

The Warrens of Zagash

The dwarves of these mountains are a good and trustworthy folk, friends to both men and elves dwelling in the region. But their ancient homeland hides many secrets that they might otherwise wish forgotten. Recent rumors have surfaced that a long lost dwarven hall has been discovered. There are whispers that the place was once the center of an evil dwarven cult, though the dwarven authorities will say nothing of it.

A recently acquired treasure map points to an ancient dwarven tunnel complex. Could this be the place? Are these the dangerous halls that were once the home for a dwarven cult worshipping an entity they called the Earth Dragon?

If you enjoy this adventure, look for future releases in the **Advanced Adventures** line from Expeditionary Retreat Press.



This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation™). The OSRIC™ system text may be found at <http://www.knights-n-knives.com/osric>.

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Advanced Adventures

The Warrens of Zagash

By Keith Sloan



An OSRIC™ module designed for
6-10 adventurers of levels 6-8



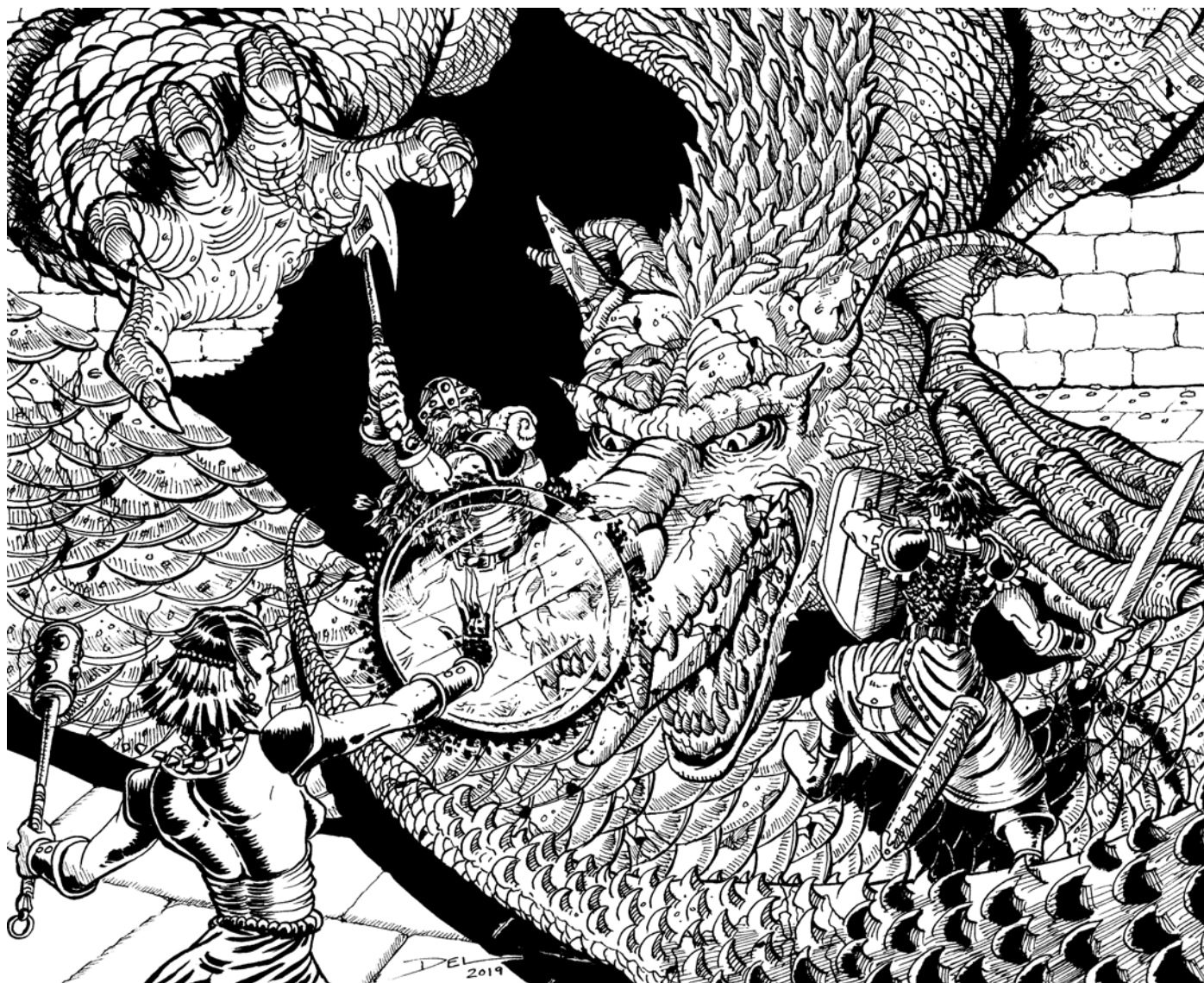
Expeditionary Retreat Press

ADVANCED ADVENTURES MODULE #43

The Warrens of Zagash

by Keith Sloan

AN ADVENTURE FOR CHARACTER LEVELS 6-8



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THE WARRENS OF ZAGASH

The dwarves of these mountains are a good and trustworthy folk, friends to both men and elves dwelling in the region. But their ancient homeland hides many secrets that they might otherwise wish forgotten. Recent rumors have surfaced that a long lost dwarven hall has been discovered. There are whispers that the place was once the center of an evil dwarven cult, though the dwarven authorities will say nothing of it.

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: This adventure is designed for a party of characters level 6-8. It concerns an ancient dwarven tunnel complex that was once the home for a dwarven cult worshipping an entity they called the Earth Dragon. The complex may be either close to, or distant from, the nearest dwarven settlement, at the GM's discretion. The specifics of how the complex was discovered and its relationship to any dwarven political entities and settlements is left intentionally vague to make it easier for the GM to place it in their own campaign setting.

Long before the current time, before the coming of the great dwarves and the founding of their mighty kingdom, the lesser dwarves of these mountains lived in scattered clans and groups. Though never great in numbers, nor nearly as rich as the current dwarven kingdom, they were still wealthier than the human lands around them, and made many cunning works. But, many of them were jealous of their neighbors, and of the power of the elves in the forest beyond, whom they at best mistrusted, and sometimes even hated.

There arose in an ancient dwarven settlement a faction of dwarves whose greed soon overcame their sense. Led by Razzagir, chieftain of a powerful clan, they fell to worshipping the Earth Dragon, an aspect of the dwarven god of greed. They sought his aid in raising them above the level of wealth and power of their demi-human neighbors. The faction grew in power and influence over decades, and eventually sought to take control of all the mountain dwarves, in order to create a kingdom of their own.

A civil war erupted, and dwarves shed the blood of other dwarves. But, in the end, the followers of Razzagir and the Earth Dragon were defeated and many survivors were exiled. Razzagir himself was slain in the fighting, though his followers managed to recover his body and carry it off in secret. Many of the cultists believed that their enemies were aided by men and elves, and their hatred burned hot.

Razzagir and his followers had constructed a secret refuge during the war, and to this place many of the exiles fled with the body of their lord. From here, they gnawed on the bitter ends of their plots and policies, though they were never able to rise again, and slowly died out, forgotten by all but dwarven sages. In the end, their Warrens of Zagash (named for the dwelling place of the Earth Dragon in Hades) remained, well-hidden and unknown to their enemies. Only a single survivor remained, known as the Last Believer among the faithful of the Earth Dragon. He remains hidden in plain sight in a nearby dwarf settlement, waiting for the prophesied rebirth of the cult. He will not interfere with the party's activities but may watch them, appearing as an old dwarf as he spies on the party (see below). The GM may use this entity as he or she wishes, ranging from a threat to mere atmosphere.

The entry to the Warrens is in a cliff face about 80' or so high. A waterfall tumbles from the cliffs above nearby. The entry door is hidden by overgrowth, but a faint path of old, moss-covered stones leads to it for anyone paying attention. A second entrance lies atop the cliff, also hidden. It is recommended that the hidden entry door be easily discoverable, whether by signs of its presence, word of its existence, or even as a treasure map the party has previously acquired.

The dungeon is of dwarven construction, though with less skill than might be expected of richer and more skilled dwarven craftsmen. Further, it is quite old and not maintained, and the millennia have taken their toll in places. Most passages are about 7 feet high (which might interfere with some weapons) with carvings of geometric designs and other features done with moderate skill (a modern dwarf might sneer a bit at the old work). Doorways are 6' high, and ceilings 10' high, unless otherwise noted. All pit traps are 30' deep unless otherwise noted.

The most prolific design feature is the Eye of the Earth Dragon, a stylized eye with a square pupil. The stone is hard granite; dust and cracks are common. The air is chill and has a slightly musty smell. A good-aligned dwarf entering the place may feel a palpable menace, at the GM's discretion.

KEY TO MAIN LEVEL

Wandering Monster encounters occur 1 in 6. Check every three turns and consult the following table when needed (d10).

- 1-2 1-10 **Large Spiders** (AC 8, HD1+1, HP 6, ATK 1, DAM 1, SA poison)
- 3-4 2-12 **Ghouls** (AC 6, HD 2, HP 12, ATK 3, DAM 1-3/1-31-6, SA paralysis, SD undead immunities)
- 5-6 2-16 **Giant Rats** (AC 7, HD ½, HP 3, ATK 1, DAM 1-3, SA disease)
- 7 1-3 **Draugar** (see Appendix B: New Monsters: AC 2, HD 4, HP 21, ATK 1, DAM 2-9, SA tapping, lose direction, SD undead immunities, magic to hit, invisibility); usually invisible and will begin tapping
- 8 **Gray Ooze** (AC 8, HD 3+3, HP 22, ATK 1, DAM 2-16, SA corrode metal); 50% on ceiling or wall
- 9 **Dungeon Dressing** (roll on table below)
- 10 **Vision** of an older, evil dwarf. He will appear to glow slightly and to be watching or beckoning party, but will vanish if attacked or approached. He is the Last Believer, spying on the party, though not interfering with them.

Dungeon Dressing may be placed without resort to a die roll, as desired. Unlikely results should be ignored or re-rolled.

- 1-2 Slight breeze, enough to flicker open flames
- 3-4 Cracks in floor and/or ceiling
- 5 Minor ceiling collapse (10% occurs when party is present)
- 6 Cold spot (5' diameter)
- 7 Nearby noise (clanking, shouting, squeaking, footsteps, strange echoes, etc); may be loud or faint
- 8 Rats (normal)
- 9 Odd smell: smoke, rotting odor, blood, etc.
- 10 Thick cobwebs; may obscure vision
- 11 Green slime on walls (not dangerous)
- 12 Burned area

1. **ENTRY HALL OF THE STONE WARDENS:** This hall is elaborately carved with geometric designs encircling the walls, punctuated by the motif of an eye with a square pupil, seemingly looking down. The six entry arches are all ponderously carved with geometric designs. The ceiling of the main hall rises to 13'. There are five pillars of heavy granite decorated with carvings of swords, daggers, and axes.

Between the pillars are what appear to be four statues of dwarven warriors in a very stylized design; two have significant fire damage. They are actually **stone wardens** (see Appendix B: New Monsters: AC 0, HD 6, HP 33/33/27/21, ATK 1, DAM 2-12, SD magic to hit, ½ damage from edged/piercing weapons/fire). When the room is entered, they will animate to repel intruders, pursuing them anywhere in the complex but not passing the secret front entrance.

