

#3

For use with Classic Fantasy
Role Playing Systems

Maximum Mayhem Dungeons #3 Villains of the Undercity

Written by Mark Taormino

AN ADVENTURE FOR CHARACTER LEVELS 1-3



Danger lurks at every corner of the small coastal city of Los Farport. The locals insist people are being abducted in the night and taken into the bowels of the rumored “Undercity Dungeon” below. A lone survivor managed to escape and give some information before dying in your arms: “Secret door... Tavern of the Wiley Wench... Ugh!” You and your brave team of adventurers have decided to investigate these rumors, plunder the dungeon and destroy the dreaded “Villains of the Undercity!” ...right after you loot his still warm body, of course.

Maximum Mayhem Dungeons are created with one thing in mind: ass-kicking fun. This adventure has that classic look and feel both inside and out, including blue maps and old-school fantasy art from some of the best artists in the business! Filled with irreverent characters, diabolical villains, over-the-top monster encounters, outrageous magic, mischievous NPCs, traps, puzzles, and more blood and gore than an 18 die Fireball can deliver! This adventure will entertain and challenge everyone who dares to play it!

This product uses the Open Game License Version 1.0a and is easily adapted to any First Edition Style Fantasy Role-Playing Game or OGL / OSR Style System.

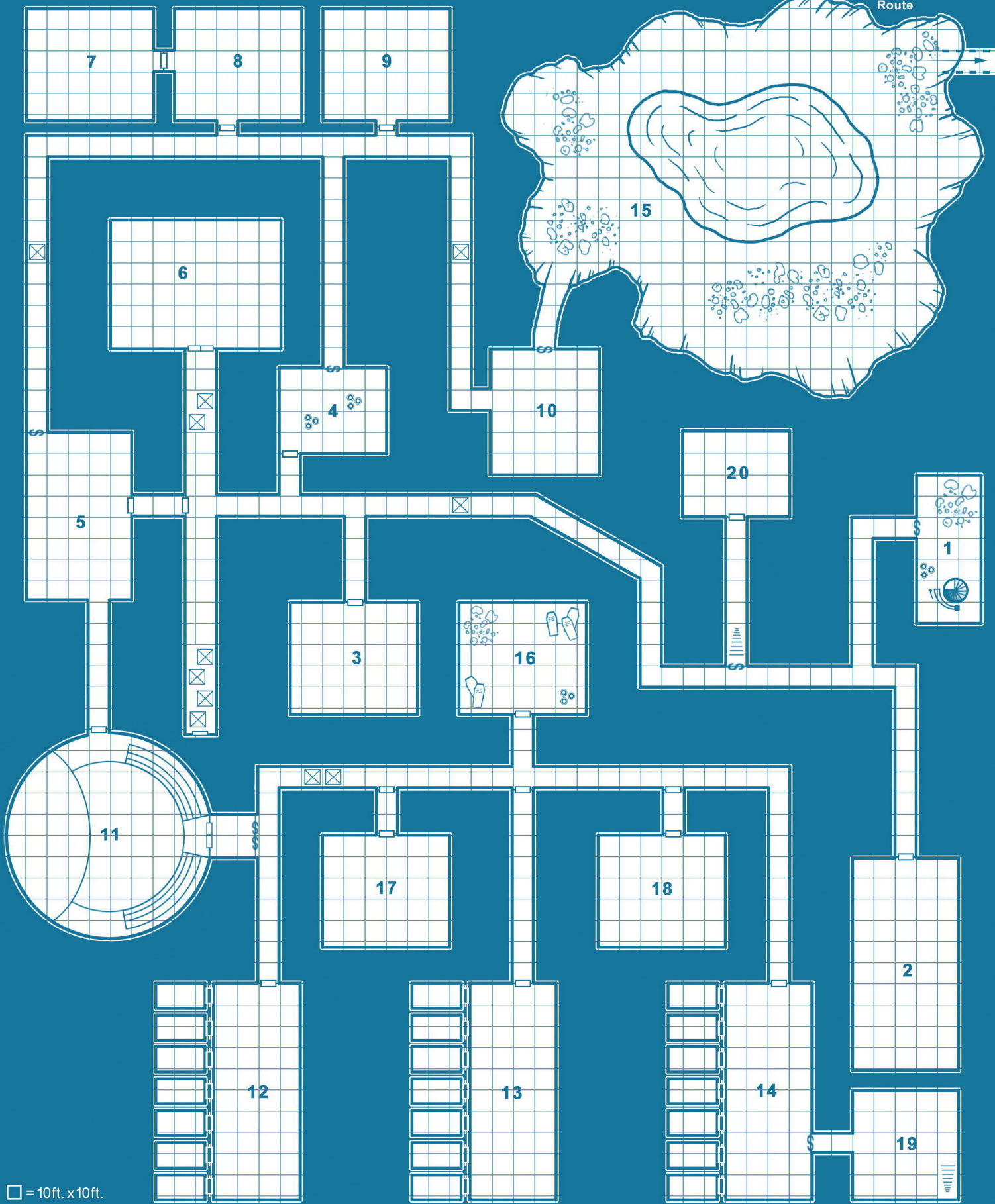


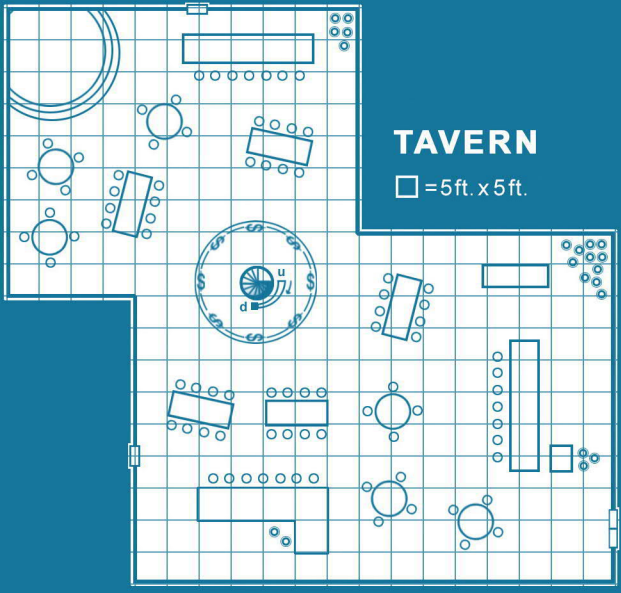
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UNDERCITY DUNGEON LEVEL 1

Slave Escape Route

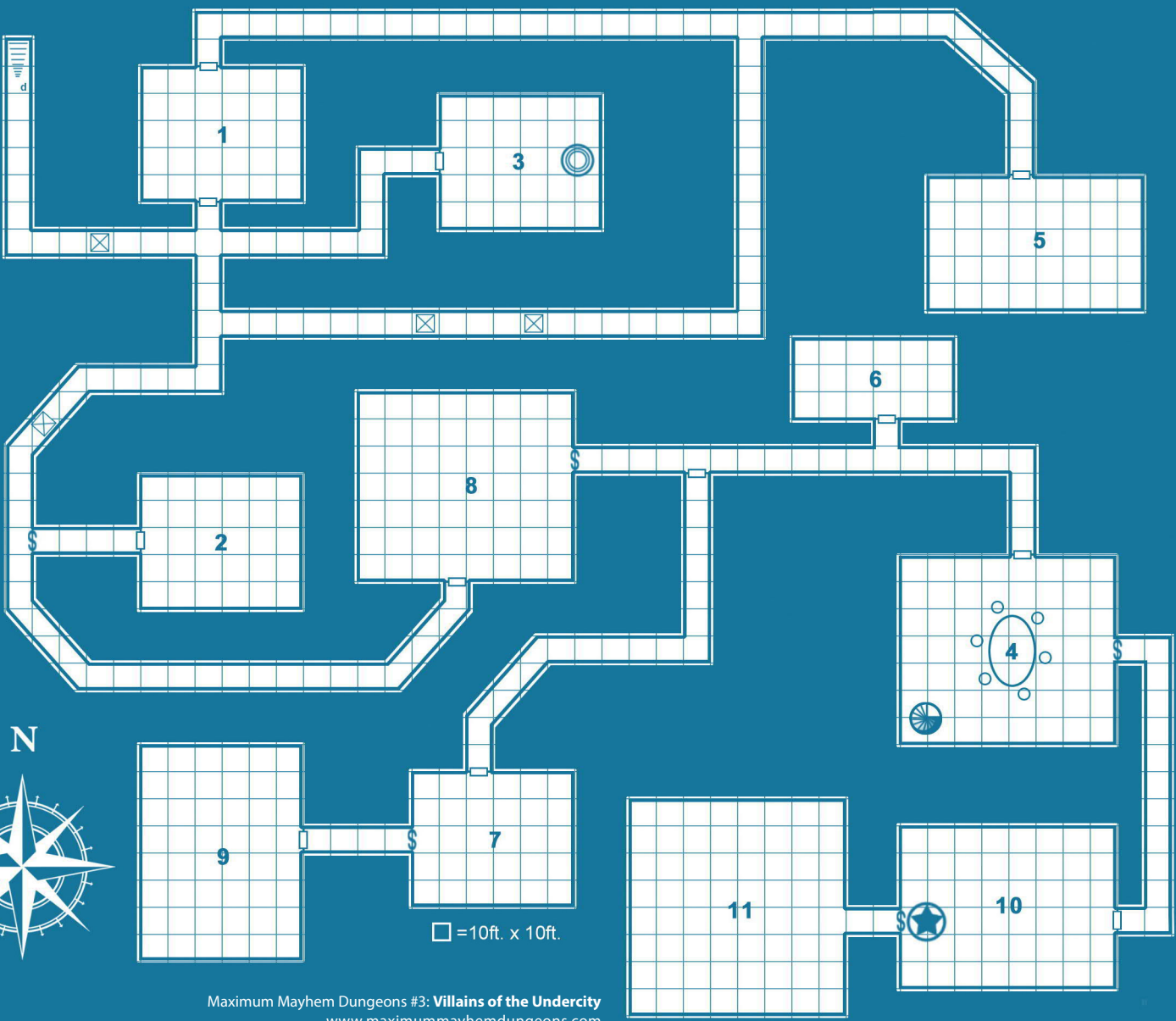




LEGEND

	Door		Stairs
	Secret Door		Pit Trap
	Spiral Stair		Statue
	Rubble		Barrels
	Urn		Coffins

UNDERCITY DUNGEON LEVEL 2



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AUTHORS NOTE:

Thank you for purchasing this module. I hope you enjoy it! What I remember enjoying most from playing RPG modules in the "old days" (early 1980s) - was that it was all about "fun and memorable encounters" the way I saw it. This is a detailed adventure with a lot of scalability to fit your players and their varying role-playing styles as well as yours as the GM.

GM BACKGROUND:

This module is designed for 6-8 characters of levels 1 to 3. The party should consist of at least 3 Fighters, 1 Cleric, 1 Magic User, and 1 Thief. Of course feel free to work with the Players to figure out whatever you and your group feel is best. If you need to scale down or scale up the encounters go ahead.

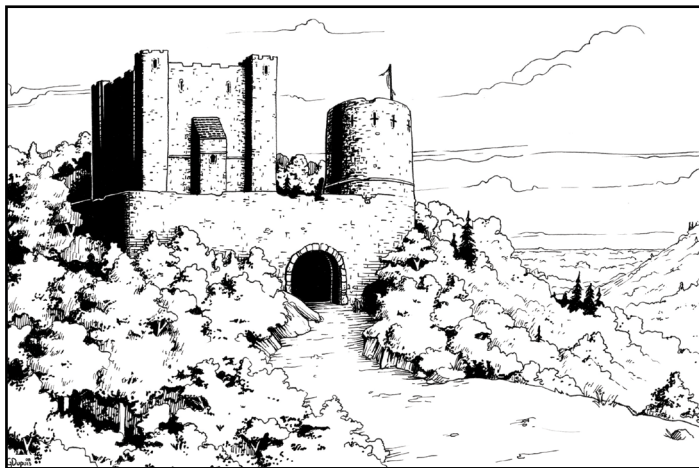
LOS FARPORT:

The adventure in this module is located in the small fishing and coastal farming town of Los Farport which is heavily populated with humans, elves, demi-humans, and humanoids. The climate is generally comprised of warm summers and cool winters with the major trade items out of this port town are wine made from the finest grapes and high bounties of delicious fish and crabs for export. The town is a stop for travelers looking for work or passage across the Western Sea.

Los Farport has always had a notorious salty history but recently more and more folks have been mysteriously disappearing. Fear and suspicion rule the land as more bands of Bugbears and Lizard Men have been settling on the outlying borders of the nearby territories. Right now they are rumored to be working together in a nefarious slave trade operation run by a shadowy figure known only as the **Sinister One**. Innocent men, women and children are being captured and taken into slavery into the dreaded "Undercity Dungeon" hidden below the ground somewhere.

The Bugbears and the Lizard Men are constantly at odds in a power struggle over the operation as their bosses Snoot and Lethos (*pronounced "lee-thoes"*) are the right hand men in the operation and hate each other.

The **Tavern of the Wiley Wench** has been around for about fifty aught years. It was built over the ruins of an old Keep that used to reside in the area about 300 years ago but was destroyed in a fire during an attack by a dragon. Dozens of years after that the area was used as a cemetery and eventually became lost in overgrowth. At least that's what local lore tells us.



The ruins and cemetery were abandoned and forgotten for two hundred years before the settlement of Los Farport expanded this far. The area was leveled and the Tavern was built on the land. Part of the old cemetery still exists within a mile of the Tavern. Only a few of the construction workers knew a dungeon existed deep beneath the Tavern but strangely enough those folks "disappeared" mysteriously right after the construction project.

BIOGRAPHY OF SIR WENDELL HOBBLEFOOT III:

Wendell was born 33 and one third years ago in the East End of Muddle-Shire. His father was well respected watchmaker and mother was a well known tailor with an amazing flair for fashion. She invented the design that would become known as the "bell bottom" rage of the Fantasy Age during the Sevensies time period.

At the age of 7 his father took him to see the visiting **Clown Town Gypsy Circus** and he watched the magic show for the first time and was completely awestruck. Wendell also loved the freak show as well as the carnival games but that damned magic show was really "neat-o sweet" he thought. Every year for the next six years he would go and become more and more enchanted by what he had seen.

