanzia decided to try to take the throne by force. He brought a vast army of evil creatures and lay siege to the walled city for months, decimating it to such an extent it was more rubble than building, and ready to fall. In just the nick of time the siege was broken when the great paladin Antovinious led the Zanzian army to victory. Sadly, the city was deemed lost from all the damage and abandoned as the summer capital.

This evil wizard and seer was driven back with the remnants of his army to his hideout in a volcano, and was sealed in forever. Or so they thought. During his time in captivity he became a powerful lich. Ultimately he was freed from his prison by mere accident, some gnomish explorers made an expedition to his mountain and broke the magical seals which had kept him imprisoned, but he was again defeated, this time by some lucky adventurers. But they failed to find or destroy his phylactery it's assumed he will eventually rise again.

**The Fate of Anton Deangelo:** Deangelo was indeed seeking out the Mandolin of Duaree the Mad. He unfortunately died before getting his hands on the prize falling afoul of a trap in the dungeon below the ruins of the City of Onm. He made the error of sitting on the throne and was teleported to a cell in the lowest level of the dungeon where he starved to death.

## TO THE RUINS OF ONM

Traveling from one of the towns or cities in Zanzia to the ruins of Onm will take the characters nine days by foot or six on horse. Onm was the summer capital of Zanzia and located high in the forbidding Dragon Teeth Mountains. Every year the entire court would travel there to escape the heat of the lowlands, but since its destruction, the court has moved to another location and the roads towards Onm have fallen into disarray.

During this travel random encounter checks should be made times a day (morning, early afternoon, late night) with a 1 in 12 chance. The first half of the journey occurs on rough roads: the remainder is entirely off road. If an encounter is indicated roll 1d6 and consult one of the below tables based upon time and location.

## RANDOM DAY ENCOUNTERS ON ROADS

1. ZANZIAN PATROL: Zanzian soldiers patrol the land looking for highwaymen, raiders and anyone else considered undesirable by the King of Zanzia. These soldiers are dedicated to preserving the peace and enforcing the King's laws. Each patrol consists of twenty men at arms led by a higher level fighter.

**Men at Arms (20):** F1; AC 4, HD 1; HP 5 each; # At 1; Dmg 1-8 or 1-6; long swords and composite bows; chain mail and shields, 20 arrows; AL LG. Each carries 5 gp. Each rides a horse.

**Leader:** F5; AC 2; HD 5; HP 34; #At 1; Dmg 2-8; bastard sword +2; AL LG. Carries 25 gp and rides a horse with leather barding.

2. ORC RAIDING PARTY: These orcs are raiding from a hidden camp in a cave deep in the woods nearby. These orcs are from the Bloody Skull clan and they are exceedingly vicious and evil. Each of the orcs is battle tested in combat. They raid constantly. They just recently hit an elven village in the thin woods.

**Orcs (15):** AC 6; HD 1; HP 5 each; #At 1; 1-8; each carries a long sword; AL LE; each carries 6 ep.

**Half-orc Leader:** F3; AC 5; HD 3; HP 20; # At 1; 1-6 +1; **spear +1**; AL LE. He carries a large sack with their recently gathered loot: 43 gp, 32 ep, 32 sp, 51 cp, and a hematite gem worth 100 gp.

3. MERCHANT CARAVAN: This caravan of 5 wagons and 30 merchants travels to and fro the major cities and smaller towns. The wagons are loaded with normal trade goods such as food, ale, clothing etc. The caravan has nothing of extreme value.

**Merchants (30):** AC 5; HD 1-6 HP; HP 3 each; # At 1; Dmg 1-6; Short swords and light crossbows; AL LN. Each carries 6 gp.

4. TRAVELING GYPSIES: These gypsies may be found either on the road when travelling or camped beside it when camped. They have a small caravan of two wagons. They travel to and from various towns and villages in Zanzia and set up camp for a while to tell fortunes and sell their wares. Then they move along. There are six gypsies in this group. If found at night only one will be on guard duty.

**Talos:** leader of the band; F4/T4; AC 7; HD 3; HP 24; # At 1; Dmg 1-8; **long sword +1**; leather armor and shield; AL N; carries 13 sp and 19 gp.

**Mara:** fortune teller; T3/MU3; AC 10; HD 3; HP 10; # At 1; Dmg 1-4; Dagger; AL NE; carries 15 sp and 8 gp. Will read fortunes for 1 sp. Has a crystal ball which is fake.

**Jimbo:** strong man; F3; AC 8; HD 3; HP 29; # At 1; Dmg 1-10; Two handed sword; Str 18/25(+1 to hit/+3 to dmg); AL N; carries 3 gp and 11 sp.

**Jaru:** palm reader; T5; AC 7; HD 5; HP 17; # At 1; Dmg 1-4; dagger +1; AL CE; carries 15 gp and 20 sp. He tries to steal from anyone he judges a rube while reading their palms. Pick Pockets 55%.

**Kora:** cook; F1; AC 10; HD 1; HP 5; # At 1; Dmg 1-6; Short sword; AL N. Carries 6 gp.

**Nimba:** juggler; bard; B3 (F5/T6); AC 5; HD 6; HP 33; Dmg 1-6; short sword +1 flame tongue; chain mail; AL N; Carries 5 gold pieces and 35 silver pieces. He sings songs over the camp fire with his mandolin. It is not magical. If paid 1 sp, he'll sing several Deangelo compositions and/or songs about his exploits.

**Treasure:** In a locked iron box within one of the two carts is the combined treasures of the group. The lock is trapped with a poison needle which causes sleep unless a saving throw versus

poison is made. Inside the chest are 14 pp, 132 gp, 49 ep, and 250 sp. There is also a **potion of healing**, a **potion of flying**, and a **potion of ESP**.

Wares: The gypsies carry a number of fake goods to try to peddle in towns they visit on rare occasions. Each of these goods is worthless and will break or wear out quickly. Clothing, utensils, plates, cook ware, etc. All is piled in the wagon with the lock box.

5. **PILGRIMS:** This group of 35 people is travelling to the Tree of Life. The oldest living thing in Zanzia, it is rumored to be more than 4,000 years old. The party is led by Vomara, a 4th-level cleric.

**Pilgrims** (30): AC 10; HD 1-6hp; HP 3 each; #At 1; 1-6; AL LN. Each carries 12 sp and a staff.

**2<sup>nd</sup>-Level Cleric Pilgrims** (4): AC 5; HD 2; HP 9 each; #At 1; 2-7 or 1-4 sling; each wears chainmail, carries a footman's mace and sling; AL LN. Each carries 45 gp. Spells **cure light wounds** (x2) and **protection from evil**.

**Vomara:** C4; AC 2; HD 4; HP 28; #At 1; 2-7+2 or 1-4 sling; wears **platemail +1**, carries a **mace of disruption** and a sling; AL LN. Carries 95 pp, 64 gp, and ten 50 gp gems; Spells **bles**, **command**, **cure light wounds**, **detect evil**, **detect magic**, **know alignment** and **hold person** (x3).

6. **TRAVELLING DWARVES:** Sometimes dwarves from the mines in Dragon Teeth Mountains visit the cities of Zanzia for supplies and to sell gems. These dwarves are returning home from such a trip.

**Dwarves** (10): AC 4; MV 60 ft.; HD 1; HP 4 each; Dmg by weapon (half of them have battle axes and the other half have short swords and crossbows); AL LG. each carries 25 gp.

**Priest:** C4; AC 2; MV 60 ft.; HD 4; HP 24; Dmg 1-8 +1; mace +1, AL LG. Carries a purse containing 24 pp and 21 gp. Spells memorized: **bles**, **command**, **cure light wounds**, **silence 15 ft. radius**, **hold person**. Carries 35 gold in his pouch.



MARA THE GYPSY FORTUNE TELLER

**Treasure:** The Priest carries a backpack which has a small locked chest with their proceeds from the sale of gems. The chest is trapped with a poison needle trap that will cause 2-5 points of damage per round for 2-5 rounds or until cured unless a saving throw versus poison is made. Inside the chest are 354 pp, and 109 gp.

#### RANDOM NIGHT ENCOUNTERS ON ROADS

1. **HIGHWAYMEN:** This is the band of the dreaded bandit Kalda Bon. They generally leave no witnesses to their crimes. The few who have escaped them tell tales of murder and mayhem. These men are criminals and murderers and they attack anyone they see other than Zanzian patrols or anyone who looks too dangerous to tangle with. The head of Kalda Bon is worth 1,000 gp if taken to the authorities in one of the cities of Zanzia.

**Bandits** (15): AC 7; HD 1-6 HP; HP 3 each; # At 1; Dmg 1-6; short swords; leather armor; shields; AL CE; each carries 10 gp.

**Kalda Bon:** F5 AC 2; HD 5; HP 39; # At 1; 1-8; **long sword +1**; plate mail; shield; AL CE; carries 65 gp and 25 ep.

One of the bandits carries their recent loot (the rest is hidden in a cave in the woods) in a large sack: 43 pp, 23 gp, 78 ep, 241 sp, a 50 gp garnet gem, a 50 gp pearl, a golden chalice worth 50 gp, a silver ring worth 20 gp, a necklace studded with small gems worth 450 gp, and a **potion of invulnerability**.

2. **WERE-RATS:** These men have been infected with lycanthropy. There are five of these men and most of the time they will appear in human form as merchants. They will turn into wererats on any night with a full moon and then attack. When the players are traveling to Onm there is a 20% chance of it being a full moon.

**Were-rats** (5): AC 6; MV 120 ft.; HD 3+1; HP 15 each; # At 1; Dmg 1-8; long sword; SA surprise on 1-4; AL CE; each carries 25 gp. One has a **ring of invisibility**.

3. **ORC RAIDING PARTY:** See #2 above.

4. **CAMPED GYPSIES:** See #5 above

5. **ZANZIAN PATROL:** See #1 above.

6. **DEAD BODIES:** These bodies were once merchants or pilgrims. They were attacked on the road by highwaymen or orcs. Their bodies are stripped of armor, weapons and anything of value. In this part of Zanzia they are human (90% of the time) or dwarf (10% of the time).

#### RANDOM DAY ENCOUNTERS OFF THE ROADS

1. **ELEVEN HUNTING PARTY:** These elves are hunting for raiders that have recently ravaged their village in the thin woods nearby. They are out looking for blood and they intend to get some. Each is armed and they are wary of humans. Both orcs and barbarian raiders have hit their village and they cannot be sure who is friend or foe.