2. RED DRAGON ROOM: This room is domed to 12' high with a ribbed vault. The walls and ceiling are painted black. On the domed ceiling is painted a red dragon, seemingly diving down to destroy anyone in the room. The paint is slightly faded, but the dragon looks particularly realistic and three-dimensional, but is simply a painting. On the back wall is painted a white eye with square pupil, looking downwards. On the floor in the center of the room is a small pile of shattered gems and 48 bent gold coins of strange and antique design.
3. GREEN DRAGON ROOM: As per room #2 but with a green dragon.
4. BLUE DRAGON ROOM: As per room #2 but with a blue dragon.
5. WHITE DRAGON ROOM: As per room #2 but with a white dragon.
6. SHRINE OF THE EARTH DRAGON: The ceiling of this room is 25' high. In the center is a 2' high dais of four steps atop which rests a great dragon of stone, facing south with its head lowered and pointed at the door, mouth slightly open. The dragon is quite stylized, in the style of dwarven art, with heavy (even clunky) features. Its expression is neutral, even inscrutable; its eyes have square pupils. The stone is oddly tinted with many colors, without pattern and none of which are vibrant.
7. CHAMBER OF EYES: On each side of the western angled wall is carved a large Eye of the Earth Dragon, with its square pupil looking downward. There is a feeling or presence in them, though no sign of actual life and nothing is dangerous here. There is a 20% chance per round of a slightly cool and damp breeze emanating from the west, blowing to the east, though without identifiable source.
8. CEREMONIAL ROOM: This 10' high room is covered with wall carvings of various geometric designs, with a single Eye of the Earth Dragon dominating the northern wall. The room is otherwise bare except for some slightly disturbed dust.
9. PUDDING ROOM: A **black pudding** (AC 6, HD 10, HP 70, ATK 1, DAM 3-24, SA corrosive, SD cold, lightning splits) currently dwells here. The room is otherwise empty.
10. LOW ROOM: The ceiling of this room is 7' high, lower than most but even with the corridors. The walls are heavily carved with geometric designs, with a single Eye of the Earth Dragon centered on the north and south walls. The room is otherwise empty of anything of interest.

Despite the deadness of the eyes, anyone entering the room will feel that they are being scrutinized with a cold hatred. After a round spent in this room, characters must save versus death or become afflicted with a lingering paranoia of being watched (those that fail will be at -1 to hit/damage and cannot remain or become invisible until a remove curse is used to end the effect). Subsequent entries do not require a saving throw, though the feeling of being watched will be present.

Carved in a continuous line and encircling the room is the following quote written in dwarvish runes:

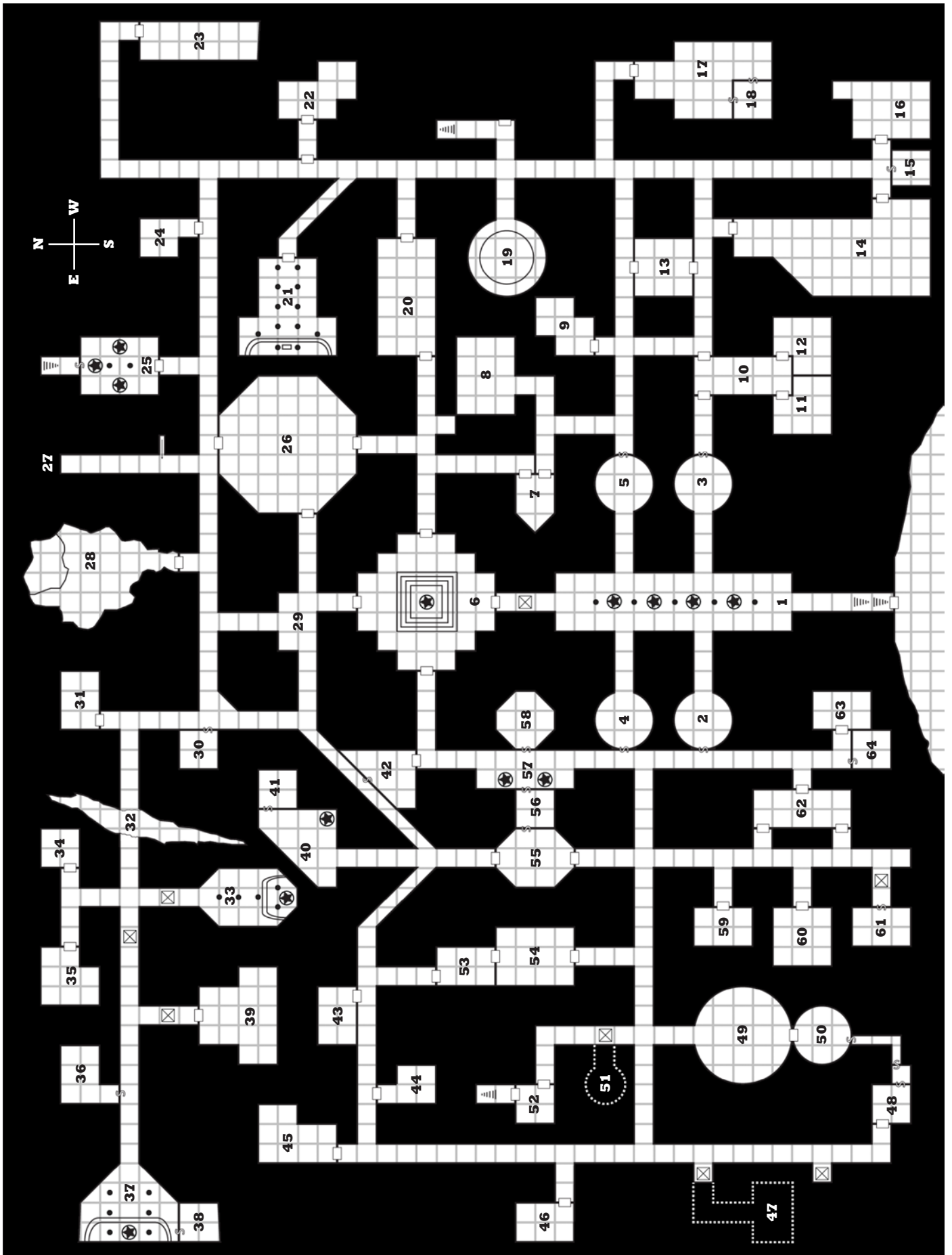
Where lies the Eye of the Dragon that comes from the hand of the sinner is brought forth the seeds of stone to gnaw at the powers that gather in darkness and surround the world with the power of their lies that dwell in the dimlit halls of other places and forms that never were and never could be yet writhe in the minds of those who never believed what could be and is and shall always be. Deep are the black waters where no sun shines on the plain of grey stone that never ends yet ends with all and upon which the seeds of stone blossom and thrive under no sun in the darkness of gray in the shadows of Hades and split open to reveal the revelations of earth and the pale monstrousness that grows in the skull and expands the mind beyond what any can bear, yet must bear to encounter revelation. And the hand of the sinner shall rejoice for there is no sin in shadow or in light that the seeds of stone cannot forgive nor fail to know and in knowing forgive. And their coming shall be upon the changing of an age and herald new things under stone yet even so shall those of the old remain when chosen and elected by the truth under stone to witness the devouring of the old and the foul. And those that know and see shall walk in gardens of power and bliss unto the end and are consumed by the dragon and become one with the dragon and partake in the dragon for all eternity and beyond.

Within the maw of the Earth Dragon statue is a short passage to a cavity, a little longer than arm's length. Inside are 17 gems (six 100 gp, five 250 gp, five 1,000 gp, and one 2,500 gp) deposited as ancient sacrifices. Reaching in, a long-armed person will be able perhaps get one gem and feel that there are more. Anyone reaching into the mouth, however, will feel a good deal of heat, though none emits from the mouth. This heat does no damage and has no other ill effects. The stone of the statue is extremely strong. Damaging or attempting to damage it

- to recover the gems will certainly result in a curse of the GMs choice on the offending characters.
11. ROOM OF THE LOWER EYE: The floor of this 8' high room is dominated by a 10' diameter Eye of the Earth Dragon inlaid with tarnished silver. If anyone enters the eye's circle, they will feel a cold chill but suffer no other effects. If the silver is polished, however, entering the circle will bring the attention of the Earth Dragon on that individual. A non-dwarf so doing will suffer a random **curse** (save at -2). A dwarf, however, will have their alignment changed to Neutral Evil (save at -2) and will be plagued by dreams of the Earth Dragon nightly such that they will slowly become weaker (unable to rest/recover properly, lose 1 point of Constitution per night, and fight at -4 to hit/damage) until they swear fealty to the evil god, at which point they will recover at double the rate they lost points. The Earth Dragon will hold them to their oath, of course. Those who chose death (when Constitution goes lower than 3) over fealty break the curse: instantly recovering fully, including a return to their previous alignment.
 12. ROOM OF THE UPPER EYE: The ceiling of this 8' high room is dominated by a 10' diameter Eye of the Earth Dragon inlaid with tarnished silver, identical except for placement to AREA 11. Anyone standing directly under the eye will note a brief chill and begin to smell an unpleasant, earthy smell as they begin to feel that they are being watched. There is a 25% chance that a magic item possessed by anyone standing under the eye will be noted by the Earth Dragon, in which case a voice will boom out as if from below the ground, demanding the item be left behind or the bearer suffer annihilation. If this is done, the item will vanish after the room is exited. If not done, the voice will then curse the character (random curse, plus lose 3 points of dexterity; each requires a separate remove curse cast by a dwarf cleric of at least 7th level to lift). Additionally, the dwarven god of greed's followers will be instructed to acquire the item by theft or murder, and will plague the person indefinitely.
 13. TRAINING ROOM: There are three thick wooden pillars on both the east and west sides of this room, each about 5' tall. They are all badly dinged and damaged by a variety of weapons. Stone racks flank both doors to the room, seemingly made for various weapons. All that remains are some blunted spear points, axe heads, and a very poorly made and rusty short sword.
 14. GREAT ROOM: This room is filled with stone and rusty iron anvils, workbenches, and the like. Everything is extremely old and everything not of stone is rusted or rotted away. However, under one rusty steel anvil is a hidden compartment within which are a set of magical **dwarven smithy tools** (see Appendix A: New Magic Items).

MAIN LEVEL

ONE SQUARE EQUALS 10 FEET



15. SECRET ROOM: This is a forgotten treasury. Inside are two chests:

- 1 – guarded by a poison needle trap (save -2) and a sleep gas trap (save or sleep for 2d6 turns; it will fill the entire room). Contains 750 gp, 120 pp, 12 gems (250 gp each), and a pair of golden necklaces with rubies worth 1,000 gp each.
- 2 – when opened there will be a loud popping sound, followed by a whooshing noise. However, whatever trap was set for this chest has long since lost its potency and will do no more than frighten the party. Inside are 2,000 gp, a **potion of extra healing**, a **feather token (bridge)** (see Appendix A: New Magic Items, and a dwarven **battleaxe +2**. The axe is marked with dwarf runes in gold that name it *Glory of Gold*.

16. DRAUGAR LAIR: Seven **draugar** (see Appendix B: New Monsters: AC 2, HD 4, HP 21, ATK 1, DAM 2-9, SA tapping, lose direction, SD undead immunities, magic to hit, invisibility) dwell here. They have no treasure.