Finally at the age of thirteen, he would tell his mother and father **"I want to learn to be a great Illusionist and join the Clown Town Circus!"** Mortified by this concept his parents scoffed. His father would lift his glasses and rest them on his forehead and look at Wendell in a disapproving fatherly way and say, **"That is a life of foolish dreamers who don't want to do real work! Gypsies are tramps and thieves! We have songs about that! You are a Hobblefoot and must lead a respectable life following in one of the family craft businesses. Besides, you can't be an Illusionist! Everyone knows that only Humans and Gnomes can become that profession!"** his parents would laugh

and jeer at him. Wendell always wondered... **“Why? Why can only Humans and Gnomes be Illusionists?”** He felt it wasn't fair to limit one's profession by race. It made no sense to him and he would get angry and frustrated the more he thought about it.

The next day he would talk with the children at school and they would say the same thing, **“Silly Wendell - you can't be an Illusionist! Everyone knows that only Humans and Gnomes can do that!”** then they would laugh and jeer at him, their faces twisting and warping before his eyes. He went home that day startled.

He packed a small backpack with some food rations, a dull spoon, and a few clothes including a small circular yellow smiley face clothing pin that he loved to wear. Nervous and in a cold sweat, Wendell ran from his home all the way through the East End of the Shire, miles away to the nearest town with a Guild of Illusionists hoping to join and live among them learning the craft he loved so much.

Once inside the Guild he met with twenty of the masters and trainees (*all condescending and snobbish Humans and Gnomes*) who told him the same thing. **“You can't be an Illusionist! Everyone knows that only Humans and Gnomes can do that!”** Then it happened again! They laughed and jeered at him with their faces twisting and warping. The laughter echoing in the halls of the guild like thousand of evil voices.

Wendell's right eye started to twitch with a nervous tick (*a condition which from at this point would sadly haunt him his whole life*) He snapped! With a shaky hand he pulled out his dull spoon from his pocket and murdered all twenty them in a maniacal blood splattered rage.

Realizing what he had done, he panicked and grabbed as many books and magical items as he could and ran off to join the circus. The Gypsies were leaving when he arrived so he stowed away in one of the magic show crates and lived the rest of his life with the Clown Town Circus never to return. Until now... as a Master Illusionist in charge of the Undercity Slave Lords!

RUMORS TABLE:

The Players will have heard 3-4 of the following rumors from the locals. Roll a d8 and choose from the list below.

1. “The slave operation below the Tavern runs far North into the Land of the Giants and overseas to the Pirates of the East End!”

2. “Snoot wears a magical golden armor usually drenched with the blood of his enemies which gives him strength in combat!”

3. “Rumor is Lethos has killed over one hundred men, women, children and beasts with his blade *El Duche*.”

4. “The ghost of *Count Häselfink Mohrberg* haunts the dungeon! He is looking for his ghost bride *Lady Valentina*.”

5. “Kreshnar rules the dungeon with a twisted sense of entitlement since he is the only one to speak to The Guardian.”

6. “Sunghew knows Lethos is madly in love with her. She uses her magical perfume to get him to do wicked things to her enemies.”

7. “The artwork on the walls here tell hilarious stories! Hiccup!”

8. “I heard the dungeon has fabulous wealth beyond your wildest dreams – just don't die. That's the rub... just don't die.”

DUNGEON LEVEL WANDERING MONSTERS:

Use one of these rolls' as you see fit or whenever the party gets out of hand and needs an extra little kick in the ass! Roll a D6 or pick on from the table below:

D6: Wandering Monster:

1. **Orcs** - (#1d4): AC: 6, MV: 90 ft, HD: 1, HP: 8, #AT: 1, D: 1d8 or by weapon type, SZ: Small to Man Size (3' to 5' feet), MR: 50%, AL: Chaotic Evil, Level/XP: 1/150 + 1/HP

2. **Bugbears** - (#1d4): AC: 5, MV: 90 ft, HD: 3+1, HP: 10 each, #AT: 1, D: 1d8 or by weapon type, SA: None, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 3/135+ 4/HP

3. **Ogres** - (#1d4): AC: 5, MV: 90 ft, HD: 3, HP: 16 each, #AT: 1, D: 1d8, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 3/95 + 3/hp)

4. **Slavers** - (#1d4): AC: 7, MV: 90 ft, HD: 1, HP: 8 each, #AT: 1, D: 1d4, SZ: Man, MR: Standard, AL: Chaotic Evil, Level/XP: 1/100 + 1/hp) – See “Slavers” below!

5. **Hobgoblins** - (#1d6): (AC: 8, MV: 90 ft, HD: 1+1, HP: 8 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 2/20 + 2/HP)

6. **Lizard Men** - (#1d6) (AC: 5, MV: 60 ft, 120 ft swimming, HD: 2+1, HP: 16 each, #AT: 3, D: 1d2/1d2/1d8, SZ: Man Sized, MR: Standard, AL: Neutral, Level/XP: 2/20 + 2/HP)

SLAVERS:

These sick and degenerate bands of thugs will often be found in the dungeon, wheeling and dealing business with the filthy mongrels who dwell in the Undercity below. A typical party of slavers will have a fighter of 3rd level and 1-4 level zero henchmen. However there is a 50% chance that a Cleric of 3rd level will be present. Barring that no cleric in the group, there is a 75% chance that a Magic-User of 3rd level will accompany the mangy animals. There is also a 50% chance that one of these folks will be acting as an interpreter who will speak in two of the following languages: Common, Bugbear, Hobgoblin and Orc. There is a 10% chance that the Slavers Party might contain one of the bosses if they are still active in the game. Roll a D6 (1 = Snoot, 2 = Grimley, 3 = Lethos, 4 = Sunghew, 5 = Kreshnar, 6 = GMs choice) If one of these bosses is in combat, they will fight as much as they can but if the battle turns against them they will attempt to flee.

DUNGEON FEATURES:

The following features are true unless otherwise noted in a specific room description:

Walls & Tunnels: Most of the walls and tunnels in the dungeon levels are composed of blackened bricks from the original Keep. There is a 25% chance of ancient graffiti painted on some of them in Bugbear, Goblin, Orcish or other monster languages. Some areas where collapses have occurred have been rebuilt with stone and dried mud walls supported by heavy wooden beams. Passages range in size from ten feet wide to twenty feet wide in some areas.

Floors: All floors in the dungeon are made from blackened bricks, cracked mud and flagstone. Glowing green slime and mold grows in these cracks once in a while.

Ceiling: The average height of the ceiling in the dungeon is 12 ft but can go as low as 8 ft in some areas.

Oaken Doors: An average door would be locked and take about 25hp damage before breaking by use of blunt force objects unless otherwise noted.

Light: Most of the rooms and hallways are lit by candles that sit on mounts on the walls.

Ventilation: All rooms contain an adequate air supply. The air is renewed from small vents leading to the exterior of the dungeon. These vents are individually too small for any but insect creatures to navigate.

Pit Traps: All pit traps have a 25% chance of failing to open. Those that do open will be 10 feet deep and cause 1d6 damage to any Player falling into one.

RANDOM TAVERN EVENTS (D12):

1. A big seven foot tall bald guy walks up to you and says the following to the biggest and meanest looking Player in the group: **“Hey tiny! I challenge you to an arm wrestling contest unless you’re scared – you little shit!”** he speaks in broken Common with a foreign accent as if he is not from around these parts. If the bald guy loses he will buy the winning Player a big glass of ale. He will then smile, drink it himself and then smash the Player in the face with the empty glass mug for 1d4 damage!

2. Some asshole walks up to one of the Players wearing cloth armor and spits on him or gives them a titty twister. Roll a d4 (*1-2 titty twister, 3-4 spit in the face*).

3. A bar wench approaches one of the Players and asks if they want to go somewhere private for a “dance.” If the Player goes for it they will later find that they were pick-pocketed and have lost some insignificant item.

4. A obnoxious drunk intentionally bumps into one of the Players at random and picks a fight, calling them “yellow chicken bitch.”

5. Someone approaches the Players and offers to sell them Highbottom Leaf tobacco. The cost is 10 cp for one bag worth 10 smoke uses. Each use will heal the Player by 1 hp over the course of one turn.

6. A group of shady looking characters challenge you to a game of Knucklebones! The dice they are using are “weighted” for cheating. Roll Intelligence check for any Player playing to determine if they spot the scam.

7. A big blonde fighter-looking dude challenges you to a game of Knife Fingers for a bet of one big glass of brew. A group of sinister looking folks assemble around the table and begin placing bets.

8. A fight breaks out between four monsters over a game that uses a strange 20 sided dice. Somebody rolled a “1” and is really pissed off. The fight lands on the table where the players are sitting. One of the Players at random gets punched in the face.

9. Someone or something laughs so hard they start to vomit all over your table. They wipe the drool off their lips, smile, order another drink and walk away while the mess oozes down your clothes or table.

10. Somebody tries to pick one of the Players pockets or falsely accuses the Player of trying to pick a pocket!

11. Someone or some “thing” stands nearby you and farts. Everyone must Save vs. Poison or be disoriented for 1d6 rounds.

12. A sinister looking dude approaches and challenges one of you to a staring contest. He has Strabismus (crossed eyes)

PLAYERS BACKGROUND:

Read the following aloud to the Players at the Start of your Adventure...

“Secret door! Tavern of the Wiley Wench! The password is... ugh!” those haunting words repeat over and over again in your heads like a throbbing hangover from a night of drinking really bad mead. Wait a minute... you have been drinking terrible mead all night; here at the infamous Tavern of the Wiley Wench! Well at least you have enough coinage to pay for the booze this time, thanks to looting the body of that dearly departed stranger whose cryptic words led you here tonight.

On his body you found a sack of 100 copper pieces, a rusty iron key, a monogrammed handkerchief with the name Zed on it and a mysterious ring of unknown origin which you have yet to examine (*too many Bugbears were nearby BBQing when you found the body*) but first another drink?

Looking around you notice the Tavern is large and lively. This section is shaped like a donut and decorated with eight elaborate murals. These ten foot high paintings which depict strange and sinister scenes line the entire interior wall.

It is night and the Tavern is packed with all sorts of sinister near-do-wells; men and women of all races and several mongrels and creatures. The smell of

horrible body odor, monster farts and bad perfume fills the air. These miscreants are arm wrestling, smoking, chewing tobacco, drinking, fighting, playing knucklebones and some are giving you the old “mad dog” stare-down as if looking for a good bare fisted fight. Occasionally you smile as the sweet soothing smell of Highbottom Leaf wafers nearby across your nostrils. You feel relaxed now as your eyes move across the room you notice three babes are checking you out as well. One of them smiles and winks at you. Yes you, the fat one! Today is your lucky day!

Out of all of this commotion you can hear a beautiful female voice singing and playing a mandolin. Your eyes shift from the bar area to a stage in the corner of the tavern and see a lovely young lady with luscious long thick black hair and red lipstick slightly askew playing the instrument and singing.

The stage has many small candles around it lighting it up with a warming glow. You recognize the woman as **Rosabella “Songbird” Haywood**, a local entertainer that would not normally be caught dead working in a dump like this, times must be tough. She looks sad and forlorn as her love song ends. All of the Tavern guests clap and cheer as a frayed red and black striped curtain falls down in front of her. You hear a faint evil giggling laugh nearby. It stands out in the crowd but you just can’t locate the source. What is that annoying noise?



Now would be a good time for a **RANDOM TAVERN EVENT**. At this point **Rosabella** has been immediately Teleported into **Dungeon Level #1 – Encounter #13: SLAVE CELL BLOCK “B”** The Players will not be able to get to her on the stage. If they try then some of Snoot’s Bugbears will attack them before they get to the stage and then the curtain will drop during any fight.

The Bugbears will shout in Common **“Don’t touch the girl!”** Their stats are **(8) Bugbears (AC: 5, MV: 90 ft, HD: 2+1, HP: 10 each, #AT: 1, D:1d4, SA: None, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 4/95 + 4/ HP).**

Also have the Players determine who is carrying the ring. It is a **Ring of Invisibility** but only works 50% of the time. It functions as the spell of the same name. This is the first chance to examine it if they wish as when they found the body they had to make a hasty exit due to a clan of nearby Bugbears having a BBQ in the forest. The **rusty iron key** can be used to open the locked door in **Dungeon Level #1 – Encounter #1**.

If the Players talk with the patrons they will hear any number of secrets from the rumors chart above as many as you feel are needed. It is recommended that in between each examination of a wall painting, searching around, mingling with patrons or playing with the ring, you should roll a d12 every few rounds (*GMs discretion*) and have a **RANDOM TAVERN EVENT** happen until the Players find the secret door to begin the adventure.

If the Players spend some time examining the eight wall paintings here is what they will find, however each painting will require about two-three rounds to locate and examine. Let them know the artwork is faded and chipped a bit but still reveals some terrible details on each picture. Read them one of the following depending on which painting they are examining:

Wall Painting #1: Dueling Castles

This one depicts a white castle on the left and black castle on the right and between them is a green hedge maze. On the right side of the maze is a white dragon poking his head up from the top of one of the hedges and holding a big black key in his hands. He is facing left. On the left side of the maze is a black dragon poking his head up from the top of one of the hedges and holding a big white key in his hands. He is facing right. The castles, dragons and keys all look like mirror images of each other just in black and white.

Wall Painting #2: Haunted House on the Hill

This one depicts an evil looking three story Mansion on a hill. The house is huge and painted black with red trim on its windows and doors. Locals have been telling stories of this place as far back as when you were kids. It’s the legendary haunted Doll Makers House. Is that red paint or red blood dripping from it?

Wall Painting #3: Tentacle Pyramid

This scene depicts a weird black metal pyramid missing its top section. A strange man-sized creature with a big head and four tentacles on his face sits at the top waving shaking his fists at the heavens and bellowing in rage. The pyramid has four giant black tentacles with pink suckers on its sides and a group of valiant warriors is fighting it! One of the poor bastards looks like he is being electrocuted in the center of the thing!

Wall Painting #4: Circus of the Damned

This one is depicting a evil-looking circus type tent with a two huge pink elephants facing each other in front of its entrance. Wicked and demonic carnival type attractions constructed from skeletal remains can be seen beyond the tent with evil faced people riding them. A sharply dressed Halfling can be seen on a pedestal talking to a crowd of evil clowns beckoning them to come in.

Wall Painting #5: Hell’s Warlords

This one is depicting a firey Hellscape with a valiant warrior slicing into a huge demon that is attacking him. Many more demons await to engage in the battle!