**Elves** (15): AC 5; MV 120 ft.; HD 1+1; HP 5 each; Dmg 1-8 or 1-6 (each has a long sword and a long bow); SA +1 to hit with either bow or sword; SD 90% resistance to charm and sleep; AL CG. They carry 3 pp each.

**Simartha:** MU5; AC 9; MV 120 ft.; HD 5; HP 14; Dmg 1-4 (dagger) or 1-6 (staff); SA spells; SD 90% resistance to charm and sleep; AL CG. Spells memorized: **magic missile**, **sleep**, **dancing lights**, **charm person**, **detect evil**, **web**, **lightning bolt**. He carries 20 pp, wears a **ring of free action**, and carries a **wand of magic**

**missiles** with 12 charges. Her travel spell book is with her and has those spells in it.

2. CENTAR HUNTING PARTY: Many centaurs live in the rolling plains and thin woods in Zanzia. They are generally not hostile towards men but they are wary. Not all men are good and Centaurs are keenly aware of this fact. These centaurs are hunting for food to take back to their village nearby. There are eight centaurs in the party and all are armed with long bows and short swords. Each has a horn with which to call for aid from their fellow centaurs that might be nearby.

**Centaurs** (15): AC 5; MV 180 ft.; HD 4; # At 2 or 1; Dmg (1-6 weapon and 1-6 hoofs if close enough to use them); SD horn to call for aid; AL CG. Each carries 6 gp, and a 10 gp base gem.

3. WILD DOGS: Packs of wild dogs roam the plains and thin woods of Zanzia looking for food. This pack has seven members. One is clearly the alpha of the group.

**Wild dogs** (6): AC 7; MV 150 ft.; HD 1+1; HP 5 each; # At 1; Dmg 1-4; AL N.

**Alpha dog**: AC 7; MV 150 ft.; HD 2+2; HP 10; # At 1; Dmg 2-8; AL N.

4. WANDERING DRUID: She is traveling to the Tree of Life. The oldest living thing in Zanzia, it is rumored to be more than 4,000 years old. Traveling to it is a pilgrimage that all druids in Zanzia take yearly. It is said that a branch once fell off the tree and was made into a holy relic of fantastic power.

**Kalathar**: D7; AC 5; HD 7; HP 35; # At 1; Dmg 1-8; leather armor +2; wooden shield; **scimitar +1**; AL N; carries 45 gp. Spells known: **speak with animals, animal friendship, invisibility to animals, locate animals, charm person or mammal, barkskin, locate plants, produce flame, call lightning, hold animal, pyrotechnics, call woodland beings.**

5. WANDERING RANGER: He is hunting a band of highwaymen. Specifically he is hunting for the leader of the band, named Kalda Bon, who has a price on his head. This ranger has personal motivation for seeking them. His family was killed by these bandits while traveling to their home near Dagger Rock.

**Utenam**: R6; AC 2; HD 6; HP 34; # At 1; Dmg 1-8 or 1-6; plate mail; shield; long sword +1, +3 vs. creatures larger than man-sized, **shortbow +1**, 20 arrows; carries 15 gp, 26 gp; AL NG.

6. ORC RAIDING PARTY: These orcs are raiding from a hidden camp in a cave deep in the woods nearby. These orcs are from the Bloody Skull clan and they are exceedingly vicious and evil. Each of the orcs is battle tested in combat. They raid constantly. They just recently hit an elven village in the thin woods.

**Orcs** (15): AC 6; HD 1; HP 5 each; #At 1; 1-8; each carries a long sword; AL LE; each carries 6 gp.

**Leader**: AC 5; HD 3; HP 20; # At 1; 1-6 +1; Spear +1; AL LE. He carries a large sack with their recently gathered loot: 43 gp, 32 ep, 32 sp, 51 cp, and a hematite gem worth 100 gp.

#### RANDOM NIGHT ENCOUNTERS OFF THE ROADS

1. WERE-RATS: These men have been infected with lycanthropy. There are five of these men and most of the time they will appear in human form as merchants. They will turn into were-rats on any night with a full moon and then attack. When the players are traveling to Onm there is a 20% chance of it being a full moon.

**Were-rats** (5): AC 6; MV 120 ft.; HD 3+1; HP 15 each; # At 1; Dmg 1-8; Long Sword; SA surprise on 1-4; AL CE; each carries 25 gp. One has a **ring of invisibility**.

2. WILD DOGS: As #3 above.

3. WOLVES: These are normal wolves looking for food. There are six of them.

**Wolves** (6): AC 7; MV 180 ft.; HD 2+2; HP 9 each; # At 1; Dmg 2-5; AL N.

4. WORGs: These four worgs are hunting for sport and a bit of meat if such happens. They're only looking for easy prey and immediately retreat from any strong resistance.

**Worgs** (4): AC 6; MV 180 ft.; HD 4+4; HP 20 each; # At 1; Dmg 2-8; AL NE.

5. OGRES: These two ogres come down out of the badlands periodically to hunt for food and loot. They're true brutes of their kind and will fight to the death.

**Ogres** (2): AC 5; MV 90 ft.; HD 4+1; HP 30 each; # At 1; Dmg 1-10; AL CE; each carries 80 gp. One has a **necklace of adaptation**.

6. DEATH DOGS: This pack of death dogs is migrating through the area, finding it already overpopulated with other types of canines. They're looking for a quick kill before continuing on their way. If such isn't found, they flee.

**Death Dogs** (8): AC 7; MV 120 ft.; HD 2+1; HD 9 each; # At 2; Dmg 1-10 and 1-10; SA knock down, disease; AL NE.

#### RANDOM ENCOUNTERS WITHIN 10 MILES OF RUINS OF ONM

1. DWARF HUNTING PARTY: This hunting party is from the mines in the Dragon Teeth Mountains which are a home to many of Zanzias dwarves. They are out looking for raiders that have been attacking the mines as well as villages in this part of Zanzia.

**Dwarves** (10): AC 4; MV 60 ft.; HD 1; HP 4 each; Dmg by weapon (half of them have battle axes and the other half have short swords and crossbows); AL LG. Each has 25 gp.

**Leader**: F3; AC: 2; MV 60 ft.; HD 3; HP 24; Dmg 1-8 +1; **long sword +1**, AL LG. Carries a purse with 35 gold pieces.

2. BARBARIAN RAIDING PARTY: Barbarians occasionally raid the upper regions of Zanzia from the harsh northern lands across a narrow isthmus that connects with the Dragon Teeth mountains. These northern areas are cold barren regions and food sources are scarce and life harsh. The barbarians are all naturally ambidextrous and they make their living by taking from their many enemies.

**Raiders** (11): AC 7; MV 120 ft.; HD 2-7 hp; HP 5 each; #At 2; Dmg 1-8/1-6 (long swords and hand axes); SA dual wield without penalty; AL N. Each carries 20 gp.

**Leader**: F2; AC 7; MV 120 ft. ; HD 2; HP 13; #At 2; Dmg 1-8/1-8 (long swords); SA dual wield with no penalty; AL N. He carries 10 gold pieces and 25 silver pieces.

One member of the group carries a sack of loot that they have taken so far which includes: 24 gold pieces, 133 silver pieces and a silver candlestick worth 25 gold pieces.

3. GRIFFINS FLYING OVERHEAD: These griffins are hunting for food to take back to their nest atop one of the tallest mountains in the Dragon Teeth. They will attack 75% of the time, starting with an attempt to snatch the weakest one to take with them.

**Griffins** (3): AC 3; MV 120 ft./300 ft. flying; HD 7; HP 25 each; # At 3; 1-4/1-4/2-16; AL N.

4. **WARGS:** These six worgs are hunting for sport and a bit of meat if such happens. They're only looking for easy prey and immediately retreat from any strong resistance.

**Worgs** (6): AC 6; MV 180 ft.; HD 4+4; HP 20 each; # At 1; Dmg 2-8; AL NE.

5. **COPPER DRAGON:** An ancient copper dragon that has a lair in a cave atop the tallest mountain in the Dragon Teeth. She merely wants to be left alone and will not attack.

6. **MANTICORE:** This manticore is out hunting for food for his sick mate and their babies. They have a nest in a cave in the mountains. He will attack anyone or anything that he believes is weak enough to grab as food. He will try to pick off one person and then leave with the body if possible.

**Manticore:** AC 4; MV 120 ft./ 180 ft. flying; HD 6+3; # At 3; Dmg 1-3/1-3/1-8; SA tail spikes fired for volley of 6-36 points of damage; Six spikes for 1-6 damage; Four volleys can be fired; AL LE. He carries no treasure with him.

## THE RUINS OF ONM

From just outside of the city the characters will see several clusters of broken walls and destroyed buildings. They can also see that one tower remains upright, if in unstable condition. Each person in the party has a 25% chance to notice that there are some footprints or tracks leading towards AREA 3. A ranger has a 90% chance to notice.

If the characters don't note this, several different possible encounters are described below. As GM you should decide which of these encounters occur based upon the player's choices. If preferred, you can randomize them using 1d8. For every day the characters spend searching the ruins they gain an additional chance to notice the tracks leading to AREA 3.

**Expanding the Adventure:** The ruined city of Onm, once housing more than 5,000 people, is not mapped: your descriptive abilities as GM are called upon to bring the setting to life! Mapping such a giant ruin for only a few encounters while the meat of the adventure lies below simply doesn't make much sense. However, if you wish to expand the adventure this would be the prime location to do such. There is no reason why the dungeon contained herein is the only location of adventure in the ruins!

**Wandering Monsters:** Roll once on the "within 10 miles" random encounter table once the players arrive at the ruins. Make another check (1 in 8 chance) every hour spent searching the city ruins above ground. Each random encounter may only occur once—after that no random encounters occur for the next three days.

1. **THE OLD GATEHOUSE:** This crushed building is littered with bone of the dead as well as arrowheads, spear heads and other broken pieces of weapons and armor. There remains no obvious sign that a building ever stood in this place, but the amount of rubble clearly indicates that something once-grand has been reduced to nothing here.

If an hour or more is spent in searching this area, the party finds **3 +1 arrows** buried beneath these rocks. A significant amount of time would be at least one hour of search time. This would also require a random encounter check.

2. **BUILDING REMNANTS:** the main keep of the city once stood in this spot. Now it is just a large pile of broken stone walls. The area is thick with large stones and boulders. Many hits from siege engines demolished these buildings.