17. DRAUGAR LAIR: Eight **draugar** (see Appendix B: New Monsters: AC 2, HD 4, HP 21, ATK 1, DAM 2-9, SA tapping, lose direction, SD undead immunities, magic to hit, invisibility) dwell here. They have no treasure. See New Monsters below.

18. DRAUGAR CHIEFTAIN: The Chief of the **draugar** (see Appendix B: New Monsters: AC 2, HD 5, HP 40, ATK 1, DAM 2-9, SA tapping, lose direction, SD undead immunities, magic to hit, invisibility) dwells here in his ancient malice. In addition to the usual Draugar attacks, his touch will also slow a victim for d4 rounds (save versus paralyzation to negate). It turns as a specter. It will only come forth if intruders are detected in the complex. Loosely piled in its lair are 88 cp, 23 sp, 19 gp, 9 gems (two 10gp, two 50gp, four 100 gp, two @500gp), a **potion of levitation**, a **ring of protection +2**, a **dagger +2**, **bracers of defense (AC4)**, a **scroll of speak with dead**, **find traps**, **hold person**, **know alignment**, **invisibility to undead**, and a suit of engraved dwarf-sized **splint mail +3**.

19. THE PIT: A seemingly bottomless pit occupies much of this room. A slight earthy scent wafts up from below. Where the pit ends, if anywhere, is up to the GM.

20. LARGE HALL: This hall is decorated with stylized carvings of a dwarven procession bearing plates of what appear to be gems towards a great dragon, which is hungrily consuming them. The room is otherwise empty.

21. SHRINE OF THE EYE: This is a shrine to the Earth Dragon. The ceiling is 10' high at the entrance and angles upward to 18' at the west end. Ten pillars decorate the room, the base of each carved to represent a great dragon claw sunk into the stone floor. Atop a dais sits a cubic piece of quartz, about 3' each dimension; it glows with an inner, golden light with flecks of red and other colors visible within. On the back wall is carved a large Eye of the Earth Dragon.

Anyone examining this room for more than three rounds will find that their eyes are being drawn to the carved eye. If no immediate action is taken to break the draw and keep it broken, the draw will strengthen dramatically (save versus spells or be enthralled unless physically dragged away). After five rounds total, those still enthralled will begin to sense a probing of their minds, as the Earth Dragon becomes aware of them, and the eye will begin to glow red as if the stone were becoming extremely hot. It will soon sense they are not true believers and will curse them as follows (roll 1d6):

- 1 Victim suffers random curse
- 2 Victim changes alignment to Neutral Evil
- 3 Victim shrinks to dwarf height (4½'); those of dwarf height or less lose one point from random stat
- 4 Victim petrified (save allowed)
- 5 One random magic item of PC vanishes
- 6 Half of material wealth on person of PC vanishes

As long as eye contact is avoided, the room is safe, though there will be a palpable menace. Moving the heavy quartz cube will reveal a cavity below, within which are 6 gems (1,000 gp each), a **potion of healing**, a **scroll of remove fear**, **dispel magic**, **speak with dead**, and **neutralize poison**, and 3 pinches of **dust of disappearance**.

22. DRAUGAR LAIR: Five **draugar** (see Appendix B: New Monsters: AC 2, HD 4, HP 21, ATK 1, DAM 2-9, SA tapping, lose direction, SD undead immunities, magic to hit, invisibility) dwell here. One of them wears a gold amulet depicting the Eye of the Earth Dragon (1,000 gp).

23. OOZE ROOM: This room is damp and mildew, and infested with three **grey oozes** (AC 8, HD 3+3, HP 22, ATK 1, DAM 2-16, SA corrode metal). One is on the ceiling to the north and two on the floor towards the south. The former will drop on the first person passing under and envelop them. The room is otherwise empty of anything of interest.

24. THE LAST DWARF: An ancient, desiccated dwarf sits atop a stone chair in this room. The corpse is covered with dust and a few spider webs and has been here undisturbed for centuries. At its side sits a clay tablet, now quite dry, with the following written in Dwarvish:

I now commend my spirit to the Earth Dragon, to enter at last unto his everlasting halls. At last, I shall be free of those that would oppose us, and cheat us, and rob of us of our due. Death to the Elves! Death to the infidel Dwarves. Let the maw of the Earth Dragon swallow them forever. Zigliir, last of my clan.

The dwarf's gear is rusty, rotted, and largely worthless. However, he does have a decayed leather belt pouch containing 35 gp, 18 pp, and a **potion of healing** (if not careful, the potion will fall to the floor and may break open and spill). There is also a gold pendant depicting the eye of the Earth Dragon (1,000 gp).

25. STONE WARDENS: This room contains three **stone wardens** (see Appendix B: New Monsters: AC 0, HD 6, HP 31/27/25/22, ATK 1, DAM 2-12, SD magic to hit, ½ damage from edged/piercing weapons/fire), who will attack intruders. These wardens are all damaged by intense heat or fire, as is much of the room. The ceiling here is 12' high and the walls are covered with carvings. A secret door to the north leads to a 60' staircase and a secret entrance atop the cliff above.

26. THE PORTAL: This room has a 15' high ceiling, and the floor is decorated with concentric octagonal designs of varying sorts of colored stone. On the east wall is what appears to be a great portal, an oval about 8' wide and 11' high. When first seen, it will appear much like black glass that reflects nothing. After a few moments, the portal will lighten to a darkish grey and will seem to show a distant and indistinct landscape, remarkably devoid of features and color. After a few more moments, there will be seen what appears to be a distant procession of dwarves, moving inward, their backs to the viewer. The view will continue to get a little clearer, and it will be seen that the procession is moving towards a strange, almost stylized mountain that stands forth from a dull, featureless plain of stone.

Anything that penetrates the plane of the portal will find itself in the Second Gloom of Hades, abode of the Earth Dragon. Items and persons may be pulled back from Hades but cannot return of their own volition. Further, any item that is pulled back will rot into nothing within seconds of being returned (magic items may make a save, but in any case will become dull and lifeless looking items even if still functional). Living beings pulled back must save versus death or age d4x5 years. The portal is safe to use if the proper rituals are conducted first, though these are likely not available to the party.

27. **DEAD END:** Ten feet before this dead end is a pressure plate that, when activated, will cause a heavy stone slab to rapidly close off this passageway, trapping anyone unlucky enough to be on the wrong side. Anyone within 5' of the dropping slab may attempt to escape (GM may have the player conduct a dexterity check or save versus petrification; those that fail will be crushed). There is a mechanism well-hidden on the southern side of the slab's recess that will allow the trap to be reset.
28. **POOL ROOM:** This natural cavern has a large pool at the northern end, fed by water seeping in from cracks in the ceiling and rear wall. It drains through other cracks in the floor. The water is clear and cold, but potable despite a strong mineral taste. The 4' bottom of the pool is covered with white-colored mineral formations, which makes it easy to see the depth of the pool. These formations are easily broken through and cover several small skeletons of what appear to be strangely humanoid-shaped giant rats. Also under the mineral deposits and amidst the skeletons are the rusted remnants of a few weapons, and a small shining **dagger +3** (sheds light to 10'; detects feline creatures to 60'; runes in Common name it *Scratcher*) that can be easily removed.
29. **WAYMEET:** This area is unremarkable except that the broken remnants of statues lie in the northwest and northeast corners of the room. They are broken into small pieces but a careful look through the rubble will reveal they were once dwarf statues similar to the stone wardens. The destruction does not appear recent.
30. **SECRET ARMORY:** This armory contains a number of fine, but normal weapons. It also contains 4 **javelins of lightning**, a **broadsword +1**, a **crossbow of distance**, 12 **bolts +1**, a **warhammer +2**, a **sling of seeking +2**, 10 **sling bullets +2**, and a **throwing axe +1**.
31. **ILLUSION ROOM:** Upon entering, this room will appear to be the well-decorated quarters of a dwarf, who will smile and run to greet the party. He will name himself Baldor and briskly shake hands, offering hospitality and rest. He will ask the party to join him as he was "*just about to sit down for some chow and a mug.*" He will briskly produce numerous plates of food and ale and set a table as if by magic. Any that partakes will find the food and ale quite good. The dwarf will not answer questions but instead will talk incessantly of all sorts of mundane and meaningless things; after the meal, he will only grow silent when he smokes a pipe (he'll offer pipes and pipeweed to the party, as well). The room is a **permanent illusion**. If dispelled or successfully disbelieved, all that remains is a long-dead dwarf and some long rotted items. Otherwise, the illusory dwarf will refuse to provide any information whatsoever beyond his name and will refuse to depart the room. Once the room is left, the party will grow hungry as they did not eat or drink anything.
32. **CREVASSE:** This is a very deep crevasse that opened sometime after the Warrens were abandoned. It connects to the level below and perhaps things yet deeper. It rises about 30' above this level. Ghouls, gargoyles, and other things sometimes enter the complex from here. A faint, foul smell of sulfur and rot wafts up from time to time. There is a 35% chance that any noise in this area will attract 3-8 **gargoyles** (AC 5, HD 4+4, HP 22, ATK 4, DAM 1-3/1-3/1-6/1-4, SD magic to hit) from below. The GM may use this to expand the dungeon, connect to other locations, or simply decide that it is essentially bottomless.
33. **SHRINE OF BURNING STONE:** This 15' high room is dimly lit with a reddish-yellow glow emanating from 8 sconces along the walls. These sconces each contain a cube of stone about 2 inches square that burns with a low heat and shines light for about 15' or so (these are **dwarven firestones** — see Appendix A: New Magic Items). There are three stone columns down the center before a low dais. Atop it is a pair of unlit braziers each containing four dwarven firestones flanking an 8' tall statue of the dwarven god of greed wearing his customary horned helm, holding a dagger with a blade made of crystal.
- The statue seems to watch those that enter and, one round later, a deep voice will boom out, demanding the sacrifice of a magic item or treasure of note (GM choose or determine randomly). If the item is placed before the statue, it will vanish forever and the statue will become quiescent. If the sacrifice is not made, the voice will grow very angry and the **statue** (AC 0, HD 8, HP 45, ATK 1, DAM d4+9, SA magic use, SD magic to hit, edged/piercing weapons do ½ damage) will attack. In addition to melee against anyone close enough (the statue remains in place), the statue can shoot two **magic missiles**, one from each eye, each round dealing d6+1 damage, no roll to hit required.
- The crystal-bladed dagger is known as the **dagger of light and dark** (see Appendix A: New Magic Items). Below the feet of the statue is a hidden cavity within which are two fabulous diamonds worth 5,000 gp each.
34. **RECENT CAMP:** This room was recently used as a camp by a few gargoyles. A few dead rats and a dead ghoul, somewhat gnawed upon, are laying about. There is nothing of value.
35. **TAPESTRY OF THE ELF MAID:** Hanging from the southern wall of this room is a large tapestry. It depicts a very realistic-looking and beautiful elf maid against a hazy background. She appears to be pleading and has a look of fear in her eyes. If the tapestry is studied for a time, the vaguest image of a humanoid creature will be seen in the hazy background, as if it is chasing the elf. The tapestry radiates strong magic.
- In truth, the elf maid is Azrathemne, a noble elf of the nearest elven kingdom, taken prisoner by the evil dwarves long ago, who has been held in the tapestry ever since. If the tapestry is unraveled or otherwise damaged, the elf maid will fall forth, immediately warning the party that "the monster" is behind her. A round later, an **earth elemental** (AC 2, HD 12, HP 58, ATK 1, DAM 4-32, SD +2 weapons to hit) of lizard-like humanoid appearance will also come forth and attack.
- Azrathemne will be disoriented and have no notion of how much time has passed. She will wish to eventually be repatriated to her home, and will be most grateful to her rescuers. She is a magic-user (level 6; HP15) but has no spells memorized nor any spellbook available.
36. **SECRET ROOM:** This secret room is empty. There is debris that indicates wooden furniture was once here, but has long since decayed away. A weapons rack made of stone sits near the exit, but all that remains is rusted remnants of axes and spear heads along with a few rotted wooden hafts.
37. **THRONE OF THE ELDER LORD:** The ceiling of this room rises at an angle from 9' at the east end to 17' high, at the west end, upheld by six pillars of highly-carved brown marble. The walls are all elaborately carved with symbols and signs of the Earth Dragon. Atop a dais is a statue of the dwarven god of greed in his more common guise as an 8' tall dwarf with a great horned helm and an evil, sneering expression. The statue has black opal eyes (2,000 gp each). Before that is a throne with an ancient dwarf corpse, Razzagir, once lord of this place. The room is dusty and the dusty corpse is covered with cobwebs. Most of his gear is long rusted or decayed. However, across his lap is a great horn of dragon ivory, the **horn of earth dragon** (see Appendix A: New Magic Items). At his side is the dwarven **battleaxe +4** named *Dark Secrets* (NE, INT4, Ego 8, **detect invisible** 3/day, **detect secret doors** at will). He wears a bejeweled crown (5,000 gp), a **ring of protection +3**, and dwarven-sized **chainmail +3**.
- If anyone disturbs the corpse or statue, **Razzagir** (AC 0, HD 12, HP 78, ATK 3/2, DAM 9-16, SA paralyze on hit for 2d6 rounds, SD undead immunities, cannot be turned) will suddenly animate and a cold wind will blow as he says, "So, you human vermin