Wall Painting #6: Goblin Attack

This one depicts a huge cavern and a Dwarven Vault with many locks, dials and knobs. Several adventurers are shown trying to open it while several more are shielding them and fighting hundreds of goblins lined up for battle! Scattered on the ground are dozens of dismembered green goblin body parts splattered with red blood.

Wall Painting #7: Woman on the Throne

This a scene depicting a beautiful woman with black hair and fangs sitting with her legs kicked off sideways on a throne flanked by two sexy Succubus women. A giant winged bat thing can be seen above her throne.

Wall Painting #8: Beyond the Stars

This wall painting has several adventurers standing

with their backs to us, staring out a giant window into the void of night space. Bright stars and a planet can be seen out the window. Metal objects and lights surround the window.

If the Players search for secret doors on each wall painting roll for their ability scores to see if they will find them. If they can find one of them, read the following:

You hear a sliding metal sound come from the painting right in front of you but do not "see" anything!

The secret door is now open in the center of the painting but is hidden by an illusion that makes it appear to be the full painting to anyone viewing it from inside the Tavern. The illusion is triggered when the door is unlocked to conceal it. If the Players feel around the painting when the door is open they will discover the entrance and can step through. Once inside they are in a circular room with an old spiral staircase leading down into the darkness. Players will note that each of the eight sections of the circular room have tiny eye slits in the walls for spying inside the Tavern from all angles, perfect for grabbing anyone by surprise that is on the other side of the wall.

Inside the room are **(2) Slavers (AC: 8, MV: 90 ft, HD: 2+1, HP: 8, 10, #AT: 1, D:2d4, SA: None, SZ: Man-Sized, MR: Standard, AL: Chaotic Evil, Level/XP: 4/95 + 4/HP)** They are armed with garrotes and daggers and will have their backs turned when the Players enter the room. There is a button on the wall that when pressed will close the secret door and turn off the illusion on the Tavern side. An open chute laced with Oil of Slipperiness is on the floor next to the staircase and the Bugbears will try to throw any Players into it. The spiral staircase and the chute lead down about 25 feet to **Undercity Dungeon Level 1 at Encounter #1**. Players falling down the chute will not take damage but will be disoriented for 1d4 rounds.



KEY TO DUNGEON LEVEL #1:

#1. SECRET ENTRY ROOM

After descending down the old spiral staircase, you enter a room of hanging tapestries. Although they may once have been brilliant in hue, they now hang in shredding tatters. Despite the damage of time and neglect, you can perceive once-grand images of wizards' towers, magical beasts, and symbols of spell casting. You also see an open hole in the ceiling which is from the chute above. On the ground in the center of the room is a large padded bed to break the victim's falls.

Roll for surprise. **(4) Bugbears (AC: 5, MV: 90 ft, HD: 2+1, HP: 10, 8, 6 and 4, #AT: 1, D:2d4, SA: None, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 4/95 + 4/HP)** are waiting to ambush anyone coming down the stairs or falling down the chute. The Bugbears have a net they will attempt to throw over the players. The secret door is locked. The Players can break it down for 25hp damage but it will cause noise that will be heard by any nearby folks and will attract a wandering monster or slavers. The lock will open with the old rusty iron key the Players had found on the body of **Zed**, the dying adventurer who's cryptic words led them to the Tavern. There is nothing of value in this room anymore.

#2: SKELETON ATTACK

Eight skeletons dressed in moth-eaten garb lie before a large open chest in the rear of this chamber. The four walls are decorated with broken and cracked frescoes. The chest is open, but you note two needles projecting from the now-open lock. Dust coats something sticky on the needles' points.

In the center of the room is a 10 foot wide stretch the players must cross which is rigged with a pressure plate. It will trip and suddenly poison darts will shoot out of the walls hitting the Players who fail a Dexterity check. *Damage is 1d4 plus poison. Save vs. Poison for half damage. If the Players get within 3 feet of the chest, the skeletons will animate and attack if the players.*

(8) Skeletons (AC: 7, MV: 120 ft, HD: 1, HP: 8 each #AT: 1, D: 1d6, SZ: Man Sized, MR: Standard, SD: Immune to cold, sleep, charm, hold and other mental based attacks, AL: Neutral, Level/XP: 1/15 + 1/HP) Inside the chest are 3 pieces of Jewelry: 100 gp, 50 gp, 200 gp and a sack of 500 sp and a **Dagger +1**.

#3: BUGBEAR GUARDROOM

This large room is filled with rotted bunks, tables, and chairs. Scanning the room you notice the floor is strewn with filthy animal pelts. Six drunken Bugbears

are sitting on broken crates around a barrel which is being used as a card game table. They are arguing and fighting with each other and have not noticed you yet.

Roll initiative! **(6) Bugbears (AC: 5, MV: 90 ft, HD: 3+1, HP: 24, 20, 18, 16 and 15, #AT: 1, D:2d8 or by weapon type, SA: None, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 3/135 + 4/HP)** There is a wooden lockbox at the foot of one of the bunks. The lockbox has a poison trap if not disarmed it will spring for 1d4 poison damage. Save vs. Poison for half damage. Inside the box is: 6000 sp, 3000 gp, and a **Shield +1**. On the table with the playing cards is 100 cp.

#4: STORAGE ROOM B

This room reeks with the wet, pungent scent of mildew and musk. Black mold grows in twisted sinews across the walls and certain parts of the floor. Despite the stench, it looks like it might be safe to travel through. A path of stone clean of mold wends its way through the room. In the center of the room is a small oaken table with various papers on it. There is something red and odd shaped on the table sitting on those papers. Humanoid bodies, long dead and strangely deflated, lie about the bleak chamber in various stages of decay. A single pair of thick framed spectacles sits on the table as well. Reed pens, dried ink wells, and hundreds of scraps of paper litter this large room. There are several huge oak tables overturned near the northeast corner. There are no books or intact scrolls anywhere to be seen.

Hiding behind the overturned tables are **(6) Hobgoblins (AC: 8, MV: 90 ft, HD: 1+1, HP: 8 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 2/20 + 2/HP)**.

If the party decides to search the room, or they discover the Hobgoblins, they will fight. Otherwise, they will remain hidden until the danger passes. On a pile of papers the Players will find a small red metal hinged object about 5 inches long with a spring and cryptic writing in white paint on the sides. In Common it reads, "**Swingline.**" Very odd indeed. There is a secret door in the north wall that has a pressure plate trap on the floor in front of it. It will fire a dart from across the room that will do 1d4 damage to anyone failing to detect traps. If the Players can understand Common and decide to examine the scribbled bloody paper notes then read them the following:

"Dearest Sul' aldu – I am writing you this note as I may surely perish soon and this information must reach your father and the resistance. I have identified the

five leaders of Villains of the Undercity. Kreshnar is the local Slaver boss and is a powerful human Magic User that answers only to the Guardian of Sinister One. He is loyal to all of his mates but partial to the human Grimley over Snoot and Lethos .

Snoot is the Bugbear leader and is in command of the dungeon beasts and answers only to Kreshnar (*usually with a horrible drool.*)

Lethos is the evil Lizard man also known as "**El Duche**" (*a nickname for the terrible Scimitar he uses to kill his enemies*) He is the second in command of the dungeon beasts and he is suspicious of Snoot. He often fights with Snoot in small power struggles over even the most insignificant things - a character flaw I would love to use against the two of them. He is also still pissed off because of a long standing dispute between the Lizard Men and the Bugbears over a lost game of Knucklebones last year. Lethos is in love with Sunghew and will do anything she says, even though she rejects his filthy romantic advances.

She is an expert female Elvish bow slayer from the Eastern Islands. She has been carrying on a secret romantic relationship with Kreshnar hoping to gain favor and higher ranking amongst the gang of villains and with the Sinister One.

Grimley was a former Knight of the Valiant Victory Order but he turned evil during a long adventure in the Dungeons of Snaggled Spires.

You must defeat these evil bastards and free all the slaves in the Undercity Dungeon! Oh yes the password must be used at the Guardian of the Sinister One and ..."

At that point the note ends without any more information just blood spatter everywhere. Buried in the rubble are Gems (17): 4 gp, 5 gp, 8 gp, 10 gp, 20 gp, 30 gp, 45 gp, 3 x 100 gp, 4 x 500 gp, 750 gp.

#5: THE HANGING DEAD TROLL

This room is choked with corpses and reeks of fire and burnt flesh. The bodies of orcs and ogres lie in tangled heaps where they died, and the floor is sticky with dried blood. It looks like the orcs and ogres were fighting. Some side was the victor but you're not sure which one. The bodies are largely stripped of valuables, but a few broken weapons jut from the slain or lie discarded on the floor. A huge

iron cage lies on its side in this room, and its gate rests open on the floor. A broken chain lies under the door, and the cage is on a rotting corpse that looks to be a hobgoblin. Another corpse lies a short distance away from the cage lacking a head. In the center of the room is the most frightening thing, a huge dead troll is hanging motionless from a chain around his neck attached six feet above his head to the ceiling. The troll is still clutching a big axe in his right hand covered in old black dried blood. It is eerily quiet here. The creature hangs with about 4 feet off the floor and slowly swings eerily.

The troll is dead or is he? (GM discretion) The axe is a +2 Axe. There is nothing of value here.

#6: DEATH SQUAD TRAINING ROOM

You open the door to what must be a combat training room. It stinks of death. Rough fighting circles are scratched into the surface of the floor. Eight human sized stuffed fighting "dummies" stand waiting for someone to attack them in a circle that is 10 foot in diameter. There's something peculiar about it all though. Closer inspection reveals those are not dummies but they are actual human corpses, sliced and diced every which way but nice. Blood, mud and dirt ooze from each of the bodies. The faces are unrecognizable and beaten to pulps.

If the players enter the center circle in the room the "dummies" will animate and attack the Players.

(8) Zombies (AC: 8, HD: 2, HP: 10 each, #AT: 1, D:1d8, SA: None, SZ: Man Sized, MV: 90 ft, MR: Standard (Turned as type 2), AL: Neutral, Level/XP: 2/30+1/hp)

The Zombies are enchanted to attack whoever enters the center of the combat circle as training fodder. A secret panel in the floor boards below the center of the circle contains a sack with 7000 cp, 1000 sp.

#7: HAUNTED ABANDONED ROOM

A ruined, plush carpet covers the floor in here, along with hundreds of paper scraps and many wooden shards. The place reeks of mildew. You see some large bits of wreckage, including most of a long tabletop. You also see a few barrels and crates heaped in center of the room. The floor is strewn with the smashed remains of rotting furniture. There is graffiti scrawled on the walls in Common, Bugbear and Orcish. It looks like the room once held a bed, a desk, a chest, and a chair.

Upon entering this room you are assaulted by the smells of decay and earth. In this room is a massive canopy bed concealed behind thick black and white curtains, a long wide dresser and an oaken chest of drawers, and a large, stuffed resting chair made with red velvet plush. On the wall is a painting of a beautiful woman.



The Slavers and monsters avoid this room because they know it is haunted by the **Ghost of Count Hässelfink Mohrberg (AC: 0 when manifest / special, HD: 10+1, HP: 100 each, #AT: 1, D: Special, SA: Wither; Magic Jar, SD: Magic weapons or special metals required to hit when manifest; immune to spells when ethereal unless the caster is also ethereal, SZ: Man Sized, MV: 90 ft hovering, MR: As above, AL: Lawful Evil, Level/XP: 8/4200 +14/hp)**

The ghost will materialize in front of the Players and appears very sad. **“I am Count Hässelfink Mohrberg. This dungeon was mine in the Olden Era. My spirit is trapped here and I cannot leave without the ashes of my beloved bride Countess Valentina. I was killed during the attack on my Keep. If you can bring her to me our souls can rest forever and I can be free. If you do this and release us into the Ethereal Plane, I will be in your gratitude. You can call my name in battle and I will return one time only to help you in as long as I am able to stay back in this Plane. Find her ashes in the in the dungeon and return them here and place them on the table in this room.”**

The ashes are in **Dungeon Level 2: Encounter #3**. If the Players return with the ashes and place them on the table then the ghost of **Countess Valentina** will appear in a bloody white wedding dress along with **Count Hässelfink Mohrberg**. A ghostly void will open up a windy spirit tunnel with flashing lights and colored clouds. They transform from their scary ghost appearance to the beautiful faces they had when they were alive. They embrace in a long kiss and face you. **“Thank you! Remember my promise.”** They enter the void and the cloudy tunnel vanishes slowly. The Count will honor his words if the Players need him he will come back for 1d4 rounds to assist them one time only in battle.

#8: CONTRAPTION ROOM

This chamber holds an odd contraption of metal and wood. It's a 20-foot-diameter circular platform that is tilted heavily to one side. Beneath it you can discern mechanisms that seem to attach to a large crank not far away. Above the platform hang metal weights on thin chains, which in turn are attached to discs and belts that are attached to other winches. It seems as though turning the winches turns and tilts the platform and sets the weights to moving. Someone has scrawled a diagram of a mechanical trap on the south wall, Several pieces of broken glass are scattered throughout the room.

There is nothing of value here. The contraption controls various random pit traps in the dungeon but is broken and has not been fixed. Behind a secret panel in the wall is: 3000 cp, 100 sp, 200 ep, Gems (7): 25 gp Banded Agate, 100 gp Blue Quartz, 100 gp Rock Crystal, 1000 gp Black Sapphire, 150 gp Peridot, 50 gp Azurite

#9: THE BLACK OOZE

This large room is a communal bathroom. **“Hello there!”** says a friendly voice. You realize there is an adventurer sitting on one of the toilets facing you. **“I’ve got a bit of the Hobgoblin Squirts right now but I think I will be done in a minute and we can shake hands like civilized folks eh?”** He winks and smiles.

You notice he has placed a backpack with what looks like gold coins brimming out of it. You also notice the black ooze on the floor right next to his feet slowly moving across the floor towards him. He doesn't notice it because he's squinting and passing large amounts of gas and diarrhea shit.