Hidden in this pile of stones is one of the boulder kind: creatures that look like a normal boulder but are actually alive. It is an indifferent creature and will not immediately attack unless the other boulders here are disturbed. If the party spends a great amount of time searching here it will eventually become angry at the intrusion and attack.

**Boulder kind** (new monster): AC 0; MV 60 ft.; HD 8+1; # At 2; 2-16/2-16; SA it can pass thru stone walls and rock at will, surprise on 1-4; SD: 95% to be confused with a normal boulder; AL N. If it is killed, it's shattered, and a single 500 gp gem if found in the center.

3. **WOODEN DEBRIS:** This area is filled with the remains of what was once several wooden buildings. Parts of the wood remain littered on the ground here. Most is rotten and broken— few parts appear to have been burnt.

Close inspection reveals that some tracks lead to this area as mentioned previously. If any time is spent searching here the party will find that some of the wooden planks have been moved recently. These planks cover a staircase leading downward to AREA 1 of the first level of the dungeon.

4. **BROKEN SECTION OF WALL:** This portion of the wall is broken in several places. Clearly some of the heaviest fighting of the siege must have taken place here. There are many broken weapons and pieces of arrows littering the ground here. A few broken shields and pieces of rusted out armor are also scattered here. There is nothing of value to be found in this spot.

5. **BROKEN CORNER OF WALL:** This corner of this wall is broken. There appears to once have been a watchtower here but now it is crumbled to dust. The skeletal remains of a man lies on the ground. The remains are too recent to have been one of the original defenders of the city.

The dead man was one of the original party members of Deangelo. He was slain here by orcish raiders while they camped above ground. They spent a great deal of time looking for the entrance to the dungeon beneath the city.

If the characters inspect the skeleton they discover that the armor is rusted out but there is a usable helm on the skeleton which appears dirty. The helm is magical: a **helm of the hero** (see new magic items).

6. **UNLUCKY DWARF:** The skeleton of a dwarf lies here on the ground. He was part of an unlucky dwarven hunting party caught by surprise by bandits who occasionally come here to camp. Closer inspection will reveal that several of his ribs are crushed, probably by some large blunt weapon like a mace.

If the body is disturbed the players find a purse hidden in the dirt below the body containing a piece of crimson coral worth 100 gp and a fine piece of yellow topaz worth 500 gp.

7. **RECENT CAMP:** This portion of the wall has been shattered by repeated blows from siege engine boulders. There are many broken and rusted weapons, and bits of broken armor all over the place here. The group of adventurers (see **RANDOM ENCOUNTERS BENEATH THE CITY** below) has recently camped here. There are some pieces of wood here from where a camp fire was lit from within the past week or so.

If the players search the camp fire they find a scrap of paper that was thrown into the fire to be burnt but which was not totally destroyed. It reads

*"We camp here tonight and follow in the footsteps of the bard in the morning. There is no way to know what we may find. It has been nearly seventy five years since he was lost. Now we hope to find that instrument he sought. It should be worth a fortune.*

But I fear... [illegible section] ...she was seen fleeing the ruins to the north cackling with that hideous laughter of hers. We gave chase but she was too fast for us. [signed] *Ulra Lightfingers*"

8. UNSTABLE TOWER: From outside of the tower one can see that this building barely still stands. There are holes in the walls from where catapult stones hit. From within the tower characters will notice that the structure is very unstable. They can hear creaking noises as the stones in the walls slightly shift from the wind pushing the outside.

Whatever wood might have once been here has long since rotted away. There is nothing but dust and webs; the roof above is thick with webs. The trap door to the roof of the tower is open and a little daylight filters in from above. The ladder that once went to the roof from the floor level has long since crumbled to dust

If the players look closely they can see skeletal remains of a body stuck in the webs. It still wears armor and has a sword in its sheath. The sword is not magical but the armor is a suit of **leather armor +2**.

Hiding in the webs and in the shadows under the roof of the tower are two giant spiders. They are waiting to pounce once the party is squarely within the structure. If the players approach the body in the webs they will attack.

**Giant Spiders** (2): AC 4; MV 3"/12"; HD 4+4; HP 20 each; # At 1; Dmg 2-8; SA poison; AL CE.

Hidden way up near the top of the webs is a leather backpack. It is thickly wrapped in webs. If fire is put to the webs the contents of this backpack (as well as of the skeleton above) may be ruined by fire (check item saving throws vs normal fire). Inside the backpack are: a platinum and amber necklace worth 1,200 gp, a **potion of gaseous form**, and a bone scroll case containing a **scroll of wall of fire**, **ice storm**, and **tiny hut**.

## THE DUNGEON BENEATH THE CITY

Surviving the great siege that ruined Onm, the dungeon is walled in gray stone and floored and ceilinged in white stone covered in a fine layer of dust. The ceilings are 10 feet tall and the doors are made of white stone and unlocked unless otherwise stated. Any secret or concealed doors match the color of their surroundings of course. No rooms are lit, and the air is stale: torches will occasionally dim as characters reach pockets where there is less oxygen or where there is no breeze at all.

The dusty floors show some recent traffic, but they are of the ambling kind, lacking any apparent purpose or destination. A ranger will immediately surmise that there may be another group of explorers already in the dungeon from the halfling, dwarf, and human-sized prints.

### RANDOM ENCOUNTERS BENEATH THE CITY

The below table contains all the potential wandering monsters the character can encounter under the ruins of Onm. Make a check every hour with a 1 in 6 chance. Each random encounter may only occur once—after that no random encounters occur for the next week.

1. GRAY OOZE: AC 8; MV 10 ft.; HD 3+3; HP 18; # At 1; Dmg 2-16; SA corrosion of metal; SD immune to all spells but lightning which does full damage, normal weapons do normal damage but might be corroded; AL N. No treasure.
2. GELATINOUS CUBE: AC 8; MV 60 ft.; HD 4; HP 21; # At 1; Dmg 2-8; SA paralyzation, surprise on 1-3; SD immune to lightning, cold slows; AL N. Treasure: 16 cp, 9 sp, 10 ep, 6 gp, 1 pp.

3. SHAMBLING MOUND: AC 0; MV 60 ft.; HD 8; HP 28; #At 2; Dmg 2-16/2-16; SA suffocation if both hands hit the same target it will grab and try to suffocate that target and will do so in 2-8 rounds; SD all weapons do half damage, fire has no effect, lightning causes it to grow by 1 HD, cold causes half or no damage, all weapons do half damage; AL N. No treasure.

4. TROLLS (2): AC 4; MV 120 ft.; HD 6+6; HP 30 each; # At 3; Dmg 5-8/5-8/2-12; SA can strike 3 different opponents at same time; SD regenerates 3 hit points per round; AL CE. No treasure.

5. JACKLEWARES (3): AC 4; MV 120 ft.; HD 4; HP 16 each; # At 1; Dmg 2-8; SA gaze causes sleep; SD iron or +1 weapons to hit; AL CE. No treasure.

6. EVIL ADVENTURING PARTY: This is an evil party of adventurers that is also exploring these ruins and also looking for the same artifact. One of these adventurers left the partially-burnt note in the camp fire above ground in the ruins (AREA 3 above ground). If they stumble upon other adventurers they may pretend to be friendly at first but will soon attack.

**Ulra Lightfingers**: T6; halfling; AC 5; HP 21; AL NE; **leather armor +1**, **short sword +1**; sling; 20 bullets; Dex 17; thieves tools; torches; tinder box; hide in shadows 57%; move silent 62%; backstab damage 3x; purse with 24 gp.

**Draco Blackstone**: F5; dwarf; AC 0; HP 41; AL LE; **plate mail +1** (dwarf-sized); **shield +1**; **battle axe +1**; lantern (bulls eye); 10' pole; Con 15; Str 17 (+1 to hit/+1 to damage); large sack (listed below); heavy crossbow; 20 bolts. He carries a sack with the party's gathered loot: 344 gp, 212 sp, one finely engraved amber and gold ring worth 500 gp, a painting in a long wooden tube (an ancient king of Zanzia) worth 500 gp, a silver figurine of a dragon worth 250 gp, and a **wand of wonder** (15 charges) that they haven't yet figured out the command word for (it's "Fios!" the Elvish word for "Surprise!").

**Joral the Great**: MU 6; human; AC 6; HP 16; AL NE; **wand of frost** (8 charges); **bracers of defense AC 6**; quarter staff; leather back pack; wooden scroll case containing a **scroll of suggestion**, **fear**, **dimension door**; purse with 13 gp. Memorized spells: **magic missile**, **sleep**, **identify**, **spider climb**, **knock**, **shatter**, **lightning bolt**, **haste**. His travel spell book is with him and has those spells in it.

**Banol Bonesaw**: C6; human; AC 2; HP 33; AL CE; **mace +1/+4 versus undead**; plate mail; shield; two **potions of extra healing**; **ring of fire resistance**; lantern; tinder box; 50 ft. rope; 10 iron spikes; unholy symbol; two flasks of oil.