would rob me? Then taste my wrath!" He will then wind the horn and attack until destroyed or the adventurers flee, in which case he will send his summoned dwarf warriors to pursue them.

38. RAZZAGIR'S QUARTERS: This was once the dwarf lord's chambers. Most everything here is decayed away to nothing, but a stone shelf inset in a wall contains 5 intact potion bottles (**poison**, **healing**, **extra-healing**, **clairvoyance**, and an **oil of etherealness**). The back of this shelf area is also a secret compartment, beyond which is piled 695 gp, 7 gems (500 gp each), and a **scroll of protection from dragon breath weapons**.
39. GREATER TOMB: This room is filled with 30 low biers each containing the long desiccated body of a dwarf, among the leaders of this cult. Each body has d3 pieces of gold or silver jewelry, worth d3x100 gp each.
40. TALKING STATUE: There is a statue of a dwarf in the corner of this room, made in the usual stylized manner. It is constantly babbling quietly in Dwarvish, speaking about treasures, monsters, the darkness below the land, secrets beneath the mountains, and countless other trivial and obscure topics. If it is spoken to, it will stop speaking for a moment, then intone most solemnly, "*The way...the way...it runs smoother than most any rhyme; it loves to fall but cannot climb.*" It will then continue its inane rambling. The secret door nearby cannot be opened by any means; however, if water is splashed on it, the door will silently slide open.
41. HIDDEN TREASURY: This is an old treasury with two large stone chests, both unlocked and untrapped.
- Chest #1: 4500 gp, 700 pp.
Chest #2: Wood box with **ioun stone** (absorbs spells up to 4th level; 26 levels left to absorb), dwarf-sized **chainmail +4**, a **warhammer +3**, **scroll of protection from earth elementals**, a **potion of extra healing**, a **potion of flying**, and a **potion of frost giant strength**.
42. ROOM OF STONE CHAINS: The ceiling of this room is higher than normal (15') and from it hang dozens of heavy chains made of stone, attached to stone hooks in the ceiling. All end just above the floor. The chains are incredibly strong, but also very heavy (about 150 pounds each). Their purpose is unclear.
43. DRAUGAR LAIR: Five **draugar** (see Appendix B: New Monsters: AC 2, HD 4, HP 21, ATK 1, DAM 2-9, SA tapping, lose direction, SD undead immunities, magic to hit, invisibility) dwell here. They have no treasure.
44. OLD QUARTERS: Once quarters of some kind, there is nothing here but old stone furniture.
45. TOMB: This room is filled with 35 low biers each containing the long desiccated body of a dwarf. What's left of their attire and accoutrement is clearly of lesser make, and these were indeed merely lesser servants of the evil dwarven cult. Each body has d3-1 pieces of cheap jewelry, mostly copper with some silver, worth 2d10 gp each.
46. EMBALMING CHAMBER: The walls here bear reliefs of dwarves wrapping the corpses of similar beings with linens and performing bizarre rites over the bodies, with a single Eye of the Earth Dragon looking down on them. A procession then bears these macabre burdens through a portal bearing the carving of a great dragon's maw. Four torch sconces hang from the walls but each is empty.
47. SECRET ROOM: This room is accessed via secret door at the bottom of an open pit, a trap whose mechanism has failed and collapsed into the pit. The passage to it is narrow, with a 5' ceiling, the same as the room. A locked stone chest in his room is trapped with both a poison needle trap (save vs poison) and a gas trap (save versus poison or lose d6 points of strength for 3-18 turns). Inside are 3000 gp, 350 pp, 5 gems (250 gp each), a **potion of healing**, a **wand of metal and mineral detection** (33 charges), and **the ring of the earth dragon** (see Appendix A: New Magic Items).
48. OLD QUARTERS: This room is utterly infested with a sickly-smelling, pale grey fungus. If disturbed, the fungus will emit spores in the room and about 5' into the hall. Anyone in the area must save versus death or become infected with the fungus in their lungs. Those afflicted will lose d6 points of constitution per day, dying and turning to fungus from the inside out when they reach zero or less; a cure disease will be effective, though a second save is required or the victim will be at -1 constitution permanently). Anything not of stone has long since rotted to nothingness. This fungus can be used to make **thought of the earth dragon** (see Appendix A: New Magic Items).
- A – This secret room is slightly afflicted with the grey fungus around the secret door to #48 but is not dangerous on this side. There is a chest along the south wall that is badly decayed, containing 2,450 gp, 131 pp, a **potion of extra-healing**, and a **potion of diminution**.
49. MURAL ROOM: The walls of this 12' high room are covered with seven murals depicting the Earth Dragon in different situations: looking over a vast treasure almost beyond comprehension; tearing what appears to be an elf to pieces; looking greedily over a line of captives; with several dwarves bowed down before it; seemingly upon a throne in a very humanoid posture; chasing down dwarves in terror; and crowned with a glorious light. The door to the south is directly below the last and is only 4' high.
50. LOW ROOM: This room is only 5' high. In the center is a pedestal atop which lies a diamond of incredible value (20,000 gp at the very least). Anyone trying to touch it will be burned by a cold fire (2d6 damage, no save) and will be stricken by a curse of unrequited greed – that person will instantly lose half their wealth and will be cursed such that thieves will be attracted to them. Such a curse can only be removed by a dwarven cleric of 8th level. The gem will not move regardless of the means used to move it. A secret door leads to a 3' wide, 4½' high secret corridor to #48-A.
51. SECRET ROOM: Accessed from the bottom of the pit trap via secret door, this room has a 6' ceiling and unadorned walls of crude construction. There is a skeleton of a dwarf in here, its clothing and other items long since rotted or rusted away.
52. GUARD ROOM: The old guard room is empty and covered with dust. The door to the stairs down has a deeply carved Eye of the Earth Dragon in its center.
53. OLD BARRACKS: This was clearly an old barracks, as there are a number of dwarf-style stone beds, though the clothes and stuffing are all long rotted away. Hidden under the remnants of one bed is a ring depicting the eye of the Earth Dragon carved onto a strange purplish stone (500 gp).
54. OLD BARRACKS: This was clearly an old barracks, as there are a number of dwarf-style stone beds, though the clothes and stuffing are all long rotted away. The room is otherwise empty.
55. EMPTY ROOM: A feeling of dim evil permeates this place due to the adjacent mezzodaemon (AREA 56). It is otherwise empty.
56. SECRET ROOM: A mezzodaemon named **Nozkor** dwells here (AC -3, HD 10+40, HP 90, ATK 2, DAM 9-16/9-16, SA magic, SD magic resistance, magic immunities, magic to hit). It wields a longsword +2 with runes naming it *Vaulodro*. It was placed here as a guard by the Earth Dragon after the last dwarves died out, and it is bored and angry at its fate, but cannot leave; intruders will excite its bloodlust. Note that it cannot teleport beyond the complex and word of recall only brings it back to this room.

The mezzodaemon has a large gold bowl (4,000 gp) holding nine gems (four 100gp, three 500gp, two 1,000gp). He also has a **poison of clairaudience**, an antique bronze warhelm (+2 to saves involving sight and hearing; **detect invisibility** for 2d4+4 rounds, 1/day), and a full **deck of war** (see Appendix A: New Magic Items).

57. GALLERY: This appears to be a small shrine. Two stylized statues of dwarves stand here, much like stone wardens but not animated, flanking a large carving of the square-pupiled Eye of the Earth Dragon on the west wall. Touching the center of the eye and trying to rotate the square pupil opens the secret door to AREA 56. A feeling of dim evil permeates this place due to the adjacent mezzodaemon. The rest of the area is heavily carved with geometric designs.

58. STONE SPHERE: Floating at the very center of this room is a stone sphere about 2' in diameter, slowly rotating. The sphere is of a smoky grey color and a viewer will think they can almost see inside it. However, nothing will appear to be visible within. The stone can be taken, but it will be pulled back to its original location; the further it is from there, the heavier it will become and the stronger the attractive force. It will be impossible for even the strongest person to hold it more than 100' feet from this room. Anything in the way of it when released under this force may be injured (GM discretion).

59. REVERSE GRAVITY ROOM: Anything entering this 20' high room will fall upward, taking the usual 2d6 falling damage. The room's **reverse gravity** is permanent, though a **dispel magic** will negate it for one round per level of the caster. Otherwise, to get someone out they will have to be dragged by a rope.

60. GARGOYLE CAMP: A group of 9 **gargoyles** (AC 5, HD 4+4, HP 22, ATK 4, DAM 1-3/1-3/1-6/1-4, SD magic to hit) is temporarily camped here. They are exploring in a desultory manner. Their only loot recovered thus far is a long-dead dwarf in the southwest corner wearing **leather armor +1** and lying atop a **shortsword +2**, a **poison of invisibility** (2 doses) and the remnants of a pouch containing 72 gp and 13 pp.

61. THIEVING STATUE: Dominating this room is the statue of a dwarf warrior, its hands folded across its chest, and with numerous items of gear on it. When the party enters the room, the arms will slowly unfold and raise outwards as if in a benediction. If anyone approaches, consult the following table (roll d8). Note that this will repeat for subsequent entries of this room.