The man is **Seferoth (AC: 10, MV: 90ft, HD: 3, HP: 24, #AT: 1, D: 1d8, SZ: Medium, MR: None, AL: Chaotic Evil, Level/XP: 3/350+3/hp.)** He is a third level fighter and will be dead in a few rounds unless the Players can save him. **The (1) Black Ooze (AC: 8, MV: 20 ft, HD: 3, HP: 24, #AT: 1, D:3d4, SA: See New Monsters, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 4/50 + 5/hp).** After one round read the following to the Players if they do not intervene yet:

The Black Ooze suddenly moves up his legs and up to his waist! You hear a blood curdling scream! **“Help me!”** he screams. **“I’m burning!”** It covers more of him. He looks like a human blob covered in the black jelly! He is falling apart before your eyes! There goes his left arm... it melted off! **“Help me please!”** he moans! Suddenly you see his backpack melts open and hundreds of gold coins spill out all over the floor. You know what is not melting? All of his gold coins on the floor in the middle of the black goo.

If the Players save Seferoth he will immediately attempt to shake their hands. If they shake he will be a loyal follower. If they refuse he will be suspicious of them. Roll initiative for the Black Ooze and for Seferoth who will go berserk after 3 rounds and attack the Players until all the parts of his body melt away or fall off in combat! Within the ooze is: Gems (8): 200 gp each.

#10: DESTROYED LIBRARY

A fire burned this room down a long while ago. Bookshelves, sundered casks and broken bottle glass line the walls of this room. Dozens and dozens of books and burned papers are strewn across the floor. The shards of glass are somewhat dusty, and the spilled wine is nothing more than a sticky residue in some places. Only one small barrel remains unbroken amid the rubbish. Four oversized straw pallets and other simple furnishings show that this room now serves as a bunkroom to something.

There is nothing of value here however if Players search the burned books they will find a blackened but still readable page detailing part of the **Biography of Wendell Hobblefoot**. Read or paraphrase his biography from earlier in the module.

#11: SNOOT'S ROCK N' ROLL PIT FIGHT ARENA

Upon approach to this room you hear cheering, growling, snorting and shouting. The door is closed and there is a Bugbear smoking a cigarette at the doorway with a satchel strapped around him. He beckons you to come over. **"My friends,"** he speaks in Common. **"Snoot requests your presence in the Pit Fight. Come and enjoy the fight. With this pass you won't be harmed by the monsters in the chamber unless you attack them. Snoot's odd are**

10 to 1 against you, but Lethos has 10 to 1 for you!"

He hands out passes to each of you. They are made of metal with the letters UC branded on them. He smiles revealing he is missing teeth and opens the door allowing you entry.

This is Snoot's fighting chamber where he has fun killing the slaves that will not conform and makes a profit off of it. If the Players enter the room with the passes they will not be attacked by any of the monsters or miscreants in the crowd unless provoked. If combat ensues with any of the gambling monsters in this room then use the stats in the random encounters table for any monster type fighting etc.

Entering the chamber you can see it is a huge circular room with dozens and dozens of slavers, bugbears, orcs, goblins, lizardmen and various other scumbags all drinking and arguing with each other. Some of them look at various members of your party sizing you up. They are whispering, pointing and laughing. If you thought the Tavern of the Wiley Wench smelled bad, this place is nothing but body odor and monster farts. Across the room, sitting on a huge throne chair made out of human bones and skulls is Snoot the Bugbear leader, drooling. He is wearing his fancy golden armor. A local four member Rock and Roll band named **"KILL"** is playing on a small stage. You recognize the band



members - they are: **Riffraff** the Troll playing guitar, **Meathead** the Kobold on drums, **Skidmark** the Orc as bassist and **T-Bone** the Goblin as the lead singer. They are wearing crazy black and white eye makeup and have huge shoes. Snoot growls. The music stops and all of the cheering monsters shut their pie-holes and listen quietly. He speaks to you in Common. **"I challenge your best warrior to fight my best warrior, the Deathmonger! If you win, I will let you pass and continue your foolish quest. If you die, you didn't fight hard enough!"** He laughs a hearty laugh which slowly causes all of the other monsters in the room to start belly laughing. The music starts up again. You can see **Lethos** the green lizard man lean over and whisper something to Snoot. Suddenly a huge naked Bugbear appears in the Pit wearing nothing but huge metal spiked gloves. It looks like he must be a size 13 shoe.

The Players should pick their strongest fighter who will fight the **Deathmonger** as the Player will be nude and hand to hand in the fight. Several bookies will take bets from the Players if they want to bet on their friend. Lethos approaches and hands the chosen Player a pair of huge metal spiked gloves and tells them to get naked and jump in the pit. **The Deathmonger is (AC: 10, MV: 90 ft, HD: 4+1, HP: 36, #AT: 1, D:1d4, SA: None, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 4/95 + 4/HP, STR: 18:00, DEX: 12, CON:15, INT: 8, WIS: 10, CHA: 8, AL: Chaotic Evil).** The Deathmonger will fight to the death. In fact it is expected that the Players must kill him to win. If the Players win, Lethos will start clapping along with all of the monsters. Snoot will then disappear through a Secret Door in the Throne where he sits. The monsters will not attack the Players while they are in the room.

If the Players win the monsters will high five them and cheer. A group of them will dog pile onto the Deathmonger and viciously rip his body apart limb from limb and start a BBQ fire. They will offer the Players the best parts of his tasty cooked body.

#12: SLAVE CELL BLOCK "A"

This is a large room with one half being separated by barred prison cells. There are 7 small 5 foot wide cells each with large locks and several tattered prisoners moaning in pain. There are four prisoners locked in each of the ten cells. Half of them are sick and dying, the other half of them stare off into the walls

as if they have lost their mind. Each moan sends a shiver down your back as they never stop and are oblivious to your presence.

Amongst the slaves is **Engo (STR:15, DEX:13, CON:14, INT:12, WIS:10, CHA:12, AC: 10, MV: 90ft, HD: 3, HP: 24, #AT: 1, D: 1d4, SZ: Medium, MR: None, AL: Chaotic Evil, Level/XP: 3/350+3/hp.)** a mild mannered and friendly dude except for the fact that he is an informant for the Undercity Slave Lords who secretly reports to Snoot. He looks like he is in the best physical shape compared to the rest of the prisoners and he will attempt to find out what the party knows and will try to convince the party let him join them so he can free his child who was taken into the second level of the dungeon last week. He also says he knows the password to the Guardian of the Sinister one. He is lying about both.

Once he gains access to the party he will wait until an appropriate time and try to backstab or attack them when they least expect it. Hidden behind a loose stone in the corner of **Engo's** cell is his **Dagger +1**. If he joins the party he will take it. If **Shamos** from **Encounter #19** below is with the party then he will recognize him and reveal his true identity and that he really works for Snoot. **Engo** will then accuse **Shamos** of working for Lethos which he does not. The party will have to work it out. Hmm. I wonder who's telling the truth?

#13: SLAVE CELL BLOCK "B"

This is a large room with one half being separated by barred prison cells. There are 7 small 5 foot wide cells each with large locks and several tattered prisoners moaning in pain. There are four prisoners locked in each of the ten cells. Half of them are sick and dying, the other half of them stare off into the walls as if they have lost their mind. Each moan sends a shiver down your back as they never stop and are oblivious to your presence.

There is a 50% chance that amongst the slaves is Rosabella the talented local actress, singer, dancer and entertainer the Players heard in the Tavern. If she is not here then she will be in the Tavern singing.

She has electric green eyes that almost charm you on site and is a very beautiful, busty Bard, still in her twenties. She grew up with gypsy parents and learned music and performing arts her whole life in various circus acts. She often has to fight off the attentions and advances of men (and some women and monsters) that have seen her perform her travelling cabaret act. Rosabella has been kidnapped by the Villains of the

Undercity and taken to their dungeons to dance and perform her act for them. She is a free spirit and also has a very strong, fiery personality. She has full and long flowing black hair which hangs down to her waist. She wouldn't succumb to her captors will without a few Charm Person spells to keep her in line. **Rosabella is a 4th Level Half-elf female Bard (AC: 8, HP: 20, STR: 12, DEX: 18, CON: 14, INT: 14, WIS: 13, CHA: 18, AL: Chaotic Neutral)** She has been slowly assembling a makeshift Dagger and has it hidden in a secret panel under her bed. She tells the Players she knows only that Kreshnar is starting to get "smitten" with her and she is plotting to use her wiles with him to make an escape! She fears that Sunghew is getting jealous and may try to kill her soon. Sunghew commonly refers to Rosabella as a "half-breed."

#14: SLAVE CELL BLOCK "C"

This is a large room with one half being separated by barred prison cells. There are 7 small 5 foot wide cells each with large locks and several tattered prisoners moaning in pain. There are four prisoners locked in each of the ten cells. Half of them are sick and dying, the other half of them stare off into the walls as if they have lost their mind. Each moan sends a shiver down your back as they never stop and are oblivious to your presence.

There is nothing of value in this cell block. There is some graffiti on the wall written in Common that reads "**Sit on it, Lethos!**" A large tough looking "bull" of a man is sleeping in one of the cells. He is **Jurg Steiner a 5th Level Human Fighter (AC: 10, HP: 30, STR: 17, DEX: 14, CON: 16, INT: 10, WIS: 8, CHA: 10, AL: Chaotic Good)** He will awake and try to convince the Players to let him go with them. He is telling the truth and says he knows an escape route from the **Dungeon Level 2 - Encounter #5 Council Chamber of the Slave Lords.**

#15: CAVERN OF THE SNARE BEAST

The cavern is bare and rocky however in the center of the room is a large "tree" like structure with several arms and branches. Wait a minute... I think it moved! In the center of the cavern is a large pool of water.

In the corner of the cavern is **(1) Very Old Roper (AC: 0, MV: 30ft, HD: 11, HP: 30, #AT: 1, D: 2d10+2, SA: (See below) SD: (See below), SZ: Large, MR: 25%, AL: Chaotic Evil, Level/XP: 9/2,700+16/hp)** Cutting open the gizzard of a Roper has a 40% chance of yielding 3d6 (3-18) platinum pieces and 30% chance of 4d6

(4-24) gems. Ropers are predators and attack by means of the 6 rope-like appendages that give these monsters their name.

The ropes secrete a powerful and poisonous adhesive and can lash out some distance from the creature; up to 50 ft. A successful to hit roll will weaken the target, decreasing its strength ability score by 50% (*rounded down*) within 1d3 rounds and lasting 2d4 turns; with multiple hits having a cumulative strength drain effect.

An ensnared victim can break the strand by performing a Minor Test of Strength but for every round the victim is roped he or she will be dragged 10 ft closer to the roper. Creatures within 10 ft of the roper are subject to its vicious bite attack, this attack automatically hits any victim held by the strands of the roper. A strand can be sliced with an edged weapon but the attack must do a minimum of 6 points of damage in a single attack to the AC 0 tentacle to sever it. The strand of a roper can easily pull 800 lbs and can lift about a third of that amount. A roper is a tough monster. The stony hide grants it AC 0 in combat and it has an innate resistance to magic.

Besides its base 80% magic resistance, the roper is completely immune to electricity based damage including lightning, ropers are also resistant to cold based magic and take only half damage from any such attacks.



These creatures have few weaknesses but are susceptible to fire, saving vs fire based attacks at -4. Any fire based magic attacks, however, must still overcome the monster's magic resistance. The rubble collapse conceals a secret tunnel that could be used by escaping slaves if enough of them can clear the passage. It would require about fifty to one hundred folks (about all the slaves in the Slave Cells A, B and C) Buried in the corner of the room, under a pile of rocks are: Gems (6): 5 gp, 8 gp, 10 gp, 2 x 50 gp, Jewelry (2): 500 gp, and 800 gp.

#16: BROKEN CASKET ROOM

This room contains several dozen ancient caskets. Some are broken open and some are closed. To your horror, you can hear someone or something making a "tapping" noise from inside one of the closed coffins! It is a most wicked looking casket too! Wooden and painted black with evil faces! A very old large black metal lock connected to thick black chains that are wrapped around and sealing the casket shut. Probably for good reason.

This room was used during the main cemetery years. It has been abandoned for several years and is used for holding temporary captures. If the Players understand Common they will hear a muffled voice yelling for "Help!" from the casket. If they open the lock which is trapped Save vs Poison or take 1d4 damage, the casket will burst open and they will find **Ajax McKrax** - a rugged highlander and mercenary fighter in his mid to late twenties. Ajax doesn't mess about and could be described as having poor impulse control. With firey red hair and a bloody beard to match his personality, Ajax has a big heart and a badder attitude. He will tell the Players he was captured in the Tavern of the Wiley Wench after calling Snoot "one ugly motherfucker" during a staring contest the two were having over a bet of 15 silver pieces. Snoot had him locked in this casket until he would die. He'd travelled to Los Farport trying to find adventure and has found it in spades.

Ajax is a 3rd Level Human male Fighter (AL: Chaotic Good, Strength: 17, Dexterity: 16, Constitution: 15, Intelligence: 12, Wisdom: 11, Charisma: 14) Battle Axe is his favorite weapon. Ajax knows that the rubble can be cleared in the cavern **Dungeon Level 1 – Encounter #15** and can lead the Slaves to escape there. Hidden in the back of the room is an old eerie coffin inside it contains bones and secret panel with 11000 sp, 4000 ep, Gems (9): 1 gp, 2 x 10 gp, 16 gp, 35 gp, 50 gp, 100 gp, 500 gp, 1400 gp. Total Value: 2122 gp. **(2) Potions of Healing** and a **Wand of Fireballs** with four charges left.



#17: LETHOS OFFICE AND QUARTERS

This room appears to be both an office and the quarters of a high officer. You notice there are several chests around the room. Books and bejeweled bone skulls of all sizes and shapes line the shelves of the room. Each skull has two random jewels seated in the eye-sockets. Eight Hobgoblins are ransacking the shelves and searching for something. They turn around and look surprised! They attack!

Roll initiative. The Hobgoblins were sent by Snoot on a secret mission to break into the room and steal Lethos diary. Snoot fears he is conspiring against him in a power struggle he is having with Kreshnar.

(8) Hobgoblins (AC: 8, MV: 90 ft, HD: 1+1, HP: 8 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 2/20 + 2/HP) There are about 200 gems in the skulls worth 10 gp each. The treasure in this room consists of the following:

Chest #1: 3,000 ep – locked – trapped: poison gas trap Save vs. Poison or take 1d4 damage

Chest #2: 5,000 cp – locked – trapped: three darts will fire from the front of the chest causing 1-3 points of damage each and Save vs. Poison or die

Chest #3: 2,500 ep – locked - no trap

Chest #4: 3,000 pp – unlocked - If the weight is taken off the bottom of the box without setting a safety catch in front, poison gas will fill the room from hidden small holes in the ceiling and will remain for 6 turns

Chest #5: locked. A Ring of Protection +1, a clerical scroll of healing, 2500 gp, ten rubies worth 250 gp each, and one sapphire worth 500 gp

Chest #6: 5,000 sp - unlocked - no trap

#18: MY GIANT SPIDER AND ME

Thick cobwebs fill the corners of the room, and wisps of webbing hang from the ceiling and waver in a wind you can barely feel. One corner of the ceiling has a particularly large clot of webbing within which a goblin's bones are tangled. A ruined iron box lies in the north-west corner of the room.