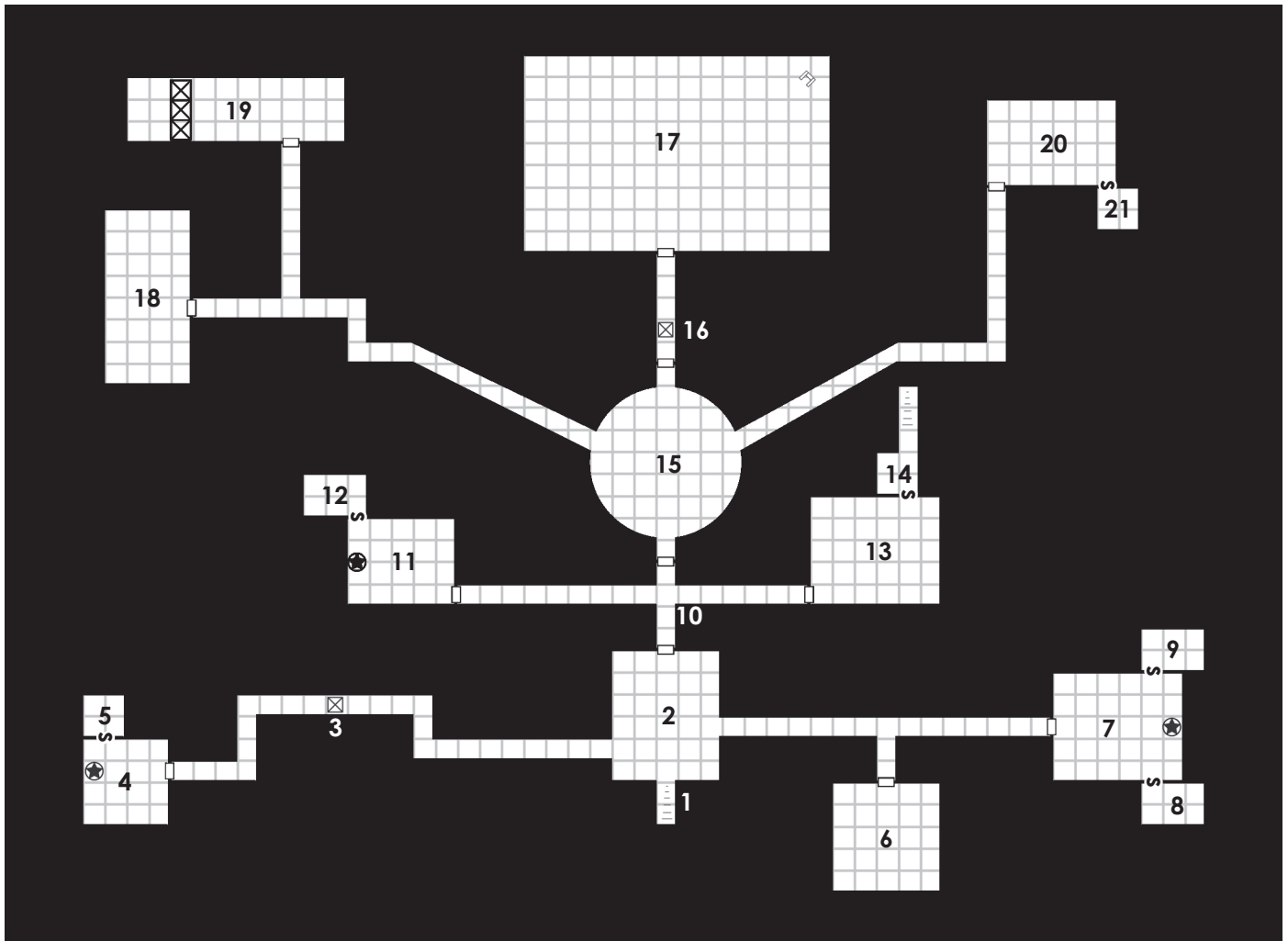
## KEY TO DUNGEON LEVEL ONE

1. STAIRS: These stairs descend 40 feet and connect AREA 3 above ground with the dungeon below. As characters descend they can feel the air below is cool, damp, and stale.
2. ENTRY: This large room has a 20 foot ceiling. A pack of **vults** have recently discovered a way into the dungeon and taken up residence.

One of the floor stone in the northwest corner wobbles a bit when stepped upon. A small hole is beneath it containing a gold armband studded with coral and pearls worth 1,100 gp, 3 small hematite gems worth 25 gp each, one blue aquamarine gem worth 500 gp, 78 gold pieces, one golden bar worth 250 gp and a druid **scroll of cure serious wounds**, **insect plague**, and **neutralize poison**.

# DUNGEON LEVEL ONE

EACH SQUARE EQUALS 10 FEET



**Volts (11):** AC 3; MV 60 ft. flying; HD 2+1; HP 10 each; # At 1 and 1; Dmg 1-4 and 2-12 electric shock; SA electric shock; SD immune to electricity; AL N.

3. **PIT TRAP:** In the center of this hallway is a pit trap that is 5 feet long by 5 feet wide. The pit has a cover which matches the floor and makes it difficult to spot. It drops down 10 feet onto spikes, dealing a total of 2d6 damage. It takes 50+ lbs. to open and snaps shut after dropping a victim down.

If characters are paying attention to the footprints in the dust, they'll note that they all go around the pit.

In the bottom of the pit are skeletal remains of one of Deangelo's henchmen. The poor fellow was a fighter who got separated from the rest of the party and fell into this trap. The fall and spikes did not kill him but he was never found. So he starved here in this pit. His remains still have his armor and gear: a rusty suit of plate mail (human sized) and a shield and a **footman's flail +1**. He also has a purse containing 25 gp and a fine pearl worth 250 gp.

4. **KNIGHT STATUE:** The door to this room is locked.

A statue of a Zanzian knight stands opposite the door, its sword pointing at the door. The knight looks like the famous paladin Antovinous who lifted the siege of Onm. He wears the armor and insignia of the king's royal guard captain. Close inspection of the statue reveals that it is on a rotating base and can be turned 360 degrees.

If the players search the room for secret doors they may find the one in the north wall. However this door cannot be opened by normal means. There are no key holes. No lock can be picked. Turning the statue so that the knight's blade faces the secret door allows the secret door to be easily opened.

5. **STORAGE ROOM:** This room is very dusty and it does not appear that anyone has been here in a very long time. There are no tracks of any kind here.

There are several crates of ruined foodstuffs along with several kegs of ale lining the west wall of the room. Both the food and the ales have long since spoiled. However there are three kegs of fine wine which have improved well with age. Each of these would fetch up to 500 gp if sold.

There are also several other items about the room in organized piles: three coils of rope, 50 ft. length each; six bullseye lanterns which are rusty but still work, six rusty swords and scabbards (one is actually a **short sword +1/+3 versus regenerating creatures**), three long bows (in which the strings have rotted away and broken), five flasks of oil, twenty wax candles.

6. **ETTIN'S ROOM:** This room is the home of a single **ettin**. The creature has settled in here because it is a nice dark place. He ventures out of this room every other day during night time only.

There are piles of nasty and mangy furs in the southeast corner of the room in which the ettin makes his bed. Hidden within this pile is the treasure of this vile creature. He has a fine necklace made of silver but decorated with emeralds worth 1,500, and

a platinum ring with a ruby gemstone worth 1,000 gp. He also has a **potion of giant strength** (hill) and a **ring of swimming**. Scattered on the floor under the furs are 27 gp and 54 sp.

Piles of bones litter the room where the ettin throws them after eating. He has little interest in tidiness and discards things here where he lives. In the north east corner of the room is a bucket which reeks of feces. In the south west corner of the room is a primitive drawing on the wall. It depicts a two headed creature wielding a club fighting against a manticore. It is a crude drawing and demonstrates that the ettin has low artistic skill.

**Ettin** (1): AC 3; MV 120 ft.; # At 2; Dmg 2-16/3-18; two large spiked clubs; SD surprised only on a 1; AL CE.

7. **WIZARD STATUE:** A statue of the evil wizard Malcon the Firebringer, once the grand seer of Zanzia, stands opposite the door, pointing at the characters when they enter with its right arm. The left arm of the statue is lower and outstretched as if asking for something. The statue is on a base that is about one foot high and three feet wide by three feet: it detects as magic.

Some dusty tracks can be seen on the floor coming and going from this room. A few scraps of food and a little bit of dried blood can be seen on the base of the statue.

If an item of real value (more than 100 gp) is placed upon the outstretched hand of the statue the secret door to AREA 8 will audibly unlock, allowing it to be easily pushed open. If a worthless item is placed on the hand the secret door to AREA 9 will audibly unlock, allowing it to be easily pushed open.

Only one of the two doors will be unlocked by the statue. Both can be found by searching but neither has a lock on the outside. The only way to unlock either door is by gaining the statue's grace.

8. **MINOR TREASURE:** A dusty old weapons rack stands against the northern wall of this room. There are no tracks in this very dusty room. None have been here in nearly one hundred years.

On the weapon rack is a **glave +1**, a two handed sword with a jeweled pommel worth 300 gp, a **spear +1**, and a military fork.

Hanging on the is a **shield -1 missile attractor**, and a large metal shield with the insignia of the knights of Zanzia with gold etching along the shield making it worth 100 gp.

9. **PUNISHMENT:** This room appears to be a treasure room, but is in fact filled with traps. There are no tracks in this dusty room. There are three locked chests along the southern wall. Each is a large chest with a visible lock on the outside.

**Chest 1:** Locked —poison needle in the lock. 1-6 damage from poison if saving throw versus poison is not made. Once chest is opened it will release a cloud of corrosive gas. This gas will damage all metal weapons and armor in a 10 foot radius. Make saving throws on the item saving throw table to determine what is ruined. There is nothing but sand in the bottom of this chest.

**Chest 1:** Locked—acid in the lock will ruin thieves' tools unless a saving throw versus acid is made on the item saving throw table. Once the lid is raised three poison darts will fire from under the lid at the person opening the chest as a 10th-level fighter. Each dart will do 1-3 damage and a saving throw versus poison will need to be made or the victim will fall asleep for 1 turn. Rocks are in the bottom of this chest.

**Chest 1:** Locked —a jet of acid fires out of the lid of this chest at the person opening it causing 2-8 points of damage a Dexterity check succeeds on 4d6. Armor will need to make an item saving throw versus acid as well. The bottom of this chest is filled with broken bits of glass and pottery.

10. **BUSY INTERSECTION:** The GM should roll on the random encounters table when the party arrives at this intersection. This hallway has quite a bit of dust on the ground. Yet there are many footprints and tracks here. Clearly many creatures have come and gone down this hallway. There are some skeletal remains on the ground at this intersection, the bones of an adventurer slain here. The bones are old and rusty bits of armor cling to them. A rusty old battle axe lies nearby.

11. **KING STATUE:** This room has a 20 foot ceiling. A large, white marble, statue depicting the king of Zanzia stands in the middle of the room in regal robes with a scepter in one hand and an orb in the other. The statue is finely carved, yet the crown is missing. On the base of the statue is a riddle carved into the stone in the common tongue:

*"Stronger than steel, and older than time; they are more patient than death, and shall stand even when the stars have ceased to shine. Their strength is embedded in roots buried deep, where the sands and frosts of ages can never hope to touch or reach."*

The answer to the riddle is *Mountains*. If the correct answer is given the secret door to AREA 12 audibly unlocks. Without solving the riddle, the secret door can be found, but not opened. Only answering the riddle opens it.

If an improper answer is given aloud the statue shatters into pieces and falls to the ground. The statue will start to reassemble itself a turn later, adding piece after piece every turn until the statue stands whole again 24 hours later.

12. **CROWN CHAMBER:** In the center of this room there is a pedestal with a short crown sitting atop it. The crown is made of gold and quite bejeweled: it's worth 10,500 gp. The crown is surrounded by a wall of force that keeps anyone from touching the crown.

On the base of the pedestal are six knobs. Each can be turned either right or left with a click. When a knob is pulled it makes a strange mechanical sound but does nothing. The knobs are there just for decoration. There is a secret compartment in the pedestal allowing the crown to be removed by pulling a lever which lowers the force field.