- 1 Turn to stone (save allowed)
- 2 Recites poem in Dwarvish (see below)
- 3 Random stat raised/ lowered 1 point (equal chances)
- 4 Screams or laughs loudly (automatic wandering monster occurs)
- 5 Pursue and attack (AC 0, HD 9, HP 60, ATK 1, DAM 2-12, SD edged weapons ½ damage). If destroyed, the next time the party passes through this chamber it will be intact and back in place as before.
- 6 Offers a real or false map (equal chance)
- 7 Holds out one open hand and says, "Give." Anything put in the hand disappears and becomes part of the statue; neither giving nor not giving has any effect.
- 8 Holds out two hands, fists closed; "Choose One." 1-2 chosen hand empty, 3-6 hand holds:

d8 result

- 1 **loun stone** (choose randomly)
- 2 **Lightning bolt** (3d6, save for half)
- 3 **Magic ring** (random)
- 4 **Rot grub** (AC 9, HD <1, HP 1, ATK 0, DAM 0, SA burrow)
- 5 A worthless pebble
- 6 A flash of light blinds for 2-12 turns
- 7 Voice says "Wish;" the **wish** granted is reversed or otherwise twisted
- 8 **Vampire bat** (AC -7, HD 2, HP 8, ATK 1. DAM 1-4, SA

disease, SD speed); the bat is very fast and difficult to hit. It always strikes first in the round. If it wins initiative by >2 it strikes so fast the victim cannot even get a strike at it

Poem:

*Gloom this place covered in fog
the aura so frail yet nothing so fierce,
Living in hell, this place on Earth,
yet none so close to heaven so fine.
Stain-glass window peering through snow,
all in wonder wanting to know
the things that all will soon go,
such mastery in all of horror's glory.
Wind howls in agony of past spirit bringers
demons of the night hidden from prying eye,
seeking this home of no one's rest,
only a home of horror and wonder.
Pace is fast wanting to see,
this place so haunting yet none leave be,
a haunting hell where none will be free,
such a wonder it even attracts me.*

When the room is exited, the statue will randomly steal one magic item from a character (60% chance of not being noticed immediately, unless the item was in hand). Items stolen will then appear as part of the statue, though there is no easy way to recover them.

62. DAMAGED HALL ROOM: This room has the usual sorts of geometric carvings throughout. However, more of interest is that the floor seems to have erupted from below in rows, as if something swimming below the stone pushed upwards and broke the stone floor. There are several raised rows, each several feet long, which have severely damaged the stone floor. There is nothing below, however, and digging up the stone (a hard and time consuming task) will reveal nothing.

63. SKELTON LAIR: 17 dwarf **skeletons** (AC 7, HD 1, HP 7, ATK 1, DAM 1-6, SD undead immunities, ½ damage edged weapons) stand in this room, under the command of the specter in AREA 64. They will animate and attack intruders, thus bringing the specter to cut off the party. If their master is attacked first, they will be summoned by him to his aid. The room is otherwise dusty and empty, though each wall has a carving of the Eye of the Elemental Dragon.

64. SECRET ROOM: A dwarf-sized **specter** dwells here (AC 2, HD 7+3, HP 43, ATK 1, DAM 1-8, SA level drain, spell use, SD magic to hit, undead immunities). It commands the skeletons in #63 and will try to use attack the party from behind if they run into them first. It will say things like "I have waited for so long..." and other suitably weird things, if able, to delay the party from attacking. Atop a stone table is piled 3,100 gp, 55 pp, 3 gems (500 gp each), a **scroll of unseen servant**, **web**, **fire trap**, **hold monster**, **conjure earth elemental**, and a human-sized suit of **platemail of vulnerability** (appears to be +3, actually -4).

KEY TO THE LOWER LEVEL

Wandering Monster encounters occur 1 in 6. Check every three turns and consult the following table when needed (d10).

- 1-2 1-10 **Large Spiders** (AC 8, HD1+1, HP 6, ATK 1, DAM 1, SA poison)
- 3-4 2-12 **Ghouls** (AC 6, HD 2, HP 12, ATK 3, DAM 1-3/1-31-6, SA paralysis, SD undead immunities)
- 5-6 2-16 **Giant Rats** (AC 7, HD ½, HP 3, ATK 1, DAM 1-3, SA disease)
- 7 1-3 **Draugar** (see Appendix B: New Monsters: AC 2, HD 4, HP 21, ATK 1, DAM 2-9, SA tapping, lose direction, SD undead immunities, magic to hit, invisibility); usually invisible and will begin tapping

8 **Gray Ooze** (AC 8, HD 3+3, HP 22, ATK 1, DAM 2-16, SA corrode metal); 50% on ceiling or wall

9 **Dungeon Dressing** (roll on table below)

10 Vision of older, evil dwarf. He will appear to glow slightly and to be watching or beckoning party, but will vanish if attacked or approached. He is the Last Believer, spying on the party, though not interfering with them.

1. **LANDING:** This room is empty. However, the walls are heavily carved with images of stylized dwarves, a tableau of elves being tossed into a deep pit, various angular geometric designs, and the ever-present Eye of the Earth Dragon. A dwarf doing more than a cursory look, or anyone searching for a secret door, may note that there are the faint traces of an old passageway to the west, now thoroughly blocked up with very thick masonry. This blocks a passageway to a very deep tunnel complex unknown to the modern dwarves, though perhaps not to some of their enemies (this may be used to expand the adventure at the GM's discretion, or it may be simply considered impassable by any means).
2. **ANGULAR CORRIDORS NW:** These corridors are themselves unremarkable except that they are heavily carved with strange designs and the Eye of the Earth Dragon motif. A single strand of geometric design like a square-style of Celtic knot runs at waist level around the outer wall surface; matching designs encircle the four interior sections. At this end is a statue of a powerful dwarf warrior, eyes open and seemingly staring with hostility at the party. If approached or passed, it will speak: "*Know ye that the way of the Earth Dragon is not to be tread lightly. For the Lord of Zagash knows naught of mercy.*"
3. **ANGULAR CORRIDORS SE:** A dwarf in robes decorated with the sigil of the Earth Dragon stands looking to the southeast. If approached or passed, it will speak: "*Infidels! Ye have tread the path of the Earth Dragon and your souls are in Zagash. Now be ye marked with his sign that ye shall be known as his thralls evermore. Torment to all traitors; death to his enemies. Even his slaves will pine for death.*" As this is said, tattoos will painfully appear around the neck of all present, depicting an interlocking chain of diamonds (like a thrall's collar; followers of the Earth Dragon will recognize them as such). These tattoos cannot be removed except by dwarven clerics of 7th level or higher, or by other clerics of at least 11th level with a **remove curse** spell.
4. **QUIET ROOM:** This room rises to a high, angled ceiling about 20' above. It is heavily carved with geometric designs. The ceiling has a flat portion in the center about 15' square within which is carved a large Eye of the Earth Dragon; a matching one is carved into the floor below it. Anyone entering the room will immediately note that the sounds of their footsteps are quite muted, as if coming from a great distance. Looking down, the floor appears quite normal, but about the lower foot or so of leg and feet are quite indistinct, as if blocked by unseen mist. There is no ill effect from this, but it cannot be dispelled.

If anyone crosses between the upper and lower eyes, both will begin to glow with a baleful purple light. One round later, the glow will spread across the ceiling and floor rapidly (to the height of the distorted vision). All caught by this (even partially) must save versus spells or be afflicted by a purplish **faerie fire** until dispelled. There are no other ill effects.

5. **ROOM OF PROPHECY:** This room has the usual, extensive carvings throughout. In addition, the north, east, and south walls are carved with runes that describe a prophecy in archaic Dwarvish as follows:

The folk of the Earth Dragon will flourish in secret, building unto their god a temple and shrine of his. But, after 66 cycles, they will be betrayed and destroyed by the unbelievers, the

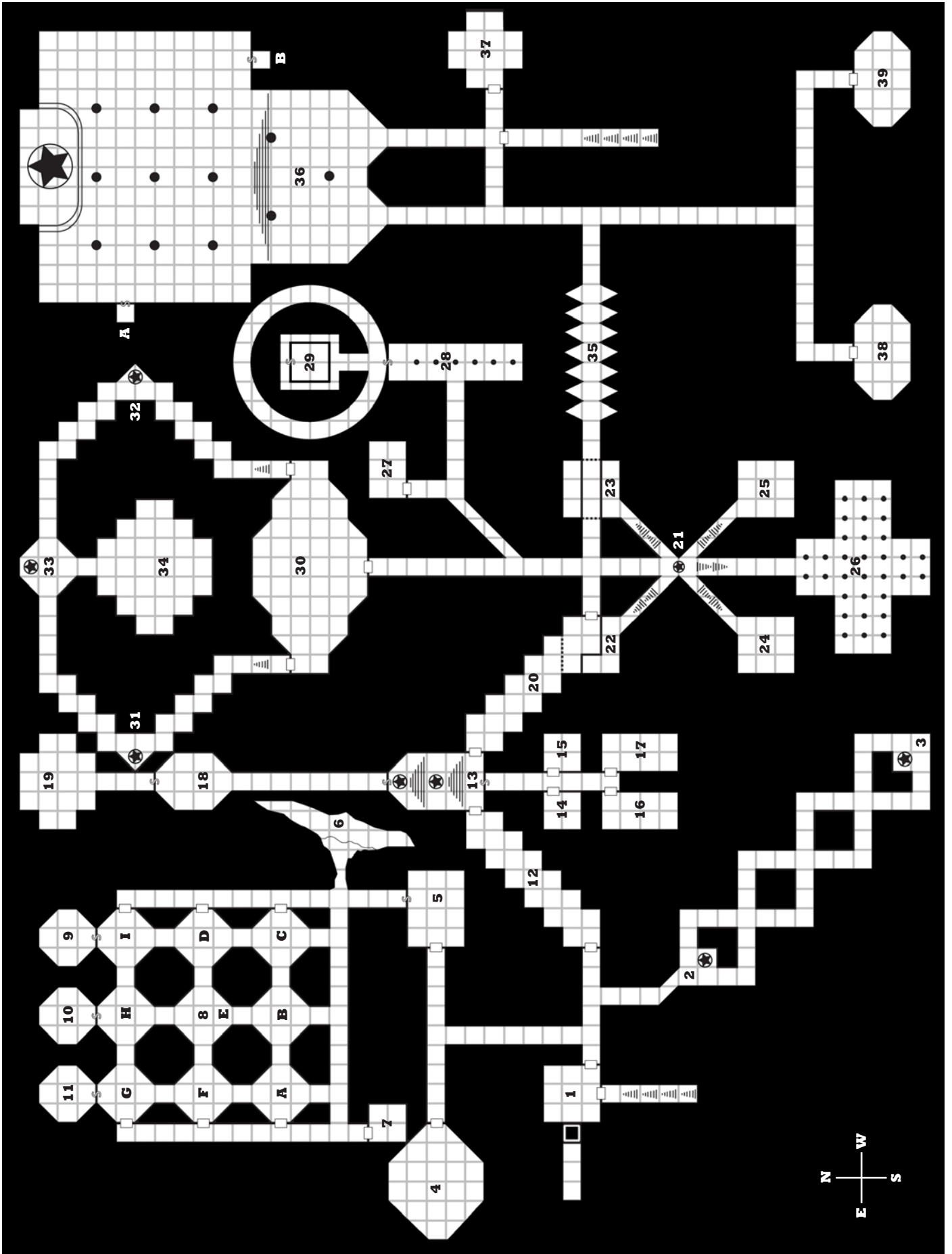
False Dwarves, those who would take what is not rightly theirs. And the temple shall remain hidden from the False Dwarves, and forgotten by all save the Last Believer.