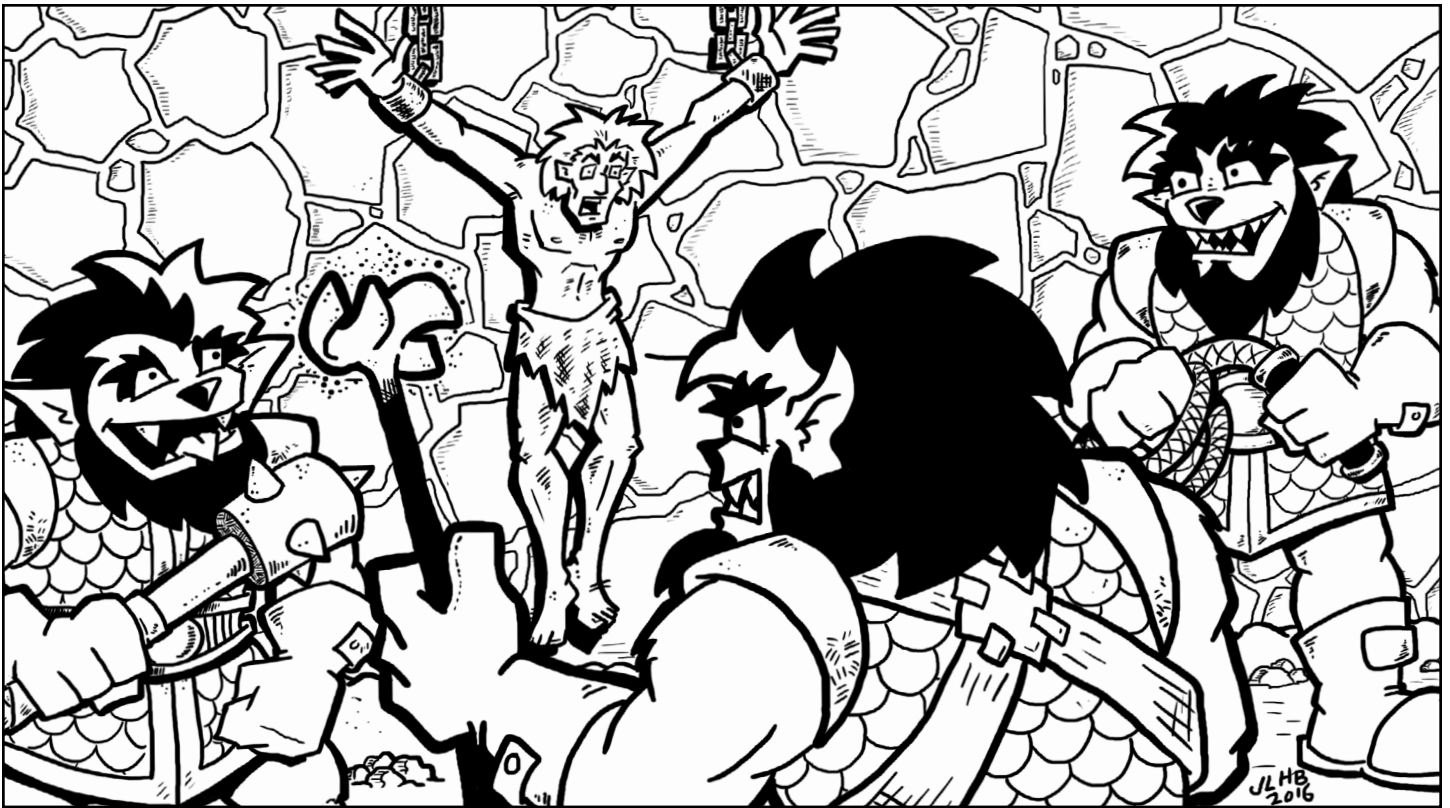
A tough looking dwarf appears out of the webbing. He has a large chain gripped in his left hand. Your eyes follow the chain into the darkness behind him. Suddenly realize he has a giant 10 foot diameter spider in tow! It attacks!

Roll initiative. The Dwarf is known as **Oswaldo** (STR:12, DEX:15, CON:9, INT:8, WIS:14, CHA:10, AC: 3, MV: 90ft, HD: 2, HP: 20, #AT: 1, D: 1d4, SZ: Small, MR: None, AL: Chaotic Evil, Level/XP: 4/450+4/hp.) He has his pet "Daisy" with him which is (1) Huge Giant Spider (AC: 6, MV: 180ft, HD: 3+2, HP: 32, #AT: 1, D: 1d8, SA: Poison, SZ: Huge 10' foot tall, MR: None, AL: Neutral, Level/XP: 3/150+3/hp)

Huge Giant Spiders resemble hunting tarantulas and are capable of leaping a disturbing 30 ft directly at their prey. *Save vs Poison* for half damage on any bite. **Oswaldo** is the chef and recently lost a bet with Snoot over who had the best recipe for "**Adventurers Stew**" (*chopped body parts of human, elven, dwarven, etc*). Snoot's family recipe won hands down because it included two Gnome feet (*not just one*) and one pound of chopped of Ogre Snout.

Oswaldo wanders the dungeon looking for scraps of dead adventurers or slave escapees to make the stew for the evening feast. He carries a backpack that contains: 1000 sp, Gems (2): 50 gp, 500 gp. Total Value:





#19: RED HOT BRANDING BUGBEARS

This room contains several devices of degradation, pain, and death stand about the room, all of them showing signs of regular use. The wood of the rack is worn smooth by struggling bodies, and the iron maiden appears to be occupied by a corpse. To your horror you see three Bugbears laughing and giggling holding a red hot "branding iron" with the signature "UC" (*Undercity Brand*) at the head. They have a poor human slave bent over and butt naked and are just now sticking the firey hot metal brand on his ass! He screams in pain! In the corner of the room you can see a black brick staircase leading down into darkness.

The Bugbears are enjoying the branding so much that they have not noticed the Players yet so the PCs will get any initiative rolls.

(4) Bugbears (AC: 5, MV: 90 ft, HD: 4+1, HP: 25, 23, 20, and 18, #AT: 1, D:2d4, SA: None, SZ: Large, MR: Standard, AL: Chaotic Evil, Level/XP: 4/95 + 4/HP)

The slave being branded is **Shamos** (STR:14, DEX:17, CON:15, INT:12, WIS:10, CHA:6, AC: 10, MV: 90ft, HD: 1, HP: 8, #AT: 1, D: 1d4, SZ: Medium, MR: None, AL: Lawful Evil, Level/XP: 1/150+3/hp.)

Shamos appears to be a very ugly and evil looking dude. If **Engo** from **Encounter #12** above is with the party then Shamos will recognize him and reveal his true identity and that he really works for Snoot.

Engo will then accuse Shamos of working for Lethos which he does not... or does he? In a secret panel inside the iron maiden is a box containing: 6000 cp, 4000 sp, Jewelry (5): 2 x 100 gp, 600 gp, 2 x 700 gp

#20: OSWALDO'S COOKERY

A pungent, earthy odor greets you as you pull open the door and peer into this room. Mushrooms grow in clusters of hundreds all over the floor. A large stewpot hangs from a thick iron tripod over a crackling fire in the center of this chamber. A hole in the ceiling allows some of the smoke from the fire to escape, but much of it expands across the ceiling and rolls down to fill the room in a dark fog. Other details are difficult to make out, but some creature must be nearby, because it smells like a damn good soup is cooking.

If examined the soup is made from chopped up body parts of various creatures, big and small. It smells delicious. There is nothing of value here except for a box with small flint and fire making tools inside. If players linger in the room enjoying the soup for too long, they will be discovered by: **(4) Hobgoblins** (AC: 8, MV: 90 ft, HD: 1+1, HP: 8 each, #AT: 1, D: 1d8, SZ: Large (10 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 2/20 + 2/HP). It's unclear what the Hobgoblins were doing, but each has a pouch with 200 silver pieces. One has a bag with a pair of dice in it.

KEY TO DUNGEON LEVEL #2:

#1. SUNGHEW'S BEDROOM

A huge, ornate, once lavishly decorated double canopy bed is directly across from the set of double doors. The bed posts resemble vines, nymphs, and birds all intertwined like an overgrown garden. The bed is covered in a beautiful plush red velvet blanket. Painted pictures line three of the walls with lovely and peaceful scenes of naked Elven maidens riding on horses, playing in still pools that abound with plant life, and singing under starry skies lighted by a full moon. To either side of the door is a large hand carved chest of drawers, both with mirrors that are veined in silver. A small plush velvet cushioned chair and matching footstool are at the end of the bed. A small table with a mirror and has a make-up palette, pestle and brushes on it. A small jar of liquid sits there as well.

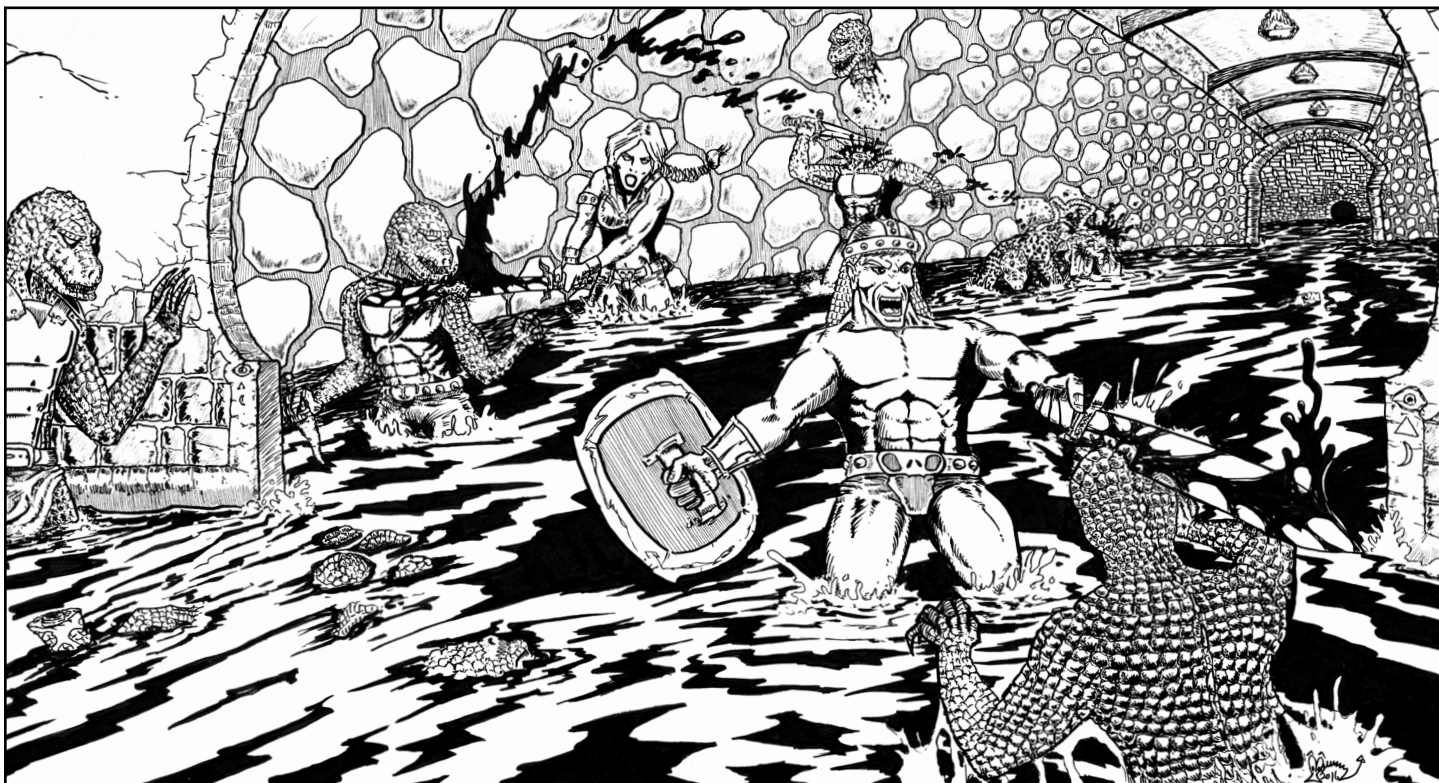
The liquid in the jar is Sunghew's perfume. If smelled for too long it will cause the same effect as a first level Charm Person spell. Hidden in a secret compartment under the bed is a trapped makeup box that has poison mist trap *Save vs. Poison* or take 1d4 damage. The box contains 4000 sp, Gems (6): 2 x 10 gp, 2 x 50 gp, 80 gp, 500 gp. Total Value: 700 gp. One of the bedposts has a pivoting head revealing a secret compartment containing a jeweled **Dagger +2** and a **Potion of Healing**.

#2. TEMPLE OF THE WITCH DOCTOR

This room is filled with a blue haze and the pungent odor of incense. The walls are covered with black and purple swirled drapes and a brazier with hot coals stands in the center of the room. There is an ornate chair before the brazier. A cot with furs thrown across it and two low tables covered with herbs and paraphernalia are all else that is in this room. There are shelves filled with alchemical and surgical equipment and dozens of closed near the walls. White candles stand in candle holders at each of its five points; they are unlit. A strange hooded male human is painting a huge red pentagram in blood on the center of the floor. In the center of the pentagram is a gold amulet. He notices you and speaks in Common, "**Oh good! I've been expecting you. I need one of you to step into the circle bro.**" He pulls out a dagger. "**This will only hurt a little, but it will be great on your resume, yes? I can make you one of them!**"

This gentleman is **Hexawind the Witch Doctor (AC: 5, HP: 15, STR: 10, DEX: 13, CON: 8, INT: 16, WIS: 18, CHA: 8, AL: Lawful Evil)** He carries a **Dagger +1**. He fights a Level 3 Cleric and has the following spells memorized: **First Level: Protection from Good, Cause Light Wounds. Second Level: Hold Person.**

He will keep trying to convince one of the Players to enter the circle and in between his dialog he does a



strange dance. If the Players enter the circle, he will recite a strange series of cryptic words then attack! The amulet is worthless however there is a secret panel in the wall that contains his actual treasure: 2000 ep, 500 gp, a **Sword +1** (*Cursed – changes alignment to Lawful Evil otherwise is not cursed if Players Alignment is already Lawful Evil*), **Cleric Spell Scroll** (*Protection from Evil 10' Radius, Cure Serious Wounds*) and a **flask of Oil of Fiery Burning**.