However, the crown itself is trapped. If anyone removes the crown from the pedestal the pedestal sinks down into the floor and the roof begins slowly lowering, stopping only 5 inches from the ground in ten minutes. The secret door into this room slams shut and locks.

A magic mouth appears on the wall during the first round and asks a riddle:

*"I never was, am always to be,  
No one ever saw me, nor ever will  
And yet I am the confidence of all  
Who live and breathe on this celestial ball."*

The answer to the riddle is *Tomorrow*. Incorrect answers will cost one segment at that much time is needed to determine that the ceiling has stopped moving. Once the right answer is given the ceiling will rise again, the pedestal will rise again and the door will unlock.

13. TROLL DEN: Anyone listening at the door leading into this chamber hears some rustling, some chewing, and some strange grunting sounds. These noises come from the three **trolls** that live here who are currently eating the remains of a human they ambushed. The room itself is filled with all sorts of refuse and debris. A few various bloody body parts lay on the ground, some arms and limbs that appear human or humanoid are on the ground near the doorway.

The body they are eating is that of a thief who made it into the complex on her own. She unfortunately was found by these trolls and brought here. Close inspection of her remains will reveal that she wears a bracelet made of gold and with some small rubies worth 750 gp. She also wears a **ring of warmth** on the one hand that has not yet been eaten. This hand has been separated from the body and lies near the door.

The secret door here to AREA 14 is exceptionally easy to find. All search attempts gain a bonus of +2 to find this door.

**Trolls** (3): AC 4; MV 12"; HD 6+6; HP 35 each; # At 3; Dmg 5-8/5-8/2-12; SA infravision 90'; SA can attack 3 different targets at one time; SD must be burned by fire or acid to be killed; SD regenerates 3 hit points per round; body will reform and body parts will reattach if cut off; AL CE.

14. TRAPPED STAIRS DOWN: This room has a stair case leading downward at the north east corner of the room. The room is dark and cold, yet the air coming from down below seems colder and more stale. There is no light coming from down below either.

The staircase is trapped. Once more than 250 pounds is placed on the stairs they collapse into a 90 degree angle slide, dumping the characters on the stairs into AREA 1 on the second level 50 feet below. The slide/fall does 1-6 points of damage unless the character make a Dexterity check on 4d6.

Once the stairs have collapsed they remain collapsed for 24 hours before resetting.

15. BANSHEE: This room has a domed ceiling 20 feet tall. The door to the north has a royal seal of the King of Zanzia artfully etched upon it. This room is significantly colder than the previous areas. After a few minutes in the room, a strong breeze arises from an undecipherable direction. The characters will suddenly feel that they are not alone, and yet they will see nothing, but they will hear some groaning and wailing as if from a great distance.

A round after that, an ethereal presence enters the room and all the characters must save vs magic or panic and run back out the way they came when they look upon the **banshee** that

has just appeared before them. The banshee will attack with her chilling touch for three rounds before finally unleashing her terrible scream.

The banshee has long hair and is clearly an elf due to the shape of her ears and her height. She was once a wizard in the service of the evil wizard Malcon. She perished during the siege of Onm, and has haunted these tombs ever since.

**Groaning spirit** (Banshee): AC 0; MV 150 ft.; HD 7; HP 30; # At 1; Dmg 1-8; SA Wail causes anyone within 30 ft. to save versus magic or die; SD +1 weapons to hit; SD immune to charm, sleep, hold cold or electricity; exorcism kills it; Magic Resistance: 50%; AL CE. She wears a necklace made of platinum and studded with emeralds and rubies worth 3500 gp.

16. PIT TRAP: In the center of this hallway is a pit trap covering the entire hallway. The pit has a cover which matches the floor and makes it difficult to spot. It drops down 10 feet onto spikes, dealing a total of 2d6 damage. It takes 50+ lbs. to open and snaps shut after dropping a victim down.

17. THRONE ROOM: The door to this room is locked.

This large room was once the throne room for the King while the city was under siege. A large stone throne sits at the north east corner of the room. It has no jewels or gold. It is a simple throne made of gray stone, but it does detect of magic if checked.

Several tapestries hang from the ceiling. Each has symbols of the kingdom of Zanzia upon it and all are very old and tattered—if touched they will crumble to dust.

If anyone sits upon the throne they will instantly be teleported to one of the cells on level three if they fail a save vs magic with a -2 penalty. The cells will be used in alphabetical order. Currently the teleporter is set to send people to cell B. The next person after will be sent to C and so on. Cell B is where the players will find the bones of Deangelo.

18. FALSE MANDOLIN: The door to this room is locked and trapped. If thieves' tools are used to try to pick this lock, acid will attack the set of thieves' tools from a container of acid within the door itself. A failed saving throw versus acid for the thieves tools ruins them, making the next attempt to pick the door (using sub-optimal tools unless a new set of tools is used) at a -10% penalty. The trap can be easily removed after being triggered, or before being triggered if the thief detects it.

A pedestal of white stone stands in the middle of the room, upon which a mandolin rests. It detects as magic, but only because of a magic aura permanently cast upon it. If the mandolin is lifted an iron cage falls from a secret panel in the ceiling, trapping the person picking up the mandolin. This makes a tremendous noise, immediately triggering a random encounter check.

A lone person will find the cage almost heavy to lift and too sturdy to bend (-10% chance to either) unless they have exceptional strength. Even then, it will be a difficult attempt. Up to six additional people can help, however, with each adding ½ of their percentage chance (after the -15% is applied) to the try.

19. ILLUSIONARY KOBOLDS: Six kobolds appear to be arguing over loot in the northwest corner of the room. Sitting nearby them is a captive dwarf who is tied up and gagged. A small fire with some kind of roasting meat is cooking over it. A bag of loot is nearby and one of the kobolds seems to be arguing quite strenuously with his comrades over his share. They take no notice of the characters

The kobolds, captive, and loot are actually illusions designed to lure the characters into the pit trap crossing the room. The pit has a cover which matches the floor and makes it difficult to spot. It drops down 20 feet onto spikes, dealing a total of 4d6 damage. It takes 300+ lbs. to open and snaps shut after dropping a victim down: this means that it will probably take two characters stepping on the pit to trigger it. The second character that causes the trap to trigger has a chance to jump to safety with a successful Dexterity check on 4d6.

20. WIRE ROOM: A pedestal with a lever on top of it rises in the northeast corner of this room. Hundreds of fine wires crisscross the room between the door and the pedestal. What exactly they do is impossible to determine. Crossing the room without plucking a wire requires a great deal of time (1 full turn) and a successful Dexterity check on 3d6. It can be done quicker (5 rounds), but the check required is then a 4d6 check.

Some of the wires are broken nearby an old skeleton that lacks any visual indication of how it died: there are no wounds or arrows of spears lying nearby.

The lever on the pedestal does nothing. If one of the wires is plucked however a gas trap triggers. The door to the room slams shut and locks and poison gas is released from the pedestal, filling the room in only three rounds. A poison save is required (made at +2) or characters die from the gas in 2-5 rounds. After a turn, the gas dissipates and the trap resets.

21. FORGOTTEN ROOM: This room has long been abandoned or forgotten. It is extremely dusty and there are no tracks here at all. No one has been here in ages.

Bunched up in the southeast corner is a barrel filled with arrows, a barrel filled with spears, and a weapon rack. The barrel of arrows contains 221 arrows, but 1-100 of them are too rotted to be useful, and six of the arrows are **arrows of flame** (see new magic items). The barrel of spears contains 27 spears, but 1-20 of them are rotted away, and one of them is a **spear +2 giant slayer** (as sword). The weapons rack holds a large two handed sword with a golden scabbard with gems studding it worth 1,500 gp, a battle axe made of silver worth 500 gp, a javelin of lightning, and a **halberd +1/+2 versus magic using and enchanted creatures** (as sword).

## KEY TO DUNGEON LEVEL TWO

1. BLESSED STATUE OF THE KING: This large room circular room has a domed ceiling rising to 25 feet high at the highest point. In the center of this room is a large statue of the king of Zanzia made of white stone. The statue stands upon a large black base. The statue radiates magic if detected.

The first person of good alignment who kneels before the king will be bestowed a boon on the following table:

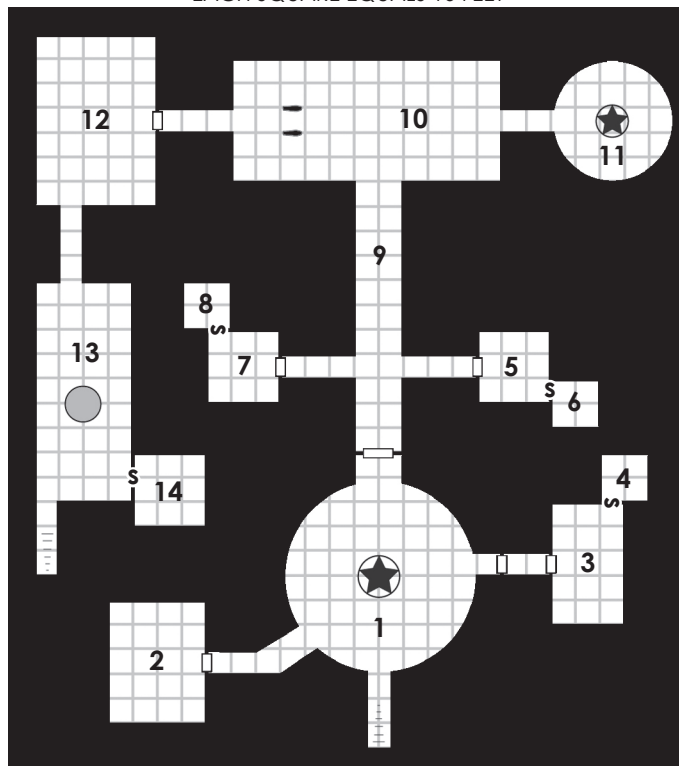
1. +1 to a random attribute
2. +5,000 experience points
3. +1 to all saving throws for 1 month
4. Hill giant strength for 1 week
5. +10,000 experience points
6. +1 to primary attribute

All other good persons kneeling before the king or touching the statue will be blessed for 1 hour.

Anyone of neutral alignment who kneels before the statue will be ignored. If a neutral person touches the statue he will be shocked for 2-20 points of damage by a lightning bolt from the

## DUNGEON LEVEL TWO

EACH SQUARE EQUALS 10 FEET



king's hand. Anyone of evil alignment who kneels before the statue or touches it will be shocked for 2-20 points of damage by the lightning bolt.