After unnumbered cycles, the Temple shall once more be opened. And by the works of the Old Enemy shall this be accomplished, though it profit them not. And the folk of the Earth Dragon will be reborn, and flock unto the banner of the Last Believer. And Dark Miracles will be witnessed by believers and False Dwarves alike. And the Earth Dragon will come amongst his people with the cold fires of war, and all of his enemies shall be thrown down. And his people shall be victorious, and reign as Kings under Mountain, forever.

6. **CREVASSE:** This is a very deep crevasse that opened sometime after the Warrens were abandoned. It connects to the level above and perhaps things deeper. Ghouls, gargoyles, and other things sometimes enter the complex from here, though most go to the level above. A faint, foul smell of sulfur and rot wafts up from time to time. There is a 35% chance that any noise in this area will attract 3-8 **gargoyles** (AC 5, HD 4+4, HP 22, ATK 4, DAM 1-3/1-3/1-6/1-4, SD magic to hit) from below. The short passage connecting it to the complex appears to have been dug by claws from the crevasse side into the tunnel complex.
7. **OLD QUARTERS:** Once quarters of some kind, there is nothing here but old stone furniture.
8. **THE CHAMBERS OF THE MYSTERIES:** This series of linked rooms is carved with motifs of the Earth Dragon and other designs. Carved on the floor and running continuously from area A to area I is a long, sinuous dragon with square-pupiled eyes (in I). In spaces A-F are raised, round stones rising from the floor in the middle of the dragon's body; each is covered with all the runes of the Dwarven alphabet. They are, in fact, a combination lock for room #9. To open that secret door, the round stones must be turned in proper sequence to spell *foothlug* (Dwarvish for treasure-guarding dragon; alternatively, to make this simpler, the GM may allow the party simply spell 'dragon' – in any case, someone needs to speak and read Dwarvish to accomplish this!). When this is done, the stones will begin to glow with a purplish light and will then turn of their own accord to spell the name of the dwarvish god of greed for the GM's campaign. At this point, the first lock for #9 will be unlocked.
9. **THE FIRST MYSTERY:** The door to this room can only be opened after the steps described in #8 above are completed. When this is done, glowing runes in Dwarvish will appear on the door, saying "*Speak thou my true name.*" If the name of your campaign's dwarvish god of greed (or another answer the GM finds satisfactory) is spoken, the door will open revealing an empty room carved with many abstract designs. Glowing purple dwarf runes on the northern wall read "*What is the source of a true believer's pride, wealth or skill?*" If "*wealth*" is not said aloud in Dwarvish within ten seconds, anyone in the room or nearby will be struck by a blast of electricity (6d6 damage; save for ½) and the glowing runes will fade away and nothing more will happen. If the correct answer is given, there will be an audible snick from the secret door to #10. Bypassing the door in any other way will result in the blast of electricity and no glowing runes.
10. **THE SECOND MYSTERY:** The door to this room can only be unlocked as described in #9 above. When that is done, glowing purple dwarf runes on the door will appear asking, "*What is of greater worth, endless treasure or loyalty to one's clan?*" If the correct answer (treasure) is given, the door will open. Inside is much like #9, with glowing purple dwarf runes on the far wall asking "*Whom does the Earth Dragon serve?*" Correct answers include no one, itself, or comparable. If this is not given within ten seconds, everyone in or near the room will be petrified (save at -2). If the correct answer is given, there will be an audible snick from the lock to #11.

LOWER LEVEL

ONE SQUARE EQUALS 10 FEET



11. THE THIRD MYSTERY: If the sequence above is fulfilled, the door to this room will also glow with purplish dwarf runes, saying *"I am an empty void. Throw all the gold in the world and not a single inch of me will be filled. I resound in everything, everyone."* The answer is greed, which when spoken aloud in Dwarvish will cause the door to open silently.

The room is a permanent anti-magic zone: spells will end when the threshold is crossed, though items are unaffected but unusable here. There is a stone pedestal in the center of the room, atop which is a plain ring of heavy gold. This is a **Dwarvish Ring of Power**, known as *Hoard-builder*, an artifact of great power. Anyone placing it on their finger will immediately become obsessed with it and will not remove it for any reason (no save allowed for this effect). See Appendix A: New Magic Items for additional powers and properties. During any subsequent encounters with the spectral dwarf, he will focus his attentions on the person possessing the ring.

12. HALL: Upon entering this hall, lights will become dimmed (half radius illuminated). The air is heavy and cold, with a slight smell of burning coal and sulfur. The walls are covered with carvings of dwarves in a variety of poses and activities, including smithing, mining, counting coins, thievery, warfare (against men, elves and other dwarves), religious ceremonies, and others. All are stylized and the emblem of the Eye of the Earth Dragon appears here and there, usually in conjunction with religious rituals. Some scenes also depict dwarves approaching a distant, stylized mountain.
13. THE ORACLE: This room consists of three levels connected by wide stairs; the roof remains the same height throughout. The walls are all heavily carved with geometric designs, as are the floors, steps, and risers. On the middle section is a statue of a dwarf wearing heavy robes and a cowl such that its face is not visible. If anyone comes to this level, the statue will raise its right hand in warning and say *"Who comes unto the Oracle of the Earth Dragon? What seek ye and what price would ye pay?"* A truthful answer, coupled with an offering of 1,000 gp or more of treasure or magic, will result in an answer of *"You may proceed."* Any wealth offered will vanish. Otherwise, the voice will grow angry and chastise the person for their blasphemy and sacrilege, then hit them with an electrical jolt (4d6 damage, save for ½).

Those allowed to proceed may come to the lowest portion of the room, where rests a statue depicting a statue similar to the one above. When approached, this one will look up, revealing a (stone) face that is a sickening mix of dwarvish and reptilian features, made all the more hideous by its clear evil. A cold voice from it will then say, *"Speak, supplicant, and ask me thy question that I may give thee yea or nay."* The oracle will then answer any question given to it truthfully with a yea or nay. Multiple people may ask questions provided they pay the price. Petitioners may return after a full month has passed and do this process again, if they wish, though subsequent oracles will double in cost of the sacrifice each visit. If the oracular statue is attacked or molested, it will fight back. It is treated as a **stone warden** (see Appendix B: New Monsters: AC 0, HD 6, HP 45, ATK 1, DAM 2-12, SD magic to hit, ½ damage from edged/piercing weapons/fire), but it has an 18 Intelligence and casts spells as a 12th level magic-user. It opens combat with **invisibility**, followed by **minor globe of invulnerability**, **monster summoning IV**, **protection from good**, and then **slow**, unless circumstances dictate different tactics.

Oracle's Spells (12th level ability):

- 1st – **Burning hands, magic missile (x2), protection from good**
 2nd – **Detect invisibility, invisibility, mirror image, web**
 3rd – **Dispelling magic, hold person, lightning bolt, slow**
 4th – **Dimension door, fear, minor globe of invulnerability, wizard eye**

5th – **Cone of cold, feeblemind, passwall, wall of force**

6th – **Monster Summoning IV**

14. OLD QUARTERS: This room appears to have been quarters for someone. Now, all that is left is bare stone furniture.
15. OLD QUARTERS: This room appears to have been quarters for someone. Now, all that is left is bare stone furniture.
16. ARMORY: This room is filled with enough weapons to arm more than a hundred dwarves, with battleaxes, warhammers, daggers, swords, and other melee weapons. There are also a score of heavy crossbows made of surprisingly light steel. Every one of these weapons is marked with the Eye of the Earth Dragon in some form; all are non-magical but of good quality despite their age.
17. ARMORY: This room is filled with enough suits of chain and platemail to equip a hundred or more dwarves, with a like number of small Dwarven round shields. All are of exceptional make and the platemail and shields all have the Eye of the Earth Dragon prominently displayed on them (the shields are red with the eye in black; for the platemail they are inset gold). Nothing here is magic but all is of good quality.
18. ROOM OF OBSIDIAN: The entirety of this lozenge-shaped room is made of obsidian. The footing is slick but manageable. The glass seems slightly translucent and there seems to be a weird, dim glow somewhere outside in a ring around the upper, lower, east, and west walls (as if a ring of light). The secret door to the north is protected by an indecipherable **glyph of warding** (cold blast 10' radius for 24 HP damage; save for ½; further, the person who triggers the glyph will begin to suffer from transformation into a dwarf/serpentman similar to the second statue in #13, which will take 5d6 days; this effect can only be reversed by powerful magic).
19. STONES OF FATE AND DESTINY: Sitting in the center of this room is what appears to be a dwarf, heavily hooded such that his face is not visible. He sits at a stone table carved with many dwarf runes without seeming pattern, arranged in a grid. He is moving colored stones around the table, seemingly at random; there is a chair opposite him. If anyone sits, he will continue to move the stones, but speak: *"So, you would test your fate and destiny? Well, then, let us see."* He will then take up the stones and cast them onto the table, saying coldly *"see now your fate!"* Roll d20 on the following table for effects, and give a suitable and eerie verbal answer to match, as well:
- 1 Aged by d100 years
 - 2 Gain 1-2 to random ability score
 - 3 Lose 1 from random ability score
 - 4 Struck mute (cured by remove curse)
 - 5 Change race (per reincarnation spell)
 - 6 Gain d8x1000 experience points
 - 7 Lose d6x1000 experience points
 - 8 Gain underground/stone abilities of dwarf (if a dwarf, they are doubled in effectiveness)
 - 9 Gain enmity from all creatures of stone
 - 10 Change to random alignment
 - 11 Gain d4 hit points permanently
 - 12 Lose d4 hit points permanently
 - 13 Gain **clairvoyance** (1/day as spell)
 - 14 A bag of 20 gems (100 gp each) appears in your hand; also gain appropriate experience points
 - 15 Change sex (permanent)
 - 16 Gain a random magic item
 - 17 Good luck +2 to attack/saves for 14 days
 - 18 Bad luck -2 to attack/saves for 14 days
 - 19 Gain ability to **speak to stone** once per week (as spell)
 - 20 Random effect from **deck of many things**