#3. COUNTESS LADY VALENTINA'S CRYPT

This is an ornate room that has a single pedestal made of ivory in the center of the chamber. On the pedestal is a bejeweled box with roses carved into it. It has the initials "LV" and a date engraved on it in runic. Eight skeletons dressed in royal red garb stand around the pedestal guarding it in a circular formation. Each skeleton has a broadsword and does not appear to move. Around the room are large tapestries depicting a noble count and his countess.

If the Players have met the ghost of **Hässelfink Mohrberg** they will recognize him in the Tapestry. These are the ashes of Countess Valentina wife of the



count. The box needs to be returned to **Dungeon Level 1: Encounter #7** above. If the Players enter the room the **(8) Skeletons (#1d6)** (**AC: 7, MV: 120 ft, HD: 1, HP: 12,8 #AT: 1, D: 1d6, SZ: Man Sized, MR: Standard, SD: Immune to cold, sleep, charm, hold and other mental based attacks, AL: Neutral, Level/XP: 1/15 + 1/HP**) will animate and attack with broadswords. The black area behind the crypt is a **Sphere of Annihilation**. There is a hidden panel in the pedestal under the box that will reveal 5000 sp, Gems (5): 3 x 10 gp, 20 gp, 50 gp. Total Value: 100 gp.

#4. COUNCIL CHAMBER OF THE SLAVE LORDS

The door opens into a great room (40' x 40' x 40' high) lit by large torches set in wall sconces. There are five large golden gilded throne-like chairs in a semi-circle facing the concealed door from which you entered. A large iron staircase spirals upward in the southwest part of the room. In the center chair sits a sinister looking wizard, I mean this guy looks like a real bastard. It is **Kreshnar**. He is wearing dark purple robes and is giving you a steely-eyed look. He speaks, "**Ah, you have arrived. It is time now to die.**" Flanking him on the left are seated **Snoot** and **Grimley** and on the right are **Lethos** and **Sunghew**.

The Villains will fight or flee to **Encounter 11** where **Wendell Hobblefoot** is waiting. Here are stats for the Villains of the Undercity:

Kreshnar: Human, 7th Level Magic User (**AC: 0, HP: 32, STR: 12, DEX: 14, CON: 16, INT: 18, WIS: 14, CHA: 8, AL: Lawful Evil**) He speaks Common, Elvish, Dwarvish, Bugbear, Troll and Orc. He has the following spells memorized; **First Level: Magic Missile, Protection from Good, Shield, Spider Climb. Second Level: Mirror Image, Invisibility, and Levitate. Third Level: Hold Person, Fireball. Fourth Level: Wall of Fire.** He wears a magical black robe that gives him AC: 0 and almost makes him appear as if floating above the ground. He carries a **Dagger +2** and has a **Wand of Fireballs** with three charges left. In his back pocket is his Master Key which can be used to open his secret treasure box in his library (**Dungeon Level 2 - Encounter #4**)

Snoot: Bugbear, 6th Level Fighter (**AC: 3, HP: 40, STR: 18, DEX: 15, CON: 17, INT: 10, WIS: 8, CHA: 10, AL: Chaotic Evil**) his armor is enchanted so the wearer will get an extra +1 to hit and +1 to damage in combat if blood the splattered on the armor is from the opposite alignment. He carries a **Mace +1** and a **Longsword +2**.

Grimley: Human, 5th Level Fighter and his stats are (**AC: 0, HP: 40, STR: 18, DEX: 18, CON: 16, INT: 8, WIS: 9, CHA: 12, AL: Chaotic Neutral**) He carries a **Mace +1** and a **Longsword +2**.

Lethos: Lizard Man, 6th Level Fighter (**AC: 2, HP: 28, STR: 16, DEX: 18, CON:15, INT: 12, WIS: 11, CHA: 13, AL: Lawful Evil**) He carries a **Scimitar +2** and a **Dagger +1**. He also wears **Gauntlets of Ogre Power** and faded red **Leather Armor +1**.

Sunghew: Elvish, 6th Level Cleric (**AC: 3, HP: 28, STR: 12, DEX: 18, CON: 15, INT: 12, WIS: 14, CHA: 18, AL: Lawful Evil**) She has the following spells memorized; **First Level: Protection from Good, Cause Fear, Cure Light Wounds. Second Level: Hold Person, Resist Fire, Spiritual Weapon. Third Level: Dispel Magic and Cause Blindness.** She carries a **Shortbow +1** and a **Shortsword +2**. She wears a magical perfume that if smelled for too long it was cause the same effect as a first level Charm Person spell on anyone in 10 foot range to be subject to her suggestions.

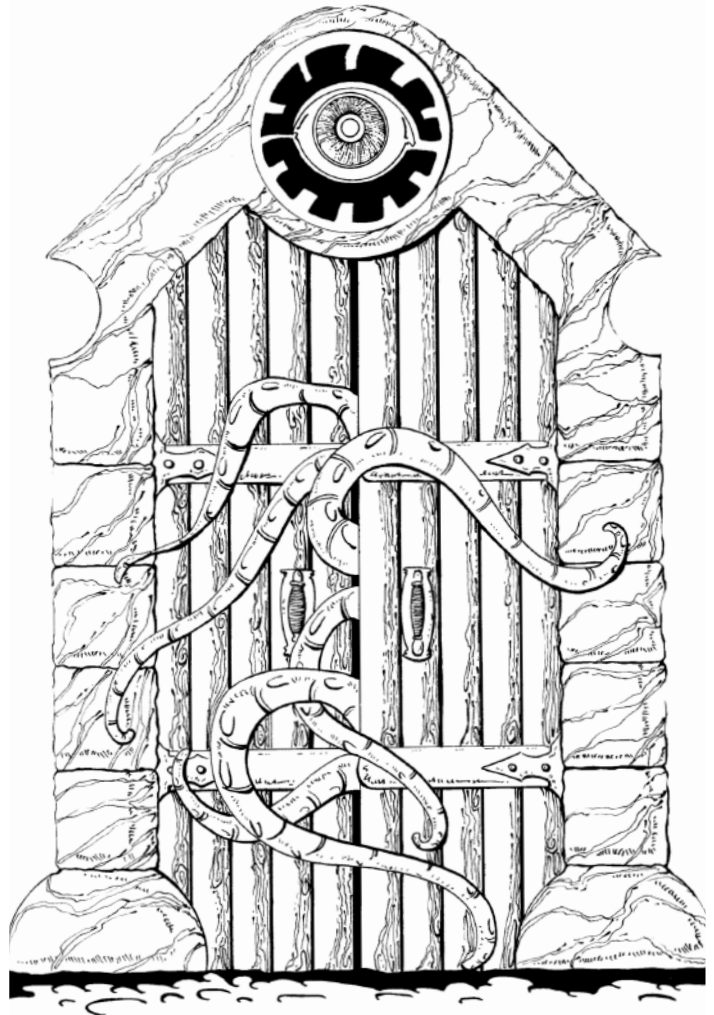
The staircase leads up to thick closed iron hatch. The hatch is magically locked and can only be opened one-way from this side by using one of the following methods: a Dispel Magic spell, a Knock Spell or one of the hand prints of a **Villain of the Undercity (Snoot, Grimley, Lethos, Sunghew, Kreshnar or Wendell Hobblefoot.)** If opened the hatch leads up a narrow tunnel via series of metal rungs that can be used for climbing. It goes up for about 50 feet and ends with another one-way locked hatch. This one can be broken open with 50hp damage or a Knock spell. Once opened the Players emerge in an empty stone square tomb in the middle of the **Los Farport Cemetary** surrounded by caskets.

Without warning one of the caskets will blast open and a Casket Creep will spring out and attack the nearest Player. **1 Casket Creep (AC: 2, MV: 30 ft, HD: 10, HP: 70, #AT: 3 (claw, claw, bite), D: 2d6, 2d6, 2d8, SA: Cold Touch (See below), SD: Can only be hit by magical weapons, SZ: Man Sized, MR: Standard, AL: Chaotic Evil, Level/XP: 10/300 + 1 per hp)**

#5. KRESHNAR'S LIBRARY

The double doors to this room are arched and make of thick black wood. The archway is made of stone and above the door is painted an evil eye. It seems to move to watch you. You can see they are cracked open and some kind of green tentacles are wiggling around inside trying to get out.

The creature is **(1) Carcass Creeper (AC: 3, MV: 120 ft, HD: 6+2, HP: 35, #AT: 4 , D: 1d8+Paralysis, SA: Paralysis, SZ: Large (5 ft/6 ft), MR: Normal, AL: Neutral, Level/XP: 3/105+3/hp)** The eye watching is just an illusion set to appear to watch the Players.



This room appears to have once been the library or study of a scholar. Bookshelves stand against the walls. Several piles of books rest on a reading table in the middle of the room, and the room is lit by fancy candles and chandelier. A large luxurious bed shaped like a heart is in the far corner of the room, it smells of an aromatic female perfume.

The perfume is the same one that is in **Sunghews** bedroom. A bookcase and concealed door pivots smoothly to reveal a keyhole in the wall. The keyhole will only open by using the **Master Key** which **Kreshnar** carries.

If the Players eventually get the key and open this they will find: Gems (18): 7 gp, 2 x 10 gp, 16 gp, 30 gp, 2 x 50 gp, 70 gp, 75 gp, 80 gp, 2 x 100 gp, 200 gp, 3 x 500 gp, 800 gp, 1400 gp. Total Value: 4498 gp. There are also 4 Potions of Healing and a scroll with a Lightning Bolt spell.

#6. GRIMLEY'S CHESS GAME

This room appears to be someone's quarters. There is a simple bed in the northwest corner, and a small circular table with two chairs. On the table is a bottle of wine and a chess board. The chessboard pieces are placed as if in the middle of a game. The Black King is about one move away from a checkmate to the White Queen. At the foot of the bed is a carved wooden chest. The chest has been carved to depict a battle scene in high relief of a man fighting a dragon. Hanging on the wall is a shield, a leather cloak, a shirt. On the bed is a buffalo animal hide blanket.

The chessboard is enchanted with wicked magic. If the Players touch any piece, it will suddenly vanish from the table and re-materialize in the middle of the room as a full sized animated character, attacking the nearest Player with a wrathful vengeance! **Chess Piece (AC: See below, HD: See below, HP: Roll HD, #AT: 1, D: 1d4 or by weapon type, SA: Summon Chess Piece, SD: Can only be hit by magic weapons, SZ: Man Sized (5 ft/6 ft), MR: 50%, AL: Chaotic Evil, Level/XP: See below)** The AC/HD/XP to calculate for each piece is as follows: King and Queen = 1/3/300. Rooks, Bishops and Knights = 5/2/200. Pawns = 8/1/100. These are completely realistic illusions including sights, sounds and smells. They can only be dispelled by bringing them down to **zero hit points** or by a **Wish Spell**, either of those will cause them to disappear and re-materialize back on



the chessboard. **Grimley** uses these illusions for spirited battle on occasion. GMs discretion if you want the pieces to be able to cast spells etc. The chest is filled with clothing, neither rich nor well cared for. The fur on the bed is worth 14 gp. There is a secret trapdoor under the game table and it is armed with a needle trap, **Save vs. Poison** for half 1d4 damage. Within it is a locked, hammered brass coffer. The coffer has a very intricate lock and a thief's chance to open it is -15%. Inside is 6000 sp, 200 pp, 5000 gp and a **Wand of Ice** with three charges left.

#7. ALTAR OF THE WICKED AND THE DAMNED

Dust obscures the designs on the cracked, purple mosaic tiles that cover the floor, walls, and ceiling of this room. A 10-foot-diameter circle is inscribed in the floor, inlaid with silver. A five pointed star is inscribed within the circle, inlaid with glowing dust. Stinking smoke wafts up from braziers made of skulls set around the edges of this room. Ten green Goblins are dancing around the altar with pitchforks in a trance. The walls bear scratch marks and lines of soot that form crude pictures and what looks like words in some language it looks like Goblin.

To the left lies a pile of rubbish and rubble heaped into a crude dais. The dais has upon it an ironbound chest that has been painted with a goblin like face. Furs and skins of unknown origin are strewn haphazardly about the floor before the dais. Burning torches in iron sconces line the walls of this room, lighting it brilliantly.

At the room's center lies a squat stone altar, its top covered in recently spilled blood. A channel in the altar funnels the blood down its side to the floor where it fills grooves in the floor that trace some kind of pattern or symbol around the altar. Unfortunately, you can't tell what it is from your vantage point. A toppled statue lies in the south-east corner of the room, Someone has scrawled "**GK was here**" in runic script on the east wall.

The (10) **Goblins (AC: 10, MV: 90 ft, HD: 1-1, HP: 4 each, #AT: 1, D: 1d4, SZ: Medium (5 ft tall), MR: Standard, SD: None, AL: Lawful Evil, Level/XP: 1/10 + 1/HP)** A secret panel in the bottom of the toppled statue contains: Gems (4): 20 gp, 50 gp, 80 gp, 500 gp. Total Value: 650 gp

#8. ORC ARMORY BATTLE

This room's door is reinforced with metal bands and has also been wizard locked by the magician. The

room was once a barracks and weapons room. The remains of six beds are here, and six footlockers. There is a weapon rack with 10 spears and 6 short bows on a wall. The lockers have been opened and items have been strewn about. There are 8 orcs fighting with each other over a bastard sword with many gems and jewels on it.