2. ROOM OF THE UNEVEN FLOOR: The entire floor of this room is an illusion. The room appears quite dusty and some tracks can be seen in the dust leading to and from a chest opposite the door. The real floor of this room is composed of 1 ft. x 1 ft. tiles that vary in height from the floor up to 3 feet in depth. This obviously makes moving at a speed faster than a crawl impossible without injury (1-4 hit points of damage per round moving at normal speed).

The chest on west side of the room rests on tiles even with the illusory floor. It has an old rusty looking lock on it. When the lid is lifted the door slams shut and locks and a poison gas cloud rises out of the chest triggering a save vs poison. A failure results in complete terror and flight at full speed for 2-11 rounds, all the while occurring the 1-4 hit points of damage per round indicated above.

3. THE KING'S CHALLENGE: There is a large painting of the king of Zanzia on the north wall of the room. The picture is larger than life-sized. The king wears a red robe fringed with white fur and upon his head a golden crown studded with emeralds and rubies rests. In his hands he holds a scepter with a jeweled head the size of an apple, and a white orb that glows in the painting. These are the legendary crown jewels of Zanzia which have long been lost—they are reputed to have fantastic magical powers, but they have been missing for over a century.

The painting radiates an obvious magical energy. Closer inspection of the painting reveals that the eyes of the king follow each player as they move across the room, even when the characters move in differing directions.

After a turn spent in the room, the king in the painting suddenly animates and moves, pointing his scepter at a random character while saying "Do you accept the challenge?"

If the character says no then the picture goes back to the way it was and freezes. It will no longer speak nor accept another answer. If the character says yes, a random monster from the list below appears, and all other characters are teleported back to the surface at the entrance of the dungeon. The monster choices are:

**Hell hound:** AC 4; MV 120 ft.; HD 4; HP 20; # At 1; Dmg 1-10; SA breath fire for 4 hit points; AL LE.

**Jackalwere:** AC 4; MV 120 ft.; HD 4; HP 19; # At 1; Dmg 2-8; SA gaze causes sleep; SD iron or +1 weapons to hit; AL CE.

**Ogre:** AC 5; MV 90 ft.; HD 4+1; HP 21; # At 1; Dmg 1-10; AL CE.

The character must defeat the creature alone. If he receives help in any way, the secret door to nearby AREA 4 cannot be found. If the creature is defeated without help, the secret door to AREA 4 is revealed.

4. **VICTOR'S REWARD:** Layers of dust are thick in this room and no tracks are present. A large chest rests in the center, unlocked and not trapped. Inside the chest are 30 dark gray bloodstones worth 50 gp each, as well as 365 gp, 251 pp. Wrapped in a velvet cloth are three vials of holy water and six wooden stakes.

5. **HELL HOUNDS:** The door to this room is locked and warm to the touch. Within are three hellhounds, trapped for a hundred years. They are desirous to attack any who enter, but flee if wounded to half hit points.

**Hell hounds (3):** AC 4; MV 120 ft.; HD 6; HP 25 each; # At 1; Dmg 1-10; SA breath fire for 6 hit points; AL LE.

6. **HIDDEN ART STASH:** This room is dusty and it does not appear that anyone has visited it in a very long time. There are several old paintings on the wall of kings and knights and even one of the grand seer of Zanzia, Malcon. There are six paintings, each with a wooden frame with golden etching, worth 200 gp.

A wax-sealed barrel sits in the southeastern corner. It contains several bolts of fine silk protected from the elements and time each worth 500 gp. Three large tapestries are rolled up in the barrel as well, each with the symbol of the king of Zanzia etched upon them, and worth 600 gp together. Finally, three golden figurines of Zanzian knights on horses rest at the bottom of the barrel. Each figurine is worth 100 gp.

7. **EYE OF THE KING:** In this room is a peculiar and terrifying sight: opposite the door on the western wall a single large eye (4 feet in diameter) looks at any entering characters. The wall seems to be part of the wall itself and radiates an obvious magical energy. The eyeball blinks as a normal eye does and it moves and looks at whatever occurs before it.

The following text is carved below the eyeball in Elvish, "*What makes tears without sorrow and takes its journey to heaven?*" The answer is *smoke*, but it must be said in Elvish. Whoever gives the correct answer is hit by a beam of light shining from the eye and then suddenly enveloped by smoke—the character gains two permanent hit points to their total hit point maximum.

If a wrong answer is given, or the right answer, but not in Elvish, the eye begins crying, the door to the hallway slams shut and the room fills with water in 5 rounds. If the secret door to AREA 8 is open, the rooms fill in 8 rounds.

The eye cries for 10 rounds, at which point all of the water magically disappears and any characters who've managed to hold their breath have relief.

8. **SECRET STORAGE:** Along the northern wall rest two golden statues of lions next to an iron box. The two statues are about three feet high, hollow, and made of gold. They weigh 250 lbs. each and are worth about 2,500 gp each.

The iron box is unlocked and not trapped. Within are six silver plates, eight silver candlesticks, four silver pitchers, a silver serving tray and a silver ladle worth a total of 350 gp.

9. **SPEAR TRAP:** This hallway is dusty but it appears that there has been some foot traffic going up and down it. At the center of the hallway is a small trigger plate covered in dust and not easy to find (-10% Find Traps check). As the party travels down this hallway a randomly determined member will set off the trap. That character can make a 4d6 Dexterity check to avoid the trap, but if that fails, the trap attacks as a 10<sup>th</sup>-level fighter, dealing 4-24 points of damage if it hits.

10. **CRYPTS OF THE KING AND QUEEN:** This area houses the two sarcophagi of the king and the queen. The room is cold and clammy, and there is a lot of foot traffic throughout the area.

The king and queen both perished early in the great siege so many years ago and by the time the armies of Zanzia broke the siege, the two rulers had already been mummified and laid to rest.

Although they were properly buried, the king and queen are both restless souls. Each is a **mummy** and both will rise if any of the tombs are opened or disturbed in another significant manner. If neither crypt is opened then both will rest peacefully and not attack.

**Mummies (2):** AC 3; MV 60 ft.; HD 6+3; HP 45 and 35; # At 1; Dmg 1-12; SA fear, rotting disease; SD only hit by magical weapons and even they only do ½ damage; AL CE.

Inside the queen's sarcophagi is **necklace of missiles** (1 six dice, 2 four dice, 2 two dice missiles) and in the king's is a **ring of delusion**.

11. **PALADIN STATUE:** This circular room has a 20 foot high domed roof. In the center is a statue of the famous Zanzian paladin Antovinous who led Zanzia to victory against the evil wizard Malcon. The statue radiates an obvious magic.

The great paladin seems to be asking for something: he has a hand stretched out in front of him with the palm upwards. If a valuable object is placed upon the hand (such as a gem worth over 50 gp) the hand will clasp the gem and then crush it. The statue will glow white and suddenly the hand of the statue will point at the character placing the item in the hand and a white light will shine from the hand to the player. That player will receive the effects of a hot-version fire shield lasting for 1 hour per 50 gp value of the destroyed object (maximum 5 hours).

Anything else placed in the hand of the statue will be crushed, but the statue will bestow nothing. The statue will only bestow one fire shield per person per month.

12. **SPIRIT NAGAS:** A mated pair of **spirit nagas** has made this area their temporary home until they decide where to relocate.

**Spirit nagas (2):** AC 4; MV 120 ft.; HD 9; HP 35 each; # At 1; Dmg 1-3; SA poison bite (save versus poison or suffer 1-6 poison damage per round for 3 rounds); SA charm gaze (save versus paralysis or be permanently charmed); AL CE; Spells (cleric): **command, curse, cause fear, hold person, silence 15 ft. radius**; Spells (magic user): **magic missile, sleep, hold portal, protection from good, scare, web, lightning bolt, dispel magic**.

Both of these creatures wear a necklace made of gold and rubies worth 600 gp each.

13. FOUNTAIN OF THE WATER ELEMENTAL: This long and narrow room has a large circular fountain still spitting water into the air. The water in the fountain detects as magic, but that may prove somewhat misleading, as the water isn't magic, but the **water elemental** within is.

Any creature that travels southward past the midpoint of the fountain brings the water elemental out to perform its guardianship. The water elemental will then attack any and all within the room, but will not pursue outside of the room.

The set of stairs here leads down for 50 feet to enter AREA 1 of the third level of the dungeon.

**Water elemental:** AC 2; MV 60 ft.; HD 8; HP 40; # At 1; Dmg 5-30; SD +2 weapons to hit this creature; AL N.

14. SECRET ROOM: The water elemental has well-protected this area for a hundred years. The room is quite dusty and there are no tracks. Near the entrance door is a coat rack containing two royal robes, both red with white fringe, and apparently meant for the king and queen given their sizes. Each is worth 100 gp to a collector.

Three of the four walls have a fine tapestry hanging upon them: scenes from the old kingdom, knights jousting, and paladins doing great deeds seem to be common themes. They are still intact and are worth 100 gp each. The fourth wall holds a painting of the wizard Malcon in a fancy frame gilded with gold that's worth 500 gp to a collector.

On the ground beneath the painting are two barrels of fine Zanzian wine which are now well aged and worth 250 gp each.

## KEY TO DUNGEON LEVEL THREE

1. GARGOYLE ROOM: Two **gargoyles** guard this room, standing stone-still on either side of the southern passage. The large room contains several torch holders, but no torches remain. The room is dusty and there are tracks on the floor. A few spatters of blood on the wall near the south passage. The two gargoyles wait for intruders to try to leave the room before attacking.

**Gargoyles (2):** AC 5; MV 90 ft. 150 ft. flying; HD 4+4; HP 20 each; # At 4; Dmg 1-3;1-3;1-6;1-4; SD +1 weapon to hit; AL CE.

2. CELL BLOCK: Anyone teleported from AREA 17 of level one ends up in cell B of this area. There are 5 cells down this hallway, each with a reinforced wooden door with a lock facing outside and a small window with bars looking into the cell. A sliding panel covers the window looking into each cell and can be opened from the outside to look in or feed the prisoner.

Any player teleported here was sent to cell B. Cell B also contains the bard's remains.

- 2A. This cell contains the bones of an elven adventurer. The bones are very old. This cell is very dusty and has not been visited in ages.