- Anyone can sit for their "reading" but may only do so once. If someone tries to do it a second time, they will be cursed such that the touch of gold in any form will cause d4 HP damage per round of contact. If attacked or unmasked, the thing will appear to be a mummified dwarf, long dead. It will grin evilly then collapse to dust in an instant (it will reform in 24 hours).
20. HALL: Upon entering this hall, lights will become dimmed (half radius illuminated). The air is heavy and cold, with a slight smell of burning coal and sulfur. The walls are covered with carvings of Dwarves in a variety of poses and activities, including smithing, mining, counting coins, thievery, warfare (against men, elves and other dwarves), religious ceremonies, and others. All are stylized and the emblem of the Eye of the Earth Dragon appears here and there, usually in conjunction with religious rituals. Some scenes also depict dwarves approaching a distant, stylized mountain.
21. LANDING: Situated between the four downward stairs is a statue of a stylized dwarf in robes. It wears an elaborate headdress, tall and square-shaped. The front of it is carved with the eye of the Earth Dragon. Its visage is one of cruel mockery.
22. THE FIRST TORMENT: In the center of the room is a long dead dwarf, now little more than bones and a few tatters of rags. If approached, the room will seem to grow lighter. A vision will come to those within of a lone dwarf laying in a tiny coracle atop an endless sea, exposed to a perpetual noon-day sun. The dwarf is in agony both mental and physical but cannot die. He was clearly under some sort of magical enchantment or torment. The vision will fade when the room is exited. Any dwarf that witnesses this must save versus spells or flee in terror for 2d4 rounds.
23. THE SECOND TORMENT: This room also has a long-dead dwarf in the center of it. Shortly after entering, those in the room will see the vision of a dwarf in a vast hall, surrounded by countless treasures of great value. He runs from one to another in maniacal glee and greed, but upon touching each one, it vanishes, only to reappear elsewhere. Maddened by greed, he cannot stop his eternal grasping for wealth, only to be foiled every time.
24. THE THIRD TORMENT: Another dead dwarf is in the center of this room. A vision will also occur shortly after the room is entered, this one showing a dwarf working endlessly at a forge. The workroom is hopelessly disordered despite all efforts of the dwarf. Further, the items that he makes are all defective and worthless despite his best efforts. Still, he is compelled in his despair to keep trying to make at least one thing of value, though it is hopeless.
25. THE FOURTH TORMENT: The fourth room contains a room with another long-dead dwarf. This one seems to have clawed at the west wall, judging by damage to both the hands of the skeleton and the wall itself. Shortly after entering, a vision will appear of a crack in the wall. Beyond is an immense pile of treasure, glowing with a light of its own. The dwarf strains to reach any of it, but everything is just out of his reach; he begins to claw at the stone with his fingers to get at it, maddened by the sight of such wealth, forever unattainable.
26. MANY-PILLARED HALL: A slight chanting in unintelligible Dwarvish will be heard in this room, the source and direction unidentifiable and changing. After a few moments, processions of seven ghostly dwarves, hoods over their heads, will seem to flicker into view here and there at times, chanting to their god and appearing and disappearing seemingly at random. They will not interact with the living and may simply be echoes of ancient rites held in this place.
- The columns all are square and carved with identical geometric designs; each has a single Eye of the Earth Dragon carved on each side.
27. KEEPER: A lone dwarf dwells here, and has done so for many centuries, maintained by strange arts. He is **Keeper** (AC -1, LV 9, HP 82, ATK 3/2, DAM d8+6), having no name of his own anymore, and is tasked with maintaining this complex for his god until the followers of the Earth Dragon can reclaim what they have lost. He will tell a party as much, before attacking them as intruders and infidels (his hatred of non-dwarves will be clear, with elves then men being his preferred targets). He wields a **battleaxe +2** (*Draknur*, dimly NE, +4 versus creatures of earth and stone), wears **platemail +3** decorated with the Eye of the Earth Dragon and a large diamond pendant (4,000 gp), and carries the keys to AREAS 38 and 39. If he becomes aware of intruders, he will release the unquiet dead from those rooms to destroy them.
- His room is rather sparse, being all of stone with only a few threadbare linens. Atop a stone table is an everfull tankard made of pewter (fills itself with ale when the command word of *iranu-ul* [fill-ale], 6/day), a plate of chow (upon speaking command word of *iranu-voth* [fill-food], written in Dwarvish on the bottom of the plate, a hearty if bland meal for one will appear on the plate, 3/day), and a leather pouch containing an old pipe and a handful of dried grey fungus—**thought of the earth dragon**. See Appendix A: New Magic items for descriptions.
28. PILLARED HALL: This hall is lit from an eerie purplish glow that shines upwards from the columns in here, which are a foot shorter than the 9' ceiling. The walls are decorated with several carved scenes depicting the Dwelling of the Earth Dragon in Hades. It shows a plain of stone, the stylized mountain of Zagash, and a vast underground cavern or hall at one end of which is a great throne with something indistinct atop it (oddly, no matter how hard one stares at this, the image seems to shift and remain indistinct, varying from serpentine to humanoid and back).
29. CENTER OF THE EYE: This room is empty except for a carving of the Eye of the Earth Dragon in the ceiling (8' up). After the room is entered, all lights will suddenly grow very dim and the secret door will shut (only stoppable with a successful bend bars/lift gates check and only for someone acting quickly). The air will then grow chill as the walls seem to dissolve, revealing a dead, grey landscape of stone (the same as seen in AREA 26 room above). The scene will then shift to reveal a stylized mountain looming above, followed by a disorienting scene of rapid movement towards and through the mountain, finally leaving the party in the center of a vast hall of impossible dimensions beneath the mountain. Before them is a tremendous throne, blurry and indistinct though all else in the cold hall is crystal clear. Atop the throne variously appears a great, stone dragon or a dwarf of immense proportions wearing a horned helm, but the distortions make noting details impossible. The party will feel as if they are being appraised by a hostile entity of immense power and malice. After a short time, there will be a cold, distant laugh as if from a deep stone well, followed by "My time has come again. Despair, thieves, for your doom is nigh." Everyone present will then feel wracking pains and become incapacitated (3d6 damage; no save). When they recover, they will be back in the secret room. The effect will not be repeated.
30. HALL OF ZAGASH: The door to this room appears to open to a vast, endless plain of dead grey stone and dust; in the distance is a great, stylized mountain (Zagash). Entering will seem to bring characters to Hades itself, though this is an illusion. After only a few minutes of "traveling" adventurers will seem to suddenly (and unaccountably) come to the base of the great mountain

with two ancient doors opening into it, both with the Eye of the Earth Dragon on them. Returning, it will appear that there is an archway and door far to the south, though the journey will once again be of only a few minutes to reach it. A **dispel magic** spell will cause the effect to cease for one minute per level of the caster. Wandering off in other directions will cause adventurers to become "lost" and unable to find their way back without aid or great luck.

31. WEST STATUE: This appears to be a statue similar to one of the **stone wardens** (see Appendix B: New Monsters: AC -1, HD 10, HP 70, ATK 1, DAM 3-18, SD magic to hit, ½ damage from edged/piercing weapons), but larger. It will not immediately animate, though its eyes will seem to watch anyone passing by. If no one is openly showing the Eye of the Earth Dragon in some form, the statue will attack. The area around it is heavily carved with geometric designs and a few Eyes of the Earth Dragon.
32. EAST STATUE: This appears to be a statue similar to one of the **stone wardens** (see Appendix B: New Monsters: AC -1, HD 10, HP 70, ATK 1, DAM 3-18, SD magic to hit, ½ damage from edged/piercing weapons), but larger. It will not immediately animate, though its eyes will seem to watch anyone passing by. If no one is openly showing the Eye of the Earth Dragon in some form, the statue will attack. The area around it is heavily carved with geometric designs and a few Eyes of the Earth Dragon.
33. ANTECHAMBER: A powerful **stone warden** (see Appendix B: New Monsters: AC -1, HD 10, HP 70, ATK 1, DAM 3-18, SD magic to hit, ½ damage from edged/piercing weapons) guards the entry to the inner temple, one able to petrify victims on a hit (save allowed). It will attack any group not openly displaying the Eye of the Earth Dragon. The area around it is heavily carved with geometric designs and a few Eyes of the Earth Dragon.
34. INNER TEMPLE: Once used for special rites of the most senior cult members, the ceiling of this room is 25' high. The southern wall is carved with a vast depiction of the Earth Dragon itself, complete with square-pupiled eyes which seem to follow anyone entering the room. The walls, ceiling, and floors are also heavily carved with all manner of motifs. Sitting before the carving near the south wall is a pile of 7 gems (1,000 gp each).

However, upon entering, a deep voice as if from underground will speak, saying "*Infidel defilers. Dare ye come unto my inner sanctum thus? Feel now my wrath!*" Every round the room is still occupied, two beams of purple light will randomly fire from the carving, one beam from each eye, striking a random person in the room (2d8 damage, no save). The only way to stop this is to leave, destroy the stone carving (AC 0, HP 133, SD edged and piercing weapons do ½ damage), or use a mirror to reflect a beam back at the source, which will crack the stone and cause the shooting to cease.

35. TEETH OF THE EARTH DRAGON: Large eyes of the Earth Dragon are carved into the north and south walls on either end of this angular area. The walls of the angular area are carved to resemble gigantic teeth. The area also feels warm and humid, like breath from a mouth. The area radiates a dim magic but any function it once served is lost.
36. THE GREAT HALL: The southern portion of the ceiling is 40' high and broad steps descend an additional 10' in the northern portion of the hall. Twelve heavy columns support the ceiling, each carved to represent a stylized scaled dragon leg with claws piercing the floor. At the northern end of the room, atop a low dais, is a huge statue of the Earth Dragon, similar to but larger than the one on the level above. Its head is raised up but looking downwards with an inscrutable expression, its eye's glowing with a purplish fire. Flanking it are two great stone braziers burning with a purplish fire that give off cold rather than heat (anything touching the flame will be petrified; save at -2).



If the statue is approached, the head will rise up and speak in a stony, distant voice, "*The cycles are nearly complete, and my time approaches. Fall down now, unbelievers, and worship me.*" Those that do so will receive instruction on going forth and spreading the word of the Earth Dragon's return. Those that refuse will receive less friendly instruction: "*Fools, dost thou not know my time is at hand? Die then, and despair!*" The **dragon statue** will then come fully to life and attack (AC -1, HD 10, HP 75, ATK 3, DAM 1-8/1-8/2-24, SA fear, petrification, spell use, SD magic to hit, blunt/piercing weapons do ½ damage). Any PC below 7th level must save at -1 or flee in fear. The statue can breathe a cloud of purple vapor that causes petrification (3/day; affects an area 40' wide, 50' long, and 30' high). The statue detects invisibility at will and can cast spells in lieu of its other attacks.

Earth Dragon Statue's spells (5th level ability)

- 1st – **Magic missile** (x3)
- 2nd – **Darkness 15' radius, web**
- 3rd – **Lightning bolt**

If slain, the eyes of the dragon will crystallize into glowing, purple gemstones of eye-shape with diamond pupils (10,000 gp value each; shed purple light to 5'; possessor gains +2 to saves versus petrification and protection from earth elementals i.e. +1 to hit/damage when attacking). On subsequent visits, the statue will be back in place as if never destroyed, but the eyes will not glow nor will it speak or animate.

- A – This hidden room contains stone shelves holding 14 pieces of bejeweled altar ware, including plates, candelabras, etc. Each is worth 1,000 gp.
- B – This hidden room has numerous stone racks and pegs holding various ceremonial robes in all shades of gray and black; all are decorated with gold décor that depicts the eye of the Earth Dragon and other geometric patterns. All are in perfect condition despite their age. There are 48 robes, each worth perhaps 50 gp, though their oddness may make selling them problematic.

37. LIBRARY OF STONE: This room is filled with stone racks containing dozens of stone tablets written in finely carved dwarf runes. Each is a treatise or other document on some aspect of the cult of the Earth Dragon. Anyone reading these tablets for more than a moment must save versus spells or become enthralled, demanding to read every one of them before departing, and resisting any attempts to drag them away (dwarves save at -4 and receive no racial bonuses to the save). Total reading time for all items is 6 hours. Anyone that is so affected will begin

to dream of the Earth Dragon, eventually coming to see the square-pupiled eye before them even when awake. Unless a square remove curse is cast by a good-aligned dwarf cleric of at least 8th level within two weeks, the person will turn Neutral Evil and become a worshipper of the Earth Dragon, regardless of race. Destroying tablets will visit a random curse on the perpetrators. If a PC does read the entire library, the GM should be quite forthcoming in answering historically-based questions about the Earth Dragon cult.