The orcs will stop fighting each other and attack the Players. **(8) Orcs (AC: 7, MV: 120 ft, HD: 1, HP: 8, #AT: 1 (3 claws / 1 bite), D: 1d4/1d4/1d8, SZ: Small to Man Size (3' to 5' feet), MR: 50%, AL: Chaotic Evil, Level/XP: 1/150 + 1/HP)**

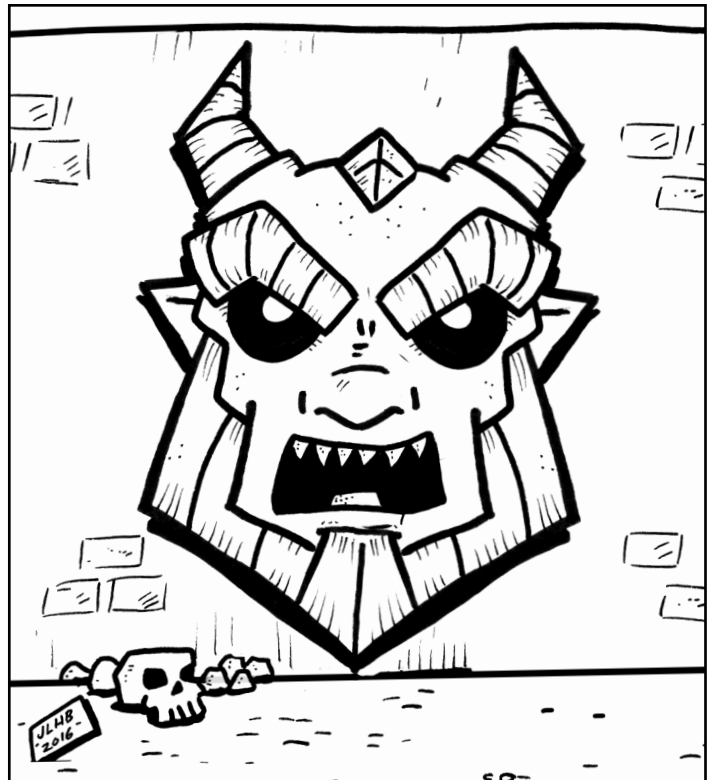
The **Bastard Sword** is +2 and is being wielded by the largest orc in the group. Each bed has a footlocker however only one of them contains the following valuables: 2000 sp, 2000 ep, Jewelry: 300 gp and **(4) Potions of Healing**.

#9. WENDELL'S LABORATORY

You find this chamber lit dimly by guttering candles that squat in small hills of melted wax. The smell of their smoke hits your nose along with an odor that is reminiscent of the sea. Someone has taken a large amount of salt and drawn a broad circular symbol on the floor with the candles situated equidistantly around it. Atop the salt, someone traced the symbol with a black powder that glints a dull silver in the candlelight.

A tapestry hangs along the southern wall depicting a scene filled with large, horned, red-skinned humanoids in the foreground and brass towers in the background suggesting a massive city, all set in an inferno. High above, an unbelievably large red dragon wings through the fiery sky. The chamber is otherwise empty. Coffin-shaped vats, filled with bitter liquid, are situated haphazardly about this room in fact, some are tipped over and have spilled forth a green, bitter-smelling mineral as well as a number of partially preserved bodies. The entire north wall contains shelving filled with small tools, jars, linen pads, and what appears to be bags of sawdust.

Hidden in a concealed panel behind the tapestry is a box containing a Dagger +2, 2000 gp, Jewelry (4): 1800 gp Idol, 800 gp Pendant, 1000 gp Idol, 600 gp Tiara. Total Value: 4200 gp.



#10. GUARDIAN OF THE SINISTER ONE

This is a square stone room about 40 feet wide and 40 feet long. On the wall directly across the chamber you see a huge Devil's Face carved in stone about 8 feet high and 5 feet wide, staring directly at you across the way. The walls to the left and right have open stone arches leading billowing clouds of smoke, one is purple and the other is green. The Devils Face comes alive and speaks to you in a huge bellowing deep voice understandable in each of your native languages. **"What is the Password?"**

The password is whatever the GM wants it to be. If the correct password is used the Devils Face vanishes and reveals a golden arched entryway open door that leads to **Encounter #11** below. The clouds vanish and reveal a hideous chopping blade mechanisms designed to shred anyone or anything that walks into them.

If the Players speak the wrong password the face will bellow with laughter and the room shakes like an earthquake. If the Players enter one of the billowing cloud archways they will hear nothing but eerie silence. The Players that did not enter will hear horrible screams and chopping grinding noises. One round later a stream of ground hamburger meat, bones, blood, clothes, armor and bits of their former compatriot will projectile vomit out of the mouth of the Devils Face into a bloody pile before their eyes. That player is dead now. There is nothing of value here.

#11. SIR WENDELL HOBBLEFOOT

This ornate room looks like a miniature pleasure palace. Bejeweled tapestries hang from the walls and luxurious rugs line the floor. Bulging treasure chests and ornate golden pots lay here and there around the room overflowing with gems and jewels. A plush red carpet runs from the doorway across the length of the room ending by huge throne that is 8 feet high with a tiny sized chair at the base about three feet tall. Nearby the throne is a huge golden 6 foot and 4 foot wide full size mirror in a golden gilded frame. Looking into the mirror you notice a small male Halfling smiling at you with buck teeth. He is standing next to the mirror as your focus shifts from the mirror image of him to the real physical version of him you notice he has big eyes, tousled black hair, a hoop earring in his left ear and a wicked grin on his evil face. He is wearing a fancy puffy shirt, an ascot with a necklace gem, a pirates coat with a small yellow "smiley face" button and a pair of striped black and white bell bottom pants. He is sporting hairy bare feet as well. He is leaning on a cane with his fingers tapping impatiently. You notice he is wearing a ring on one of them. He has a wicked gleam in his eye. Hanging on the wall behind him is a tapestry depicting a hideous demon face or some evil creature. Eyes, snout, ears... uh wait a minute... did that demon's eyes just "glance" at you? Naw – it must be your imagination.

If any of the Villains of the Undercity are still alive or active in the game, then they will be present in this room. Read the following:

The Halfling speaks in Common to the Villains in the room in the same echoing voice the Guardian of the Sinister One spoke in: "**You bumbling bag-ended fools! You have failed me for the last time! You're fired!**"

The Efreet suddenly appears and immediately vaporizes all of them into individual piles of ash or GMs discretion various funny horrible ways for them to die via **Morago** or **Wendell**.

The Halfling smiles and speaks in Common with his normal soft spoken, commanding and refined voice. "**Well hello there travelers. It's so nice to finally meet you. My name is Sir Wendell Hobblefoot the III. I want to thank you for your tenacity in reaching me and passing my tests.**"

Have Wendell gush about the Players victories from earlier in the adventure and refer to them as "**Amazing**" and "**Rad-a-bitchin.**" Etc.

"You have done such a wonderful job in getting this far so I have a offer for you. Join me now as my newest Villains of the Undercity and help me take my amazing operation to the next level. I will level you all up to high capacity and we can rule together! Or you can die a horrible agonizing death fighting me. Please choose wisely." He pulls out a sand timer and turns it upside down. "**You have one minute to decide.**" he presses the smiley face button on his jacket and a loud giggling laughter can be heard echoing around the chamber. It's the same creepy laugh you heard faintly in the Tavern.

It is the same one they heard when they were in the Tavern. The Players can choose to fight or if the timer runs out, here are the stats for combat. **Sir Wendell Hobblefoot: 8 / 10th Level Illusionist / Assassin (AC: 0, HP:72, STR: 8, DEX: 18, CON: 16, INT: 18, WIS: 18, CHA: 10, AL: Lawful Evil).** Spells memorized: **1st Level: Detect Invisibility, Phantasmal Force, Change Self, Gaze Reflection. 2nd Level: Blindness, Invisibility, Fog Cloud. 3rd Level: Fear, Paralyzation, Hallucinatory Terrain. 4th Level: Shadow Monsters, Massmorph.** He is the first Halfling in the **Known Lands** to become an Illusionist and is quite proud of his abilities.

Summary of Wendell Hobblefoots Halfling abilities:

- +5 Saves against magic and poison
- +3 bonus to attacks with a bow or sling
- -4 to attack rolls by bugbears, giants, gnolls, ogres, ogre mages, titans, and trolls.

He speaks: Common, Dwarfish, Gnomish, Goblin, Halfling, Kobold, Bugbear, Efreet and Lizardish. He also may communicate with any normal burrowing animal. He is armed with a **Dagger +3** and has a **Ring of Polymorph** with 8 charges left.

Inside the tapestry lives **Morago (1) Efreet (AC: 2, MV: 90 ft, flying 240 ft (AA: level V), HD: 10, HP: 80, #AT: 1, D:3d8, SA: See OSRIC, SZ: Large, MR: Standard, AL: Lawful Evil, Level/XP: 10/10,000 + 10/hp)**

Wendell's treasure is: 4000 cp, 1000 sp, 4000 ep, 200 pp, Gems (24): 5 gp, 6 gp, 4 x 10 gp, 35 gp, 2 x 50 gp, 2 x 100 gp, 110 gp, 130 gp, 350 gp, 5 x 500 gp, 550 gp, 900 gp, 1000 gp, 1300 gp, 6000 gp. Total Value: 13226 gp., Jewelry (4): 1000 gp, 1600 gp, 3000 gp, 7000 gp. Total Value: 12600 gp. Sitting on the floor in the back corner of the room is a **Carpet of Flying**, a **Bag of Holding**, and **6 Potions of Healing**.

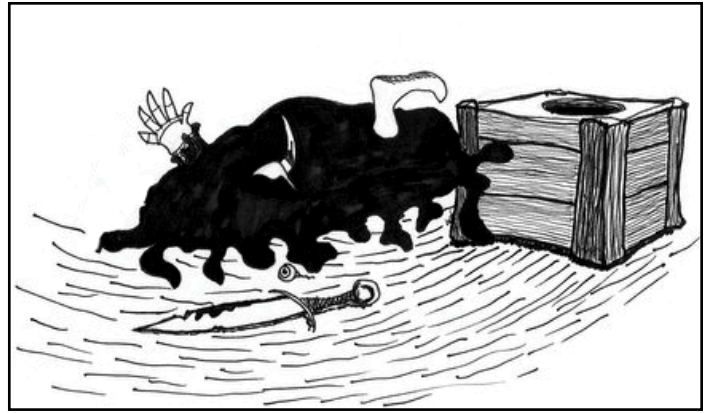


NEW MONSTERS (OPEN GAME CONTENT)

CASKET CREEP

Frequency: Rare
No. Encountered: 2d12
Size: Man Sized
Move: 30 ft
Armor Class: 2
Hit Dice: 10
Attacks: 3 (claw, claw, bite)
Damage: 2d6, 2d6, 2d8
Special Attacks: Cold Touch (See below),
Special Defenses: Can only be hit by magical
weapons
Magic Resistance: Standard
Alignment: Chaotic Evil
Level/XP: 6/300 + 1 per hp

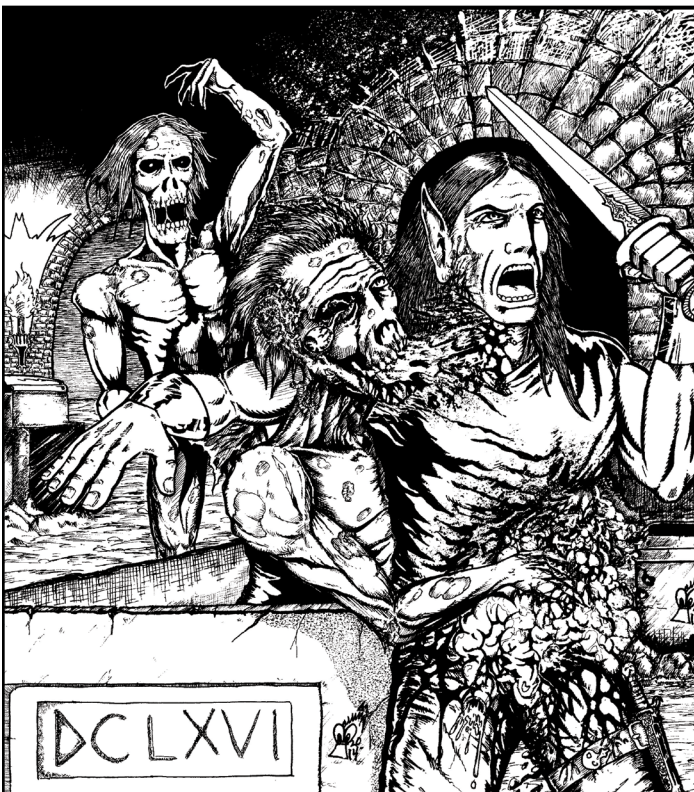
Casket Creeps are usually found around regions that have undead masters within range, e.g. Vampiric Masters, Liches, etc. Every Casket Creep must have a casket or resting tomb to return. If a Casket Creep's coffin or tomb is destroyed they will seek out another casket to take possession. The Casket Creep will not travel more than 100 feet from its Casket. It will not pursue anything unless its casket is destroyed. One of the Casket Creep's special attacks is Cold Touch where as if the Creep hits an opponent they must make a saving throw vs. Paralyzation, Poison, or Death Magic or suffer 1D4 cold damage.



BLACK OOZE

Frequency: Rare
No. Encountered: 1d3
Size: Medium to Large
Move: 20 ft
Armor Class: 8
Hit Dice: 3
Attacks: 1
Damage: 3d4
Special Attacks: (See below)
Special Defenses: (See below)
Magic Resistance: (See below)
Lair Probability: Nil
Intelligence: Animal
Alignment: Neutral
Level/XP: 4/50 + 5/hp

A Black Ooze is a thick pudding-like substance that is alive and conscious. It seeks out living things and will execute a "splatter" attack where it will "spit" chunks of its viscous mass at any Player nearby. It will target the facial area or any exposed flesh, e.g hands, feet, etc. It is also corrosive and will burn through chain in 1 round, 2 rounds to gobble through plate. It will not damage wood or stone, only metallic based objects. Magic consisting of heat or cold will not harm this disgusting thing but lightning will. Black oozes take full damage from normal weapons, but if the weapon is made of metal it too will begin to dissolve.



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Maximum Mayhem Dungeons #1 The Hanging Coffins of the Vampire Queen

Written by Mark Taormino




AN ADVENTURE FOR CHARACTER LEVELS 10-14



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Maximum Mayhem Dungeons are created with one thing in mind: ass-kicking fun. This adventure has that classic look and feel both inside and out, including blue maps and old-school fantasy art from some of the best artists in the business! Filled with irreverent characters, diabolical villains, over-the-top monster encounters, outrageous magic, mischievous NPCs, traps, puzzles, and more blood and gore than an 18 die Fireball can deliver! This adventure will entertain and challenge everyone who dares to play it!