- 2B. This cell contains the bones of the bard Deangelo. The skeleton wears **chain mail +1** and has a **short sword +3/+6 versus fire using creatures**. There is also a flute here but it is not magical.

Once the door to this area is opened from the outside (ie. not when a character is teleported in) the **ghost** of Deangelo

appears. It is not evil and it tries to speak to the characters, offering them a quest if they wish to accept. It wishes for its bones to receive a proper burial on the surface.

Should the characters do such they will receive a bonus of 2,500 experience points. The characters will also be giving Deangelo's bardic cittern (magical instrument) by the ghost. He will also tell the players that the mandolin he was seeking was not here and he never discovered where it went before he died, but he believes the statue in the area south of here might know the answer. He ends with an extemporaneous song and then disappears:

*"I was just a lonely bard, that once went on a great hunt.  
I lost all my men, looking for an instrument.  
I made many bad decisions, I thought I was keen.  
But it was a poor choice, to plunder from the king.  
And now at last I have my bones laid to rest,  
At least I'm remembered as one of the best."*

**Ghost (1):** AC 0; MV 90 ft.; HD 10; HP 50; # At 1; Dmg age 10-40 years when touched; SA sight of it normally would cause panic but this one is not evil so it has no effect; AL CG; SA magic jar effect; SD only struck by silver or magical weapons.

2C. This cell is empty

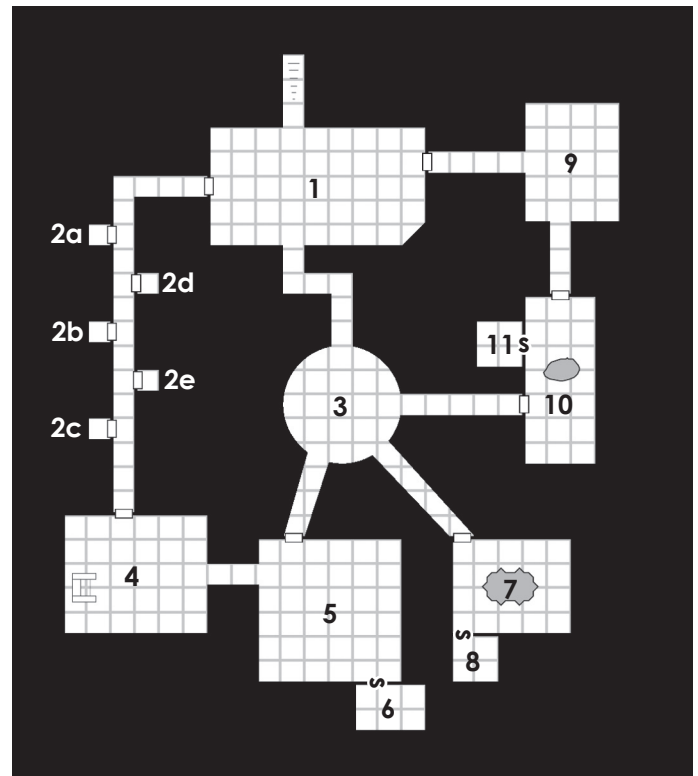
2D. This cell has the recently deceased body of a halfling wearing leather armor and with a short sword. Neither is magical. He has no other treasure.

2E. This cell is empty

3. TAPESTRY ROOM: This circular room has a domed ceiling about 25 feet high. Tapestries hang from the walls to the northwest, the northeast, and the south, and a painting of the king is affixed to the west wall.

## DUNGEON LEVEL THREE

EACH SQUARE EQUALS 10 FEET



Each tapestry depicts a historical scene from the old kingdom: the northwest shows the paladin Antovinius in bright and shining armor (worth 250 gp), the northeast shows the wizard Malcon giving advice and casting spells (worth 150 gp), and the southern shows the building of Onm and the dust such construction caused (worth 200 gp).

Each of the tapestries have a magical effect: touching the northwest tapestry causes all non-Good aligned character in the room to flee in a panic for 2-5 rounds unless save vs magic is made; touching the northeast tapestry turns a person invisible for 4-16 rounds unless a save vs magic is made; and touching the southern tapestry turns all within the room into gaseous form for 1 turn unless a save vs magic is made.

If any character gets within 5 feet of the painting of the king, it animates as asks the following riddle:

*"Die without me, never thank me.  
Always watching, never speaking.  
Always lurking, never seen.  
What am I?"*

If the correct answer is given (air), the king will grant one **wish** to the character answering. No one else will receive anything. If an incorrect answer is given then the painting bursts into flames and the character who failed to answer must make a successful system shock test or lose one point of Constitution. 24 hours after the painting bursts into flame it reappears, but this time as a normal painting worth 100 gp.

4. **THE KING'S GHOST:** In the southwest of this room is a statue of the king of Zanzia seated on a large stone throne. He appears to be in deep contemplation. It will animate and respond if directly spoken to, but will do nothing until such happens.

The statue is animated by the ghost of the king and he knows little of value, most things being driven out of memory from the decades of regret and sadness at being betrayed by his friend and mentor Malcon. The statue does know that the mandolin is not here. It was stolen last year by a lamia noble who has a tower not far away to the northwest—just on the edge of the Dragon teeth mountains and barely visible from Onm. She has lived there a very long time and is probably still there haunting that abandoned tower.

If a cleric casts exorcism on the statue the king's soul is laid to rest. Such an action gains the character 1,000 experience points. This also turns the mummy in AREA 10 on the 2nd level of the dungeon into a normal mummy. However, it angers the queen's mummy who immediately travels from that location to this location, arriving in 5 rounds.

5. **STATUARY SANCTUARY:** This room has several dusty old statues that are very lifelike. One appears to be of a wizard, another of a thief and a third and fourth appear to be warriors.

There is a secret door here to AREA 6 as well as a peephole from that room into this one that is very difficult to spot. Sitting behind that peephole is a **medusa** who made these "statues."

She will fling the door open and attack if the players spend much time here or seem to be searching for her hiding place.

6. **MEDUSA HOLD:** A medusa lives here. She prefers to avoid conflict but will attack when she believes there's no other choice.

Medusa (1): AC 6; MV 90 ft.; HD 6; HP 30; # At 1; Dmg 1-4; SA gaze turns to stone; SA poison from bite from asp hair of the creature (save versus poison or die); AL LE.

She wears a necklace made of silver which has one large black pearl at the center worth 2,500 gp. She also wears an armband

made of gold with tourmaline gems worth 450 gp, and four rings worth 400 gp each made of platinum with small amethysts. A plain silver fifth ring is a **ring of lycanthropy, wereboar**(see new magic items).

7. **MAGIC FOUNTAIN:** The sounds of water can be heard if anyone listens at the door.

A large fountain is in the center of this room. Two statues spit water into the fountain basin: one is a unicorn, the other a mantichore. There are runes etched upon the base of the fountain in the language of the androsphinx. The runes say "There is no good without evil. There is no evil without good." The fountain radiates magical if detected.

Anyone drinking from the fountain receives a random effect as follows:

- 1 minus one to random attribute
- 2 aged for 10 years
- 3 poisoned (save versus poison or suffer 1-10 damage per round for 3 rounds)
- 4 giant strength (frost) for 4-16 rounds
- 5 delusion effect as per the potion for 4-16 rounds
- 6 super-heroism effect as per the potion for 4-16 rounds
- 7 extra healing effect as per the potion
- 8 transform into water unless save versus petrification
- 9 invulnerability (as potion) for 4-16 rounds
- 10 plus one to random attribute

8. **SECRET ROOM:** It does not appear that anyone has been here in a very long time as a thick layer of dust covers everything here.

The only thing in this room is a stone table upon which rest three golden chalices worth 350 gp each. There is also a scepter with a jeweled head the size of an apple: a **rod of lordly might**. Next to that is another golden scepter with a fire opal at the top of it. It is not magical but is worth 2,500 gp.

9. **THE BLACK STATUE:** The doors to this room are locked. A statue of a black knight stands in this room. It depicts an evil warrior, a peculiar thing to be present in these halls. It radiates magical energy.

The statue is actually a **black pudding** which has been polymorphed. If touched, it transforms back into its original form and attacks.

**Black pudding** AC 6; MV 60 ft.; HD 10; HP 30; # At 1; Dmg 3-24; SA dissolve wood and metal; SD blows and lightning will cause it to split in half, cold does no damage; AL N.

10. **THE ROCK POOL:** The floor here is dusty but there does appear to have been some foot traffic through here recently.

There is a large rock pool in the center of this room. The waters of the pool seem cool and quite deep. Large rocks surround the edge of this pool. The water is clear and there appear to be some humanoid bones down in the bottom of it. There is also a glint down in the bottom of the pool, a reflection from one of the many worthless quartz crystals lining the bottom.

The water is normal fresh water.

11. **SECRET TRAINING ROOM:** This room is covered in thick dust and the air is extremely stale—torches flicker as the dead air moves into AREA 10 room when the door is opened.

Standing against the western wall is a human sized wooden training dummy wearing **splint mail +2**, holding a **large shield +1**, and wielding a normal longsword. The dummy also has a set of gloves on. These are **gloves of the cutpurse** (see new magic items).

## THE TOWER OF THE LAMIA

The tower of the lamia is only three miles away from the ruins of Onm at the base of the Dragon Teeth Mountains. Random encounters are the same for traveling to the city. At the tower there will be no random encounters.

The tower is circular, has three floors, and is 60 feet in diameter. It is quite old and made of black stone and a central staircase goes upwards in its center. Two large double stone doors stand open and inviting, framed by two lit torches.

Because of its design simplicity, the tower isn't mapped.

1. **GROUND LEVEL:** The first level is bare of all but a significant amount of straw strewn about on the floor. The straw is thickest around the center stairwell leading upwards.

The stairwell is trapped. There is a hidden compartment at the base of the staircase hidden under the straw on the ground. Inside that compartment is a lever. If it is not pulled before attempting to climb the stairs the trap will be triggered once there is more than 300 pounds of weight on the stairs.

When triggered, the stairs collapse and a spiked pit opens up at the bottom of the stairs. Anyone on the stairs or anyone not yet climbing but very close to the stairs will fall into the pit and suffer 1d6 points of damage from the fall and 1-6 points of damage from the spikes in the pit. The spikes are also poisoned, requiring a successful saving throw to avoid taking an additional 1-4 points of damage for the next 2-5 rounds. A successful Dexterity check on 4d6 allows a character to jump away from the trap before falling into the pit.

If the trap is triggered, the harpies from AREA 2 above descend and attack.