38. **RESTLESS DEAD:** The door to this room is made of steel; opening it requires the key, a knock spell, or a check against magic doors (only one attempt allowed; further attempts all fail). Within are 16 dwarf **skeleton warriors** (AC 3, HD 4, HP 20, ATK 1, DAM 2-9, SD undead immunities) that will attack madly if released, as they retain some modicum of their mortal existence. They turn as wights. The room is otherwise empty.
39. **RESTLESS DEAD:** The door to this room is also made of steel; opening it requires the key, a knock spell, or a check against magic doors (only one attempt allowed; further attempts all fail). Within are 16 dwarf **skeleton warriors** (AC 3, HD 4, HP 20, ATK 1, DAM 2-9, SD undead immunities) that will attack madly if released, as they retain some modicum of their mortal existence. They turn as wights. The room is otherwise empty.

HERE ENDS THE WARRENS OF ZAGASH

APPENDIX A: NEW MAGIC ITEMS

Dagger of Light and Dark: This is a holy item of the cult of Earth Dragon. It has a stone pommel and a blade of unbreakable crystal. It acts as a *dagger* +2 in melee. Further, it can extinguish any magical or mundane light source up to 60' distant, three times per day. The light can subsequently be relit by the dagger wielder at will, up to an hour later. The light is drawn into the crystal in an instant, and will fade rapidly thereafter. Once per day, a victim hit in melee can be *blinded* (as per *cause blindness*; save allowed). **Experience Point Value:** 800 **G.P. Value:** 3,500.

Deck of War: This is a powerful, ancient magic. Each deck consists of up to 20 different cards, each of which is marked on one side with a simple line drawing depicting its purpose and a command word that will always read in the bearer's native language. Each card may be used but once by drawing it and reading aloud the command word. After its use, the card will simply be left blank. The different possible cards include:

- Shield* – improves the reader's AC by 4 for 6-24 rounds
- Sword* – any weapon wielded by the bearer will act as a +5 weapon for 3-18 rounds
- Prowess* – raises all attack rolls by +3 for 6-24 rounds
- Venom* – an edged or piercing weapon wielded by the reader will be poisoned for the next two hits
- Pain* – on next hit, target is wracked by pain (save vs. death or be incapacitated for 2-5 rounds)
- Might* – acts as a *potion of stone giant strength*
- Succor* – acts as a heal spell
- Lesser Summons* – acts as a *monster summoning III* spell
- Greater Summons* – acts as a *monster summoning V* spell
- Bolt* – acts as a *magic missile* spell (4 bolts)
- Crusade* – acts as a *charm person/monster* spell (save at -2)
- Terror* – target must save vs. magic (at -4) or flee in terror for 3-18 rounds
- Dancer* – a weapon of the reader's choice will animate and attack for 3-12 rounds (treat as AC0, HD 7, HP 25 ATK 1, DAM by weapon)
- Frost* – reader's weapon will do an additional 3d6 HP cold damage on next successful hit (save for ½)
- Flame* – reader's weapon will do an additional 3d6 HP fire

damage on next successful hit and will burn with flames until then (save for ½)

Unseen Warrior – reader will become *invisible* for 4-24 rounds (as improved *invisibility* spell)

Blinding Light – reader will glow with intense light (all viewing save vs. magic or be blinded for d4+1 rounds; undead within 30' take 2d6 damage)

Shock – reader's weapon will do an additional 3d6 HP electrical damage on next successful hit (save for ½)

Wings – acts as a *potion of flying*

Blink – reader may *blink* (per spell) 3 times

Experience Point Value: 3,000 **G.P. Value:** 10,000.

Dwarven Firestone: These are cubes of yellowish stone, usually about two-inches square. They will readily burn when lit and produce a relatively low but steady heat, and cast a reddish-yellow light to about 15'. They can be extinguished by smothering or pouring water on them. They are never consumed by the fire and can burn indefinitely. They radiate magic dimly. **Experience Point Value:** 100 **G.P. Value:** 500.

Dwarven Ring of Power (*Hoard-builder*): This ring has many names, including the *Fire-gold*, the *Ring of Gundomar*, and others, though *Hoard-builder* is perhaps the most common. This ring was forged in very ancient times by the forefathers of the ancient Dwarves of the Anchor Mountains. The ring was handed down through uncounted generations, sometimes passing to a new clan, becoming lost, recovered, and the like—most of this history is long forgotten. At one point, it came into the possession of Razzagir's clan, and was the foundation for much of their wealth and power. Alas, the greed it induced led to their fall into the worship of the Earth Dragon.

The ring radiates a powerful magic. Anyone seeing it will become enamored of it and desire it unless they save versus spells (a +1 per point of wisdom above 10 is allowed). Placing the ring on a finger will cause that person to covet the ring forever (no save allowed) and they will never willingly give it to another person. Although not evil, per se, the ring does cause the wearer to become focused on material wealth, and they will pursue it to the exclusion of almost anything else. Only very powerful magic or divine intervention can remove these effects.

The wearer of the ring will instantly gain 2 points of charisma (max 18) but towards dwarves their effective charisma will be 19. The ring acts as a *ring of protection* +4, allows *invisibility* (as per the ring of the same name), and allows them to *detect invisibility* (as per the spell, 2/day). The wearer can use suggestion against a dwarf (3/day). The wearer is immune to fear from all sources.

The ring has a sort of sentience and can communicate vague ideas and thoughts to its wearer. It will sometimes provide advice and guidance, always with an eye to benefiting the wearer in some way, often warning him of impending danger. These warning are more empathic than verbal in nature.

Finally, the ring gains a *Minor Benign Power* for every three levels of its wearer after the third (ie. one power at levels 4-6, two at 7-9, three at 10-13, etc.).

Experience Point Value: — **G.P. Value:** 55,000.

Dwarven Smithy Tools: These are magical smithing tools similar to any that a dwarf might use, but of the finest workmanship. They allow a master dwarven craftsmen to create the finest of gear, including magic items. They are sometimes also used for religious rituals. The tools are of little use to a player character (though creative players may come up with plausible uses, at the GM's discretion). They are of great value to dwarven settlements. **Experience Point Value:** 2,000 **G.P. Value:** 10,000.

Horn of the Earth Dragon: This is a horn made of dragon ivory, bound in silver and gold. When winded, the horn can summon 2-4

dwarven warriors (Fighter level 4), similar to the effect of a *horn of valhalla*. However, these Dwarves are evil and will not willingly serve a non-dwarf, nor one of good alignment. However, they can be negotiated with and will serve anyone for pay in gems (at least 250 gp in gems, in advance, for each warrior). When slain or their task is completed, they will disappear with their gems. **Experience Point Value:** 800 **G.P. Value:** 12,000.

Feather Token (Bridge): This small item looks like a tiny bridge. When the command word is spoken, it will grow out into a sturdy rope bridge from one solid point to another, up to 100 feet across. It can only be used once, and the bridge remains in place once created. **Experience Point Value:** 750 **G.P. Value:** 4,000.

Ring of the Earth Dragon: This is a stone ring carved with the square-pupiled eye of the Earth Dragon prominently displayed. When placed on a finger, the ring will immediately tighten such that it is impossible to remove without cutting off the finger (uncomfortable, but no injury). The wearer will immediately gain the ability to detect valuable metals and gems to 30' as per a *wand of metal and mineral detection*; this effect can be used three times per day and lasts one round each use. The wearer also gains +2 to all saves against earth-related magical attacks and takes 1 HP less per die of falling damage if falling to a stone or earth surface. Earth elementals attacking the wearer do so at -5 to hit/damage. Once any of the ring's power is used, the wearer will be unable and unwilling to remove the ring ever again, unless strong magic is used. **Experience Point Value:** — **G.P. Value:** 15,000.

Thought of the Earth Dragon: This is a special, poisonous grey fungus harvested by followers of the Earth Dragon. When properly dried and smoked, the imbiber will enter a hallucinatory state within which (25%) they may receive visions and guidance to solving a particular problem (similar to *Augury* or related spell). Improperly prepared fungus is poisonous and quite deadly. **Experience Point Value:** 150 **G.P. Value:** 500.

APPENDIX B: NEW MONSTERS

DRAUGAR

SIZE: Small (4 ft. TALL)
MOVE: 90 ft.
ARMOR CLASS: 2
HIT DICE: 4
ATTACKS: 1
DAMAGE: 2-9 or by weapon
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: 75%
TREASURE: In Lair: 1-8k cp (10%), 1-12k sp (15%), 1-8k ep (15%), 1-6k gp (50%), 1-10 gems (10%), 1-6 jewelry (25%), any two magic items plus a potion (15%)
INTELLIGENCE: Average
ALIGNMENT: Neutral evil
LEVEL/X.P.: 4 / 240 + 4/hp

General information: Draugar is the undead form of an evil dwarf, usually one that died in some sort of act of violence or thievery or has been cursed by some powerful entity. They are typically found in old mines and caverns, where they seek to lure victims to their doom. They are akin in some ways to more common wights, and sometimes are referred to as dwarven wights. Many of them are associated with the dwarven god of greed and especially his aspect known as the Earth Dragon. The word draugar is both singular and plural.

Draugar are intelligent and malicious, hating all life but men and particularly elves, who they will attack in preference to other races. They enjoy tormenting their foes, especially by tapping

metal implements on stone walls to create reverberating echoes and noise throughout a dungeon area. Such noise can be made to permeate a large area, without apparent source or direction, making listening at doors impossible. Indeed, the noise is so permeating and nerve-wracking that, for every full hour it is heard, the listener must save versus spells or become extremely irritable; those failing will act as follows (roll d6):

- 1 Immediately attack closest person for one round
- 2 Immediately engage in melee with next person/creature encountered
- 3 Flee madly for d4 rounds
- 4 Develop a monomania of the GM's choice
- 5-6 Splitting headache (-2 to hit/damage for next 24 hours; additional results are cumulative)

There is a 20% chance that an affected character or creature will also develop kleptomania. Draugar can keep up their tapping for an infinitely long duration.

Draugar are only hit by +1 or better weapons. They can become invisible twice a day for 6 turns, but will become visible when physically attacking. In melee, draugar will attack in a crazed manner and will howl and shriek loudly, possibly attracting additional monsters. Anyone struck by a draugar must save vs. magic or be affected as if by the 6th-level cleric spell *lose the path* for a full day. During this time the character will be unable to tell directions and must be led by hand or by force.

Because of their stubborn dwarven nature, clerics turn draugar the same as mummies. Holy water does 2-8 points damage per hit. Raise dead and resurrection spells destroy them, but they are immune to all poisons, paralysis, enchant/charm spells, and cold attacks.

Languages: Draugar speak dwarven, gnome, goblin, kobold, orcish, and common.

Physical description: Draugar are pale-skinned dwarves, though with skeletal features and hollow eyes. A close look will reveal that they are dead.

STONE WARDEN

SIZE: Small (4 ft. tall)
MOVE: 90 ft.
ARMOR CLASS: 0
HIT DICE: 6
ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: None
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-6
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 5 / 350 + 6/hp

General information: Stone Wardens are magical constructs, animated statues created by dwarves to guard places of importance. They appear much like dwarves, albeit of hard stone and with stylized features. They can be programmed with simple commands by their maker or anyone that possesses the proper command word or phrase. Stone wardens only take half damage from edged and piercing weapons due to their great hardness, and in any case may only be struck with magical weapons. They are immune to normal fire and take only half damage from magical fire. Though most are 6 hit dice, more powerful types are possible, though they usually conform in other respects to the normal type.

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