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Hanging Coffins of the Vampire Queen

#4
For use with Classic Fantasy Role-Playing Systems

Maximum Mayhem Dungeons #4 Vault of the Dwarven King

Written by Alan Chamberlain and Mark Taormino




AN ADVENTURE FOR CHARACTER LEVELS 4-7



The Dwarven King of Brundurum has summoned you to his throne room within the Smokey Mountain. Brave souls are needed for a noble quest into the depths of the earth to retrieve the legendary hammer known as Fireheart! But beware - the Goblin King and his evil hordes believe the hammer woke a Lava Titan and they will seek to possess it at all costs. Who is telling the truth? Who is really kin to this ultimate weapon? What secret powers are at play in this tale of suspicion, intrigue and betrayal? Only your stalwart group of adventurers will find out and walk away with more fortune and glory than ever...if you can escape the Vault of the Dwarven King!

Maximum Mayhem Dungeons are created with one thing in mind: ass-kicking fun. This adventure has that classic look and feel both inside and out, including blue maps and old-school fantasy art from some of the best artists in the business! Filled with irreverent characters, diabolical villains, over-the-top monster encounters, outrageous magic, mischievous NPCs, traps, puzzles, and more blood and gore than an 18 die Fireball can deliver! This adventure will entertain and challenge everyone who dares to play it!

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Vault of the Dwarven King

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CHARACTER INFORMATION SHEET

DWARF CLERIC

Name: "Dairrak"
Alignment: Neutral Good
Race: Dwarf
Class: Cleric
Level: 3
Hit Points: 23
Armor Class: 2

STR: 14
DEX: 14
CON: 15
INT: 8
WIS: 18
CHA: 10

Save vs.

Rod, Staff, Wand: 14
Breath Weapons: 16
Death, Paralysis, Poison: 10
Petrification, Polymorph: 13
Spells: 15

Languages: Common, Dwarfish, Gnomish, Goblin, Kobold, Orcish.

Special Abilities: Infravision 60 feet; +1 to Hit against Goblins, Half-Orcs, Hobgoblins and Orcs; +4 to Saving Throws vs Magic and Poison; -4 Penalty to any attacks made by Giants, Ogres, Ogre Mages, Titans and Trolls; Detect slopes/grades 75%, Detect new construction 75%, Detect sliding/shifting walls 66%, Detect traps involving stonework 50%, Determine depth underground 50%.

Weapons and Armor: Hammer +1, Plate Mail, Shield, Hammer

Magic Items: Potion of Healing

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.

Special Equipment: 2 Flasks Holy Water, Prayer Book, Silver Holy Symbol, Spell Components.

Cleric Spells:

1st Level: Bless, Cure Light Wounds (x3)
2nd Level: Hold Person (x2), Spiritual Weapon

CHARACTER INFORMATION SHEET

HALF-ORC FIGHTER

Name: "Gronk"
Alignment: Chaotic Neutral
Race: Half Orc
Class: Fighter
Level: 3
Hit Points: 34
Armor Class: 2

STR: 18:85
DEX: 14
CON: 17
INT: 7
WIS: 8
CHA: 10

Save vs.

Rod, Staff, Wand: 16
Breath Weapons: 17
Death, Paralysis, Poison: 14
Petrification, Polymorph: 15
Spells: 17

Languages: Common, Orcish.

Special Abilities: Infravision 60 feet

Weapons and Armor: Battle Axe +1, Plate Mail, Shield, Spear, Dagger, Hand Axe

Magic Items: Potion of Healing

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.

CHARACTER INFORMATION SHEET

HUMAN FIGHTER

Name: "Valarian"
Alignment: Neutral
Race: Human
Class: Fighter
Level: 3
Hit Points: 30
Armor Class: 0

Save vs.
Rod, Staff, Wand: 16
Breath Weapons: 17
Death, Paralysis, Poison: 14
Petrification, Polymorph: 15
Spells: 17

STR: 17
DEX: 16
CON: 17
INT: 10
WIS: 7
CHA: 13

Languages: Common

Weapons and Armor: Long Sword +1, Plate Mail, Shield, Spear, Dagger, Hand Axe

Magic Items: Potion of Healing

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 3 Torches, Waterskin.

CHARACTER INFORMATION SHEET

HALF-ORC ASSASSIN

Name: "Snarg"
Alignment: Neutral Evil
Race: Half-Orc
Class: Assassin
Level: 3
Hit Points: 22
Armor Class: 7

Save vs.
Rod, Staff, Wand: 14
Breath Weapons: 16
Death, Paralysis, Poison: 13
Petrification, Polymorph: 12
Spells: 15

STR: 16
DEX: 13
CON: 16
INT: 13
WIS: 7
CHA: 9

Languages: Common, Orcish.

Special Abilities: Infravision 60 feet; +3 to Saving Throws vs Magic and Poison; +3 to Hit with Bow and Sling; Surprise on 1-4.

Weapons and Armor: Studded Leather Armor, Long Sword, Thieves Tools

Magic Items: Dagger of Venom, Potion of Invisibility

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.

CHARACTER INFORMATION SHEET

HUMAN CLERIC

Name: "Dunwald"
Alignment: Neutral Good
Race: Human
Class: Cleric
Level: 3
Hit Points: 17
Armor Class: 2

Save vs.
Rod, Staff, Wand: 14
Breath Weapons: 16
Death, Paralysis, Poison: 13
Petrification, Polymorph: 12
Spells: 15

STR: 13
DEX: 11
CON: 12
INT: 11
WIS: 18
CHA: 12

Languages: Common

Special Abilities: Turn Undead.

Weapons and Armor: Mace +1, Plate Mail, Shield, Hammer

Magic Items: Potion of Healing

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.

Special Equipment: 2 Flasks Holy Water, Prayer Book, Silver Holy Symbol, Spell Components.

Cleric Spells:

1st Level: Bless, Cure Light Wounds (x3)

2nd Level: Hold Person (x2), Silence 15' Radius

CHARACTER INFORMATION SHEET

DWARF FIGHTER

Name: "Garth"
Alignment: Neutral
Race: Dwarf
Class: Fighter
Level: 3
Hit Points: 30
Armor Class: 2

Save vs.
Rod, Staff, Wand: 16
Breath Weapons: 17
Death, Paralysis, Poison: 14
Petrification, Polymorph: 15
Spells: 17

STR: 16
DEX: 8
CON: 17
INT: 8
WIS: 13
CHA: 8

Languages: Common, Dwarfish, Gnomish, Goblin, Kobold, Orcish.

Special Abilities: Infravision 60 feet; +1 to Hit against Goblins, Half-Orcs, Hobgoblins and Orcs; +4 to Saving Throws vs Magic and Poison; -4 Penalty to any attacks made by Giants, Ogres, Ogre Mages, Titans and Trolls; Detect slopes/grades 75%, Detect new construction 75%, Detect sliding/shifting walls 66%, Detect traps involving stonework 50%, Determine depth underground 50%; 3/2 attacks per round.

Weapons and Armor: Battle Axe +1, Plate Mail, Shield, Dagger, Hand Axe, Light Crossbow, 20 Bolts

Magic Items: Potion of Healing

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.

CHARACTER INFORMATION SHEET

ELF MAGIC USER

Name: "Selara"
Alignment: Neutral Good
Race: Elf
Class: Magic User
Level: 3
Hit Points: 10
Armor Class: 6

Save vs.
Rod, Staff, Wand: 11
Breath Weapons: 15
Death, Paralysis, Poison: 14
Petrification, Polymorph: 13
Spells: 12

STR: 10
DEX: 17
CON: 9
INT: 18
WIS: 14
CHA: 14

Languages: Common, Elven, Gnoll, Gnomish, Goblin, Halfling, Hobgoblin, Orcish.

Special Abilities: Infravision 60 feet; 90% resistance to Sleep and Charm; +1 to Hit with Bow and Sword; Detect secret doors 1-2, detect concealed doors 1-3; Surprise opponents 1-4

Weapons and Armor: Robes, Spell Book, Staff, Pouches, Spell Components

Magic Items: Ring of Protection +1, Wand of Light (93 Charges)

Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.

Special Equipment: Blank Scrolls, Ink and Quill, Spellbook, Spell Components.

Magic-User Spells:

1st Level: Charm Person, Detect Magic, Protection From Evil, Read Magic, Sleep

2nd Level: Invisibility, Rope Trick

CHARACTER INFORMATION SHEET

HALFLING THIEF

Name: "Nibbles"
Alignment: Neutral
Race: Halfling
Class: Thief
Level: 3
Hit Points: 16
Armor Class: 4

Save vs.
Rod, Staff, Wand: 14
Breath Weapons: 16
Death, Paralysis, Poison: 13
Petrification, Polymorph: 12
Spells: 15

STR: 8
DEX: 18
CON: 11
INT: 12
WIS: 7
CHA: 13

Languages: Common, Dwarfish, Gnome, Goblin, Halfling, Orcish.

Special Abilities: Infravision 60 feet; +3 to Saving Throws vs Magic and Poison; +3 to Hit with Bow and Sling; Surprise on 1-4.

Thief Skills: Backstab for x4 damage, Climb Walls 81%, Find Traps 79%, Hear Noise 48%, Hide in Shadows 100%, Move Quietly 100%, Open Locks 89%, Pick Pockets 89%, Read Languages 50%.

Weapons and Armor: 20 Sling Bullets +1, Leather Armor, Dagger, Sling, Thieves Tools

Magic Items: Potion of Healing

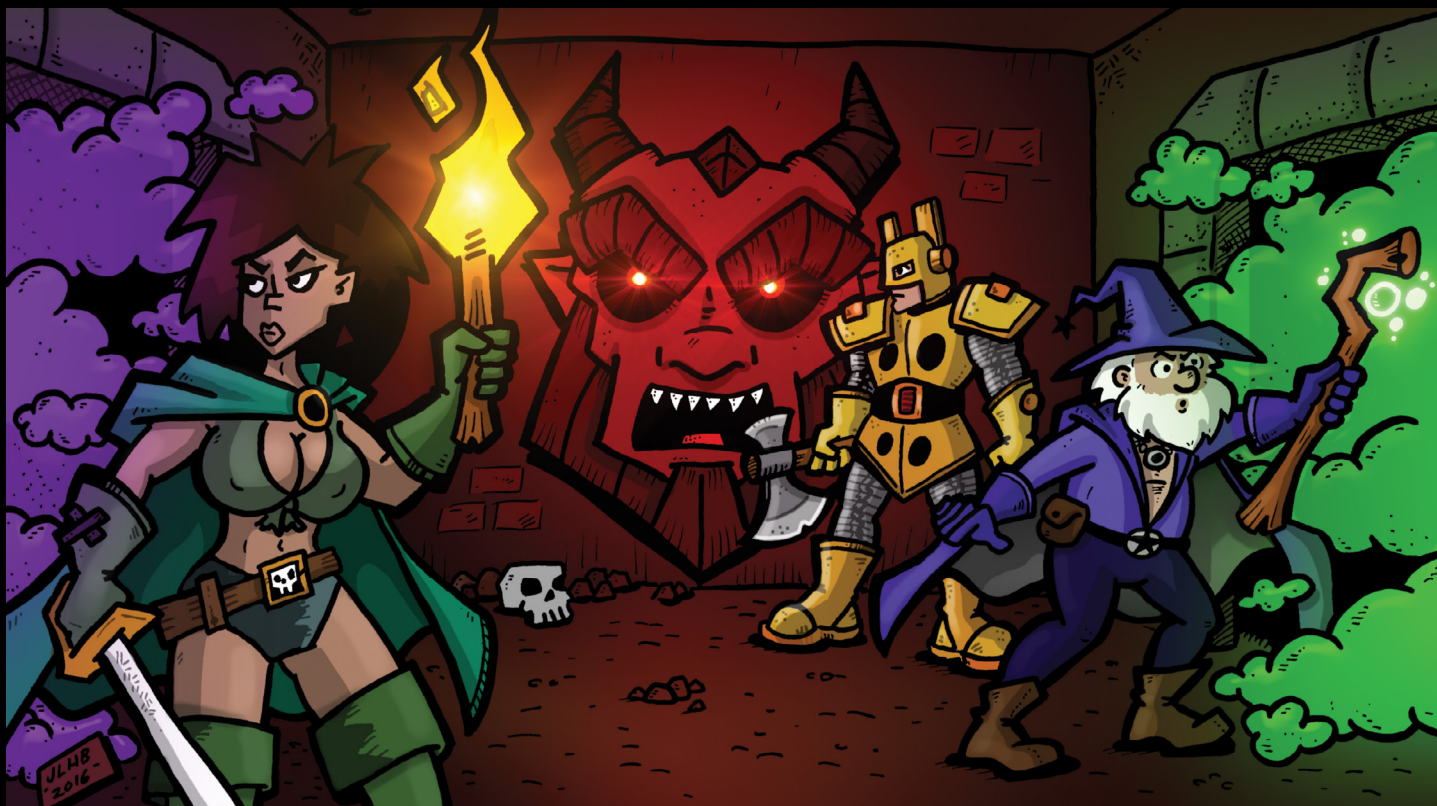
Equipment: Backpack, Grappling Hook, Hammer, 12 Iron Spikes, Lantern, Mirror (small steel), 2 Flasks Oil, 2 Pouches (large), Rations (10 days), 50' Rope, 2 Sacks (large), Scroll Case, Tinderbox, 5 Torches, Waterskin.

Special Equipment: Thieves' Tools.



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This module is designed for 6-8 characters of levels 1-3. The party should consist of at least 3 Fighters, 1 Cleric, 1 Magic-User and 1 Thief. Eight pre-generated characters are included to supplement your player's group with extra meat for the slaughter.

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Quotes from the Undercity Dungeon:

"The Rock n Roll Arena kicks ass! We only got half the party slaughtered by the Deathmonger, but man that music by the KILL band was swingin!" – Snarg the Assassin

"What kind of a psycho has a chess set where the pieces come to life as full sized monsters when you touch them? I just wanted to play a 'nice' friendly game and now I lost my weapon specialized right hand in unnecessary combat because of some demented weirdo's idea of a sick joke!" – Gronk the Fighter a.k.a "Lefty"

"The Tavern of the Wiley Wench sure smells like a combination of monster farts, body odor and bad perfume, or maybe that was just at our table?" – Dunwald the Cleric

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