2. **SECOND LEVEL:** This level has a stair case leading from the lower level and another leading up to the next level. It is occupied by three **harpies** who begin to sing as soon as they notice the trespassing party.

There is nothing else in this room save a large wooden perch under which a large pile of harpy excrement rests.

**Harpies (3):** AC 7; HD 3; MV 60 ft., 150 ft flying; # At 3; Dmg 1-3/1-3/1-6; SA singing and charm; AL CE.

3. **LAMIA'S LEVEL:** This is the top of the tower, open to the air. There are stairs here leading downward to AREA 2. A large rusty iron chest stands in the center of this area.

Atop this tower resides **Antomia**, a lamia noble. Antomia has lived here ever since the fall of Onm when she slayed the Zanzian soldiers that held the tower. Occasionally she visits the ruins of the city because, like all of her kind, she loves the smell of death and decay.

If surprised, she will be playing the famous **Mandolin of Duaree** (see new magic items). Otherwise, it will be tucked away in a waterproofed, oiled leather case inside the rusty iron chest. Inside the chest is 2,468 sp, 1,298 ep, 1,943 gp, a **dagger of venom** (empty of poison), and a **potion of longevity**.

Lamia Noble: AC 6; MV 90 ft.; HD 10+1; HP 68; # At 1; Dmg 1-6; SA spells; SA touch permanently drains 1 point of wisdom; AL CE; spells: **magic missile, sleep, ventriloquism, push, scare, shatter, esp, lightning bolt, hold person, confusion, ice storm**. At will she can use the following abilities: **charm person, mirror image, suggestion** and **illusion**.

She wears a necklace made of gold with blue opals and clear diamonds around it worth 5,500 gp. She has a **ring of lightning resistance** (see new magic items) on one hand. She also carries the key to her chest.

THUS ENDS THE SEARCH FOR THE MANDOLIN OF DUAREE

## APPENDIX A: NEW MAGIC ITEMS

**Arrows of Flame:** These +2 arrows turn into solid flame upon launch, dealing an additional 1-6 hit points of fire damage when they hit. They are always destroyed when used, are found in numbers of 2-12, and always have red feathers of some sort for their fletching. **Experience Point Value:** 75 **G. P. Value:** 450

**Gloves of the Cutpurse:** These magical gloves add +15% to the pick pocket abilities of thieves and assassins. **Experience Point Value:** 500 **G. P. Value:** 2,500

**Helm of the Hero:** Useable only by Good-aligned characters, these helms provide +4 to saves against fear effects, and +2 to saves against charm effects. **Experience Point Value:** 1,000 **G. P. Value:** 10,000

**Mandolin of Duaree:** Although this wonderful mandolin can be played by any, it is a powerful artifact that can only be fully used by a bard of at least 11<sup>th</sup>-level. Such a user of this instrument has the following powers and abilities:

+25% to charm ability  
Heal once daily  
Dispel magic once daily  
Wall of fire once daily  
Spell absorption of 20 levels per week

Unfortunately, the user will also suffer the following curses as a result of using the instrument:

All saving throws are made at -1  
User has a 2% chance per time he plays the instrument of going permanently insane  
The user shrinks 0.25 inches each time he plays the instrument

**G. P. Value:** 50,000

**Ring of Lightning Resistance:** This ring is the same as a *ring of fire resistance* except that it resists lightning instead of fire. **Experience Point Value:** 1,000 **G. P. Value:** 5,000

**Ring of Lycanthropy, Wereboar:** There are several of these rings known to exist; each allows the user to assume the form of one of the known lycanthropes. This particular ring allows the user of it to assume the form of a wereboar once a day. This effect lasts for 1d10+4 rounds. The wearer will have all of the abilities of a wereboar, but will not assume the intelligence or alignment of the creature. **Experience Point Value:** 1,000 **G. P. Value:** 5,000

## APPENDIX B: NEW MONSTERS

### BOULDER KIND

SIZE: Large (10-12 ft. tall, 5-7 ft. wide)  
MOVE: 60 ft.  
ARMOR CLASS: 0  
HIT DICE: 8+1  
ATTACKS: 2  
DAMAGE: 2-16, 2-16  
SPECIAL ATTACKS: Surprise on 1-4

SPECIAL DEFENSES: 95% concealment, death shatter  
MAGIC RESISTANCE: None  
RARITY: Very rare  
NO. ENCOUNTERED: 1-2  
LAIR PROBABILITY: 10%  
TREASURE: None  
INTELLIGENCE: Average  
ALIGNMENT: Neutral  
LEVEL/X.P.: 7 / 1200 + 12/hp

*General information:* Boulder kind are a strange type of intelligent rock. They are 95% likely to be confused with a normal boulder when not moving, and as such, surprise on a 1-4. They are generally indifferent to their surroundings, but will eventually become upset if humanoids remain near them for too long.

Boulder kind can move pass through stone and rock at will, leaving no traces behind. Any spells which affect stone or rock affect boulder kind. Stone tell forces a boulder kind to be 100% truthful, animate rock and statue heals them 4-48 hp, and stone shape does 3-36 damage upon them. Transmute rock to mud and stone to flesh instantly kills them. When a boulder kind dies, it shatters, dealing 2-16 damage to all within 20 ft. At the center of a boulder kind is a 500 gp gem.

*Languages:* Boulder kind speak their own language as well as Common.

*Physical description:* Boulder kind look almost exactly like regular boulders. When moving, stone legs detach from the main boulder, and when attacking, two stony arms detach as well.

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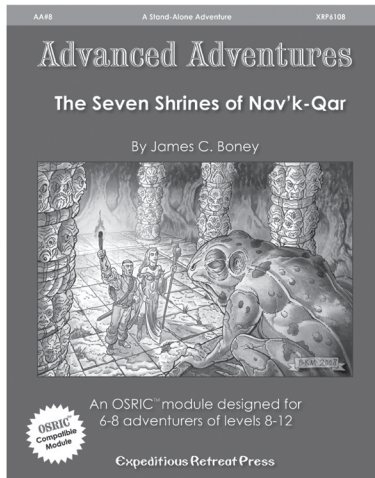
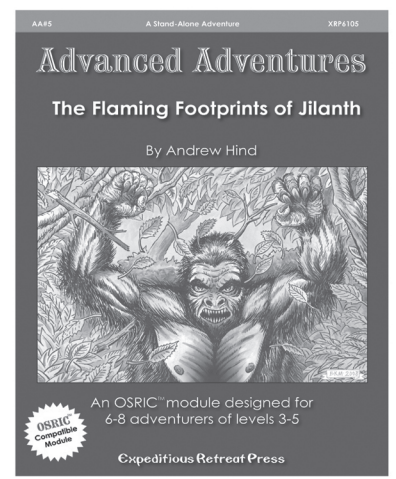
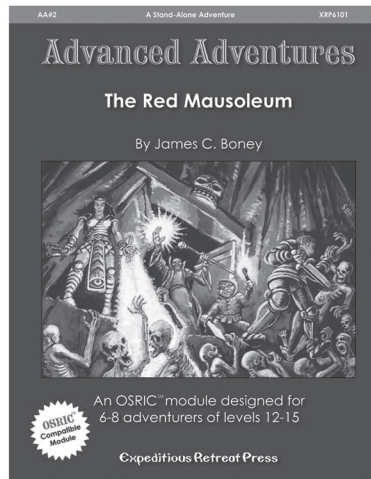
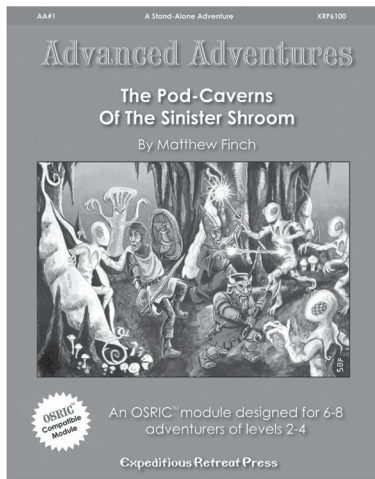
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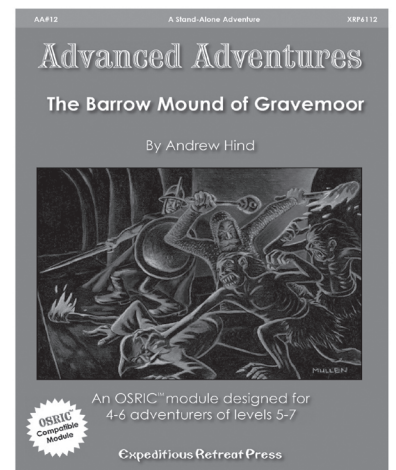
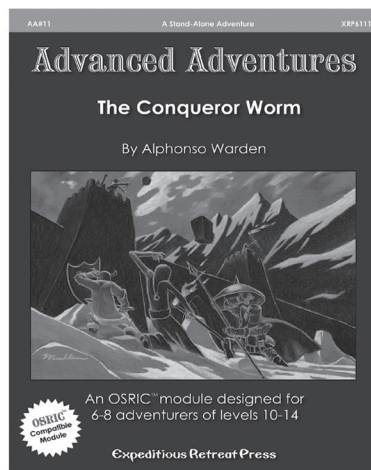
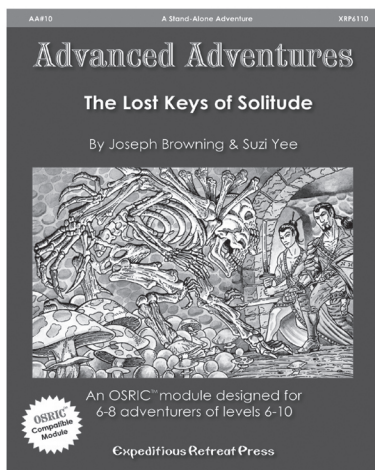
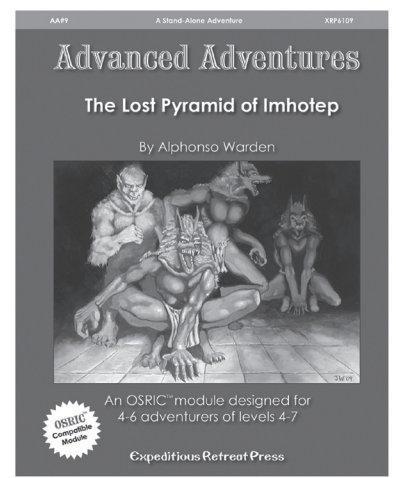
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